

Dungeons & Dragons 3.0 Edition Index – Equipment

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Armors

Light Armors

Light Armor	AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Max Speed - 30' base	Max Speed - 20' base	Time to put On	Time to Don Hastily ²	Time to Remove	Cost	Weight
Mud (RoF p157)	+1	+5	-1	—	30'	20'	10 min ³	—	10 min	—	8 lbs
Padded (PH p106)	+1	+8	0	5%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	5 gp	10 lbs
Retarius (DR303 p32)	+1	+6	-1	5%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	10 gp	5 lbs
Samite (DR303 p32)	+1	+8	-1	10%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	10 gp	10 lbs
Wicker (A&E p15)	+1	+5	0	10%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	1 gp	5 lbs
Animal Training Outfit (A&E p29)	+2	+1	-7	40%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	10 gp	20 lbs
Bark (A&E p15)	+2	+5	-2	15%	30'	20'	40 rnd. [†]	10 rnd.	10 rnd. [†]	5 gp	15 lbs
Cord (A&E p15)(DR275 p33)	+2	+4	-2	20%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	8 gp	15 lbs
Leather (PH p106)	+2	+6	0	10%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	10 gp	15 lbs
Thracian (DR303 p32)	+2	+5	-2	10%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	15 gp	15 lbs
Bone (A&E p15)(DR275 p33)	+3	+4	-3	15%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	20 gp	20 lbs
Leather Scale (A&E p15)	+3	+6	-2	15%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	35 gp	20 lbs
Secutor (DR303 p32)	+3	+3	-2	20%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	40 gp	30 lbs
Sharkskin ⁴ (RoF p157)	+3	+6	-1	10%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	85 gp	15 lbs
Silk Armor (DR298 p50)	+3	+8	-1	5%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	5,000 gp	15 lbs
Studded (PH p106)	+3	+5	-1	15%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	25 gp	20 lbs
Wood (A&E p15)(DR275 p33)	+3	+4	-3	15%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	15 gp	20 lbs
Chain Shirt (PH p106)	+4	+4	-2	20%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	100 gp	25 lbs
Mithral Shirt (DMG p182)	+4	+6	0 ^M	10%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	1,100 gp	10 lbs
Duskwood Breastplate (MoF p178)	+5	+4	-2 ^M	20%	30'	20'	40 rnd. [†]	10 rnd.	10 rnd. [†]	3,350 gp	15 lbs
Elven Chain (DMG p182)	+5	+4	-2 ^M	20%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	4,150 gp	20 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 Requires a Wilderness Lore check vs. DC 10 to apply correctly.[†] Cut time in half if being helped. One character can help up to 2 others (but 2 cannot help each other).⁴ Contains shark teeth, which count as 'Armor Spikes' & give a +6 Circumstance bonus on Escape Artist checks.^M Bonus for Masterwork quality already factored in.

Medium Armor

<u>Medium Armor</u>	AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Max Speed - 30' base	Max Speed - 20' base	Time to put On	Time to Don Hastily ²	Time to Remove	Cost	Weight
Hide (PH p106)	+3	+4	-3	20%	20'	15'	10 rnd.	5 rnd.	10 rnd. [†]	15 gp	25 lbs
Shell (A&E p15)	+3	+3	-2	20%	20'	15'	40 rnd. [†]	10 rnd.	10 rnd. [†]	25 gp	20 lbs
Brigandine (A&E p15)	+4	+2	-5	30%	20'	15'	40 rnd. [†]	10 rnd.	10 rnd. [†]	30 gp	40 lbs
Chitin (RoF p157)	+4	+4	-3	30%	20'	15'	10 rnd.	5 rnd.	10 rnd. [†]	75 gp	60 lbs
Ring (A&E p15)	+4	+4	-3	30%	20'	15'	10 rnd.	5 rnd.	10 rnd. [†]	75 gp	35 lbs
Scale Mail (PH p106)	+4	+3	-4	25%	20'	15'	40 rnd. [†]	10 rnd.	10 rnd. [†]	50 gp	30 lbs
Breastplate (PH p105)	+5	+3	-4	25%	20'	15'	40 rnd. [†]	10 rnd.	10 rnd. [†]	200 gp	40 lbs
Chainmail (PH p105)	+5	+2	-5	30%	20'	15'	40 rnd. [†]	10 rnd.	10 rnd. [†]	150 gp	30 lbs
Lamellar (A&E p15)	+5	+3	-4	30%	20'	15'	40 rnd. [†]	10 rnd.	10 rnd. [†]	150 gp	35 lbs
Dwarven Plate (DMG p182)	+8	+3	-4 ^M	25%	20'	15'	40 rnd. [‡]	40 rnd. [†]	1d4+1 min. [†]	10,500 gp	25 lbs

Heavy Armor

<u>Heavy Armor</u>	AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Max Speed - 30' base	Max Speed - 20' base	Time to put On	Time to Don Hastily ²	Time to Remove	Cost	Weight
Banded Mail (PH p105)	+6	+1	-6	35%	20 [*]	15 [*]	40 rnd. [†]	10 rnd.	10 rnd. [†]	250 gp	35 lbs
Coral (A&E p15)	+6	+1	-7	30%	20 [*]	15 [*]	40 rnd. [†]	10 rnd.	10 rnd. [†]	225 gp	40 lbs
Splint Mail (PH p106)	+6	+0	-7	40%	20 [*]	15 [*]	40 rnd. [†]	10 rnd.	10 rnd. [†]	200 gp	45 lbs
Half-Plate (PH p106)	+7	+0	-7	40%	20 [*]	15 [*]	40 rnd. [‡]	40 rnd. [†]	1d4+1 min. [†]	600 gp	50 lbs
Full Plate (PH p105)	+8	+1	-6	35%	20 [*]	15 [*]	40 rnd. [‡]	40 rnd. [†]	1d4+1 min. [†]	1,500 gp	50 lbs
Dwarven Stone (A&E p15)	+9	+0	-7	40%	20 [*]	15 [*]	40 rnd. [‡]	40 rnd. [†]	1d4+1 min. [†]	1,750 gp	80 lbs

* Running speed is 3x, not 4x.

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

Shields

<u>Shields</u>	AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Max Speed - 30' base	Max Speed - 20' base	Time to put On	Time to Don Hastily	Time to Remove	Cost	Weight
Buckler (PH p105)	+1	–	-1	5%	–	–	–	–	–	15 gp	5 lbs
Small Shield, steel (PH p106)	+1	–	-1	5%	–	–	–	–	–	9 gp	6 lbs
Small Shield, wood (PH p106)	+1	–	-1	5%	–	–	–	–	–	3 gp	5 lbs
Darkwood Shield (DMG p183)	+2	–	0 ^M	15%	–	–	–	–	–	257 gp	5 lbs
Large Shield, steel (PH p106)	+2	–	-2	15%	–	–	–	–	–	20 gp	15 lbs
Large Shield, wood (PH p106)	+2	–	-2	15%	–	–	–	–	–	7 gp	10 lbs
Mithral Shield (DMG p183)	+2	–	0 ^M	5%	–	–	–	–	–	1,020 gp	5 lbs
Adamantine Shield (DMG p183)	+3	–	-1 ^M	15%	–	–	–	–	–	2,170 gp	15 lbs
Tower Shield (PH p106)	©	–	-10	50%	–	–	–	–	–	30 gp	45 lbs

Additional Defenses that Stack

<u>Additional Defenses</u>	AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Description	Cost	Weight
Dastana (A&E p15)	+1	–	-1	5%	Metal bracers that can be worn in addition to a shield & one of the following armors (Padded, Leather, Chain Shirt). Using Dastana without additional penalty requires Armor Proficiency (Light).	25 gp	5 lbs
Leather Collar (S&S p54)	+4 ^{Error!} Bookmark not defined.	–	–	–	Wearer receives a –2 Circumstance penalty to perform extended physical actions, such as running.	2 gp	2 lbs
Gorget (S&S p54)	+10 ⁵	–	–	–	Wearer receives a –4 Circumstance penalty to perform extended physical actions, such as running.	10 gp	5 lbs

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

⁵ AC bonus only applies to Garrote Attacks(S&S p86).

Unusual Armor

<u>Unusual Armor</u>	Type	AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Max Speed - 30' base	Max Speed - 20' base	Description	Cost	Weight
Bondleaf Wrap (A&E p15)	Light	+1	-	-	-	30'	20'	Takes 24 hours for the giant leaf to form a symbiotic bond with the "wearer". After that, the wearer can command it to unfurl itself and act as armor with a Standard Action.	1,000 gp	2 lbs
Moon-Ivy (A&E p15)	Light	+4	+6	-	10%	30'	20'	By wearing a special choker while sleeping, this organic armor brows over the wearer's body in 8 hours. Removing the choker kills the ivy in 5 rounds. Moon-Ivy options (+500gp each): Poison Ivy – Once per day, the armor can generate a 13 Con / 1d3 Con / DC14 Contact poison, transferred through Grappling. Explosive Spores – The armor as up to 10 spore pods (1d3 grow each 24 hours). When hit by a bludgeoning attack, one pod explodes into the attacker's 5' square, causing Nausea for 1d6 rounds (FortNeg DC14). The wearer is immune to the spores. Pheromones – Once per day, the armor can generate pleasant pheromones for a 3 hour period. This grants the wearer +3 bonus on all Charisma-based skill checks (+6 vs. creatures with the Scent ability, +0 vs. constructs & undead).	16,000 gp	5 lbs
Dendritic (A&E p15) (RoF p157)	Heavy	+9	+0	-8	40%	20 [*]	15 [*]	The crystal-based armor must be "grown" for a specific wearer. Its crystal sections are so tight that crystal flecks are constantly ground off & regrowing. Tracking a person wearing Dendritic armor gains a +2 Circumstance bonus. Dendritic armor can only be broken off the body by making a Strength check vs. DC 25. If the owner wears a 5 pound (or larger) piece of the armor for 8 hours, it grows back.	2,000 gp	60 lbs

Unusual Shields

<u>Unusual Shields</u>	AC	Max Dex Mod	Armor Check Penalty ¹	Arcane Spell Failure	Description	Cost	Weight
Shield, Grasping (RoF p157)	+1	-	-1	5%	Small metal shield with Shield Spikes. As a Free Action, the user can cause the springs attached to the spikes to pull them inward, possibly trapping an object. The wearer can make one Disarm Attempt can the spikes close. The action does not generate an Attack of Opportunity and the opponent can no attempt a Counter-Disarm, but it does have any penalties associated with attacking with the off-hand & a light weapon. Once triggered, the Grasping Shield is treated as a Small Metal Shield. Resetting the spikes is a Full Round Action that generates an Attack of Opportunity.	50 gp	11 lbs
Shield, Stiletto (A&E p15)	+1	-	-1	5%	Small wooden shield with retractable Shield Spikes. As a Free Action, the spikes can be triggered or retracted.	30 gp	10 lbs
Buckler, Beetle (A&E p15)	+2	-	-1	5%	This Tiny-sized Vermin bonds with the wearer's forearm over the course of a day. Once bonded, it grants the AC bonus. On command, it detaches itself and flies around its wearer, granting him/her the <u>Feat: Deflect Arrows</u> (Ref save +6).	6,600 gp	5 lbs

Melee Weapons

Untrained Melee Weapons

Untrained Melee Weapons	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 attacked without provoking an attack of opportunity.

Simple Melee Weapons

Simple Melee Weapons	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	–	S	6 gp	3 lbs	Druid
Aspergillum, Heavy (holy water sprinkler) (RoF p154)	Med.	1d8	x2	–	B	100 gp	12 lbs	Can hold 3 flasks of holy water. Before making an attack, the user can “open the valve”, causing 1 flask to be sprayed. If the attack hits, then the opponent is drenched with the holy water. On a miss, the holy water is lost. As a standard action, can sprinkle 1 flask on a target within melee range as a ranged touch attacked without provoking an attack of opportunity.
Battle Gauntlet (RoF p154)	Med.	normal unarmed damage	normal unarmed threat	–	B	10 gp	4 lbs	Causes unarmed attacks to do normal damage (instead of subdual damage). Price & Weight is for <u>one</u> Battle Gauntlet.
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 or P	8 gp	8 lbs	Rogue
Shortstaff (DU89 p95) (DR291 p37)+	Med.	1d4 / 1d4	x2	–	B	Free	2 lbs	Double, When padded it does subdual damage. Used for the Gnome game Dizzy-Boff(DR291 p37).
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

Martial Melee Weapons	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.
Shield, Small Metal (PH p106)	Light*	1d3 or 1d2	x2	–	B	9 gp	6 lbs	Medium wielders do 1d3, while Small ones do 1d2.
Shield, Large Wood (PH p106)	Light*	1d4 or 1d3	x2	–	B	7 gp	10 lbs	Medium wielders do 1d4, while Small ones do 1d3.
Shield, Large Metal (PH p106)	Light*	1d4 or 1d3	x2	–	B	20 gp	15 lbs	Medium wielders do 1d4, while Small ones do 1d3.
Shield, Spiked (PH p106)	Light*	1d6	x2	–	P	+10 gp	+5 lbs	Small & Large spiked shields do the same damage.
Armor Spikes (PH p105)	Light*	1d6	x2	–	P	+50 gp	+10 lbs	Damage is done by grappling or with a melee attack.
Jambya (RoF p155)	Tiny	1d3	18-20 / x2	–	S	4 gp	2 lbs	
Main-Gauche (DR301 p37)	Tiny	1d4	19-20 / x2	–	P	4 gp	2 lbs	Disarm +2
Axe, Throwing (PH p98)	Small	1d6	x2	10'	S	8 gp	4 lbs	
Bayonet (S&S p52)	Small	1d4	19-20 / x2	–	P	5 gp	2 lbs	Vs. Charge, Designed to be attached to an object being carried around anyway, such as a lute.
Cutlass (FR p97)	Small	1d6	19-20 / x2	–	S or 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
Helmet, Horned (RoF p155)	Small	1d4	x2	–	P	25 gp	4 lbs	Deals x2 damage when used during a charge, but it has a 0' reach, so using it can generate an Attack of Opportunity when closing.
Helmet, Spiked (RoF p155)	Small	1d3	x2	–	P	10 gp	3 lbs	Deals x2 damage when used during a charge, but it has a 0' reach, so using it can generate an Attack of Opportunity when closing.
Ice Axe (RoF p155)	Small	1d4	x4	–	P / S	25 gp	5 lbs	Provides a +2 Circumstance bonus on Climb checks if proficient.
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	
Rapier, Halfling (DR301 p37)	Small	1d4	18-20 / x2	–	P	15 gp	2 lbs	Finesse
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 or 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

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

§ Damage is 'subdual'.

<u>Martial Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Stee sword, Chondathan (RoF p155)	Med.	1d8	x3	–	S	5 gp	315 lbs	Always ‘Masterwork’ quality. +2 bonus when attempting to break an opponent’s weapon.
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	–	S or P	10 gp	15 lbs	Vs. Charge, Trip
Lance, Flight (RoF p155)	Large	1d8	x3	30’	P	6 gp	5 lbs	When used in melee, treat it as a Short spear.
Longspear (PH p98)	Large	1d8	x3	–	P	5 gp	9 lbs	Vs. Charge, Reach 10’
Lucerne Hammer (A&E p0)	Large	2d4	x4	–	P	12 gp	10 lbs	Reach 10’
Maul (FR p97) (A&E p0)	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	–	S or P	18 gp	12 lbs	

Exotic Melee Weapons

<u>Exotic Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Ward Cestus (S&F p70) (A&E p6)	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) (FR)	Tiny	1d4	19-20 / x2	–	P	15 gp	1 lb	Kata, Finesse, +4 bonus to Escape Artist checks vs. rope
Claw Bracer (FR p97) (A&E p6)	Tiny	1d4	19-20 / x2	–	P	30 gp	2 lbs	Can’t 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) (A&E p6)	Tiny	1d4	x3	–	S or P	75 gp	3 lb	Disarm +4
Siangham, Halfling (PH p99)	Tiny	1d4	x2	–	P	2 gp	1 lb	Kata, Monk
Stump Knife (S&F p70) (A&E p6)	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
Tiger Claws (D&D p158) (A&E p6)	Tiny	1d4	x2	–	P	5 gp	2 lbs	Kata, Can’t be disarmed
Tortoise Blade, Gnome (DR275 p42)	Tiny	1d4	19-20 / x2	–	P	20 gp	1 lb	Buckler

Exotic Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Triple Knife / Dagger (S&F p70) (A&E p6)	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) (A&E p6)	Small	1d6	x4	–	P	10 gp	5 lbs	Hand-and-a-Half for Small-sized wielders
Bladed Gauntlet (S&F p70)(S&Fe)+ (A&E p6)	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
Cloak, Dueling (DR301 p37)	Small	1d3§	x2	–	B	10 gp	2 lbs	Buckler; In a Grapple & Hold situation, the cloak can be thrown over the opponent's head in order to Blind him/her on a successful Grapple check
Garrote, Cord (S&S p52)	Small	1d6	19-20 / x2	–	B	1 sp	1/10 lb	All Garrotes use the same proficiency, Damage is per round of grappling, Detailed Garrote rules are at S&S p86.
Garrote, Locking (S&S p52)	Small	1d8	18-20 / x2	–	S	100 gp	3 lbs	All Garrotes use the same proficiency, Damage is per round of grappling, Detailed Garrote rules are at S&S p86.
Garrote, Wire (S&S p52)	Small	1d8	18-20 / x2	–	S	10 gp	1 lb	All Garrotes use the same proficiency, Damage is per round of grappling, Detailed Garrote rules are at S&S p86.
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
Sai (DR275 p42) (A&E p6)	Small	1d4	x2	–	B	1 gp	2 lb	Kata, Disarm +4
Sapara (A&E p6)	Small	1d6	19-20 / x2	–	S	15 gp	6 lb	Trip
Siangham (PH p99)	Small	1d6	x2	–	P	3 gp	1 lb	Kata, Monk
Sleeve, Weighted (S&S p52)	Small	1d4	x2	–	B	5 sp	2 ½ lbs	Move equivalent action to build up momentum for the attack.
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 Str check. If you succeed, then the vampire is paralyzed until the stake is removed.
Sword, Butterfly (A&E p6)	Small	1d6	19-20 / x2	–	S	10 gp	2 lb	Kata
Tonfa (A&E p6)	Small	1d6	x2	–	B	2 sp	2 lb	Kata
War Fan (S&F p70) (A&E p6)	Small	1d6	x3	–	S	30 gp	3 lbs	+4 on 1 st attack with a contested Bluff
Chain-and-Dagger (S&F p70) (A&E p6)	Med.	1d4	19-20 / x2	–	P	4 gp	4 lbs	Disarm +2, Trip +2
Chain, Barbed (Sav p43)	Med.	2d6	x2	–	B / P	18 gp	6 lbs	
Fishing Gaff (DR283 p91)	Med.	1d6	x3	–	P	2 gp [?]	4 lbs [?]	Disarm +2, Trip +2
Goblin Stick (RoF p155)	Med.	1d6 / 1d6	19-20 / x2	–	P	5 gp	8 lbs	Double, Trip
Hammer, Gnome Hooked (PH p99)	Med.	1d6 / 1d4	x3 / x4	–	P / B	20 gp	6 lbs	Double
Hydra Flail (DR303 p32)	Med.	1d8	x3	–	B	40 gp	10 lbs	Disarm +4

[?] Best guess

Exotic Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Khopesh (FR p97)(D&D p158) (A&E p6)	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
Manacles (DR290 p91)	Med.	1d6	x2	–	B	15 gp	2 lbs	If Masterwork quality, damage goes up to 1d8, plus the weapon gains Trip & Disarm +2
Mercurial Longsword (S&F p70) (S&Fe)+ (A&E p6)	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) (DU90 p73)	Med.	1d8	x2	–	S	20 gp	2 lbs	Disarm +2, Trip
Sleeve, Weighted (S&S p52)	Med.	1d6	x2	–	B	5 sp	2 ½ lbs	Move equivalent action to build up momentum for the attack.
Stump Pike (DR286 p46)	Med.	1d8	19-20 / x3	–	P	16 gp ²	5 lbs ²	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
Swordbreaker (DR303 p32)	Med.	1d8	19-20 / x2	–	S	50 gp	4 lbs	+1d6 damage when used to Sunder an opponent's weapon
Thinblade, Elven (DR275 p42)	Med.	1d8	18-20 / x2	–	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
Ankus (MotW p26)	Large	2d4§	x2	–	B	15 gp	15 lbs	Reach 10', Trip
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
Chain Lash (Sav p43)	Large	1d6 / 1d6	x2	–	B	5 gp	5 lbs	Double -or- Reach 10' & Threaten Adjacent, Trip, Disarm +2, Finesse
Crusher, Orc (DR275 p42)	Large	1d8	x2	–	B	60 gp	15 lbs	Reach 10', Attack over a Medium-sized ally
Daishalar (DR301 p37)	Large	1d6 / 1d4	18-20 / x2	–	P	125 gp	6 lbs	Double
Duom (S&F p70) (A&E p6)	Large	1d8	x3	–	P	20 gp	8 lbs	Reach 10' & Threaten Adjacent (+2 on attack the 1 st time)
Flail, Bladed (DR304 p28)	Large	1d10	x2	–	S	45 gp	20 lbs	Trip, Disarm +2, Any bonus attack due to Cleave or Great Cleave gains a +2 Competence bonus to hit.
Flail, Dire (PH p99)	Large	1d8 / 1d8	x2	–	B	90 gp	20 lbs	Double, Trip, Disarm +2
Gyrspike (S&F p70) (A&E p6)	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
Gythka' (MM2 p196)	Large	2d6 / 2d6	x2	–	S	60 gp	25 lbs	Double, Thri-Kreen Racial Proficiency
Gythka'' (Sav p43)	Large	1d8 / 1d8	x2	–	S	60 gp	25 lbs	Double, Thri-Kreen Racial Proficiency
Lajatang (DR275 p42)	Large	1d8 / 1d8	x2	–	S	90 gp	7 lbs	Kata, Double
Longspear, Salamander (Sav p44)	Large	2d6	x2	–	P	10 gp	18 lbs	Solid metal that conducts heat & electricity
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
Mace, Double (A&E p9)	Large	1d8 / 1d8	x2 / x2	–	B	125 gp	25 lbs	Double

Exotic Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Mancatcher (DR275 p42)	Large	1d4§	x2	–	B	30 gp	8 lbs	Reach 10', Grapple
Manti (S&F p70) (A&E p6)	Large	1d8	x3	–	P	15 gp	9 lbs	One extra Attack of Opportunity per round
Mercurial Greatsword (S&F p70) (S&Fe)+ (A&E p6)	Large	2d6	x4	–	S	600 gp	17 lbs	
Pincer Staff (MM p126)	Large	1d10	x2	–	B	8 gp	8 lbs	Reach 10', Grapple (1d10 damage per round if successful), Kuo-Tao Racial Proficiency
Pincer Staff* (Sav p44)	Large	1d4	x2	–	B	8 gp	8 lbs	Reach 10', Grapple (once grappled, wielder can attempt to 'trip' the opponent), Kuo-Tao Racial Proficiency
Scimitar, Double (DR281 p39) (A&E p6)	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	
Scythe, Double-Bladed (DU95 p78)	Large	2d4 / 2d4	x4	–	S / P	200 gp	20 lbs	Double
Sharktooth Staff (Sav p46)	Large	2d6	x3	–	S	20 gp	10 lbs	Grapple vs. Small or Medium-size opponents.
Shortspear, Broad-Bladed (DR304 p28)	Large	1d10	x3	20'	P	25 gp	7 lbs	
Snap-Tong (BoVD p171)	Large	2d6	x2	–	P	Not for Sale	15 lbs?	Grapple (2d6 damage per round if successful), Rutterkin Racial Proficiency
Sword, Two-Bladed (PH p99)	Large	1d8 / 1d8	19-20 / x2	–	S	100 gp	30 lbs	Double
Three-Section Staff (S&F p70) (A&E p6)	Large	1d8	x3	–	B	4 gp	8 lbs	Kata
Urgrosh, Dwarven (PH p99)	Large	1d8 / 1d6	x3	–	S / P	50 gp	15 lbs	Double; vs. Charge
Vulcanian Thunder Club (DR304 p28)	Large	1d10	x2	–	B	75 gp	15 lbs	Can be loaded with 1 charge of 'Thunder Club Ammunition'. As a Standard Action, the ammunition can be fired, shooting a 20' Cone of metal pellets that do 2d4 damage (Reflex save vs. DC 15 for ½ damage).
Fullblade (S&F p70) (S&Fe)+ (A&E p6)	Huge	2d8	19-20 / x2	–	S	100 gp	23 lbs	Hand-and-a-Half for Large-sized wielders
Notbora (Sav p44)	Huge	2d6 / 2d6	x2 -or- 19-20/x2	–	B / B or B / S	20 gp	20 lbs	Double; Desmodu Racial Proficiency

Ranged Weapons

Simple Ranged Weapons

Simple Ranged Weapons	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
Dart, Acid (RoF p155)	Small	1d4	x2	20'	P	20 gp	1 lb	Does +1d6 acid damage, but then is ruined.
Dart, Stun (RoF p155)	Small	1d4	x2	20'	P	40 gp	1 lb	On impact, stun gas contain breaks. Opponent is Stunned for 1 round (Fortitude save vs. DC 12). After 1 round, the opponent must make a 2 nd save vs. DC 12 or be Stunned for 1d4 rounds.
Sling (PH p98)	Small	1d4	x2	50'	B	Free	½ lbs	Druid, Monk
Crossbow, Grapple-Firing (S&S p52) (DR306 p49)+	Med.	1d3	–	120'	P	70 gp	12 lbs	Full round action to reload, Modified Heavy Crossbow that fires grapple bolts with rope.
Crossbow, Heavy (PH p98)	Med.	1d10	19-20 / x2	120'	P	50 gp	9 lbs	Full round action to reload, Monk, Rogue
Dart, Barbed (RoF p155)	Med.	1d4	18-20 / x2	20'	P	1 gp	5 lb	
Javelin (PH p98)	Med.	1d6	x2	30'	P	1 gp	2 lbs	Monk, can be used as a Melee weapon but has a –4 penalty on attacks

Martial Ranged Weapons

Martial Ranged Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Spike Shooter (RoF p155)	Small	1d4	—	10'	P	+25 gp	+1 lbs	Can be added to a weapon that is topped with a spike (such as a Battle Axe, a Halberd, etc.). The spike is spring launched as a standard ranged attack at -2. Reloading is a Full Round action.
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, Aquatic (RoF p155)	Large	1d8	x3	60'	P	400 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.

<u>Martial Ranged Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Longbow, Aquatic (RoF p155)	Large	1d8	x3	60'	P	400 gp	3 lbs	Must use Sea Arrows. Can be fired underwater without penalty by someone proficient.
Longbow, Aquatic Mighty +1 (RoF p155)	Large	1d8	x3	60'	P	600 gp	3 lbs	Must use Sea Arrows. Can be fired underwater without penalty by someone proficient. Up to +1 Strength bonus applies to damage.
Longbow, Aquatic Mighty +2 (RoF p155)	Large	1d8	x3	60'	P	700 gp	3 lbs	Must use Sea Arrows. Can be fired underwater without penalty by someone proficient. Up to +2 Strength bonus applies to damage.
Longbow, Aquatic Mighty +3 (RoF p155)	Large	1d8	x3	60'	P	800 gp	3 lbs	Must use Sea Arrows. Can be fired underwater without penalty by someone proficient. Up to +3 Strength bonus applies to damage.
Longbow, Aquatic Mighty +4 (RoF p155)	Large	1d8	x3	60'	P	900 gp	3 lbs	Must use Sea Arrows. Can be fired underwater without penalty by someone proficient. 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) (A&E p6)	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, Halffling (DR275 p42) (A&E p6) (RoF p155)	Tiny	1d3	x2	10'	B	3 gp	1/4 lb	Ricochet attack at -2
Skiprock, Halffling (for Sling) (S&F p71) (A&E p6) (RoF p155)	Tiny	1d4	x2	50'	B	3 gp	1/4 lb	Ricochet attack at -2
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) (A&E p6)	Small	1d4§	x2	10'	B	5 gp	2 lbs	Ranged Touch attack to trip & roll to grapple
Bolas, 2-Ball' (A&E p6) (RoF p155) (fix!!! A&E???)	Small	1d4§	x2	10'	B	5 gp	2 lbs	On a successful Ranged Touch attack, the opponent must make a Strength or Dexterity check to beat the thrower's Strength check or be tripped.
Boomerang (DR275 p42)	Small	1d4§	x2	20'	B	20 gp	2 lbs	Returns after a miss (AC 10 to catch).
Calculus, Gnome (A&E p7)	Small	*	*	50'	*	50 gp	2 lbs	An oversized sling that can launch flasks (often containing acid, alchemist's fire, etc.) with a 50' range increment.
Chakram (FR p97) (A&E p6)	Small	1d4	x3	30'	S	15 gp	2 lbs	
Chatkcha (DR275 p42)	Small	1d6	x2	20'	S	40 gp	1/2 lb	Returns after a miss (AC 10 to catch).
Crossbow, Covered Hand (S&S p52)	Small	1d4	19-20 / x2	30'	P	125 gp	4 lbs	Move equivalent action to reload, Rogue, Uses the same proficiency as a standard Hand Crossbow, Covering keeps the bolt from falling out when the user is hanging upside-down, etc.

Exotic Ranged Weapon	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Lasso (RoF p155)	Small	—	—	10' max	—	10 gp	5 lb	Ranged Touch to start a Grapple with a –4 penalty. If successful, the thrower may immediately try to Trip the opponent (& may drop the lasso instead of being counter-tripped). The Grapple may not pin or do damage, but if the loose end of the rope is tied to a saddle, the mount's Strength & Size modifiers apply to the Grapple checks. If the rope is released, the target needs to make an Escape Artist check vs. DC 10 to escape.
Pistol (DR301 p37)	Small	1d6	18-20 / x2	10'	P	40 gp	3 lbs	Ranged Touch to do damage. Standard action to reload. Each shot requires 1 oz. of gunpowder.
Throwing Iron (A&E p7)	Small	1d6	x3	10'	S	15 gp	3 lbs	
Warsling, Halfling (RoF p155)	Small	1d6	x4	50'	B	25 gp	1 lb	If the wielder is proficient in Halfling Skiprocks & Halfling Warslings, then he/she can make Ricochet attack at –2 when using Skiprocks.
Whip (PH p99)	Small	1d2§	x2	15' max	S	1 gp	2 lbs	Bard, Trip, Disarm +2, same Exotic Proficiency as Whip-dagger
Whip, Mighty +1 (PH p99) (S&F p71)+	Small	1d2§	x2	15' max	S	200 gp	3 lbs	Bard, Trip, Disarm +2, same Exotic Proficiency as Whip-dagger, 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	Bard, Trip, Disarm +2, same Exotic Proficiency as Whip-dagger, 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	Bard, Trip, Disarm +2, same Exotic Proficiency as Whip-dagger, 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	Bard, Trip, Disarm +2, same Exotic Proficiency as Whip-dagger, Up to +4 Strength bonus applies to damage.
Whip-Dagger (S&F p71) (A&E p6)	Small	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) (A&E p6)	Small	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) (A&E p6)	Small	1d6	19-20 / x2	15' max	S	325 gp	5 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip. Up to +2 Strength bonus applies to damage.
Whip-Dagger, Mighty +3 (S&F p71) (A&E p6)	Small	1d6	19-20 / x2	15' max	S	425 gp	6 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip. Up to +3 Strength bonus applies to damage.
Whip-Dagger, Mighty +4 (S&F p71) (A&E p6)	Small	1d6	19-20 / x2	15' max	S	525 gp	7 lbs	Trip, Disarm +2, same Exotic Proficiency as Whip. Up to +4 Strength bonus applies to damage.
Blowgun, Halfling (DR275 p42)	Med.	1d2	x2	10'	P	15 gp	1 lb	Fires Blowgun Darts
Blowgun, Needle (MotW p26)	Med.	1	x2	10'	P	1 gp	2 lb	Fires Blowgun Needles
Chatkcha' (MM2 p196) (Sav p43)	Med.	1d6	x2	20'	P	1 gp	3 lbs	Racial Weapon of the Thri-Kreen.
Crossbow, Repeating (PH p99)	Med.	1d8	19-20 / x2	80'	P	250 gp	16 lbs	Magazine holds 5 bolts
Crossbow, Winch (MotW p26)	Med.	1d8§	19-20 / x2	50'	P	75 gp	10 lbs	Full-round action to reload. On a successful hit, the winch bolt splits in two, with a cord attached to each half. The target up to Large size is Entangled (-2 penalty on attack, -4 penalty to Dex, ½ move, cannot run or charge). To escape requires an Escape Artist check vs. DC 15 -or- a Str check vs. DC 20. The attacker can make an opposed Str check to keep the rope & reel the target in.
Halfspear, Salamander (Sav p44)	Med.	1d8	x3	10'	P	2 gp	6 lbs	Solid metal that conducts heat & electricity
Harpoon, Arctic (RoF p155)	Med.	1d8	x2	20'	P	20 gp	7 lbs	Lodges in victim if fails a Reflex save vs. (10 + damage), take damage again pulling it free.

Exotic Ranged Weapon	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Howler Javelin (Sav p44)	Med.	1d6	x2	30'	P	2 gp	2 lbs	On a hit, opponent must make a Reflex save vs. DC 16 or have the end break off in the his/her body causing a –1 Circumstance penalty on attacks, saves, & checks until removed (causing an extra 1d6 dmg). 50% chance of the end breaking on a miss. -4 penalty if uses in melee.
Musket (DR301 p37)	Med.	1d8	18-20 / x2	50'	P	75 gp	10 lbs	Ranged Touch to do damage. Standard action to reload. Each shot requires 1 oz. of gunpowder.
Nagaika (MotW p26)	Med.	1d6	x3	15' max	S	25 gp	4 lbs	Trip, Disarm +2, same Exotic Proficiency as Nagaika
Nagaika, Mighty +1 (MotW p26)	Med.	1d6	x3	15' max	S	225 gp	5 lbs	Trip, Disarm +2, same Exotic Proficiency as Nagaika. Up to +1 Strength bonus applies to dmg.
Nagaika, Mighty +2 (MotW p26)	Med.	1d6	x3	15' max	S	325 gp	6 lbs	Trip, Disarm +2, same Exotic Proficiency as Nagaika. Up to +2 Strength bonus applies to dmg.
Nagaika, Mighty +3 (MotW p26)	Med.	1d6	x3	15' max	S	425 gp	7 lbs	Trip, Disarm +2, same Exotic Proficiency as Nagaika. Up to +3 Strength bonus applies to dmg.
Nagaika, Mighty +4 (MotW p26)	Med.	1d6	x3	15' max	S	525 gp	8 lbs	Trip, Disarm +2, same Exotic Proficiency as Nagaika. Up to +4 Strength bonus applies to dmg.
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
Razor Net (DR303 p32)	Med.	1d6	x2	10' max	S	50 gp	15 lbs	Ranged Touch to Entangle (–2 on attacks & –4 dex). To remove, Escape Artist vs. DC 20 -or- Strength check vs. DC 25. Each attempt causes the entangled character to take 1d6 damage, though the DC to break or escape drop by one each time.
Spinning Javelin (S&F p71) (A&E p6)	Med.	1d8	19-20 / x2	50'	P	2 gp	2 lbs	Move equivalent action to reload
Spring-Loaded Gauntlet (S&F p71) (A&E p6)	Med.	1d4	x2	20'	P	200 gp	4 lbs	
Three-Armed Blade (BoVD p171)	Med.	1d10	x2	20'	P	Not for Sale	1 lbs?	Rutterkin Racial Proficiency
Blowgun (DR275 p42)	Large	1d3	x2	10'	P	20 gp	2 lb	Fires Blowgun Darts
Blowgun, Greater (MotW p26)	Large	1d4	x2	10'	P	10 gp	4 lb	Fires Blowgun Darts
Caber (MotW p26)	Large	2d6	x2	10'	P	10 gp	100 lbs	Attack vs. DC 15 to hit a 10' hex. All in that hex must make a Reflex save vs. the attack roll or take damage.
Crossbow, Great (S&F p71) (A&E p6)	Large	1d12	19-20 / x2	150'	P	100 gp	15 lbs	Full round action to reload
Double Bow, Elven (A&E p6)	Large	1d8	x3	90'	P	1,00 gp	3 lbs	Bow with 2 strings. As a Move-Equivalent action, the user can load a 2 nd arrow. If the user succeeds in a <u>single</u> attack with a –2 penalty, both arrows hit. On a critical, only a single arrow does extra damage. Sneak attack & ranger's special damage are also applies only once.
Harpoon (S&F p71) (A&E p6)	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.
Net, Large (DU p99)	Large	–	–	20' max	–	40 gp	20 lbs	Same proficiency as 'Net'. A Medium-sized creature needs a Strength of 20 to wield a net this size. Can entangle 2 Medium-sized creatures who are within 5' of each other. Ranged Touch to Entangle (–2 on attacks & –4 dex). To remove, Escape Artist vs. DC 20 -or- Strength check vs. DC 25
Shortspear, Salamander (Sav p44)	Large	2d6	x2	10'	P	10 gp	10 lbs	Solid metal that conducts heat & electricity
Shotput, Orc (S&F p71) (A&E p6)	Large	2d6	19-20 / x3	10'	B	10 gp	15 lbs	

Ammunition

Ammunition	Used with...	Description	Cost	Weight
Blowgun Dart (DR275 p43) (MotW p26)	Blowguns - Halfling, Standard, & Greater	Often poisoned	1 sp	1/20 lb
Blowgun Needle (MotW p26)	Blowguns - Needle	Often poisoned	1/2 sp	—
Arrow (PH p97)	Bows, Straight	Standard arrow	5 cp	1/6 lb
Blunt Arrow (DR279 p49) (A&E p6)	Bows, Straight	Flat wooden tipped arrows Subdual damage instead of normal damage.	5 sp	1/5 lb
Flight Arrow (DR279 p49) (A&E p6)	Bows, Straight	Improved aerodynamics +25' range increment	8 gp	1/5 lb
Lenaer Wood Arrow (DR-A5 p28)	Bows, Straight	Made from a special light wood +10' range increment	15 sp	1/27 lb
Signal Arrow (DR279 p49) (A&E p6)	Bows, Straight	Whistles a "bird call" as it flies Wilderness check vs. DC 20 to determine that the bird call was fake. -2 attack penalty	5 sp	1/5 lb
Smoke Arrow (DR279 p49)	Bows, Straight	Combination arrow & smokestick -10' range increment. Does no damage. 10' cube of smoke on impact.	25 gp	1/5 lb
Thunder Arrow (DR279 p49) (A&E p6)	Bows, Straight	Combination arrow & thunderstone 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.	2 gp	1/3 lb
Alchemist's Arrow (S&F p70) (A&E p6)	Bows, Straight	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	1/5 lb
Bolt (PH p98)	Crossbows - Hand, Light, Heavy, & Repeating	Standard bolt	1 sp	1/10 lb
Repeating Crossbow Magazine (PH p98)	Crossbows - Repeating	Holds 5 crossbow bolts	5 sp	1/2 lb
Winch Bolt (MotW p26)	Crossbows - Winch	The bolt splits in two on impact, with a cord attached to each half.	5 gp	1/2 lb
Grapple Bolt (S&S p52)	Crossbows - Grapple-Firing	Has 100' of light rope attached.	20 gp	4/5 lb
Shatter Bolt (DR298 p50)	Crossbows - Hand, Light, & Heavy	Made from crystal, Very Fragile. Has a Critical Threat of 18-20/x3. <u>Cannot</u> be enchanted with <i>Magic Weapon</i> , <i>Keen Edge</i> , or <i>Greater Magic Weapon</i>	75 gp	1/10 lb
Tumbling Bolt (S&F p70) (A&E p7)	Crossbows - Hand, Light, & Heavy	1/2 normal range increment, but does +2 damage.	75 gp	1/10 lb
Sling Bullet (PH p98)	Slings	Standard lead sling bullet Does 1d6 damage in a Halfling Warsling.	1 cp	1/4 lb
Sling Stone (PH p103)	Slings	-1 penalty to hit & does 1d3 damage. Does 1d4 damage in a Halfling Warsling.	—	1/4 lb
Sling Bullet, Acid (A&E p33)	Slings	Large, hollow, glass sling bullet filled with Acid. -2 penalty to hit, but does +1d4 acid damage on a hit. Requires an Alchemy check vs. DC 15 to create.	10 gp	5/8 lb
Sling Bullet, Flame (A&E p33)	Slings	Large, hollow, glass sling bullet filled with Alchemist's Fire. -2 penalty to hit, but does +1d4 fire damage on a hit & may set target on fire. Requires an Alchemy check vs. DC 20 to create.	20 gp	5/8 lb
Sling Bullet, Priest's (A&E p33)	Slings	Large, hollow, glass sling bullet filled with Holy Water. -2 penalty to hit, but does +1d4 damage when its hits an undead or evil outsider.	20 gp	5/8 lb
Bullet,Pistol / Musket (DR301 p37)	Pistol or Musket	Standard lead pistol & musket bullet	1 sp	1/5 lb
Thunder Club Ammunition (DR304 p28)	Vulcanian Thunder Club	Packet with iron pellets on one end & alchemist's fire on the other. Requires an Alchemy check vs. DC 25 to create.	105 gp	7 lbs

Weapons Errata

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.

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; Cloak, Dueling.

Class-Specific – The listed classes gain proficiency in the listed weapons.

Bard – All Simple plus one of the following: Longbow; Longbow, Composite; Rapier; Sap; Shortbow; Shortbow, Composite; Whip.

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

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

Rogue, Small – Crossbow, Hand; Crossbow, Light; Dagger; Dagger, Punching; Dart; Mace, Light; Sap; Shortbow; Shortbow, Composite; Sword, Short.

Rogue, Medium – as ‘Rogue, Small’, plus Club; Crossbow, Heavy; Mace, Heavy; Morningstar; Quarterstaff; Rapier.

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, Bladed; Flail, Dire; Flail, Heavy; Flail, Light; Gyrspike; Chain, Spiked; Kusari-Gama; Scourge, Barbed; Whip; Whip-Dagger; Ranseur; Nagaika; Main-Gauche.

Disarm +3 – Triple Knife.

Disarm +4 – Hydra Flail, Panther Claw; 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’. 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; Goblin Stick, Lajatang, Halfling; Shortstaff.

Double (for medium creatures) – Axe, Orc Double; Bladed Staff; Flail, Dire; Kusari-Gama; Gyrspike; Gythka; Lajatang; Mace, Double; Scimitar, Double; Scythe, Double-Bladed; Sword, Two-Bladed; Ugrush, Dwarven; Quarterstaff; Daishalar.

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

Finesse – Blade Boot; Thinblade, Elven; Chain, Spiked; Kusari-Gama; Dagger; Rapier, Rapier, Halfling.

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; Lajatang, Halfling; Nunchaku, Halfling; Sai; Siangham, Halfling; Tiger Claws; Tonfa.

Kata, medium – Blade Boot; Kama; Lajatang; Nunchaku; Sai; Siangham; Sword, Butterfly; Three-Section Staff; Tiger Claws; Tonfa.

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.

Rutterkin Racial Proficiency – Snap-Tong; Three-Armed Blade.

Thri-Kreen Racial Proficiency – Gythka; Gythka’; Chatkcha’.

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

Reach 10’ – Ankus; Crusher, Orc; Glaive; Guisarme; Lance, Heavy; Longspear; Lucerne Hammer; Mancatcher; Pincer Staff; Ranseur.

Reach 10’ and Threaten Adjacent – Chain, Spiked; Duom; Kusari-Gama.

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); Warsling, Halfling.

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 – Ankus; Bolas, 2-Ball; Chain, Spiked; Flail, Bladed; Flail, Dire; Flail, Heavy; Flail, Light; Goblin Stick; Gyrspike; Gythka; Halberd; Khopesh; Kusari-Gama; Lasso; Nagaika; Sapara; Scourge, Barbed; Whip; Whip-Dagger.

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 – Bayonet; Halfspear; Halberd; Longspear; Shortspear; Trident; Ugrush, Dwarven.

Weapon Equivalencies

A ‘toolgrade’ weapon is considered a Simple Weapon, has a –1 attack & damage penalty, & cannot be used as a Double-Weapon. Weapons that have been superceded are left off this list. For example, S&F p75 defines a Saber as being equivalent to a Scimitar, while FR p97 provides a specific set of statistics.

Weapon Equivalencies	Equivalent Weapon
Axe, Wood (RL p59)	Battleaxe – toolgrade
Bodkin (S&F p75)	Dagger
Bokken (S&F p75)	Greatclub
Broadsword (S&F p75)	Longsword
Cat-o’-Nine Tails (S&F p75)	Whip-Dagger
Claymore (S&F p75)	Greatsword
Crowbar (RL p59)	Mace, Light – toolgrade
Dai-Kyu (S&F p75)	Composite Longbow that can be used kneeling or while on horseback due to location of the grip
Dirk (S&F p75)	Dagger
Flail, grain (RL p59)	Flail, Light – toolgrade
Flamberge (S&F p75)	Greatsword
Gaff (RL p59)	Pick, Light – toolgrade

Weapon Equivalencies	Equivalent Weapon
Gladius (S&F p75)	Sword, Short
Hammer (RL p59)	Hammer, Light – toolgrade
Hatchet (RL p59)	Handaxe – toolgrade
Hoe (RL p59)	Quarterstaff – toolgrade
Hankyu (S&F p75)	Shortbow
Jambiya (S&F p75)	Dagger
Jitte (S&F p75)	Dagger
Jo Stick (S&F p75)	Quarterstaff
Katana (S&F p75)	Bastard Sword – masterwork
Machete (RL p59)	Scimitar – toolgrade
Main-Gauche (S&F p75)	Dagger
Nagimaki (S&F p75)	Ranseur
No Stick (S&F p75)	Club
Ninja-to (S&F p75)	Sword, Short

Weapon Equivalencies	Equivalent Weapon
Pick (RL p59)	Pick, Heavy – toolgrade
Pitchfork (RL p59)	Trident – toolgrade
Poker, fireplace (RL p59)	Halfspear – toolgrade
Scramasax (sax) (S&F p75)	Sword, Short
Scythe, farming (RL p59)	Scythe – toolgrade
Shovel (RL p59)	Quarterstaff – toolgrade
Sickle, farming (RL p59)	Sickle – toolgrade
Sledgehammer (RL p59)	Warhammer – toolgrade
Stiletto (S&F p75)	Dagger
Tanto (S&F p75)	Dagger
Wakizashi (S&F p75)	Sword, Short – masterwork
Yari (S&F p75)	Javelin

Non-Humanoid Melee Weapons

Non-Humanoid Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Tail Blade (Sav p46)	Med.	1d8	19-20/x2	–	S	17 gp	6 lbs	Attached to a creature’s tail.
Tail Club (Sav p46)	Med.	1d8	x2	–	B	10 gp	6 lbs	Attached to a creature’s tail.
Scissors Sword (Sav p46)	Large	2d8	19-20/x2	–	S	100 gp	25 lbs	Designed for use by a Marilith demon (or any other six-armed creature); Grapple at +2, if successful the weapon can inflict 1d8 damage on a grappled opponent each round.
Snake Chain (Sav p46)	Large	1d6 / 1d6	x2	–	B	5 gp	5 lbs	Attached to a Medusa’s “hair”; Trip; Disarm +2; Reach 10’ & Threaten Adjacent
Dragon Tail Blade (DR308 p31)	*	*	19-20/x2	—	S	350 gp	30 lbs	Attached to the tail of a Dragon Large-size or greater. Does normal damage, but has listed Threat
Dragon Tail Hammer (DR308 p31)	*	*	x3	—	B	350 gp	45 lbs	Attached to the tail of a Dragon Large-size or greater. Does normal damage, but has listed Threat
Dragon Tail Pick (DR308 p31)	*	*	x4	—	P	400 gp	35 lbs	Attached to the tail of a Dragon Large-size or greater. Does normal damage, but has listed Threat

Non-Humanoid Ranged Weapons

Non-Humanoid Ranged Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Chuul Lasher (Sav p43)	Small	1d2§	x2	15’ max	S	1 gp	2 lbs	Ranged Weapon. Attached to a Chuul’s tentacle and used like a whip. An opponent who is hit must make a Fortitude save vs. the Chull’s paralysis attack.

Alchemy Items

Medical

Medical Alchemy Items	DC	Description	Cost
Alchemist's Mercy (DR280 p51)	10	Fine powder that is mixed into liquids. Relieves hang-overs.	1 gp
Bitebane (DR300 p85)	20	White gel. Heals 1d8 hp of subdual damage.	20 gp
Blackwater Algae (DR303 p65)	15	Dark purple mold that has been specially prepared. Eater gains a +1 Circumstance bonus on checks & saves to avoid fatigue for 24 hours.	½ gp
Burn Salve (DR301 p54)	10	Smooth, white salve. If applied to a burn within 2 rounds of the injury, the salve heals 1d6 points of fire damage.	15 gp
Candle, Restful (A&E p33)	25	Large blue candle that burns in 8 hours. All creatures that rest for a night within 20' of the burning candle heal at 2x their normal rate.	100 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 saves vs. fire or heat based attacks for 1 hour.	100 gp
Elf Hazel (DR301 p54)	10	Sticky liquid. When applied to a scar, it starts to vanish. 7 daily applications will completely remove a typical scar.	10 gp
Frost Lotion (DR301 p54)	10	Thick, topical lotion. If applied to frostbite, etc., within 2 rounds of the injury, the lotion heals 1d6 points of cold damage.	15 gp
Gash Glue (DR301 p54)	20	Thick, gray goo. Applying the Gash Glue to a dying creature causes it to stabilize.	40 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
Healing Salve (T&B p72) (LoD p191)	25	Sticky green paste. Heals 1d8.	50 gp
Journeyman Serum (DR301 p55)	5	Liquid. +2 Alchemical bonus to Constitution checks to resist taking subdual damage from a forced march.	5 gp
Purebalm (DR301 p53)	35	Clear, syrupy balm. After the Initial saving throw against an <u>Injury</u> or <u>Contact</u> poison, Purebalm can be applied to poisoned area to give a +8 Alchemical bonus to the Secondary saving throw.	75 gp
Snortawake (DR291 p30)	20	Pungent-smelling clear liquid. Removed 1d8 hp of subdual damage when put in the nose or mouth.	25 gp
Softshield (DR300 p85)	15	Thick, smelly paste. When applied to a recent wound (within 10 minutes), this paste helps prevent infection. It provides a +1 Alchemical bonus to saving throws to avoid initial infection of a disease (but not subsequent saves to resist the disease).	10 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 who is 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 who is 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
Vine Oil (DR301 p54)	15	Anesthetic oil that smells like fish. For one hour, the subject can continue to function normally down to -5 hp. At -6 hp or less, the subject falls unconscious. For 24 hours after the oil has been used, the subject <u>cannot</u> stabilize without help.	50 gp
Zumzum Cake (DR285 p38)	25	Makes 1 serving, which lasts for 1 week. Eating a Zumzum Cake followed by 8 hours of sleep results in regaining hit points as if 24 hours of rest.	75 gp

Grenade-Like Weapons

Grenade-Like Alchemy Items	DC	Description	Cost
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
Alchemical Sleep Gas (FR p96)(FRe)+	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 minute. If the target fails the secondary save, it falls asleep for 1d4 min. Waking the target is a standard action.	30 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
Defoliator (A&E p33)	20	Flask of muddy brown liquid that smells like rotten plants. Grenade-like weapon with a 10' range increment. A direct hit does 2d4 damage to Plant Creatures & wooden objects (Hardness applies) and <u>kills</u> normal plants of up to Medium-size. A splash does 1 damage and kills normal plants up to Small-size.	20 gp
Dwarfblind (A&E p34)	25	Small stone with a purple sheen. Grenade-like weapon with a 10' range increment. On impact, explodes with purple light in a 20' radius which disrupts Darkvision for a moment. Creatures within a 10' radius of the impact point must make a Reflex save vs. DC 15 or have their Darkvision suppressed for 10min	50 gp
Featherpowder (BoVD p41)	25	Dark red powder in a vial. Grenade-like weapon with a 10' range increment. Any creature hit or splashed by the powder must make a Fortitude save vs. DC 15 or receive a –1 Circumstance penalty (–2 if the target has feathers) on all attacks, damage rolls, save, skill & ability checks for 1 minute due to itching. Feathered creatures also receive a –2 penalty on their initial saving throw.	70 gp
Festering Bomb (BoVD p41)	22	Ceramic sphere filled with rotting, diseased meat & a small amount of explosive Grenade-like weapon with a 10' range increment. On impact, the sphere explodes. It does no damage, but the diseased material is splattered in a 20' radius. Everyone in that area must make a Fortitude save vs. DC 12 or catch the disease Filth Fever.	50 gp
Firestone (DR280 p51)	25	Small orange stone. Grenade-like weapon with a range increment of 20'. On impact, it explodes for 1d6 fire damage & ignites flammables within 5'.	50 gp
Flash-Bang (DR291 p53)	25	Paper-wrapped tube 1" wide by 10" long with a fuse at one end. Grenade-like weapon with a range increment of 10'. 1 round after the fuse is lit, the Flash-Bang explodes, which results in the following: a) a thunderous noise which forces anyone within 10' to make a Fort save vs. DC 10 or be Dazed (unable to take any action but can still defend) for 1 round, b) a flash of light which forces anyone with 10' to make a Ref save vs. DC 10 or be Dazzled (-1 penalty on attacks) for 1 minute, and c) a 10' cloud of colorful opaque smoke that forms over the following round & dissipates naturally.	95 gp
Frostfire (Sav p47)	20	Flask of sticky liquid. Grenade-like weapon with a range increment of 10'. 1d6 cold damage when hit, plus another 1d6 cold damage the next round if not scraped off (Reflex save vs. DC15) or dissolved (with alcohol or vinegar).	40 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
Motelight (A&E p34)	20	Flask of clear liquid with glowing sparks. Grenade-like weapon with a 10' range increment. On impact, a 5' radius area is filled with distracting sparks of light. Anyone casting a spell in the area must make a Concentration check vs. DC (5 + spell level) to succeed in casting.	20 gp
Rockburn Oil (DR298 p60)	30	Viscous green oil. Grenade-like weapon with a 10' range increment. A direct hit does 1d4 damage to organic creatures & objects, 2d4 damage to metallic creatures & object, or 4d4 damage to stone creatures & objects.	30 gp

Grenade-Like Alchemy Items	DC	Description	Cost
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
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 Fort save vs. DC 15 or have a –2 on all rolls for 1d4 rounds due to sneezing.	60 gp
Sparkstone (A&E p35)	25	Fist-sized ball of hard, gray clay. Grenade-like weapon with a 10' range increment. On a direct hit, the opponent takes 1d6 Electrical damage. A single additional target within 5' takes ½ damage from an electrical arc.	50 gp
Stink Tar (DR291 p30)	25	Sticky black ooze stored in sealed glass vials. Grenade-like weapon with a range increment of 10'. Creature struck must make a Reflex save vs. DC 15 or the tar sticks. It takes 1 minute to wipe off the tar. The stench subsides after 1 hour. If the victim has a sense of smell, it receives a –4 penalty on Concentration, Diplomacy, Search, & Spot checks, partially due to watery eyes. It also loses the Scent ability if it has it. If something with a sense of smell is looking for the target, the target gets a –4 penalty to its Hide check. Creatures with the Scent ability can detect the target at 4x the normal distance.	50 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
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

Personal Enhancements

Personal Enhancement Alchemy Items	DC	Description	Cost
Antitoxin (PH p113)	25	Antitoxin gives +5 Alchemical bonus on all Fortitude saves vs. poison for 1 hour.	50 gp
Brightvigil (DR300 p85)	15	Clear liquid. Induces wakefulness, giving its drinker a +5 Alchemical bonus to saving throws to resist sleep effects for 1 hour.	30 gp
Candle, Focusing (A&E p33)	25	Large green candle that burns in 1 hour. All creatures within 20' of the burning candle gain a +1 Circumstance bonus on Alchemy, Appraise, Decipher Script, Forgery, Scry, & Search checks.	100 gp
Clearbreath (A&E p33)	25	Sealed vial of gray smoke that is inhaled through the nose. +4 Alchemical bonus on Fortitude saves vs. unpleasant odors (i.e., Troglodyte Stench) for 1 hour.	50 gp
Devil's Soap (DR301 p58)	20	Bad-smelling black paste that is applied to the body. Gain 'Fire Resistance 2' for 1 hour.	25 gp
Dragon Brew (DR301 p58)	25	Thick liquid. +1 Alchemical bonus to Fortitude save for 1 hour.	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

Personal Enhancement Alchemy Items	DC	Description	Cost
Fleetfoot (A&E p34)	25	Thin blue liquid. When drunk, the user can run at 5x normal speed (instead of 4x) for 10 + Constitution modifier rounds. This stacks with <u>Feat: Run</u> .	50 gp
Focus (DR300 p85)	25	A special tea. The drinker gains a +4 Alchemical bonus to Concentration checks for 10 minutes.	30 gp
Glitterbright (DR291 p30)	20	Sparkling liquid. When applied to a gem, +4 Alchemical bonus to Appraise or Craft (gemcutting) checks on it for 1 minute.	5 gp
Glowpowder (T&B p72) (LoD p190)	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
Hawk's Ointment (A&E p34)	25	Thick, acidic gel. When the ointment is applied to the eyes (as a Full Round action), the user gains a +1 bonus on Search & Spot checks for 2 minutes. After that time, the user receives a –2 penalty on Search & Spot checks due to stinging for 10 minutes (if a Full Round is spent washing off the ointment, then the penalty only lasts for 5 minutes).	50 gp
Icewalker Oil (DR301 p56)	35	Thick blue liquid. Once applied to the hands & feet, the user can move across any icy or snow-covered surface at half normal speed (even upside-down). The effect lasts for 10 minutes.	75 gp
Longbreath (A&E p34)	25	Vial of brown smoke. If inhaled before the user starts holding his/her breath, the user can hold its breath for 3 rounds per Constitution score (instead of 2). If inhaled <u>after</u> the user starts holding his/her breath but <u>before</u> making Constitution checks, the multiple the remaining rounds by 1.5.	50 gp
Memorybind (DR301 p58)	30	Thin red liquid. When drunk by a spellcaster who prepares spells, the drinker may prepare an additional 1 st level spell for the day. <u>All</u> spells cast during that day have a –2 penalty on their DC.	300 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
Nature's Draught (A&E p34)	25	Vial of murky liquid. +1 Circumstance bonus on Animal Empathy & Handle Animal checks for 1 day.	50 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
Polar Skin (A&E p35)	25	Flask of white cream. Once applied (which takes 1 minute), the ointment negates the first 5 points of Cold damage taken within 1 hour.	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
Senses (DR301 p54)	25	Strong tea. +1 Alchemical bonus to Spot & Listen checks for 1 hour.	50 gp
Slippery Oil (DR280 p52)	25	Oil. +5 on Escape Artist checks for 1 hour. Can be washed off with alcohol.	50 gp
Softshoe Powder (DR280 p53)	25	+2 on Move Silently checks for 10 minutes.	25 gp
Suregrip (T&B p72) (LoD p191)	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
Wittewort Brew (DR301 p53)	15	Herbal tea. If under the effect of an Enchantment, the drinker gets another saving throw (only if the effect allowed saves).	30 gp

Poison Enhancement

Poison Enhancement Alchemy Items	DC	Description	Cost
Mindfire (DR301 p55)	30	Must be added to an <u>Ingested</u> poison to be effective (which has a 5% chance of poison exposure if the mixer is not trained in poison use). If the poison's victim fails either saving throw, he/she receives a –2 Alchemical penalty to Will saves and must make a Concentration check vs. DC (15 + spell level) to cast spells. Both effects last for 1 hour.	200 gp
Night Venom (DR301 p55)	35	Must be added to a poison to be effective (which has a 5% chance of poison exposure if not trained in poison use). If the poison's victim fails his/her Initial Fortitude saving throw, the victim must immediately make another Fortitude save at the same DC. If this one also fails, the victim falls asleep until the Secondary Fortitude save.	300 gp
Oakdeath (DR301 p55)	25	Must be added to a poison to be effective (which has a 5% chance of poison exposure if not trained in poison use). If the poison is used within 1 hour of the Oakdeath being added, the poison's DC is at +2.	100 gp
White Sanguine (DR301 p55)	20	Must be added to an <u>Injury</u> poison to be effective (which has a 5% chance of poison exposure if the mixer is not trained in poison use). If the poison's victim fails his/her Initial Fortitude save, the victim continues to bleed for 1hp/rnd for 1 minute. The bleeding can be stanchied by making a Heal check vs. DC 15 –or– through any magical healing.	100 gp

Insect Repellents

Insect Repellent Alchemy Items	DC	Description	Cost
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
Spiderlilly Essence (DR291 p30)	25	Vermin avoid any creature coated with Spiderlilly Essence. Monstrous vermin get a Will save vs. DC 15 to ignore it. Note that Spiders are immune. Lasts 1 hour. One dose can cover a Small Creature, Two doses are needed for a Medium Creature.	75 gp
Verminbane (A&E p35)	20	Flask of green smoke. Grenade-like weapon with a 10' range increment. Fills a 5' area with an aroma that vermin hate. They must make a Fortitude save vs. DC 15 to cross it. Lasts for 1 minute unless blown away sooner.	20 gp

Offence

Offensive Alchemy Items	DC	Description	Cost
Blackwater (DR298 p45)	25	A vial of brackish liquid. One vial renders a 10' cube of water "unbreathable" by destroying all the oxygen in it. Any creature in it with waterbreathing (natural or magical) begins to drown.	100 gp
Bladefire (A&E p33)	20	Thick, adhesive liquid that catches fire on contact with air. Burns for 1d6 rounds. During that time, it provides a 20' radius of light. Applying 'Bladefire' to a weapon takes a Full Round Action. The weapon then does +1hp of Fire damage on each hit. Wooden weapons take 1d6 fire damage each round.	20 gp
Blasting Pellets (DR291 p50)	25	Sack of rounded "stones". Each sack can cover a 5' square area. Anyone moving more than half speed through that area must make a Reflex save vs. DC 15 or break at least one Blasting Pellet, which sets off a chain reaction of them all exploding. The creature in the square take 1d6 Sonic damage.	50 gp
Bullet, Acid (A&E p33)	15	Large, hollow, glass sling bullet filled with Acid. -2 penalty on attacks, but does +1d4 Acid damage on a hit.	10 gp
Bullet, Flame (A&E p33)	20	Large, hollow, glass sling bullet filled with Alchemist's Fire. -2 penalty on attacks, but does +1d4 Fire damage on a hit & may set the target on fire.	20 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
Ghost Oil (A&E p34)	25	Clear oil with gray swirls. A weapon coated with Ghost Oil can hit incorporeal creatures normally for 2 rounds. Applying the oil is a Full Round action & 1 flask can coat a single weapon up to Large size.	50 gp
Gravebane (A&E p34)	25	Thick white liquid that evaporates on contact with air into a 5' area. Undead must make a Will save vs. DC 10 to enter the 5' area of Gravebane vapors, which last for 1 minute if not blown away by wind.	50 gp

<u>Offensive Alchemy Items</u>	DC	Description	Cost
Smokepowder (DMG p106) (FR p97)	25	A coarse powder. Each ounce of Smokepowder can be used to propel a bullet. It can also be used to make bombs.	20 gp / pound
Thunder Club Ammunition (DR304 p28)	25	Packet with iron pellets on one end & alchemist's fire on the other. The packet is place in a Vulcanian Thunder Club (exotic weapon) & can be fired as a Standard Action. All creatures in a 20' Cone take 2d4 damage (Reflex save vs. DC 15 for ½ damage).	105 gp
Vicious Bleeder (A&E p35)	25	Flask of thick blue gel. The wounds caused by a weapon coated with Vicious Bleeder bleed for 1 extra hp of damage for 2 rounds after the hit. Applying the gel is a Full Round action & 1 flask can coat a single weapon up to Large size. The gel stops being effective after 1 minute.	50 gp
Weeping Stone (BoVD p41)	25	When touched to a target's face, he/she feels great sorrow & begins weeping. This has the effect of leaving the target Shaken for 1d6 rounds.	100 gp

Defense

<u>Defensive Alchemy Items</u>	DC	Description	Cost
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 loose 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
Shriek Paste (DR298 p45)	20	Smelly purple paste made from Shriekers. When exposed to torch-light or brighter, it 'shrieks' for 1 round & then goes inert.	50 gp

Smoke

<u>Smoke-Generating Alchemy Items</u>	DC	Description	Cost
Deepsnake Stick (DR298 p60)	20	Bad-smelling chemically treated stick. When lit, the Deepsnake Stick creates 10'x10'x10' of smoke in one round. The smoke is opaque, has a strong enough smell hide scents, & is filled with floating flecks which block blindsight. The smoke dissipates normally.	40 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
Witchweed Stick (LoD p191)	20	Tobacco-like paste, usually stored in a paper tube When lit, creates a 10' cube of light smoke (no concealment) for 5 rounds. Anyone casting a spell in the smoke must make a Concentration check vs. DC 15 + spell level, or loose the spell.	40 gp

Light

<u>Light-Generating Alchemy Items</u>	DC	Description	Cost
Farflame Oil (A&E p34)	15	Thin, light blue oil which burns brighter than normal oil. A lantern burning Farflame Oil illuminates a 40' radius. A bullseye lantern burning Farflame Oil illuminates an 80' long by 25' wide cone. Burns for 3 hours.	2 gp
Flash Powder (DR280 p51)	20	Silky gray powder. When ignited, anyone looking at its flash receives a -5 penalty on Spot checks for 5 rounds. Rogues may use the flash to cover an attempt to make a Hide check.	20 gp
Flash Tube (Sav p47)	20	Vial that can be thrown like a grenade. When broken, causes a flash of light that Blinds all sighted creatures within 60' for 1d3 rounds (Fortitude save vs. DC 13 to avoid).	30 gp
Flashball (DR298 p60)	25	Fist-sized sphere. On impact, the Flashball explodes in a 15' radius of light. Any creature in that area that is vulnerable to bright light suffers its penalty for 1 round.	40 gp

Light-Generating Alchemy Items	DC	Description	Cost
Flashpellet (T&B p72) (LoD p190)	25	Small bead. Grenade-like weapon with a range increment of 20'. 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
Flashstone (DR298 p45)	20	Sling Bullet-sized sphere that glows slightly to normal & darkvision On impact, creates a 15' diameter flash. Everyone in it must make a Fortitude save vs. DC 16 or be Blind for 1 round & at a –2 penalty on Spot & Search checks for 1 hour.	30 gp
Lantern Stars (DR301 p56)	10	Flask-sized glass globe full of Cave Star lichen & other ingredients. Glow as bright as a torch for 4 hours. Gives off no heat or smoke, and light is unwavering.	5 gp
Signal Torch (A&E p35)	15	Normal torch applied with chemicals to make it burn a specific color (typically green, blue, or yellow).	1 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
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

Undead Enhancing

Undead Enhancing Alchemy Items	DC	Description	Cost
Brittlebone (DR303 p70)	20	Unguent When applied to bones before they are animated, the resulting skeleton has –2 Natural Armor bonus to AC, but when it is destroyed, all creatures within its threatened area take 1hp for each of the skeleton's HD due to bone shards (Ref½ DC 15).	30 gp
Embalming Fire (DR303 p70)	20	Bitter-smelling liquid. When applied to a corpse before it is animated, the resulting zombie catches fire for 1minute when it takes at least 1hp of damage. The blue flames do not hurt the zombie, but its unarmed melee attacks to do +1d6 Fire damage.	50 gp
Liquid Night (DR303 p70)	25	Dark, sticky fluid that smells like moonflowers. For 1 hour after being applied, an undead has its daylight sensitivity suppressed. Any spell that does extra damage to daylight sensitive undead (such as <i>Searing Light</i>) do not take the extra damage, but the 'Liquid Night' is immediately consumed in the process.	150 gp

Material

Material Alchemy Items	DC	Description	Cost
Armor Lubricant (RoF p158)	15	Oil. When applied to <u>metallic</u> armor that is <u>not</u> being worn, the Armor Check penalty is reduced by 1 for 1d4 hours.	40 gp
Armor Soft (DR280 p51)	25	Slippery red oil. Softens <u>metallic</u> armor so that its Armor Check penalty is reduced by 1 for 1 hour. Each application has a 5% cumulate chance at the end of the hour of destroying the armor.	50 gp
Clearstone (DR304 p56)	25	Treated stone becomes permanently transparent & glass-like (i.e., Hardness 1, 1hp per inch).	10 gp / pound
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 thrown weapon, since it doesn't splatter or stick.	50 gp
Oil of Hardness (DR304 p56)	25	When applied to an inanimate object made from wood, stone, or metal, its Hardness increases by +5 for 1 hour. One application can cover a Medium-sized object or one 10' x 10' flat surface (such as a wall).	50 gp
Sculptor's Slime (Sav p48)	20	Flask of slimy liquid weighing 4 pounds. When applied to a single block of stone up to 25 cubic feet, the stone is temporarily softened so that a Craft (stonemason) check vs. DC 10 can be made to sculpt it.	750 gp
Shinewater (DR301 p56)	5	Rust-removal liquid. One medium-sized metal weapon (or similarly sized object) that is soaked overnight in Shinewater can have any rust on it easily polished off.	10 gp

<u>Material Alchemy Items</u>	DC	Description	Cost
Stonebreaker Acid (A&E p35)	20	Flask of stone-specific acid. Grenade-like weapon with a 10' range increment. Does full damage to stone & ignores its Hardness. A direct hit does 3d10 damage the first round & 2d10 the 2 nd . A splash does 3hp damage.	20 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 / square foot
Titan Gum (DR301 p56)	15	Fast setting glue. Bonds in 1 round and can support 500 pounds. Strength check vs. DC 20 to separate glued objects.	25 gp

Inks

<u>Alchemy Inks</u>	DC	Description	Cost
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
Darkvision Powder (A&E p33)	20	Vial of gray powder. The powder glows when viewed with Darkvision, but is unnoticeable at more than 10' with normal vision. One vial can be used to write a "reasonably lengthy sentence".	10 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
Goblin Ink (DR301 p56)	10	Ink. Once dry, Goblin Ink cannot be dissolved or smeared by water.	20 gp
Phantom Ink (T&B p72) (LoD p191)	20	An hour after being written, this ink fade away. After that, it can only be seen (as determined at ink creation) by a) firelight, b) magical light, c) moonlight, or d) starlight (only readable with darkvision).	10 gp

Food

<u>Food Alchemy Items</u>	DC	Description	Cost
Dehydrated Food (A&E p33)	15	Specially dried food that weighs 4 ounces for a single meal. When eating dehydrated food, the character must consume twice the normal amount of water.	2 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
Soupstone (DR280 p53)	15	Small smooth stone. A Soupstone can turn a total of 10 gallons of water into hot nourishing broth before going inert.	30 ⁶ gp

Misc.

<u>Misc. Alchemy Items</u>	DC	Description	Cost
Breathing Mask Air Supply (Sav p46)	20	Fist-sized bag of chemicals. When attached to a Breathing Mask(Sav p46), this item lets the wearer breath for 4 hours.	950 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
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
Instant Rope (A&E p34)	15	Flask of viscous gray liquid. When poured, the liquid expands & hardens for 2 rounds, ending up as a 30' long "rope" (as strong as a normal hemp rope). After 1 hour, the rope begins to crumble into dust.	25 gp

⁶ Listed price is 300 gp, but that is out of line with what it does & with the price of other items in source article. I am assuming the price was supposed to be 30 gp.

Misc. Alchemy Items	DC	Description	Cost
Red Wiggler (DR291 p30)	15	1' x 1" strip of alchemically-treated red fabric. When water is applied, the "wiggler" gets slimy and starts twitching, appearing as a dying worm. After 3d6 rounds, it dissolves. Mostly used for practical jokes.	5 gp
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
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 modifier) minutes.	75 gp
Elven Moondrop Liqueur (A&E p31)	30	An exquisite alcoholic beverage created with dew and moonlight. No game effect, but delicious.	220 gp

Poisons

Poisons are created with Craft (Poisonmaking).

Contact Poisons

Contact Poisons	Fort Save DC	Initial	Secondary	DC to Create	Price (in gp)
Wraith Sheen (A&E p37)	16	1d2 Constitution	1d2 Constitution	15	150
Crippling Vine (A&E p37)	13	1d4 Strength + 1d4 Constitution	—	15	180
Carrion Crawler Brain Juice (DMG p80)(S&S p25)+ (A&E p37)	13	Paralysis for 2d6 minutes	—	15	200
Mesmer Paste (A&E p37)	15	Dazzled	1d4 Intelligence	20	300
Sassone Leaf Residue (DMG p80)(S&S p25)+ (A&E p37)	16	2d12 HP	1d6 Constitution	20	300
Malyss Root Paste (DMG p80)(S&S p25)+ (A&E p37)	16	1 Dexterity	2d4 Dexterity	20	500
Sasson Juice (BoVD p44)	18	1d4 Dexterity	1d4 Dexterity	22	500
Sleeping Weed (A&E p37)	13	Slowed	1d4 Dexterity	15	500
Horror Weed Extract (A&E p37)	20	1 Wisdom	2d4 Wisdom	25	600
Nitharit (DMG p80)(S&S p25)+ (A&E p37)	13	—	3d6 Constitution	20	650
Anemis (A&E p37)	16	1d4 Strength	2d4 Strength	20	750
Terinav Root (DMG p80)(S&S p25)+	16	1d6 Dexterity	2d6 Dexterity	25	750
Balor Bile (BoVD p44)	25	1d6 Strength	1d6 Strength	25	1,000
Keeper Poison (FF p111)	15	Nauseated for 2d6 rounds	2d6 Constitution	20	1,200
Dragon Bile (DMG p80)(S&S p25)+ (A&E p37)	26	3d6 Strength	—	30	1,500
Thever Paste (A&E p37)	12	—	Blindness (permanent)	25	1,500
Aboleth Oil (A&E p37)	19	—	Flesh transforms over 1d4+1 minutes. After that, it must be kept moist or the target takes 1d12hp damage every 10 minutes	30	2,500
Dessicator Poison (race specific) (DR298 p46)	16	3d6 Constitution vs. target race 1d2 Constitution vs. other races	3d6 Constitution vs. target race — vs. other races	25	2,750
Black Lotus Extract (DMG p80)(S&S p25)+(DMGe)+	20	3d6 Constitution	3d6 Constitution	35	4,500
Vilestar (BoVD p44)	24	2d6 <u>Vile</u> Strength (permanent)	2d6 <u>Vile</u> Strength (permanent)	34	6,000

Ingested Poisons

Ingested Poisons	Fort Save DC	Initial	Secondary	DC to Create	Price (in gp)
Oil of Taggit (DMG p80)(S&S p25)+ (A&E p37)	15	—	Unconsciousness for 1d3 hours	15	90
Culum Powder (A&E p37)	12	1 Dexterity	1d4 Dexterity	15	100
Arsenic (DMG p80)(S&S p25)+ (A&E p37)	13	1 Constitution	1d8 Constitution	15	120
Retch (A&E p37)	15	Nausea	1d4 Constitution	15	120
Id Moss (DMG p80)(S&S p25)+ (A&E p37)	14	1d4 Intelligence	2d6 Intelligence	15	125
Adlevine Extract (A&E p37)	14	1d4 Wisdom + <u>gain</u> 2 Constitution for 1d10 minutes	2d6 Wisdom	20	150
Cretel Leaf Residue (A&E p37)	14	1d4 Constitution + <u>gain</u> 2 Dexterity for 1d10 minutes	1d6 Constitution	20	150
Faralin (A&E p37)	14	1d4 Dexterity + <u>gain</u> 2 Strength for 1d10 minutes	1d6 Constitution	20	150
Striped Toadstool (DMG p80)(S&S p25)+ (A&E p37)	11	1 Wisdom	2d6 Wisdom + 1d4 Intelligence	15	180
Lich Dust (DMG p80)(S&S p25)+ (A&E p37)	17	2d6 Strength	1d6 Strength	20	250
Lockjaw (A&E p37)	11	Can't Speak	2d6 Constitution	15	250
Dark Reaper Powder (A&E p37)	18	2d6 Constitution	1d6 Constitution + 1d6 Strength	25	300
Chakar Root (DR298 p46)	16	Paralysis for 1d3 hours	2d6 Dexterity	17	750

Inhaled Poisons

Inhaled Poisons	Fort Save DC	Initial	Secondary	DC to Create	Price (in gp)
Ebon Fungus (DR298 p46)	15	1 Charisma	1d6 Charisma	15	500
Ishentav (BoVD p44)	13	1d6 Strength	1d6 Strength	25	500
Scorcher Fumes (A&E p37)	18	Lose 'Scent' ability for 1d6 x 10 minutes	1d4 Wisdom	20	800
Abasi Mist (A&E p37)	12	1d4 Constitution	1d4 Constitution	20	1,000
Dark Reaper Powder (DMG p80)(S&S p25)+	15	1 Charisma	1d6 Charisma + 1 Charisma (permanent)	25	1,000
Ungol Dust (A&E p37)	15	1 Charisma	1d6 Charisma + 1 Charisma (permanent)	20	1,000
Sufferfume (BoVD p44)	20	1 Strength + 1 Dexterity + 1 Intelligence + 1 Wisdom + 1 Constitution + 1 Charisma	1 Strength + 1 Dexterity + 1 Intelligence + 1 Wisdom + 1 Constitution + 1 Charisma	21	1,200
Brain Dust (A&E p37)	12	Confusion	1d4 Wisdom	20	1,300
Insanity Mist (DMG p80)(S&S p25)+ (A&E p37)	15	1d4 Wisdom	2d6 Wisdom	20	1,500
Raeliss Smoke (A&E p37)	15	1d6 Charisma	1d6 Charisma	25	2,000
Urthanyk (BoVD p44)	19	1d6 Strength	1d6 Strength	26	2,000

Inhaled Poisons	Fort Save DC	Initial	Secondary	DC to Create	Price (in gp)
Burnt Othur Fumes (DMG p80)(S&S p25)+ (A&E p37)	18	1 Constitution (permanent)	3d6 Constitution	25	2,100
Basilisk Breath ⁷ (BoVD p44)	17	1d6 Constitution	1d6 Constitution	26	2,500
Burning Angel Wing Fumes (BoVD p44)	18	1d6 Charisma	1d6 Charisma	27	2,800
Thever Fumes (A&E p37)	18	—	Blindness (permanent)	35	3,000
Roshon Vapor (A&E p37)	15	1d4 Intelligence	1d6 Dexterity + 1 Dexterity (permanent)	25	3,100
Mist of Nourn (BoVD p44)	25	1d8 Constitution	1d8 Constitution	35	7,000

Injury Poisons

Injury Poisons	Fort Save DC	Initial	Secondary	DC to Create	Price (in gp)
Tiny Centipede Poison (BoVD p44)	11	1 Dexterity	1 Dexterity	15	40
Alforna (A&E p37)	11	1d2 Strength	Fatigue	15	75
Small Centipede Poison (DMG p80)(S&S p25)+ (BoVD p44) (A&E p37)	11	1d2 Dexterity	1d2 Dexterity	15	90
Tiny Scorpion Poison (BoVD p44)	11	1d2 Strength	1d2 Strength	15	90
Tiny Spider Venom (BoVD p44)	11	1d2 Strength	1d2 Strength	15	90
Amaunauth (SM p40)	19	2d4 HP	Unconsciousness	15	100
Bloodroot (DMG p80)(S&S p25)+ (A&E p37)	12	—	1d4 Constitution + 1d3 Wisdom	15	100
Greenblood Oil (DMG p80)(S&S p25)+ (A&E p37)	13	1 Constitution	1d2 Constitution	15	100
Shreef Oil (A&E p37)	12	1d2 Strength + 1d2 Dexterity	1d2 Strength	15	100
Small Scorpion Poison (BoVD p44)	11	1d3 Strength	1d3 Strength	15	100
Small Spider Venom (BoVD p44)	11	1d3 Strength	1d3 Strength	15	100
Medium-sized Centipede Poison (BoVD p44)	13	1d3 Dexterity	1d3 Dexterity	15	110
Black Adder Venom (DMG p80)(S&S p25)+ (A&E p37)	12	—	1d6 Strength	15	120
Blue Whinnis (DMG p80)(S&S p25)+ (A&E p37)	14	1 Constitution	Unconsciousness for 1d3 hours	15	120
Rill Leaf (A&E p37)	14	1d2 Charisma	1d4 Charisma	15	120
Haluroot (A&E p37)	13	1d2 Wisdom	1d2 Wisdom	15	150
Large Centipede Poison (BoVD p44)	16	1d4 Dexterity	1d4 Dexterity	18	150
Medium-sized Spider Venom (DMG p80)(S&S p25)+ (A&E p37)	14	1d4 Strength	1d6 Strength	15	150
Medium-sized Spider Venom ⁷ (BoVD p44)	13	1d4 Strength	1d4 Strength	18	150
Large Spider Venom (BoVD p44)	16	1d6 Strength	1d6 Strength	18	175
Medium-sized Scorpion Poison (BoVD p44)	15	1d4 Strength	1d4 Strength	18	175
Large Scorpion Venom (DMG p80)(S&S p25)+ (BoVD p44) (A&E p37)	18	1d6 Strength	1d6 Strength	20	200

Injury Poisons	Fort Save DC	Initial	Secondary	DC to Create	Price (in gp)
Giant Wasp Poison (DMG p80)(S&S p25)+ (A&E p37)	18	1d6 Dexterity	1d6 Dexterity	20	210
Huge Centipede Poison (BoVD p44)	18	1d6 Dexterity	1d6 Dexterity	20	210
Shadow Essence (DMG p80)(S&S p25)+ (A&E p37)	17	1 Strength (permanent)	2d6 Strength	20	250
Vapid Leaf Extract (A&E p37)	16	Dazed (euphoric)	2d6 Intelligence	20	250
Banelare Essence (A&E p37)	11	2d4 Constitution	Unconscious for 1d3 hours	15	300
Fang Dragon Venom (A&E p37)	15	1 Constitution (permanent)	—	20	300
Eyeblast (BoVD p44)	22	Blindness	Blindness	23	500
Purple Worm Poison (DMG p80)(S&S p25)+ (A&E p37)	24	1d6 Strength	1d6 Strength	20	700
Bebilith Venom (BoVD p44)	20	1d6 Constitution	2d6 Constitution	20	900
Gargantuan Centipede Poison (BoVD p44)	26	1d8 Dexterity	1d8 Dexterity	20	950
Devilseye ⁷ (BoVD p44)	21	1 point of Spell Resistance ⁸	1d3 point of Spell Resistance	22	1,000
Huge Spider Venom (BoVD p44)	22	1d8 Strength	1d8 Strength	20	1,000
Choldrith Toxin (A&E p37)	15	Paralysis for 2d6 minutes	2d4 Constitution	20	1,200
Huge Scorpion Poison (BoVD p44)	26	1d8 Strength	1d8 Strength	25	1,200
Redek Vine Extract (A&E p37)	17	2d6 Dexterity	—	25	1,500
Deathblade (DMG p80)(S&S p25)+ (A&E p37)	20	1d6 Constitution	2d6 Constitution	25	1,800
Lifebane (BoVD p44)	20	1d6 <u>V</u> ile Constitution (permanent)	1d6 <u>V</u> ile Constitution (permanent)	25	2,000
Gargantuan Spider Venom (BoVD p44)	31	2d6 Strength	2d6 Strength	26	2,500
Colossal Centipede Poison (BoVD p44)	36	2d6 Dexterity	2d6 Dexterity	30	2,900
Colossal Spider Venom (BoVD p44)	35	2d8 Strength	2d8 Strength	28	3,000
Gargantuan Scorpion Poison (BoVD p44)	36	2d6 Strength	2d6 Strength	32	3,000
Gray Whinnis (A&E p37)	20	1d4 Constitution	Paralysis for 1d6 x 10 minutes	20	3,000
Wyvern Poison (DMG p80)(S&S p25)+ (A&E p37)	18	2d6 Constitution	2d6 Constitution	25	3,000
Colossal Scorpion Poison (BoVD p44)	54	2d8 Strength	2d8 Strength	35	9,000

⁷ Effects Outsiders even if they are immune to poison.

⁸ Returns at the same rate as ability scores.

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 (MoF p177).

Armor & Shields

Unusual Materials for Armor & Shields	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
Astral Driftmetal (A&E p18)	—	25% per attack that it is effective vs. Incorporeal attacks. Can only be used to make Breastplate, Shields, & any Heavy Armors.	+1,000 gp
Blended Quartz (A&E p18)	Naturally occurring mixture of Quartz & Iron	Weigh 100% more. -20% Spell Failure Craft (armorsmithing) checks have a 5 higher DC.	+2,000 gp – Light Armor +5,000 gp – Medium Armor +10,000 gp – Heavy Armor +2,000gp/lb – Shield
Bluewood (UE p58)	Normal looking wood that is hard as steel	Weighs 50% less Only 'metal armors' can be made from Bluewood	+300 gp – Light Armor +600 gp – Medium Armor +1,200 gp – Heavy Armor +300 gp – Shield
Bronzewood (A&E p18)	Hard, but heavy wood	Weigh 10% less than iron. Armor Check penalty does not apply to Hide checks in woodland area. Can only be used to make Breastplate, Banded Mail, Splint Mail, Half-Plate, Full Plate.	+4,000 gp – Medium Armor +9,000 gp – Heavy Armor +500 gp/lb – Shield
Camouflage Dye (RoF p158)	Foliage dyes made from forest plants.	+4 Circumstance bonus on Hide checks <u>for a specific forest</u> . Can only be applied to Padded, Leather, Hide, or Studded Leather armor.	300 gp – Armor
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
Chitin Armor' (A&E p19)	Heavy armor made from giant insect plates	Weighs 50% less.	+10,000 gp – Heavy Armor +2,000 gp – Shield
Copper, magically tempered (MoF p178)	Copper	Cold Resistance 2	+2,000 gp – Armor
Darkleaf, Elven (A&E p19)	Carved Darkwood & alchemically treated leaves	Weigh 50% less Heavy Armor counts as Medium Medium Armor counts as Light -5% Spell Failure +1 Max Dex modifier -2 Armor Check Penalty Only metal armors can be made from Elven Darkleaf	+2,250 gp – Medium Armor +3,000 gp – Heavy 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 modifier -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
Elukian Clay (A&E p20)	Hard gray clay that hardens to a floating stone	+1 Armor Check Penalty Weight does not count against Swim checks.	+1,000 gp – Light Armor +2,000 gp – Medium Armor +4,000 gp – Heavy Armor +200 gp/lb – Shield

Unusual Materials for Armor & Shields	Description	Game Effect	Cost
Entropium (A&E p20)	Flexible, but heavy, iron that moves with the wearer	Light Armor counts as Medium & weighs +2 pounds Medium Armor counts as Heavy & weighs +5 pounds Heavy Armor weighs +10 pounds Shields weigh +2 pounds -10% Spell Failure (min 5%) +2 Max Dex modifier +2 Armor Check Penalty on Strength-based skills -2 Armor Check Penalty on Dexterity-based skills	+1,000 gp – Light Armor +2,000 gp – Medium Armor +4,000 gp – Heavy Armor +200 gp/lb – Shield
Fever Iron (MoF p178)	Normal looking iron	Fire Resistance 2	+2,000 gp – Armor
Glassteel (RoF p158)	Transparent metal.	Heavy Armor counts as Medium & have a +3 Enhancement Medium Armor counts as Light & have a +2 Enhancement Light Armor & Shields have a +1 Enhancement bonus. -10% Spell Failure +2 Max Dex modifier -3 Armor Check Penalty	+9,000 gp – Light Armor +16,000 gp – Medium Armor +25,000 gp – Heavy Armor +4,000 gp – Shield
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 modifier +3 Armor Check Penalty	+5,000 gp – Armor
Hizagkuur (MoF p179)	Silvery gray metal	Cold Resistance 2	+2,000 gp – Armor
Leafweave, Elven (A&E p20) Leaf, alchemy treated (DR279 p49)	Leaves as strong as leather 'Spring' – green. 'Autumn' – orange & red.	-5% Spell Failure +1 Max Dex modifier -2 Armor Check Penalty	+750 gp – Non-Metallic Armor
Living Metal (MoF p179)	Gray-green metal that heals & reshapes itself	Living Metal armor reshapes itself to the wearer after 10days: -5% Spell Failure +1 Max Dex modifier -1 Armor Check Penalty	+700 gp – Light Armor +2,000 gp – Medium Armor +4,500 gp – Heavy Armor
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
Mithral (DMG p242)	Silvery, glistening metal	Heavy Armor counts as Medium Medium Armor counts as Light -10% Spell Failure +2 Max Dex modifier -3 Armor Check Penalty	+1,000 gp – Light Armor +4,000 gp – Medium Armor +9,000 gp – Heavy Armor +1,000 gp – Shield
Platinum, magically tempered (MoF p180)	Platinum	Cold & Sonic Resistance 2 Light Armor counts as Medium Medium Armor counts as Heavy +10% Spell Failure -2 Max Dex modifier +3 Armor Check Penalty	+5,000 gp – Armor
Quick-Escape (A&E p16)	The armor's straps & buckles are threaded through a single location, usually the shield-side hip	As a Standard Action, the wearer can undo the Quick-Escape lock and have the armor fall off. Putting on this armor takes 2x as long. Someone other than the wearer can unlock the armor with a Disable Device check vs. DC 15 (DC 30 if the target is in combat or equally active).	+500 gp & +2 pounds.
Silver, magically tempered (MoF p180)	Silver	Electricity Resistance 2	+2,000 gp – Armor
Urdrugar (A&E p20)	Dark metal from the Underdark	For every 5 lbs of Urdrugar, +2 DC to Scry on the wearer. 2x normal Spell Failure	+500 gp/lb
Ysgardian Heartwire (A&E p20)	Thin, strong wire that is used to reinforce the vulnerable areas of armor	+2 AC on checks to confirm critical hits <u>only</u> . Can only be added to Chain Shirts, Chain Mail, or any Heavy Armor	+1,500 gp

Weapons

Unusual Materials for Weapons	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
Adamantine-Copper Alloy (DR-A5 p28)	Sickly green metal	Weapons that do 1d8 or more damage – +1damage	+4,500 gp
Baatorian Green Steel (A&E p13)	Green-tinted iron	+1damage to Slashing & Piercing weapons	+2,000 gp
Bluewood (UE p58)	Normal looking wood that is hard as steel	Weighs 50% less	+400 gp – 1d6 ⁻ Weapons +800 gp – 1d8 ⁺ Weapons
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
Dragonfang (DU100 p31)	Carved from the fangs / claws of a dragon	Slashing or Piercing weapons only. +1 damage of the same energy type as the dragon's breath (acid, cold, electricity, fire, or sonic).	+300 gp
Duskwood (MoF p178)	Grey wood, but hard as iron	Can be made into 'metal' weapons Weighs 50% less than steel	+1,500 gp
Elukian Clay (A&E p20)	Hard gray clay that hardens to a floating stone	Weight does not count against Swim checks.	+200 gp/lb
Fever Iron (MoF p178)	Normal looking iron	+1 Fire damage	+2,000 gp
Gehennan Morghuth-Iron (A&E p14)	Toxic, hard-to-forge metal that is dark & pitted	-1 penalty to attack & damage (<u>including</u> Masterwork bonus) If made into a Slashing or Piercing weapon, every hit inflicts (Dex 1 / Dex 1d4 / DC 12) poison.	+4,000 gp
Glassteel (RoF p158)	Transparent metal	Weapons that do 1d6 or less damage – +1 attack & damage Weapons that do 1d8 or more damage – +2 attack & damage	+1,500 gp/lb – 1d6 ⁻ Weapons +2,500 gp/lb – 1d8 ⁺ Weapons
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 (unless you wield 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)(MoFe)+	Silvery gray metal	+1 Fire damage & +1 Electricity damage	+3,000 gp
Platinum, magically tempered (MoF p180)	Platinum	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 (unless you wield 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
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
Silver, magically tempered (MoF p180)	Silver	+1 damage to creatures vulnerable to silver	+1,000 gp
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
Solaniuan Truesteel (A&E p14)	Iron with a silvery shine	+1 bonus to hit when confirming a Critical Threat <u>only</u> .	+1,000 gp
Vakar (DR-A5 p28)	Oily bluish-black metal	+1 damage, +2d6 damage to elves	+8,000 gp

Raw Materials

Unusual Raw Materials	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
Elukian Clay (A&E p20)	Hard gray clay that hardens to a floating stone	Weight does not count against Swim checks.	+200 gp per pound
Glassteel (RoF p158)	Transparent metal	Weigh 50% less	+1,000 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
Urdrukar (A&E p20)	Dark metal from the Underdark	For every 5 pounds of Urdrukar, scrying on the wearer has a +2 DC.	+500 gp per pound

Hardnesses of Materials

Material	Hardness	HP / Inch	Misc.
Paper (PH p136)	0	2	
Rope (PH p136)	0	2	
Ice (PH p136)	0	3	
Clearstone (DR304 p56)	1	1	Transparent
Glass (PH p136)	1	1	Transparent
Darkwood (a.k.a. Zalantar) (DMG p243) (MoF p180) (DR279 p49)	5	10	50% weight of wood
Wood (PH p136)	5	10	
Blended Quartz (A&E p18)	8	15	200% weight of iron
Stone (PH p136)	8	15	
Bronze (A&E p12)	9	20	
Gehennan Morghuth-Iron (A&E p13)	9	20	
Copper, magically tempered (MoF p178)	10	30	Cold Resistance 2
Darksteel (MoF p178)	10	30	Acid Resistance 2
Dlarun (a.k.a. Icesteel) (MoF p178)	10	30	Fire Resistance 2
Duskwood (MoF p178)	10	30	50% weight of iron
Gold, magically tempered (MoF p179)	10	30	200% weight of iron Acid Resistance 2 Fire Resistance 2

Material	Hardness	HP / Inch	Misc.
Hizagkuur (MoF p179)	10	30	Cold Resistance 2
Iron (PH p136)	10	30	
Platinum, magically tempered (MoF p180)	10	30	200% weight of iron Cold Resistance 2 Sonic Resistance 2
Silver, magically tempered (MoF p180)	10	30	Electricity Resistance 2
Solanian Truesteel (A&E p14)	11	25	
Arandur (MoF p178)	12	30	Sonic Resistance 2
Astral Driftmetal (A&E p18)	12	30	25% chance of being effective vs. Incorporeal attacks
Fever Iron (MoF p178)	12	30	Fire Resistance 2
Baatorian Green Steel (A&E p13)	12	30	
Living Metal (MoF p179)	12	30	"heals" 1hp per minute
Mithral (DMG p242)	15	30	50% weight of iron
Urdrukar (A&E p20)	15	30	50% weight of iron
Entropium (A&E p20)	15	40	
Adamantine (DMG p242)	20	40	
Glassteel (RoF p158)	20	40	50% weight of iron

Gemstones

Gemstone Properties	Description	Game Effect	Cost (in gp)
Amaratha (MoF p175)	Pale green	Energy Protection & Immunity spells gain +2 effective caster levels.	5,000
Beljuriil (MoF p175)	Sea-water green	'Electricity' spells gain a +2 DC or +2 effective caster levels.	5,000
Black Opal (MoF p175)	Greenish opal with black mottling & gold flecks	'Force' spells gain a +1 DC or +1 effective caster levels.	1,000
Black Sapphire (MoF p175)	Deep black sapphire with yellow highlights	'Darkness' spells gain a +2 DC or +2 effective caster levels.	5,000
Diamond (MoF p175)	Clear, though some have blue, yellow, or pink hues	'Conjuration (healing)' spells gain a +2 DC or +2 effective caster levels.	5,000
Emerald (MoF p175)	Brilliant green	'Enchantment' spells gain a +2 DC or +2 effective caster levels.	5,000
Fire Opal (MoF p175)	Orange-red opal with golden & greenish flecks	'Fire' spells gain a +1 DC or +1 effective caster levels.	1,000
Jacinth (MoF p175)	Fiery orange gem with a tiny flame in its heart	'Fire' spells gain a +2 DC or +2 effective caster levels.	5,000
Jasmal (MoF p176)	Translucent, but reflects amber light	Spells that grant Enhancement bonuses to weapons or armor gain +1 effective caster level.	1,000
King's Tear (MoF p176)	Clear, teardrop shaped stone	'Divination' spells gain a +2 DC or +2 effective caster levels.	5,000
Moonbar (MoF p176)	White opaque crystals that form naturally in bars	'Conjuration (calling)' spells gain a +1 DC or +1 effective caster level.	1,000
Opal (MoF p176)	Pale blue with green & gold mottling	'Enchantment' spells gain a +1 DC or +1 effective caster level.	1,000
Orblen (MoF p176)	Deep golden gems	'Conjuration (creation)' spells gain a +1 DC or +1 effective caster level.	1,000
Orl (MoF p176)	Red to orange colored spindle crystals	'Chaotic' spells or spells that give a Luck bonus gain a +1 DC or +1 effective caster level.	1,000
Ravenar (MoF p176)	Glossy, black gem	'Sonic' spells gain a +1 DC or +1 effective caster level.	1,000
Red Tear (MoF p176)	Teardrop-shaped crystals of blood red color	'Transmutation' spells gain a +1 DC or +1 effective caster level.	1,000
Rogue Stone (MoF p176)	Rare gem with a shifting, rainbow hue	'Chaotic' or 'Teleportation' spells gain a +2 DC or +2 effective caster lvs.	5,000
Ruby (MoF p177)	Clear, deep crimson gem	'Evocation' spells gain a +2 DC or +2 effective caster levels.	5,000
Sapphire (MoF p177)	Brilliant blue gem	'Conjuration (summoning)' spells gain a +1 DC or +1 effective caster level.	1,000
Star Ruby (MoF p177)	Ruby with white star highlight	'Illusion' spells gain a +2 DC or +2 effective caster levels.	5,000
Star Sapphire (MoF p177)	Sapphire with a white star highlight	'Abjuration' spells gain a +2 DC or +2 effective caster levels.	5,000
Tomb Jade (MoF p177)	Jade that has turned red or brown from being buried for a long time	'Enchantment(compulsion)' spells gain a +1 DC or +1 effective caster level.	1,000
Water Opal (MoF p177)	Almost clear crystal with a shimmer of color to it	'Divination' spells gain a +1 DC or +1 effective caster level.	1,000
Zendalure (MoF p177)	Mottled blue-white egg-shaped crystals	'Necromancy' spells gain a +1 DC or +1 effective caster level.	1,000

Gem Cross-reference by School & Spell Type

School	+1	+2
Abjuration	—	Star Sapphire
Conjuring (Healing)	—	Diamond
Conjuring (Calling)	Moonbar	—
Conjuring (Creation)	Orblen	—
Conjuring (Summoning)	Sapphire	—
Divination	Water Opal	King's Tear
Enchantment	Opal	Emerald
Enchantment (Compulsion)	Tomb Jade	—
Evocation	—	Ruby
Illusion	—	Star Ruby
Necromancy	Zendalure	—

School	+1	+2
Transmutation	Red Tear	—
Electricity	—	Beljuriil
Fire	Fire Opal	Jacinth
Sonic	Ravenar	—
Force	Black Opal	—
Darkness	—	Black Sapphire
Chaotic	—	Rogue Stone
Protection & Immunity	—	Amaratha
Enhancement bonuses	Jasmal	—
Teleportation	—	Rogue Stone

Musical Instruments

The following are only available when using Bardic Music with a Masterwork instrument. When using a special power, the Bard does not get the usual +2 Perform bonus. (S&S p41)

Musical Instrument	Description	Power
Alphorn (S&S p42)	A 12' – 20' long wooden horn	Popular with Giants. Allows the use of <i>Inspire Greatness</i> , <i>Countersong</i> , or <i>Inspire Courage</i> at a range of 1d10 miles.
Bagpipes (S&S p42)	Standard bagpipes	Anyone hearing the bagpipe receives a –1 Morale penalty on saving throws vs. fear.
Banjolele (S&S p42)	Similar to a banjo	Popular with Halflings. When used to <i>Inspire Courage</i> , the Bard's allies gain +3 on saving throws vs. fear (instead of the normal +2).
Bell, Hanging (S&S p42)	Huge metal bells that weigh a ton or more. Used in church towers, etc.	When used to <i>Inspire Courage</i> , the Bard's allies gain +3 on saving throws vs. fear & charm (instead of the normal +2). Enemies receive a –1 Morale penalty on saving throws vs. fear & charm.
Bones (S&S p42)	20-30 small wooden pegs of different length that are hit together rapidly.	Popular with Kobolds. Anyone hearing the bones receives a –2 Morale penalty on saving throws vs. fear.
Clavichord (S&S p43)	Flat, 1'x3' piano.	Popular with "the Upper Class". –1 Circumstance penalty on <i>Countersong</i> . +2 Circumstance bonus on <i>Fascinate</i> or <i>Suggestion</i> . +1 Circumstance bonus for Diplomacy & Gather Info, checks made against an upper class audience for 1d6 hours.
Crumhorn (S&S p43)	3' – 6' wood-wind	Popular with Treants. +1 Circumstance bonus on all Perform checks against Sylvan creatures (x2 for dryads). –4 Circumstance penalty on saves vs. <i>Fascinate</i> & <i>Suggestion</i> against Sylvan creatures (x2 for dryads).
Drum (S&S p44) Tabor (S&S p49)	Drums of various sizes	Popular with Goblins (who play Bongo Drums), Gnolls (who play Kettle Drums), & Dwarves (who play Tabors). When used to <i>Inspire Courage</i> , Morale bonus on saves vs. fear become +4, but Morale bonus on saves vs. charm become +0.
Dulcimer, Hammered (S&S p44) Psaltery (S&S p48) Zither (S&S p49)	A wooden box with stings strung across an opening in it. The Dulcimer is played with small hammers.	Popular with Celestials (who like Psalteries) and Humand / Gnomes (who like Zithers). When used to <i>Inspire Courage</i> , Morale bonus on saves vs. fear become +3, but Morale bonus to weapon damage becomes +0.
Fiddle (S&S p44)	Small violin	Popular with Halflings & Kobolds. Can continue one song while starting a second song.
Flute (S&S p44) Recorder-Flute (S&S p48)	A wooden tube with holes in the front to control the tone	Popular with Commoners. –1 Circumstance penalty on listeners' saving throws vs. charm, <i>Fascinate</i> , & <i>Suggestion</i> .
Gong (S&S p45)	Typically quite large	Each hit reverberates for 5 rounds. While reverberating, all <i>Countersongs</i> are at +5 Circumstance bonus & all Concentration DC's are at +5.
Handbell (S&S p45)	A metal bell held in one hand	Popular with Humans, Elves, & Celestials. +1 Circumstance bonus on <i>Countersongs</i> .
Harmonica (S&S p45)	Small metal rectangle with holes that are blown through.	Popular with Commoners. +4 Circumstance bonus on Bluff, Diplomacy, Disguise, & Gather Info checks made against commoners for 1d6 hrs. –4 Circumstance penalty on Intimidate checks for the same period. Shifts the audience's attitude 1 category better.
Harp (S&S p45)	5' – 6' tall	Popular with Humans, Elves, & Celestials. 2 Morale penalty on listener's saves vs. charms.
Harpichord (S&S p45)	Enclosed harp with a keyboard	Popular with "the Upper Class". –1 Circumstance penalty on saves vs. charms. –2 Circumstance penalty on saves vs. sleep.
Hautbois (S&S p46) Shawm (S&S p49)	A double-reed instrument that looks like a scepter	+4 Circumstance bonus on Bluff, Diplomacy, Disguise, & Gather Info checks made against the upper class audience for 1d6 hours. –4 Circumstance penalty on Intimidate checks for the same period of time.
Horn, Natural (S&S p46)	Hollowed out animal horns	Popular with Hobgoblins & Orcs. When used to <i>Inspire Courage</i> , Morale bonus on saves vs. fear become +4, but Morale bonus on saves vs. charm become +0.
Horn, Shell (S&S p46)	A horn made from a large shell	Popular with Merfolk. Same as a Natural Horn, but only for aquatic listeners.
Lap-Harp (S&S p46)	2' – 3' tall	Popular with Elves. Can continue one song while starting a second song.
Lur (S&S p46)	8' long horn	Popular with Giants. When used to <i>Inspire Courage</i> , the Morale bonus on attack & damage goes up to +2 for giant allies of the Bard.
Lute, Mandolin (S&S p46)	Stringed instrument	Can continue one song while starting a second song.
Lyre (S&S p47)	Stringed neck on a tortoise shell	Popular with Fey. +2 Circumstance bonus on <i>Countersongs</i> , <i>Fascinate</i> , or <i>Suggestion</i> against Fey.
Organ, Pipe (S&S p47)	A huge 'piano' that uses pipes instead of strings for sound & has up to 5 keyboards	Can play three songs at one time, though the second requires a Concentration check vs. DC (20 – Performance modifier) & the third requires a Concentration check vs. DC (25 – Performance modifier).
Pan Pipes (S&S p48)	A set of hollow tubes of varying length	Popular with Fey, Elves, & Humans. +1 Circumstance bonus on Perform checks when playing for Fey or Animals.
Trumpet, Herald (S&S p49)	Made from metal	Popular with Humans & Devils. When used to <i>Inspire Courage</i> , Morale bonus on saves vs. fear become +4, but Morale bonus on saves vs. charm becomes 0.
Water Pipe (S&S p49)	The mouthpiece connects to a container of water, which filters the music.	Popular with Dragons. When used to <i>Inspire Courage</i> , Morale bonus on saves vs. fear become +4, but Morale bonus on saves vs. charm becomes 0.
Whistle-Pipe (S&S p49)	Small, metal tube with many holes	Popular with Gnomes. <i>Countersongs</i> are at +5 Circumstance bonus.

Summary of Musical Instrument effects on Bardic Music & other Mind-based effects:

Effect	Sub-Effect	Instruments that <u>improve</u> the effect	Instruments that <u>lessen</u> the effect
Multiple Simultaneous Bard Songs		Fiddle; Lap-Harp; Lute; Mandolin: Able to start a 2 nd song while maintaining the 1 st song Organ, Pipe: 2 nd song requires a Concentration check vs. DC (20 – Performance modifier) 3 rd song requires a & the third requires a Concentration check vs. DC (25 – Performance modifier)	
<i>Inspire Courage</i>	<all effects>	Alphorn: increases range to 1d10 miles	
	+1 Morale bonus to attack	Lur (for giants): +2 Morale bonus	
	+1 Morale bonus to weapon damage	Lur (for giants): +2 Morale bonus	Dulcimer, Hammered; Psaltery; Zither: +0 Morale bonus
	+2 Morale bonus on saves vs. Charm	Bell, Hanging: +3 Morale bonus	Drum; Horn; Tabor, Trumpet; Water Pipe: +0 Morale bonus
	+2 Morale bonus on saves vs. Fear	Banjolele; Bell, Hanging; Dulcimer, Hammered; Psaltery; Zither: +3 Morale bonus Drum; Horn; Tabor; Trumpet; Water Pipe: +4 Morale bonus	
<i>Countersong</i>		Alphorn: increases range to 1d10 miles Handbell: +1 Circumstance bonus Lyre (vs. fey): +2 Circumstance bonus Gong; Whistle-Pipe: +5 Circumstance bonus	Clavichord: -1 Circumstance penalty
<i>Fascinate</i>		Clavichord: -2 Circumstance penalty on save Lyre (vs. fey): -2 Circumstance penalty on save Crumhorn (vs. sylvans): -4 Circumstance penalty on save Crumhorn (vs. dryads): -8 Circumstance penalty on save	
<i>Suggestion</i>		Flute; Recorder-Flute: -1 Circumstance penalty on save Clavichord: -2 Circumstance penalty on save Lyre (vs. fey): -2 Circumstance penalty on save Crumhorn (vs. sylvans): -4 Circumstance penalty on save Crumhorn (vs. dryads): -8 Circumstance penalty on save	
<i>Inspire Greatness</i>		Alphorn: increases range to 1d10 miles	
Saving Throws	vs. Charm	Flute; Harpsichord; Recorder-Flute: -1 Circumstance penalty on save Bell, Hanging: -1 Morale penalty on save Harp: -2 Morale penalty on save	
	vs. Fear	Bagpipes; Bell, Hanging: -1 Morale penalty on save Bones: -2 Morale penalty on save	
	vs. Sleep	Harpsichord: -2 Circumstance penalty on save	
Skill checks	Bluff	Harmonica (vs. commoners): +4 Circumstance bonus Hautbois; Shawm (vs. upperclass): +4 Circumstance bonus	
	Diplomacy	Clavichord (vs. upperclass): +1 Circumstance bonus Harmonica (vs. commoners): +4 Circumstance bonus Hautbois; Shawm (vs. upperclass): +4 Circumstance bonus	
	Disguise	Harmonica (vs. commoners): +4 Circumstance bonus Hautbois; Shawm (vs. upperclass): +4 Circumstance bonus	
	Gather Info.	Clavichord (vs. upperclass): +1 Circumstance bonus Harmonica (vs. commoners): +4 Circumstance bonus Hautbois; Shawm (vs. upperclass): +4 Circumstance bonus	
	Intimidate		Harmonica (vs. commoners): -4 Circumstance penalty Hautbois; Shawm (vs. upperclass): -4 Circumstance penalty
	Perform	Crumhorn (vs. sylvans): +1 Circumstance bonus Crumhorn (vs. dryads): +2 Circumstance bonus Pan Pipes (vs. fey & animals): +1 Circumstance bonus	

Appendix

Revision History

- October 24, 2001 – Initial release of the Equipment Class Index.
 Added Player's Handbook, Dungeon Master's Guide, & Monster Manual.
 Added Sword & Fist, Defenders of the Faith, and Tome & Blood.
 Added Return to the Temple of Elemental Evil.
 Added Forgotten Realms Campaign Book & Magic of Faerûn.
 Added Dragon Magazines from #274 - #288, Dragon Magazine Annual #5, and Dungeon Magazine #82 - #89.
- March 30, 2002 – Added Ravenloft, Lords of Darkness, Song & Silence, and Masters of the Wild.
 Added Dragon Magazine #289 - #294 & Dungeon Magazine #90 - #91.
 Inserted tables about Poisons, Gems, Musical Instruments, & Weapon Equivalencies.
- August 24, 2002 – Added Dragon Magazine #295 - #298, Silver Marches, Faiths & Pantheons, Deities & Demigods.
- December 1, 2002 – Added Dragon Magazine #299 - #302.
 Added Dungeon Magazine #92 - #95.
 Added Monster Manual II and the Book of Vile Darkness.
- March 15, 2003 – Added Dragon Magazine #303 - #305.
 Added Dungeon Magazine #96 - #97.
 Major reformat.
- July 22, 2003 – Moved the Magical Options sections for Weapons, Armor, & Shields from this document to the Magic Item Index.
 Added Races of Faerûn, Fiend Folio, Savage Species, Arms & Equipment, & Unapproachable East.
 Added Dragon Magazine #306 - #308.
 Added Dungeon Magazine #98 - #100.

Excluded Items

The following items were excluded from the lists above, but are included here for completeness:

- Powdered Water(DR280 p52) – Doesn't fit with my understanding of alchemy, which is not inherently magical.

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
MM2	– Monster Manual II	– 882680000
MotP	– Manual of the Planes	– WTC11850
D&D	– Deities and Demigods	– 881650000
BoVD	– Book of Vile Darkness	– 881610000
Sav	– Savage Species	– 881580000
FF	– Fiend Folio	
A&E	– Arms & Equipment	
S&F	– Sword and Fist	– WTC 11829
S&Fe	– Sword and Fist Errata	– http://www.wizards.com/dnd/files/SnFErrataV2.pdf
DotF	– Defenders of the Faith	– WTC 11840
T&B	– Tome and Blood	– WTC 11844
T&Be	– Tome and Blood errata	– http://www.wizards.com/dnd/files/TB_Enh.zip
S&S	– Song and Silence	– WTC 11857
MotW	– Masters of the Wild	– 881640000
FR	– Forgotten Realms Campaign Book	
FRe	– Forgotten Realms Campaign Book errata	– http://www.wizards.com/dnd/files/FRCSErrata.pdf
MMF	– Monster Compendium: Monsters of Faerûn	– WTC 11832
MoF	– Magic of Faerûn	
MoFe	– Magic of Faerûn errata	– http://www.wizards.com/dnd/files/MoFerrataV3012002.zip
F&P	– Faiths and Pantheons	
LoD	– Lords of Darkness	
SM	– Silver Marches	
SMw	– Silver Marches web enhancement	– http://www.wizards.com/dnd/files/WE_More_Marches.zip
RoF	– Races of Faerûn	– 885780000
UE	– Unapproachable East	– 176650000
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 supercedes the entry above it.