

# Dungeons & Dragons 3.5 Edition Index – Equipment

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## Armors &amp; Shields

## Light Armors

Light Armor	Armor bonus to AC	Max Dex Mod	Armor Check Penalty <sup>1</sup>	Arcane Spell Failure	Time to put On	Time to Don Hastily <sup>2</sup>	Time to Remove	Cost	Weight	Hardness	HP
Padded (PH p123)	+1	+8	0	5%	10 rnd.	5 rnd.	10 rnd. <sup>†</sup>	5 gp	10 lbs	2	5
Leather (PH p123)	+2	+6	0	10%	10 rnd.	5 rnd.	10 rnd. <sup>†</sup>	10 gp	15 lbs	2	10
Leafweave (Eb p120)	+2	+7	0	5%	10 rnd.	5 rnd.	10 rnd. <sup>†</sup>	750 gp	15 lbs	TBD	TBD
Studded (PH p123)	+3	+5	-1	15%	10 rnd.	5 rnd.	10 rnd. <sup>†</sup>	25 gp	20 lbs	2	15
Chain Shirt (PH p123)	+4	+4	-2	20%	10 rnd.	5 rnd.	10 rnd. <sup>†</sup>	100 gp	25 lbs	10	20
Mithral Shirt (DMG p220)	+4	+6	0 <sup>M</sup>	10%	10 rnd.	5 rnd.	10 rnd. <sup>†</sup>	1,100 gp	10 lbs	10	20
Elven Chain (DMG p220)	+5	+4	-2 <sup>M</sup>	20%	40 rnd. <sup>†</sup>	5 rnd.	10 rnd. <sup>†</sup>	4,150 gp	20 lbs	15	25
Darkleaf Breastplate (Eb p120)	+5	+4	-2	20%	40 rnd. <sup>†</sup>	5 rnd.	10 rnd. <sup>†</sup>	2,450 gp	30 lbs	TBD	TBD

## Medium Armor

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

Medium Armor	Armor bonus to AC	Max Dex Mod	Armor Check Penalty <sup>1</sup>	Arcane Spell Failure	Time to put On	Time to Don Hastily <sup>2</sup>	Time to Remove	Cost	Weight	Hardness	HP
Hide (PH p123)	+3	+4	-3	20%	10 rnd.	5 rnd.	10 rnd. <sup>†</sup>	15 gp	25 lbs	2	15
Scale Mail (PH p123)	+4	+3	-4	25%	40 rnd. <sup>†</sup>	10 rnd.	10 rnd. <sup>†</sup>	50 gp	30 lbs	10	20
Chainmail (PH p123)	+5	+2	-5	30%	40 rnd. <sup>†</sup>	10 rnd.	10 rnd. <sup>†</sup>	150 gp	40 lbs	10	25
Breastplate (PH p123)	+5	+3	-4	25%	40 rnd. <sup>†</sup>	10 rnd.	10 rnd. <sup>†</sup>	200 gp	30 lbs	10	25
Adamantine Breastplate <sup>3</sup> (DMG p219)	+5	+3	-3 <sup>M</sup>	25%	40 rnd. <sup>†</sup>	10 rnd.	10 rnd. <sup>†</sup>	10,200 gp	30 lbs	20	25
Darkleaf Banded Mail (Eb p120)	+6	+2	-4	30%	40 rnd. <sup>†</sup>	10 rnd.	10 rnd. <sup>†</sup>	3,250 gp	35 lbs	TBD	TBD

<sup>1</sup> Reduce by 1 if armor/shield is of Masterwork quality.<sup>2</sup> 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).<sup>†</sup> Cut time in half if being helped. One character can help up to 2 others (but 2 cannot help each other).<sup>M</sup> Bonus for Masterwork quality already factored in.<sup>3</sup> Wearer gains Damage Reduction 2/-.

## 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 <sup>1</sup>	Arcane Spell Failure	Time to put On	Time to Don Hastily <sup>2</sup>	Time to Remove	Cost	Weight	Hardness	HP
Splint Mail (PH p123)	+6	+0	-7	40%	40 rnd.†	10 rnd.	10 rnd.†	200 gp	45 lbs	10	30
Banded Mail (PH p123)	+6	+1	-6	35%	40 rnd.†	10 rnd.	10 rnd.†	250 gp	35 lbs	10	30
Half-Plate (PH p123)	+7	+0	-7	40%	40 rnd.‡	40 rnd.†	1d4+1 min†	600 gp	50 lbs	10	35
Full Plate (PH p123)	+8	+1	-6	35%	40 rnd.‡	40 rnd.†	1d4+1 min†	1,500 gp	50 lbs	10	40
Dragonhide Plate <sup>4</sup> (DMG p220)	+8	+1	-5 <sup>M</sup>	35%	40 rnd.‡	40 rnd.†	1d4+1 min†	3,300 gp	50 lbs	10	40
Dwarven Plate <sup>5</sup> (DMG p220)	+8	+1	-5 <sup>M</sup>	35%	40 rnd.‡	40 rnd.†	1d4+1 min†	16,500 gp	50 lbs	20	40

## Shields

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

Shields	Shield Bonus to AC	Max Dex Mod	Armor Check Penalty <sup>1</sup>	Arcane Spell Failure	Cost	Weight	Hardness	HP	Notes
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 <sup>M</sup>	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.
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)
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 <sup>M</sup>	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	20	Can be used to make a Shield Bash (1d4 Bludgeoning damage 20/x2 critical, 1-Handed Martial Weapon)
Heavy Shield, Mithral (DMG p221)	+2	—	0 <sup>M</sup>	5%	1,020 gp	5 lbs	15	20	Can be used to make a Shield Bash (1d4 Bludgeoning damage 20/x2 critical, 1-Handed Martial Weapon)
Tower Shield (PH p123)	+4	—	-10	50%	30 gp	45 lbs	5	20	Cannot be used to Bash. If the wielder does not attack, a Tower Shield provides Total Cover against attacks, but not spells. Using a Tower Shield gives a -2 penalty on attacks.

‡ Without help, this armor can only be put on Hastily.

<sup>4</sup> Made from Dragonhide, so it may be worn by Druids without penalty.

<sup>5</sup> Wearer gains Damage Reduction 3/-.

## Melee Weapons

All weapons are sized for a Medium-sized user. For rules on resizing weapons, see on page 12 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
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
Longspear (PH p116)	2Hand	1d8	20 / x3	—	P	5 gp	9 lbs	5	10	Vs. Charge, Druid Reach 10'
Quarterstaff (PH p116)	2Hand	1d6/1d6	20 / x2	—	B	Free	4 lbs	5	10	Double, Druid, Monk, Kata
Spear (PH p116)	2Hand	1d8	20 / x3	20'	P	2 gp	6 lbs	5	10	Vs. Charge, Druid

### 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	
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	
Sap (PH p116)(PH3.5e)+	Light	1d6§	20 / x2	—	B	1 gp	2 lbs	2	2	Bard, <b>Rogue</b> , Subdual
Shield, Light Metal Spiked (PH p116)	Light	1d6	20 / x2	—	P	19 gp	11 lbs	10	10	

§ Damage is 'subdual'.

<u>Martial Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Shield, Light Metal (PH p116)	Light	1d3	20 / x2	—	B	9 gp	6 lbs	10	10	
Shield, Light Wood Spiked (PH p116)	Light	1d6	20 / x2	—	P	13 gp	10 lbs	5	7	
Shield, Light Wood (PH p116)	Light	1d3	20 / x2	—	B	3 gp	5 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	Elf Racial Proficiency
Pick, Heavy (PH p116)	1Hand	1d6	20 / x4	—	P	8 gp	6 lbs	5	5	
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	
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'
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
Halberd (PH p117)	2Hand	1d10	20 / x3	—	S or P	10 gp	12 lbs	5	10	Vs. Charge, Trip
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
Maul (CWar p157)	2Hand	1d10	20 / x3	—	B	15 gp	20 lbs	5	10	Hand-and-a-Half
Pick, Dire (CWar p157)	2Hand	1d8	20 / x4	—	P	30 gp	12 lbs	5	10	Hand-and-a-Half
Ranseur (PH p117)	2Hand	2d4	20 / x3	—	P	10 gp	12 lbs	5	10	Reach 10', Disarm +2

<u>Martial Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Scythe (PH p117)	2Hand	2d4	20 / x4	—	S or P	18 gp	10 lbs	5	10	Trip
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)	2Hand	1d12	x2	—	B	25 gp	10 lbs	10	20	Hand-and-a-Half –1 penalty to AC

### Exotic Melee Weapons

<u>Exotic Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Buckler-Axe, Dwarf (CWar p156)	Light	1d6	20 / x3	—	S	20 gp	4 lbs	10	20	Buckler
Kama (PH p117)	Light	1d6	20 / x2	—	S	2 gp	2 lbs	5	2	Kata, Monk, Trip
Lightblade, Elven (CWar p157)	Light	1d6	18-20 / x2	—	P	50 gp	1 lbs	10	2	
Nunchaku (PH p117)	Light	1d6	20 / x2	—	B	2 gp	2 lbs	5	2	Kata, Monk, Disarm +2
Sai (PH p117)	Light	1d4	20 / x2	—	B	1 gp	2 lb	10	2	Kata, Monk, Disarm +4
Siangham (PH p117)	Light	1d6	20 / x2	—	P	3 gp	1 lb	5	2	Kata, Monk
Tortoise Blade, Gnome (CWar p158)	Light	1d6	19-20 / x2	—	P	10 gp	3 lb	5	7	Buckler
Flindbar (MM3 p62)	1Hand	2d4	19-20 / x2	—	B	30 gp	2 lbs	10	10	+2 Disarm A proficient user may make a free Disarm attempt when a Critical is <u>Threatened</u> , which does not provoke an Attack of Opportunity
Maul (CWar p157)	1Hand	1d10	x3	—	B	15 gp	20 lbs	5	10	Hand-and-a-Half
Pick, Dire (CWar p157)	1Hand	1d8	x4	—	P	30 gp	12 lbs	5	10	Hand-and-a-Half
Scourge (CWar p157)	1Hand	1d8	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
Thinblade, Elven (CWar p158)	1Hand	1d8	18-20 / x2	—	P	100 gp	3 lbs	10	5	Finesse
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)	1Hand	1d12	x2	—	B	25 gp	10 lbs	10	20	Hand-and-a-Half –1 penalty to AC
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
Axe, Orc Double (PH p117)	2Hand	1d8/1d8	20 / x3	—	S	60 gp	15 lbs	5	10	Double
Chain, Spiked (PH p117)	2Hand	2d4	20 / x2	—	P	25 gp	10 lbs	10	10	Reach 10' & Threaten Adjacent, Finesse, Trip, Disarm +2

<u>Exotic Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Hardness	HP	Misc.
Entangling Pole (BoED p34)	2Hand	1d4 or Grapple	20 / x2	—	P	4 gp	5 lbs	5	10	Reach 10', Grapple (against foes with clothing or fur only)
Flail, Dire (PH p117)	2Hand	1d8/1d8	20 / x2	—	B	90 gp	10 lbs	5	10	Double, Trip, Disarm +2
Grasping Pole (BoED p34)	2Hand	1d4§	20 / x2	—	B	8 gp	8 lbs	5	10	Reach 10', Grapple
Greataxe (CWar p156)	2Hand	2d6	x3	10'	P	25 gp	9 lbs	5	10	Reach 10'
Hammer, Gnome Hooked (PH p117)	2Hand	1d8 & 1d6	20 / x3 & 20 / x4	—	B & P	20 gp	6 lbs	5	10	Double, Trip Gnome Weapon Familiarly
Hammer, Double (CWar p156)	2Hand	1d8/1d8	x3	—	B	70 gp	18 lbs	5	10	Double
Lajatang (CWar p157)	2Hand	1d8/1d8	x2	—	S	90 gp	7 lbs	5	10	Kata, Double
Mancatcher (CWar p157)	2Hand	1d4§	x2	—	B	20 gp	8 lbs	5	10	Reach 10', Grapple, Subdual
Poleaxe, Heavy (CWar p156)	2Hand	2d6	x3	—	P or S	20 gp	15 lbs	5	10	Reach 10', Vs. Charge
Scimitar, Valenar Double (Eb p120)	2Hand	1d6/1d6	18-20 / x2	—	S	125 gp	15 lbs	10	10	Double
Sharrash, Talenta (Eb p120)(EbErrata)+	2Hand	1d10	19-20 / x2	—	S	18 gp	10 lbs	5	10	Reach 10', Trip
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 Dwarf Weapon Familiarly

## 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
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
Sling (PH p116)	—	1d4	20 / x2	50'	B	Free	—	Strength modifier applies to damage. Move Action to reload, Druid, Monk

## Martial Ranged Weapons

Martial Ranged Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Longbow (PH p117)	—	1d8	20 / x3	100'	P	75 gp	3 lbs	Bard, Elf Racial Proficiency
Longbow, Composite Mighty +0 <sup>6</sup> (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. Bard, Elf Racial Proficiency
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. Bard, Elf Racial Proficiency
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. Bard, Elf Racial Proficiency
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. Bard, Elf Racial Proficiency
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. Bard, Elf Racial Proficiency
Shortbow (PH p117)	—	1d6	20 / x3	60'	P	30 gp	2 lbs	Bard, Rogue, Elf Racial Proficiency
Shortbow, Composite Mighty +0 <sup>7</sup> (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
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
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

<sup>6</sup> Martial Weapon Proficiency (longbow), Weapon Focus (longbow), Improved Critical (longbow), etc., apply to both Longbows & Composite Longbows.

<sup>7</sup> Martial Weapon Proficiency (shortbow), Weapon Focus (shortbow), Improved Critical (shortbow), etc., apply to both Shortbows & Composite Shortbows.



## Exotic Ranged Weapons

Exotic Ranged Weapon	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Blowgun (DR312 p44)	—	1	x2	10'	P	1 gp	2 lb	Fires Blowgun Needles
Blowgun, Greater (CWar p155)	—	1d3	x2	10'	P	15 gp	2 lb	Requires two hands to fire and/or reload. Move Action to reload. Maximum range of 5 increments.
Bolo (PH p117)	—	1d4§	20 / x2	10'	B	5 gp	3 lbs	Subdual, Trip
Bolo, Barbed <sup>8</sup> (CWar p155)	—	1d4	20 / x2	10'	P	10 gp	3 lbs	Trip
Boomerang (CWar p155) (DR328 p81)+	—	1d4§	20 / x2	20'	B	10 gp	2 lbs	Subdual, Returns after a miss (AC 10 to catch).
Boomerang, Talenta (Eb p120)	—	1d4	20 / x2	30'	B	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).
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
Crossbow, Repeating Light (PH p117)	—	1d8	19-20 / x2	80'	P	250 gp	6 lbs	Magazine holds 5 bolts
Greatbow (CWar p156)	—	1d10	20 / x3	120'	P	150 gp	6 lbs	Cannot be used while mounted.
Greatbow, Composite, Mighty +0 <sup>9</sup> (CWar p156)	—	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.
Greatbow, Composite, Mighty +1 (CWar p156)	—	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.
Greatbow, Composite, Mighty +2 (CWar p156)	—	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.
Greatbow, Composite, Mighty +3 (CWar p156)	—	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.
Greatbow, Composite, Mighty +4 (CWar p156)	—	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.
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.

<sup>8</sup> Exotic Weapon Proficiency (bolo), Weapon Focus (bolo), Improved Critical (bolo), etc., apply to both Bolos & Barbed Bolos.

<sup>9</sup> Exotic Weapon Proficiency (greatbow), Weapon Focus (greatbow), Improved Critical (greatbow), etc., apply to both Greatbows & Composite Greatbows.

<u>Exotic Ranged Weapon</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Net (PH p117)	—	—	—	10' max	—	20 gp	6 lbs	Ranged Touch to Entangle (–2 on attacks, –4 dex, 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- 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)
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

Ammunition

<u>Ammunition</u>	Used with...	Description	Cost	Weight
Arrow (PH p117)	Longbow, Shortbow	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
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
Repeating Crossbow Magazine (PH p117)	Crossbows – Repeating	Holds 5 standard bolts	½ gp	½ lb
Sling Bullet (PH p116)	Slings	Standard lead sling bullet	1/100 gp	¼ lb
Sling Stone (PH p116)	Slings	Rocks about the right size for a sling –1 penalty to hit & does one size-category less damage (1d3 for Medium)	—	¼ lb

## Weapons Errata

### 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: Longbow; 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 – Chain, Spiked; Flail, Dire; Flail, Heavy; Flail, Light; Flindbar; Nunchaku; Ranseur; Scourge; Whip.

Disarm +4 – Sai.

**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; Hammer, Double; Hammer, Gnome Hooked; Lajatang; Quarterstaff; Scimitar, Valenar Double;

Sword, Two-Bladed; Ugrgrosh, Dwarven.

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

Finesse – Chain, Spiked; Rapier; Thinblade, Elven; Whip.

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

Grapple – Entangling Pole; Grasping Pole; Mancatcher.

**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; Sword, Bastard; Waraxe, Dwarven; Warmace.

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

Kata – Kama; Lajatang; Nunchaku; Quarterstaff; Sai; Shuriken; Siangham.

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

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

**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.

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

Reach 10' – Entangling Pole; Glaive; Greatspear; Guisarme; Lance, Heavy; Longspear; Mancatcher; Poleaxe, Heavy; Ranseur; Sharrash, Talenta.

Reach 10' and Threaten Adjacent – Chain, Spiked.

Reach 15' and Threaten Adjacent – Whip.

**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 – Bolo; Chain, Spiked; Flail, Dire; Flail, Heavy; Flail, Light; Guisarme; Halberd; Hammer, Gnome Hooked; Kama; Lasso; Scythe;

Sharrash, Talenta; Sickle; Whip.

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

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

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

Vs. Charge – Halberd; Longspear; Poleaxe, Heavy; Shortspear; Spear; Trident; Ugrgrosh, 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 / x3	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</u> / x2	Bludgeoning	10	—	—	Flail, Heavy	Flail, Light
Mace	1d6	20 / x2	Bludgeoning	4	—	Mace, Heavy	Mace, Light	—
Mace	1d8	20 / x2	Bludgeoning	8	—	—	Mace, Heavy	Mace, Light

## Superior Equipment

## Alchemy Items

Alchemy Items	DC	Description	Weight	Cost
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
Acidic Fire (Eb p121)	TBD	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
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 Frost (Eb p121)	TBD	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 Spark (Eb p121)	TBD	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
Antitoxin (PH p128)(PH p71)+	25	Antitoxin gives +5 Alchemical bonus on all Fortitude saves vs. poison for 1 hour.	—	50 gp
Blood Thickener (DR324 p56)	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
Holy Candle (DR324 p56)	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
Noxious Smokestick (Eb p121)	TBD	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
Portable Pyre (DR324 p57)	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
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
Sunrod (PH p128)(PH p71)+	25	Gold-tipped iron wand (1 foot long). When struck, the Sunrod gives off 30' radius of light & shadowy illumination for another 30' from the Sunrod. After 6 hours, the Sunrod burns out.	1 lb.	2 gp
Tanglefoot Bag (PH p128)(PH p71)+	25	Bag of alchemical goo. Grenade-like weapon with a range increment of 10'. On a direct hit, its target is at –2 attack & –4 Dex and must make a Reflex save vs. 15 or be stuck to the floor & unable to move. To break free of the floor takes a Strength check vs. DC 27 or 15 hp of 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 2d4 rounds.	4 lbs.	50 gp
Thunderstone (PH p129)(PH p71)+	25	Grenade-like weapon with a range increment of 20'. On impact, it makes a loud bang, forcing all within a 10' radius to make a Fortitude save vs. DC 15 or be deafened for 1 hour. This results in –4 on Initiative & 20% chance of a spell miscast. Consider a 5' square to have an AC 5 for purposes of targeting it.	1 lb.	30 gp
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

Alchemy Items	DC	Description	Weight	Cost
Unholy Candle (DR324 p56)	25	Candle infused with Unholy Water. Generates deep purple light in a 5' radius & shadowy illumination in a 10' radius. Burns for 1 hour. Any attempt to Rebuke / Control Undead while within the candle's 5' radius receives a +2 bonus. Bonuses from multiple candles do not stack. The candle's creator must have at least 1 rank in Knowledge (religion).	—	75 gp

### Superior Materials

Superior Items	Description	Weight	Cost
Darkweave (Eb p121)	Dark cloth that magically includes strands of shadow. Clothes made with Darkweave grant a +1 Circumstance bonus on Hide checks.	standard	+100gp
Glamerweave (Eb p121)	Bright cloth that magically includes bits of illusion. Clothes made with Glamerweave grant a +1 Circumstance bonus on Diplomacy checks.	1 lbs less than standard	+100gp

### Other Superior Items

Other Superior Items	DC	Description	Weight	Cost
Book of Prayers (DR324 p56)	—	A book of prayer sacred to a specific deity. As a Full Round Action, a literate creature reading directly from the book grants a Cleric a +2 bonus on a Turning check against Undead if the reader makes a Charisma check vs. DC 10 (i.e. an 'Aid Other' action). The Cleric, the reader, and the book must all share the same deity. Creating a Book of Prayers requires a Craft (writing) check vs. DC 20 and the creator must have at least 1 rank of Knowledge (religion).	3 lbs.	50 gp
Holy Wafers (DR324 p56)	—	10 small, stylized bread wafers imprinted with religious icons.	—	2 sp
Mummy Mites (DR324 p57)	—	Flask filled with ant-sized eggs. Can be thrown like a grenade. If the flask shatters within 5' of a corpse or a corporeal Undead, the eggs hatch into a swarm of Mummy Mites (DR324 p56). The mites only attack 'dead' flesh (though they don't care if it is moving). After 1 minute, the mites die.	1 lb.	75 gp
Reinforced Sheath (DR324 p57)	—	A heavy sheath for a bladed slashing or piercing weapon. By leaving the weapon (typically a Sword) in its sheath, it now does Bludgeoning damage but receives a -2 penalty on its attack roll. The weapon's enchantments (if any) do not apply.	2 lbs.	10 gp

## 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
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
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
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
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
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
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 – Weapons																														
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																														
Byeshk (Eb p126)	Purple sheen	Bludgeoning weapons have a +1 Enhancement bonus on damage. Certain creatures are vulnerable to this metal.	+1,500 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																														
Pandemonic Silver (CWar p136)	Iron bonded with extradimensional silver. Slashing or piercing weapon only	All properties of Alchemical Silver. When unsheathed in at least a Light Breeze, the weapon “screams”. Everyone (except the wielder) within 30’ Cowers for 1d4 rounds (WillNeg). DC is based on wind: <table border="1" style="margin-left: auto; margin-right: auto;"> <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																														
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)	Iron bonded with silver	Able to bypass certain types of Damage Reduction. –1 <u>penalty</u> to damage. Cannot be combined with Mithral, Adamantine, or Cold Iron	+2 gp – Ammunition +20 gp – Light Weapons +90 gp – One-Handed +180 gp – Two-Handed																														
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																														
Solarian True-Steel (BoED p38)	Fine iron with a silvery gleam	Gain a +1 bonus a Confirmation roll of a Threatened Critical	+1,000 gp																														
Targath (Eb p127)	Soft metal	Anyone wearing or carrying Targath receives a +2 Resistance bonus on Fortitude saves vs. disease.	+3 gp – Ammunition +30 gp – Light Weapons +100 gp – One-Handed +200 gp – Two-Handed																														
Thinaun (CWar p136)	Dark glittering steel	If a weapon made of Thinaun is in contact with a body when it dies, the creatures soul is trapped in the Thinaun weapon (this applies to the wielder too). While the soul is trapped, the creature cannot be brought back to life. If the weapon is present when an attempt to bring back the creature is made, then only half the material components are needed. If the weapon touches another creature when it dies, its soul is stored in the weapon & the original soul is freed. The soul is also feed if the weapon is destroyed,	+10,000 gp – Light Weapons +15,000 gp – One-Handed or one end of a Double Weapon +20,000 gp – Two-Handed or both ends of a Double Weapon																														



## Hardness of Materials

Material	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	
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	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
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 Trueteel (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

## 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.
- April 1, 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”.

### Key to Sourcebooks

- PH – Player’s Handbook v.3.5  
DMG – Dungeon Master’s Guide v.3.5  
MM – Monster Manual v.3.5  
MM3 – Monster Manual 3
- CWar – Complete Warrior  
CDiv – Complete Divine  
CArc – Complete Arcane  
BoED – Book of Exalted Deeds  
UA – Unearthed Arcana
- FR – Forgotten Realms Campaign Setting  
MoF – Magic of Faerûn  
UE – Unapproachable East  
LoD – Lords of Darkness  
RoF – Races of Faerûn  
SM – Silver Marches  
Und – Underdark  
PGF – Player’s Guide to Faerûn
- Eb – Eberron Campaign Setting
- DR### – Dragon Magazine (with issue number)  
DU## – Dungeon Magazine (with issue number)
- 3.5up – D&D v.3.5 Accessory Update – [http://www.wizards.com/dnd/files/DnD35\\_update\\_booklet.zip](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](http://www.wizards.com/dnd/files/PHB_Errata09242003.zip)  
PGFe – Player’s Guide to Faerûn Errata – [http://www.wizards.com/dnd/files/PgtF\\_Errata07192004.zip](http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip)  
CDivErrata – Complete Divine Errata – [http://www.wizards.com/dnd/files/CompDiv\\_Errata09102004.zip](http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip)  
EbErrata – Eberron Errata – [http://www.wizards.com/dnd/files/Eberron\\_Errata10222004.zip](http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip)

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