

Equipment: Changes from the Core Rules

- Range increments provided a bit more realism at the expense of a lot calculation. This seemed unnecessary. All ranged weapons simply have a maximum range now.
- The Strength bonus to weapon damage has been adjusted.
- Critical hits have been adjusted. A weapon's critical threat range is now its critical hit range. In the past, players would abuse weapons that dealt triple or quadruple damage on a critical hit. As a result, I've adjusted the rules so that these weapons now deal one or two extra dice of damage respectively.
- Special features of weapons have been simplified somewhat, mostly to remove circumstantial bonuses to special attacks or unusual uses of the weapon. Many of these have now been encapsulated in feats.
- A few weapons have been adjusted because they were abused (spiked chain) or had limitations that discouraged their use (whip, unarmed strike).
- Masterwork weapons have more general properties and masterwork quality is no longer a prerequisite for a magic items.
- The Max Dexterity Bonus quality has been removed from armor. Instead, when you are wearing medium armor, you may only apply half your Dexterity modifier to AC. If you are wearing heavy armor, you may not apply your Dexterity modifier at all.
- Arcane Spell Failure has been removed. In practice, players often forgot this. Instead, armor check penalty now applies to attack rolls with offensive spells. In addition, the casting time increases for arcane spells when wearing medium armor and casting arcane spells in heavy armor is impossible. Does this mean that a lot more wizards will wear light armor? Yes. Is that ok? I think that's both reasonable and realistic.
- The statistics of some armor have changed. Most notably, a chain shirt is now medium armor.
- Shields provide a bonus to your Reflex defense as well as AC. The rules for bucklers have been adjusted. Tower shields no longer grant cover.
- Some equipment items have been adjusted, particularly light sources and tanglefoot bags.

Equipment

Coins

The most common coin is the gold piece (gp). A gold piece is worth 10 silver pieces. Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver, and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (fifty to the pound).

Wealth And Money

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit. (See Clothing, below.)

At first level a new player character has 100gp worth of equipment of the player's choice.

Selling Loot

In general, a character can sell something for half its listed price.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

Weapons

Weapon Categories

Weapons are grouped into several interlocking sets of categories. These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Simple, Martial, and Exotic Weapons

Anybody but a druid, monk, or wizard is proficient with all simple weapons. Fighters, paladins, and rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly also some martial or even exotic weapons. A character who uses a weapon with which he or she is not proficient must spend 2 tokens to attack with it (see Weapon, Armor, and Shield Proficiency in Chapter 7: Combat).

Melee and Ranged Weapons

Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

Reach Weapons

Glaives, guisarmes, lances, longspears, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach weapons double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 2 squares away, but not a creature in an adjacent square. You can still use natural attacks like a kick or punch against an enemy in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 3 or 4 squares

away, but not adjacent creatures or creatures 2 squares away.

Unless stated otherwise, you can't use a reach weapon to attack an adjacent square opponent. You can, however, use an unarmed attack for this purpose.

Double Weapons

Dire flails, dwarven urgroshes, gnome hooked hammers, orc double axes, quarterstaves, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons: a one-handed primary weapon and a light off-hand weapon.

The character can also choose to use a double weapon two-handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon — only one end of the weapon can be used in any given round.

Thrown Weapons

Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are thrown weapons. When you hit with a thrown weapon that is also a one-handed or two-handed melee weapon as a standard action, you add your Strength modifier to the damage dealt. (You do not add 1½ times your Strength modifier to ranged attacks with two-handed weapons.) You always use your Dexterity BAB to make a thrown weapon attack.

It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a listed range), but you must spend 1 power token to do so effectively. If you throw such a weapon without using a power token, it deals damage equal to a thrown rock. When a melee weapon is thrown in this way it has a range of 5 squares.

Projectile Weapons

Weapons like crossbows, slings, shortbows and longbows are projectile weapons. Most projectile weapons require two hands to use (see specific weapon descriptions).

Ammunition

Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Barring unusual circumstances, you should assume your character never runs out of ammunition.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons).

Light, One-Handed, and Two-Handed Melee Weapons

This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

Light

A light weapon can be used in either the primary hand or the off hand. When you deal damage with a light weapon, you receive no Strength bonus or penalty to damage. An unarmed strike is always considered a light weapon. When attacking with a light weapon, you can choose to use your Dexterity BAB instead of your Strength BAB.

One-Handed

A one-handed weapon is used in the primary hand. Add the wielder's Strength modifier to damage rolls for melee attacks with a one-handed weapon. If a one-handed weapon is wielded with two hands during melee combat, add 1½ times the character's Strength modifier to damage rolls.

Two-Handed

Two hands are required to use a two-handed melee weapon. Apply 1½ the character's Strength modifier to damage rolls for melee attacks with such a weapon.

Weapon Size

Every weapon has a size category. This designation indicates the size of the creature for which the weapon was designed. The table below shows the how weapon damage increases with size.

Example Weapon	Fine	Diminutive	Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Shuriken	—	—	—	1	1d2	1d3	1d4	1d6	1d8
Unarmed Strike	—	—	1	1d2	1d3	1d4	1d6	1d8	2d6
Dagger	—	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6
Shortspear	1	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6
Falchion	1d2	1d3	1d4	1d6	2d4	2d6	3d6	4d6	6d6
Longsword	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6
Bastard Sword	1d3	1d4	1d6	1d8	1d10	2d8	3d8	4d8	6d8
Greataxe	1d4	1d6	1d8	1d10	1d12	3d6	4d6	6d6	8d6
Greatsword	1d4	1d6	1d8	1d10	2d6	3d6	4d6	6d6	8d6

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is also an object one size smaller than the wielder.

Inappropriately Sized Weapons

Simple and martial weapons can sometimes be used even if they were made for a larger or smaller creature. The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. A one-handed weapon that is one size too big can be wielded as a two-handed weapon. For example, a halfling could wield a human's longsword as a two-handed weapon. A two-handed weapon that is two sizes too small can be wielded as a light weapon. For example, an ogre could wield a halfling's greataxe as a light weapon.

If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all. For example, a halfling could not use an ogre's club.

If using a misfit weapon doesn't make sense, then it also can't be wielded. For example, a human can not use a halfling's longbow since that weapon was not designed to be used in one hand.

Exotic weapons can only be used if they are properly sized for their wielder.

Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. For example, you might need to pick up and hurl a tankard in the middle of a tavern brawl. It's up to your DM to determine what's required to wield such a weapon and how much damage it will deal. Typical handheld objects deal damage equivalent to a thrown rock or unarmed strike.

Natural Weapons

Natural weapons are weapons that are physically a part of a creature. Natural weapons have types just as other weapons do. The most common are summarized below.

- **Bite:** The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.
- **Claw or Talon:** The creature rips with a sharp appendage, dealing piercing and slashing damage.
- **Gore:** The creature spears the opponent with an antler, horn, or similar appendage, dealing piercing damage.
- **Sting:** The creature stabs with a stinger, dealing piercing damage. Sting attacks usually deal damage from poison in addition to hit point damage.
- **Tentacle:** The creature flails at opponents with a powerful tentacle, dealing bludgeoning (and sometimes slashing) damage.

- **Unarmed Strike, Slap or Slam:** The creature batters opponents with an appendage, dealing bludgeoning damage.

Unless otherwise noted, a natural weapon threatens a critical hit on a natural attack roll of 20. When a creature has more than one natural weapon, one of them (or sometimes a pair or set of them) is the primary weapon. If a creature is using a manufactured weapon, then that weapon is its primary weapon. All the creature's remaining natural weapons are secondary.

Weapon Qualities

The next section contains a table of weapons available for the game. This section describes each property of a weapon as listed in the table.

Cost

This value is the weapon's cost in gold pieces (gp) or silver pieces (sp). The cost includes miscellaneous gear that goes with the weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

Damage

The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled "Dmg (S)" is for Small weapons. The column labeled "Dmg (M)" is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure given for the double weapon's extra attack.

Critical

The entry in this column notes how the weapon is used with the rules for critical hits.

An entry that specifies a positive modifier (example: "+1") indicates that the weapon deals that many extra dice of damage on a critical hit. For example, a medium punching dagger normally does 1d4 damage on a hit. On a critical hit, this damage is maximized *and* the weapon deals additional damage equal to its normal damage die (1d4 if the weapon is sized for medium creatures). Similarly, a medium scythe deals 8 + 4d4 damage on a critical hit (max damage plus two more damage rolls).

An entry that specifies a range (example: "19-20") indicates that the weapon scores critical hits on a natural roll within that range. So, for example, a dagger scores a critical hit on natural 19 or 20.

Range

This is the maximum distance you can be away from the target and still use this ranged weapon. You

can spend power tokens (see Tokens in Chapter 7: Combat) to increase the range of your weapon for a single attack.

Weight

This column gives the weight of a Medium version of the weapon. Halve this number for Small weapons and double it for Large weapons.

Type

Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Special

Some weapons have special features. See the weapon descriptions after the table for details.

Weapon Descriptions

The table below contains a list of weapons your character might wield. Your DM may limit what weapons you have access to or add others. Weapons that have special options for the wielder ("you") are described after the table. Splash weapons are described under Special Substances and Items.

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range (squares)	Weight ¹	Type ²
Unarmed Attacks							
Gauntlet	2 gp	1d2	1d3	—	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2	1d3	—	—	—	Bludgeoning
Light Melee Weapons							
Dagger	2 gp	1d3	1d4	19-20	5	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	+1	—	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	—	—	1 lb.	Piercing
Mace, light	5 gp	1d4	1d6	—	—	4 lb.	Bludgeoning
Sickle	6 gp	1d4	1d6	—	—	2 lb.	Slashing
One-Handed Melee Weapons							
Club	—	1d4	1d6	—	—	3 lb.	Bludgeoning

Mace, heavy	12 gp	1d6	1d8	—	8 lb.	Bludgeoning	
Morningstar	8 gp	1d6	1d8	—	6 lb.	Bludgeoning and piercing	
Shortspear	1 gp	1d4	1d6	10	3 lb.	Piercing	
Two-Handed Melee Weapons							
Longspear ⁴	5 gp	1d6	1d8	+1	—	9 lb.	Piercing
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	—	4 lb.	Bludgeoning	
Spear	2 gp	1d6	1d8	+1	5	6 lb.	Piercing
Ranged Weapons							
Dart	5 sp	1d3	1d4	10	½ lb.	Piercing	
Javelin	1 gp	1d4	1d6	15	2 lb.	Piercing	
Rock (thrown)	—	1d2	1d3	10	½ lb.	Bludgeoning	
Sling	—	1d3	1d4	25	0 lb.	Bludgeoning	
Bullets, sling (10)	1 sp	—	—	—	5 lb.	—	
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range (squares)	Weight ¹	Type ²
Light Melee Weapons							
Axe, throwing	8 gp	1d4	1d6	5	2 lb.	Slashing	
Hammer, light	1 gp	1d3	1d4	10	2 lb.	Bludgeoning	
Handaxe	6 gp	1d4	1d6	+1	—	3 lb.	Slashing
Kukri	8 gp	1d3	1d4	18-20	—	2 lb.	Slashing
Pick, light	4 gp	1d3	1d4	+2	—	3 lb.	Piercing
Sap	1 gp	1d4 ³	1d6 ³	—	2 lb.	Bludgeoning	
Shield, light	special	1d2	1d3	—	special	Bludgeoning	
Spiked armor	special	1d4	1d6	—	special	Piercing	
Spiked shield, light	special	1d3	1d4	—	special	Piercing	
Sword, short	10 gp	1d4	1d6	19-20	—	2 lb.	Piercing
One-Handed Melee Weapons							
Battleaxe	10 gp	1d6	1d8	+1	—	6 lb.	Slashing
Flail	8 gp	1d6	1d8	—	5 lb.	Bludgeoning	
Longsword	15 gp	1d6	1d8	19-20	—	4 lb.	Slashing
Pick, heavy	8 gp	1d4	1d6	+2	—	6 lb.	Piercing
Rapier	20 gp	1d4	1d6	18-20	—	2 lb.	Piercing
Scimitar	15 gp	1d4	1d6	18-20	—	4 lb.	Slashing
Shield, heavy	special	1d3	1d4	—	special	Bludgeoning	
Spiked shield, heavy	special	1d4	1d6	—	special	Piercing	
Trident	15 gp	1d6	1d8	5	4 lb.	Piercing	

Warhammer	12 gp	1d6	1d8	+1	—	5 lb.	Bludgeoning
Two-Handed Melee Weapons							
Falchion	75 gp	1d6	2d4	18-20	—	8 lb.	Slashing
Glaive ⁴	8 gp	1d8	1d10	+1	—	10 lb.	Slashing
Greataxe	20 gp	1d10	1d12	+1	—	12 lb.	Slashing
Greatclub	5 gp	1d8	1d10		—	8 lb.	Bludgeoning
Flail, heavy	15 gp	1d8	1d10	19-20	—	10 lb.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19-20	—	8 lb.	Slashing
Guisarme ⁴	9 gp	1d6	2d4	+1	—	12 lb.	Slashing
Halberd	10 gp	1d8	1d10	+1	—	12 lb.	Piercing or slashing
Lance ⁴	10 gp	1d6	1d8	+1	—	10 lb.	Piercing
Ranseur ⁴	10 gp	1d6	2d4	+1	—	12 lb.	Piercing
Scythe	18 gp	1d6	2d4	+2	—	10 lb.	Piercing or slashing
Ranged Weapons							
Arrows (20)	1 gp	—	—	—	—	3 lb.	—
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, heavy	50 gp	2d8	2d10	19-20	60	8 lb.	Piercing
Crossbow, light	35 gp	2d6	2d8	19-20	40	4 lb.	Piercing
Longbow	75 gp	1d8	1d10	+1	50	3 lb.	Piercing
Longbow, composite	100 gp	1d8	1d10	+1	60	3 lb.	Piercing
Shortbow	30 gp	1d6	1d8	+1	30	2 lb.	Piercing
Shortbow, composite	75 gp	1d6	1d8	+1	35	2 lb.	Piercing
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range (squares)	Weight¹	Type²
Light Melee Weapons							
Kama	2 gp	1d4	1d6		—	2 lb.	Slashing
Nunchaku	2 gp	1d4	1d6		—	2 lb.	Bludgeoning
Sai	1 gp	1d3	1d4		5	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6		—	1 lb.	Piercing
One-Handed Melee Weapons							
Sword, bastard	35 gp	1d8	1d10	19-20	—	6 lb.	Slashing
Waraxe, dwarven	30 gp	1d8	1d10	+1	—	8 lb.	Slashing
Whip ⁴	1 gp	1d2	1d3		—	2 lb.	Slashing
Two-Handed Melee Weapons							
Axe, orc double ⁵	60 gp	1d6/1d6	1d8/1d8	+1	—	15 lb.	Slashing

Chain, spiked ⁴	25 gp	1d6	2d4	—	10 lb.	Piercing
Flail, dire ⁵	90 gp	1d6/1d6	1d8/1d8	—	10 lb.	Bludgeoning
Hammer, gnome hooked ⁵	20 gp	1d6/1d4	1d8/1d6	+1/+2	6 lb.	Bludgeoning/Piercing
Sword, two-bladed ⁵	100 gp	1d6/1d6	1d8/1d8	19-20	10 lb.	Slashing
Urgrosh, dwarven ⁵	50 gp	1d6/1d4	1d8/1d6	+1	12 lb.	Slashing or piercing
Ranged Weapons						
Bolas	5 gp	1d3 ³	1d4 ³	5	2 lb.	Bludgeoning
Crossbow, hand	100 gp	2d3	2d4	19-20	15	2 lb. Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb. —
Crossbow, repeating heavy	400 gp	2d10	2d12	19-20	60	12 lb. Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb. —
Crossbow, repeating light	250 gp	2d6	2d8	19-20	40	6 lb. Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb. —
Net	20 gp	—	—	—	5	6 lb. —
Shuriken (5)	1 gp	1	1d2	5	½ lb.	Piercing

1. Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2. When two types are given, the weapon is both types if the entry specifies "and," or either type (player's choice at time of attack) if the entry specifies "or."
3. The weapon always deals nonlethal damage rather than lethal damage.
4. Reach weapon.
5. Double weapon.

Bolas

When you hit a creature that has legs or wings with this weapon, the target becomes **unbalanced** and **slowed**. You can not use bolas against a creature who is more than 1 size category larger or smaller than you.

Chain, Spiked

A spiked chain has reach, so you can strike opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

You can use Dexterity BAB instead of your Strength BAB when attacking with a spiked chain, even though it is not a light weapon. If you do so, you may not add your Strength bonus to the damage dealt.

Crossbow, Hand

You can draw a hand crossbow back by hand. Loading a hand crossbow is a move action that provokes attacks of opportunity.

You can shoot, but not load, a hand crossbow with one hand at no penalty.

Crossbow, Heavy

Operating a heavy crossbow requires two hands. You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a standard action that provokes attacks of opportunity.

Crossbow, Light

Operating a light crossbow requires two hands. You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity.

Crossbow, Repeating

Operating a repeating crossbow requires two hands. The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a swift action). Loading a new case of 5 bolts is a standard action that provokes attacks of opportunity.

Gauntlet

Medium and heavy armors (except breastplate and chain shirt) come with gauntlets. You can't cast spells with somatic components while wearing gauntlets.

Halberd

If you use a ready action to set a halberd against a charge, you deal a critical hit on a successful hit against a charging character.

Hammer, Gnome Hooked

Gnomes treat gnome hooked hammers as martial weapons.

Javelin

Since it is not designed for melee, you must spend 1 power token to attack with a javelin as a melee weapon.

Lance

While mounted, you can wield a lance with one hand.

Longbow or Composite Longbow

A longbow is too unwieldy to use while you are mounted.

Longspear

If you use a ready action to set a longspear against a charge, you deal a critical hit on a successful hit against a charging character.

Net

A net is used to entangle enemies. When you throw a net, you make an attack against your target's Reflex defense. If you hit, the target is **entangled**. If you hold the trailing rope, the entangled creature must make an Athletic check versus your Fortitude defense in order to move beyond the limits that the rope allows.

An entangled creature can escape from a net with a DC 20 Acrobatics check (a move action). The net can be burst with a DC 25 Athletics check (also a move action). Dealing 5 hit points of damage to the net frees a creature inside.

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. As a result, you can only use it once per encounter.

Rapier

You can use Dexterity BAB instead of your Strength BAB when attacking with a rapier, even though it is not a light weapon. If you do so, you may not add your Strength bonus to the damage dealt.

Shield, Heavy or Light

You can bash with a shield instead of using it for defense. See Armor for details.

Shortbow or Composite Shortbow

You need at least two hands to use a bow, regardless of its size.

Shuriken

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them.

Sling

You can fire, but not load, a sling with one hand. Loading a sling is a move action that requires two hands and provokes attacks of opportunity.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you.

Spear

If you use a ready action to set a spear against a charge, you deal a critical hit on a successful hit against a charging character.

Spiked Armor

You can outfit your armor with spikes, which can be wielded as a light weapon when you are in a grapple.

Spiked Shield, Heavy or Light

You can bash with a spiked shield instead of using it for defense.

Sword, Bastard

A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

Trident

If you use a ready action to set a trident against a charge, you deal a critical hit on a successful hit against a charging character.

Unarmed Strike

An unarmed strike represents a kick, punch, elbow, head butt or other body attack. You can make an unarmed strike even when your hands are full.

Urgrosh, Dwarven

If you use a ready action to set an urgrosh against a charge, you deal a critical hit if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

Dwarves treat dwarven urgroshes as martial weapons.

Waraxe, Dwarven

A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a dwarven waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way. A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.

Whip

The whip is treated as a melee weapon with 3 square (15-foot) reach. Unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon.

You can use Dexterity BAB instead of your Strength BAB when attacking with a whip, even though it is not a light weapon. If you do so, you may not add your Strength bonus to the damage dealt.

Masterwork Weapons

A masterwork weapon is a finely crafted version of a normal weapon. A weapon created by a character with 15 or more specialties that related to that weapon's creation is a masterwork weapon. Such weapons are exceptional and quite rare since few NPCs achieve that level of skill and those that do are usually secreted away by a covetous master.

Masterwork weapons, while non-magical, often provide additional benefits in much the same way that magical weapons and do.

Most masterwork weapons sell for at least hundreds and often thousands of gold pieces. The cost varies based on it's properties, raw materials, rarity and who it was crafted by.

Armor

Armor Qualities

To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them.

Armor's purpose is to increase your armor class. The heavier the armor is, however, the more debilitating effects you must endure to wear it. Heavier armors reduce your skill modifiers, hinder arcane spellcasting and slow you down.

Dexterity Bonuses to Armor Class

When wearing light armor or no armor, you can apply your Dexterity bonus to your Armor Class defense. However, you can only apply half of your Dexterity bonus to your armor class while wearing medium armor. You can't apply a Dexterity bonus at all while wearing heavy armor. If your Dexterity

modifier is negative, it still applies as normal regardless of the armor you are wearing.

Cost

This is the cost of the armor for Small or Medium humanoid creatures. See *Armor for Unusual Creatures*, below, for armor prices for other creatures.

Armor/Shield Bonus

Each armor grants an armor bonus to AC, while most shields grant a shield bonus to both AC and your Reflex defense. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

Armor Check Penalty

Most armor hurts a character's ability to use some skills and to successfully cast arcane spells. This equipment's armor check penalty applies to Acrobatics, Athletics, Endurance (sometimes), Sleight of Hand, and Stealth checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

Casting an Arcane Spell in Armor

When casting an arcane spell with a somatic component, the armor check penalty applies to the attack rolls. This penalty is in addition to the non-proficiency penalty, if any.

Casting arcane spells with a somatic component in medium armor increases the casting time of swift action arcane spells to one standard action. Casting arcane spells with somatic components in heavy armor is impossible.

Shields

If a character is wearing armor and using a shield, both armor check penalties apply.

Nonproficient with Armor Worn

A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's (and/or shield's) armor check penalty on all attack rolls. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.

Sleeping in Armor

A character who sleeps in medium or heavy armor is automatically **fatigued** the next day. Sleeping in light armor does not cause fatigue.

Speed

Medium or heavy armor slows the wearer down. The number in the table is the character's speed while wearing the armor based upon their base speed.

Remember, however, that a dwarf's land speed remains 20 feet even in medium or heavy armor or when carrying a medium or heavy load.

Shields

Shields do not affect a character's speed.

Weight

This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

Armor	Cost	Armor/Shield Bonus	Armor Check Penalty	Speed (30 ft.)	(20 ft.)	Weight
Light armor						
Cloth	5 gp	1	0	30 ft.	20 ft.	10 lb.
Leather	10 gp	2	-1	30 ft.	20 ft.	15 lb.
Studded leather	25 gp	3	-2	30 ft.	20 ft.	20 lb.
Medium armor						
Hide	15 gp	4	-3 ²	20 ft.	15 ft.	25 lb.
Chain shirt	100 gp	4	-3 ³	30 ft.	20 ft.	25 lb.
Scale mail	50 gp	5	-3	20 ft.	15 ft.	30 lb.
Chainmail	150 gp	5	-5	20 ft.	15 ft.	40 lb.
Breastplate	200 gp	5	-4	20 ft.	15 ft.	30 lb.
Heavy armor						
Splint mail	200 gp	6	-6	20 ft.	15 ft.	45 lb.
Banded mail	250 gp	6	-5	20 ft.	15 ft.	35 lb.
Half-plate	600 gp	7	-6	20 ft.	15 ft.	50 lb.
Full plate	1,500 gp	8	-7	20 ft.	15 ft.	50 lb.
Shields						
Buckler	15 gp	1 ¹	-1	—	—	5 lb.
Shield, light wooden	3 gp	1	-1	—	—	5 lb.
Shield, light steel	9 gp	1	-1	—	—	6 lb.
Shield, heavy wooden	7 gp	2	-2	—	—	10 lb.
Shield, heavy steel	20 gp	2	-2	—	—	15 lb.
Shield, tower	30 gp	4	-10	—	—	45 lb.
Extras						

Armor	Cost	Armor/Shield Bonus	Armor Check Penalty	Speed		Weight
				(30 ft.)	(20 ft.)	
Armor spikes	+50 gp	—	—	—	—	+10 lb.
Gauntlet, locked	8 gp	—	Special	—	—	+5 lb.
Shield spikes	+10 gp	—	—	—	—	+5 lb.

1. A buckler does not grant its shield bonus to your Reflex defense, only AC.
2. Hide armor provides only a -1 armor check penalty to Stealth checks.
3. A chain shirt provides a -5 armor check penalty to Stealth checks.

Armor Descriptions

Any special benefits or accessories to the types of armor found in the table above are described below.

Armor Spikes

You can have spikes added to your armor, which allow you to deal extra piercing damage if you attack while in a grapple. The spikes count as a martial weapon and, thus, you must be proficient to use them without penalty.

Banded Mail

The suit includes gauntlets.

Breastplate

This armor comes with a helmet and greaves.

Buckler

This small metal shield is worn strapped to your forearm. You can wield a light weapon in your off hand or use a two-handed weapon while wearing a buckler. You take a -1 penalty to your Dex BAB when you do so.

You can't bash someone with a buckler.

Chain Shirt

A chain shirt comes with a steel cap. Unlike other medium armors, it does not reduce your speed. The armor check penalty increases to -5 for Stealth checks.

Chainmail

The suit includes gauntlets.

Full Plate

The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 gold pieces.

Gauntlet, Locked

This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. Removing a weapon from a locked gauntlet requires that the bearer be willing or **helpless**.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While wearing a locked gauntlet, you can't use that hand wearing it for casting spells or employing skills.

Half-Plate

The suit includes gauntlets.

Hide Armor

Hide armor's armor check penalty is only -1 for Stealth checks. The Second Skin feat allows barbarians to treat hide armor as light armor.

Scale Mail

The suit includes gauntlets.

Shields, Light and Heavy

You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else. A light shield's weight lets you carry other items in that hand, although you cannot use weapons or cast spells with it.

Wooden or Steel

Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

Shield Bash Attacks

You can spend 1 speed token to bash an opponent with a shield, using it as an off-hand weapon. Used this way, a heavy shield is a one-handed martial bludgeoning weapon and a light shield is a light martial bludgeoning weapon. An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

Shield, Tower

This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. You cannot bash with a tower shield, nor can you use your shield hand for anything else.

When employing a tower shield in combat, you take a -2 penalty to both your Strength BAB and your Dexterity BAB because of the shield's encumbrance.

Shield Spikes

When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash as if the shield were designed for a creature one size category larger than you. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack.

Splint Mail

The suit includes gauntlets.

Masterwork Armor

Just as with weapons, there are masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is reduced by 1. Masterwork armor, while non-magical, often provides additional benefits in much the same way that magical armor and does.

Armor For Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and nonhumanoid creatures have different costs and weights from those given on table above. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor type in question.

Size	Humanoid		Nonhumanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller ¹	×½	×1/10	×1	×1/10
Small	×1	×½	×2	×½
Medium	×1	×1	×2	×1
Large	×2	×2	×4	×2
Huge	×4	×5	×8	×5
Gargantuan	×8	×8	×16	×8
Colossal	×16	×12	×32	×12

1. Divide armor bonus by 2.

Getting Into And Out Of Armor

The time required to don armor depends on its type as summarized by the table below.

Don

This column indicates the minimum time it takes a character to put the armor on assuming that one is in a hurry. (One minute is 10 rounds.) This time can be halved if the character has some help. Two characters can't help each other don armor at the same time.

Readying (strapping on) a shield is only a swift action.

Remove

This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is a swift action.

Armor Type	Don	Remove
Shield (any)	1 swift action	1 swift action
Cloth, leather, hide, studded leather, or chain shirt	5 rounds	1 minute ¹
Breastplate, scale mail, chainmail, banded mail, or splint mail	1 minute ¹	1 minute ¹
Half-plate or full plate	4 minutes ²	1d4+1 minutes ¹

Goods And Services

Adventuring Gear

Goods	Cost	Weight
Backpack (empty)	2 gp	2 lb. ¹
Barrel (empty)	2 gp	30 lb.
Basket (empty)	4 sp	1 lb.
Bedroll	1 sp	5 lb. ¹
Bell	1 gp	—
Blanket, winter	5 sp	3 lb. ¹
Block and tackle	5 gp	5 lb.
Bottle, wine, glass	2 gp	—
Bucket (empty)	5 sp	2 lb.
Caltrops	1 gp	2 lb.
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb.
Case, map or scroll	1 gp	½ lb.
Chain (10 ft.)	30 gp	2 lb.
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb.
Crowbar	2 gp	5 lb.
Firewood (per day)	1 cp	20 lb.
Fishhook	1 sp	—
Fishing net, 25 sq. ft.	4 gp	5 lb.
Flask (empty)	3 cp	1½ lb.
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb.
Hammer	5 sp	2 lb.
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Jug, clay	3 cp	9 lb.
Ladder, 10-foot	5 cp	20 lb.
Lamp, common	1 sp	1 lb.
Lantern, bullseye	12 gp	3 lb.
Lantern, hooded	7 gp	2 lb.
Lock (very simple)	20 gp	1 lb.
Lock (average)	40 gp	1 lb.
Lock (good)	80 gp	1 lb.
Lock (amazing)	150 gp	1 lb.
Manacles	15 gp	2 lb.
Manacles, masterwork	50 gp	2 lb.
Mirror, small steel	10 gp	½ lb.
Mug/Tankard, clay	2 cp	1 lb.

Oil (1-pint flask)	1 sp	1 lb.
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Pick, miner's	3 gp	10 lb.
Pitcher, clay	2 cp	5 lb.
Piton	1 sp	½ lb.
Pole, 10-foot	2 sp	8 lb.
Pot, iron	5 sp	10 lb.
Pouch, belt (empty)	1 gp	½ lb. ¹
Ram, portable	10 gp	20 lb.
Rations, trail (per day)	5 sp	1 lb. ¹
Rope, hempen (50 ft.)	1 gp	10 lb.
Rope, silk (50 ft.)	10 gp	5 lb.
Sack (empty)	1 sp	½ lb. ¹
Sealing wax	1 gp	1 lb.
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Signet ring	5 gp	—
Sledge	1 gp	10 lb.
Soap (per lb.)	5 sp	1 lb.
Spade or shovel	2 gp	8 lb.
Spyglass	1,000 gp	1 lb.
Tent	10 gp	20 lb. ¹
Torch	1 cp	1 lb.
Vial, ink or potion	1 gp	1/10 lb.
Waterskin	1 gp	4 lb. ¹
Whetstone	2 cp	1 lb.

1. These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

A few of the pieces of adventuring gear are described below, along with any special benefits they confer on the user ("you").

Caltrops

A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (base attack bonus +0) against

the creature's Reflex defense. The caltrop deals 1 point of damage, and the creature is **slowed** because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives magical healing. A charging or running creature must immediately stop (aborting the charge) if it steps on a caltrop.

Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

Candle

A candle dimly illuminates a 5-foot radius and burns for 1 hour.

Chain

Chain has hardness 10 and 5 hit points. It can be burst with a DC 36 Athletics check.

Crowbar

A crowbar grants a +2 circumstance bonus on Athletics checks to pry open a door, lid or similar obstacle. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

Flint and Steel

Lighting a torch with flint and steel requires 1 full round, and lighting any other fire with them takes at least that long.

Grappling Hook

Throwing a grappling hook successfully requires a Sleight of Hand check.

Hammer

If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

Ink

This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay

This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common

A lamp provides dim illumination (see Vision and Light in Chapter 8: Adventuring) and burns for 6 hours on a pint of oil.

Lantern, Bullseye

A bullseye lantern provides dim illumination (see Vision and Light in Chapter 8: Adventuring) and burns for 6 hours on a pint of oil. You direct a bullseye lantern to provide bright illumination upon a

single five-foot square. This negates concealment to any creature that occupies that square. You can carry a bullseye lantern in one hand.

Lantern, Hooded

A hooded lantern provides dim illumination (see Vision and Light in Chapter 8: Adventuring) and burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

Lock

The DC to open a lock with the Open Lock skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40).

Manacles and Manacles, Masterwork

Manacles can bind a Medium creature. A manacled creature can use the Acrobatics skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires an Athletics check (DC 36, or DC 38 for masterwork manacles). Manacles have hardness 10 and 10 hit points. Most manacles have locks; add the cost of the lock you want to the cost of the manacles. For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

Oil

A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon if it is prepared with a fuse before combat. Use the rules for alchemist's fire, except that it takes 1 round to light the fuse.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

Ram, Portable

This iron-shod wooden beam gives you a +2 circumstance bonus on Athletics checks made to break open a door and it allows a second person to help you.

Rope, Hempen

This rope has 2 hit points and can be burst with a DC 33 Athletics check.

Rope, Silk

This rope has 4 hit points and can be burst with a DC 34 Athletics check.

Spyglass

Objects viewed through a spyglass are magnified to twice their size.

Torch

A torch burns for 1 hour, providing dim illumination (see Vision and Light in Chapter 8: Adventuring). If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.

Vial

A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3

inches high.

Special Substances And Items

Goods	Cost	Weight
Acid (flask)	10 gp	1 lb.
Alchemist's fire (flask)	20 gp	1 lb.
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Smokestick	20 gp	½ lb.
Sunrod	2 gp	1 lb.
Tanglefoot bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	—

Acid

You can throw a flask of acid as a splash weapon (see the Throw Splash Weapon action in Chapter 7: Combat). A direct hit deals 1d6 points of acid damage. Every adjacent creature takes 1 point of acid damage from the splash.

Alchemist's Fire

You can throw a flask of alchemist's fire as a splash weapon (see the Throw Splash Weapon action in Chapter 7: Combat). A direct hit deals 2d6 points of fire damage. Every adjacent creature takes 3 points of fire damage from the splash.

Antitoxin

If you drink antitoxin, you get a +3 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Everburning Torch

This otherwise normal torch has a *continual flame* spell cast upon it.

Holy Water

Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon (see the Throw Splash Weapon action in Chapter 7: Combat). A creature attacking an incorporeal undead with holy water, need not spend a token to make the attack effective. (See the Incorporeal Subtype in Chapter 8: Adventuring.)

A direct hit by a flask of holy water deals 2d12 points of damage to an undead creature or an evil outsider. Each adjacent undead creature takes 5 point of damage from the splash.

Smokestick

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube (treat the effect as a 1st level *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round).

Sunrod

This 1-foot-long, gold-tipped, iron rod glows brightly when struck, providing dim illumination (see Vision and Light in Chapter 8: Adventuring). It glows for 6 hours, after which the gold tip is burned out and worthless. Unlike a lamp, it does not require flammable fuel, does not generate heat and does not need oxygen.

Tanglefoot Bag

You can throw a tanglefoot bag as a splash weapon (see the Throw Splash Weapon action in Chapter 7: Combat). On a direct hit, the bag comes apart and the goo bursts out, **entangling** the target and then becoming tough and resilient upon exposure to air. A tanglefoot bag has no splash damage effect. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is **slowed** by the bag instead of being entangled. A tanglefoot bag does not function underwater.

A creature that is affected by a tanglefoot bag can break free by using a move action to make a DC 14 Athletics check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off.

Thunderstone

You can throw this stone as a splash weapon with a range of 10 squares (see the Throw Splash Weapon action in Chapter 7: Combat). When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature in the targeted square or an adjacent square must make a Fortitude save or be **deafened**.

A thunderstone can also be thrown as a weapon (treat it as a thrown rock) or fired from a sling. Thus it can deal damage to a target in addition to the deafening effect.

Tindertwig

The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action, and lighting any other fire with one is at least a standard action.

Tools And Skill Kits

Goods	Cost	Weight
Alchemist's lab	500 gp	40 lb.
Artisan's tools	5 gp	5 lb.
Artisan's tools, masterwork	55 gp	5 lb.
Climber's kit	80 gp	5 lb. ¹
Disguise kit	50 gp	8 lb. ¹
Healer's kit	50 gp	1 lb.
Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—

Holy symbol, silver	25 gp	1 lb.
Hourglass	25 gp	1 lb.
Magnifying glass	100 gp	—
Musical instrument, common	5 gp	3 lb. ¹
Musical instrument, masterwork	100 gp	3 lb. ¹
Scale, merchant's	2 gp	1 lb.
Spell component pouch	5 gp	2 lb.
Thieves' tools	30 gp	1 lb.
Thieves' tools, masterwork	100 gp	2 lb.
Tool, masterwork	50 gp	1 lb.
Water clock	1,000 gp	200 lb.

1. These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Alchemist's Lab

An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

Artisan's Tools

Some crafts benefit from having special tools aid you. These tools grant a +2 circumstance bonus to a particular specialty of the Craft skill. You must buy different tools for different crafts.

Artisan's Tools, Masterwork

These tools serve the same purpose as artisan's tools (above), but masterwork artisan's tools are the perfect tools for the job, so you get a +4 circumstance bonus on Craft checks made with them.

Climber's Kit

This is the perfect tool for climbing and gives you a +2 circumstance bonus on Climb checks.

Disguise Kit

The kit is the perfect tool for disguise and provides a +2 circumstance bonus on Disguise checks.

Healer's Kit

It is the perfect tool for healing and provides a +2 circumstance bonus on Heal checks.

Holy Symbol, Silver or Wooden

A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

Unholy Symbols

An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

Magnifying Glass

This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least one round.

Musical Instrument, Common or Masterwork

A masterwork instrument grants a +2 circumstance bonus on Perform checks involving its use.

Scale, Merchant's

A scale grants a +2 circumstance bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spell Component Pouch

A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

Thieves' Tools

This kit contains the tools you need to use to disable a device or pick a lock. Without these tools, you must improvise tools, and may take a circumstance penalty on Tinker checks to perform relevant actions.

Thieves' Tools, Masterwork

This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Tinker checks.

Tool, Masterwork

This well-made item is the perfect tool for the job. It grants a +2 circumstance bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Water Clock

This large, bulky contrivance gives the time accurate to within half an hour per day since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

Clothing

Goods	Cost	Weight
Artisan's outfit	1 gp	4 lb. ¹
Cleric's vestments	5 gp	6 lb. ¹
Cold weather outfit	8 gp	7 lb. ¹
Courtier's outfit	30 gp	6 lb. ¹
Entertainer's outfit	3 gp	4 lb. ¹
Explorer's outfit	10 gp	8 lb. ¹
Monk's outfit	5 gp	2 lb. ¹

Noble's outfit	75 gp	10 lb. ¹
Peasant's outfit	1 sp	2 lb. ¹
Royal outfit	200 gp	15 lb. ¹
Scholar's outfit	5 gp	6 lb. ¹
Traveler's outfit	1 gp	5 lb. ¹

1. These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Artisan's Outfit

This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

Cleric's Vestments

These ecclesiastical clothes are for performing priestly functions, not for adventuring.

Cold Weather Outfit

A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots.

Courtier's Outfit

This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

Entertainer's Outfit

This set of flashy, perhaps even gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

Explorer's Outfit

This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

Monk's Outfit

This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

Noble's Outfit

This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

Peasant's Outfit

This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Royal Outfit

This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

Scholar's Outfit

Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

Traveler's Outfit

This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

Food, Drink, And Lodging

Goods or Services	Cost	Weight
Ale		
Gallon	2 sp	8 lb.
Mug	4 cp	1 lb.
Banquet (per person)	10 gp	—
Bread, per loaf	2 cp	½ lb.
Cheese, hunk of	1 sp	½ lb.
Inn stay (per day)		
Good	2 gp	—
Common	5 sp	—
Poor	2 sp	—
Meals (per day)		
Good	5 sp	—
Common	3 sp	—
Poor	1 sp	—
Meat, chunk of	3 sp	½ lb.
Wine		
Common (pitcher)	2 sp	6 lb.
Fine (bottle)	10 gp	1½ lb.

Inn

Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor, the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber

pot in the corner.

Meals

Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

Mounts And Related Gear

Goods or Services	Cost	Weight
Barding		
Medium creature	×2	×1
Large creature	×4	×2
Bit and bridle	2 gp	1 lb.
Dog, guard	25 gp	—
Dog, riding	150 gp	—
Donkey or mule	8 gp	—
Feed (per day)	5 cp	10 lb.
Horse		
Horse, heavy	200 gp	—
Horse, light	75 gp	—
Pony	30 gp	—
Warhorse, heavy	400 gp	—
Warhorse, light	150 gp	—
Warpony	100 gp	—
Saddle		
Military	20 gp	30 lb.
Pack	5 gp	15 lb.
Riding	10 gp	25 lb.
Saddle, Exotic		
Military	60 gp	40 lb.
Pack	15 gp	20 lb.
Riding	30 gp	30 lb.
Saddlebags	4 gp	8 lb.
Stabling (per day)	5 sp	—

Barding, Medium Creature and Large Creature

Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. Barding can be made of any of the armor types presented earlier in this chapter.

Armor for a horse (a Large non-humanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much. If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a

humanoid. Medium or heavy barding slows a mount that wears it, as shown on the table below.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

Barding	Base Speed		
	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft. ¹	35 ft. ¹	40 ft. ¹

1. A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Dog, Riding

This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

Donkey or Mule

Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

Feed

Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

Horse

A horse (other than a pony) is suitable as a mount for a human, dwarf, elf, half-elf, or half-orc. A pony is smaller than a horse and is a suitable mount for a gnome or halfling.

Heavy warhorses, light warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

Saddle, Exotic

An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

Saddle, Military

If you're knocked unconscious while in a military saddle, you stay in the saddle rather than falling out.

Saddle, Pack

A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry.

Saddle, Riding

The standard riding saddle supports a rider.

Transport

Goods or Services	Cost	Weight
Carriage	100 gp	600 lb.
Cart	15 gp	200 lb.
Galley	30,000 gp	—
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb.
Oar	2 gp	10 lb.
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb.
Wagon	35 gp	400 lb.
Warship	25,000 gp	—

Carriage

This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart

This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

Galley

This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat

This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship

This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat

This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1½ miles per hour.

Sailing Ship

This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per

hour.

Sled

This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

Wagon

This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship

This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2½ miles per hour when being rowed or under sail.

Spellcasting And Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

Services	Cost
Coach cab	3 cp per mile
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	2 cp per mile
Road or gate toll	1 cp
Ship's passage	1 sp per mile
Spell, 0-level	Spell level × 5 gp ¹
Spell, 1st-level	Spell level × 10 gp ¹
Spell, 2nd-level	Spell level × 20 gp ¹
Spell, 3rd-level	Spell level × 30 gp ¹
Spell, 4th-level	Spell level × 40 gp ¹
Spell, 5th-level	Spell level × 50 gp ¹
Spell, 6th-level	Spell level × 60 gp ¹
Spell, 7th-level	Spell level × 70 gp ¹
Spell, 8th-level	Spell level × 80 gp ¹
Spell, 9th-level	Spell level × 90 gp ¹

1. See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available.

Coach Cab

The price given is for a ride in a coach that transports people (and light cargo) between towns. For a ride in a cab that transports passengers within a city, 1 copper piece usually takes you anywhere you need to go.

Hireling, Trained

The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained

The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger

This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Road or Gate Toll

A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

Ship's Passage

Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

Spell

The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his or her convenience (generally at least 24 hours later, so that the spellcaster has time to prepare the spell in question). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him or her, and the default answer is no.

Depending on the campaign, spellcasting services may be harder to get, more expensive or not available at all.

The cost given is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of that component to the cost of the spell. If the spell has a focus component (other than a divine focus), add 1/10 the cost of that focus to the cost of the spell. If the spell has an XP cost, add 5 gp per XP lost.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for two castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting 1st-level spells, a large town for 2nd-level spells, a small city for 3rd- or 4th-level spells, a large city for 5th- or 6th-level spells, and a metropolis for 7th- or 8th-level spells. Even a metropolis isn't guaranteed to have a local spellcaster able to cast 9th-level spells.

Special Materials

Some substances have innate special properties that are extraordinary without being magical.

If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material. However, you can build a double weapon with each head made of a different special material.

Special Weapons Materials

Each of the special materials described below has a definite game effect. Some creatures have damage reduction based on their creature type or core concept. Some are resistant to all but a special type of damage, such as that dealt by evil-aligned weapons or bludgeoning weapons. Others are vulnerable to weapons of a particular material. Characters may choose to carry several different types of weapons, depending upon the campaign and types of creatures they most commonly encounter.

Adamantine

This ultrahard metal adds to the quality of a weapon or suit of armor. Adamantine is so costly that weapons and armor made from it are always of masterwork quality. Thus, the armor check penalty of adamantine armor is lessened by 1 compared to ordinary armor of its type.

Type of Adamantine Item	Item Cost Modifier
Ammunition	+60 gp
Light armor	+5,000 gp
Medium armor	+10,000 gp
Heavy armor	+15,000 gp
Weapon	+3,000 gp
Shield	+2,000 gp

Items without metal parts cannot be made from adamantine.

Only weapons, armor, and shields normally made of metal can be fashioned from adamantine. Weapons, armor and shields normally made of steel that are made of adamantine have one-third more hit points than normal. Adamantine has 40 hit points per inch of thickness and hardness 20.

Darkwood

This rare magic wood is as hard as normal wood but very light. Any wooden or mostly wooden item (such as a bow, an arrow, or a spear) made from darkwood is considered a masterwork item. Items not normally made of wood or only partially of wood (such as a battleaxe or a mace) either cannot be made from darkwood or do not gain any special benefit from being made of darkwood. The armor check penalty of a darkwood shield is lessened by 2 compared to an ordinary shield of its type. To determine the price of a darkwood item, use the original weight but add 10 gp per pound to the price of a masterwork version of that item.

Darkwood has 10 hit points per inch of thickness and hardness 5.

Dragonhide

Armorsmiths can work with the hides of dragons to produce armor or shields of masterwork quality. One dragon produces enough hide for a single suit of masterwork hide armor for a creature one size category smaller than the dragon. By selecting only choice scales and bits of hide, an armorsmith can produce one suit of masterwork banded mail for a creature two sizes smaller, one suit of masterwork half-plate for a creature three sizes smaller, or one masterwork breastplate or suit of full plate for a creature four sizes smaller. In each case, enough hide is available to produce a small or large masterwork shield in addition to the armor, provided that the dragon is Large or larger.

Because dragonhide armor isn't made of metal, druids can wear it without penalty.

Dragonhide has 10 hit points per inch of thickness and hardness 10.

Iron, Cold

This iron, mined deep underground, known for its effectiveness against fey creatures, is forged at a lower temperature to preserve its delicate properties. Weapons made of cold iron cost twice as much to make as their normal counterparts. Items without metal parts cannot be made from cold iron. An arrow could be made of cold iron, but a quarterstaff could not.

A double weapon that has only half of it made of cold iron increases its cost by 50%.

Cold iron has 30 hit points per inch of thickness and hardness 10.

Mithral

Mithral is a very rare silvery, glistening metal that is lighter than iron but just as hard. When worked like steel, it becomes a wonderful material from which to create armor and is occasionally used for other items as well. Most mithral armors are treated as one category lighter than normal with regard to their effects on arcane spellcasting. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. Armor check penalties for mithral armor are lessened by 2 (to a minimum of 0).

Type of Mithral Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a scythe cannot be.)

Weapons or armors can only be fashioned from mithral by master crafters. As a result, they are always masterwork items. The cost modifiers given in the table above should be considered a minimum costs for such items.

Mithral has 30 hit points per inch of thickness and hardness 15.

Silver, Alchemical

A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes.

Type of Alchemical Silver Item	Item Cost Modifier
Ammunition	+2 gp
Light weapon	+20 gp
One-handed weapon, or one head of a double weapon	+90 gp
Two-handed weapon, or both heads of a double weapon	+180 gp

The alchemical silvering process can't be applied to nonmetal items, and it doesn't work on rare metals such as adamantine, cold iron, and mithral. Alchemical silver has 10 hit points per inch of thickness and hardness 8.