

Dungeons & Dragons 3rd Edition Index – Equipment

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Collected by Chet Erez (cerez@crystalkeep.com)

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Armors

Armor	Category	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
Padded (PH p106)	Light	+1	+8	0	5%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	5 gp	10 lbs
Retarius (DR303 p32)	Light	+1	+6	-1	5%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	10 gp	5 lbs
Samite (DR303 p32)	Light	+1	+8	-1	10%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	10 gp	10 lbs
Cord (DR275 p33)	Light	+2	+4	-2	20%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	8 gp	15 lbs
Leather (PH p106)	Light	+2	+6	0	10%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	10 gp	15 lbs
Thracian (DR303 p32)	Light	+2	+5	-2	10%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	15 gp	15 lbs
Bone (DR275 p33)	Light	+3	+4	-3	15%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	20 gp	20 lbs
Secutor (DR303 p32)	Light	+3	+3	-2	20%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	40 gp	30 lbs
Silk Armor (DR298 p50)	Light	+3	+8	-1	5%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	5,000 gp	15 lbs
Studded (PH p106)	Light	+3	+5	-1	15%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	25 gp	20 lbs
Wood (DR275 p33)	Light	+3	+4	-3	15%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	15 gp	20 lbs
Chain Shirt (PH p106)	Light	+4	+4	-2	20%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	100 gp	25 lbs
Mithral Shirt (DMG p182)	Light	+4	+6	0 ^M	10%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	1,100 gp	10 lbs
Duskwood Breastplate (MoF p178)	Light	+5	+4	-2 ^M	20%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	3,350 gp	15 lbs
Elven Chain (DMG p182)	Light	+5	+4	-2 ^M	20%	30'	20'	10 rnd.	5 rnd.	10 rnd. [†]	4,150 gp	20 lbs
Hide (PH p106)	Medium	+3	+4	-3	20%	20'	15'	10 rnd.	5 rnd.	10 rnd. [†]	15 gp	25 lbs
Scale Mail (PH p106)	Medium	+4	+3	-4	25%	20'	15'	40 rnd. [‡]	10 rnd.	10 rnd. [†]	50 gp	30 lbs
Breastplate (PH p105)	Medium	+5	+3	-4	25%	20'	15'	40 rnd. [‡]	10 rnd.	10 rnd. [†]	200 gp	40 lbs
Chainmail (PH p105)	Medium	+5	+2	-5	30%	20'	15'	40 rnd. [‡]	10 rnd.	10 rnd. [†]	150 gp	30 lbs
Dwarven Plate (DMG p182)	Medium	+8	+3	-4 ^M	25%	20'	15'	40 rnd. [‡]	10 rnd.	10 rnd. [†]	10,500 gp	25 lbs
Banded Mail (PH p105)	Heavy	+6	+1	-6	35%	20 [*]	15 [*]	40 rnd. [‡]	10 rnd.	10 rnd. [†]	250 gp	35 lbs
Splint Mail (PH p106)	Heavy	+6	+0	-7	40%	20 [*]	15 [*]	40 rnd. [‡]	10 rnd.	10 rnd. [†]	200 gp	45 lbs
Half-Plate (PH p106)	Heavy	+7	+0	-7	40%	20 [*]	15 [*]	40 rnd. [‡]	40 rnd. [†]	1d4+1min [†]	600 gp	50 lbs
Full Plate (PH p105)	Heavy	+8	+1	-6	35%	20 [*]	15 [*]	40 rnd. [‡]	40 rnd. [†]	1d4+1min [†]	1,500 gp	50 lbs
Buckler (PH p105)	Shield	+1	–	-1	5%	–	–	–	–	–	15 gp	5 lbs
Small Shield, steel (PH p106)	Shield	+1	–	-1	5%	–	–	–	–	–	9 gp	6 lbs
Small Shield, wood (PH p106)	Shield	+1	–	-1	5%	–	–	–	–	–	3 gp	5 lbs
Darkwood Shield (DMG p183)	Shield	+2	–	0 ^M	15%	–	–	–	–	–	257 gp	5 lbs
Large Shield, steel (PH p106)	Shield	+2	–	-2	15%	–	–	–	–	–	20 gp	15 lbs
Large Shield, wood (PH p106)	Shield	+2	–	-2	15%	–	–	–	–	–	7 gp	10 lbs
Mithral Shield (DMG p183)	Shield	+2	–	-1 ^M	5%	–	–	–	–	–	1,020 gp	5 lbs
Adamantine Shield (DMG p183)	Shield	+3	–	-1 ^M	15%	–	–	–	–	–	2,170 gp	15 lbs
Tower Shield (PH p106)	Shield	©	–	-10	50%	–	–	–	–	–	30 gp	45 lbs

¹ Reduce by 1 if armor/shield is of Masterwork quality.² Hastily put on armor has an AC Bonus 1 less & an Armor Check Penalty 1 more (e.g., hastily put on Scale Mail has AC +3 & a check penalty of -5).[†] Cut time in half if being helped. One character can help up to 2 others (but 2 cannot help each other).^M Bonus for Masterwork quality already factored in.^{*} Running speed is 3x, not 4x.[‡] Without help, this armor can only be put on Hastily.

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

Melee Weapons

Simple Melee Weapons

Simple Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Bayonet (RL p56)	Tiny	1d4	x2	–	P	1 gp	½ lb	
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
Straight Razor (RL p56)	Tiny	1d4	x3	–	P	2 gp	½ lb	
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
Bayonet on a Musket (RL p56)	Med.	1d4	x2	–	P	1 gp	½ lb	
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.
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

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

<u>Martial Melee Weapons</u>	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Hammer, Light (PH p98)	Small	1d4	x2	20'	B	1 gp	2 lbs	
Handaxe (PH p98)	Small	1d6	x3	–	S	6 gp	5 lbs	Monk
Lance, Light (PH p98)	Small	1d6	x3	–	P	6 gp	5 lbs	x2 damage when used from the back of a charging mount
Pick, Light (PH p98)	Small	1d4	x4	–	P	4 gp	4 lbs	
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
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
Longspear (PH p98)	Large	1d8	x3	–	P	5 gp	9 lbs	Vs. Charge, Reach 10'
Maul (FR p97)	Large	1d10	x3	–	B	15 gp	20 lbs	
Ranseur (PH p98)	Large	2d4	x3	–	P	10 gp	15 lbs	Reach 10', Disarm +2
Scythe (PH p98)	Large	2d4	x4	–	S or P	18 gp	12 lbs	

§ Damage is 'subdual'.

Exotic Melee Weapons

Exotic Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Ward Cestus (S&F p70)	Un-armed	as fists	x2	–	B	10 gp	4 lbs	Unarmed attack, +1 AC on an All-Out Defense Action, Can't be disarmed
Blade Boot (FR p97) (FRe)	Tiny	1d4	19-20 / x2	–	P	15 gp	1 lb	Kata, Finesse, +4 bonus to Escape Artist checks vs. rope
Claw Bracer (FR p97)	Tiny	1d4	19-20 / x2	–	P	30 gp	2 lbs	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)	Tiny	1d4	x3	–	S or P	75 gp	3 lb	Disarm +4
Sai (DR275 p42)	Tiny	1d4	x2	10'	B	10 gp	½ lb	Kata, Disarm +4
Siangham, Halfling (PH p99)	Tiny	1d4	x2	–	P	2 gp	1 lb	Kata, Monk
Stump Knife (S&F p70)	Tiny	1d4	19-20 / x2	–	P	8 gp	2 lbs	Can't be disarmed, Threat range extends to 17-20 after 1 st hit in a continuous battle
Tiger Claws (D&D p158)	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
Triple Knife (S&F p70)	Tiny	1d4	19-20 / x2	–	P	10 gp	1 lb	Can be wielded in the off-hand without penalty if not used to attack, Disarm + 3
Battlepick, Gnome (S&F p70)	Small	1d6	x4	–	P	10 gp	5 lbs	Hand-and-a-Half for Small-sized wielders
Bladed Gauntlet (S&F p70) (S&Fe)+	Small	1d6	19-20 / x2	–	S	30 gp	4 lbs	Counts as an armed attack
Buckler Axe, Dwarf (DR275 p42)	Small	1d6	x3	–	S	30 gp	6 lbs	Buckler
Crescent Knife (DR275 p42) (DR276 p120)+	Small	1d3	x2	–	S	20 gp	1 lb	Attack x2, Only apply ½ Strength bonus to damage
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
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.

Exotic Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
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.
War Fan (S&F p70)	Small	1d6	x3	–	S	30 gp	3 lbs	+4 on 1 st attack with a contested Bluff
Chain-and-Dagger (S&F p70)	Med.	1d4	19-20 / x2	–	P	4 gp	4 lbs	Disarm +2, Trip +2
Fishing Gaff (DR283 p91)	Med.	1d6	x3	–	P	2 gp [?]	4 lbs [?]	Disarm +2, Trip +2
Hammer, Gnome Hooked (PH p99)	Med.	1d6 / 1d4	x3 / x4	–	B / P	20 gp	6 lbs	Double
Hydra Flail (DR303 p32)	Med.	1d8	x3	–	B	40 gp	10 lbs	Disarm +4
Khopesh (FR p97)(D&D p158)	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)+	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 [?]	5 lbs [?]	Can't be disarmed
Sword, Bastard (PH p99)	Med.	1d10	19-20 / x2	–	S	35 gp	10 lbs	Hand-and-a-Half for Medium-sized wielders
Swordbreaker (DR303 p32)	Med.	1d8	19-20 / x2	–	S	50 gp	140 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
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)	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)	Large	1d8 / 1d8	19-20 / x2	–	S / B	90 gp	20 lbs	Double, Trip, Disarm +2

[?] Best guess

Exotic Melee Weapons	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
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
Lajatang (DR275 p42)	Large	1d8 / 1d8	x2	–	S	90 gp	7 lbs	Kata, Double
Kusari-Gama (DMG p161) (DMGe)+	Large	1d6 / 1d4	x2 / x2	–	S / B	10 gp	3 lbs	Double -or- Reach 10' & Threaten Adjacent, Trip, Disarm +2, Finesse
Mancatcher (DR275 p42)	Large	1d4§	x2	–	B	30 gp	8 lbs	Reach 10', Grapple
Manti (S&F p70)	Large	1d8	x3	–	P	15 gp	9 lbs	One extra Attack of Opportunity per round
Mercurial Greatsword (S&F p70) (S&Fe)+	Large	2d6	x4	–	S	600 gp	17 lbs	
Pincer Staff (MM p126)	Large	1d10	x2	–	B	Not for Sale	12 lbs [?]	Reach 10', Grapple (1d10 damage per round if successful), Kuo-Tao Racial Proficiency
Scimitar, Double (DR281 p39)	Large	1d6 / 1d6	18-20 / x2	–	S	125 gp	15 lbs	Double
Scimitar, Great (DR275 p42)	Large	2d6	18-20 / x2	–	S	50 gp	16 lbs	
Scythe, Double-Bladed (DU95 p78)	Large	2d4 / 2d4	x4	–	S / P	200 gp	20 lbs	Double
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
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).
Urgrosh, Dwarven (PH p99)	Large	1d8 / 1d6	x3	–	S / P	50 gp	15 lbs	Double, vs. Charge
Three-Section Staff (S&F p70)	Large	1d8	x3	–	B	4 gp	8 lbs	Kata
Fullblade (S&F p70) (S&Fe)+	Huge	2d8	19-20 / x2	–	S	100 gp	23 lbs	Hand-and-a-Half for Large-sized wielders

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 attack without provoking an attack of opportunity.

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
Sling (PH p98)	Small	1d4	x2	50'	B	Free	½ lbs	Druid, Monk
Crossbow, Grapple-Firing (S&S p52)	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
Javelin (PH p98)	Med.	1d6	x2	30'	P	1 gp	2 lbs	Monk

Martial Ranged Weapons

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

Exotic Ranged Weapons

Exotic Ranged Weapon	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
Crossbow, Hand (PH p99)	Tiny	1d4	19-20 / x2	30'	P	100 gp	3 lbs	Move equivalent action to reload, Rogue
Fukimi-Bari (mouth darts) (S&F p71)	Tiny	1	x2	10'	P	1 gp	1/10 lb	Attack x3, No Strength bonus on Damage
Shuriken (PH p99)	Tiny	1	x2	10'	P	1 gp	1/10 lb	Attack x3, No Strength bonus on Damage, Monk
Skiprock, Halfling (DR275 p42)	Tiny	1d3	x2	10'	B	3 gp	1/4 lb	Ricochet attack at -2
Skiprock, Halfling (for Sling) (S&F p71)	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)	Small	1d4§	x2	10'	B	5 gp	2 lbs	Ranged Touch attack to trip & roll to grapple
Boomerang (DR275 p42)	Small	1d4§	x2	20'	B	20 gp	2 lbs	Returns after a miss (AC 10 to catch).
Chakram (FR p97)	Small	1d4	x3	30'	S	15 gp	2 lbs	
Chatkcha (DR275 p42)	Small	1d6	x2	20'	S	40 gp	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.
Pistol (RL p56)	Small	1d10	x3	50'	P	250 gp	3 lbs	Uses the same Exotic Proficiency as a Musket. Standard action to reload. Each shot requires 1 oz. of gunpowder.
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.
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)	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)	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)	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)	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)	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.

Exotic Ranged Weapon	Size	Dam.	Critical	Range	Type	Cost	Weight	Misc.
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)	Med.	1d6	x2	20'	P	1 gp	3 lbs	
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.
Musket (RL p56)	Med.	1d12	x3	150'	P	500 gp	10 lbs	Uses the same Exotic Proficiency as a Pistol. Standard action to reload. Each shot requires 1 oz. of gunpowder. Can be fitted with a bayonet.
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
Rapier, Parthian (RL p56)	Med.	1d6 or 1d10	19-20 / x2 or x3	50'	P	300 gp	5 lbs	Rapier with a pistol built into the hilt. On a successful melee attack, the pistol may be fired as a free action & the target loses his Dex bonus to AC Finesse.
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)	Med.	1d8	19-20 / x2	50'	P	2 gp	2 lbs	Move equivalent action to reload
Spring-Loaded Gauntlet (S&F p71)	Med.	1d4	x2	20'	P	200 gp	4 lbs	
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)	Large	1d12	19-20 / x2	150'	P	100 gp	15 lbs	Full round action to reload
Harpoon (S&F p71)	Large	1d10	x2	30'	P	15 gp	10 lbs	Lodges in victim if fails a Reflex save vs. (10 + damage), take damage again pulling it free.
Shotput, Orc (S&F p71)	Large	2d6	19-20 / x3	10'	B	10 gp	15 lbs	

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)	Bows, Straight	Flat wooden tipped arrows Subdual damage instead of normal damage.	5 sp	1/6 lb
Flight Arrow (DR279 p49)	Bows, Straight	Improved aerodynamics +20' range increment	5 sp	1/10 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)	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	10 gp	1/6 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)	Bows, Straight	Combination arrow & thunderstone -20' range increment. Does no damage. On impact, it makes a loud bang, forcing all within a 10' radius to make a Fortitude save vs. DC 15 or be deafened. This results in -4 on Initiative & 20% chance of a spell miscast.	35 gp	1/3 lb
Alchemist's Arrow (S&F p70)	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 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
Sling Bullet (PH p98)	Slings	Standard lead sling bullet	1 cp	1/4 lb
Sling Stone (PH p103)	Slings	-1 penalty to hit & does 1d3 damage.	—	1/4 lb
Bullet, Pistol /Musket (RL p56)	Pistol or Musket	Standard lead pistol & musket bullet	3 sp	1/5 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. Manufactured by making an Alchemy check vs. DC 25.	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; Lajatang, Halfling; Shortstaff.

Double (for medium creatures) – Axe, Orc Double; Bladed Staff; Flail, Dire; Kusari-Gama; Gyrspike; Gythka; Lajatang; Scimitar, Double; Scythe,

Double-Bladed; Sword, Two-Bladed; Ugrrosh, 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, Parthian; 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.

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

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; 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; 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).

Trip – This weapon can be used to make trip attacks. If a counter-trip occurs, then the user can drop the weapon instead of being tripped. Some weapons give a +N bonus on the trip roll.

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

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; Ugrrosh, 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

Alchemy Items

Alchemy Items	DC	Description	Cost
Journeyman Serum (DR301 p55)	5	Liquid. +2 Alchemical bonus to Constitution checks to resist taking subdual damage from a forced march.	5 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
Alchemist's Mercy (DR280 p51)	10	Fine power that is mixed into liquids. Relieves hang-overs.	1 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
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
Goblin Ink (DR301 p56)	10	Ink. Once dry, Goblin Ink cannot be dissolved or smeared by water.	20 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
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
Blackwater Algae (DR303 p65)	15	Dark purple mold that has been specially prepared. Eater gains a +1 Circumstance bonus on saves & checks to avoid fatigue for 24 hours.	½ 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
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
Gunpowder (RL p45)	15	1 oz. of gunpowder Usable for one shot	½ 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
Ice Crystal (DR280 p52)	15	A piece of rock crystal. When immersed in liquid, it becomes cold as ice, but returns to normal when dry.	5 gp
Insect Repellent (DR280 p52)	15	Strong smelling liquid. Keep normal insects away for 4 hours. Small sized insects or those under spell control must make a Will save vs. DC 12.	5 gp
Red Wiggler (DR291 p30)	15	1' x 1" strip of alchemically-treated red fabric. When water is applies, the "wiggler" gets slimy and starts twitching, appearing as a dying worm. After 3d6 rounds, it dissolves. Mostly used for practical jokes.	5 gp
Scentbreaker (T&B p72) (FR p96)	15	Small bag of aromatic herbs. Grenade-like weapon with a 10' range increment -or- can be sprinkled over a 5'x5' area. On a direct hit, the target must make a Fortitude save vs. DC 18 or 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
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
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 ³ gp
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
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. Any less and the subject falls unconscious. For 24 hours after the oil has been used, the subject cannot stabilize naturally.	50 gp

³ 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.

Alchemy Items	DC	Description	Cost
Wittlewort 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
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
Bitebane (DR300 p85)	20	White gel. Heals 1d8 hp of subdual damage.	20 gp
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
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
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
Deepsmoke Stick (DR298 p60)	20	Bad-smelling chemically treated stick. When lit, the Deepsmoke 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
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
Embalming Fire (DR303 p70)	20	Bitter-smelling liquid. When applied to a corpse before it is animated, the resulting zombie catches fire for 1 minute 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
Flash Powder (DR280 p51)	20	Silky gray powder. When ignited, anyone looking at its flash receives a –5 Spot check penalty for 5 rounds. Rogues may use the flash to cover an attempt to make a Hide check.	20 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
Gash Glue (DR301 p54)	20	Thick, gray goo. Applying the Gash Glue to a dying creature causes it to stabilize.	40 gp
Glitterbright (DR291 p30)	20	Sparkling liquid. When applied to a gem, you receive a +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
Grondiel's Chicken Soup (DR285 p38)	20	Makes 6 servings, which last for 1 day. For the next 8 hours, the eater has a +4 Alchemical bonus to any Fortitude save vs. catching a disease.	70 gp
Phantom Ink (T&B p72) (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
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
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
Snortawake (DR291 p30)	20	Pungent-smelling clear liquid. Removed 1d8 hp of subdual damage when put in the nose or mouth.	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

Alchemy Items	DC	Description	Cost
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
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
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
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
Alchemical Sleep Gas (FR p96) (FR _e) ⁺	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
Antitoxin (PH p113)	25	Antitoxin gives +5 Alchemical bonus on all Fortitude saves vs. poison for 1 hour.	50 gp
Armor Soft (DR280 p51)	25	Slippery red oil. Softens metal armor so that its Armor Check Value is one less for 1 hour. Each application has a 5% cumulate chance at the end of the hour of destroying the armor.	50 gp
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
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
Clearstone (DR304 p56)	25	Treated stone becomes permanently transparent & glass-like (i.e., Hardness 1, 1hp per inch).	10 gp / pound
Dragon Brew (DR301 p58)	25	Thick liquid. +1 Alchemical bonus to Fortitude save for 1 hour.	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
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
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
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
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
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 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

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
Focus (DR300 p85)	25	A special tea. The drinker gains a +4 Alchemical bonus to Concentration checks for 10 minutes.	30 gp
Free Foot (DR280 p51)	25	Quick-drying oil. Anyone going through the 5'x5' area the oil coats must make a Dex check vs. DC 15 to keep standing / moving.	25 gp
Healing Salve (T&B p72) (LoD p191)	25	Sticky green paste. Heals 1d8.	50 gp
Holdfast (DR280 p51)	25	A bundle attached to the end of a rope. When thrown (range increment of 10'), the container breaks & adheres the rope to the target object. It can hold 200 pounds for 1d4+3 rounds before breaking down. It takes a Strength check vs. DC 27 to break before then.	50 gp
Liquid Ice (DR280 p52)	25	Viscous liquid. Grenade-like weapon with a 10' range increment -or- can be poured over a 5' radius area. On contact with air, Liquid Ice becomes extremely cold. Its uses include a) freezing a 5' radius water surface, b) putting out 5' radius of fire, c) doing 1d6 cold damage on a direct hit, or 1 hp of damage on a splash	30 gp
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
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
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
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
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
Slimebane (DR280 p52)	25	Grenade-like weapon with a 10' range increment. Damages oozes, doing 1d6 on a direct hit & 1 hp on a splash. On the following round, the ooze must make a Fortitude save vs. DC 15 or take 1d6 more damage.	15 gp
Slippery Oil (DR280 p52)	25	Oil. +5 on Escape Artist checks for 1 hour. Can be washed off with alcohol.	50 gp
Smokepowder (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
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
Softshoe Powder (DR280 p53)	25	For 10 minutes, this powder gives the user +2 on Move Silently checks.	25 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
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
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

Alchemy Items	DC	Description	Cost
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
Tangle Wire (DR280 p53)	25	10' piece of barbed wire coated with adhesive in a tight bundle. To avoid Tangle Wire strung across a hallway, make a Spot check vs. DC 15. If tangled, take 1d2 damage per round unless totally still. No penalty except damage if it is ignored. To remove, make a Dex or Escape Artist check vs. DC 20 -or- a Str check vs. DC 25.	25 gp
Tanglefoot Bag (PH p114)	25	Bag of alchemical goo. Grenade-like weapon with a range increment of 10'. On a direct hit, its target is at –2 attack & –4 Dex and must make a Reflex save vs. 15 or be stuck to the floor & unable to move. To break free of the floor takes a Strength check vs. DC 27 or 15 hp of slash damage. To scrape the goo off the target's body, the target or an ally must do "scrapping" damage equal to 15 hp. The target can then move a half speed. The goo lasts 10 minutes.	50 gp
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
Thunderstone (PH p114)	25	Grenade-like weapon with a range increment of 20'. On impact, it makes a loud bang, forcing all within a 10' radius to make a Fortitude save vs. DC 15 or be deafened. This results in –4 on Initiative & 20% chance of a spell miscast.	30 gp
Traveler's Solace (DR280 p53)	25	Fiery, unpleasant liquid. Effects last for 1d4 hours. Only useful once per 8 hours. If used by someone fatigued, the user no longer has any Str or Dex penalties. Once Traveler's Solace wears off, the user must rest for 8 hours to become rested. If used by someone exhausted, the user is only at Str –4 & Dex -4. Once Traveler's Solace wears off, the user must rest for 8 hours to become only fatigued.	50 gp
Vapors of Sleep (DR280 p53)	25	A quickly evaporating liquid. Grenade-like weapon with a range increment of 10' -or- it can be soaked into cloth. If a cloth is soaked with Vapors of Sleep and held over a target's mouth & nose (i.e., a successful grapple), the target must make a Fortitude save vs. DC 13 or sleep for 1d4 hours. If thrown, the target of a direct hit must make a Fortitude save vs. DC 13 or be at a –2 penalty on all action for 1d4 rounds.	50 gp
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
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
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
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
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
Rockburn Oil (DR298 p60)	30	Viscous green oil. Grenade-like weapon with a 10' range increment. If it hits, it does 1d4 damage to organic creatures & objects, 2d4 damage to metallic creatures & object, or 4d4 damage to stone creatures & objects.	30 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
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
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
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

Poisons

Poisons are created with Craft (Poisonmaking).

Poisons	Type	Fort Save DC	Initial	Secondary	DC to Create	Price (in gp)
Small Centipede Poison (DMG p80)(S&S p25)+ (BoVD p44)	Injury	11	1d2 Dexterity	1d2 Dexterity	15	90
Small Scorpion Poison (BoVD p44)	Injury	11	1d3 Strength	1d3 Strength	15	100
Small Spider Venom (BoVD p44)	Injury	11	1d3 Strength	1d3 Strength	15	100
Tiny Centipede Poison (BoVD p44)	Injury	11	1 Dexterity	1 Dexterity	15	40
Tiny Scorpion Poison (BoVD p44)	Injury	11	1d2 Strength	1d2 Strength	15	90
Tiny Spider Venom (BoVD p44)	Injury	11	1d2 Strength	1d2 Strength	15	90
Black Adder Venom (DMG p80)(S&S p25)+	Injury	12	—	1d6 Strength	15	120
Bloodroot (DMG p80)(S&S p25)+	Injury	12	—	1d4 Constitution + 1d3 Wisdom	15	100
Greenblood Oil (DMG p80)(S&S p25)+	Injury	13	1 Constitution	1d2 Constitution	15	100
Medium-sized Centipede Poison (BoVD p44)	Injury	13	1d3 Dexterity	1d3 Dexterity	15	110
Medium-sized Spider Venom ⁷ (BoVD p44)	Injury	13	1d4 Strength	1d4 Strength	18	150
Blue Whinnis (DMG p80)(S&S p25)+	Injury	14	1 Constitution	Unconsciousness for 1d3 hours	15	120
Medium-sized Spider Venom (DMG p80)(S&S p25)+	Injury	14	1d4 Strength	1d6 Strength	15	150
Medium-sized Scorpion Poison (BoVD p44)	Injury	15	1d4 Strength	1d4 Strength	18	175
Large Centipede Poison (BoVD p44)	Injury	16	1d4 Dexterity	1d4 Dexterity	18	150
Large Spider Venom (BoVD p44)	Injury	16	1d6 Strength	1d6 Strength	18	175
Shadow Essence (DMG p80)(S&S p25)+	Injury	17	1 Strength (permanent)	2d6 Strength	20	250
Giant Wasp Poison (DMG p80)(S&S p25)+	Injury	18	1d6 Dexterity	1d6 Dexterity	20	210
Huge Centipede Poison (BoVD p44)	Injury	18	1d6 Dexterity	1d6 Dexterity	20	210
Large Scorpion Venom (DMG p80)(S&S p25)+ (BoVD p44)	Injury	18	1d6 Strength	1d6 Strength	20	200
Wyvern Poison (DMG p80)(S&S p25)+	Injury	18	2d6 Constitution	2d6 Constitution	25	3,000
Amaunauth (SM p40)	Injury	19	2d4 HP	Unconsciousness	15	100
Bebilith Venom (BoVD p44)	Injury	20	1d6 Constitution	2d6 Constitution	20	900
Deathblade (DMG p80)(S&S p25)+	Injury	20	1d6 Constitution	2d6 Constitution	25	1,800
Lifebane (BoVD p44)	Injury	20	1d6 Vile Constitution (permanent)	1d6 Vile Constitution (permanent)	25	2,000
Devilseye ⁴ (BoVD p44)	Injury	21	1 point of SR ⁵	1d3 point of SR	22	1,000
Eyeblast (BoVD p44)	Injury	22	Blindness	Blindness	23	500
Huge Spider Venom (BoVD p44)	Injury	22	1d8 Strength	1d8 Strength	20	1,000
Purple Worm Poison (DMG p80)(S&S p25)+	Injury	24	1d6 Strength	1d6 Strength	20	700
Gargantuan Centipede Poison (BoVD p44)	Injury	26	1d8 Dexterity	1d8 Dexterity	20	950

⁴ Effects Outsiders otherwise immune to poison.

⁵ Returns at the same rate as ability scores.

Poisons	Type	Fort Save DC	Initial	Secondary	DC to Create	Price (in gp)
Huge Scorpion Poison (BoVD p44)	Injury	26	1d8 Strength	1d8 Strength	25	1,200
Gargantuan Spider Venom (BoVD p44)	Injury	31	2d6 Strength	2d6 Strength	26	2,500
Colossal Spider Venom (BoVD p44)	Injury	35	2d8 Strength	2d8 Strength	28	3,000
Colossal Centipede Poison (BoVD p44)	Injury	36	2d6 Dexterity	2d6 Dexterity	30	2,900
Gargantuan Scorpion Poison (BoVD p44)	Injury	36	2d6 Strength	2d6 Strength	32	3,000
Colossal Scorpion Poison (BoVD p44)	Injury	54	2d8 Strength	2d8 Strength	35	9,000
Ishentav (BoVD p44)	Inhaled	13	1d6 Strength	1d6 Strength	25	500
Dark Reaper Powder (DMG p80)(S&S p25)+	Inhaled	15	1 Charisma	1d6 Charisma + 1 Charisma (permanent)	25	1,000
Ebon Fungus (DR298 p46)	Inhaled	15	1 Charisma	1d6 Charisma	15	500
Insanity Mist (DMG p80)(S&S p25)+	Inhaled	15	1d4 Wisdom	2d6 Wisdom	20	1,500
Basilisk Breath ⁴ (BoVD p44)	Inhaled	17	1d6 Constitution	1d6 Constitution	26	2,500
Burning Angel Wing Fumes (BoVD p44)	Inhaled	18	1d6 Charisma	1d6 Charisma	27	2,800
Burnt Othur Fumes (DMG p80)(S&S p25)+	Inhaled	18	1 Constitution (permanent)	3d6 Constitution	25	2,100
Urthanyk (BoVD p44)	Inhaled	19	1d6 Strength	1d6 Strength	26	2,000
Sufferfume (BoVD p44)	Inhaled	20	1 from all ability scores	1 from all ability scores	21	1,200
Mist of Nourn (BoVD p44)	Inhaled	25	1d8 Constitution	1d8 Constitution	35	7,000
Striped Toadstool (DMG p80)(S&S p25)+	Ingested	11	1 Wisdom	2d6 Wisdom + 1d4 Intelligence	15	180
Arsenic (DMG p80)(S&S p25)+	Ingested	13	1 Constitution	1d8 Constitution	15	120
Id Moss (DMG p80)(S&S p25)+	Ingested	14	1d4 Intelligence	2d6 Intelligence	15	125
Oil of Taggit (DMG p80)(S&S p25)+	Ingested	15	—	Unconsciousness for 1d3 hours	15	90
Chakar Root (DR298 p46)	Ingested	16	Paralysis for 1d3 hours	2d6 Dexterity	17	750
Lich Dust (DMG p80)(S&S p25)+	Ingested	17	2d6 Strength	1d6 Strength	20	250
Carrion Crawler Brain Juice (DMG p80)(S&S p25)+	Contact	13	Paralysis for 2d6 minutes	—	15	200
Nitharit (DMG p80)(S&S p25)+	Contact	13	—	3d6 Constitution	20	650
Dessicator Poison (race specific) (DR298 p46)	Contact	16	3d6 Constitution vs. target race 1d2 Constitution vs. other races	3d6 Constitution vs. target race — vs. other races	25	2,750
Malys Root Paste (DMG p80)(S&S p25)+	Contact	16	1 Dexterity	2d4 Dexterity	20	500
Sassone Leaf Residue (DMG p80)(S&S p25)+	Contact	16	2d12 HP	1d6 Constitution	20	300
Terinav Root (DMG p80)(S&S p25)+	Contact	16	1d6 Dexterity	2d6 Dexterity	25	750
Sasson Juice (BoVD p44)	Contact	18	1d4 Dexterity	1d4 Dexterity	22	500
Black Lotus Extract (DMG p80)(S&S p25)+(DMGe)+	Contact	20	3d6 Constitution	3d6 Constitution	35	4,500
Vilestar (BoVD p44)	Contact	24	2d6 <u>Vile</u> Strength (permanent)	2d6 <u>Vile</u> Strength (permanent)	34	6,000
Balor Bile (BoVD p44)	Contact	25	1d6 Strength	1d6 Strength	25	1,000
Dragon Bile (DMG p80)(S&S p25)+	Contact	26	3d6 Strength	—	30	1,500

Magic Options for Armor & Shields

Armor & Shield Options	Cost	Type	Description
Strength (MoF p137) (F&P p76)	–	Armor only	+2 Enhancement bonus to Strength – +8,000. +4 Enhancement bonus to Strength – +32,000.
Arrow Catching (S&F p76)	+1	Shield only	+1 AC vs. ranged attacks. All projectiles & thrown weapons targeted within 5' of wearer veer towards the wearer instead, if the weapon's Enhancement bonus is not higher than the shield's. The wielder may deactivate this ability.
Bashing (DMG p181)	+1	Medium & Large Shields only	Large shields do 1d8 bashing damage. Small shields do 1d6 bashing damage. The shield acts as a +1 weapon.
Blinding (DotF p23)	+1	Armor, Shield	Twice per day, the item can flash. Everyone except the wearer within 20' must make a Reflex save vs. DC 14 or be Blinded for 1d4 rounds.
Blusheshine (MoF p136)	+1	Metallic Armor only	+5 Circumstance bonus to Hide checks. Armor is immune to acid & rust.
Called (DotF p23)	+1	Armor, Shield	As a standard action, the item can be summoned onto the owner (properly donned).
Darksoul Protection (BoVD p111)	+1	Armor	Wearers of Evil Alignment only take half damage from effects that specifically injure those of Evil Alignment, such as 'Holy' weapons, 'Smite Evil', etc.
Ease (MotW p28)	+1	Armor	Armor can be worn while sleeping without negative effect, can be put on in 5 rounds, and can be taken off in 1 round.
Fortification (light) (DMG p181)	+1	Armor, Shield	25% chance of negating a critical or sneak attack.
Everbright (MoF p137) (F&P p30)	+1	Metallic Armor only	Acid Resistance 5. Armor is immune to rust & acid.
Glamered (DMG p181)	+1	Armor only	On command, the armor looks like normal clothing, but otherwise acts normally.
Negative Energy Protection (MoF p137)	+1	Armor only	<i>Negative Energy Protection</i> (PH p231) activates when needed & lasts for 5 rounds. Usable once per day.
Nimbleness (MoF p137)	+1	Armor only	Max Dex modifier of the armor is +2. Armor Check Penalty is –1.
Poison Spike (BoVD p111)	+1	Armor	Magically retractable & extendable Armor Spikes. The spikes are poisoned (1d3 Str / 1d3 Str, Fortitude save vs. DC 16 to resist).
Shadow (DMG p181)	+1	Armor only	+10 on Hide checks. Armor check penalty still applies. Ex.: Shadow Full Plate = +10 bonus – 5 masterwork full plate penalty = +5 to Hide checks.
Silent Moves (DMG p181)	+1	Armor only	+10 on Move Silently checks. Armor check penalty still applies.
Slick (DMG p181)	+1	Armor only	+10 on Escape Artist checks. Armor check penalty still applies.
Animated (DMG p181)	+2	Shield only	Upon command, the shield acts as if the wielder was carrying it.
Aquatic (DotF p22) (MotW p28)	+2	Armor, Shield	Wearer can move freely in water without making a Swim check.
Arrow Deflection (DMG p181)	+2	Shield only	Once per round (as a free action, though must not be flat-footed), the wielder may make a Reflex save vs. DC 20 to deflect an incoming projectile.
Command (DotF p23) (F&P p155)	+2	Armor, Shield	+4 Competence bonus to Charisma. +2 Moral bonus to Will saves to all allies within 30'. –6 to Hide checks.
Daylight (DotF p23) (F&P p154)	+2	Armor, Shield	Glows with a <i>Daylight</i> (PH p191) spell for a total of 30 minutes each day.
Demonmight Ward (BoVD p111)	+2	Armor	The armor's Enhancement bonus increases by +1 against creatures of Good alignment & +2 against Good Outsiders. Provides a +1 bonus on saving throws vs. spells & spell-like effects of creatures of Good alignment & +2 bonus against spells with the [good] descriptor.
Death Ward (MoF p137)	+2	Armor only	<i>Death Ward</i> (PH p191) activates when needed & lasts for 70 minutes. Usable once per day.
Energy Drain (DotF p23)	+2	Armor, Shield	If the armor wearer makes a touch attack -or- the shield wearer makes a shield bash, the target is effected by an <i>Enervation</i> (PH p199) spell.
Fearsome (D&D p67)	+2	Armor, Shield	All opponents within 40' are effected by <i>Fear</i> (PH p203) @ 7 th level.

Armor & Shield Options	Cost	Type	Description
Feathered (DotF p24)	+2	Armor, Shield	Wearer can <i>Fly</i> (PH p206) up to 50 minutes per day. Light armor & shields have a flying movement of 90', while medium & heavy armor have a flying movement of 60'. All have 'good' maneuverability.
Sacred (DotF p24)	+2	Armor, Shield	Turn / rebuke undead (if able) at 2 levels higher.
Spell Resistance 13 (DMG p182)	+2	Armor only	Wearer gains SR 13.
Undead Disrupting (DotF p24)	+2	Armor, Shield	Wearer may attack undead with the spell <i>Disrupt Undead</i> (PH p197) @ 5 th level 4 times per day.
Absorbing (DotF p22)	+3	Armor, Shield	Can absorb 'Enhancement bonus' in ability damage and/or level drains per day. It also allows a Fortitude save for half-effect on energy drain powers that don't normally allow saves.
Acid Resistance (DMG p181)	+3	Armor, Shield	Absorbs the 1 st 10 points of Acid damage each round.
Aquatic with Water Breathing (DotF p22) (MotW p28)	+3	Armor, Shield	As 'Aquatic', but the wearer gets continuous <i>Water Breathing</i> (PH p271).
Charming (DotF p23)	+3	Armor, Shield	On an attack, the attacker must make a save vs. charm or be effected by a <i>Charm Person</i> (PH p183) spell (save at +4 if attack was in melee).
Cold Resistance (DMG p181)	+3	Armor, Shield	Absorbs the 1 st 10 points of Cold damage each round.
Dancing (S&F p76)	+3	Shield only	As a standard action, the shield may be loosed. For 4 rounds, it acts as cover, before falling to the ground.
Ethereal, self only (DotF p23)	+3	Armor, Shield	Allows wearer to cast <i>Ethereal Jaunt</i> (PH p201) @ 9 th level.
Fire Resistance (DMG p181)	+3	Armor, Shield	Absorbs the 1 st 10 points of Fire damage each round.
Fortification (medium) (DMG p181)	+3	Armor, Shield	75% chance of negating a critical or sneak attack.
Ghost Touch (DMG p181)	+3	Armor, Shield	Armor & armor Enhancement bonuses count vs. incorporeal beings, who can touch normally.
Ice (DotF p24)	+3	Armor, Shield	Up to 5 opponents within 30' are effected as by a <i>Slow</i> (PH p253) @ 5 th level. Also, the wearer may cast <i>Ray of Frost</i> (PH p243) @ 5 th level five times per day.
Invulnerability (DMG p181)	+3	Armor only	Wearer gains Damage Reduction 5/+1.
Lightning Resistance (DMG p181)	+3	Armor, Shield	Absorbs the 1 st 10 points of Electrical damage each round.
Magic Eating (MoF p137)	+3	Armor only	Wearer gains SR 13. If the spell is dispelled, then the wearer gets 1d8 hit points. The hit points don't stack, so the max is 8 hp.
Speed (DotF p24)	+3	Armor, Shield	+4 Haste bonus to AC & an extra partial action each round, as a <i>Haste</i> (PH p212) spell.
Sonic Resistance (DMG p181)	+3	Armor, Shield	Absorbs the 1 st 10 points of Sonic damage each round.
Spell Resistance 15 (DMG p182)	+3	Armor only	Wearer gains SR 15.
Wild (MotW p28)	+3	Armor only	If the wearer uses the Druid <i>Wild Shape</i> ability, the armor melds into the new body & the wearer retains the Armor & Enhancement bonuses to his/her AC.
Antipathy (DotF p22)	+4	Armor, Shield	Target alignment / creature is set when the item is created. As a standard action once per day, the wearer can force all targets within 60' to make a Will save vs. DC 24 or flee for 2 hours. The zone moves with the wearer.
Ethereal, all in contact (DotF p23)	+4	Armor, Shield	Allows wearer to cast <i>Etherealness</i> (PH p201) @ 11 th level.
Spell Resistance 17 (DMG p182)	+4	Armor only	Wearer gains SR 17.
Undead Controlling (DotF p24)	+4	Armor, Shield	May control up to 24 HD of undead per day as per the <i>Control Undead</i> (PH p188) spell. Control is lost each dawn.
Fortification (heavy) (DMG p181)	+5	Armor, Shield	100% chance of negating a critical or sneak attack.
Reflection (DMG p181)	+5	Shield only	One per day as a free action, the shield can reflect a spell back as per <i>Spell Turning</i> (PH p255).
Spell Resistance 19 (DMG p182)	+5	Armor only	Wearer gains SR 19.
Proof Against Transmutation (MoF p137)	+6	Armor only	Wearer is immune to transmutation effects, including polymorphing, petrification, and disintegration.

Magic Options for Weapons

Weapon Options	Cost	Type	Description
Jumping (MoF p140) (MoFe)+	–	Melee only	Acts as a Ring of Feather Falling. Once per round, gain +30 on a Jump check, with no height maximum. +8,400.
Bloodfeeding (BoVD p111)	+1	Any Weapon	Each time the weapon damages an opponent that has blood, the weapon gains 1 'Blood Point'. 5 'Blood Points' can be "cashed in" for 1 extra hit-point of damage. The weapon can contain 50 'Blood Points' maximum.
Corrosive (MoF p138)	+1	Any Weapon	On command, the weapon does +1d6 of Acid damage.
Defending (DMG p186)	+1	Any Weapon	Once per round as a free action, the wielder can transfer some or all of the weapon's Enhancement bonus to AC.
Dispelling (MoF p139)	+1	Melee only	<i>Dispel Magic</i> (PH p196) as a touch attack, once per day.
Distance (DMG p186)	+1	Ranged only	Doubles the weapon's range increment.
Exhausting (MotW p28)	+1	Any Weapon	Deals subdual damage.
Extending (DR302 p84)	+1	Large Hafted Melee Weapon, Chains, Flails, Whips, etc.	Add or subtract 5' of reach once per round as a Free Action at the beginning of the wielder's round. Melee weapon that extend 10' cannot threaten the adjacent hex, while those that are extended to 15' cannot threaten adjacent hexes or those within 10'.
Flaming (DMG p186)	+1	Any Weapon	On command, the weapon does +1d6 of Fire damage.
Flying (MoF p140)	+1	Melee only	The weapon can fly at 30' & will obey simple commands, such as guarding a location.
Frost (DMG p186)	+1	Any Weapon	On command, the weapon does +1d6 of Cold damage.
Ghost Touch (DMG p186)	+1	Any Weapon	Deal normal damage to incorporeal creatures. Can also be touched & moved (or even wielded!) by an incorporeal creature.
Hunting (MotW p28)	+1	Any Weapon	Doubles a Ranger's favored enemy damage bonus when attacking that type of creature.
Impact (MoF p140) (F&P p27, p64, & p89)	+1	Bludgeoning only	Doubles the weapon's threat range.
Keen (DMG p187) (DMGe)+	+1	Slashing & Piercing only	Doubles the weapon's threat range.
Ki Focus (S&F p76)	+1	Melee only	Monks can make stunning attacks, ki strikes, & quivering palm attacks through this weapon.
Masterslaying (BoVD p112)	+1	Melee only	On the command of the person wearing the weapon's scabbard / belt hook, the weapon will attack its current holder at the Base Attack Bonus of the scabbard wearer. The target is considered Flat-Footed (but the weapon cannot do a 'sneak attack'). If the weapon hits, it does a Critical Hit.
Merciful (S&F p176) (MoF p140)	+1	Any Weapon	On command, the weapon does +1d6 damage but all damage is subdual.
Mighty Cleaving (DMG p187)	+1	Any Weapon	If the wielder has the <u>Feat: Cleave</u> , he/she may make one additional cleave attempt per round.
Opposable (MotW p28)	+1	Any Weapon	Allows a creature without normal hands to wield the weapon, though it still must be proficient with it. Useful for Druids in a <i>Wild Form</i> .
Precise (MoF p140)	+1	Ranged only	Acts as if the wielder had the <u>Feat: Precise Shot</u> .
Returning (DMG p187)	+1	Thrown only	After being thrown, the weapon returns to thrower on the next round.
Screaming (MoF p140) (F&P p22)	+1	Any Weapon	On command, the weapon does +1d6 of Sonic damage.
Seeking (S&F p176) (MoF p141) (F&P p27)	+1	Ranged only	Negates all miss chances (due to concealment, <i>Blur</i> , etc.).
Shock (DMG p187)	+1	Any Weapon	On command, the weapon does +1d6 of Electrical damage.
Smoking (LoD p180)	+1	Any Weapon	On command, the weapon fills the wielder's hex with noxious smoke which provides One-Half Concealment. If any creature enters the wielder's hex, it is effected by a <i>Stinking Cloud</i> . The wielder is not effected by the smoke in any way. The smoke moves with the weapon.
Spellblade (MoF p141)	+1	Melee only	The weapon absorbs a single spell, chosen at the weapon's creation. On the wielder's next action, he can redirect the spell, or let it dissipate.

Weapon Options	Cost	Type	Description
Spell Storing (DMG p187)	+1	Any Weapon	Can store 1 spell of up to 3 rd level. Cast on the opponent on a successful hit if the wielder desires. The weapon must then be recharged by a spell caster with a spell up to 3 rd level (may be different).
Sunlight (DR298 p60)	+1	Any Weapon	<i>Daylight</i> on the weapon for up to 1 hour per day. While in effect, creatures that suffer penalties in bright light take an extra +1d6 damage.
Sure Striking (S&F p176) (MoF p141)	+1	Any except Crossbows, Bows, or Slings	The weapon harms creatures with damage reduction as if it had a +5 Enhancement bonus.
Sweeping (MoF p141) (F&P p177)	+1	Melee only	When attempting a Trip action, this weapon gives a +4 bonus.
Throwing (DMG p186)	+1	Melee only	Weapon now has a range increment of 10'.
Venomous (MoF p141)	+1	Any Weapon	Once the weapon has hit, the wielder can choose to inflict the spell <i>Poison</i> (PH p236) (DC 14), once per day.
Vicious (S&F p176)	+1	Melee only	+2d6 damage to opponent & 1d6 damage to wielder.
Vile (BoVD p112)	+1	Any Weapon	+1 hit-point of <u>Vile</u> damage (+2 on a Critical).
Warning (MoF p141)	+1	Melee only	The wielder never loses his Dex modifier to AC due to be flat-footed.
Acid Burst (MoF p138)	+2	Any Weapon	As 'Corrosive', plus on a critical it does an extra +1d10 of Acid damage if x2, +2d10 if x3, & +3d10 if x4.
Bane (DMG p185)	+2	Any Weapon	When created, the weapon has a designated target creature type. Against that creature type, the weapon gains an extra +2 attack bonus & an extra +2d6 damage.
Chaotic (DMG p186)	+2	Any Weapon	+2d6 damage vs. Lawful opponents.
Disarming (MoF p139)	+2	Melee only	On a Disarm action, this weapon gives a +1 & removes the opponent's weapon size & two-handed bonus.
Disruption (DMG p186)	+2	Bludgeoning only	Any undead struck must make a Fortitude save vs. DC 14 or be destroyed.
Everbright (MoF p140)	+2	Melee only	Twice per day, the wielder can cause the weapon to make a flash of light. Everyone within 20' must make a Reflex save vs. DC 14 or be Blinded for 1d4 rounds. Usable twice per day.
Flaming Burst (DMG p186)	+2	Any Weapon	As 'Flaming', plus on a critical it does an extra +1d10 of Fire damage if x2, +2d10 if x3, & +3d10 if x4.
Fleshgrinding (BoVD p111)	+2	Piercing or Slashing Melee only	When the weapon damages a living target, it can be commanded to "grind" as a Free Action, followed the wielder releasing it. At that point, the weapon animates for up to 5 rounds, doing normal weapon damage to the target once each round. The original wielder can grab the weapon automatically as a Standard Action. All others must succeed on a Strength check vs. DC 20. Once pulled-out, the weapon obeys its new wielder.
Holy (DMG p186) (DMGe)+	+2	Any Weapon	+2d6 damage vs. Evil opponents.
Icy Burst (DMG p187)	+2	Any Weapon	As 'Frost', plus on a critical it does an extra +1d10 of Cold damage if x2, +2d10 if x3, & +3d10 if x4.
Lawful (DMG p187)	+2	Any Weapon	+2d6 damage vs. Chaotic opponents.
Quick-Loading (MoF p140)	+2	Crossbow only	Up to 100 bolts can be held in an extra-dimensional space. Hand & Light Crossbows can be reloaded as a free action. Heavy Crossbows can be reloaded as a move-equivalent action.
Shocking Burst (DMG p187)	+2	Any Weapon	As 'Shock', plus on a critical it does an extra +1d10 of Electrical damage if x2, +2d10 if x3, & +3d10 if x4.
Strength Sapping (BoVD p112)	+2	Any Weapon	Fortitude save vs. DC 15 or become <u>Exhausted</u> .
Subterranean (DR298 p60)	+2	Any Weapon	When 30' or greater beneath the surface, this weapon gains +2 additional Enhancement bonus to attack & damage, and the wielder gains Darkvision 30' & Light-Blindness (bright light causes Blindness for 1rnd, & has a -1 penalty to attacks, saves, & checks in strong light) Subterranean weapons can never be enchanted to shed light.
Thundering (DMG p187)	+2	Any Weapon	On a critical hit, the weapon does +1d8 in Sonic damage (+2d8 if x3, +3d8 if x4) & the target must make a Fortitude save vs. DC 14 or become Permanently Deaf.
Unholy (DMG p187)	+2	Any Weapon	+2d6 damage vs. Good opponents.
Vampiric (MoF p141)	+2	Melee only	On a successful hit, a living opponent must make a Fortitude save vs. DC 16 or take an additional 1d4 hit points, which are added to the wielder's hit points. If this puts the attacker above his normal, then the hit points are 'temporary' and will fade after 1 hour. 'Temporary hit points' don't stack, so there can be no more than 4.

Weapon Options	Cost	Type	Description
Wounding (DMG p187) (DMGe)+	+2	Any Weapon	Each hit bleeds for an extra 1 HP per round until stopped by a Heal check (DC 15) or a cure spell.
Domineering (MoF p138)	+3	Melee only	Anyone attacking the wielder must make a Will save vs. DC 16 or be forced to fight defensively.
Doomwarding (MoF p138)	+3	Melee only	Can use a charge to get an extra partial action. Can also use a charge to reroll a roll. Created with 7 charges.
Elemental / Energy Aura (MoF p138) (F&P p89)	+3	Any Weapon	Once per round, you may switch between 'Corrosive', 'Flaming', 'Frost', 'Screaming', or 'Shock'.
Frightful (D&D p67)	+3	Any Weapon	Each time the wielder attacks, the weapon generates a frightful noise. All enemies within 30' must make a Will save vs. DC 16 or become <u>Shaken</u> for 3d6 rounds, except for the weapon's target, who becomes <u>Panicked</u> for 3d6 rounds. Anyone who succeeds on their save is immune to the 'Frightful' effect for one day.
Knockback (MoF p140)	+3	Melee only	On a successful attack, the opponent must make a Fortitude save vs. DC 19 or be knocked back 10'. If the opponent failed the first save, he must make a second Fortitude save vs. DC 19 or be stunned for 1 round.
Radiant Holding (MoF p140)	+3	Ammunition only	On a successful ranged touch, the ammo does 1 hp of damage & the target must make a Will save vs. DC 17 or be effected by <i>Hold Monster</i> (PH p214).
Brilliant Energy (DMG p186)	+4	Any except Bows, Crossbows, or Slings	Passes through non-living matter, so Armor and Armor Enhancement AC bonuses don't count against this weapon. Also, it glows as bright as a torch.
Dancing (DMG p186)	+4	Any Weapon	As a standard action, this weapon can be loosed. It will fight for 4 rounds at its wielder's base attack bonus. Then it drops & can't 'dance' again for 4 rounds.
Greater Wounding (MM2 p62)	+4	Any Weapon	Each hit bleeds for an extra 2 HP per round until stopped by a Heal check (DC 15) or a cure spell.
Marrowcrushing (BoVD p112)	+4	Any Weapon	Each hit does 1 point of Constitution damage.
Speed (DMG p187)	+4	Any Weapon	The wielder gets a single extra attack with this weapon each round. Does not stack with <i>Haste</i>
Soul drinking (BoVD p112)	+4	Melee only	Each hit inflicts 1 <u>Negative Level</u> on the opponent. On a Critical Hit, the opponent takes 2 <u>Negative Levels</u> and the wielder receives a +2 Enhancement bonus on Strength & +1d8 temporary hit-points for 1 hour.
Obedient (DR302 p84)	+5	Any Weapon	As a Standard Action, the weapon's owner can direct it to attack an opponent within 120'. The weapon can fly at 90' with Good Maneuverability and attacks with its owner's Base Attack Bonus. It fights until its target either drops –or– moves more than 120' from the weapon's owner. The owner can designate a new target as a Standard Action, or call the weapon back as a Free Action.
Vorpal (DMG p187)	+5	Slashing only	On a critical hit, the opponent's head is cut off.

Unusual Materials & Construction Techniques

None of the materials listed below are inherently magical, so none of them will show up via *Detect Magic*, they function as listed in Dead Magic Zones, etc.

All weapons, armor, & shields that use exotic materials & techniques are considered Masterwork(MoF p177).

Weapons

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

Armor & Shields

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

Raw Materials

Unusual 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
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

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	
Stone (PH p136)	8	15	
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
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
Arandur (MoF p178)	12	30	Sonic Resistance 2
Fever Iron (MoF p178)	12	30	Fire Resistance 2
Living Metal (MoF p179)	12	30	“heals” 1hp per minute
Mithral (DMG p242)	15	30	50% weight of iron
Adamantine (DMG p242)	20	40	

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.

Excluded Items

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

- Tumbling Bolts(S&F p70) – Doesn't fit with my understanding of archery.
 Powdered Water(DR280 p52) – Doesn't fit with my understanding of alchemy, which is not inherently magical.
 'Curse Spewing' Weapon Ability(BoVD p111) – This ability is too powerful for a "+1" enhancement cost. It is closer to "+4" or even "+5".

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
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	
RL	– Ravenloft	– WW 15099
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 it partially supersedes the entry above it.