

d20
system

Ultimate Equipment Guide

Supplementary Rulebook III

Ultimate Equipment Guide

Matthew Sprange

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Visit the Mongoose Publishing website at www.mongoosepublishing.com for regular updates.



INTRODUCTION

What is a warrior without his weapon? How many locks can a rogue pick without his tools? Though characters are the main focus of any adventure, the things they carry play a major role in their success. From the rope that suspends an adventurer over a pit, to the lantern that lights his way, equipment might not be the most important thing about a hero, but the right item at the right time can easily spell the difference between success and failure. Be it a sword, backpack or something just a little more exotic, the gear someone carries can do more than aid them, it can define them.

In that spirit, this volume of the *Ultimate* series divides its myriad choices into several related categories. As the role and nature of each character class differs, so do the items those classes require. Those who seek magical power would do well to read the **Arcane Sorcery** section, while any who would pray for just the right item to deliver them from their troubles should peruse **Clerics and Temples**. Prowlers of hostile city streets might find a new trick or two in **Honour Amongst Rogues**; stalkers of a more primal nature will have better hunting **In the Wild**. The complex play that is the world-stage of the bard gains some potent new props in the many wondrous things within **Bards and Theatres**. For those who want something a little more exotic, unique equipment can be found in **Tools from the Orient** and **Psychic Mastery**. Lastly, those who consider any new item to be one more way to inflict grievous bodily harm, along with all those who would like to guard themselves from such folk, should look no further than the many implements of pain and protection in **The Armoury** and **The Fighter's Trade**.

The many denizens of fantasy's diverse races have their special equipment here as well. **The Elven Retreat** reveals many of the things these ancient and wise folk have created over the many centuries of their lives. **The Dwarven Forge** gives a glimpse of the tools and innovations behind their great steel-craft and mining skills. Finally, not to be outdone by their taller brethren, the halflings and gnomes bring you **Knick-Knacks of the Little Folk**, a collection of delights and curiosities that reflect their unique cultures.

Some things, of course, defy easy categorisation as they appeal equally to all. Within these pages you will discover **Tools, Trades and Crafts** and **Food, Drink and Herbs**. The former is a selection of tools that make everything else in this book possible, while the latter provides fuel for the fires of creation. An adventurer may never make use of an awl or a trowel, but the need for sustenance is universal.

Each item in this book comes complete with description, usage and relevant statistics, including weight (where applicable) and a suggested price. Games Masters are encouraged to find places for this new equipment wherever they deem them to fit best. A rare new type of armour may be made in only one location on the face of the campaign world, necessitating an entire adventure just to seek it out. Where appropriate, some suggestions have been made in the text to that regard.

ULTIMATE COLLECTION

The Ultimate Equipment Guide is the third volume of the *Ultimate* series, compiling much of the best equipment available. Designed to be seamlessly slotted into any fantasy-based d20 games system, these sourcebooks offer the best of the best that have appeared in terms of rules and options for fantasy d20 games, as well as new material that can easily be included in any campaign. Games Masters and players will find a wealth of options to enrich their characters and antagonists.

THE ULTIMATE EQUIPMENT GUIDE

In the d20 system, most equipment is essentially an extension of a character. Most tools, for instance, only exist to allow certain skills to be exercised. Weapons basically just define how much and what kind of damage someone inflicts in combat. Armour and shields defend, while components fuel the spells they cast. Very little identity is given to these vital items, and consequently equipment can be a very ill-defined subject. This book, in its many pages of options and designs, seeks to change that by providing something for every race and class available. Games Masters and players alike will discover items within that may help to refine or redefine the characters in their games. Regardless of taste, there is something in here for everyone.

EQUIPMENT IN YOUR CAMPAIGN

In a basic sense, the concept of equipment in d20 games is intended to be a general one. Using the weapon example from the introduction, implements of destruction are easily categorised into three types of damage (slashing, piercing and bludgeoning). The rest is semantics – how large is a given weapon? Does it require both hands to wield? Is it easy to learn and use? These variances allow each type of weapon to be divided up into classes of weaponry, but even these classes are general. There are hundreds of variations on the concept of a sword, but only a few are significantly different enough to warrant separate statistics in an equipment list.

In a very real way, that is the great strength of the equipment system in a d20 game – versatility. A character can wield a sword and while it may have the exact same mechanical statistics as every other sword of its type, the description of the blade can vary wildly. One warrior's longsword might be a narrow, cleaving blade with a serrated tip in the style preferred by his tribe, while another could wield a broader, slightly shorter longsword with virtually no point at all. Both weapons have the statistics of a longsword, but the simple variation of their descriptions lends each item, and the people who hold them, a certain sense of style.

While versatility allows just a few entries in an equipment list to take on several different forms, there is a limit to how varied an item can become before it serves its purpose in a radically changed way. A shortspear that grows too long becomes a longspear and, consequently, must have a change in its statistics. While that might seem to be a flaw in the way d20 approaches equipment, it is truly just another strength. While broad categories offer versatility, they also provide enough room for subcategories. In the example above, altering a sword too much from its basic form creates a different kind of sword. The category is sword, while the subcategory might become short sword or scimitar.

By allowing subcategories to occur with a resultant change in the base statistics of standard items, the equipment in a game can take on a life of its

own. While the primary focus of a role-playing game should not be about a character's 'toys', adventures, story arcs and even entire campaigns can revolve around the creation or acquisition of special items.

For example, a door that requires a special key to open might form the basis for a rogue's adventure to find the perfect lock-pick as a substitute. The search for that lock-pick might lead him into the dangerous political work of his local thieves' guild or to the distant homeland of the lock's craftsman. Adventures can occur for the most unlikely of reasons, even with something so small as the need to make a good impression at court. If the queen is known to have a fondness for blue silk, acquiring a tailored outfit of that material could spin many hours of interesting game play.

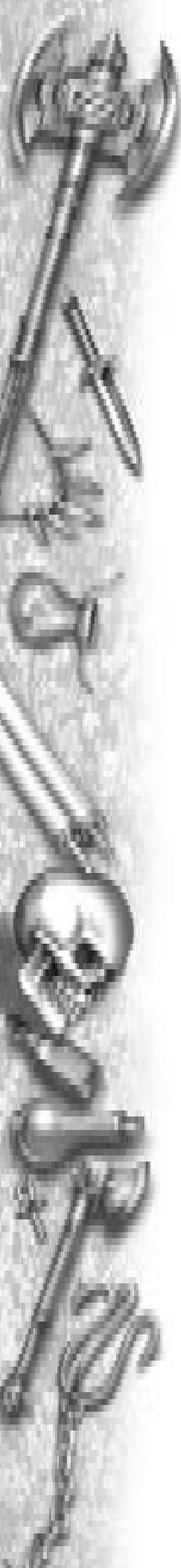
In this section of *The Ultimate Equipment Guide*, you will find suggestions for working the various types of items offered herein into your games. As a player, you will discover ways to work these things into your background or into the requests you might make of Non-Player Characters. An interesting session might be made up of searching for a suitable craftsman to fashion your dragon hide into dragonscale armour, but you cannot even go looking for such an artisan until you know that crafting such armour is possible.

As a Games Master, this section of the *Guide* can prove even more useful. Many of the items in these pages are esoteric at best and downright unique in some cases. Here you will find advice on how to provide players access to this wonderful equipment, words of caution on what things might not be a proper fit for certain forms of play, and how to control such items if they do prove unbalancing after they have entered the campaign. In addition, there are story ideas here to introduce certain pieces of equipment in such a way that the special nature of these treasures is not lost on your players. If they have to wade through the thickest mires of a swamp, scale spider-infested trees and endure great hardships just to speak with a weaver capable of putting together special silk armour, they are not likely to consider such things to be mere equipment ever again.

ITEMS FOR EVERY CLASS

Every class of character in a role-playing game is special. Bards do not have the same abilities as





fighters and no fighter has the skills of a rogue. This unique nature carries over into the things they carry. Equipment is a major dividing point for classes, perhaps as integral to the nature of those classes as spellcasting or the turning of undead. What a character carries is just as important as what he can do with it.

One way to prove this statement is by the idea of examination. When a character is checked visually, his class and skills can often be determined solely by what equipment he carries. While some of the stereotypes along this line of thought may not be entirely correct, certain equipment facts are fairly straightforward. Unless a wizard takes great care, he can easily be classified as a spellcaster by the components he must constantly keep on hand. A fighter is usually fairly obvious and a person holding lock picks is either a locksmith or engaged in less-than-honest activity. Form follows function and the form of one's possessions can often define one's function quite ably.

The chapters involving the various character classes in this book carry this distinction through. In each, tools specifically designed to accent, compliment and extend the abilities of the chosen class appear along with all the pertinent information a Games Master or player needs to use them immediately during play. In some cases, differing degrees of quality or effect are also available, allowing a campaign to incorporate lesser versions of an item and gradually, as characters increase in skill and power, work up to more effective ones.

Arcane Sorcery

Arcane spellcasters, by their nature, hold one thing above all other, of importance – magic. From their components to their spellbooks, the things they carry tend to focus and exemplify that calling. Most spellcasters are rendered largely powerless without their equipment, but the converse also holds true. Even the ability to move or speak is not usually as important as whether the proper components for a given spell are on hand. With the proper items and a little preparation, an arcane spellcaster can accomplish nearly anything.

In this chapter of *The Ultimate Equipment Guide*, arcane spellcasters receive a plethora of additional tools to make their powers go farther and increase the effectiveness of their art. Consequently, many of the things found in this chapter are exotic,

expensive or both. In some fantasy settings, the study of magic is a secretive art, available only to the privileged few with the talent and the funds to pursue it. This carries over to the availability of most items in the Arcane Sorcery chapter. It is recommended that dealers in these objects be as rare, if not rarer, than the practitioners of magic themselves.

This chapter contains some very special items. Some are items of clothing or armour, designed to garb a spellcaster and offer some benefit from their construction. These articles of clothing are made with mages in mind, providing access to vital components or enhancing some quality or skill in the wearer. While their basic forms are mundane, these unique garments are an excellent base item for enchantment. As such is the forte of spellcasters, many such pieces of clothing can be found as magical items if a Games Master so chooses.

Alchemy is often considered the science of magic, with many mages being among its most accomplished practitioners. While others may prove to be the equals of wizards and sorcerers in this art, it is true that arcane spellcasters have refined the techniques of alchemy to their current level. The Arcane Sorcery chapter offers a wide variety of new alchemical tools. Some of these can be used to enhance an alchemy lab, offered as physical rewards in alchemical competitions or purchased in speciality stores catering to the elite members of this esoteric devotion.

Of special note are the many tools and items available to arcane spellcasters of any sort. From armoured scrollcases crafted of exotic metals and speciality candles, to myriad variations on the concept of a staff, this chapter offers more gear than a spellcaster could hold or use in a magically-enhanced lifetime. For those Games Masters and players who appreciate careful bookkeeping and a precise list of materials, this chapter also contains a table of common spell components and their base prices. Using this table, an arcane spellcaster can stock up on the materials needed for each spell he knows without resorting to keeping all his necessary items in a single, easily stolen or destroyed component pouch.

Bards and Theatres

The art of entertainment is a valuable one in any age. For as long as there have been communities, there have been those whose place it is to amuse

and inform the people of society through play, story and song. Bards are not just performers, they are educators of a sort and historians of another. The craft bards perform may centre on physical motion or voice, but over the ages hundreds of items have been invented to enhance their natural talents and lend nuances to their masterful performances.

This chapter offers some of the most notable devices of this sort, along with common props, costumes and other pieces of equipment vital to stage and song. Since many bards have wealthy patrons or charge for attendance at their exhibitions, the considerable cost of these items is not an obstacle. Those bards who find, as many who seek life outside the bounds of mundane employment do, that every day is a grand adventure often have access to funds of their own. In any case, for those who can afford the more expensive items in this chapter, great benefits can be gained by possessing them.

One of the arts available to a bard is disguise and this chapter has a large selection of items catering to masters of that field. False faces, elegant clothes and make-up kits can be found for any number of legitimate purposes and quite a few illegitimate ones as well. As with any item that can be used for subterfuge, acquiring these things can be easy or difficult, depending on environment. Bards, with their perceived need for such items, may have an easier time purchasing them than most.

Physical performance is both the most basic form of entertainment and the most complex, requiring innate skill, timing and grace to provide a show appreciated by its audience, while not unduly risking life and limb. From simple equipment like juggling balls and parasols, to the more complicated workings of an onicycle, this chapter has everything a dextrous bard might require.

Most bards are associated with their skill regarding musical instruments. No chapter dedicated to the needs of these elite performers would be complete without a selection of choices that enhance this skill and the many special abilities a bard can gain through their use. Musical instruments are to bards what weapons are to the fighter. Even so, they appeal to a number of character types outside bardic circles. Many religions venerate music and train their devotees in the gospels of their faith. Rogues may use music as an aid to their schemes and some monks find serenity and meditation in the playing of an instrument.

Musical instruments, depending on their design, may require a certain amount of cultural sophistication to be available for purchase. Simple instruments, such as clappers and drums, could probably be purchased regardless of the area but complex items, such as the bellows organ, need mechanical skills to create. This chapter also contains a list of accessories and special qualities that can be applied to such items. These qualities increase the effects of a bard's bardic music class feature and provide new capabilities through the skilled work of master craftsmen.

Clerics and Temples

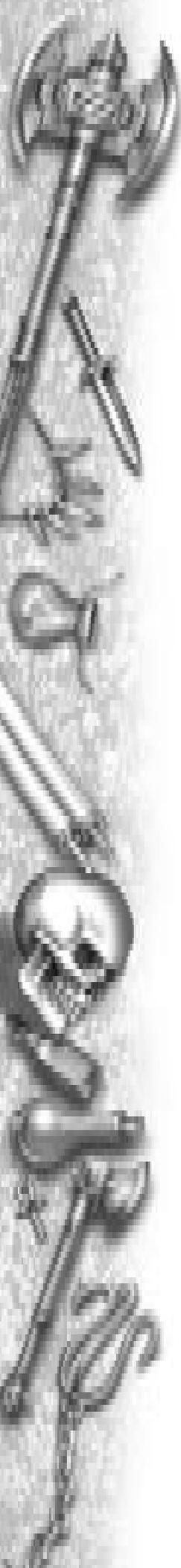
The life of a priest can be a spartan one, with little more to his name than a prayer book, a robe for modesty's sake and the food he eats. This sparse existence can be a wonderful means of continuing one's faith, replacing the distractions of a busy life with single-minded devotion. For an adventuring cleric, such a lifestyle is rarely an option. Robes do not provide much protection against the rake of a ghoulish claw and a prayer book is seldom an effective melee weapon against the forces of darkness. To defeat evil by direct confrontation, a cleric requires more.

In this chapter of *The Ultimate Equipment Guide*, priests of any faith will discover all the tools they might need to both extend their life expectancy in the face of vile enemies and bolster their devotion to the calling of their souls. An adventuring priest may rarely, if ever, see the inside of a temple devoted to his faith after leaving to take up his deity's message among the wild places of the world but, with the items in this chapter, he can bring the piety of his temple with him.

Ritual tools, portable altars, sacred oils and all the trimmings of grand religious festivals can be carried by a travelling cleric and used to make any place a sacred site for meditation and reflection upon that which makes his work holy. As such, these items are rarely sold in a shop-like atmosphere. More often, a cleric must petition or use his contacts within his church to secure these items, paying for their construction and consecration if needed. Items such as these are rarely bargained for, as such behaviour can be considered demeaning to them and the higher power they represent.

Piety is important but, while the spirit may be the true seat of being, flesh can be equally important. In this chapter, clerics will discover items





specially crafted to provide protection in battle and advantages over their traditional foes. Sacred armour and weapons are the most notable of these but other pieces of equipment can serve a valuable role in preserving lives through force of arms. Of special note are the items in this chapter dedicated to healing, the purging of toxins and the cleansing of diseases. These latter items may be available commercially, as there are many who exist outside the church with the skill to use them and the means to pay whatever a merchant asks.

Tools from the Orient

Devotion and meditation are not just the hallmarks of the priesthood. Those who grasp the power of the union between body and mind are often an introspective folk with an aesthetic nature and a reliance of what lies within, as well as what is carried without. Equipment is as much a matter of augmentation as utility, a fact that is not lost on those who live the life of a monk or samurai.

Monks want for little, but what they do use must be of the highest quality to survive the rigors of their existence. Equally, the samurai must use the highest quality items available or risk bringing scandal and dishonour to their lord. The equipment found in this chapter tends to be simple, sturdy and perfect in every important way. Few monks or samurai have any inclination to use inferior equipment when better, more dependable goods are available. As such, they are usually very precise shoppers, selecting only the one item among many that is exactly what they require.

Few stores exist that cater to monks as their sole clientele. Instead, certain merchants with goods of proven quality trade with monasteries on a private basis. While it is not a way to become incredibly wealthy, such business is at least steady and the clientele above reproach. Combined with the fact that, if a shipment of supplies is stolen or violence befalls a merchant en-route, the criminals responsible must face a legion of well-trained warriors skilled in the art of hurting people, this makes the venture highly appealing to most merchants. Having an incident like this occur in-game can be an excellent springboard for role-playing scenarios, or the introduction of a monk or samurai character into an existing campaign.

In addition to simple, high-quality goods, Tools from the Orient offers a few alchemical items that cater to the needs of the physically adept monks. These items are often made within the monasteries

themselves – the creations of trained members of the order whose sole task is to divine the mysteries of the earth and harvest her bounty for the good of those they serve. These special concoctions are rarely for sale outside the order, only infrequently becoming available to trusted allies or during those rare instances when the monastic order must raise funds to remain in operation.

Honour Amongst Rogues

There is no character class more dependent and masterful in the use of equipment than the rogue. They are adept artists of disguise, agile acrobats and second-storey thieves, and trapfinders whose calling in life is to remove the protections around that which others diligently try to safeguard. All of these professions can easily describe these masters of many tasks, but each role requires one thing above all others – all rogues need the right tool for the right job at the right time. Without picks, no lock will open. Without pins and rasps, no trap disarms itself. A rogue without the proper items on hand finds many of his greatest assets crippled.

It is fortunate for rogues that they are also the most skilled at finding whatever is needed for the mission at hand. When a thief needs *just* the right pry bar for a stuck window, he probably has the contacts in his guild or the local ‘tool’ shop to get it with no questions asked. It is not enough for rogues to get their tools when they need them; rogues usually have to make sure no one knows they needed them in the first place. Intimidation, bribes and mutual exchanges of favours can secure silence and ensure a ready source of supplies far better than a dagger in the back, since a dead merchant cannot sell you the tool you need the next time you require it.

The Honour Amongst Rogues chapter has a wide variety of special items rogues might be interested in. The world of the rogue can be a complicated place, and one never knows when a vial of ashen powder or a bag of fumblers will spell the difference between freedom and a night in the city prison. Even those rogues who do not pursue illegal activities will find something they can use in this chapter, as every skill of import to a rogue is catered to by its selection.

This chapter also contains a variety of special tools, costly single-use items that offer a substantial bonus at the expense of reusability. These items can be the focus of a rogue’s reason to adventure, as they are very expensive and,

since few such items can be made any better than by someone who understands their use, rogue characters might just put their Craft skills to work creating them. For a character class so often in the pursuit of ill-gotten gains, this collection of unique equipment can be a motivation all on its own.

In The Wild

There is something primal about being one with nature. The sounds of the forest, the smell of fresh air and the visceral pleasures of living off the land, beholden to nothing save the world and your singular place in it. For druids and rangers, this relationship can be a daily reality. They want for little and need for less, as the land provides all they could wish for in terms of shelter, sustenance and supplies. These might be considered primitive conditions by some but it is an existence most of the members of these classes both appreciate and thrive on.

There are exceptions to every rule. Some rangers thrive in nature, yet also enjoy the taste of good ale and the comfort of a warm bed. Some druids know the value of wilderness survival but still choose a forged steel scimitar with which to defend themselves. Even those who live in harmony with the land know the benefits of equipping themselves appropriately.

In The Wild gives examples of the kinds of things a druid, ranger or anyone spending prolonged periods of time in the wild places of the world might require to stay alive and accomplish whatever tasks may have drawn them out there. From functional clothing, such as the desert-born aba, to hunting tools, such as animal snares and preserving kits, this chapter has specialised tools for any explorer or wilderness traveller.

In The Wild also offers a selection of survival equipment designed to keep their users alive in adverse conditions. Salt tablets, water traps and risers to protect vital supplies can do more to save someone's life than the mightiest sword or the deadliest spell. Many of these items are deceptively simple, comprised of little more than leather, sticks and ropes brought together in time-tested ways. Whilst simplistic, these items can be indispensable when food is running low, drinking water is gone and civilisation is days away. Having this equipment, or not having it as the case may be, can be a turning point in a campaign. The ability to construct such valuable equipment can be an equally important character trait.

Psychic Mastery

In temperament and behaviour, many devotees of psychic ability behave like monks in a monastery. Their abilities come from within themselves, requiring no external materials to make manifest. One key difference between monks and those who work with the powers of the mind is the use of armour. While monks require true freedom of movement to utilise their skills, psionic abilities can be used regardless of encumbrance. Also, unlike monks, those who work the powers of the mind are not necessarily trained to fight unarmed. Weapons can be quite valuable to psionic characters.

Psychic Mastery offers a number of special options where armour and weapons are concerned, but those comprise only a small part of the chapter. Psionic characters will find a wealth of items to compliment their abilities and aid in the meditation and focus required to use them. Objects such as simple dorjes and sleeping mats can augment their powers and ensure the proper rest needed to replenish them. Masters of the mental arts often live simply but this chapter certainly holds something worth carrying for any psion or psychic warrior.

This chapter also offers three special categories of equipment. One, tattoos, are psychically-charged tattoos of a permanent nature that, once applied to the skin of a psion or psychic warrior, impart bonuses of one sort or another. Unlike other psychic tattoos, these 'items' cannot be lost or transferred, as they become a part of the character who bears them. Acquiring one of these special tattoos requires finding one of the rare masters of the tattooing art and securing his services. This is not likely to be an easy endeavour and, while a gold value is listed for each tattoo, those with the skill to inlay these extraordinary designs seldom ask for money in exchange. Instead, they often require a special service or tribute, one that proves the recipient worthy of such a rare gift.

The second special form of equipment in this chapter is not truly an item at all. Through proper training and meditation, certain psionics can manifest the traits of exotic creatures within themselves. These powerful attunements are difficult to create, require great effort to control and can be very draining to attempt. For those who succeed, attunements can be a potent addition to their arsenal of abilities. Listed as equipment because of the need to 'create' them (by means of



a feat and the expenditure of experience points), attainments are a deeply personal matter and cannot be gained through the intervention of another character.

The Fighter's Trade

Many believe that weapons, armour and combat are all that matter to a fighter. Indeed, it is the majority opinion that fighting is the entirety of a fighter's training and skills, with very little else serving to round out their capabilities. Essentially, that opinion is correct. With few skill points to bridge into other fields, and bonus feats that must be selected from a combat-oriented list, an experienced fighter is usually little more than a better, deadlier version of his younger self.

It would be untrue to say that weapons and armour are the only important equipment decisions when purchasing gear for a fighter, however. While it is undeniable that a fighter needs the best weapon to fit his abilities and the most protective armour his strength allows, there are other things to consider. A fighter is often called upon for tactical leadership, to deal with situations where brute force is the only desirable option, and to put his endurance and hardy nature to the test. In these instances, other equipment can be of great benefit.

The Fighter's Trade has several useful items and devices designed to supplement the many roles a fighter can take on, both within an adventuring party and when travelling alone. In these pages, a fighter can find the various comforts a soldier might wish on the road, such as a folding stool and special spices that make even bland food palatable. Even games of chance, the hallmark of bored soldiers at camp in the field, receive special treatment in this chapter.

Several different options for passing the time whilst on watch or between battles can be found here. Quartermasters and military suppliers normally sell these items to soldiers on their way through cities out into the field. A strong business can be based on equipping the armed forces during wartime, but such trade obviously has its risks. A contingent of soldiers sent ahead to secure a trading site for martial goods and supplies could form the basis for an exciting adventure, if the Games Master and players are looking for combat scenarios.

In addition to the sundries that round out a soldier's kit, The Fighter's Trade also offers

numerous weapon and armour options, including alternate metals and materials to modify existing types of equipment. Variations on standard items include the atlatl, a spear throwing device, and speciality alchemical oils designed to provide an advantage when used in combat. While fighting is the focus of a warrior's life, it is always nice to have alternate ways to go about doing it.

ITEMS FOR EVERY RACE

Different races approach the idea of equipment differently. Dwarves usually favour heavy metal and stone in all of their constructions, both for the strength that these materials represent and because metal and stone comprise the basis of their underground world. Elves tend towards natural materials of a softer, more flowing nature in keeping with their grace and harmonious existence with nature. Gnomes, by dint of their great intellect and inventive minds, opt for complicated devices and inventions over simple solutions whenever possible. Halflings, when they create things, gravitate towards comfort, utility and dependable craftsmanship.

These disparate ways of doing things hold a great opportunity for someone in the position to select equipment from among each race. Depending on what quality is needed for each item, there is a logical source to go to for its construction. While prices may vary depending on the race of the buyer as compared to that of the seller, if open purchasing is an option virtually any need can be fulfilled by seeking out the goods made by races other than your own.

Games Masters and players should keep in mind that not everything will be available to just anyone who comes looking for it. It is not likely that an elven bowmaker, if given any say in the matter, would sell an elven masterwork longbow to a half-orc, no matter what the circumstances. Also, few of the items in the racial equipment chapters will be available at open market in anything but cities dedicated to the race in question. A dwarven-made set of rumblesticks will likely never be available in a human marketplace. The key to the rare and special nature of these items is keeping them rare and special in the campaign.

The Dwarven Forge

The race of dwarves is known for mining, metalcraft and possessing the endurance of the mountains themselves. They work hard, drink

hard and can survive things that lay other races low. These qualities show in their creations, works of steel and stone that often far outlast those who use them. A suit of dwarven plate armour is more than just something to turn aside the blows of an enemy; it is an heirloom to be passed down reverently from generation to generation. The dwarves understand this and it is represented in everything they craft.

It is because of this attitude that few dwarven creations find their way into the hands of those outside their kind. In their opinion, few humans live long enough to appreciate the quality of dwarven craftsmanship, elves are too fragile to withstand the honest weight and heft of solid steel construction and the little folk do not have the temperament to use their creations properly. Only dwarves, they believe, can truly understand dwarven works and thus only dwarves are worthy to hold them.

This attitude carries over to other dwarves as well. Dwarves, as a general rule, are very clan and family-oriented. While a dwarven character might have access to most of the items in this chapter while travelling in the clan halls of his own people, other clans might not open their wares as freely to him unless they are an allied or friendly tribe. Cross-trading is not common among most dwarven clans, as self-sufficiency is another strong personality trait among them. Even so, the complications of what trade does go on between dwarven clans could be an effective adventure hook, especially if the character wanting a certain item is asked to safeguard the underground caravan bringing it to his location.

The Elven Retreat

While the typical attitude of most elven societies in a fantasy setting is a little more open than their dwarven counterparts, trade and open purchase of elf-made goods is still very unlikely. Masters of intricate craftsmanship, the working of natural materials and fine metals, elves can forge weapons, work complex links of tiny chain into fantastic armour and create exotic goods that appeal to members of any race that appreciates quality.

Much of this high level of quality comes from the elven psyche and their typical unhurried approach to any task. Whereas a human might rush to finish a suit of banded mail as quickly as he can, elves are not bound by the same short lifespan and can afford to take as much time as they wish to craft

the same armour. Combined with their much longer apprenticeships and learning time, elven craftsmen often outstrip other artisans in terms of sheer skill. This allows them to achieve regularly what other races would consider impossible feats of creation.

This great skill and accomplishment goes a long way towards explaining why their crafts so rarely become available to those outside their kind. Elves value beauty and quality, treasuring their own creations as the symbols of great work that they are. Most elves are loathe to part with these wonders and even more cautious about letting those who would have little real understanding of their meaning claim them. A Non-elf who comes into possession of an obviously elven item must be prepared to constantly explain the origin of the item and how he came to own it. Such is the price of perfection.

Knick-Knacks of the Little Folk

Gnomes and halflings deserve recognition in the creative arts as well. Their items, while perhaps not as famous as elven chainmail or dwarven ale, have just as much culture and effort behind their construction. Gnomish ingenuity is well known for the complex mechanical devices attributed to it and halflings regularly make items revolving around creature comforts. In the venues of camping, cooking and general quality of life, halfling craftsmanship is unparalleled.

The Knick-Knacks of the Little Folk chapter provides several examples of the fine work these two races have to offer, from clamp hands wrought from steel and gears, to the simple pleasure of a hearthdown bedroll. The items in this chapter are all very high quality, coming as they do from craftsmen who have focused their lives in the creation of such useful equipment. While some are simply improvements of designs used by other races, it only takes a single night sleeping in a woollen dome tent to realise what a difference those improvements can make.

Unlike items from the elves and dwarves, the things found in this chapter of *The Ultimate Equipment Guide* are often openly available. Both gnomes and halflings are usually very welcoming races, with a tolerant or inviting attitude towards trade with others. While a human purchaser might have to content himself with goods brought by caravan into a human city, he is still likely to find whatever he wishes from the equipment listed here.



ITEMS FOR EVERY REASON

Some needs transcend race and class. As noted before, everyone needs to eat and the concepts of trade, crafting and entertainment are fairly universal. The shapes might change, but the purpose and function of these needs remain constant. The items found in the following chapters serve those roles admirably. Where noted, they may be difficult to find or restricted in some way, but most are freely available in the right places. Adventurers might not require some of the things listed in these chapters, but they are likely to encounter them in the hands of others as they travel.

The Armoury

While this chapter will hold an immediate interest for fighters, any character with the skills needed to wear armour and wield weapons will find something here. Many of the items here are usable without the Exotic Weapon Proficiency feat or anything else beyond the normal martial skills available to many characters in any fantasy setting. Specialised shields made of unique materials or designed for specific purposes round out The Armoury's selection.

The items in this chapter are usually available in any town or city large enough to offer such special fare. Items made from expensive or rare materials may, at the Games Master's option, require the character wishing to purchase them to secure said materials for their construction. This may or may not affect the final cost of the item but, in any case, the skill needed to create these special pieces of equipment will not be at all common. Finding a craftsman capable of making troglodyte leather armour may be more difficult than making the armour in the first place.

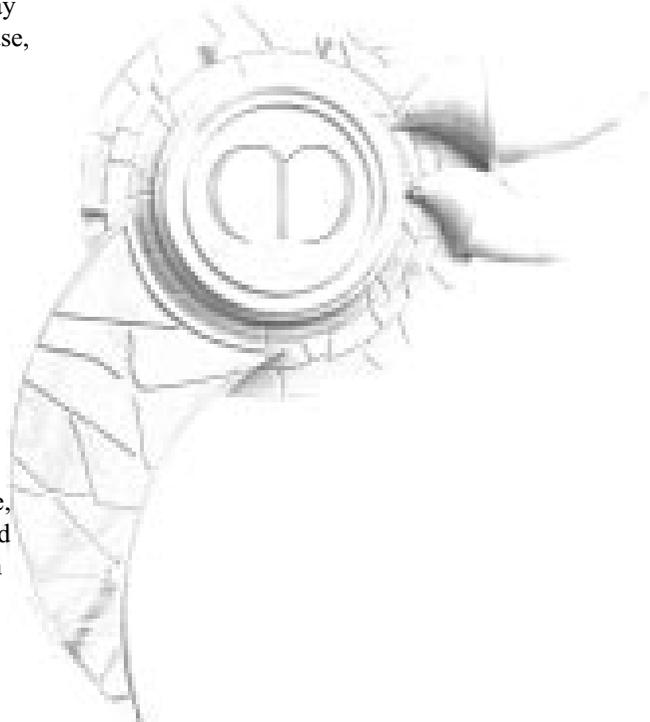
Food & Drink, Herbs & Drugs

Consumables are not usually a great concern in fantasy d20 games. Meals consist of rations and a few entries on the menu board of the local tavern. It is not common for food and drink to be an expanded list, much less the plethora of options given in this chapter. Specialised foods made to serve a given purpose can be found here, from rage wine, a brew that imparts a violent and potent strength in combat, to the useful attention increasing effect of wakeberries.

This chapter also includes a great many herbs, items used by druids, wizards and those with ranks in the Profession (herbalist) skill. Herbs are useful items that, when used properly, imbue the person consuming them with special properties. The herbs and herbal infusions in this chapter are usually only found in speciality shops, the homes of druids and herbalists, and among the possessions of fey creatures. The suggested purchase price of herbal items should reflect the surrounding environment; very few herbal recipes should be available at base price in a desert, after all.

Tools, Trades, and Crafts

The last category covered in this book involves the various tools and skills needed to make everything else that appears here. This chapter also contains items that defy any other definition, such as chastity belts and sea chests. The importance of these tools and devices cannot be overstated, as without them very little in *The Ultimate Equipment Guide* could be created. As for the availability of what appears in this chapter, that is largely determined by the item in question. Most tools can be acquired easily enough, while things like chastity belts are usually commissioned for construction as needed.



DESIGNING D20 EQUIPMENT

Eventually, it will happen. You, as either a Games Master or as a player, will be looking through the equipment lists trying to find something you need and it will not be there. It may have already occurred, which may be why you are reading this book. While the offerings in *The Ultimate Equipment Guide* are quite extensive, like any finite list it cannot cover everything. You will someday need an item that you just cannot find written up anywhere. When that happens, you will be faced with a choice, do without it or make it yourself.

The things in this book are the work of great imagination and effort, but we are going to share a secret with you now, one you may already know. It is not that difficult to make your own equipment in the d20 system. In fact, it can be quite easy. As long as you follow three (or four, if you are a player) basic rules, you cannot fail to come up with something that fits both your needs and the needs of a balanced campaign. There is effort involved in creating equipment but it can also be a great deal of fun.

By ‘rules’, we are not referring to the in-game mechanics of the Craft skill outlined in *Core Rulebook I*. Those are very comprehensive and while you may have to consider them depending on how your new item will occur within the campaign physically, they do not apply to the original creation process. These rules are for the greater scheme of things, the game outside the game. Covered briefly, they are as follows.

† **Function Follows Form:** An item needs to be created to serve its intended purpose.

† **Form Follows Function:** An item must, at some level, appear as if it serves the role it was designed to perform, even if only internally.

† **Form and Function Follow Foundation:** Items do not exist in a vacuum and anything new must consider what also exists around it and why.

FUNCTION FOLLOWS FORM

The first rule of item creation is the easiest. Summarized, it is simply ‘what do you want this thing to do?’ For a new item not to duplicate the effects of something listed either in this book or in *Core Rulebook I*, it will probably have some very specific purpose. As such, you will need to have a clear idea of what it will accomplish and how it goes about doing that. To take a bedwarmer as an example, the item is created to warm cold beds before people sleep in them. It does this by holding hot coals from the hearth and rubbing inside the bedsheets until it imparts that heat to the bed.

The next step is to determine if rule effects need apply. In the case of a bedwarmer, there are no set rules for the temperature of objects and it is not likely that a bedwarmer needs to have any rules associated with it for altering the temperature of a bed. The simple statement, ‘using a bedwarmer makes cold beds more comfortable to sleep in’ should suffice. If there are no rules governing a certain aspect of the game, weigh carefully the benefits of creating them before you do. There really is no need for a set of guidelines determining how cold someone’s bed is so, while you could create them to support the effects of your bedwarmer, why unnecessarily expend the effort?

Conversely, if a piece of equipment does affect existing rules, you need to be very specific in defining those effects. If you design a new herbal potion that imparts amazing strength, just saying that it does so is not enough. You need to decide how much Strength is granted and how long it lasts. If the potion is dependent on the metabolism of certain creatures and does not affect others, that should be noted as well. Your new potion might, after definition, grant any being with human blood (humans, half-elves or half-orcs) 1d4 points of Strength for one hour after imbibing. That is almost enough to be complete.

What is missing is the most important consideration to make with new equipment that grants bonuses. You must determine what *kind* of bonus to impart. The stacking rules in d20 are very specific and any item that grants a bonus needs to define what that bonus is. Under normal circumstances, mundane items grant one of two kinds of bonus – circumstance or equipment. The key difference between the two arises from how they stack. Circumstance bonuses stack with each



other unless they come from the same kind of circumstance, while equipment bonuses do not.

In general, you should always use a circumstance bonus unless one of two things is true about your invention. If the item is something that does not really allow for any other item to be used in conjunction with it at its given task, it grants an equipment bonus. A special carriage that imparts a bonus to the land movement speed of the horses pulling it probably grants an equipment bonus since it is fairly self-contained and cannot benefit for any other items of its own type. The second instance is when the item actually alters the user to grant its bonus. The herbal Strength potion from the previous example has this kind of effect, which should be considered an enhancement bonus.

FORM FOLLOWS FUNCTION

Now that you know what your item does, you should determine what it looks like. This is more than just a matter of aesthetics, since the form and construction of an item can be very important during game play. Whatever you have decided on for the item's capabilities will naturally suggest its construction. A weapon will have a wieldable shape and a 'dangerous end' (so to speak), while something that is stored until it is needed will probably be shaped to not be cumbersome.

Another important consideration in this regard requires knowing who will be making the item. A new form of shield coming from the forge of a dwarven smith is not likely to be made of wood or covered in delicate filigree designs. Likewise, a gnomish contraption created to batter down doors will probably not appear streamlined or look as if it were grown out of vines or other natural parts. The creators of a device place their mark on their work, whether they mean to or not. Through choice of materials and methods of crafting, a dwarven item *looks* like a dwarven-made item. Keeping this in mind will give your design a sense of continuity with the rest of the campaign world.

Form is not just an external concern, as situations encountered during game play can quickly reveal. When the party is down on spells and no one has a magical weapon, remembering that the make-up case the elven bard just purchased is made of silver could be a life saver. A murder mystery could be solved by noting that the killer has been using a particular weapon forged only in a single human

city. By staying consistent with form, new items can become more valuable than its market price would suggest.

FORM AND FUNCTION FOLLOW FOUNDATION

This may be the most complicated part of item creation. You now know what your item does and what it looks like. The only question that remains is 'why?' To answer that question, you must consider what else exists in the same category of items, the kind of people that would use this item and how its existence (or lack of existence) will impact the campaign world. In our world, people lived just fine before the invention of the automobile, but it has undeniably changed how those lives are lived. Your item might not have that level of effect on the game world but, as mentioned above, nothing exists in a vacuum.

Think about items that are similar to what you have made. If it serves a purpose and there is nothing else like it, you have already answered the question of why it exists. More likely, you will be able to find at least a few things that fill the same role. If you have made a new weapon, its purpose is to neutralize enemies in some way, probably an unpleasant one. A new way to improve a person's ability to climb is essentially the same as rope and other such forms of equipment.

Once you have examples of similar items, compare yours to them. If yours is superior to them in every way, you may wish to tone down some aspect of it unless there is a believable reason why. An item specialized to excel in one area usually accomplishes it by detracting from its abilities in other areas. Doing this balances the item and leaves a place for similar items in the game world. Ask yourself the question, 'Why would someone *not* use this new item?' If you cannot give a good answer, the item is likely unbalanced and should probably be changed. Some swords are clearly better than others (bastard swords, katanas, etc.), but they also require a special feat to use them effectively, or at all. This balancing factor allows for their better qualities and still provides a reason for characters to choose a longsword instead.

If you follow these guidelines, you will be able to create useful and unique items in your own campaign without difficulty. After all, someone had to think of a sword first. Just use your imagination, stay mindful of what you make and have fun doing it.

ARCANE SORCERY

Magic is the first tool of choice for both the wizard and the sorcerer, yet there are times when a sharp dagger is more useful than a *cone of cold* or *meteor swarm*. During expeditions to the wilderness and dark dungeons, arcane spellcasters face unique hazards in comparison to their comrades. They are extremely vulnerable to physical attacks as they rarely wear armour and, if forced to fight, the weapons they carry are rarely effective. Many attempt to remedy these weaknesses with spells and magical or mundane equipment. While magical incantations are normally an effective means to drive away attackers and stave off injury, few master enough spells to guarantee their safety at all times, particularly when they face a series of battles during the course of a day. Even a mundane tool is more reliable and easier to use than an equivalent spell.

ROBES AND ARMOUR

Thick, steel plates may offer protection against an ogre's club, a goblin's arrows or a troll's claws but, to an arcane spellcaster, such protection is little more than a straitjacket to choke off and ruin his magical talents. Arcane spellcasters disdain armour, though the development of spells such as *shield* and *mage armour* shows they do consider it an important resource in battle. Still, few arcane spellcasters risk the vagaries of strapping on even the lightest protection, preferring instead the utility and comfort offered by a simple layer of robes.

Armoured Sleeves

Strips of resistant material, usually chain links or exotic hides, can be sewn into the sleeves of any robe to offer protection to the wearer's arms in much the same way as bracers. Heavier and bulkier than normal sleeves, these do have the drawback of slightly impeding arm movement, though the defence they offer can be quite valuable. Armoured sleeves count as a shield for purposes of determining what armour their armour bonus stacks with. Their size and general inflexibility prevents a wearer from using them and another shield at the same time.



Armoured Sleeves: 30 gp; AC +1; Max Dex -; Check -1; SF 5%; Spd 30 ft./20 ft.; 5 lb.

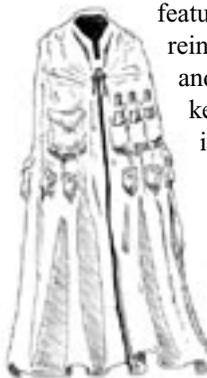
Hood and Cowl

A hood can be added to any robe that does not already have one and, when used with a cowl (or more rarely, a mask) to cover the face, provides protection against inhaled gases of all sorts. While using a hood and cowl in combination does incur a -2 circumstance penalty to Listen checks, they grant a +2 circumstance bonus to Fortitude saves against inhaled gases and poisons.

Hood and Cowl: +5 gp; +1 lb.

Robe, Alchemist's

The various concoctions and formulae an alchemist can create are of great use during adventures, especially to a mage. Since many of these wondrous mixtures duplicate, at least in part, spells, it behoves an arcane spellcaster to carry at least a few as a back-up. An alchemist's robe features specially designed pockets and reinforced layers of padding to hold and protect alchemical items, while keeping them accessible. Up to 10 items weighing less than one pound each can be kept in the pockets of this robe and up to 4 larger items can be stored within its special harnesses. One of these items can be retrieved as a free action each round on the wearer's turn.



Robe, Alchemist's: 10 gp; 4 lb.

Robe, Arcane

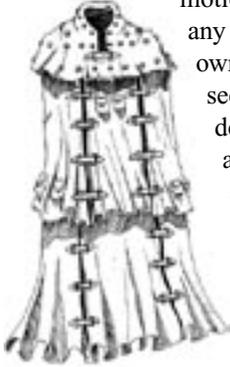
Sometimes it is important that a spellcaster look impressively magical. This thick robe does the trick, having sweeping sleeves, elaborate embroidery and enough extra cloth in it to weigh down a frail scholar. While wearing it you have a +2 circumstance bonus to any Bluff, Diplomacy or Intimidate checks made to convince another person of your magical power.

Robe, Arcane: 55 gp; 4 lb.



Robe, Combat

Spells and skill at arms can be a devastating combination, though the harsh weight and encumbrance of armour can severely limit a spellcaster's effectiveness. Mages trained in the combat arts may still desire useful attire that caters to both needs, which is where the combat robe comes in. Designed with several useful pockets and cut to allow ease of motion, combat robes do not offer any inherent protection of their own, but they incorporate enough sections of padding to anchor defensive magic. Combat robes are always of masterwork quality and accept both enhancement bonuses and armour special properties. Combat robes also have six easily accessible pockets, similar in style to deep pockets robes.



Robe, Combat: Light Armour; 115 gp; AC +0; Max Dex +10; Check -; SF 0%; Spd 30 ft./20 ft.; 4 lb.

Robe, Deep Pockets

A favourite of arcane spellcasters who carry a wide range of material components, these robes offer a variety of places to tuck tiny items. These robes have small storage pockets sewn throughout their sleeves, inner surfaces and other areas, each designed to be easily accessible, even under the most stressful circumstances. The wearer of these robes may designate up to 24 Tiny or smaller items to hide within this clothing. The wearer may recover any of these items as a free action that does not provoke an attack of opportunity.



Robe, Deep Pockets: 7 gp; 4 lb.

Robe, Miser's

This mundane-looking piece of clothing is a favourite amongst merchants, adventuring wizards and others who must normally carry gems, gold, jewels and other small, expensive trinkets into dangerous areas. A miser's robe has small

pockets set into its hems, each of which may be sewn shut with a small cache of coins tucked inside. This robe has four such pockets, each of which can hold one Tiny or smaller item or 25 coins. Finding these pockets requires a Search check (DC 20) to notice the coins or jewels tucked between the robe's cloth. Opening a sewn-shut pocket is a full-round action that draws an attack of opportunity. Once a pocket is open, it must be sewn shut with a needle, thread and a successful Craft (tailor) or Dexterity check (DC 10) in order to hide the items effectively.



Robe, Miser's: Light Armour; 8 gp; AC +0; Max Dex +9; Check -; Spd 30 ft./20 ft.; 4 lb.

Robe, Shadowsilk

Stealth and spells can be a lethal combination. A sudden blast of flames in a dark room can catch a target unaware, bypassing defences it would otherwise have active when expecting a fight. Since rattling scroll cases and pouches full of glass vials are not especially quiet, shadowsilk robes are constructed to silence these little give-aways and allow stealthy spellcasters to get the most from their skills. A shadowsilk robe is usually dyed black or dark grey and includes padded shoes and sound-absorbing panels, providing a +2 circumstance bonus to Hide and Move Silently checks.



Robe, Shadowsilk: 35 gp; 4 lb.

Robe, Winterbane

Quilted and thickly padded, a winterbane robe is designed to keep in as much of the wearer's body heat as possible. Winterbane robes can be laced closed from neck to ankles and come with a drawstring hood that can enclose almost all of the wearer's face to provide maximum warmth. Wearing a winterbane robe reduces the amount of cold damage suffered each round due to exposure by 2 points. This stacks with any other kind of resistance against cold, as long as it does not come from clothing or armour. Wearing a winterbane



robe in warm climates is a very quick way to suffer heat exhaustion and Games Masters are encouraged to apply appropriate penalties.

Robe, Winterbane: 20 gp; 9 lb.

Wizard's Armour

An enhancement that may be added to an existing type of armour rather than a class of protective gear of its own, wizard's armour is created by taking a typical armour design and modifying it to allow for greater freedom of movement. An existing suit of armour may not be modified in this manner. Instead, wizard's armour must be created from scratch. To calculate the cost and effectiveness of wizard's armour, select a base armour type, such as chainmail, and determine the cost and characteristics of a masterwork version. Then, increase the cost by 200 gp, decrease its armour bonus by 2, drop its weight by 5 pounds and reduce its arcane spell failure by 10%. A suit of wizard's armour is considered to be the same armour type as its original armour. For example, wizard's chainmail counts as medium armour.



Wizard's Armour: Heavy, Light or Medium Armour; +200 gp; AC -2; Max Dex -; Check -; SF -10%; Spd -; -5 lb.

Wizard's Clothes

Robes can be a wonderful asset to an arcane spellcaster, providing ease of recognition as well as utility. There are times, however, when being readily identifiable as an arcane spellcaster is not a desirable thing. In these instances, clothes that serve many of the same roles as robes can prove invaluable. Virtually any set of garments can be converted into wizard's clothes by simply adding accessible pockets, reinforcement for scroll packs, component pouches and various modifications to hold the tools of the trade. While



wearing wizard's clothes instead of robes does not grant an easily quantified game effect, the mage garbed in them may appreciate not immediately advertising his profession.

Wizard's Clothes Modification: +10 gp per garment.

MUNDANE AND ALCHEMICAL EQUIPMENT

Experienced wizards and sorcerers rarely carry much non-magical equipment. Some arcane spellcasters are so eager to show their skill in crafting magic objects that they imbue even the simplest items with arcane power. Adventuring spellcasters, on the other hand, will happily carry any item that is useful to them, whether it is of mundane or magical origin. Anti-magic zones, extreme weather and powerful monsters can make it difficult to employ a spell or magic item. The right tool at the right time can often spell the difference between victory and defeat.

Acid

You can throw a flask of acid as a grenade-like weapon.



Acid: 10 gp per flask; 1 lb.

Acid Bulb

An acid bulb is a unique alchemical item usually found among the undersea races. It consists of a thin, hard, spherical shell that is filled with acids and usually attached to the end of a long thrusting weapon, such as a spear. If the wielder of the weapon succeeds with a touch attack against his target, the bulb shatters and unleashes the deadly acid into the water. This disperses quickly but does terrible damage while it is present.

The target must make a Reflex save (DC 18) or take 3d6 damage (save for half). If he fails the Reflex save, he must also make a Fortitude save (DC 15) to avoid accidentally inhaling the acidic water. If he fails this save, he takes 1d6 points of temporary Constitution damage as well. All those within five feet of the target must likewise make a Reflex save (DC 15) or take 1d6 points of damage (save for no damage). If the Reflex save is failed, the character must make a Fortitude save (DC 12) or



take 1d4 points of temporary Constitution damage. All those who failed their Reflex saves take 1d4 points of damage on the following round, after that the acid has dispersed. Additional bulbs placed on the same weapon (for example, on each tine of a trident) deal an additional 1d2 points of damage per bulb.

Outside of the water the bulbs are much less effective, as the liquid they contain is designed to disperse in water, not air. They deal only 1d6 points of damage, affect only the target struck and there is no chance of inhaling the acid. The acid still deals 1d4 points of damage to the target on the second round.

Acid Bulb: 90 gp per bulb; ¼ lb.

Acidic Tar

This thin glass flask contains a quantity of sticky, acidic tar. If hurled at a target, the flask breaks open and the acidic tar deals 1d6 points of damage per round, remaining effective for 1d4 rounds or until washed off. If struck characters are wearing armour, the armour must also make a Reflex saving throw (DC 12) or be destroyed.



Creatures within five feet of the point of impact take 1d4 points of damage from splashes. These creatures are in no danger of losing equipment to the acid.

Acidic Tar: 50 gp per flask; ½ lb.

Alchemist's Fire

Alchemist's fire is a sticky, adhesive substance that ignites when exposed to air. You can throw a flask of alchemist's fire as a grenade-like weapon.

On the round following a direct hit, the target takes an additional 1d6 points of damage. The target can take a full-round action to attempt to extinguish the flames before taking this additional damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground allows the character a +2 bonus, while leaping into a lake or magically extinguishing automatically smothers the flames.

Alchemist's Fire: 20 gp per flask; 1½ lb.

Alembic, Greater

A complex piece of glassware useful for alchemists, the greater alembic handles several mundane boiling and separating tasks automatically, allowing the user to concentrate on other, more important processes. This grants a +2 equipment bonus to Alchemy checks made when creating alchemical items. Greater alembics have to be replaced regularly; each one is good for creating three items and if it is not replaced at that time, the alchemist suffers a -2 penalty to Alchemy checks made while using it.



Alembic, Greater: 100 gp; 2 lb.

Antitoxin

After drinking antitoxin, a character gains a +5 alchemical bonus on all Fortitude saving throws against poison for 1 hour.

Antitoxin: 50 gp per vial.

Appraisal Kit

An appraisal kit contains a variety of tools for identifying substances, alloys and methods of manufacture. Using an appraisal kit grants you a +2 circumstance bonus to any skill check to determine the value of a specific object. The kit contains enough disposable materials to be useful for twenty skill checks.



Appraisal Kit: 25 gp; 5 lb.

Appraisal Kit, Masterwork

A masterwork appraisal kit is identical to the appraisal kit in form and function. However the superior make and quality of the kit allow it to be used for thirty skill checks rather than twenty and provide a +3 circumstance bonus to any skill check to determine the value of a specific object.

Appraisal Kit, Masterwork: 75 gp; 5 lb.

Barrister Case

A waterproof, armoured case capable of carrying four spellbooks (or similar-sized items), a barrister case is an effective way of carrying such valuable tomes in high-complete safety. Capable of

resisting weapon strikes, elemental exposure and massive abuse, barrister cases have a hardness of 15 and 80 hit points due to skilled construction and the inclusion of rare materials. A layer of lead inside the case prevents most *scrying* attempts and no external attack can affect the case's contents until its hit points have been exhausted.



Barrister Case: 250 gp; 15 lb.

Burning Glove

This thick leather glove has an interior lining of fire resistant hide; its surface covered with sticky tar and a variety of reagents. As a standard action the wearer may ignite the glove, which then burns



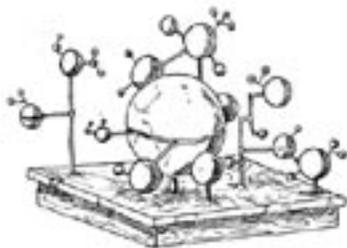
for three rounds. During that time any unarmed attack made by the wearer is a touch attack that causes 1d6 fire damage. The wearer takes one point of fire damage every round. Each glove can only be used once.

Burning Glove: 50 gp per glove; 1 lb.

Celestialabe

Arcs of carefully crafted bronze and silver orbiting a complicated arrangement of glass spheres, the celestialabe is extremely similar to an astrolabe. Its key difference lies in the fact that it can be adjusted for changing heavens. Every piece can be slowed down, sped up, moved or removed. Extra pieces are packaged with the celestialabe in its hardwood case for inclusion if needed. Using this device requires an Intelligence score of 12 or greater and four or more ranks in either Intuit Direction or Knowledge (engineering).

When used properly, the celestialabe prevents any circumstance penalties from using Intuit Direction or similar skills in unfamiliar areas, on other worlds, or when travelling extra-dimensionally. If the user requires a skill check or other roll to use



celestial-based magic, this item grants a +1 circumstance bonus.

Celestialabe: 650 gp; 4 lb.

Chortle Bomb

These glass flasks contain a few ounces of chortle dander. When thrown or dropped, the flasks break on impact and the dander explodes into the air. Anyone within five feet of the area of impact must succeed at a Fortitude save (DC 16) or fall into painful fits of laughter and choking. Those affected are unable to perform any other actions for 1d4+1 rounds.



Chortle Bomb: 100 gp; ½ lb.

Concealing Ring

This ring has a large stone set in an ornate setting. The setting contains a cunningly concealed hinge and clasp, allowing the stone to rotate aside. Under the stone is a small compartment, capable of containing a single dose of poison or other powder. Anyone using this ring gains a +2 circumstance bonus to Pick Pocket skill checks to sneak the dose into food or drink.

Concealing Ring: 50 gp.



Concentration Pie

A favourite among wizards and sorcerers, concentration pies are small tarts stuffed with sweet fruit that has been treated in a delicate alchemical concoction. The sweet pies are a common snack during times of magic study and research, prompting bakeries near arcane universities to employ alchemists to keep them in supply. Baking the alchemical ingredients into a pastry allows the otherwise unstable properties to remain potent for up to 10 days. Creating the pie requires both an Alchemy skill check (DC 20) and a Profession (baker) check (DC 15).

When a concentration pie is consumed during a day spent studying a spell to be transferred into a spellbook, a +1 bonus is added to the Spellcraft check required at the end of the day. In periods of longer research, such as developing a new spell, a concentration pie must be eaten during each day of study to gain the +1 bonus.

A concentration pie does not give a bonus to identifying spells and magically altered materials, even when combined with *read magic* or *detect magic*.

Concentration Pie: 25 gp; ½ lb.



Dowsing Rods, Arcane

A set of silver-cored rods with slightly bent ends serving as handles, these items are used to find deposits of water or other hidden items. In the hands of someone benefiting from any form of *detection* spell, these rods provide a +1 circumstance bonus to any checks the spell may require, reduce the amount of time needed to detect something by one round, or allow increasingly detailed information one round faster. Only one such benefit can be gained and the Games Master determines which one, if any, is appropriate.



Dowsing Rods, Arcane: 300 gp; 1 lb.

Familiar's Pack

A way for familiars and animal companions to travel in style, this pack is crafted to provide comfort and protection for its occupant. Food pouches, a bladder for water, washable bedding and litter collection are all amenities the familiar's pack offers. If the familiar is subject to any attack that must pass through the pack to affect it, it gains a +7 cover bonus to its Armour Class. Reinforced plating can also be purchased, but this increases the pack's weight and price; these extra panels provide a +3 armour bonus to the creature inside the pack at all times. This bonus stacks with any other form of armour bonus.

Familiar's Pack: 90 gp; 4 lb.

Familiar's Pack, Plated: 150 gp; 10 lb.

Fire Gloves

Many alchemists find that they need to handle very hot objects for extended periods of time. These gloves were made to meet that need. They have heavy hide on the palm surface, backed by non-conductive fibres from a particular kind of stone and a thin, metal mesh. The innermost layer is typically heavy cloth. The wearer of the gloves has a -2 circumstance penalty to any skill check requiring fine manipulation of objects. The gloves absorb 10 points of fire damage to the hands every round.



Fire Gloves: 10 gp; 2 lb.

Firebane Parchment

This durable paper has been treated in a solution that gives it fire resistance 5. Important documents, such as scrolls and religious scripture, are frequently scribed on this parchment and wealthy wizards have spellbooks made from it. Creating the parchment requires an Alchemy skill check (DC 15).



Firebane Parchment: 10gp per sheet.

Fireproof Oil

Distilled from a variety of inflammable liquids, materials and reagents, fireproof oil increases the capacity for an item to resist the effects of fire and extreme heat. Each dose of this fluid may be used to coat one Medium-size or smaller object. For 24 hours after the solution is applied, the object gains fire resistance 5. Fireproof oil may not be used on living creatures, though constructs may gain its benefits. If spread on a living creature, the oil acts as a mild contact poison, dealing 1d2 points of temporary Constitution damage as its initial damage and 1d2 more points as its secondary effect, DC 12 Fortitude save to resist. A living creature's skin absorbs the oil, causing the poison damage and denying the creature its protective qualities.



Fireproof Oil: 50 gp per dose; 1 lb.

Flare Paste

Flare paste is a heavy, black, slightly sticky substance that comes in a thick glass jar. The jar contains enough of the paste to cover a 10-foot by 10-foot area. When ignited, the paste burns for two rounds, doing 1d4 damage per round to anyone that touches it. The paste burns bright white and ignites any flammable materials that touch it while it burns.



Flare Paste: 5 gp per jar; 2 lb.

Foxfire

Foxfire is the common name for the faintly luminous oil made by many alchemists. This oil



does not provide enough light to see by, but does clearly outline whatever it covers in low light or darkness conditions. When thrown at a target treat foxfire as a grenade-like weapon. Anyone hit by foxfire or within five feet of

the point of impact takes no damage. However, anyone targeting them with an attack has a +1 circumstance bonus to hit for 1d4 rounds.

Fox Fire: 10 gp per flask; ½ lb.

Gallowgum

The name of this sticky black gel comes from a gnome’s comment about its use; ‘This stuff’ll hang anything... or anyone’. One half-inch square of gallowgum will suspend five pounds of material at any angle from any surface solid enough to hold the weight without crumbling.

Removing an item held by gallowgum after it has been in contact with it for one full minute (including one’s self, which encourages swift use) requires a Strength check (DC 20). If this check is higher than the Break DC of the item itself, a Reflex saving throw (DC 15) is needed to keep from damaging the item during removal. Damaging a person in this way inflicts 1d6 slashing damage. Gallowgum requires an Alchemy skill check to create (DC 20).



Gallowgum: 10 gp per ½ inch square.

Gelatinous Breath

This foul-smelling slime comes in a watertight leather pouch and can be inhaled through the nose and mouth to grant its user the ability to breathe underwater for 3d6x10 minutes. Once inhaled, the user must enter the water within a number of rounds equal to his Constitution score or begin suffocating as the gelatinous breath prevents air breathing for all but the last 1d6 minutes of its duration.



Rare ingredients: Gelatinous breath is a distillation of the mucous cloud secreted by an aboleth. This ingredient must remain submerged in water until it is ready to be processed by an alchemist for inclusion in gelatinous breath.

Gelatinous breath requires an Alchemy skill check (DC 35) to create.

Gelatinous Breath: 250 gp per dose; 1 lb.

Glitter

A pouch of glitter contains a powder that, when exposed to air, flares into brief luminescence. A pouch contains enough glitter to cover a single five-foot area.



Everything in that area is covered with the glitter. When thrown, a bag of glitter works as a grenade-like weapon that does no damage. However, invisible or obscured creatures within the area of effect are clearly outlined for 1d4 rounds. At the end of that time the glitter burns itself out.

Glitter: 25 gp per pouch; 1 lb.

Grease

Grease is a tacky, oily paste that easily slips into the spaces between two objects. Grease acts as a lubricant, allowing things like hinges to work more easily. In addition to its mundane application, many thieves carry around a bit of grease to make passage into secured areas easier. Using grease grants a +2 circumstance bonus to picking rusted locks and adds a +1 circumstance bonus on Move Silently skill checks to open doors. Each container of grease has enough material for ten uses.



Grease: 5 gp per container; ½ lb.

Hastening Oil

The alchemical opposite of gallowgum, hastening oil makes an item or person coated with it extremely resistant to any form of adhesion (coating a Small or Medium-size target requires 10 full applications of this oil). Hastening oil adds a +10 circumstance bonus to all Escape Artist checks, makes the anointed target immune to *web* spells and similar effects and adds a +2 circumstance bonus to Open Lock checks if applied to the inside of a locking mechanism. Hastening oil wears off after two hours of exposure



to air and can be removed with any alcohol-based solution. A single flask contains enough hastening oil for 10 applications.

Hastening Oil: 300 gp per flask; 1 lb.

Ice Cutter

Ice represents a great danger to the average traveller, not just in terms of cold but also in terms of its tendency to cover all useable gear and make it impossible to get at. Ice cutter is a combination of two substances that, when poured onto ice, melts it at the rate of one inch per round. Each vial of ice cutter can cover a five-foot square and cut through up to four inches of ice.



Ice Cutter: 15 gp per application; 1 lb.

Ice-Maker

In the hot lands of the south and in the tropics many men would kill for something cold to drink. Ice-maker is a non-toxic alchemical mixture that, when mixed and poured into water, chills the water down below the freezing point. A single pouch of ice-maker can freeze a five-foot square of still liquid in ten minutes.



Ice-Maker: 25 gp per pouch; 1 lb.

Icepick

A narrow blade, usually edge-less and tapering to an extremely sharp point, mounted in a hilt-less handle of wood or metal, an icepick is an effective tool in an emergency and doubles as an etching tool in adverse conditions for rune work or engraving. Spellcasters may carry an icepick because of its utility; icepicks can serve as weapons if necessary. Due to their unwieldy nature, any activity taken with an icepick suffers a -1 circumstance penalty (unless, of course, that activity involves picking at ice).

Icepick: Tiny Simple Weapon; 10 gp; Dmg 1d3; Critical 18-20/x2; Range -; 1 lb.; Piercing.



Identification Kit

Sometimes an alchemist does not have the space to carry around an entire lab, but does need to identify potions. The identification kit was designed to meet this need. It contains carefully measured reagents, a few simple tools and a variety of vials. Using the kit gives the alchemist a +2 circumstance bonus on all rolls to identify potions. The kit contains enough material for 10 uses.



Identification Kit: 30 gp; 4 lb.

Identification Kit, Masterwork

The masterwork identification kit is identical in function to the identification kit. However, it contains enough reagents for 20 uses and weighs one-half again as much as an identification kit.

Identification Kit, Masterwork: 80 gp; 6 lb.

Ink

This is black ink. You can buy ink in other colours but it costs twice as much. A single vial of ink holds one ounce.

Ink: 8 gp per vial.

Ink, Coloured: 16 gp per vial.

Inkpen

A wooden stick with a special tip on one end. The tip draws ink in when dipped in a vial and leaves an ink trail when drawn across a surface.

Inkpen: 1 sp.

Jester's Bell

A useful tool for anyone worried about the presence of hidden gases, a jester's bell is a wide strip of silk or other sheer cloth with a bell suspended on one end. The other end normally has a brass-riveted eyelet, allowing it to be hung wherever required. One round after setting up a jester's bell, the pressure of any stray wind or moving gas will catch the



ribbon and ring the bell. Alchemists hang these over their equipment to warn them of escaping vapours they might not be able to see or smell.

Jester's Bell: 10 gp.

Mage's Component Ring

Simple or ornate, component rings bear a hinged section where their main stone would normally be located. Within this compartment, enough materials can be stored to cast a single spell of the wearer's choice. The Games Master may determine that some spells have components too bulky to be used in this way. Mage's component rings are an excellent way to ensure that a vital spell's materials are always on hand.



Mage's Component Ring: 25 gp.

Net, Handled

A fine, mesh netting mounted on a wooden hoop set with a long handle, this net is designed to capture tiny creatures such as butterflies, rats and other pests whose organs may be harvested for material components. The handled net works similar to a normal, thrown net. It may only be used against creatures of Fine or Diminutive size. Using the net is a melee touch attack. On a hit, the target is entangled and suffers -2 on attacks and a -4 penalty to its effective Dexterity. The creature is trapped within the net and may not move. To escape, the trapped creature must make an Escape Artist check (DC 20) as a full-round action or tear through the mesh netting (5 hit points; Break DC 20) to escape. While trapped within the net, a creature must make a Concentration check (DC 15) to cast any spells.



Handled Net: Medium-size Simple Weapon; 10 gp; special rules; 2 lb.

Neverweather Satchel

Triple-sealed and crafted with several layers of leather and other materials, neverweather

satchels are important carrying containers when protection from exposure is a must. Items in a neverweather pouch cannot get wet, even if the satchel is completely submerged and non-damaging extremes of heat or cold cannot penetrate its insulated construction. If the wearer fails a saving throw on a natural 1, normally resulting in damage to carried items, a neverweather satchel receives a Fortitude save of its own using the wearer's base bonus or +5, whichever is higher. If this saving throw is successful, nothing within is damaged. Games Masters may determine that some damaging effects bypass the protection a neverweather satchel can provide.



Neverweather Satchel: 110 gp; 5 lb.

Otterskin

Waterproofing can be an important consideration for all sorts of containers. This treated animal hide, backed with plant oils and alchemical derivatives, can be wrapped around any object to provide a water-tight seal without altering or damaging the protected item. Removing this faintly adhesive cloth is a full-round action that provokes an attack of opportunity. Otterskin offers a great way to protect easily-ruined individual items such as spell books or component pouches on long journeys.



Otterskin: 90 gp per 10-ft. square; 4 lb.

Paper

A white sheet of paper made from cloth fibres.

Paper: 4 sp per sheet.

Paralysis Pellet

Effective only when their sticky contents come in contact with the skin, these one-inch-wide glass pellets require a successful ranged attack to hit an opponent. Creatures struck with the pellet must make a successful Fortitude save (DC 13) or be paralysed for 1d6 minutes.



Rare ingredients: The paralyzing secretions of a carrion crawler tentacle are required to create a paralysis pellet. Enough material can be processed from a single tentacle to make one paralysis pellet. The paralyzing substance must be placed in a tightly sealed container within one week of its separation from the carrion crawler or become inactive. Paralysis pellets require an Alchemy skill check (DC 30) and a Craft (glassblowing) check (DC 15) to create)

Paralysis Pellet: 100 gp per pellet; ½ lb.

Parchment

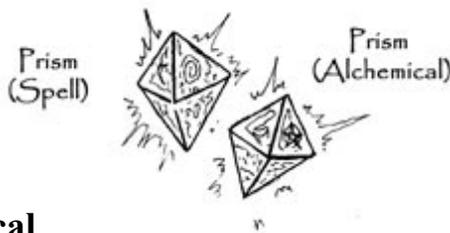
Goat hide or sheepskin prepared for writing on.

Parchment: 2 sp per sheet.

Prism, Spell

An intricately cut glass prism, these items can only be made through the use of the Craft (gemcutting) skill. All of the formulae and incantations needed to cast a given spell can be engraved on one, revealing its secrets when light of the correct colour and intensity is shone through it at the proper angle. This allows a mage to encode a given spell, making it much more difficult to copy than just writing it in a spell book. Spell prisms provide a very stylish way to carry one's arcane library. Spell prisms require a Craft (gemcutting) skill check (DC 25) to create.

Prism, Spell: 150 gp per spell level; 1 lb.



Prism, Alchemical

Similar to a spell prism, alchemical prisms are used to detail all of the processes needed to make a particular alchemical item. They also incorporate a special light focus that needs to be applied to the materials during some crucial step during its construction. Without the prism (or knowledge of exactly what light to shine and where), the creation can not be completed. Alchemical prisms offer a special way to protect the secret of a new invention. Alchemical prisms require a Craft (gemcutting) skill check (DC 25) to create.

Prism, Alchemical: 500 gp; 1 lb.

Purity Stone

This greyish stone (roughly the size of a young child's fist) can be placed in any large goblet. When drinking from a goblet with a purity stone in it the drinker gains a +4 circumstance bonus to any Fortitude saves caused by poisons ingested from the goblet, as the stone weakens the poison. The purity stone cannot be used to treat a person who has already been poisoned. A single stone can weaken poison in up to a gallon of liquid.



Purity Stone: 20 gp; ½ lb.

Ruler, Wizard's Cloth

Fifty feet of thin silk ribbon, this item is normally used by apprentices to learn the various diameters and ranges of common spells. For more experienced mages, it still serves as a precise measuring device and a constant reminder of correct range estimates. Carrying a wizard's cloth ruler grants a +2 circumstance bonus to Spellcraft and Knowledge (arcana) checks made to identify spells when range or area of effect are a contributing factor.



Ruler, Wizard's Cloth: 80 gp; 1 lb.

Rust Orb

The alchemical concoction inside these three-inch-wide glass orbs causes metal to corrode very quickly. The affected item falls to pieces in one round, becoming useless. The size of the object is immaterial; a full suit of armour rusts away as quickly as a sword. Magic armour and weapons, as well as other enchanted items made of metal, must succeed at a Reflex save (DC 15) or be dissolved. Striking a target with a rust orb requires a successful ranged touch attack.

Rare ingredients: The primary ingredient used in creating a rust orb is a pair of rust monster antennae. Removing the antennae from a dead rust monster requires a Strength check (DC 20) to pull them out or some non-metal means of cutting them off. Once a rust monster is killed, the antennae must be properly treated within two days or become useless for creating a rust orb. Creating a rust orb requires



an Alchemy skill check (DC 35) and a Craft (glassblowing) skill check (DC 15).

Rust Orb: 550 gp; 1 lb.

Scroll, Waterproof

This is a scroll written with waterproof inks on water-resistant parchments and then sealed in a watertight container. This process adds ten percent to the cost of the scroll. Non-waterproof scrolls are useless within five minutes of continuous exposure to water.



Scroll, Waterproof: 110% of scroll's cost.

Scrollcase, Adamantine

This heavy, thick case is extraordinarily difficult to destroy. Powerful spellcasters, who commonly carry scrolls of *wish*, *imprisonment* or other mighty spells, prefer this case for its ability to shield its contents from all but the most destructive attacks. An adamantine scrollcase has hardness 20 and 8 hit points.

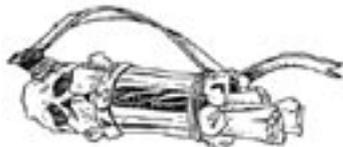


Scrollcase, Adamantine: 500 gp; ½ lb.

Scrollcase, Leather

A simple, hollow, leather tube designed to hold rolled-up sheaves of parchment, a scrollcase is a handy tool for preserving and protecting scrolls. A spell or attack must destroy the case before it can deal damage to the scroll inside. Each scrollcase may hold three scrolls.

A leather scrollcase has hardness 2 and 1 hit point.



Scrollcase, Leather: 1 gp; ½ lb.

Scrollcase, Mithral

Second only to adamantine in terms of toughness and durability, mithral is an acceptable substitute for arcane spellcasters who cannot afford adamantine cases to protect their scrolls. A mithral scrollcase has hardness 15 and 4 hit points.

Scrollcase, Mithral: 250 gp; ½ lb.



Scrollcase, Watertight

Constructed out of tin, the caps at either end of this scrollcase are sealed with wax to prevent water running inside and ruining the contents. Such items are much sought after at sea, for they are the only realistic way to protect maps and scrolls from damage.



Scrollcase, Watertight: 5 gp; ½ lb.

Scroll Dispenser

Finding the right scroll during a heated combat can be difficult when contending not only with hostile creatures attempting to tear the spellcaster's head off, but also the accumulated junk and supplies so common in an adventurer's pack. The scroll dispenser alleviates this problem by allowing spellcasters to store up to twenty scrolls (five scrolls in four different compartments) in a single metal tube. When a release stud is pressed at the bottom tip of the tube, the next



scroll in the corresponding compartment slides out from the bottom of the tube into the caster's waiting hand (the scroll may be retrieved with only one hand). If the dispenser is worn on a belt or harness, retrieving a scroll is a free action, but does provoke an attack of opportunity. Players should note the contents of each compartment and the order of scrolls within.

Scroll Dispenser: 150 gp; 2 lb.

Smokestick

This alchemically-treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. The stick is consumed after one round and the smoke dissipates naturally.

Smokestick: 20 gp.

Spell Component Pouch

A small, watertight, leather, belt pouch with many small compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses he needs except those that have a listed cost, divine focuses or

ARCANE SORCERY

focuses that would not fit in a pouch (such as the natural pool that a druid needs to cast *scrying*).

Spell Component Pouch: 5 gp; ¼ lb.

Spellbook, Wizard's

A large, leather-bound book that serves as a wizard's reference. A spellbook has 100 pages of parchment and each spell takes up two pages per level (one page for 0-level spells). When purchased this book is empty.

Spellbook, Wizard's (blank): 15 gp; 3 lb.



Stinging Smoke

This glass flask contains a light, acrid dust. When the flask breaks open, the dust flies into the air in a great cloud, looking like smoke. The dust is extremely painful to the eyes, causing all within 10 feet of the point of impact to make a Fortitude save (DC 14) or be forced to shut their eyes, becoming effectively blinded. The cloud lasts 2d4 rounds before dissipating.

Stinging Smoke: 35 gp; ½ lb.

Sunrod

This one-foot-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and glows for six hours, after which the gold tip is burned out and worthless.

Sunrod: 2 gp; 1 lb.

Surgeons Kit

This kit of knives and sharpened flints incorporates very little metal. The mystical qualities of the items have been cleansed through intensive rituals and allow an arcane spellcaster to safely extract materials and body parts from creatures without contaminating them. The character using this kit receives a +2 circumstance bonus to all Heal checks made to extract materials from a dead creature.

Surgeons Kit: 65 gp; 2 lb.



Tanglefoot Bag

Tanglefoot bags can be thrown as a grenade-like weapon. When the round, leather bag is thrown against a creature (as a ranged touch attack), the bag comes apart and the goo bursts out, entangling the target and becoming tough and resilient on exposure to air. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled character must make a Reflex save (DC 15) or be glued to the floor, unable to move. Even with a successful save, the target can only move at half speed.

A character that is glued to the floor can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the goo with a slashing weapon. A character trying to scrape goo off themselves, or another character assisting, does not need to make an attack roll; hitting the goo is automatic, after which the character who hit makes a damage roll to see how much of the goo he happened to scrape off. Once free, a character can move at half speed. A character capable of spellcasting who is bound by the goo must make a Concentration check (DC 15) to cast a spell. The goo becomes brittle and fragile after 10 minutes.

Tanglefoot Bag: 50 gp; 4 lb.

Thunderstone

Thunderstones can be thrown as grenade-like weapons. When they strike a hard surface (or are struck hard), they create a deafening bang (a sonic attack). Creatures within a 10-foot radius must make Fortitude saves (DC 15) or be deafened. Deaf creatures, in addition to the obvious effects, suffer a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal component that they try to cast.

Thunderstone: 30 gp; 1 lb.

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 (rather than a full-round action), and lighting any other fire with one takes at least a standard action.

Tindertwig: 1 gp.

Travelling Chest

A three-foot by two-foot rolling chest on a leash, travelling chests are a common hallmark of arcane spellcasters constantly on the go. A travelling



chest can contain an entire, carefully-packed, alchemy lab, a full supply of components for an experienced spellcaster, vital scrolls and potions, or any number of arcane paraphernalia, allowing only one-quarter of its weight to apply to the bearer's movement encumbrance. This benefit only applies on passable terrain.

Travelling Chest: 100 gp; 10 lb.

Universal Stylus

A wood, bone, or metal (usually silver) shaft about nine inches long, the universal stylus has a hollow writing end that accepts several different types of point. This allows one stylus to be used for various forms of calligraphy and provides a single handle for the multitude of nibs required for scroll creation. The cost of the universal stylus can be subtracted from the base cost of creating a scroll, as it only needs to be bought once. However,



the cost of creating a scroll cannot be reduced below one half of its base cost when the stylus's cost is deducted.

Universal Stylus: 25 gp; 1 lb.

ARCANE PARAPHERNALIA

Many arcane spellcasters carry a variety of objects that exist simply to be impressive. Some of these objects do have other uses, but those uses are secondary to the projection of a 'magical' image.

Candle

A candle clearly illuminates a five-foot radius and burns for one hour.

Candle: 1 cp.

Candle, Bright

A bright candle has a mix of alchemical ingredients in it, causing it to give off as much light as a torch. These candles last for thirty minutes rather than a full hour.



Candle, Bright: 1 gp.

Candle, Cold



A cold candle looks like a normal candle, but instead of a wick it holds the same substance that fills a sunrod. It illuminates a five-foot radius and lasts for one hour. The candles burn underwater and do not give off any heat.

Candle, Cold: 1 gp.

Candle, Re-lighting

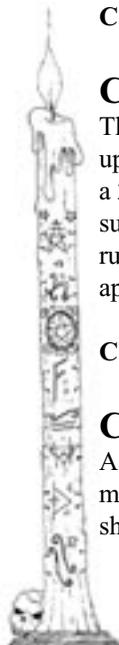
A re-lighting candle cannot be put out by any means short of complete suffocation (such as submersion) after being lit. Anything else simply puts the candle out for one round, after which it re-ignites.



Candle, Re-lighting: 1 sp.

Candle, Standing

This six-foot tall, one-foot wide candle stands upright on any flat surface. It clearly illuminates a 25-foot radius and burns for 10 hours. The surface of a standing candle is often inscribed with runes, symbols and other markings that make it appear magical.



Candle, Standing: 2 gp; 10 lb.

Candle, Self-Lighting

A self-lighting candle has an alchemical starter mixed in with the wick. By twisting the wick sharply it is possible to light the candle without the application of fire. A self-lighting candle is in every other way a normal candle.



Candle, Self-Lighting: 1 gp.

Candle, Smoking

When lit, this candle produces thick coloured smoke. The colour of the smoke is determined when you buy the candle. This smoke does not provide any concealment bonus but it does look impressive.



Candle, Smoking: 5 sp.

Candle, Sparking

A sparking candle shoots out fist-sized balls of multicoloured sparks every thirty seconds to a minute. These candles clearly illuminate a five-foot radius and last for ten minutes. The sparks are harmless but might light particularly flammable objects at the Games Master's discretion.



Candle, Sparking: 5 sp.

Inscribing Paint

Sometimes a good magician needs an impressive looking, inscribed symbol very quickly. This paint does the job, containing both metallic and black elements in a special mixture. When used to scribe fine lines this paint makes it look as though the lines are actually inlaid into the substance, not just painted on the surface. This is particularly useful for creating magical circles and runes. A pot contains enough paint to inscribe a 10-foot radius area.



Inscribing Paint: 3 gp; 1 lb.

Ritual Dagger

This prop dagger has a decent steel blade, but an insane mess for a hilt. The hilt often looks like some fanciful subject imagined by its creator, such as a dragon or animal's paw. These daggers look impressive (and give the user a +2 circumstance bonus to Bluff and Intimidate skill checks in a ritual) but are really nothing more than props. Using



one in combat carries a -1 penalty to attack and damage rolls.

Ritual Dagger: Small Simple Weapon; 55 gp; Dmg 1d4; Critical x2; Range -; 1 lb.; Piercing.

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 must be kept still because it marks time by the regulated flow of droplets of water. It is primarily an amusement for the wealthy and a tool for the student of arcane lore. Most people have no way to tell exact time and there is little point in knowing that it is half-past-two if nobody else does.

Water Clock: 1,000 gp; 200 lb.

DARKFIRE ITEMS

Originally developed by subterranean races, darkfire is a combination of minerals and powdered fungi that have been compressed into different forms for various uses. As a standard action, darkfire can be struck against a rough surface, causing it to burst into flames that are visible only to creatures with darkvision. Darkfire can be used to ignite flammable material and causes 1d6 points of fire damage each round that a creature is in contact with it. All fires lit with darkfire burn normally and are visible to all sighted creatures. Darkfire may be extinguished normally.

Rare ingredients: The fungus used to produce darkfire cannot be exposed to light until it has been processed into a darkfire item. The fungus is only found deep underground and may be purchased in many subterranean markets. It costs 5 gp to purchase enough fungus to create one darkfire item.

Darkfire Arrow or Bolt

These arrows or bolts end in blunted, darkfire tips that burn for two rounds. The last few inches of the arrow are constructed of metal to prevent the darkfire from igniting the wooden shaft. The added weight causes the range increment of any missile weapon they are fired from to be reduced by 20 feet. These projectiles are often used as signal flares and can be seen from as far away as



500 feet by creatures with darkvision. Darkfire arrows and bolts require an Alchemy skill check (DC 30) and a Craft (fletcher) skill check (DC 15) to create.

Darkfire Arrow: 75 gp each; ½ lb.

Darkfire Bolt: 75 gp each; ½ lb.

Darkfire Orb

Darkfire orbs are four inches in diameter and have been diluted with non-flammable mineral powder to give them a burn time of one hour. The orbs can be placed in lanterns, wall sconces or other non-flammable receptacles and used as torches that increase the range of darkvision by 30 feet. Creatures with darkvision gain a +3 bonus on Spot checks when a darkfire orb is burning nearby. Darkfire orbs can be extinguished and re-lit multiple times and they are frequently used as cooking fires for dark-dwelling races. Darkfire orbs require an Alchemy skill check (DC 30) to create.



Darkfire Orb: 50 gp; 1 lb.

Darkfire Stick

These four-inch-long sticks of darkfire are commonly used for quick signalling, as they only burn for five rounds. When lit, they extend the range of darkvision by 60 feet and the glow is visible to darkvision from as far away as 500 feet. Creatures with darkvision gain a +6 bonus on Spot checks when a darkfire stick is burning nearby.

The sticks cannot be held for more than two rounds before they cause fire damage to the wielder. They are typically thrown or placed on non-flammable surfaces. Darkfire sticks require an Alchemy skill check (DC 30) to create.



Darkfire Stick: 25 gp; ½ lb.

TRICK STAVES

A spellcaster's staff is more than just an icon of his standing and power. It is an important tool customised to meet its user's needs. The more customised the staff is, the less likely it is to be useful as a weapon. This concern is secondary to many of the spellcasters who use them.

Staff, Arcane

Made from wood that is either naturally or stained black, this heavy staff has gold inscriptions on

it. The inscriptions might be in Draconic but are more often simply impressive-looking nonsense. The narrow end has an elaborate metallic spike on it. The head will typically have either a stylised depiction of some animal (eagles and dragons are popular) or a massive, rough crystal. An arcane staff tends to break when struck firmly against something, but does provide a +1 bonus to any Bluff, Diplomacy or Intimidate skill checks to convince another person of your magical power.

Staff, Arcane: 100 gp; 5 lb.

Staff, Explorer's

This smooth, hardwood staff has a few metal fixtures on it that makes it somewhat useful to the travelling spellcaster. Unlike many staves, it has a single, flat side making it possible to set it down without it rolling off. It has a heavy, metal loop attached near the middle of the staff, just above the handgrip. Furthermore, the staff can bear up to 200 pounds at its centre point, allowing it to be used as a brace, lever, or even anchor without causing a huge amount of concern. Finally, the staff has a slotted foot to which a spike can be attached, providing a +2 circumstance bonus to Balance checks to keep footing on icy surfaces.

Staff, Explorer's: 15 gp; 4 lb.

Staff, Extending

This item, when purchased, comes in the form of 10 one-foot sections of wood and a pair of metal caps. The sections of wood are set with metal on each end; one bears screw threads and the other is a sheath tooled to accept those threads. As many sections as desired can be put together, resulting in a staff as long as the bearer wishes. This has a number of mundane uses, but spellcasters might be interested in placing separate enchantments on each section. This would allow for a staff with spell powers that vary depending on what combination of parts are connected at any given time.

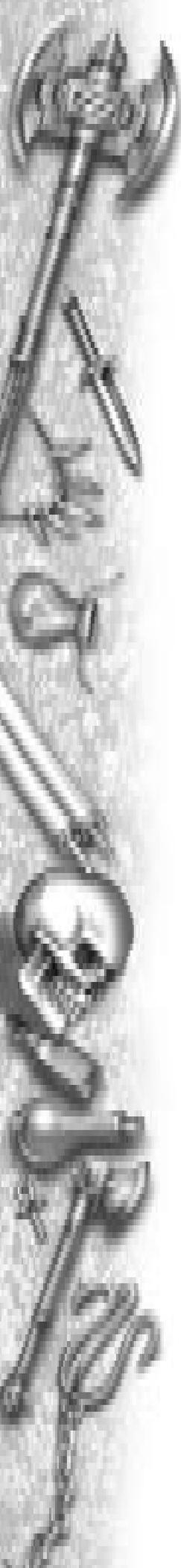
Staff, Extending: 50 gp; 10 lb.

Staff, Extending, Masterwork: 350 gp; 10 lb.

Staff, Final Strike

This heavy, metal staff is dangerous to use, dangerous to hold and deadly to be around. The surface of the staff is typically scored with a crosshatch pattern and around the middle of the shaft is a single, gold band. Despite its sturdy





appearance, the final strike staff is actually hollow. Inside it is a dense pack of explosive powder. When the golden ring receives a sharp blow the staff explodes, doing 6d6 slashing damage to everyone within a 10-foot radius. Anyone in the area of effect may make a Reflex save (DC 15) to take half damage. If someone is holding the staff when it goes off they do not get a saving throw.

A final strike staff is a fragile item and any hard knock or sudden jerk could set the thing off. In any situation that the Games Master feels warrants it he may request that the staff's wielder make a Reflex save (DC 13) to avoid setting off the staff. Additionally any time the staff is directly attacked or is used to strike another person it has a 30% chance of spontaneously exploding.

Staff, Final Strike: 150 gp; 10 lb.

Staff, Fire

A fire staff is a hardwood staff with an expendable glass top and a gold-lined reservoir in the upper part of the shaft. The reservoir contains alchemist's fire. The first attack made with a fire staff is a touch attack. If it succeeds the glass top shatters, spreading alchemist's fire on the target. This causes the target to suffer 1d6 points of fire damage. If the first attack misses, the wielder may keep making touch attacks until he finally hits. Reloading a fire staff is a full round action that provokes an attack of opportunity.

Staff, Fire: 45 gp; 5 lb.

Staff, Kestrel Stand

A specially-crafted staff with a foot-long, perpendicular rod attached with a hinge to its upper end, this item serves as a way for avian familiars and animal companions to rest within arm's reach of their masters. A bird (or other familiar, as several different creatures might enjoy perching on a kestrel stand) counts as being in physical contact for purposes of shared abilities. Many kestrel stands have an attachment to mount a cuttle stone as a staff topper.

Staff, Kestrel Stand: 50 gp; 4 lb.

Staff, Light

This hardwood staff is typically made of a light-coloured hardwood, such as maple or birch. It has a solid central shaft and tightly bound metal ends. The top end has a crystal cap, under which

the wielder can fit a fuelless light source. This allows the wielder to carry a light source with him without compromising his ability to protect himself. It is possible to use the staff as a weapon without damaging the light source, so long as it is not used as a dual weapon.

Staff, Light: 25 gp; 5 lb.

Staff, Lightning Node

Another speciality staff, the lightning node staff bears an insulated handle of leather and cording around a shaft of steel or other conductive metal. The bottom end of the staff comes to an anchoring point and the top splits into a forking pair of tines. A lightning node staff is used by shoving it into the ground and releasing it before being struck by a ranged electrical effect, such as a *lightning bolt* spell. For the staff to work, it must be within five feet of the user when the effect occurs. Half of the spell's potential damage is routed into the staff, discharging harmlessly into the ground. The other half continues on to the user, who benefits then from whatever other defences (evasion, Reflex save, *resist elements*, etc.) may apply. A lightning node staff has a 50% chance of being destroyed when used in this way.

Staff, Lightning Node: 80 gp; 9 lb.

Staff, Hollow Core

These deceptively simple staves look like any other ordinary, fairly thick (three-inch-diameter), wooden staff. However, in reality they have a hollow, metal core and at least one way of accessing the central shaft. Detecting the access point is difficult (Search DC 25) and the access point may or may not be secured with spells or mundane traps. The staff can store a total volume equal to one cubic foot of material, so long as no part of the material is greater than $\frac{3}{4}$ of an inch wide. The staff is typically used to carry sensitive letters, illegal spell components and other small objects that the wielder would rather other people not see.

Staff, Hollow Core: 150 gp; 7 lb.

Staff, Quick

This ridiculous looking staff has dozens of strings attached to it. Attached to the strings are a vast array of small pouches, dried animal parts, plants, bird feathers and oddly-shaped rocks. While these staves are useless as weapons, they put

the components for as many as 10 spells in the character's hands. This means that the character does not have to spend any time locating the components of those spells.

Staff, Quick: 1 gp; 3 lb.

Staff, Sage

A wooden or metal walking staff with a built-in podium on its upper end, these items are invaluable to scholars who find themselves reading while they travel. While they serve few other useful functions, the sage staff does provide a subtle focus for those who use them constantly. After one year of regular use, a sage staff grants a +1 circumstance bonus to Knowledge checks if a text applying to the skill in question can be placed within it and read while the check is made.

Staff, Sage: 75 gp; 3 lb.

Staff, Thunder

This dark grey staff has a large, metal, animal claw (often a raptor talon) fitted at the top end, typically made of a somewhat ductile metal, such as copper, and large enough to hold a single thunderstone. Although useable as a weapon, the staff is more often used as a method of escape or distraction. As

a standard action the wielder may swing the staff at the ground, detonating the thunderstone under the feet of an attacker in melee range.

Staff, Thunder: 45 gp; 5 lb.

Staff, Walking Stick

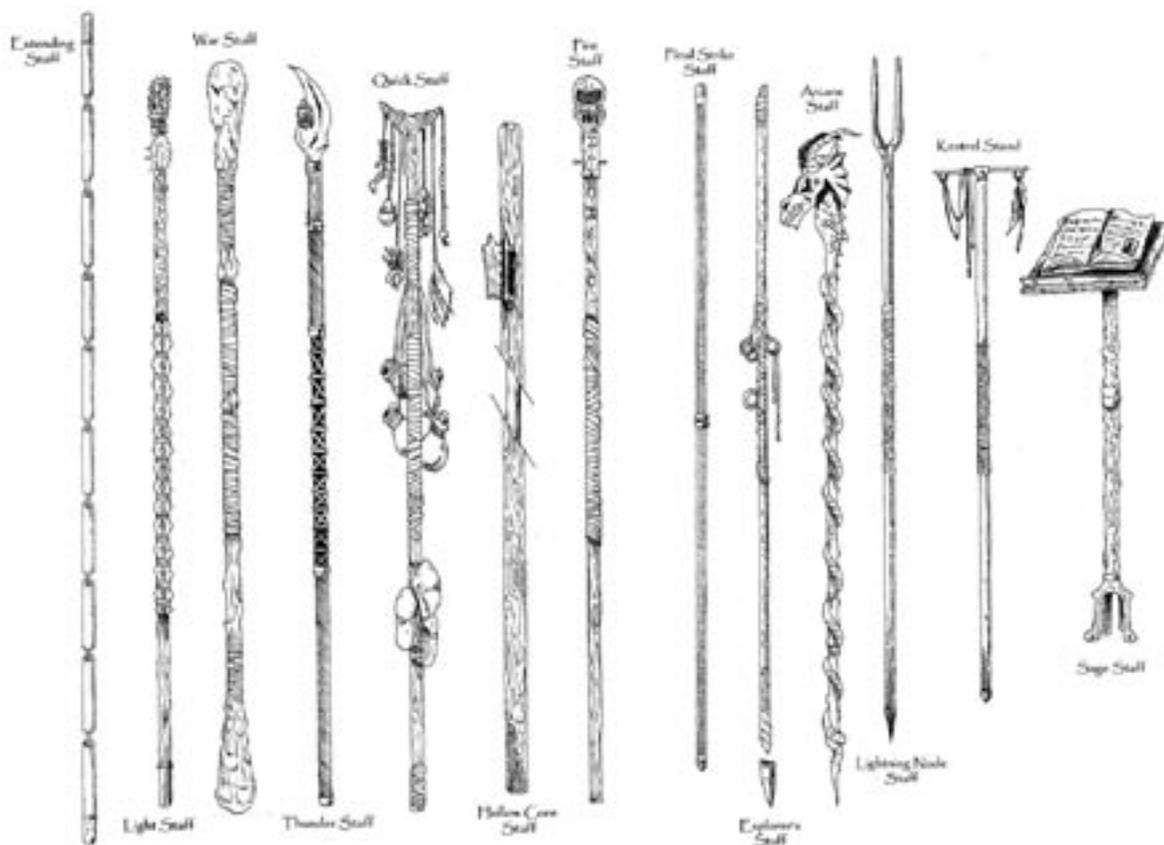
This short, stout, wooden rod is normally capped with a bronze or iron tip. While useless in combat, a walking stick provides a +2 competence bonus to Balance checks if its bearer uses a move-equivalent action to brace himself against the ground with it. The stick provides this bonus only if the Balance check was forced by unsteady ground, an earthquake, or similar event – the walking stick is useless when making a Balance check to walk a tightrope, for example.

Staff, Walking Stick: 5 gp; 1 lb.

Staff, War

This metal-bound masterwork hardwood staff is balanced and hardened for use in battle. It has a Hardness of 10 and 10 Hit Points. Many magicians who find themselves in the thick of battle appreciate the heft of these not-terribly-subtle weapons.

Staff, War: 355 gp; 7 lb.



SPELL COMPONENTS

Arcane spellcasters rely on all sorts of items and objects, which many other adventurers regard as knick-knacks or inconsequential trinkets, in order to fuel their spells. A spellcaster may spend hours within the most unlikely shops trying to track down specific material components for his latest spells. A few shops in the greatest cities, however, may cater specifically for such wielders of the arcane and attempt to stock as many material components as they can, no matter how rare the spell. The list below is typical of what is on offer in such shops.

Powdered objects, wire and fur are supplied in quantities great enough to fuel just one spell. Other objects may be used to fuel several spells, or may be consumed in just one casting, as dictated by the spell used. All items listed below have no appreciable weight, though any twenty listed items will have a combined weight of one pound. In addition, the Games Master may like to impose his own limits – a tentacle from a giant octopus, for example, is likely to weigh one pound itself!

Spell Component	Cost
Bar, Alum	3 gp
Bar, Flint	4 cp
Bar, Magnet	2 sp
Bar, Silver	5 gp
Bead, Crystal	2 cp
Bead, Glass	1 cp
Bell, Crystal	18 gp
Bell, Tiny	4 cp
Bitumen, Vial	2 cp
Blade, Iron	3 sp
Blood, Human	4 sp
Blood, Umber Hulk	22 gp
Bone, Small	2 cp
Bone, Undead Creature	3 gp
Brackish Water, Vial	2 cp
Chain, Silver	12 gp
Cloth, Ghoul's	6 gp
Coal	1 cp
Cocoon	4 cp
Cone, Crystal	3 gp
Cone, Glass	1 gp
Cord, Silk	2 gp
Cotton Cloth Square	2 cp
Dung, Bat	4 cp

Dung, Bull	2 cp
Egg, Rotten	1 cp
Essence, Will-o'-wisp (vial)	60 gp
Eye, Umber Hulk	75 gp
Eyelash, Basilisk	100 gp
Eyelash, Human	1 cp
Eyelash, Ki-Rin	37 gp
Eyelash, Ogre Mage	26 gp
Feather, Exotic Bird	8 gp
Feather, Hummingbird	1 gp
Feather, White	6 cp
Fur, Bat	2 sp
Fur, Bloodhound	2 cp
Fur, Bull	5 cp
Fur, Cat	2 cp
Fur, Fleece	3 cp
Fur, Horse	2 cp
Fur, Wool	2 cp
Gauze	7 cp
Glass Eye	6 gp
Glove, Heavy Cloth	8 sp
Glove, Leather	1 gp
Glove, Leather and Ringed in Zinc	28 gp
Glove, Snakeskin	2 gp
Glove, Soft Cloth	7 sp
Gum Arabic	3 sp
Heart, Chicken	3 sp
Hemisphere, Crystal	2 sp
Hide, Chameleon	8 sp
Honey, Vial	6 cp
Honeycomb	2 cp
Horn, Small	6 sp
Incense	1 gp
Ink, Lead-Based	50 gp
Insect, Cricket	2 cp
Insect, Firefly	4 cp
Insect, Fly	1 cp
Insect, Glowworm	3 cp
Insect, Grasshopper	2 cp
Insect, Spider	3 cp
Iron from Iron Golem	4 gp
Key, Brass	1 sp
Leaf, Ivy	2 cp
Leaf, Skunk Cabbage	1 sp
Leather Bellows, Tiny	2 gp
Leather Strip, Displacer Beast	8 gp
Leather, Arm Thong	3 sp
Leather, Cured	1 sp
Lens, Glass	30 gp
Lens, Ruby	1,650 gp

Lens, Sapphire	1,500 gp	Prism, Crystal	8 sp
Lodestone	2 gp	Prism, Mineral	1 gp
Loop, Small Golden	3 gp	Quartz	8 sp
Marble, Crystal	1 gp	Quicksilver (vial)	10 gp
Marble, Polished	4 sp	Reed	2 cp
Miniature Cloak	3 gp	Rod, Amber	8 gp
Miniature Musical Instrument	12 gp	Rod, Crystal	2 gp
Miniature Sword, Platinum	250 gp	Rod, Glass	8 sp
Molasses, Vial	6 cp	Rod, Iron	2 cp
Mushroom Spores	3 cp	Rod, Iron Pyrite	3 cp
Petal, Rose	1 cp	Rod, Phosphorescent Crystal	6 gp
Phosphorescent Moss	1 sp	Rod, Silver	1 gp
Pin, Silver	2 sp	Root, Liquorice	3 sp
Plaque, Ivory	50 gp	Sheet, Iron	2 sp
Pork Rind	2 cp	Shell, Egg	1 cp
Pot, Clay	3 cp	Shell, Nut	1 cp
Powder, Amber	10 gp	Shell, Tortoise	1 gp
Powder, Animal Hoof	2 cp	Shell, Turtle	15 sp
Powder, Black Pearl	500 gp	Silk Square	7 sp
Powder, Brimstone	8 cp	Snake Scale	2 cp
Powder, Carbon	4 cp	Sphere, Clay	2 cp
Powder, Carrot	1 cp	Sphere, Crystal	3 sp
Powder, Charcoal	2 cp	Sphere, Glass	1 sp
Powder, Coloured Sand	4 cp	Spider Web	1 sp
Powder, Corn Extract	4 cp	Sponge	3 sp
Powder, Crystal	15 gp	Spoon, Silver	4 sp
Powder, Diamond	200 gp	Statuette, Ivory	4 gp
Powder, Dirt from Ghoul's Lair	3 gp	Statuette, Jade	25 gp
Powder, Dry Tinder	1 cp	Statuette, Wax	1 gp
Powder, Dust	1 cp	Statuette, Wood	1 gp
Powder, Garlic	2 cp	Stomach, Adder	3 gp
Powder, Gold	25 gp	String	1 cp
Powder, Granite	2 cp	Strip, Ivory	7 sp
Powder, Grave Dirt	1 sp	Sunstone	5 gp
Powder, Herring Scales	1 gp	Sweat, Barbarian's	5 sp
Powder, Iron	2 cp	Sweet Oil (vial)	1 sp
Powder, Jade	250 gp	Tallow	4 cp
Powder, Lime	2 cp	Tentacle, Giant Octopus	28 gp
Powder, Mica	1 gp	Tentacle, Giant Squid	32 gp
Powder, Peas	1 cp	Tongue, Snake	5 sp
Powder, Phosphorous	1 gp	Vinegar (vial)	3 cp
Powder, Rhubarb Leaf	3 cp	Wax	1 cp
Powder, Ruby	50 gp	Whistle, Silver	6 sp
Powder, Salt	1 cp	Whitewash (vial)	2 sp
Powder, Sand	1 cp	Wire, Copper	2 cp
Powder, Silver	5 gp	Wire, Copper	2 cp
Powder, Soot	1 cp	Wire, Gold	2 gp
Powder, Sulphur	4 sp	Wire, Silver	2 sp
Powder, Talc	1 gp		



BARDS AND THEATRES

Although not overly-dependent on tools, bards can benefit from a variety of specially designed equipment. Their primary interest is, of course, instruments as these tools for making music are the focus for both their magic and many of their skills.

Like many fields, music has a variety of exotic tools that fit the needs of the performer. In some cases these are simple props designed to evoke a particular mood or feeling. In other cases these items are vital, if esoteric, tools for performing specialised tasks. Bards who engage in theft, smuggling, or other such activities often find their unique tools give them a discrete advantage. People expect to find strange things in a bard's baggage - they rarely question what they see.

Acrobatic Armour

Bards often find themselves in dangerous situations and it benefits them greatly to wear some protection against the slings and arrows of outraged enemies. Unfortunately, the bulk of most forms of armour is detrimental to a performer's ability to tumble, free of physical entanglements. Acrobatic armour is a modification that can be made to any suit of medium or heavy armour. The process cuts away clashing sections and incorporates padding in areas where thicker materials impede movement. Medium armour loses 1 point of armour bonus, while heavy armour loses 2 points. The armour check penalty of the armour is reduced by two points and the wearer receives a +2 competence bonus to Tumble checks. Arcane spell failure and the armour's maximum Dexterity bonus are unaffected.

Acrobatic Armour, Heavy: Base Armour +20%; AC -2; Max Dex -; Check +2; SF -; Spd -; -5 lb.

Acrobatic Armour, Medium: Base Armour +20%; AC -1; Max Dex -; Check +2; SF -; Spd -; -5 lb.

Bag of Glass



One of the simplest props that a troupe of actors often requires is one that simulates wealth. The bag of glass fits that need nicely - it contains a variety of different

kinds of coloured glass, cut to resemble gemstones. These can be handled during performances, scattered about the stage or pasted onto costumes as required. Additionally, a character can drop a real gem into the bag, shake it up and make it difficult (Search DC 25) to find. A bag of glass contains anywhere between 50 and 100 coloured glass gems of various sizes.

Bag of Glass: 10 gp; 1 lb.

Balls, Juggling



These come as a set of five brightly-colored balls balanced for juggling. Usable by anyone with a rank in Perform (juggling), these balls are eye-catching and increase the amount of money a character can make each day by 5 sp per hour of performing. Juggling is only effective in this way for two hours per day. If the juggler possesses the sneak attack class ability, he may throw one of these balls at a target within 30 feet and, assuming the attack hits, inflict one point of bludgeoning damage, plus normal sneak attack damage. This attack only works once per encounter and, because it relies on surprise, must be made before combat begins.

Balls, Juggling: 8 gp per set; 2 lb.

Bardic Armour

Bards everywhere prize these finely-crafted suits of armour. They are typically seen during high-profile events to which a bard has either been invited or is participating in. The composition is primarily hardened leather, outfitted with fine, tooled etchings and adorned with several semiprecious-to-precious gems.



Bardic Armour: Light Armour; 250 gp; AC +3; Max Dex +6; Check -; SF 10%; Spd 30 ft./20 ft.; 15 lb.

Concealed Armour

Concealed armour is worked into a normal suit of clothes, generally a long sleeved shirt and trousers or a full-length dress. Cunningly incorporated sections of padding and resistant cloth strips are woven into a protective shell around the wearer's body, without betraying their existence to the

casual observer. While the suit only offers the same protection as padded armour, it is always considered masterwork armour and can be further enchanted as the wearer desires. The Spot check to see concealed armour for what it is has a DC of 25 and must be purposefully made – a passing glance is insufficient to detect concealed armour.

Concealed Armour: Light Armour; 160 gp; AC +1; Max Dex +8; Check –; SF 5%; Spd 30 ft./20 ft.; 10 lb.

Courtier's Outfit

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. Without jewellery (costing perhaps an additional 50 gp), the character will look like an out-of-place commoner.

Courtier's Outfit: 30 gp; 6 lb.

Disguise Kit

A bag containing cosmetics, hair dye and small, physical props. This is the perfect tool for disguise and adds a +2 circumstance bonus to Disguise checks. It is exhausted after 10 uses.

Disguise Kit: 50 gp; 8 lb.

Dramatic Make-up

Used by stage performers to over-accentuate their facial expressions, allowing their body language to be better seen over a distance, skilled artists can use the same materials to add emphasis up close as well. A bard using dramatic make-up properly (which requires a Disguise check (DC 15) made by the bard or someone else) adds a +1 circumstance bonus to all Charisma-based skill checks for one hour after application. After this duration, the make-up has faded sufficiently that reapplication will be necessary. Dramatic make-up can only be used for three hours a day without irritating the skin and rendering it ineffective. Each set of dramatic make-up contains enough for 10 applications.

Dramatic Make-up: 50 gp; 1 lb.

Elegant Clothes

Extremely fine attire, elegant clothes are to a courtier's outfit what a fine silk shirt is to a burlap sack. Simply wearing these clothes suggests wealth and power in the right circles, though they suggest arrogance and elitism in the wrong ones. Both assumptions may be true or false, depending on the wearer, but the effect remains nonetheless. The Games Master will determine who would be impressed by such finery and who would be offended by it. Impressed individuals grant a +2 circumstance bonus to Bluff, Intimidate and Gather Information checks used against them. Offended persons impart a -2 circumstance penalty to the same skills.



Elegant Clothes: 320 gp; 9 lb.

Elf Cord

Elven musical instruments are well-known for the purity of their tone and rightly so, as their instrument makers have had millennia to hone their craft. Among their many innovations is Elf cord – a gossamer-thin, tightly-wound string that is used in elven harps and viola. Elf cord holds tone, resonance and purity far longer than any other non-magical string and music played on an instrument so strung haunts those who hear it until the end of their days.

Elf cord is extraordinarily rare and valuable and only one-in-five elf masters plays an elf-corded instrument in his lifetime. It is considered an honour beyond imagining for a non-elf to be given permission to play such an instrument.

An instrument strung with elf cord grants a +3 bonus to all Perform skill checks. In addition, it is absolutely unbreakable by mortal means.

Entertainer's Outfit

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



Entertainer's Outfit: 3 gp; 4 lb.

False Faces Kit

This bardic item is normally used on stage, allowing the user to quickly change disguises during pauses in a play or production. The speed and efficiency of a false faces kit can be used by the less scrupulous for a rapid identity change on the run. Consisting of assembled disguises stored in protective sections of a slender wooden case, the false faces kit only provides three different facial disguises (determined by the Games Master), but each can be applied in only 1d3 minutes. Because the disguise is only to the user's face, relying on it alone carries a -2 circumstance penalty to Disguise checks.



False Faces Kit: 150 gp; 3 lb.

Flash Dragon

Flash dragons were originally developed by alchemists as a showpiece for entertainers. When this egg-sized orb of compressed powder is thrown into a fire it flashes into the shape of a 10-foot-tall dragon with a 20-foot wingspan. The flash of white light lasts only an instant but leaves a bright dragon-shaped spot in the vision of all who view it. Creatures within 20 feet of the flash's centre must make a Reflex save (DC 12) or suffer a -1 penalty on attack rolls for 1d4 rounds.



Although dragons are the most common shapes created by the flash, other shapes can be designed. Simple religious symbols, runes, skulls and stars are not uncommon. Creating more complex shapes may require larger or multiple flash dragons but have no additional effects beyond those listed above. Creating a flash dragon requires an Alchemy skill check (DC 20).

Flash Dragon: 20 gp; ½ lb.

Gypsy's Net

Both a weapon and an article of clothing, a gypsy's net is woven from fine wool, incorporates delicate bells and is laced with threads of braided steel. These nets, commonly



worn as skirts or kilts, also come with a removable chain hem edged in tiny hooks and blades. To use a gypsy's net, the wearer must possess both a rank of Perform (net dancing) and the Exotic Weapon Proficiency (net) feat. The whirling, acrobatic fighting style of a gypsy net wielder is impressive to behold, counting as the performance needed to use bardic music.

A special manoeuvre is available to users of the gypsy's net. During any rounds spent folding the net to be cast again, the hem of blades and hooks allows the wielder to make slashing attacks for 1d4 damage. This type of attack does not interfere with folding the net, which occurs at the same time. In all other ways, a gypsy's net acts as a net when used in combat.

Gypsy's Net: Medium-size Exotic Weapon; 80 gp; Dmg -/1d4; Critical -/x2; Range 10 ft.; 8 lb.; Special/Slashing.

Hollow-Bladed Weapon

These take the form of any piercing weapon, but they are most commonly found as daggers or short swords. Made to simulate stabbing someone by having the end of the blade collapse back into the rest of the weapon, these items have a reservoir and sponge inside the hilt or handle that squirts fake blood onto the 'wound'. On stage this can be quite dramatic, but hollow-bladed weapons have another use in the hands of assassins. The reservoir can be filled with any contact poison and inflicted through a hollow-bladed weapon as a touch attack. A hollow-bladed weapon adds a +3 circumstance bonus to Bluff checks involving false assassinations and a blood packet adds an additional +2.

Hollow-Bladed Weapon: Original Weapon x5; Dmg 1 (subdual); Critical x2; Range -; Piercing.

Horn, Speaking

Similar to a listening cone but in reverse, the speaking horn is a simple wood or leather cone designed to amplify a character's voice. A character using a speaking horn can be clearly heard up to 10 times his Constitution score in yards.

Speaking Horn: 4 gp; ½ lb.



Jester's Outfit

Complete with brightly-coloured sashes, comic shoes and bells, the jester's outfit will allow any skilled bard to properly play the fool.

Jester's Outfit: 4 gp; 3 lb.



Lantern, Stage

Stage lanterns are used to enhance dramatic performances by shedding coloured light in specific shapes through the use of tinted shutters. In addition to their mundane uses, stage lanterns can transmit messages, send signals over vast distances or communicate in series with other lantern users. In fact, an entire language exists that can only be 'spoken' through specific combinations of shutters and lamp motions. This language (Lampspeak) must be learnt as normal, but it allows essentially full communication at line-of-sight range without making any noise at all.

Lantern, Stage: 75 gp; 4 lb.



Magician's Chest

A magician's chest is a complex piece of equipment that contains a false bottom designed to allow access to the centre-stage trapdoor. The chest is also rigged to fall apart very easily. In addition to

adding a +2 circumstance bonus to a character's Hide attempts when he uses the box for its intended purpose, anyone can cause the box to fall apart noisily by inflicting one point of damage on it. This sudden noise causes a distraction that someone can take advantage of to make a Hide skill check. A magician's chest costs 100 gp.

Magician's Chest: 100 gp; 5 lb.

Manikin

A jointed, wood and cloth doll made to resemble a featureless, humanoid creature. In its base form, a manikin is incredibly basic, lacking fingers, toes, hair or other defining characteristics. Manikins can be used as stand-ins



for actors on stage during dangerous scenes with basic additions of clothing and painted-on features.

Skilled disguise artists can use manikins as decoys, drawing attention away from others or luring unsuspecting victims into a trap. The DC for using Disguise to make a manikin resemble a specific individual is increased by +10 from its normal value. Manikins have a Hardness of 5, 65 hit points and a Break DC of 20.

Manikin: 180 gp; 30 lb.

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) and jewellery (worth at least 100 gp, or at least appearing to be worth that much). Furthermore it would be advisable to not show up to a ball in the same noble's outfit twice.

Noble's Outfit: 75 gp; 10 lb.

Parasol

Used by circus performers as a balance aid, parasols are surprisingly effective in this role. Small umbrellas weighted around their edges to provide a counterweight, parasols are often made of resistant materials that can function admirably as small shields. While they do occupy one hand, parasols add a +2 circumstance bonus to Balance checks. When folded up, a parasol can be used as a simple weapon.

Parasol: Medium-size Simple Weapon; 150 gp; Dmg 1d6; Critical x2; Range –; Piercing/Bludgeoning; AC +1; Check -1; SF 5%; Spd –; 4 lb.



Phantom Player

A phantom player is a simple frame of wire, wood and string that allows a bard to play more than one instrument simultaneously. The phantom player is operated by means of a foot pedal and is not a subtle implement – it is almost exclusively used in conjunction with drums or cymbals.

A bard who uses a phantom player gains a +2 circumstance



BARDS AND THEATRES

bonus to his Perform skill checks when entertaining a crowd. The bonus also applies to the bard's countersong ability, but does not apply to any other use of bardic music.

Phantom Player: 30 gp; 3 lb.

Pocket of Sashes

Most stage magicians carry a number of sashes that can appear and disappear into various hidden pockets. A pocket of sashes contains 12 multicoloured sashes. One of the sashes contains within it a length of hard wire, woven into the material. This makes it suitable for use as a garrotte, inflicting 1d6 damage per round to an opponent during a successful grapple.



Pocket of Sashes: 20 gp; ½ lb.

Reversible Bardic Doublet

This doublet is a close-fitting jacket, with or without sleeves, that appears to be an ordinary piece of clothing. However, it has several plates of hardened leather sewn between two separate layers of the fabric. These plates are sewn to the inside in such a way that the doublet still moves inconspicuously. These doublets can be reversed, usually with different colours on each side. This is a fashionable and protective piece for any bard.



Reversible Bardic

Doublet: Light Armour; 40 gp; AC +2; Max Dex +8; Check -1; SF 10%; Spd 30 ft./20 ft.; 10 lb.

Reversible Clothes

Usually made as a shirt and trousers suit or a dress, reversible clothes can be pulled off extremely quickly, turned inside out and put back on with little effort. With practice, a set of reversible clothes can be inverted and worn within the space of six seconds. Both sides of reversible clothing are patterned differently and appear to be of wildly disparate styles. Performers use them for quick costume changes, while folk in less honest lines of work can use them as nearly instantaneous disguise attempts. Reversible clothes reduce the time it takes to make a Disguise check by 15 minutes and the Games Master may allow a wearer who uses



reversible clothes to evade pursuers, depending on the circumstances.

Reversible Clothes: 250 gp; 5 lb.

Royal Outfit

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

Royal Outfit: 200 gp; 15 lb.

Trampoline

On stage, a trampoline can be used to provide the illusion of supernatural jumps and flight. Off stage, trampolines are of great use to anyone in need of a little aid during jumps and falls. The trampoline listed here is quite small and can be assembled or disassembled over the course of 10 minutes for easy storage. When a trampoline is used in conjunction with a running jump, it grants a +5 circumstance bonus to the Jump check and increases the maximum jump length and height by 5 feet each. If a falling individual lands on a trampoline, the fall is treated as being 10 feet shorter, reducing the damage dealt by one die.

Trampoline: 80 gp; 10 lb.

Tuning Fork

Many musical performances hinge on the ability of the performers to consistently generate the correct notes. This can be difficult, as most instruments fall out of tune remarkably quickly when subjected to the lifestyle of a wandering bard. Fortunately, dwarven smiths long ago discovered the secrets of crafting a device of metal that always reproduces

a single, perfect note when struck. These tuning forks are actually quite loud – they can be heard clearly within a 30-foot radius. Bards also use them for signalling, communicating simple commands and passing messages.



Tuning Fork: 5 gp.

Unicycle

A contraption of wooden poles, metal gears and a single, spoked wheel, the unicycle is generally a curiosity relegated to side-shows, circus tents and fanciful parades. To use one, the rider mounts a tiny seat and pushes against a pair of small pedals revolving around a disc mounted to the unicycle’s wheel. When ridden correctly, unicycles can perform some amazingly acrobatic stunts and achieve high speeds. Each round spent riding a unicycle improves the user’s base movement by 20 feet per round and requires a Balance check (DC 15) to keep from falling off and suffering 1d4 subdual damage. Tumble checks can be made while riding a unicycle, although they suffer a -5 circumstance penalty.



Unicycle: 250 gp; 15 lb.

Weapon Case

Sometimes a bard needs a backup weapon in case an encounter goes horribly wrong and combat breaks out. Unfortunately these situations often arise at the very times that a bard cannot carry a weapon with him. In recognition of this, many bards have small compartments built into their bulkier instrument cases. Any hard-sided case can have a storage slot large enough for a single Small weapon to be placed inside. Hard-sided cases are typically used for instruments that are particularly fragile, such as string instruments and woodwinds.

Weapon Case: +25 gp.



MASTERWORK INSTRUMENTS

The art of making instruments that express the soul and emotion of the player remains an elusive one. The craftsmen who create such instruments may only produce a few in a lifetime, each suited to a particular artist, although most of these items are beautiful and functional in the hands of any bard.

A standard masterwork instrument provides a +2 circumstance bonus to Perform checks made using that instrument. These rare instruments are typically made for one bard and passed on to another, or made by a craftsman who has not studied the bard’s personal style. If the bard wishes to spend more time with the craftsman he can create a masterwork instrument that more accurately suits his needs. The construction of these instruments can take weeks or even months. In return for his investment, the bard receives an exquisite instrument built specifically for him.

The only limit to how many features a craftsman can put into an instrument is his own skill and the gold the bard wishes to spend. These features work for the bard who commissioned the instrument, or for a bard who can duplicate the owner’s unique style by making a single Perform check (DC 35). The effects that a craftsman can build into an instrument are listed below.

Masterwork Instrument Effects

Effect	Craft Modifier	Cost
Beautiful	+3	+200 gp
Expressive	+5	+100 gp
Inspirational	+3	+150 gp
Martial	+5	+400 gp
Prevailing	+3	+100 gp
Pure	+3	+150 gp
Resonant	+4	+100 gp
Rich	+5	+50 gp
Suggestive	+4	+150 gp
Superior	+6	+300 gp

Beautiful

The instrument possesses the fine lines of a masterpiece. It is obviously very valuable, although it may or may not be richly ornamented. Wood instruments are made of the finest woods, while those with metal fittings use gold or silver alloys in their construction. A beautiful instrument adds an extra +2 bonus to the player’s Perform



check for purposes of determining how much income he earns in any given day.

Expressive

An expressive instrument has subtle adjustments that make it perfect for shaping sound to match the bard's innermost feelings. When using such an instrument the bard gains an extra +2 bonus to his Perform skill check when creating an emotional effect.

Inspirational

The sound of an inspirational instrument being played can embolden the heart and focus the attention of even the most dispassionate listener. Exquisite construction and sweet tones make music from this form of masterwork instrument particularly inspiring. When used to inspire courage, competence or greatness, an instrument of this type adds an additional +1 to each of the bonuses these features provide. Such intensity is difficult to maintain for long – any use of bardic music that benefits from this bonus lasts only half as long as it normally would. An inspirational instrument can be played to invoke bardic music abilities without drawing on its special +1 bonus.

Martial

Often a feature of brass wind or percussion instruments, martial instruments often provide rallying calls and mark formation changes on loud, chaotic battlefields. Without martial instruments, commanders would be hard pressed to get their orders across to distant troops during the heat of battle. Masterwork martial instruments draw on this tradition of warfare to drive those who hear their brazen tones to greater skill at arms. When used to Inspire Courage, a masterwork martial instrument grants an additional +1 morale bonus to attack and weapon damage rolls, improving that bonus to +2 total.

Prevailing

Prevailing instruments have a clear, resonant tone that manages to rise above the level of other sounds in the area. The area a musician can cover with his use of bardic music while playing a prevailing instrument is twice normal range. In addition, the vibrations a prevailing instrument generates allow even deaf targets within 10 feet of a bard to benefit from a bardic music usage. Anyone with a chance of hearing a prevailing instrument, when doing so could affect a situation

(such as surprise or an ambush), gains a +5 circumstance bonus to their Listen check.

Pure

Pure instruments produce absolutely perfect music. Their sound has an almost ethereal quality, as if the instrument were an ideal rather than a real thing. Using a pure instrument increases the save DC of sonic- and language-dependent spells cast by the bard by +1.

Resonant

A resonant instrument is built so that it can continue to produce sound after the bard has finished playing. Mastering the use of a resonant instrument is tricky but, once mastered, these instruments assist the bard by continuing to play on their own for a full round after the bard finishes his song. This enables the bard to take other actions or even start a new song if he wishes, while the first continues to play.

Rich

Rich instruments have a variety of subtle ranges and tones, allowing the performer to put impressive nuances into his music. A rich instrument allows the bard to add an additional +2 bonus (for a total of +4) when he assists another musician.

Sibilant

Subtle undertones and quiet reverberations allow a sibilant instrument to weave a tune within a tune when playing. This complex music is perfect for carrying emotionally suggestive messages, increasing the DC against a *suggestion* (whether caused by a spell or the use of the bardic music ability) by +2. If the *suggestion* is simply an emotional response or course of action that could easily be communicated without words, a sibilant instrument can replace the need for the bard and the target to share a common language. Doing this with a sibilant instrument requires great effort and playing a song complicated enough to communicate a bard's desires without speech requires an extra use of bardic music.

Superior

In the course of making masterwork instruments of any kind, an occasional specimen occurs that, while it does not specifically excel in any one aspect, every facet of its construction is of superior quality. Playing a superior instrument is a pure joy for an expert musician, with every vibrant note masterfully reproduced and every tune

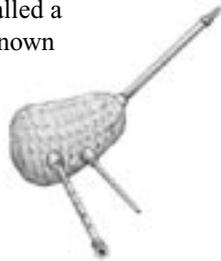
perfectly created. Superior musical instruments add a +3 circumstance bonus to Perform checks, superseding the +2 bonus a masterwork instrument grants.

MUSICAL INSTRUMENTS

A musician is defined as much by the instruments he plays as by his voice or the quality of his compositions. A bard who knows the intricacies of a wide variety of instruments will be equally at ease in the court of a king or the local fair. What is more, a bard who is famed as the master of a rare or especially difficult instrument will command performance fees far in excess of his peers.

Bagpipes

Bagpipes are musical instruments made up of two parts – an airtight bag into which air is blown through a pipe called a chanter and a pair of tubes, known as drones, that produce the tone. Bagpipes are very popular among military organisations.



When used in conjunction with the bard's inspire courage ability, bagpipes extend the duration of the effect after the bard ceases performing by one round, to a total of six rounds.

Bagpipes: 15 gp; 4 lb.

Bellows Organ

A bellows organ is a massive construct, a jumbled collection of bellows, pipes, keyboards and stoppers that produces such a massive wall of sound that few can bear to stand near it. The keys of a traditional organ work by sliding in and out, blocking or freeing the flow of air between bellows and pipes.



A bellows organ is simply too large to be moved – any attempt to do so without dismantling it first will destroy it.

A performer who wishes to play a bellows organ would be well advised to stopper his ears as anyone within 10 feet of a bellows organs while it is being played must succeed at a Fortitude save

(DC 10), or be rendered deaf for 1d6 minutes. Taking appropriate measures (covering or plugging the ears) negates the need for a save.

A bard using a bellows organ in conjunction with *Countersong* gains a +4 circumstance bonus to his Perform check and extends the range of his ability to 50 feet.

Bellows Organ: 500 gp; 500 lb.

Clappers

Clappers are simply two boards strung together on a single piece of rope and they were often carried by lepers, who would strike the boards together as a warning of their presence. Clappers were also frequently used as accompaniment to both vocal and instrumental performances.



A character who uses clappers as part of a disguise gains a +2 circumstance bonus to his Disguise skill check, as no one wishes to look too closely at a leper.

Clappers: 1 sp; 1 lb.

Drums

Drums come in all shapes and sizes, from mammoth, kettle drums made from battered steel, to small drums that are buckled to the upper arm and banged to set the beat of ceremonial dances.



A bard who uses drums in conjunction with his countersong ability gains a +2 competence bonus to his Perform check.

Drums, Buckle: 2 gp; 1 lb.

Drums, Kettle: 10 gp; 10 lb.

Drums, War: 10 gp; 5 lb.

Fiddle

Also known as a liri, rebec, viele or viola, the fiddle is an instrument that produces sweet tones when a string bow is seesawed across its 5 taut strings. In all its incarnations, the fiddle is an enormously popular instrument, seen with equal frequency in noble



courts and rural inns.

Since fiddles, in all their forms, are so widely enjoyed, a performer need never fear an apathetic audience – when using a fiddle, ignore the first -2 circumstance penalty when retrying a failed Perform skill check. Additional retries with the same audience, if necessary, incur the normal -2 cumulative penalty.

Fiddle: 50 gp; 1½ lb.

Flute

The flute is a long, hollow tube of wood or metal into which small holes have been cut. By pursing the lips, blowing air through the tube and using fingers to cover or open the various holes, the player can produce flowing, high-pitched, melodic tones that are considered very soothing. Flutes are designed to be played either horizontally or vertically; the latter style of flute is commonly known as a recorder.



In popular folklore, the soft tones of the flute are said to have a soothing effect on wild animals. A bard who uses a flute or recorder in conjunction with his *fascinate* bardic music ability gains a +2 competence bonus to his Perform check, but only against animals, beasts and magical beasts.

Flute, Metal: 15 gp; 2 lb.

Flute, Wooden: 5 sp; 1 lb.

Halfling Drawharp

A halfling drawharp is a stringed instrument related to, and descended from, the fiddle. It is nothing more than a wooden plate mounted on a broom handle, with 4 strings of various length mounted over and through the plate. The instrument is played by sliding and twisting the plate up and down and along the broomstick, causing the strings to give off warbling tones that dance all along the scale with a speed that no other instrument can match.



A bard that chooses to play a halfling drawharp in conjunction with his inspire courage or inspire confidence bardic music abilities grants a +3

morale bonus to saves against fear and charm effects, a +2 morale bonus to attack and damage rolls and a +3 competence bonus to skill checks, but the bonus only applies to allied halflings.

Halfling Drawharp: 2 gp; 2 lb.

Harp

The harp is one of the world's most ubiquitous instruments, appearing in some form or another in almost every culture. In every case, it is a stringed instrument with a wooden frame of sweeping curves and delicate, graceful arches. The number of strings on a harp varies wildly, from as few as seven, to as many as 25 or more. The harp is an instrument of the genteel, studied by noblemen and ladies alike, and, in many cultures, it is often associated with the divine.



A bard who uses a harp in conjunction with his inspire competence ability can grant a +2 competence bonus to an allied cleric or paladin's turning check.

Harp: 50 gp; 7 lb.

Hurdy-Gurdy

A hurdy-gurdy is a peculiar instrument, to say the least. It has strings like a fiddle, though it uses a hand-cranked, notched wheel, hidden in the body of the instrument, to manipulate them, rather than the traditional bow.



The first hurdy-gurdies were fully six-feet-long and required two attendants to play properly, but newer models are small enough to be played solo. A hurdy-gurdy is usually set on a stool or low bench, with the player sitting behind it to turn the crank.

Hurdy-Gurdy: 100 gp; 10 lb.

Metronome

A metronome is any device that can keep a regular, steady beat. Bards use them for all kinds of performances, including music, chants and various plays. Most



metronomes are mechanical in nature, but a few rare examples are magical constructs that keep perfect time. A metronome can also be used to create a distracting environment.

Metronome: 80 gp; 1 lb.

Portable Organ

A portable organ is a lesser cousin of the bellows organ, a small keyboard that is suspended from the wearer's neck and powered by a small hand-bellows that hangs from the left side. Portable organs are popular in street fairs and processions.



Though a portable organ's music cannot match the deafening volume of its larger cousin, it is still quite loud. A bard using a portable organ in conjunction with his bardic music increases the effective range of his countersong, inspire competence and inspire greatness abilities to 40 feet. He cannot, however, use his *fascinate* ability while playing a portable organ.

Portable Organ: 50 gp; 7 lb.

Trumpets

Trumpets evolved over the course of centuries, from a straight metal tube to a curved horn with multiple valves and a bell-shaped end for magnifying sound. Trumpets are traditionally restricted to musicians in the employ of the nobility and military. A bard using his inspire greatness ability in conjunction with a trumpet can inspire an extra ally for every two levels beyond ninth, rather than every three.



Trumpet: 30 gp; 2 lb.

Trumscheit

The trumscheit is an oddly-shaped, three-sided, stringed instrument. The tapering body is four-foot-long, square and flat on its lower end – the instrument is generally played upright, with the flat end serving as a solid base.



The trumscheit has only one string and is played using a two-foot-long wooden stick. The trumscheit produces a hollow drumming sound, which is where its name originates.

Trumscheit: 20 gp; 4 lb.

Whistle, Screaming

Usually made of brass or bronze, the wailing shriek of this whistle can be heard over one mile outdoors and at up to 250 feet inside. If the user of the whistle possesses four or more ranks in the Perform skill he can create a sound much like a humanoid scream. With skill and practice, this scream can be slowed and echoed to sound incredibly lifelike. Those who hear a screaming whistle blown by a skilled musician must make a Sense Motive check (DC equals the Perform check of the user) or believe the sound to be genuine.



Whistle, Screaming: 50 gp.

Whistle, Wild

Most who hear this small, tin whistle being blown do not hear it at all. A wild whistle generates an extremely high-pitched note, one that most humanoid creatures cannot perceive. Many animals can, however, and the use of a wild whistle can greatly increase the effectiveness of animal training and handling. Users of a wild whistle receive a +1 circumstance bonus to Handle Animal checks and if they possess five or more ranks in the skill, they can decrease the amount of time it takes to teach a trick by one week.



In addition, someone with eight or more ranks of Perform can blow the whistle at a high enough pitch to cause any animal or beast within 30 feet to become shaken. Blowing the whistle like this is a standard action that must be taken each round or the shaken status ends. Magical beasts cannot be affected in this way.

Whistle, Wild: 50 gp.

CLERICS AND TEMPLES

While the true strength of the cleric lies in his connection to his church and his god, his equipment can greatly enhance his natural abilities if chosen wisely. This chapter takes a detailed look into some of the highly specialised equipment clerics and other religious adherents may take while adventuring, as well as those items that can greatly boost the capabilities of any temple.

Altar Shroud

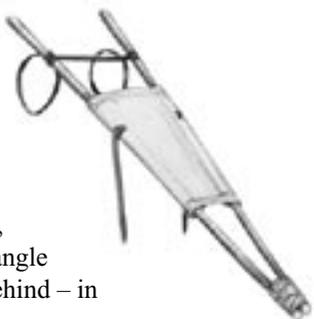
Similar, but serving an almost opposite purpose from, to an altar cloth, an altar shroud is a large piece of linen or silk hemmed in all four corners to form a cover for any size of altar. Often inscribed with religious symbols of protection and warding, these cloth wraps keep the radiance of a consecrated altar bound, preventing it from being detected magically. Religious ceremonies require that the shroud be removed but, when not in use, a shroud can protect an altar from unwanted attention.



Altar Shroud: 50 gp; 2 lb.

Back Travois

This device enables adventurers to more easily carry their fallen comrades out of hazardous areas so they can receive treatment in a more hospitable location. The back travois consists of a sturdy leather harness (straps and buckles allow the harness to fit bipedal creatures from Small to Large) and a set of jointed wooden poles. The harness and poles connect together to form a simple triangle of wood and leather that can support creatures of size Large or smaller. The open end of the triangle rests across the wearer's shoulders, while the tip of the triangle drags on the ground behind – in



most cases, the head of the fallen is positioned near the head of the wearer to avoid exacerbating any injuries. When wearing a back travois, a character's carrying capacity is doubled but his base movement rate is reduced by one-half. It also imposes a –5 circumstance penalty to all Dexterity checks. A character can only transport individuals no more than one size category larger than himself with a back travois.

Back Travois: 100 gp; 20 lb.

Banners

Seen especially among members of an order, banners are rectangular, square or triangular-shaped cloth with the symbol of the order the character belongs to, or the symbol of his god, appearing upon them. By itself, a banner has little effect but, when carried by a paladin, it can inspire others when it is seen in a large combat. A standard bearer customarily carries a banner but sometimes the paladin himself carries it. In oriental cultures, the banner is strapped to the warrior's back to free his hands for combat. Common banners are nothing more than symbols but sacred banners have special effects for paladins. A paladin can pour positive energy into a sacred banner by spending two turn undead attempts. Doing so results in his aura of courage extending an additional 10 feet per class level for a number of rounds equal to his class level. A sacred banner must be blessed by a cleric of the paladin's religion (or alignment) in a simple ceremony.



Banner: 350 gp; 10 lb.

Banner, Sacred: 450 gp; 10 lb.

Blessed Food

Many rituals and ceremonies require the participants to share in a meal. Largely symbolic, these meals mark an important point in religious services, often calling down the blessings of the divine upon those who partake of this specially prepared and blessed food. The exact form of blessed food depends largely on the religion in question.



Blessed Food: 1 gp per meal; ½ lb.

Candlemaking Kit

Good or evil, holy or profane, the shrines and temples of almost any deity can be noted by the large number of candles that burn within its confines. Whether as a symbol of hope, an accent on an altar top or simply for illumination, churches consume a considerable number of candles. A candlemaking kit is a must for any large temple, providing all the wicks, tallow or wax and other accessories needed to produce 500 hours worth of candles before needing to be replaced.



Candlemaking Kit: 20 gp; 5 lb.

Cleric's Travelling Outfit

Fancy robes may be appropriate in a high church during a sacred ceremony, but when priests are travelling out amongst their diocese or journeying from town to town, something a little less ostentatious might be called for. A cleric's travelling outfit is much like standard clerical vestments but the clothes are more durable and suited to travel and adventure.

Cleric's Travelling Outfit: 50 gp; 10 lb.

Cleric's Vestments

Ecclesiastical clothes for performing priestly functions, not for adventuring.

Cleric's Vestments: 5 gp; 6 lb.

Diadem

A blessed headpiece, coronet or tiara that incorporates a holy symbol into its construction, a diadem allows a cleric to access his powers of faith without occupying his hands. A diadem is often a standard piece of clerical regalia, especially in the upper ranks.



Diadem: 250 gp; 1 lb.

Divine Symbol Flask

This flask acts as a holy symbol as well as a receptacle for one pint of holy water. A cap on the top can be dislodged with a flick of the thumb, allowing the cleric to scatter the contents across the area in front of him. Popping the cap from the top of the flask is a free action and does not provoke

an attack of opportunity; sprinkling is a standard action and does provoke an attack of opportunity.

Divine Symbol Flask: 50 gp; 1 lb.

Emblazoned Shield

Clerics may have their holy symbol imbedded into the surface of their shield. This allows them to display their symbol without requiring them to drop or sling their shield, reducing their exposure to damage during hostile encounters.



Note that the price listed for this does not include the price of the shield itself.

Any size shield, other than a buckler, may be emblazoned.

Emblazoned Shield: +150 gp.

Estuary Case

A specially designed carrying case made of blessed woods, as little metal as possible and form-fitted to hold items of religious significance. An entire set of candlesticks, implements, statuary and other vital religious paraphernalia can be held in an estuary case safely. Reinforced and consecrated, estuary cases have a hardness of 8, 20 hit points and any inanimate item within gains a +1 sacred bonus to saving throws.



Estuary Case: 120 gp; 12 lb.

Field Healer's Kit

Although trained in the healing arts, paladins often do not have time to tend to a fallen comrade when he runs out of healing magic, or when the magic does not apply. The field kit is a small box with the absolute minimum equipment necessary for five applications. Using a field healer's kit grants a character a +1 circumstance bonus to Heal checks, but using it in combat is considered a move-equivalent action instead of a standard action.

Field Healer's Kit: 55 gp; 1 lb.

Flail, Sprinkling

The head of this flail is hollowed out, with several small apertures. It is essentially the warlike application of a priestly censer, the hollow designed to contain holy water that is sprinkled about as the wielder swings it. The holy water inside deals 1d4 extra damage to undead and evil outsiders. The reservoir inside the weapon can contain enough holy water for six attacks, whether they are successful or not.



Flail, Sprinkling: Medium-size Martial Weapon; 12 gp; Dmg 1d8; Critical x2; Range –; 5 lb.; Bludgeoning.

Font, Great

In a shrine or temple, a font is a sacred fountain or pool that holds blessed water. During religious ceremonies the water is often used to douse items, or the faithful, in the hopes of washing away impurities. A great font measures at least 10-feet by 10-feet and is usually deep enough to bathe in. In extremely large temples, it may even be deep enough to swim in or immerse animals like horses. Great fonts are used for extremely special rituals, ones that involve dozens or hundreds of participants who must receive the blessing that its depths can provide.



Font, Great: 1,500 gp per 10 ft. by 10 ft. section; 1,000 lb.

Font, Portable

At the other end of the size scale from the great font is the portable font. Rarely larger than a soup tureen, portable fonts offer the ceremonial benefits of a font for small shrines and private gatherings. Because of their size, portable fonts are normally ‘primed’ with a full vial of holy water before each use.

Font, Portable: 150 gp; 4 lb.

Healer’s Kit

This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for

anyone attempting a Heal check. It adds a +2 circumstance bonus to the check. It is exhausted after ten uses.

Healer’s Kit: 50 gp; 1 lb.

Holy Robes

As an alternative means of protection, many clerics fabricate their own form of armour. These robes are crafted from durable wool and blessed with holy water by the temple priests for a fortnight before they are given to a cleric for use. It is believed that the deities of the temples bless these robes to protect their followers.



Holy Robes: Light Armour; 250 gp; AC +3; Max Dex +6; Check –1; SF 10%; Spd 30 ft./20 ft.; 15 lb.

Holy Symbol

A holy symbol focuses positive energy. Clerics use them as the focuses for their spells and as tools for turning undead. Each religion has its own holy symbol and a sun symbol is the default holy symbol for clerics not associated with any particular religion.



A bronze, copper, silver or gold holy symbol works no better than a wooden one, but serves as a mark of status for the wielder.

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). A skull is the default unholy symbol for clerics not associated with any particular religion.

Holy Symbol, Bronze: 15 gp; 1 lb.

Holy Symbol, Copper: 5 gp; 1 lb.

Holy Symbol, Gold: 50 gp; 1 lb.

Holy Symbol, Silver: 25 gp; 1 lb.

Holy Symbol, Wooden: 1 gp; 1/10 lb.

Holy Texts

Most priests carry some form of their church's teachings in book or tablet form. These



writings help to confirm and bolster the clergy's faith, especially when they must travel away from their church. A holy text cannot normally be used as a holy symbol but, in an emergency, a cleric can cast *bless* upon one, transforming it into a functional symbol for 24 hours.

Holy Texts: 40 gp; 1 lb.



Holy Vestments

Clerical holy vestments are blessed to withstand attacks, protecting their wearers from harm. Often made from silk and wool, these robes are both comfortable and easy to move in. The symbol of the patron deity is often embroidered upon the centre of the chest of the robes in the chosen colours.

Holy Vestments: Light Armour; 40 gp; AC +2; Max Dex +6; Check -; SF 5%; Spd 30 ft./20 ft.; 15 lb.

Holy Water

Holy water damages undead and evil outsiders almost as if it were acid. Typically, a flask of holy water deals 2d4 points of damage to an undead creature or evil outsider on a direct hit or one point of damage if it splashes such a creature. Also, holy water is considered blessed, which means it has special effects on certain creatures. A flask of holy water can be thrown as a grenade-like weapon. A flask breaks if thrown against the body of a corporeal creature, but against an incorporeal creature the flask must be opened and the holy water poured out onto it. Thus, a character can only douse an incorporeal creature with holy water if he is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

Temples of good deities sell holy water at cost (making no profit) because they are happy to supply people with what they need to battle evil.

Holy Water: 25 gp per 1-pint flask; 1 lb.

Icon

An icon is a form of religious imagery, usually crafted as a statue. Icons come in many different forms and sizes, from tiny statuary that can be carried in a cleric's pocket to massive glass windows that dominate an entire cathedral.

Icons can serve as holy symbols, but only within the confines of a church or holy ground dedicated to the deity the icon represents.



Icon, Huge: 1,600 gp; 1,000 lb.

Icon, Large: 800 gp; 100 lb.

Icon, Medium-size: 400 gp; 10 lb.

Icon, Small: 200 gp; 1 lb.

Icon, Tiny: 100 gp.

Kneeling Bar

These small, square bars are usually carried by priests on extended trips away from their temples. Used to connect a worshipper to the energies of his deity, prayer while on a kneeling bar is metaphysically considered the same as being in one's homeland. For certain religions, this distinction is an extremely important one. In desperate times, a kneeling bar can be used as a club in combat but it must be *blessed* afterwards to serve as a prayer focus once again.



Kneeling Bar: 30 gp; 2 lb.

Ordeal Chamber

Ordeal chambers come in many forms, from tiny living-cells, barely large enough to sleep in, to heavy, clay lodges created to entrap heat and moisture for sweat rituals. Normally built far from other structures, these rooms are used to create privation and suffering in willing subjects. Users believe the physical difficulties free their minds from concerns and allow them to interact with their spirits and with the divine. Ordeal chambers usually inflict 1d4 subdual damage per hour



of use, with specific effects and benefits (if any) determined by the Games Master.

Ordeal Chamber: 300 gp per 10 ft. sq.

Pennants

Also called pennons, these small and commonly triangular pieces of cloth tie near the point of a lance to identify the warrior more specifically than does a banner. As with banners, a pennant lets everybody know where its owner is when it is raised high and tends to get bloodstained when the character attacks. Normal pennants give others a +2 bonus to Spot checks when trying to locate a paladin by sight in the midst of battle. Sacred pennants let paladins call upon their faith and self-confidence, allowing them to call for divine help by spending three turn undead attempts, in return they receive a +1 sacred bonus to all saving throws for one round per class level. All pennants are custom-made and will not work for another paladin, let alone a member of another class.

Pennant: 200 gp.

Pennant, Sacred: 300 gp.

Pipe Organ

A massive musical instrument, some pipe organs cover an entire wall and extend to, or even past, the ceiling of a large temple. Pipe organs can be played effectively only by someone with at least four ranks of Perform due to their complexity. If someone with the Bardic Music class feature plays a pipe organ during religious services, the range of any generated effect is extended over the entire temple grounds.

Pipe Organ: 1,900 gp; 4,000 lb.

Poison Antidote Kit

This healer's kit also allows a character to treat poisons with greater efficiency. Each kit additionally contains enough supplies to deal with 10 poisoning cases, after which the healer will need to restock. When using this kit, the character receives a +4 circumstance bonus to any Heal checks made while treating a character suffering from poison damage. This bonus replaces the

bonus received from the healing kit, for treating poison only.



Poison Antidote Kit: 100 gp; 2 lb.

Prayer Book

Devout paladins have little space to carry religious items or to risk them being damaged in the often dangerous situations they find themselves in. These prayer books are smaller than regular books, though far easier to reference. Frequently embossed in gold, with prayers and teachings specifically chosen to cut to the heart of a matter, they are far easier for a divine spellcaster to reference when in a hurry. Using a prayer book cuts the time a divine caster spends preparing his spells down to half-an-hour instead of one hour.

Prayer Book: 100 gp; 2 lb.

Preservative Fluid

This alchemical concoction is useful for preserving organic tissue for long periods of time. A pint of the fluid can be used to preserve a pound of material for a year, after which it will be necessary to drain the preservative fluid and replace it with a fresh solution. This fluid may be created for half the listed cost in a laboratory with a successful Alchemy check (DC 25). Clerics most often use this fluid to preserve relics for later dissolution and preparation but it may also be used to preserve pieces of a body to be *raised* later.



Preservative Fluid: 30 gp per 1 pint flask; 1 lb.

Relic Case

This heavy case is lined with numerous straps and cushions that can be used to safely transport relics from one location to another. While the case was designed specifically for relics, any other item placed within will be safe from breakage unless the case itself is destroyed. The wide variety of buckles and different cushion sizes allows any item of up to three feet in length and two feet in width to be secured within. The relic case has hardness 15 and 12 hit points



Relic Case: 75 gp; 10 lb.

Relic, False

It is an unfortunate truth that some merchants will do anything to make a living, even selling

replicas of religious relics while claiming them to be authentic. False relics are usually only seen in small, rural villages with no direct representatives of the religions involved, as a true cleric devoted to the relic in question can instantly tell its falsehood by succeeding at a Knowledge (religion) check (DC 10). Approximately half of false relics are considered masterwork, raising the DC to divine their fraudulent nature to 20.

Relic, False: 50 gp; 1 lb.

Relic, True

True relics are extremely rare, consisting largely of the body parts and personal possessions of the long-gone saints, prophets and martyrs of a religion. These items are sometimes grisly, but body parts are usually contained in sanctified jars called reliquaries. True relics always count as holy symbols and, if used in conjunction with the other components of a *hallow* spell, increase the duration to permanent. However, if the relic is ever removed from the holy site, the spell ends immediately.



Relic, True: 20,000 gp; 1 lb.

Relic Treatment Tools

The painstaking process of preparing a relic can be made somewhat simpler by using the proper tools. This toolkit holds numerous small pliers, files, scissors, scalpels and other items useful for both retrieving a relic from its corpse and for preparing that relic for use. A character using these tools to prepare or retrieve a relic receives a +2 circumstance bonus to all Heal checks made whilst harvesting potential relics.

Relic Treatment Tools: 150 gp; 2 lb.



Reliquaries

While battle rages on, paladins have little time to rummage around their pouches for a magical item,

which is why they invented reliquaries, special containers custom-made for relics of religious importance or magic items. A reliquary is specially blessed to allow anyone holding it to use the properties of the magic item contained within at will, bypassing some methods of activation.

Making a blessed reliquary requires a divine caster with the Craft Wondrous Item feat. If it was sold, a reliquary would have a market price of 10,000 gp plus the cost of the item. The most important feature of a reliquary is that it does not fill a limited space for magic items, regardless of the form it takes. A medallion reliquary could still be worn next to a magical pendant, and a reliquary pouch could hang from a magic belt with no problem whatsoever.

The second great advantage of a reliquary is that, depending on the form it takes, it helps its wielder activate the powers of a magic item by willing it so (this still takes the normal activation time of the item), and channelling its power through the reliquary, as long as the reliquary is in contact with the wielder (although shrine reliquaries have a special property that bypasses this). Items with a constant effect do not benefit much from being stored in a reliquary, as they are not active unless commanded, which may be too late to be useful in an ambush.

A reliquary must be crafted to fit a specific kind of magic item and cannot hold any other. A reliquary made for rings cannot fit a potion, for example. Reliquaries made for rings and potions can fit any ring or potion, but those made for rods, wands and wondrous items can only fit that specific item due to the uniqueness of its shape. Potions are poured inside a reliquary and the contents evaporate when their power is invoked, as if the reliquary's wielder had imbibed the potion from a flask or vial. Arms and armour, staves and certain wondrous items can only be placed in a shrine reliquary.

A reliquary can take a number of shapes and forms, but none of them are unassuming. They are finely-crafted items with rich ornaments or at least the symbol of a religion. In most cases when a reliquary is found as part of a treasure, it holds the magical item it was made to safe-keep, but seldom any indication that it is more than a simple container.

Medallions

Reliquary medallions are slightly larger than normal, sometimes as big as the palm of an adult

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human. The face opens to reveal the compartment within, and it is carved with images both relating to the religion that made it and the function of the item it was made to contain.

Sword Pommels

Paladins prize this form of reliquary the most, as it allows them to use the magic item while fighting without distracting their attention from their opponent. Pommels cannot be larger than a closed fist without unbalancing the weapon.

Rings

Reliquary rings are larger than common rings, for they must have space for the magic item, which is often a gem. This is the smallest kind of reliquary.

Pouch

The size of a spell component pouch, it is more a box that can be strapped to a belt than a normal pouch. The lid is secured with locks and ribbons and these are the largest of the portable reliquaries, able to hold the smaller varieties of rods and wands.

Shrines

From small altars to entire buildings, shrines are an exception to the rule when it comes to reliquary-making. With a special ceremony that involves an entire night of praying and intercession from the deity that sponsored the shrine's building, a divine caster (and only a divine caster) is keyed to the shrine to act as its champion and guardian. This champion can invoke the power of the enshrined magical item as a spell-like ability from any location within one mile per divine class level. Only one person can be keyed to the reliquary and the position can only be passed on voluntarily. If the champion dies, a new one must be selected, who then must undergo the ceremony.

Reliquary (any): 10,000 gp plus the cost of the magic item.

Sacred Armour

This ecclesiastical form of physical protection is often used to clad temple guards and holy warriors. Sacred armour is usually inlaid with valuable materials and always features at least one holy



symbol set into its chest. While sacred armour does not have any intrinsic benefits, it is always a masterwork example of its kind and if further enchanted by a member of its displayed faith, reduces the base cost of doing so by 10%.

Sacred Armour: Original armour +300 gp.

Sacred Weapon

A masterwork version of whatever weapon is considered holy by a given religion, sacred weapons are consecrated during construction and usually made from smelted holy symbols. Sacred weapons offer a non-magical +1 morale bonus to attack and damage rolls when wielded by a member of the same faith. This bonus does not stack with morale bonuses from divine spells. A sacred weapon does count as a holy symbol, but only if the wielder has the appropriate Weapon Focus feat.

Sacred Weapon: Original weapon +500 gp.



Sacrificial Implements

When performing the rites of sacrifice, a cleric must ensure he has the proper tools for the job. This small collection of blades, saws and chisels are inscribed with the proper runes or symbols to appease the cleric's deities. The travelling versions of these tools are contained in a leather case that protects and organises them. Any cleric using the appropriate sacrificial implements is granted a +2 circumstance bonus to all Knowledge (religion) checks made whilst performing a sacrifice.

Sacrificial Implements: 100 gp; 10 lb.



Shaman's Outfit

A shaman's outfit includes moccasins, trousers, a simple shirt and an elaborate (if rather frightening) mask. Usually braided into the clothing are a number of beads and feathers, with painted sigils and swirls denoting the spirits the shaman is beholden to.

Shaman's Outfit: 4 gp; 10 lb.

Sprinkler, Holy Water

The holy water sprinkler is a development of the incense burners swung during religious services. Capable of carrying an entire pint of holy water, the sprinkler is swung in a low arc, showering all nearby with a fine mist of blessed water. Swinging the holy water sprinkler is a full-round action. However, any undead within 15 feet will automatically be dealt one point of damage. Swinging the holy water sprinkler may be done simultaneously to casting a spell that requires holy water as a component or focus, in which case the range of the spell will be increased by 10 feet.

Sprinkler, Holy Water: 20 gp; 1 lb.

Tower Bells

These massive bells must be cold cast, hand-hammered and hung in a tower for proper effect, a process that can take weeks of painstaking work. To be considered for hanging over a temple, a priest must oversee the entire process. A temple getting a set of tower bells is often a community gathering event, with people travelling from miles around to come hear them as they mark the start of worship services.



Tower Bells: 2,000 gp per bell; 800 lb.

CEREMONIAL TOOLS

Clerics often use ceremonial tools when performing hymns and other rites – they serve as a focus for the ritualised singing or chanting and assist the congregation in visualising the desired effect. While many of the ceremonial tools found in this section may be used as weapons, doing so will immediately destroy their effectiveness as a religious implement. In fact, using one of these tools for any purpose other than that for which it was blessed will render it useless for performing

religious ceremonies of any type. For this reason, most ceremonial tools are stored in the sanctuary of a church and never find their way outside where they might be inadvertently ruined.

Athame

This ceremonial, double-edged blade is used by lead clerics to direct and store the energy released by their congregations while a hymn is being performed. This tool is never used to physically cut anything, so its blade is typically dull but polished to a mirror-like finish. The hilt of an athame is rarely crafted from metal; instead, bones and gemstones are intricately carved and carefully smoothed to form artistic hilts.



Athame: Small Simple Weapon; 20 gp; Dmg 1d3; Critical x2; Range 5 ft.; 1 lb.; Piercing.

Bell

Used to signal the beginning or ending of a hymn or other ceremony, large bells (or any other ringing instrument, such as gongs or cymbals) serve as a crucial focus in directing the energy of the congregation. The bell is often used in conjunction with the dorje.



Bell: 100 gp; 5 lb.

Besom

A ceremonial broom, the besom is used to sweep negativity and lingering traces of energy out of a sacred space, cleansing it for a coming ceremony. During a rite, a besom is sometimes burned after use to negate the darkness it absorbed and banish whatever might still be lingering behind.

Besom: 1 gp; 1 lb.



Bull-Roarer

A musical wind instrument on the end of a long cord, a bull-roarer is played by spinning the

instrument overhead quickly. The air passing through the weighted end creates a low, droning sound believed to be both attractive to good spirits and repulsive to bad ones. Some belief systems make a distinction between which direction a bull-roarer should be swung, with its effects reversing if used the wrong way.

Bull-Roarer: 5 sp; 2 lb.

Candle Snuffer

A candle snuffer resembles a clapperless bell on a long metal arm. Used to quench candles during a ceremony, the candle snuffer exists because many spirits are believed to take offence at flames being put out with the ritualist's own breath.

Candle Snuff: 7 sp; ½ lb.

Chalice

A large cup, usually fashioned of a precious metal, which is used to offer wine, blood, water or other fluids to the gods during the performance of a hymn. When the hymn is completed, the congregation is often offered a drink from the chalice to seal their communion with their god.



Chalice: 100 gp; 2 lb.

Crystals

These semiprecious gemstones, usually clear or pale-coloured, are sometimes used to mark ritual boundaries. Crystals serve as excellent meditation foci, with spellcasters and vision seekers staring into their depths during rituals designed to increase inner consciousness.

Crystals: 1 gp per pound; 1 lb.

Dorje

This short sceptre is representative of both the divine wrath that smites the wicked and the indestructible power of faith. Used in conjunction with a bell, it serves to balance the feminine energies of the hymn with more masculine forces. A dorje is often made from ivory or jade, with precious metal inlays and gems set into the tips.



Dorje: Medium-size Simple Weapon; 150 gp; Dmg 1d6; Critical x2; Range 10 ft.; 5 lb.; Bludgeoning.

Drum

Priests use these simple instruments to help the congregation focus on the cadence of the hymn and to keep chants ordered and rhythmic.

Drum, Ceremonial: 50 gp; 5 lb.



Fairy Dust

Rarely created from actual fey creatures, fairy dust is more often made from ground crystals and herbal ingredients. Fairy dust is used during rites that draw upon the spirit world or other dimensions. Some rituals performed to call upon the powers of inspiration and creativity require participants to sprinkle fairy dust over their projects.



Fairy Dust: 5 sp.

Fire Wheel

A small, wooden disc with painted parchment tubes attached at diametrically opposite points, fire wheels are filled with black powder. When the powder tubes are ignited, they spew flames from one end, causing the disc to spin wildly and generate a high-pitched whistle. From a ceremonial standpoint, fire wheels are used to drive off negative influences and evil creatures that, theoretically, cannot stand the light and noise.

Fire Wheel: 15 gp; 1 lb.

Graveyard Soil

Many ritual items have figurative names, suggesting a more exotic or macabre origin than they really have. Graveyard soil is an exception, coming from the turned ground of a grave. Preferably taken from the root of a tree growing in a graveyard, this dark soil is burned as a type of incense during dark rites and, conversely, during ceremonies designed to ward off the undead.

Graveyard Soil: 3 gp; 1 lb.



Headgear, Ritual

This catchall category covers all manner of headgear, from antlered crowns to swan-feather veils. Ritual headgear normally symbolises the wearer becoming the creature depicted by the item. While these items are not normally magical in nature, they take transmutation magic very easily, reducing the time required to enchant them to one day per 2,000 gold pieces of the base cost.



Headgear, Ritual: 50 gp; 1 lb.

Horn

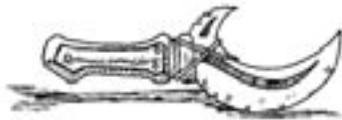
Typically taken from a bull, the horn is used in a manner similar to the chalice, as a tool to hold liquid offerings to a deity and for divine communions.



Horn: 20 gp; 3 lb.

Kartika

This elaborately decorated, ceremonial knife has a wide, crescent-shaped blade that is mounted perpendicular to the handle. The knife is used to represent the severing of physical bonds and mortal connections; most often a kartika's presence in a ritual is to spill a small amount of the cleric's blood to serve as a focus for the congregation.



Kartika: Tiny Simple Weapon; 2 gp; Dmg 1d3; Critical x2; Range 5 ft.; 3 lb.; Piercing.

Mandala

A ritual pattern, often made with stones and lines drawn in a natural substance such as wood or soil, the mandala is an example of a ceremonial pattern inscribed to invoke a specific effect over an area or participant. These patterns are usually quite simple and easily repeated during a rite.

Mandala: 1 gp; 1 lb.

Mani Wheel

These large wheels contain scrolls on which are scribed myriad mantras and prayers. During the hymn, the wheels



are spun to indicate the times when responses from the congregation are required.

Mani Wheel: 200 gp; 25 lb.

Offering Bowl

Decorated with religious symbols, offering bowls serve a vital function during ceremonies by providing a receptacle for gifts made directly to the deity itself. Small samples of ritual food and drink are sometimes placed in offering bowls as a symbol of feeding them directly to the divine. Other times, wealth is placed within them as a way of supplicating worshipped beings for their blessing. After a ceremony, anything in a collection bowl is burned as a sign of divine acceptance.



Offering Bowl: 40 gp; 2 lb.

Pendulum

An ornate weight depending from a length of chain or rope, the pendulum is most often fastened to the ceiling of the sanctuary. During the hymn, a cleric sets the pendulum swinging as a way to help the congregation enter a meditative or trance state.



Pendulum: 100 gp; 10 lb.

Pipe

An implement used for inhaling the smoke of burnt herbs, a pipe is used to both alter perceptions and symbolise the acceptance of spiritual energies into the ritualist. Ceremonial use of a pipe is often done in a circle, with each participant sharing the pipe in turn.



Pipe: 5 gp; 1 lb.

Portable Altar

Designed with the adventuring cleric in mind, the portable altar is a heavy, polished, wood case, properly sanctified by the cleric's religion. Carefully engraved with the symbols and imagery of the church, the heavy lid opens to reveal a silk-lined compartment designed to contain a large amount of religious paraphernalia. With a fully-

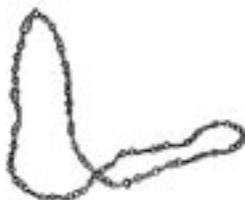
stocked portable altar, a cleric can hold services anywhere he travels.



Portable Altar: 160 gp; 12 lb.

Prayer Beads

Also known as malas, these smooth, polished beads are strung together on wires of precious metal and used to count mantras or prayers during religious ceremonies. Their distinctive clicking becomes greatly magnified during the performance of a hymn, serving to keep the congregation co-ordinated and focused.



Prayer Beads: 50 gp; 1 lb.

Prayer Rug

A prayer rug is used to denote sacred space and is generally used when a specific ritual site cannot be adequately prepared ahead of time. Embroidered with symbolic diagrams, prayer rugs can be laid down over any space to create a consecrated area for worship and ceremony. Prayer rugs are almost always swept with a besom after use.

Prayer Rug: 80 gp; 5 lb.



Ritual Sword

Ritual swords serve much the same purpose as an athame. Also double-edged and straight bladed, a ritual sword is most often used instead of an athame when hostile energies or banishments need to be channelled during a ceremony. Like athames,

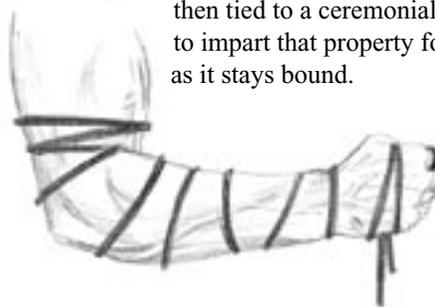


ritual swords are never intended to shed blood, becoming ruined if they ever do so.

Ritual Sword: 100 gp; 7 lb.

Sacred Cords

A physical representation of energy lines, ritual cords are tied around objects, people or places to ritualistically 'bind' them, holding in all of their spiritual power. A cord can also be imbued during ceremonies with certain conceptual properties like good fortune or blessings. This is then tied to a ceremonial subject to impart that property for as long as it stays bound.



Sacred Cords: 1 sp per foot.

Scourge

These short, leather whips often have multiple heads and are used by the lead cleric to demonstrate his physical and mental discipline. By flogging himself with the scourge, the cleric is also able to heighten his own concentration for the task at hand while simultaneously displaying his devotion.



Scourge: Medium-size Simple Weapon; 30 gp; Dmg 1d2; Critical x2; Range -; 2 lb.; Slashing.

Sea Salt

Collected from salt water, sea salt is generally purchased as large, composite crystals and ground during meditations before a ritual. Used in many different ways, sea salt is most often called upon in its capacity to cleanse dark energies from ceremonial tools and spaces. Sea salt is preferred over



other forms of salt because of its association with water, the element of life.

Sea Salt: 6 sp; 1 lb.

Singing Bowl and Puja Stick

When the interiors of these large, metal bowls are rubbed with puja sticks, they produce a haunting, hypnotic pair of wavering tones. The sounds help the congregation to focus and serve as a powerful tool for meditation.



Singing Bowl and Puja Stick: 35 gp; 10 lb.

Smudging Stick

Ritually significant grasses or leaves bound together with cord, smudging sticks are lit on one end, allowed to burn for a few moments to release their smoke as incense and then extinguished. The charred tip of a smudging stick is used during rites to mark participants for attention from the spirit world or to impart protection from inimical forces.

Smudging Stick: 1 gp.



Thurible

Also known as a censer, this is a metal vessel designed for the ceremonial burning of incense. The thurible is suspended on long chains, which are used to gently swing the vessel from side to side, dispersing the fragrant smoke of burning incense throughout the temple.



Thurible: 125 gp; 5 lb.

Tingshas

These small cymbals are used by assistant clerics to signal the beginning and ending of different sections of a hymn.



Tingshas are also used to enforce the timing of chanting during hymns,

especially when several different sections of the congregation are being led in different parts of a hymn.

Tingshas: 60 gp; 1 lb.

Vase

Sanctified vases are often placed on the altar during a hymn as a receptacle for the gathering divine energy. At the conclusion of the hymn, the vases are shattered by the lead cleric, releasing the power and activating the hymn's effects.



Vase: 40 gp; 2 lb.

Wine, Ritual

Wine is used in rituals to symbolise blood, especially during rites that would be tainted by the shedding of actual vital fluids. Blessed during a ceremony, wine is often used to anoint objects, denote lines of power or imbibed to gain the favour of the divine. While used in this capacity, any spilling of sacred wine is considered an extremely bad omen and is usually grounds for invalidation of the entire ritual.

Wine, Ritual: 15 gp per bottle; 1½ lb.

SACRED OILS

A major component of ceremonial work, sacred oils are used for a variety of important tasks. They anoint tools, line the inside of altar cases, attune the ritualist himself through their scent and streak the sides of engraved candles burned during ceremonies. Sacred oils bring together many other powerful ingredients, including herbs, organic essences and ground gemstones. A single vial of sacred oil can be the culmination of dozens of rare and expensive components.

Sacred oil is often a time-consuming construction, taking days to formulate properly. One part alchemy, one part ritual magic, crafting sacred oils is a ceremony in itself. Special times of day must be observed, prayers must be chanted over the creation equipment and costly containers must be used to hold the final product lest it lose its spiritual potency.

Non-magical sacred oils are taken very seriously as part of religious doctrine, but enchanted versions can also be made. Considered a subset of potion

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creation, magical sacred oils can only be brewed by divine spellcasters with at least five ranks in Alchemy. Sacred oils are erroneously thought of as weaker versions of true potions because of their often-incongruous durations and effects. Unfortunately, this means sacred oils are not usually available for sale. More often, they can be found within the confines of a temple or other religious institution as the work of a cloistered priest.

Regardless of their origin or method of purchase, enchanted sacred oils are all used the same way. To gain the benefits of a sacred oil, the user must cover his hands with it and rub it gently across his temples and both sides of his neck. Inhaling the aroma of sacred oil then activates its magic. This lengthy anointing makes using sacred oil a full-round action. The primary benefit of sacred oil over a potion is that, once applied, the effects of the oil cannot be dispelled by arcane magic.



Sacred Oils

Sacred Oil	Cost per Vial	Effect
Ash, Oak and Thorn	200 gp	<i>Protection from evil</i> for one full hour.
Briarwood	85 gp	User gains DR 1/- against piercing attacks for one minute.
Cedar	100 gp	User is immune to inhaled poisons for one minute.
Diamond	350 gp	<i>Divine favour</i> , at caster level 9.
Erinyes' Tears	125 gp	<i>Charm person</i> on next target of opposite gender that comes within 10 feet of user.
Feywing	150 gp	<i>Air walk</i> , ten minutes duration.
Hellstorm	175 gp	<i>Resist elements (fire)</i> , at caster level 5.
Jasper and Yarrow	200 gp	+1 luck bonus to all rolls for one minute.
Leafrot	180 gp	Plants touching user during next hour must make a Fortitude save (DC 16) or wither and die. Plant creatures take 6d6 once, 3d6 with successful save.
Myrrh	50 gp	Grants a +1 sacred bonus to wearer's next saving throw versus an undead's special attack.
Nightshade	150 gp	User's next kiss within one minute is poisonous (DC 18); Initial damage 1d4 Strength, Secondary 1d4 Constitution.
Purity	210 gp	<i>Aid</i> for one minute.
Ritual Focus	300 gp	+1 effective caster level on the user's next spell cast within one minute.

FOOD AND DRINK, DRUGS AND HERBS

Many adventurers seem happy to exist on nothing more nourishing than trail rations and a mug of ale at the nearest tavern. However, the sheer amount of gold an adventurer can expect to earn during a successful career allows him to sample the very height of luxury as far as food and drink are concerned. In addition, many adventurers pass up the opportunity to fortify themselves and expand their abilities through the use of herbs and drugs. Many become suspicious of such concoctions, as they can have unwanted side effects, but the right brew at the right time can provide amazing benefits.

Ale

This heady, golden beverage is the favourite of adventurers the world over.

Ale, Gallon: 2 sp; 8 lb.

Ale, Mug: 4 cp; 1 lb.

Baked Garlic

A delicious bulb, usually baked in a small clay oven and eaten either whole or spread like a condiment over toasted bread, baked garlic can be prepared in a special way to effectively combat vampires. If the garlic is soaked in holy water and baked in a *blessed* oven, the creature consuming it gains a special benefit that lasts 4 hours. If a vampire uses its blood drain special attack on someone who has consumed garlic prepared this way, it suffers 2d4 holy damage and the attack automatically fails. The pain also causes the vampire to immediately release its hold on the protected character.

Baked Garlic: 3 cp per bulb.

Baked Garlic, Blessed: 26 gp per vial.

Banquet

A formal, five-course meal with exotic and expensive food and drink usually held by a member of the nobility for several guests.

Banquet: 10 gp per person.

Bread

A simple loaf of wheat-flour bread.

Bread: 2 cp per loaf; ½ lb.

Cheese

Cow or goat's milk cheese.

Cheese: 1 sp; ½ lb.

Chicken

A species of fowl raised for its meat, eggs and feathers.

Chicken: 2 cp.

Cinnamon

An exotic seasoning used to add flavour to otherwise bland dishes.

Cinnamon: 1 gp; 1 lb.

Clean Water

Purified water has a number of uses, from safe drinking to cleansing healing tools. Pure water is almost a must for an alchemist and, when disease is a concern, it may be the only thing safe to drink that is not alcoholic. Usually created through heat distillation, clean water is assumed into the cost of alchemical crafts and potion making but if a quantity of it is needed for other purposes it must be purchased separately. If the Games Master determines that clean water could affect the outcome of a skill check (such as Heal or Craft), it may add a +1 equipment bonus to such rolls.

Clean Water: 5 sp per gallon; 8 lb.

Cow

A bovine animal raised for its meat, milk and hide.

Cow: 10 gp.

Flour

A simple wheat-based powder used for baking.

Flour: 2 cp; 1 lb.



Ginger or Pepper

Exotic seasonings used to add flavour to otherwise bland dishes. Also used to make spiced wine.

Ginger or Pepper: 2 gp; 1 lb.

Goat

A small animal raised for its milk and wool.

Goat: 1 gp.



Hearty Broth

A combination of vegetables, white meats and soup stock packaged for easy transportation and cooking, this mixture is extremely nutritious and one bowl counts as a complete meal for a Small or Medium-size consumer. In addition, there is some truth to the idea that a good soup can help relieve colds and other common ailments. While a mundane broth cannot cure sickness on its own, using hearty broth as part of a Heal check to treat disease grants a +1 circumstance bonus to the roll. Even if the check fails the patient is eating well.

Hearty Broth: 1 gp per 8 servings; 1 lb.



Meals

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

Meals, Common: 3 sp per day.

Meals, Good: 5 sp per day.

Meals, Poor: 1 sp per day.

Meat

A chunk of meat from any number of species of animal, usually eaten in a thick broth.

Meat: 3sp; ½ lb.

Ox

A species of animal renowned for its great strength and fortitude.

Ox: 15 gp.

Pig

A species of animal raised for its meat.

Pig: 3 gp.

Rage Wine

Although rage wine is actually a grain alcohol of sorts, it is typically called rage wine in the bardic songs written about it. Most of these songs involve violence and gratuitous property damage, and rightly so. Most drinking establishments do not offer rage wine for exactly this reason, though some very rough taverns might cater to those who have acquired a taste for its exotic and spicy flavour. Drinking even one small glass of this faintly red liquid causes the imbiber to make a Willpower save (DC 10) or become belligerent and dour. Each additional glass requires another save and increases the DC by +4.



Once someone has failed a saving throw against the effects of rage wine, any little incident will set them off. They will then attack the nearest likely target, ignoring their weapons in favour of grappling, punching and general brawling mayhem. If they have had four or more glasses of rage wine at this point, they gain the benefits of the barbarian's rage class ability for the first five rounds of combat. While the exhaustion effects of the rage ability also apply, most drinkers of rage wine are unconscious long before that becomes a problem. A single bottle of this wine contains 24 servings.

Rage Wine: 75 gp per bottle: 1 lb.

Rations, Trail

Trail rations are compact, dry, high-energy foods suitable for travel, such as jerky, dried fruit, hardtack and nuts.

Rations, Trail: 5 sp; 1 lb.

Saffron

An exotic seasoning used to add a spicy flavour to an otherwise bland meal.

Saffron: 15 gp; 1 lb.

Salt

A seasoning used to add flavour to an otherwise bland meal.

Salt: 5 gp; 1 lb.

Sheep

A docile species of animal raised for its milk and wool. Young sheep are often culled for their meat.

Sheep: 2 gp.

Sleepy Tea

An herbal mixture of peppermint, valerian and other soothing ingredients, sleepy tea is normally sweetened with a hint of honey and brewed fresh right before bedtime. Just the smell of this tea as it is brewing can lull someone to restful slumber, while drinking a full glass of it in quiet conditions is an almost guaranteed trip to dreamland. Using sleepy tea can also help ensure pleasant dreams, granting a +1 circumstance bonus to any Willpower saves made while the drinker is asleep. If the imbiber is having difficulty sleeping for any reason, this tea gives him the option to willingly make a Fortitude save (DC 16). Failure lets him finally get the rest he needs.



Sleepy Tea: 1 gp per 12 servings.

Starberry Fruit

These palm-sized crimson-and-orange fruits have a thick, edible rind and are extremely juicy and sweet. Even their core can be eaten, though most consumers discard it. The primary benefit of starberry fruit, which gets its name from the star-shaped marking around its top where the stem is attached, is as a portable source of both food and water. Eating three starberry fruits a day counts as all the food and water a Medium-size creature requires. Starberry fruit preserve satisfies a creature's food requirements but not its need for water. A single jar of preserves contains enough for 12 servings.



Starberry Fruit: 2 gp per 3 fruit; 1 lb.

Starberry Fruit Preserves: 5 gp per jar; 1 lb.

Tea Leaves

An herbal leaf, chopped and dried, that produces a refreshing drink when added to hot water.

Tea Leaves: 2 sp; 1 lb.

Tobacco

An exotic leaf that produces a thickly flavoured smoke when burnt. Often used in pipes instead of pipeweed.

Tobacco: 5 sp; 1 lb.

Travel Bread

Travel bread is a high-energy food, providing much the same nourishment as trail rations. In addition, it does not produce any of the distinctive smell jerked beef is renowned for, which may aid in characters avoiding animals and creatures who might otherwise detect the scent. Each loaf of travel bread provides the same nourishment as one day's worth of trail rations.



Travel Bread: 3 gp per loaf; ½ lb.

Universal Rations

This strange, dark-brown foodstuff comes in long, thick strips like dried beef and has a slightly salty smell. Made from a mixture of plants and flavoured with spices and a touch of meat fat, universal rations have a singular property that makes them very valuable to carry – almost anything can eat them. Any humanoid, animal or beast can derive sustenance from these somewhat chewy strips of vegetable protein, even if no one actually enjoys doing so. Rather bland tasting, universal rations store without any special preparation and stay as fresh as they ever get for up to six months before drying out completely. Even then, they can be added to a soup or stew.

Universal Rations: 1 gp per 20 servings; 1 lb.



Wakeberries

Although wakeberries are more rightly called beans, the name wakeberries has stuck due to common usage. Wakeberries are crunchy, bitter and not particularly tasty, but few eat wakeberries



for their flavour. These dark beans grant the consumer a sudden, wakeful burst of energy, seemingly sharpening the mind and revitalising tired muscles. While the effects of wakeberries do not last long, they can be very useful

in keeping up a creature's energy level for a short time. Each wakeberry erases one point of subdual damage, up to a maximum of five points per day.

Wakeberries can also be ground up and used to brew a very bitter, acrid tea. Those who learn to enjoy wakeberries in any form discover that they 'need' them every morning to wake up properly, suffering a -1 circumstance penalty to all skill checks until they have had at least one brewed cup or eaten three beans.

Wakeberries: 1 cp each.

Wheat

A common grain ground into flour for use in baking.

Wheat: 1 cp; 1 lb.

Wine

The juice of crushed grapes fermented and aged to produce an appetising beverage. The longer the wine has aged, the greater its refinement.

Wine, Common: 2 sp per pitcher; 6 lb.

Wine, Fine: 10 gp per bottle; 1½ lb.

HERBAL RECIPES

The following herbal recipes can be found for sale in many small towns and villages, as they are often time-honoured concoctions that common folk swear by. Outsiders are often more than a little suspicious about ingesting or otherwise using such foul-smelling substances, but the knowledgeable adventurer may apply them with confidence, secure in his belief that he knows what he is doing.

The herbal recipes that follow are simply for game purposes. Often, the concoctions have no real names and even when they do, they are regional.

Many families have their own herbal recipes handed down from mother to daughter over the generations and, obviously, they have their own names for these concoctions.

Adder's Balm

These oil-and-herb-soaked balms are particularly useful during long term care when a herbalist is trying to prevent infection. The balm draws out poisons and infections from the wound on which it is placed. The character using Adder's Balm receives a +2 circumstance bonus to his Heal check for the purposes of long-term care and allows the patient to recover 25% more hit points than normal. This offers no additional benefit to heal ability damage. In addition, if a character with Adder's Balm can get to an infected wound within one minute, he can attempt to remove the disease before it spreads into the patient's system. The character must attempt a Heal check (DC as determined by disease +10). If the heal check is successful, the patient makes a new Fortitude save. If this saving throw is successful, the subject is not infected.

Adder's Balm: 50 gp per balm.

Arquefoil Tincture

A powerful analgesic and antiseptic, this greenish, alcohol-based fluid is useful for deadening the sensation of pain and reducing chances of disease. Used typically in conjunction with the Heal skill, arquefoil tincture adds a +1 equipment bonus to checks made for first aid, treat caltrop wound or treat disease. In addition, if four doses are diluted with water and applied over someone's entire body, they receive a +4 circumstance bonus to saves versus disease and pain effects for one hour (including Concentration checks due to injury). During this time, the recipient has very little bodily sensation and, as such, the Games Master must keep track of their hit points until the tincture wears off.



Arquefoil Tincture: 100 gp per dose.

Bladderwrack Tea

A mixture of bladderwrack and other rare, purgative herbs, this infusion stimulates the body's ability to rid itself of toxins. As a side effect, the imbiber will urinate several times during the two-hour period after drinking this tea.

Bladderwrack tea can be stored after being steeped with no loss in effectiveness and if taken after being poisoned, it can delay the secondary save for one hour after consumption. This secondary save is made at a +2 circumstance bonus due to the tea's special properties.



Bladderwrack Tea: 120 gp; 1 lb.

Blue Vision

This potent elixir is a hallucinogen ingested by druids and other seers to enhance the clarity of their visions. Once drunk, the elixir takes 1d4+1 rounds to have an effect. At this point, the drinker must make a Willpower save (DC 14) or lose his senses completely. Even if the character does pass his saving throw, he suffers a -4 penalty to his Dexterity and Charisma for the duration of the effect. The concoction lasts for 1d6x10 minutes. During this time, if the character passed his Willpower save, he may cast any divination spell at +1 caster level.

Blue Vision: 150 gp per vial.

Bramble Hold

This red-purple compole is brewed from a mixture of berries native to most temperate forests. It has a strong, sweet taste and is often used as a late evening drink. Though not inherently intoxicating, bramble hold has strong magical connotations and is highly sensitive to the magic of druids and the fey. If an enchantment spell of third level or lower is cast upon bramble hold, it will absorb the magical qualities. Bramble hold can only hold the properties of one enchantment spell at a time – a new casting destroys the effects of any other enchantment already held by the recipe. The brew can hold the magic for up to 24 hours. Any creature drinking the brew is affected as though they had been targeted by the enchantment. They receive all normal saving throws.

Bramble Hold: 300 gp per serving.

Catmint Potpourri

Commonly bundled in small sachets of muslin, catmint potpourri contains several pungent leaves and berries. While the scent of catmint potpourri is usually too strong to be considered pleasant, especially by gnomes, its powerful odour makes

it useful to rogues and other individuals who anticipate being tracked by scent at some point. Scattering catmint potpourri across one's tracks will force any creature using the Scent ability who encounters it to make a Fortitude save (DC 18). Failure robs them of the Scent ability for one hour. Catmint, once used, remains potent for six hours, two if it is raining.



Catmint Potpourri: 80 gp per sachet.

Damiana Oil

An excellent oil for assisting natural healing, damiana oil is a blend of several rare plants and seeds crushed under careful conditions and mixed together with pure ingredients that aid in the body's absorption of nutrients. Applied to the skin of patients undergoing long-term treatment for injuries, damiana oil adds three hit points to their healing rate per day of care. One dose is required each day to obtain this benefit. Each flask holds 10 applications.



Damiana Oil: 90 gp per 1-pint flask; 1 lb.

Eaglesight

An herbal wash for the eyes, this green-blue fluid sharpens vision and allows the user to see much farther and in much greater detail than normal. While the effects do not last long, they are quite dramatic, adding a +5 circumstance bonus to Spot checks for 10 minutes. Once the wash wears off, the user is at -5 to all Spot checks for one minute while his eyes readjust.



Eaglesight: 150 gp per application.

Fenwater Bile

A rancid, brown-and-grey liquid that does not seem fit for consumption, fenwater bile is proof that anything good for you is likely to taste horrible. Drinking fenwater bile is a sheer act of will, the liquid equivalent of driving a nail through your own foot. Doing so does grant a powerful benefit, however, as all diseases or

poisons currently in your system are instantly negated and purged violently over the course of a full minute. This purging is neither pleasant nor tidy and is best done in private. While purging, the drinker is considered essentially helpless. Clean clothes and a bath are considered vital accessories when using fenwater bile.



Fenwater Bile: 400 gp per dose.

Gardenia Balm

A fragrant-smelling cream normally applied to the neck and hands, gardenia balm greatly increases the wearer's ability to focus and persevere despite distractions. An application of this balm lasts one hour, during which time the user benefits from a +2 circumstance bonus to Concentration checks made for reasons other than injury and any skill check made taking 10 or 20.



Gardenia Balm: 210 gp per application.

Hallowflower Essence

A sacred liquid, normally created from flowers harvested in blessed church gardens or raised by priest of good-aligned religions, hallowflower essence is a very powerful tool against the undead.



Used primarily as an anointing medium, any weapon coated in hallowflower essence gains the *disruption* special weapon power for the first strike it makes afterwards.

This can even affect slashing or piercing weapons. Hit or miss, hallowflower essence only affects the first attack made by the anointed weapon. This essence can also be applied to a holy symbol, adding a +2 circumstance bonus to the next turning check made using that symbol.

Hallowflower Essence: 500 gp per vial.

Hush Berry

This herbal tea allows the subject a restful and deep sleep. The character that imbibes the tea must make a Will save (DC 12) within the hour or become fatigued. The character will want to sleep. If the character does sleep, he receives a +2 circumstantial bonus to saving throws against

a *nightmare* spell or similar effect that interfere with sleep. A character under the influence of hush berry requires a Will save (DC 12) to wake from his deep sleep. After the character receives eight full hours of sleep or the 24 hours, whichever comes first, the effects of hush berry wear off completely.

Hush Berry: 500 gp per dose.

Icebloom Rose Tea

Made from the pale white petals and bluish hips of the icebloom rose, this tea imparts the same ability to endure cold that its winter-thriving source possesses. Only available fresh during the coldest months of each year, icebloom tea grants the drinker *resist elements (cold)* 10 for one hour and *fast healing* 1, useful only to heal cold damage.



Icebloom Rose Tea: 125 gp per dose.

Jow

Jow is an herbal treatment that is very beneficial for anyone who works in a physically demanding occupation. Concocted from a number of individually toxic herbs and a healthy dose of strong alcohol, jow is used as a topical ointment; when rubbed vigorously on bruises and sore muscles, jow relieves tension and eases stiffness. Anyone who rubs a single application of jow on their body heals one additional hit point after a full day of rest or one additional point of subdual damage each hour.

Jow: 10 gp; 1 lb.

Jowlnumb

An oral analgesic, jowlnumb is used in many rural area in small quantities to deal with toothache and teething pain in infants. In larger quantities, it has another use more applicable to adventurers. Spread over the body, jowlnumb does not affect the user in any apparent way. If the wearer is bitten within an hour of applying jowlnumb, this concoction deadens the jaws and tongue of the creature doing so. This results in a -4 circumstance penalty to all further bite attacks and damage rolls made by it in the next 30 minutes. The attacker gets a



Fortitude save (DC 18) to avoid its effects but this saving throw must be made each time the creature bites someone protected by jowlnumb. Each flask contains enough jowlnumb for 10 applications or to cover the body of one Medium-size humanoid.

Jowlnumb: 70 gp per 1-pint flask; 1 lb.

Knowing Tree Oil

Made from the bark and roots of a tree rumoured to be intelligent, knowing tree oil clears the mind and allows easier recall of memories. Useful to sages and scholars of all sorts, an application of this oil rubbed into the temples grants a +2 circumstance bonus to Knowledge checks made for up to four hours afterwards. A full eight hours of sleep is needed before someone can benefit from knowing tree oil again.



Knowing Tree Oil: 350 gp per application.

Lightning Balm

A grey salve made from several exotic herbs and oils, lightning balm makes the user less conductive to electricity, limiting the amount of damage he can take from such sources. An application covers the entire body and lasts eight hours unless removed with soap and water. While protected in this way, the user has *resist elements (electricity) 5* and gains a +2 bonus to any saving throw required to resist or avoid electrical damage of any kind.



Lightning Balm: 225 gp per application.

Moneycall Potion

Moneycall potions, rumoured to increase the imbiber's future wealth, are a scam, pure and simple. They are included in this list to provide an example of the sort of false mixtures scoundrels may try to foist on unsuspecting adventurers and common folk alike. Since herbal mixtures do not normally radiate magic, it is very difficult to determine whether a given sample will work as advertised until one uses it. By then, of course, the seller has long since departed to find gullible victims elsewhere.



Moneycall Potions: 500 gp minimum per potion.

Night's Cream

A black balm, made from squid ink and other emollients, this formula darkens the skin harmlessly and can be applied to most surfaces without damaging them or causing permanent discoloration. When used by someone skilled in concealment (possessing at least four ranks of Hide), night's cream adds a +3 circumstance bonus to Hide checks. Individuals also skilled in using make-up properly (possessing at least 4 ranks in Disguise) increase this bonus to +5. Removing this cream takes one hour and faint traces of its use remain on the skin for up to four days unless magical healing is applied.



Night's Cream: 250 gp per application.

Nightingale Balm

A relatively common herbal recipe, nightingale balm is applied to bruises and other light injuries. Characters suffering from such scrapes and bumps will recover far more quickly. A character using nightingale balm will recover subdual damage at double the normal rate.



Nightingale Balm: 4 gp per application.

Openquiet Oil

An extremely thick, slippery oil, openquiet oil is of great use to anyone dealing with noisy hinges or similar problems. An application of openquiet oil is normally enough to treat ten hinges, allowing them to be used without making any noise at all. There is a 10% chance when applying openquiet oil that a given hinge will not be silenced by it, no matter how much is applied. When it does work, nearby creatures are not allowed a Listen check to detect the opening door.



Openquiet Oil: 90 gp per application.

Poisonbane

A preventative, poisonbane works by subtly poisoning the imbiber. This keeps any other poison from having much ability to further affect the subject, granting a +4 bonus to initial Fortitude saves against poison of any non-magical sort. Secondary saves are automatically successful.

Poisonbane lasts for two hours per application and, while it is in effect, the drinker suffers a -2 penalty to a given statistic. Versions of poisonbane exist for each statistic and users are encouraged to choose a version that does not impair their important abilities.

Poisonbane: 300 gp per vial.

Quickenberry Tea

Drinkers of the surprisingly tasty quickenberry tea find that their reaction speeds and endurance are slightly increased. This results in five feet per round being added to their base movement rate, which stacks with feats and class features that increase movement but not with spells that do the same. Magical effects supersede the benefits of quickenberry tea.

Quickenberry Tea: 140 gp per serving.

Ratspaw Poultice

Rats, the perennial carriers of disease, are useful in that their bodies possess the endurance to resist the ravages of the plagues they transmit. Rat paws, ground up and added to medicinal herbs, can be used as a poultice for diseased wounds. When a ratspaw poultice is used as part of a healing attempt to treat a disease caused by a physical wound, the check is automatically successful.

Ratspaw Poultice: 80 gp per poultice.

Speaksweet Brew

A valuable drink for bards, public speakers and others who rely on their voice to influence others, speaksweet brew affects the throat and vocal cords of the drinker in a powerfully beneficial way. For one hour after drinking a hot cup of speaksweet brew, the user gains a +2 bonus to any Charisma-based skill checks. A double dosage of speaksweet can grant a bard an additional use of the bardic music class feature, but doing so keeps the bard from being able to benefit from speaksweet again for 24 hours.

Speaksweet Brew: 280 gp per dose.



Swine's Rest

A single brew of this herbal remedy can be lathered into the skin to provide protection from sunburn. The brew has a sweet but not unpleasant aroma. Many commoners in hotter climes make extensive use of swine's rest if they are prone to sunburn. Swine's rest offers no other benefit to resisting the effects of heat and will only work against cosmetic damage to the skin.

Swine's Rest: 10 gp per application.

Twinklejuice

Twinklejuice comes in two separate vials, both only half-filled. To use twinklejuice, one vial is poured into the other and shaken vigorously. One round later, the mixture begins to glow as brightly as a torch and remains luminous for two hours.

If the vial is shattered and its glowing contents allowed to scatter, it shines with the equivalent of a *daylight* spell. Once exposed to the air in this way, twinklejuice quickly degrades and stops glowing after only one second for each minute of duration it had remaining.

Twinklejuice: 200 gp.

Unicorn's Horn

A small, twisted shard of what appears to be aged ivory, unicorn's horn is actually a harvested piece of dried root. If chewed for a full minute and then swallowed, unicorn's horn cures one point of temporary Constitution damage and restores four points of subdual damage. If ten pieces of unicorn's horn are steeped like a tea for 10 minutes in hot water, the resulting bitter drink restores 1d4+1 points of temporary Constitution damage and 20 points of subdual damage.

Unicorn's Horn: 80 gp per piece.

Vileblossom Essence

A hideous smelling liquid, vileblossom essence must be kept in an airtight container at all times or its effectiveness is ruined. Used as a grenade-like missile weapon, vileblossom essence creates a 10-foot-radius cloud of white vapours that acts as a *stinking cloud* spell on anyone caught within.



Its lingering effects only last one round after leaving the area and the Fortitude saving throw DC to resist the stench is 15, due to the potency of the formula.



Vileblossom Essence: 350 gp per flask.

Willstone Tea

A powerful bolstering infusion for the drinker's willpower, willstone tea is a dwarven mixture utilising roots and mildly toxic fungal ingredients. Acrid and foul tasting, willstone tea grants the effects of the Iron Will feat for an hour after consumption. If the drinker already has the Iron Will feat, its bonus improves to +3 for the tea's duration. Only one dose of willstone tea can be used in a 24-hour period.



Willstone Tea: 160 gp per dose.

Wolf's Bane

An herbal tea produced from belladonna, this recipe offers a character afflicted with lycanthropy a greater chance of avoiding his curse. If drank within one hour of a lycanthrope attack that inflicted the character with the curse, the tea automatically removes the curse. If drank within one day, the tea allows a Fortitude save (DC 20) to shake off the disease. A healer administering the elixir can use his Heal check instead of the character's Fortitude save. This tea must be used in place of unprepared belladonna – not in addition to. When drunk, the imbiber must make a Fortitude save (DC 8) or take 1d6 points of temporary Strength damage. After one minute, another saving throw needs to be made to avoid 2d6 points of temporary Strength damage.

Wolf's Bane: 25 gp per dose.

Xanapher's Toil

Named for the five years the alchemist Xanapher spent developing it, xanapher's toil takes the form of small edible crystals of rock candy. Extremely sweet, hints of peppermint and cinnamon lend some additional flavour. For 30 minutes after eating a crystal, the user gains a +2 to Constitution and the ability to endure extreme exertion without tiring. After the 30 minutes have elapsed, the consumer is considered fatigued. If any serious

work was performed under the toil's effects, the user is exhausted instead. Only two crystals of xanapher's toil can be eaten in any 24-hour period.



Xanapher's Toil: 150 gp per piece.

Yarrow and Nettle Balm

A cream useful for healers dealing with open wounds that will not close on their own, yarrow and nettle balm can be spread over such wounds to form a false skin. This mixture seals the wound and promotes normal healing within. Recipients of this balm heal one hit point instantly and are no longer subject to any current *wounding* effects they may be suffering; neither benefit requires a Heal check.



Yarrow and Nettle Balm: 300 gp per application.

Zarakroot Chew

Created by a gnome herbalist disgusted by the foul, leafy substances his human companion was constantly chewing and spitting, zarakroot chew is a blend of leaves, roots and berries that provides a mildly pleasurable sensation when chewed carefully and held in the cheeks or against the user's bottom lip. After five minutes in the mouth, zarakroot chew dissolves completely and can be swallowed without adverse side effects. Each swallow of dissolved chew heals a single point of subdual damage and only 20 points can be healed in this way in any 24-hour period. Each pouch contains enough of the chew for 10 uses.



Zarakroot Chew: 100 gp per pouch; 1 lb.

DRUGS

Far more potent than mere herbal recipes are the concoctions of alchemists and other practitioners who will combine herbs and ancient practices with their own peculiar science to create potent drugs. Such drugs have the capability to greatly alter a character's mental and physical state and, their

creators will assure, have no real side effects worth mentioning.

Mindsharp

This substance is banned in some kingdoms for the long-term effects it can cause to the mind. Designed to improve its user's mental acuity, mindsharp allows a wizard (but not sorcerers or bards) to rest for only four hours before preparing his daily spells. A character must drink one vial of the substance after four hours of rest in order to gain its benefits. However, mindsharp extracts a steep price from a wizard. Each time this drug is used, a Fortitude save (DC 15) must be made or the character will suffer two points of temporary Intelligence damage. However, the Games Master should make this check in secret



and inform the player of its result only if a situation arises in which the character could directly observe the effects of his reduced intellect. Mindsharp has a side effect of granting its user an increased sense of competence and confidence, causing him to overlook the drawbacks

of this drug. Normally, a wizard is only aware of his Intelligence loss if he attempts to cast a spell that his reduced intellect no longer allows him to use. A mindsharp user does not begin to naturally heal this Intelligence loss until one week after his last use of mindsharp. For each consecutive day a wizard uses this substance, increase the Fortitude save DC by +2. For each day he goes without using it, reduce it by -2 until it returns to 15. Intelligence lost through the use of mindsharp is cumulative. Mindsharp has no effect on divine spellcasters or others who do not rely on Intelligence to determine bonus spells.

Mindsharp: 25 gp per dose.

Mother's Milk

The religion of the amazons pervades every aspect of their life, from the organisation of their villages to the routine of their day. One of the most notable daily rituals of the amazons is the consumption of a herbal concoction known as mother's milk. The exact formulation of this sacrament



is perhaps the most closely guarded secret of the amazons. Any character drinking a dose of mother's milk will continue to fight normally until they reach -6 hit points, after which point they will follow the normal rules for negative hit points, dying when they reach -10. A dose of mother's milk will last for 12 hours.

Mother's Milk: 500 gp per dose.

Paindull

A thick, syrupy liquid, paindull is a powerful analgesic that helps a user resist the effects of damage. After drinking a dose of paindull, a



character gains a +2 competence bonus to all Concentration checks caused by damage for two hours. Paindull provides a buffer against the shock and agony caused by a wound, improving its user's ability to focus his thoughts. Paindull only works for a character once during a 24-hour period. Doses

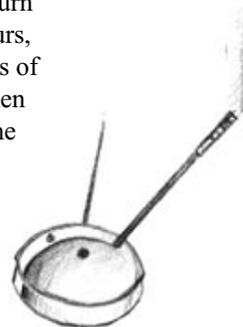
beyond the first have no effect.

Paindull: 80 gp per dose.

INCENSE

For too long has the various prescribed incenses of the great religions been the province of just a few high-ranking clerics. Any character who knows where to go can purchase a bewildering variety of mind-altering incense that, when burnt and inhaled, can literally change all perception of the world. This is incredibly useful during religious ceremonies, where clerics must ensure their flock follows holy texts to the letter, but a cunning adventurer can also use them to increase his chances of survival.

Incense must be burnt and inhaled for at least 10 minutes before it takes effect - each stick of incense purchased will burn continually, releasing vapours, for half an hour. The effects of incense will last no more than five minutes after leaving the vapour-filled air around the burning stick. Twenty sticks of incense weigh one pound, though all are sold singly. The various types of incense available are listed below.



Incense

Incense	Cost per Stick	Effect
Bane of the Wolf	22 gp	50% chance of suppressing lycanthropic change
Enamour	8 gp	Temporarily increase Charisma by +1
Far Seer	25 gp	Increase chances of successful <i>augury</i> or <i>divination</i> spell by 5%
Lady Luck	6 gp	Re-roll any one saving throw
Maiden's Touch	6 gp	Doubles rate of healing*
Mindbender	12 gp	Reduces power point cost of any manifested psionic power by -1 (minimum cost of 1)
Pure Endurance	14 gp	Temporarily increase Constitution by +1
Quick & Nimble	12 gp	Temporarily increase Dexterity by +1
Strength of the Bull	18 gp	Temporarily increase Strength by +1
Ward of Evil	31 gp	Acts as an outwardly projecting <i>magic circle against evil</i>
Wisdom of the Ages	10 gp	Temporarily increase Wisdom by +1
Wit's Fool	16 gp	Temporarily increase Intelligence by +1
Scentbreaker	20 gp	Creatures who track by scent lose that ability and all commensurate bonuses for one hour if they enter an area with this incense burning
Camaraderie	18 gp	+1 morale bonus to Will saves and fear effects, immune to the shaken and cowering conditions
Eyes of the Night	25 gp	Gain darkvision 60 ft. while affected
Spiritcaller	32 gp	Forces incorporeal creatures in the area of effect to manifest, negating their incorporeal bonuses
War Mist	30 gp	+1 morale bonus to attack and damage rolls

* Must be continually burnt while character rests normally

HERBS

Any given herb can be located after an hour of searching and gathering. To see if a quality specimen can be produced, the herbalist must pass a Wilderness Lore or Knowledge (nature) check against a Difficulty Class of the herb listed. To find such a plant out of season the DC increases. Searches in the autumn add +5 to the DC, searches in the winter add +10 to the DC and searches in the spring reduce the DC by -5. Certain specimens will never be found out of season and the Games Master is the final arbiter when a search for herbs is made. The player must announce the type of specimen it is that they seek. Once discovered, they can gather enough for one dose. An area can yield only as many doses as the herbalist can pass the skill check. Each successive check increases the base difficulty by 5. So, if Deirdre seeks adder's tongue, she must search for an hour. She has a total bonus of +10 to her Knowledge (nature) checks and she rolls an 18, which totals 28. While she has found a suitable specimen, she realises that she will find no more as the new Difficulty class is 31, an impossible number for her to roll at her current level. If at any time the herbalist succeeds the requisite check by 5 or more, they find two doses. The DC still increases as normal for successive checks.

Once the specimen has been collected, the herbalist must prepare it so as to derive the useful property in it. Each specimen below has a listed DC to unlock the herb's properties. On a failed attempt, the herb fails to yield its special qualities. Success indicates results as described below for each entry. The DC is always against Profession (herbalist) and takes 10 minutes to prepare. Characters may prepare these specimens up to a week in advance before the substance loses its potency. Insofar as how the herb is used, it is largely up to the player and the Games Master. Some herbs may offer a magical property only if

Name: (and as it is commonly known) and the *Latin Name* (for the sake of completeness and only for real world examples).

Type and Availability: What the plant is and the listed Difficulty Class (DC) for Wilderness Lore or Knowledge (nature) checks to find the specimen.

DC and Feature: The DC is the target number to unlock the specimen's potential and the feature is the corresponding ability that the plant will yield.

Price: The price of a sufficient amount of the herb to make one dose. This price is for the herb in its 'locked' state and, once purchased, any of the available features can be unlocked with the appropriate skill check.



eaten. Others may be useful if ground into a fine powder. Allowing players to choose the exact technique individualises the particular herbalist, thus making these rules all the more interesting to use.

Acacia *Acacia Senegal*

A deciduous tree of short stature with spines and variable compound leaves, it has bright yellow flowers in the shape of little balls and its bark is a whitish grey. The potential specimen is the young leaves and flowers which, if crushed into a fine powder, may be pressed into a wound for a healing affect. To find a usable specimen, the herbalist must pass a Knowledge (nature) or Wilderness Lore check (DC 22). Several varieties of this plant exist, thereby making it a reliable find in almost any temperate region.



DC	Feature
20	cure light wounds (as if cast by a first-level caster).

Acacia: 25 gp.

Adder's Tongue *Erythronium Americanum*

This is a perennial plant featuring a bulbous root that sprouts two brownish leathery leaves with purplish spots and yellow flowers and grows in thin moist woodlands, or open fields. This specimen may be found on a successful roll against a DC of 26. When gathered during the waning of a full-moon, adder's tongue may cure any poison caused by a viper.



DC	Feature
24	Remove poison inflicted by viper.

Adder's Tongue: 10 gp.

Agaric (Death Angel) *Amanita Muscaria*

A red-capped mushroom with white spots that ranges in growth size from a human fist to a human head. Finding this fungus is relatively easy (DC 24), as it typically grows at the base of an oak tree. Proper preparation can aid in healing Cackle Fever, but truly harnessing its potential can aid in the casting of Air spells.



DC	Feature
20	+2 bonus to saves against Cackle Fever.
22	+1 caster level on any one spell with the Air descriptor.

Agaric: 50 gp.

Agrimony *Agrimonia Eupatoria*

This plant has long, slender leaves, slightly indented around their edges, with a light hair on the grey underside of each. This plant also features a tall stalk adorned with yellow flowers when in bloom. This plant grows along the sides of hedges. To find this specimen, the herbalist must pass a check against DC 24, but it is only found during the middle of summer.



DC	Feature
24	+4 bonus to saves against viper poison.
30	Simulate the <i>sleep</i> spell, normal saving throw applies (DC 12). The sleeper will only wake with a sharp slap or loud noise. The effects of this herb last for 1d3 days.

Agrimony: 40 gp.

Angelica *Angelica Atropurpurea*

Seems to be a type of celery in odour and appearance, this plant has a number of magical properties. This plant grows in cool, damp climates and has a DC of 24 to locate.



DC	Feature
26	Cures Filth Fever.
28	+4 bonus against The Shakes or +2 bonus to saves against injury poisons.
30	Provides 1d3 temporary hit points.

Angelica: 60 gp.

Anise *Pimpinella Anisum*

A delicate annual, whose white dainty flowers can reach about 18 inches in height and are supported by feathery leaves. Typically they are found only in the summer months, having a DC of 20 to locate.

- DC Feature**
 20 Provides +2 bonus to saves against diseases.
 24 Confers a +2 herbal bonus to all saves against illusions.



Anise: 25 gp.

Asafoetida (Devil's Dung)

A six-foot perennial displaying white flowers and hollow stems, this plant grows in most wooded areas, having a DC 25 to find.

- DC Feature**
 26 Cures Mindfire.
 28 Confers a +1 bonus to Intelligence checks for two minutes.



Asafoetida: 40 gp.

Avens (Star of the Earth) *Geum Urbanum*

This common plant has rough, wing-like leaves and bright yellow flowers atop slender stalks. Due to its commonality, it requires only a DC of 18 to find. It is typically found under hedgerows or by pathways through fields.

- DC Feature**
 24 Confers a +2 bonus to saves against Slimy Doom.
 28 Allows a second save against *ray of enfeeblement* or any other Strength-damaging spells or spell-like abilities.



Avens: 20 gp.

Belladonna (Deadly Nightshade) *Atropa Belladonna*

A thick, fleshy root of a pale white colour, it sports dull, dark green leaves of varying sizes and, when crushed, it gives off a foul stink. This is a deadly plant and also uncommon, requiring a DC of 26 to find.

- DC Features**
 26 Manufacture Ingested Poison: DC 18; 1d4 Con / 1d4 Con.



- 30 Cures lycanthropy but poisons the character in the process (see above).
 34 *Protection from evil* for four rounds.

Belladonna: 100 gp.

Blessed Rose Petals

The blessed rose is an elegant, pure white flower that blooms only in temperate realms. The petals can make any beverage that has been poisoned or otherwise contaminated safe to drink. The DC to find the rose is 18.

- DC Features**
 20 Purify up to 12 ounces of liquid.

Blessed Rose Petals: 10 gp.

Boneset *Eupatorium Perfoliatum*

Boneset is a perennial flowering plant with a solid, hairy stem, growing as tall as 4 feet in height. The pointed, lance-like leaves are large and uniformly source from the base of the plant. Adorned with numerous flowers, this plant can typically be found in the mid-summer months to early autumn, with a DC 25 skill check.



- DC Features**
 20 Cures Red Ache.
 22 Allows a second save at a +2 bonus against Devil Chills.
 24 Allows a second save at a +2 bonus against Demon Fever.

Boneset: 30 gp.

Broom (Besom) *Spartium Scoparius*

Found in cooler northern climates, broom is a dense shrub that grows wild throughout most regions. Broom grows to a moderate size (between three and five feet) and has numerous slender branches of a bright green hue. The plant only has leaves when young, allowing the stems to fulfil the same functions. It is a deciduous shrub that is notorious for its ability to cleanse a system, even removing gallstones and repairing broken bones. Finding broom is not difficult, requiring a DC 22 skill check.



- DC Features**
 24 Cures 1d3 points of temporary Dexterity damage.

Broom: 50 gp.

Celandine (Devil's Milk)

Chelidonium Majus

Celandine or devil's milk is a perennial plant that sprouts many stalks of a white-green hue. Fragile in quality, they snap readily. The leaves of this plant are usually a blue-green and are tender and wide. This plant flowers throughout the summer and may be located with a successful check against a DC 21.



- DC Features**
 20 Cures Filth Fever.
 24 +2 herbal bonus to saves against Slimy Doom.
 24 Allows a second save against blindness/deafness.

Celandine: 60 gp.

Cloves (Clove Tree) *Syzygium Aromaticum*

The distinctive odour of the clove is the primary feature of this tree. Unlike most herbal remedies, this specimen can be used for more practical needs. Rumoured to draw wealth, purify areas and ward away evil presences, these features are clearly superstition. While clove trees are not all that uncommon, proper preparation takes a skilled herbalist. Finding specimens requires a check against a DC of 22.

- DC Features**
 22 Improve Non-Player Character reactions by one step for one minute.
 28 +1 bonus to saves against the permanency of energy drain.



Cloves: 10 gp.

Comfrey Root *Symphytum Officiale*

Growing in ditches and along the banks of rivers, comfrey is an old herb that has many uses. Comfrey has large, hairy leaves of a deep green



that inspire itching when exposed to unprotected flesh. Flowers stack on one another, displaying a white colour with a purple tint. This specimen grows in early-to-mid-summer and has a DC of 20 to locate.

- DC Features**
 20 +2 bonus on saves against Red Ache.
 24 Cures 1d4 hit points.

Comfrey Root: 10 gp.

Dandelion *Taraxacum Leontodon*

Through early spring and deep into late summer sprout dandelions with their bright yellow heads or their puff-ball appearance. A gardener's bane, witches and herbalists alike have divined their true value. While dandelions are extremely prevalent, they are nearly impossible to use in aiding divination magic, which is their truest value. Locating these plants in season is a DC 5, but out of season it is impossible.



- DC Features**
 24 Provides low-light vision for one hour.
 32 Confers a +10% bonus on all Divination spells that have a percentage chance for success.

Dandelion: 10 gp.

Deathstalk

A strange mushroom that has a black and white mottled cap. Frightening to behold, for their white markings appear to be tiny skulls, deathstalk only grows in old cemeteries – feeding upon the rotting flesh of intelligent creatures. These mushrooms may only be found on a successful check against a DC of 30.



- DC Feature**
 20 If the cap is ground and placed in the mouth of cadaver, it speaks its last thought once. If ingested by a living creature there is no effect.

Deathstalk: 25 gp.

Deirdre's Tears

A small plant, it is mostly a perennial shrub that has pale, almost translucent, white flowers that face downward.

After early spring the plant sheds the flower petals one by one, hence its name. Deirdre's tears can be found by passing a DC 23 skill check.



DC Feature

28 Confers *water breathing* for one minute.

Deirdre's Tears: 50 gp.

Elderberry (Tree Of Doom)

Sambucus Canadensis

The elderberry is a very common tree found in moist land areas. With spreading branches overhead and sharply-pointed leaves, it is primarily known for its luscious purple berries. The berries, which are the active ingredient to many a herbalist's recipes, are ripe in early autumn. Finding a specimen is typically easy (DC 10).



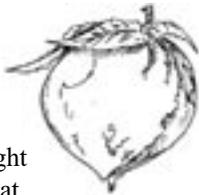
DC Features

26 Cures The Shakes.
28 *Neutralise poison*.

Elderberry: 80 gp.

Elftrick

In the depths of the elven woodlands are trees that have bright yellow leaves and sugary fruits that hang invitingly for any who would eat of them. The fruit of these trees are a bright pink colour with a soft down on the skins. Unlike many of the specimens in this section, elftrick can only be found in elven communities and not in the general wilderness. The fruit of the llasanala tree harbour a special property. If consumed, they will *reduce* the eater as the spell cast by a 14th-level sorcerer. This effect lasts for three hours.



Elftrick: 125 gp per fruit.

Eyeblight

Eyeblight is a tiny lichen found only in caves and tombs as it dies if exposed to more than a few hours of sunlight. Dried and ground into a fine dust, eyeblight can be thrown into a victim's face,

blinding them for 2d4 rounds unless they succeed at a Reflex save (DC 15). Locating the lichen requires a successful check at a DC of 25.

DC Feature

20 Fine dust can be thrown into a victim's face and blinds them for 2d4 rounds unless they succeed at a Reflex save (DC 15).

Eyeblight: 40 gp.

Eyebright *Euphrasia Offcinalis*

An herb that aids in repairing damaged vision, in the hands of a competent herbalist it can also grant special sight. Finding the small white flowers, spotted with yellow and streaks of purple, requires searching the meadows of mountainous regions and succeeding at a DC of 22.



DC Features

24 Cures Blinding Sickness.
26 Confers low-light vision for one hour.
30 Confers darkvision 60 ft. for one hour.
34 Confers x-ray vision for one hour.

Eyebright: 150 gp.

Faerie Wings

These thin, blue flowers rest atop slender, fragile stalks. Faerie wings grow in bare hilltops or amongst mushroom rings feeding upon the unlucky spores of the mushroom that created the ring. Finding faerie wings requires a check against a DC of 26.

DC Features

26 Confers a +1 resistance bonus to saves against charm or compulsion effects for one hour.
30 See *invisible* objects up to five feet away for one minute.



Faerie Wings: 50 gp.

Figwort *Scrophularia Nodosa*

This woodland plant grows in damp woods with heavy shade, or in the depressions in meadowlands. Adorned with purple flowers and oval, green leaves, this plant can be found on a successful check against a DC of 22.

DC Features

- 25 Confers a +2 bonus to saves against contact poisons.
- 28 Heals 1d2 points of temporary Dexterity damage.

Figwort: 40 gp.

Hawthorn (hagthorn) *crataegus oxacantha*

This deciduous shrub grows white flowers with red centres. If encountered wild, it will grow into a tree reaching 30 feet in height. Hawthorn is usually gathered in late spring with a successful check against a DC of 19.

DC Features

- 24 Restores sobriety.
- 26 Confers *protection from evil* for three rounds.
- 28 Confers electrical resistance 2.

Hawthorn: 50 gp.



Hemlock (Warlock Weed) *Conium Maculatum*

A plant with an ominous history, it is viewed as the herb of the dead, mastered and cultivated by the warden of hell himself. Hemlock can grow to five feet in height, with large, wide, winged leaves and clusters of white flowers. The scent of the flower has a dark and evil quality. Hemlock can be found on a DC roll of 26 or higher.

DC Features

- 24 Manufacture Ingested Poison: DC 16; 2d12 hit points / 2d6 Con.
- 40 Allows entry into the astral plane with a successful Fortitude save (DC 28). Failure indicates death.

Hemlock: 100 gp.



Henbane (Devil's Eye)

Hyosyamus Niger

This moderately-sized plant features large woolly leaves and dead-looking, yellow flowers. It gives off an unwholesome stench that is offensive to even the most callous of individuals. Finding henbane can be accomplished on a successful roll against a DC of 23.

DC Features

- 25 Cures deafness.
- 30 +20% to *augury* rolls.
- 40 Craft flying ointment which confers the effects of the *fly* spell for 10 minutes.

Henbane: 75 gp.



Holly (Bat's Wings) *Ilex*

Aquifolium

Growing wild in the woodlands, it is a favourite symbol along with mistletoe for druids and rangers alike. Holly is itself an evergreen bush or tree with glossy green leaves with prickly edges. Usually red or yellow berries accompany the leaves. Holly is easy to find (DC 15).

DC Features

- 0 Act as a divine focus for druids.
- 24 Craft a wand or walking stick that makes the holder immune to *curse*.
- 30 Confers a one-time +1 luck bonus to any dice roll.

Holly: 30 gp.



Horehound (Seed of Horus)

Marrubium Vulgare

Horehound grows in places where waste accumulates, along roadsides in hedges. It flowers at the height of summer and can be uncovered with a successful roll against a DC of 22. Horehound is very similar to nettles and has reddish-purple flowers.

DC Features

- 24 Confers a +2 bonus to any save against poison.
- 32 Allows a second save against fear effects.

Horehound: 20 gp.



Ignis Weed

The leaves of the ignis weed are a bright red with black striations. It grows in dark places where a wrong has been committed once long ago. Finding this plant requires a check against a DC of 28.



DC Feature

28 Sends imbiber into a rage for two rounds, duplicating the barbarian's rage class ability. The victim receives no save and attacks the nearest living creature.

Ignis Weed: 15 gp.

Larkspur (Knight's Spur)

Delphinium

Growing wild throughout the countryside, larkspur grows well in sand or amongst cornfields. It has short flowers ranging from pink to blue with black seeds and pitted surfaces. This plant can be found on a DC result of 22.



DC Features

- 16 Destroys all bodily parasites, such as fleas and lice.
- 18 Adds a +2 herbal bonus to saves against Filth Fever.

Larkspur: 10 gp.

Lotus *Nelumbo Nucifera*

The lotus flower is likely the most famous of all plant life as its legends extend throughout human mythology and history. Some legends hold that the first god arose out of this flower. Others claim that the consumption of the lotus petal provides passage to the realm of dreams. Typically these plants live in bodies of water, claiming the entire body for themselves. In a fantasy setting, the lotus is the subject of myth, extremely rare and difficult to handle. Thus, to find a suitable lotus petal one must succeed at a DC 40.



DC Features

- 40 By infusing the lotus petal with spell energy (permanently sacrificing one of the infuser's highest spell slots) the herbalist is granted a *miracle* with some alterations. First, the *miracle* can duplicate any spell of 8th level or lower and in all cases the herbalist must spend 5,000 XP.

Lotus: 400 gp.

Lovers' Bloom

Lovers' bloom is a rich and vibrant plant that provides a genuinely lovely scent. Similar to a rose, as it sports a number of thorns (careless handlers suffer one point of damage), it is a difficult plant to find (DC 29) but always detects as magical.



DC Features

- 26 Brewed into a potion and consumed, the victim immediately has the reaction of 'friendly' from the next person that they meet.
- 30 As above, except that the victim has the reaction of 'helpful' from the next person that they meet.

Lover's Bloom: 90 gp.

Mandrake (Herb of Circe, Witches' Manikin, Mandragora, Sorcerer's Root) *Mandragora Officinale*

Mandrake is probably the second-most-famous of the plant community for its associations with magic.

While its leaves are of a dark green hue, each about a foot long with pointed ends and a foul smell, it is the dark, bulbous root that holds power. Vaguely man-shaped, the mandrake root, when pried from the ground shudders in a horrible display of death. Finding mandrake requires a check against a DC 30 and may only be done under the light of a full moon.



DC Features

- 28 Functions as an *augury* spell cast at the herbalist's level.
- 30 Increases the consumers Intelligence score by 1d4+1 points for one hour.
- 32 Confers *clairvoyance/clairaudience* for 10 minutes.
- 34 Confers a +2 luck bonus on all dice rolls for one minute.

Mandrake: 150 gp.

Mistletoe (Druid's Herb, Golden Bough, Witches' Broom) *Viscum Album*

A very common woodland parasite used by druids as their divine focus. While this is technically

free, it can sometimes be hard to find in areas not cultivated by druids. Areas where druids cannot be found can produce this herb, but may be found only on if a roll against DC 10 is successful.



DC Features

- 0 Act as a divine focus for druids.
- 18 Confers a +2 bonus to saves against The Shakes.

Mistletoe: 10 gp.

Monkshood (Wolf's Bane)

Aconitum Napellus

A pleasant herb with bright purple, hooded flowers, monkshood grows to about 6 feet in height, in areas of high elevation and a tendency for moisture. Monkshood can be found by passing a check against a DC 24.



DC Features

- 20 Confers a +2 bonus to damage on attacks against wolves or wolf-like creatures.
- 25 Keeps lycanthropes at bay, preventing them from approaching within 10 feet of user.
- 30 Keeps vampires at bay, preventing them from approaching within 10 feet of user.

Monkshood: 50 gp.

Mugwort (Cronewort) *Artemisia Vulgaris*

This specimen must be collected on the eve of a summer solstice for proper usage. Finding mugwort requires a check against DC



24. This plant has reddish-brown angular leaves with button like yellow-brown petals.

DC Features

- 30 Confers immunity to poison for one hour.
- 35 Grants Spell Resistance 10 for 10 minutes.
- 35 *Heal.*

Mugwort: 200 gp.

Mullein (Graveyard Dust, Hag's Tapers) *Verbascum Thapsus*

Growing along mossy banks, mullein is an ideal herb to aid the herbalist when searching for other specimens. Relatively common (DC 22), it enhances the brewing of other concoctions.



DC Features

- 20 Reduces the DC of concocting another herbal recipe by -2.
- 24 Prevents animals from coming within 10 feet of the user for two hours.
- 26 Confers a +2 herbal bonus to saves against fear.

Mullein: 20 gp.

Pomegranate *Punica Granatum*

Persephone's fruit, the pomegranate is a magical fruit that stands above all others in antiquity. A round, hard fruit about the size of an orange, it harbours a sweet juice and a number of seeds held in its pulp. While good to eat, it is the seeds that have magical properties. Finding a pomegranate tree in temperate settings is impossible; however, in tropical or sub-tropical regions the herbalist must only beat DC 20. Plucking a pomegranate from a tree in the glow of the setting sun allows the herbalist to step into the ethereal plane for two rounds as per the *ethereal jaunt* spell.



Pomegranate: 5 gp per fruit.

Skullcap (Madweed) *Scutellaria Lateriflora*

Among watery places and on the banks of rivers and lakes grows the weed skullcap. This unusual flower is bell-shaped, with leaf-like flowers of blue and white. Skullcap can be successfully found against DC 26.



DC Features

- 26 When the seeds are ground into a fine powder and blown in the face of one enthralled by a berserk rage (such as a barbarian's rage class ability), it immediately draws the victim out of the frenzy.

28 Confers a +4 bonus to saves against Mindfire.

Skullcap: 20 gp.

True-North

A repugnant-smelling weed, true-north has nonetheless saved many a lost adventurer. Its willowy seedpods always blow directly north and experienced outdoorsmen know enough to take advantage of this. For centuries, travellers have taken True-North seedpods with them on their journeys, safe in the knowledge that if they ever lose their way, they need only blow the seeds to get their bearings.

True-North: 5 gp per seedpod.

Witch Hazel

Hamamelis Virginica

Appearing to be a knot of crooked branches intertwined, it has a smooth, grey bark, with bright yellow flowers appearing in late autumn.

Following the flowers is the production of black nuts that are edible and have special properties in and of themselves. Finding witch hazel is not too difficult, requiring the herbalist to pass a DC 22.



DC Features

- 22 Cures one hit point of damage.
- 24 Automatically stabilises an individual who is reduced below 0 hit points and is dying.
- 26 Confers a +2 bonus to saves against inhaled poisons.
- 28 Chewing the black nuts of witch hazel grants a +1 herbal bonus to Wisdom for one hour.

Witch Hazel: 75 gp.

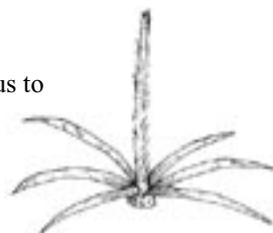
Wood Betony *Stachys Officinalis*

This plant grows out of wood rot, with a stem that can grow as tall as two feet. Typically found in woodland settings, it can be found amidst tangles, wetlands and swamps. Finding this specimen requires a check against a DC of 24.

DC Feature

- 24 Confers a +2 herbal bonus to saves against psionics.

Wood Betony: 10 gp.



Wormwood

Artemisia Absinthium

A pale green plant with a woody, tough stem, wormwood grows to at most three feet in height. It has pale green leaves and flowers that begin olive coloured but eventually change to an ochre hue. Wormwood can be found alongside roadways and in places where waste is disposed. During the early parts of summer to midsummer are the best times for cultivation, in which one has to pass a DC 24.



DC Feature

- 24 Overcomes the nauseated condition.
- 26 Confers a +1 resistance bonus to any one save.
- 28 Confers a +1 herbal bonus to all skill checks involving Charisma for one hour.

Wormwood: 15 gp.

Woundwort

This flower has been used for centuries to staunch the flow of blood. When applied to open wounds, it helps clot blood and prevent death. Woundwort provides a +2 circumstance bonus to Heal checks when trying to stabilise a dying character.

Woundwort: 25 gp.

HONOUR AMONGST ROGUES

While most rogues rely on their wits and agility to escape from dangerous situations, the right tool at the right time can make the difference between life and death. Many of the typical rogue skills, such as Climb, Disable Device and Open Lock, benefit from the use of highly specialised devices. Even simple items such as a coil of rope or a set of pitons can help a rogue successfully use his skills.

The ‘mundane’ equipment used by rogues is often anything but. Rogues like to use tools and items that enhance their skills and provide them with an unexpected edge in their adventures. Thus, many items favoured by them are complicated gadgets that often resemble magical items in their use and capabilities.

Acid

A simple vial of acid presents a multitude of options for a rogue. Acid can quickly eat through rope, soften up metal, ruin a lock or serve as an impromptu weapon. Splashing a target with acid deals 1d6 damage. When used to destroy an object, acid ignores hardness and deals 1d6 damage per round for 1d4 rounds.



Acid: 5 gp per vial.

Armour Cracker

An armour cracker is a small, hollow, metal bead containing a tightly compressed iron spring. Invented by a clever goblin skirmisher for use against heavily armoured dwarf troops, the armour cracker is an invaluable tool in any rogue’s arsenal. With a successful unarmed melee attack the rogue can jam the armour cracker into the joints or seams of a heavily armoured opponent – the impact causes the bead to expand, separating armour plates to create a vulnerable area. A suit of armour affected by an armour cracker has its armour bonus reduced by -2. A second armour cracker reduces the armour bonus by another point,



with additional armour crackers having no further effect. Removing an armour cracker in combat is a full-round action requiring a Strength check (DC 15) – outside of combat, it can be removed with a successful Craft (armoursmith) check (DC 15). Armour crackers have no effect on padded, leather, studded leather or chain shirt armour. Each armour cracker can be used only once, whether or not the unarmed attack was successful.

Armour Cracker: 2 gp.

Armour Crippler

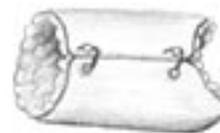
An armour crippler is a reinforced length of rigid steel with heavy magnets on each end. With a successful unarmed attack, the crippler can be placed across the joints of an armoured opponent, reducing his mobility and combat effectiveness – if the attack roll fails but is within the opponent’s armour bonus, the crippler has attached itself harmlessly to an armour plate. If placed across an elbow or shoulder joint, the victim receives a -2 circumstance penalty to attack and damage rolls and a -1 circumstance penalty to armour class – a second crippler increases the penalties to -3 and -2 respectively. If placed on a hip or knee joint, the opponent’s movement rate is reduced to one-half and they suffer a -2 penalty to armour class – a second crippler causes the victim to lose his Dexterity bonus to armour class. An armour crippler can be removed in combat with a full-round action and a successful Strength check (DC 15). Outside of combat, it can be removed with a Craft (armoursmith) check (DC 15). Armour cripplers have no effect on non-metallic armours. An armour crippler is ruined after one successful use.



Armour, Crippler: 5 gp; ½ lb.

Armour Padding

By inserting padded cloth between a suit of armour’s joints or adding strips of cloth beneath the metallic edges of armour scales or links, a skilled armoursmith can decrease the jingling and metallic clanks that betray an armoured rogue attempting to sneak his way past an enemy. Padding can be added to any medium or heavy armour. It increases the armour’s check penalty for all skills except Move Silently by -2. Armour



padding grants a +2 circumstance bonus to all Move Silently checks.

Armour Padding: Original Armour +50 gp; AC -; Max Dex -1; Check special; SF -; Spd -; +5 lb.

Ashen Powder

Few city folk have the ability to track effectively, aiding a rogue greatly in his ability to evade pursuit. Unfortunately, town guards often have animals to help in this regard. A tenacious pursuit by hunting hounds can tax even the most agile thief. Ashen powder is a mixture of gem dust and chimney ashes meant to be scattered behind a running figure. When a creature that tracks by scent comes across a handful of ashen powder, it must make a Fortitude saving throw (DC 17). Failure causes three points of damage from the gem dust and the loss of the scent special quality until the creature receives three days of natural healing (or magical healing of any kind).



Ashen Powder: 20 gp per handful.

Bag, Snapdragon

A snapdragon bag is an unassuming-looking, brown leather sack, the inside of which is lined with four spring-loaded metal ribs. When the bag is thrown in the face of an opponent with a successful ranged attack, the sudden impact releases the spring-loaded ribs, which snap forward



to enclose the victim's head, unless he can avoid the trap with a successful Reflex save (DC 13).

A victim enclosed by the snapdragon bag is rendered blind until he

either removes it with a Strength check (DC 13), or inflicts two points of damage on it with a slashing weapon (requires a full-round action, or the victim suffers half the damage himself). A snapdragon bag can be reset with a full-round action.

Bag, Snapdragon: 5 gp; 1 lb.

Bird's Tongue

A bird's tongue is a simple, circular membrane stretched across a coin-sized metal ring. When placed at the back of the throat it raises a voice by an



octave. The wearer gains a +2 competence bonus to Disguise skill checks.

Bird's Tongue: 3 gp.

Blackface

This cream paste is darkened through charcoal and sepia ink. Safe to apply in moderate amounts, blackface dyes the skin of any user jet black for four hours per application. This colour is extremely helpful for blending in with shadows, adding a +2 circumstance bonus to Hide checks when shadows are a prevalent factor. Only magical cleaning can remove blackface before its time limit elapses. Each jar holds enough paste for five applications.



Blackface: 50 gp per jar; 1 lb.

Bodysuit, Silk

Highly expensive, but strangely soothing to wear, the silk bodysuit is the equipment of choice for the master rogue. Constructed of refined, hard-wearing black silk, the bodysuit both aids a rogue in staying within shadows and also moving with extreme quietness. While worn, the silk bodysuit provides a +1 circumstance bonus to all Hide and Move Silently checks. However, if a character wears any type of armour or carries more than a light load, these benefits are lost.



Bodysuit, Silk: 225 gp.

Caltrops

Caltrops resemble large, metal jacks with sharpened points rather than balls on the ends of their arms. They are essentially iron spikes designed so that one point is always facing up. You can scatter them on the ground in the hope that enemies step on them or are at least forced to slow down to avoid them. One bag of caltrops covers an area five feet square. Each time a creature moves into an area covered by caltrops (or

spends a round fighting while standing in such an area), the creature may step on one. The caltrops make an attack roll (base attack bonus +0) against the creature. For this attack, the creature's shield, armour and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armour bonus to AC. If the caltrops succeed at the attack, the creature has stepped on one. The caltrop deals 1 point of damage and the creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for one day, until the creature is successfully treated with the Heal skill (DC 15), or until it receives at least one point of magical curing. A charging or running creature must immediately stop 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.

The DM judges the effectiveness of caltrops against unusual opponents.

Caltrops: 1 gp per bag; 2 lb.

Camouflage Makeup

A simple layer of paint or a properly administered dye can change a simple set of clothing or armour into a disguise suitable for use in wild terrain. Camouflage makeup can be applied to a suit of armour, set of clothes or even directly to a character's face, hands and other exposed parts. Applying makeup requires 10 minutes of work and a Disguise check (DC 15). If successful, the makeup grants a +1 circumstance bonus to all Hide checks for 1d4 hours, after which the makeup becomes smeared and useless. Enough makeup is supplied for 10 uses.

Camouflage Makeup: 10 gp; 1 lb.



Clay and Wax Box

Usually stored in a small iron case, this box consists of a pair of soft wax plates and a packet of fast-hardening clay. To use a clay and wax box, a key is placed between the plates and the case is closed. When opened again, an imprint of both sides of the key remains behind. When clay is poured through a small hole in one side of the case, a false key is created. This clay key is crude, fragile and only usable once, but it provides a +10 circumstance bonus



to an Open Lock check made against a lock the original key would open.

Clay and Wax Box: 90 gp; 2 lb.

Clay: 5 gp.

Cloak, Hangman's

A hangman's cloak is a modification that can be added to any hooded cloak. It is nothing more than a thin loop of wire that runs along the edge of the hood and trails out very slightly from the back of the cloak. When the hood is thrown over a victim's head after a successful grapple attempt, it can be pulled tight, sealing the victim inside. The victim is rendered blind and must immediately make a Fortitude save (DC 10 +1 per attacker's remaining unarmed melee attacks) or fall unconscious. Each round, the victim and attacker continue to make opposed grapple checks – should the victim win, he escapes the cloak and is no longer grappled or blind. If the attacker wins, the victim must attempt another Fortitude save, with a cumulative +1 increase to the DC for each round he remains within the hood.



Rogues who wear hangman's cloaks would do well to be cautious, since they are as vulnerable as anyone to the effects of the hidden weapon they wear.

Cloak, Hangman's: 15 gp; 5 lb.

Compartment Book

Large books can be specially hollowed out to create a secret compartment where a cunning rogue can hide small valuables, which may escape detection if he is caught. A compartment book has space enough to hold any object no larger than eight inches long by five inches wide. Wise rogues often combine this book with a secure lock to further protect their valuables and dissuade casual investigation.

Compartment Book: 10 gp; 2 lb.



Contact Paper

Contact paper is a simple tool that spies and couriers use to smuggle important documents. One side of a sheet of contact paper is simply a blank piece of normal parchment, or any other type of paper, suitable for writing and completely mundane in every way. The other side, however, is a perfectly smooth surface coated with an undetectable chemical that becomes mildly adhesive when damp – when applied to another piece of paper, the chemical sticks, covering it completely. Applying a sheet of contact paper requires two rounds and a successful Forgery skill check (DC 15) – the Forgery check result, plus a +5 circumstance bonus, sets the Search and Spot check DC for those investigating contact papered documents. The adhesive loses its consistency after one day and peels away easily.



Contact Paper: 1 gp per sheet.

Diagram Set

When planning a theft or break-in, having a diagram of the target location can be of great benefit. Maps of this sort can be the physical result of a Gather Information check or purchased in a large city if the diagram is of a public building or major landmark. In any case, the quality of the map varies greatly and may not be entirely accurate. If a diagram being used is of high quality (Games Masters discretion), a rogue can benefit from a +1 circumstance bonus to all



Hide, Move Silently, Open Locks and Search checks made while in mapped locations.

Diagram Set: 150 gp; 2 lb.

Disguise Kit, Waterproof

This functions identically to the standard disguise kit, except that the components contained within are designed to remain functional even during prolonged immersion. It also includes such useful



props as green hair dye and false webbing for fingers and toes.

Disguise Kit, Waterproof: 250 gp; 8 lb.

Ear Blade

This is a simple blade attached to a bracket that sits uncomfortably behind the ear of a rogue. Though extremely difficult to operate with skill, ear blades are designed to cut the rope of the hangman's noose as it begins to constrict around a character's neck. They rarely work as advertised but a small chance is certainly better than none. A rigorous search of the character will quickly reveal the ear blades, while the casual glance of a Spot check (DC 15) may also reveal them – bald-headed characters will find their ear blades spotted immediately.



If a character is ever hanged while wearing an ear blade, he may make a Reflex save (DC 30) to manoeuvre the blade so that it cuts the rope and sets him free.

Ear Blade: 15 gp.

Erasing Broom

An erasing broom is a section of feathered wicker or straw bound with cord around a short, wooden handle. In the hands of someone with five or more ranks in Hide, an erasing broom can impose a -2 circumstance penalty to anyone attempting to visually track the user. An erasing broom is too light and fragile to be an effective weapon.



Erasing Broom: 25 gp; 1 lb.

False Knife

A false knife is a dull-bladed dagger with a hollow hilt. The blade does not extend into the hilt. Instead, it is supported by a weak spring – when the dagger strikes a target, the blade sinks into the hilt, dealing one point of subdual damage, then springs back out when pressure is released. It is useful both in stage productions and in false assassinations, where a rogue might wish to leave his 'victim' unharmed. The handles of some false knives are filled with bladders of thick red dye

– when the blade strikes home, the bladders burst, causing a spray of fake blood. A



false knife adds a +3 circumstance bonus to Bluff checks involving false assassinations and a blood packet adds an additional +2. The reservoir can also be filled with any contact poison and inflicted through a hollow-bladed weapon as a touch attack.

False Knife: 5 gp; ½ lb.

False Tooth

A false tooth is simply a hollow bone carved in the rough shape of a tooth. A false tooth is useful for hiding very small objects, like tiny scraps of paper, or a thin garrotte wire. The wearer's Disguise check determines the Spot DC to notice a false tooth and the wearer gains a +5 circumstance bonus to this check.



False Tooth: 2 gp.

Finger Blade

While most thieves have to rely on a dagger to separate a target's purse from his belt, the skilled rogue will look to use finger blades. Attached to a ring worn near the knuckle of any finger, this blade sits snugly between outstretched fingers where it will be hidden until needed. A rogue using a finger blade to steal a purse or pouch gains a +1 circumstance bonus to his Pick Pocket check.

Finger Blade: 4 sp.

Flash Powder

This item is a small packet of gunpowder that produces a bright and smoky, but otherwise harmless, explosion when detonated. After using flash powder, a character may immediately attempt a Hide check without penalty. The light and smoke from the flash powder distracts opponents, giving the character the opportunity to use his skill as if he had successfully used Bluff to hide while people are aware of his presence.



Flash Powder: 75 gp per packet; 3 lb.

Footpad's Vest

This simple leather vest provides minimal protection, yet it is an invaluable tool for any rogue who faces the prospect of arrest and imprisonment. A set of thieves' tools is sewn into the vest, requiring a Search check (DC 25) to detect them. A rogue may use a full-round action to tear open the vest and retrieve the tools. The footpad's vest may be worn in conjunction with any other light armour.

Footpad's Vest: Light Armour; 60 gp; AC +1; Max Dex –; Check –; SF –; Spd 30 ft./20 ft.; 2 lb.

Gauntlets, Clawed

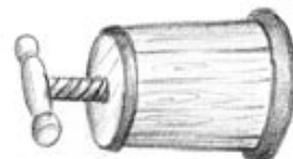
These armoured gloves end in long, sharpened spikes designed to aid in climbing. When used in conjunction with a Climb check, the gauntlets grant a +1 circumstance bonus. In addition, most rogues sharpen the spikes' edges, making them effective slashing weapons.



Clawed Gauntlets: Tiny Exotic Weapon; 8 gp; Dmg 1d4; Critical x3; Range –; 3 lb.; Slashing.

Glass Cutter

Only the very richest, and thus most successful, thieves will aspire to owning one of these wondrous devices. Padded with sound absorbing cloth, the wooden cone of the glass cutter conceals a diamond-tipped scoring blade wound by a handle. When placed against glass, a rogue merely need turn the handle, gently scoring the glass until a complete circular hole is cut, wide enough to allow the passage of arm and hand to snatch valuables or unlock windows. By placing an adhesive on the surface of the wooden cone, a rogue can ensure that the cut glass does not accidentally slip from the cutter and break. The glass cutter is silent in use and requires a character spend 1d6 rounds operating it to break through any glass surface no more than a quarter of an inch thick. A Dexterity or Pick Pockets check (DC 15) is then made to determine whether the cut glass slips from the cutter and breaks, thus creating noise. The use



of adhesive will cause this check to automatically succeed.

Glass Cutter: 10 gp; 1 lb.

Glass Gargle

Glass gargle is a gritty, cloudy liquid that, when gargled, roughens the voice, lowering it in both pitch and timbre. A character who uses glass gargle gains a +2 competence bonus to Disguise skill checks, but suffers an equal penalty to all Perform skill checks involving vocal performance.



Making glass gargle requires a successful Alchemy skill check against a DC of 20.

Glass Gargle: 10 gp per application; 1 lb.

Gloves, False Finger

False finger gloves are leather gloves to which a hard, metal extension has been added, effectively extending the fingertips by one inch. False fingers are useful for two purposes. First, they add a +1 circumstance bonus to all saves against needle traps when a rogue attempts to disable a trap or pick a lock. Second, they can be used to store small scraps of paper or tightly bundled garrotte wires – the Spot DC to notice false finger gloves is 30.



Gloves, False Finger: 3 gp; ½ lb.

Gloves, False Flesh

False flesh is a non-porous membrane that stretches over a hand like a glove. It closely resembles real skin and is easily overlooked – the wearer gains a +4 circumstance bonus to their Disguise skill check when setting the Spot DC to notice the gloves.

False flesh gloves are most commonly used to deliver liquid contact poisons to unsuspecting targets, by smearing the poison on the glove's palm and fingertips. Each glove holds a single dose of poison – the glove's non-porous surface means there is no danger of accidentally



absorbing the poison, but if not delivered within 10 minutes of application, the dose dries out and is rendered useless.

False flesh gloves are fragile – they can be worn for a total of eight hours before they are rendered useless.

Gloves, False Flesh: 10 gp.

Grapplepegum

This alchemical mixture is related to the formula used in tanglefoot bags. Normally found in squares of gummy, vaguely sticky, grey clay, grapplepegum becomes extremely adhesive after a hard impact. After one round, grapplepegum hardens and retains its hold on anything in contact with it. Grapplepegum has a Hardness of 4, 5 hit points per inch, a Break DC of 25 and can support up to 200 pounds of weight per one-inch-square.



Grapplepegum: 50 gp per 1-inch square.

Hilt, Blast Cap

A blast cap hilt is a modification that, when attached to a dagger blade, greatly heightens the potency of sneak attacks. The blast cap hilt is a hollow dagger hilt with a tiny thunderstone hidden within and a plunger trigger on the pommel – depressing the plunger, as a free action, causes the thunderstone to explode, sending a wave of energy into the weapon's blade. With a successful sneak attack and activation of the blast cap, a rogue inflicts 1 additional point of damage per die of sneak attack.



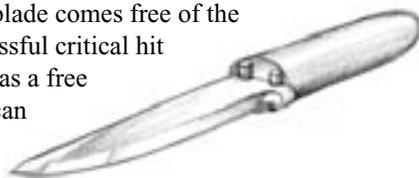
Reloading a blast cap hilt requires a full round. The blast cap hilt must be loaded with a new thunderstone each time it is used.

Hilt, Blast Cap: Original Weapon +15 gp; special rules; +1 lb.

Hilt, Removable

A removable hilt is a simple device that can be attached to any dagger-length blade. The blade attaches to the hilt by means of two sets of tiny clamps – with the press of a button, the clamps

release and the blade comes free of the hilt. On a successful critical hit or sneak attack, as a free action, a rogue can activate the removable hilt, leaving the blade of his weapon imbedded in the target. Targets so injured suffer normal dagger damage (1d4, with no bonuses) on the following round and one point of damage each round after that until the blade is removed. A successful Heal check (DC 15) removes the blade without causing additional harm – a blade can also be removed with a successful Strength check (DC 15), but doing so inflicts 1d4 points of damage.

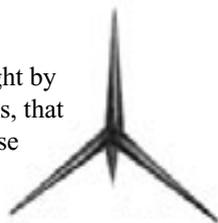


A dagger equipped with a removable hilt inflicts ½ damage with a thrown attack and cannot be used in conjunction with a ranged sneak attack, as the blade snaps free upon shock of impact.

Hilt, Removable: Original Weapon +5 gp; special rules; +1 lb.

Horse Nails

A rogue on foot is easily caught by enemies on horseback. Unless, that is, the rogue throws down these specialised caltrops while he is running. Large enough to be avoided by Medium-size or smaller creatures, horse nails are designed to drive a long, thin spike up into the foot of any heavy being that steps on it with more than 400 pounds of force. A single bag of horse nails will adequately cover a 10-foot by 10-foot area. Horse nails inflict two points of damage, but otherwise are treated as caltrops. Horse nails will affect creatures normally immune to caltrops due to size, such as fire giants with thick-soled shoes.



Horse Nails: 30 gp per bag; 3 lb.

Iceflow Oil

Another item useful for making quick escapes, iceflow oil is an alchemical fluid that creates a slick layer of ice when exposed to the air. A single application of iceflow oil fills a 10-foot by 10-foot area and duplicates the effects of a *grease* spell. The Reflex save against its effects has a DC of 15. Iceflow oil lasts one hour before melting, half that in warm



conditions. If used as a grenade-like weapon, a vial of iceflow oil inflicts 2d6 cold damage; half on a successful Reflex save (DC 15).

Iceflow Oil: 35 gp per 1-pint flask; 1 lb.

Jailbreak Tools

A specialised set of thieves' tools designed to deal with jail cell bars and heavy masonry, a rogue equipped with these can create enough of a hole in a stone wall or a metal door to make an Escape Artist check (DC 30) in 10 minutes. In circumstances where a rogue cannot access a lock to open, jailbreak tools allow at least a chance of egress.



Jailbreak Tools: 60 gp; 2 lb.

Jellyfish Paste

This is a viscous, translucent white paste made by skilled alchemists (Alchemy DC 23) from the deadly tentacles of poisonous jellyfish. It is often spread (carefully) onto spear and trident tips and the agonies it induces are quite extreme.



Jellyfish Paste: 360 gp per dose; Contact, DC 15; Paralysis and 1d8 Con/1d6 Dex.

Killpicks

Another form of speciality tools, killpicks come as a set of reinforced lock picks with jagged barbs and blades mounted in effective places along their lengths. While these picks are bulky enough that they impose a -2 circumstance penalty to Open Lock checks, killpicks can be wielded as a weapon and count as being armed for the purposes of attacks of opportunity. Killpicks can even be thrown effectively and if the user is proficient with shuriken three killpicks can be hurled as one attack.



Killpicks: Tiny Exotic Weapon; 60 gp; Dmg 1d2; Critical x3; Range –; 1 lb.; Piercing.

Lightning Bug Oil

An alchemical liquid that glows brightly when shaken, lightning bug oil provides six hours of illumination as bright as a candle. In addition to its usefulness as a heatless light source, this oil can be poured onto items or used to write with like ink without reducing its radiance. While lightning bug oil does not harm items it comes into contact with, it does stain them a bright yellow if not cleaned off before it dries.



Lightning Bug Oil: 20 gp per 1-pint flask; 1 lb.

Listening Cone

A simple but highly useful device, this is a hollow cone made of wood or paper, though some may also be constructed out of shell. When placed against a door or wall, the listening cone amplifies muffled sounds, allowing a rogue to eavesdrop on conversations he may otherwise not be privy to. A listening cone grants a +1 circumstance bonus to all Listen checks made directly through doors and walls.



Listening Cone: 5 sp.

Lock

A lock is worked with a large, bulky key. The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 20), average (DC 25), good (DC 30), amazing (DC 40).

Lock, Amazing: 150 gp; 1 lb.

Lock, Average: 40 gp; 1 lb.

Lock, Good: 80 gp; 1 lb.

Lock, Very Simple: 20 gp; 1 lb.

Lock Glass

This item combines a simple magnifying lens with an alchemical mixture that generates light.



The lock glass is a magnifying glass fitted with a long, narrow extension ringed with a substance similar to that used in sunrods. A

rogue simply rubs the narrow tip of the lock glass to cause it to spring to light. It can then be inserted into a lock or other mechanical apparatus, allowing the rogue to peek through the lens and inspect the lock's inner workings. If a character spends one minute inspecting a lock with this device, he gains a +2 competence bonus to any Disable Device, Open Lock or Search checks involving that particular lock. The illumination portion of the lock glass can be used 10 times before it must be replaced. Each use lasts one minute and a replacement costs 5 gp.

Lock Glass: 1,500 gp; 2 lb.

Lock Picks, Long-Stemmed

Similar to standard thieves' tools, these picks have long handles, allowing a rogue to attempt to pick a lock or disable a trap from up to five feet away. While this may allow a rogue to avoid the effects of a triggered trap, the long-stemmed picks are rather difficult to use with the same precision as a standard set of lock picks, imparting a -4 circumstance penalty to Open Lock and Disable Device checks.

Lock Picks, Long-Stemmed: 100 gp; 1 lb.

Lockbreaker, Blossoming

A blossoming lockbreaker is a simple device, a thin, threaded metal bar with a small metal plug capping one end.

When the plug is pushed forward, the metal bar widens and segments into narrow arching strips – the further forward



the plug slides, the more the strips bow. When placed inside a lock and opened, the strips snap tumblers and jam needle traps. A rogue who uses a blossoming lockbreaker in conjunction with a masterwork set of thieves' tools gains a total of a +4 circumstance bonus to Disable Device skill checks to disarm a lock's needle trap or to jam a lock. A blossoming lockbreaker is ruined after a single use.

Lockbreaker, Blossoming: 2 gp.

Lockbreaker, Magnetic Tumbler

A magnetic tumbler is an effective, exotic tool that no master thief should be without. When placed against a key lock, it manipulates the lock's

tumblers, facilitating easy lock-picking. A rogue who uses a magnetic tumbler in conjunction with a masterwork set of thieves' tools gains a +3 circumstance bonus to Open Lock skill checks, but only in regards to key-based locks.



Lockbreaker, Magnetic Tumbler: 5 gp; 1 lb.

Loudfoot Paste

When buffed onto a stone or wood floor, this oily paste causes an obnoxious squeaking sound when it is walked across. Creatures



passing over a floor treated with loudfoot paste suffer a -10 circumstance penalty to Move Silently checks. One jar of the paste covers a 10-foot square and requires two minutes to apply. The effects wear off after 2d6+6 creatures have

walked through the area. A Spot check (DC 15) will reveal that an area treated with loudfoot paste is slightly shinier than untreated areas. If the floor surrounding a treated area has been polished or buffed, the Spot check DC becomes 25. It requires an Alchemy check (DC 25) to identify loudfoot paste on a section of floor. Creating loudfoot paste requires an Alchemy check (DC 25).

Loudfoot Paste: 25 gp; ½ lb.

Marbles

This bag of a hundred-or-so marbles can provide a different, and sometimes amusing, alternative to cruel caltrops. One bag of marbles will cover a 10-foot square area. Any character moving into this area at more than a quarter of their base speed must make a Reflex check (DC 15) or immediately fall prone. Those running or charging into the area must make the check at DC 25 and suffer 1d4 points of subdual damage if they fail.

Marbles: 8 sp per bag; 1 lb.

Mask

A simple device and yet one a shocking number of novice thieves always seem to forget. Though many are highly elaborate, a mask need be nothing more expensive than solid black leather obscuring the wearer's face. Any character wearing a mask will be unidentifiable if he encounters others he has never met (though he should also take care to wear nondescript clothing and wield common weapons). If he does encounter someone he knows, the mask grants a +2 circumstance bonus to his Disguise check.



Mask: 3 sp.

Monocle, Rogue's

A small, focusing lens of clear crystal, this expensive item enlarges and clarifies whatever is viewed through its curved surface. A rogue's monocle provides a circumstance bonus of +2 to Search checks, but using one increases the amount of time taken to check a 5-foot-by-5-foot area to two rounds. Both rounds count as full-round actions.



Monocle, Rogue's: 100 gp.

Monocle, Sentry's

Similar in construction to a rogue's monocle, this crystal lens is slightly wider and more curved. This shape draws in more of the wearer's surroundings, enhancing peripheral vision and extending the normal range of sight. Someone wearing a sentry's monocle can see 10 feet farther than normal and gains a +2 circumstance bonus to Spot checks. The slight distortion caused by the lens imposes a -2 penalty to Initiative checks.

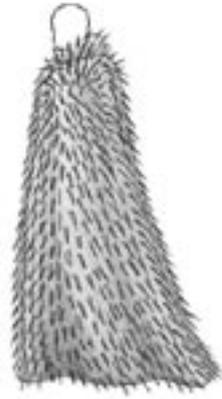


Monocle, Sentry's: 100 gp.

Nettle Cloak

No matter how wily the thief or how quick his stride, eventually everyone gets caught. A rogue wearing a nettle cloak can ensure that anyone apprehending him regrets it. When the wearer of a

nettle cloak is the target of a grapple check, the long steel spikes sewn into its hem and collar drive into the attacker, causing severe pain and damage. A nettle cloak inflicts 1d6 piercing damage to a grappling creature and forces it to re-roll the initial grapple check. If this second roll is also successful, a nettle cloak has no further effect.



Nettle Cloak: 40 gp; 3 lb.

Oilskin Bodysuit

Oilskin bodysuits are made of sleek, tight-fitting leather coated in a sheen of oil and treated to retain that coating for days at a time. Normally dyed dark grey or black to aid in stealth, oilskin bodysuits provide a +4 circumstance bonus to opposed grapple checks and Escape Artist checks. Because this bonus depends on the oilskin being exposed, no physical armour can be worn without negating its effects. Oilskin must be treated with a flask of oil each week to remain useful.



Oilskin Bodysuit: 80 gp; 5 lb.

Pin Ring

A short, sharp pin and a reservoir mounted in the stone setting of an elegant ring, this device allows the wearer to deliver a dose of injury-type poison through a melee touch attack. Pin rings do not make handling poison any safer than normal, but any check made to keep from accidentally poisoning one's self is made when the ring is initially loaded.



Pin Ring: 85 gp.

Powdered Tears

When thrown into an opponent's eyes, this powder causes mild irritation and blurred vision.

Throwing the loose powder is a ranged touch attack with a maximum range of five feet. This does not provoke attacks of opportunity. A creature struck with the dust must make a successful Reflex save (DC 14) or suffer a -1 penalty on all attack rolls, damage rolls and saving throws for 1d4+1 rounds. Failing the saving throw also causes blurred vision, resulting in all opponents being considered to have one-half concealment (20% miss chance) for the duration of the powder's effect. Powdered tears do not affect sightless creatures. Creating a packet of powdered tears requires an Alchemy check (DC 25).



Powdered Tears: 50 gp per packet; 1/2 lb.

Quiver, Climber's

Rogues often find themselves in awkward positions, such as climbing along walls and over roofs. A normal quiver in these conditions can overturn and spill its contents, revealing a rogue's location and depriving him of ammunition at the same time. A climber's quiver has a covered top and a cork-lined base that holds arrows (or bolts) securely. Extra straps hold the quiver tight against the body, keeping it from swinging free at inopportune moments.



Quiver, Climber's: 50 gp; 2 lb.

Rangeglass

A spyglass with a long, sighting bar hinged to one side, a rangeglass requires an Intelligence score of 12 or higher, or four or more ranks in Knowledge (engineering), to be used effectively. By noting shadows along the sighting bar and performing a set of calculations, the user of a rangeglass can calculate the exact distance to a viewed object. A rangeglass does not make objects appear any closer and requires natural sunlight or moonlight to work.

Rangeglass: 700 gp; 2 lb.

Razor Thread

Razor threads are slender, flexible strips of sharpened steel that can be woven into the surface

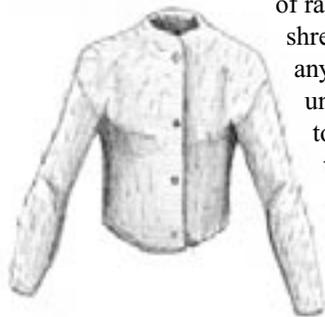
of loose clothing. Rogues and other night runners find them very useful, as razor threads are an exceptional deterrent to night-watchmen, who often rely on grappling techniques to subdue suspected criminals.

Each time an opponent attempts to initiate a grapple with an opponent wearing clothes lined with razor thread, he must first succeed at a Reflex save (DC 13). Those who fail to save receive numerous long, shallow cuts that bleed profusely – they suffer a single point of damage and their grapple attempt fails. Gauntlets negate the need for a Reflex save.

Razor Thread: 5 gp; 1 lb.

Sharkskin Suit

Crafted of tanned sharkskin, this bodysuit can be touched in only one direction safely. Contact made in any other direction causes the thousands



of razor-edged scales to shred and tear against anyone foolish or unlucky enough to do so. While this causes 1d6 slashing damage each round to a creature grappling the wearer,

the primary use of a sharkskin suit is to aid in climbing. Wearers of a sharkskin suit gain a +4 circumstance bonus to Climb checks.

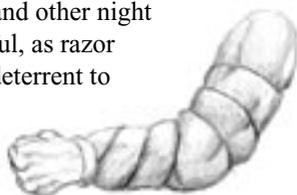
Sharkskin Suit: 110 gp; 6 lb.

Shock Freeze

Shock freeze is an alchemical concoction that causes a tremendous drop in temperature when exposed to air. Normally kept in small, one-use pouches, shock freeze can be sprayed on an opponent as a ranged touch attack with a maximum range of 10 feet that deals 1d10 points of damage. In addition, it can be used to shatter metal, as the temperature change caused by shock freeze leaves metal brittle.

Metal exposed to shock freeze loses the benefits of its hardness rating for 1d6 rounds.

Shock Freeze: 50 gp per 1-pint flask; 1 lb.



Still Life

In an effort to evade capture, many rogues pretend to be dead – by taking a vial of still life, a character will fall unconscious for half an hour, during which time his heartbeat and breathing will all but stop, giving the appearance that he is, indeed, dead. Only a dedicated examination (Heal check at DC 20) will reveal the character's true state. A character given still life who wishes to resist its effects must make a Fortitude save (DC 15) to succeed.



Still Life: 10 gp per vial.

Stronglock

This transparent fluid is a mild adhesive that is dabbed into the keyholes of locks, making them harder for would-be thieves to bypass. One hour after being applied, the stronglock increases the Open Locks DC of the keyed lock by 10. When using the appropriate key on a treated lock, a Strength check (DC 10) must be made to break loose of the adhesive. The effects of stronglock last until the lock has been opened and therefore must be reapplied each time the lock is accessed. Stronglock is sold in glass vials that have a cork with a wooden applicator. Each vial contains 10 applications, though multiple coats of stronglock have no additional effect. Creating stronglock requires an Alchemy check (DC 20).

Stronglock: 10 gp per vial.

Thieves' Tools

These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw and a small wedge and hammer. Without these tools, a character will have to improvise tools, suffering a -2 circumstance penalty on Disable Device and Open Lock checks.

Thieves' Tools: 30 gp; 1 lb.

Thieves' Tools, Masterwork

This kit contains extra tools and tools of better quality, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

Thieves' Tools, Masterwork: 100 gp; 2 lb.



Traitor's Dust

Traitor's dust is a fine, greasy, white powder that leaves splotches of bright blue, reminiscent of ink stains, when it comes into contact with living flesh. The splotches are incredibly stubborn and wear away only after a full week. Traitor's dust is often used as a thief deterrent, but just as often is used by the criminals themselves to protect their valuables from their own larcenous friends. Making a batch of traitor's dust requires an Alchemy skill check (DC 20). Each packet contains enough dust to cover a 10-foot square area.

Traitor's Dust: 20 gp per packet; ½ lb.



Tripvine

Sometimes called spider slime, tripvine is an alchemical mixture that explodes into sticky, rope-like strands that fill a 10-foot by 10-foot area when exposed to air. Tripvine comes in pottery spheres and can be thrown as grenade-like weapons or used in trap making. Tripvine is treated as a *web* spell, but the material created is not flammable and the Reflex save to avoid becoming stuck is against DC 15. Creating tripvine requires an Alchemy check (DC 25).



Tripvine: 50 gp per sphere; 2 lb.

Underhold Claws

A very special form of climbing gear, underhold claws are nearly circular and useless as weapons. Designed to lock around even the smallest handhold while a climber is upside down, underhold claws grant a +5 circumstance bonus to climb checks made while trying to scale a ceiling or other inverted surface.



Underhold Claws: 40 gp; 1 lb.

Vest, Burglar's

Designed to conceal the various tools a rogue requires to exercise his more clandestine skills, a burglar's vest also incorporates rings for climbing

ropes, tear away sections to evade holds and grapples and padding to cushion impacts. Excellent all-purpose garments, burglars' vests even maintain a streamlined image, allowing the wearer to conceal himself more effectively. A burglar's vest provides a +1 circumstance bonus to Climb, Hide, Escape Artist and Tumble checks.



Vest, Burglar's: 75 gp; 3 lb.

Weapon Tarnish

While many rogues may spend a great deal of effort trying to make themselves almost invisible when entering another person's property, many forget about their weapons. A drawn knife or short sword can easily catch the light and expose an otherwise concealed rogue. This tar-like substance spreads extremely thinly on metal, dulling its gleam and yet not interfering with a blade's sharpness. A character using weapon tarnish will not have his position betrayed by his weapon glinting in the light. A single jar will contain enough tarnish to cover eight Tiny, four Small, two Medium-size or one Large weapon.



Weapon Tarnish: 4 gp per jar; 1 lb.

Winterchill

Essentially a concentrated form of iceflow oil, winterchill is much thicker and gets much colder. Contact with a vial of winterchill inflicts 3d6 cold damage but does not splash if used as a grenade-like weapon. Rogues often use winterchill to freeze locks and then shatter them while they are brittle. If an item is soaked in winterchill, only one-quarter of its hardness is applied against attacks for the next three rounds. One vial of winterchill will freeze a one-cubic-foot area. Creating winterchill requires an Alchemy check (DC 30).

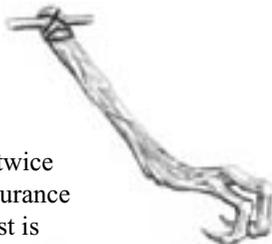


Winterchill: 120 gp per 1-pint flask; 1 lb.

Xornclaw Shovel

Made from the digging claws of an actual xorn, xornclaw shovels are extremely effective at digging through soil and rock. With a sharp edge that seems to soften stone on contact, a xornclaw shovel grants its user a burrowing movement rate of five feet per round.

Movement in this way is a full-round action and can only be maintained for as many rounds as the user's Constitution score (twice this if the user has the Endurance feat) before one hour of rest is required.



Xornclaw Shovel: Large Exotic Weapon; 500 gp; Dmg 1d8 (1d12 to earth or stone creatures); Critical x2; Range –; 10 lb.; Slashing.

Yellow Dust

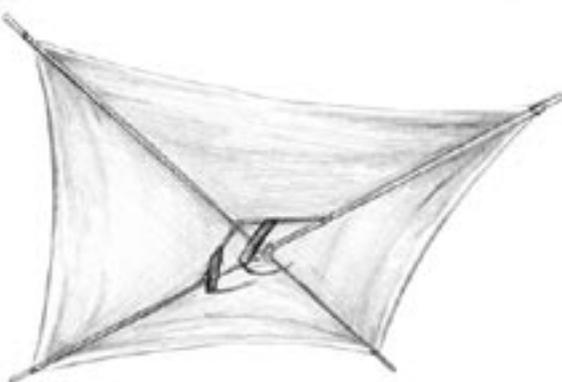
Called yellow dust because of its effects on those who inhale it, this russet-coloured powder is used as an inhaled poison (including the risk of accidental exposure). When breathed, yellow dust forces the victim to make a Will save (DC 18) or flee in terror for 1d4 minutes. If prevented from fleeing, affected targets curl up in the nearest corner and are considered cowering until its effects wear off. Creating yellow dust requires an Alchemy check (DC 28).



Yellow Dust: 50 gp per dose.

Zephyrwing

A strange device, likely created by gnomes, the zephyrwing is a wide triangle of silk attached to a collapsible framework of metal and wood. When set up, a process that takes 10 minutes,



a zephyrwing grants a flying movement rate of 45 with poor manoeuvrability. Zephyrwing flight cannot gain altitude and loses five feet of altitude each round unless the user can make a Reflex saving throw (DC 10 + 2 per round of use). A Zephyrwing can only support 200 pounds of weight without collapsing and plummeting immediately. When folded up, a Zephyrwing can be stored in a large backpack.

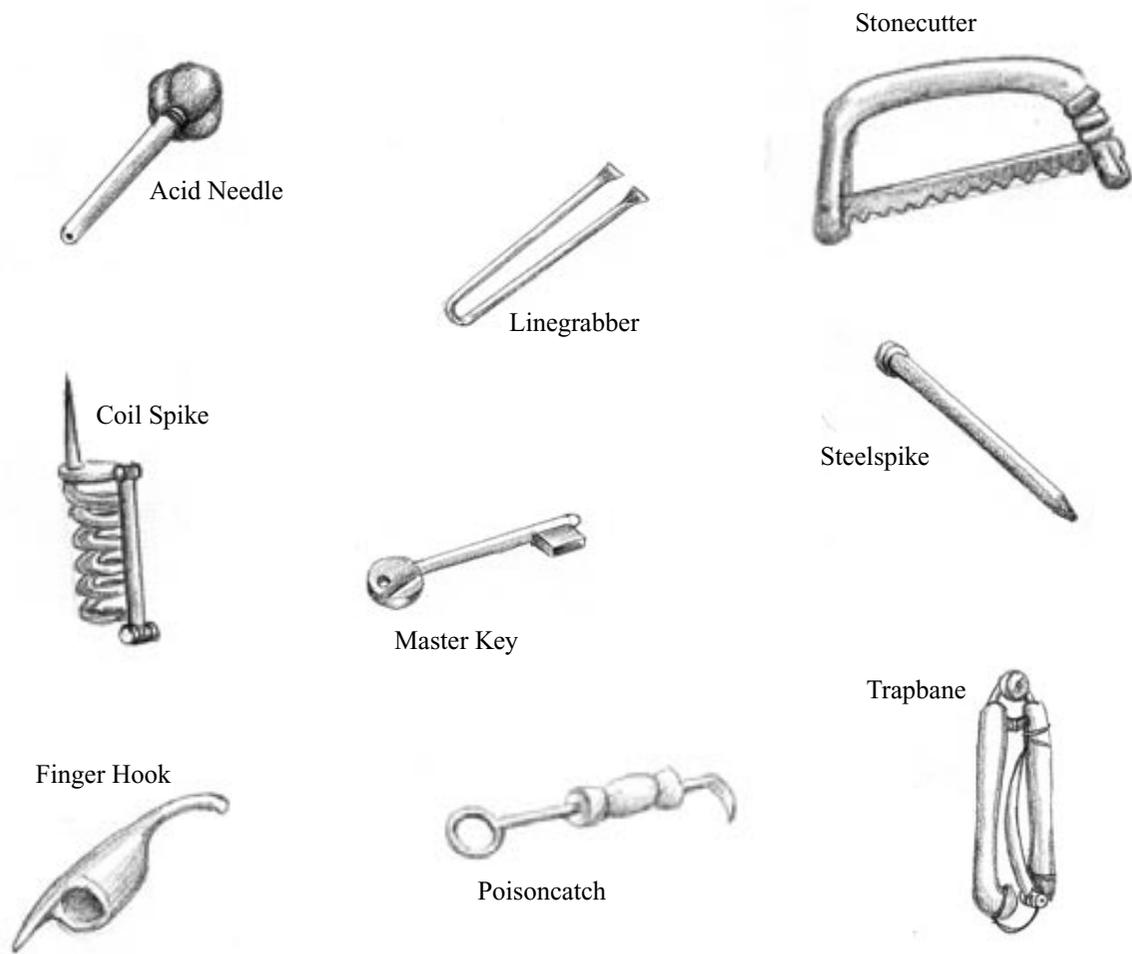
Zephyrwing: 450 gp; 12 lb.

SPECIAL TOOLS

Eventually, a rogue will run up against a lock that no pick will turn or a trap that no pinion will keep from springing. When the standard tools in a thief's trusty set are just not up to a new challenge, a rogue has two choices. One, he can practice, train and seek out enough experience to raise his skills to the level required. The other option is to seek out a tool that makes up the difference between what the rogue can currently do and what the lock or trap requires of him.

While constant growth of one's skills is always a desirable goal, a rogue's companions might not have enough time to wait for this self-improvement. When time is of the essence, a special tool can mean the difference between success and an ignoble demise.

The tools listed below are all one-shot items unless otherwise noted. Standard thieves' tools are made for heavy, constant work; they are functional and built to last. Special tools, on the other hand, are designed to accomplish more than a normal version of the same item at the cost of reusability. Crafted by master rogues and tinkers, special tools are usually only available in the thieves' guilds of large cities and in other dangerous, exotic locales.



Special Tools

Tool	Cost	Effect
Acid Needle	70 gp	+3 or -3 circumstance modifier to an Open Lock check due to physical acid damage to the lock's inner workings.
Coil Spike	65 gp	A tight coil inserted and released into a trap or lock, forcing a Fortitude save (DC 18). Failure destroys the trap or lock.
Farpick	50 gp	A fragile, extending arm that allows Open Locks checks from a 10-foot distance.
Finger Hooks	50 gp	Tiny, hooked fingertip covers; these grant a +2 circumstance bonus to Pick Pockets checks. These items are reusable.
Linegrabber	75 gp	Adds a +4 circumstance bonus to Disable Device checks made against traps involving tripwires.
Master Key	90 gp	Grants a +4 circumstance bonus to an Open Lock check. Only one master key can be used on any given lock.
Poisoncatch	80 gp	Padded lock-pick cover absorbs the poison from a trap, granting a +2 circumstance bonus to Fortitude saves made in this case.
Stonecutter	120 gp	Gem-tipped saw grants a +2 circumstance bonus to Open Lock and Disable Device checks if stone is a major factor.
Steelspike	100 gp	A climbing tool designed to be driven in and left behind, a steelspike adds a +2 circumstance bonus to a Climb check. One steelspike can be used every 10 feet.
Trapbane	120 gp	A specialised trap breaker, a trapbane tool grants a +4 circumstance bonus to a Disable Device check. Any failed roll using a trapbane tool springs the trap in question.

IN THE WILD

Though often seen as the area of expertise for druids, rangers and barbarians, life in the wilderness is a cold, hard and wet fact for most adventurers. However, when cut off from civilisation, adventurers must be careful to ensure they are equipped to survive without regular hot food and warm beds at night. Climate, terrain and wildlife can all combine to make survival a dim prospect in the wilderness and the wise adventurer will make sure he has exactly the right equipment for any long journey.

Aba

These desert robes are made of a light fabric, covering the whole body and typically brown or white in colour. A humanoid will usually wear several layers of these fabrics, with light colours worn under dark colours. In hot or dry climates, an Aba helps prevent perspiration, allowing the wearer to retain water. In temperatures up to 110° F, the Aba provides a +4 circumstantial bonus to all Fortitude saves made against heat exhaustion and subdual damage due to heat. However, characters suffering from thirst or in environments with high humidity do not benefit from wearing an Aba. A character must be shown how to wear Aba properly. If the character does not have a guide, he must succeed in a Wilderness Lore check (DC 10) when he first tries to wear an Aba.

Aba: 30 gp; 2 lb.

Animal Snare

Usually taking the form of stout cages with spring-loaded traps, animal snares are commonly used by adventurers in the wilderness to capture small animals – normally for food

and sustenance. However, many quickly come to realise that there is more to setting a snare than merely leaving it behind a convenient rock. Snares have to be well positioned where suitable animals will encounter them and they have to be baited to persuade suspicious creatures inside. Once a character sets a snare, a Wilderness Lore check (DC 15) should be made every 24 hours to determine whether it has caught any prey. The Games Master may modify the DC of this check



to reflect sparse animal life, unsuitable terrain, bad weather and other factors.

Animal Snare, Bird: 2 gp; 2 lb.

Animal Snare, Small: 5 gp; 4 lb.

Animal Snare, Tiny: 1 gp; 2 lb.

Anti-fungal Ointment

One of the greatest hazards of travel in any hot, wet environment (like a jungle or a tropical swamp) is fungal infection. There are fungi that grow like thick orange fur, that explode in long black tubes after gestating for weeks, that cause the skin to become brittle and blue as it flakes off the bleeding muscles. A *cure disease* spell will deal with most of these easily enough. However, a well-prepared adventurer brings a supply of ointment with him that prevents these infections in the first place. Daily application of this preparation gives the character a +2 circumstance bonus to his Fortitude save to resist fungal diseases or the special abilities of oozes. When purchased a jar of the ointment has enough material in it to provide protection for ten days.



Antifungal Ointment: 25 gp per jar; 1 lb.

Backpack

A leather pack secured on the character's back with a number of straps.



Backpack: 2 gp; 2 lb.

Bedroll

A thick, waterproof groundsheet and a thin blanket used to help a character get better sleep in the outdoors.

Bedroll: 1 sp; 5 lb.

Bird Call

By blowing into this finely-crafted whistle, a character can create a sound similar to those created by game birds during mating. Using a bird call grants a +2 circumstance bonus to all Profession (hunter) checks to locate a particular game bird. Bird calls are only effective against a particular game bird, which must be specified during



purchase, such as ducks, geese, pheasants and so on.

Bird Call: 5 sp.

Blanket, Winter

A thick, woollen blanket.

Blanket, Winter: 5 sp; 3 lb.

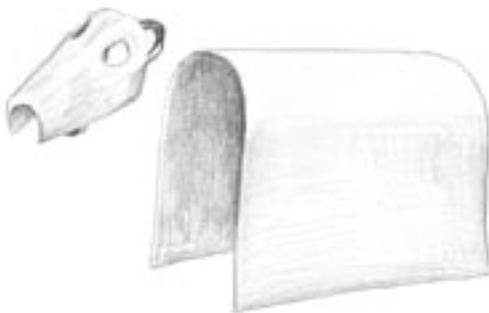
Blanket and Hood, Horse

Essential when travelling to colder climes, the fur-lined horse hood and blanket will keep a mount warm and free of ice during cold nights in camp. A mount wearing a blanket and hood can survive in temperatures as low as a 0°F without the need to roll for damage. Once the temperature drops below 0°F, the mount must make a Fortitude save every hour (DC 15, +1 per previous check) or sustain 1d6s point of subdual damage. The mount receives a +2 circumstance bonus to its saving throw when wearing a blanket and hood.

Blanket and Hood, Horse, Huge: 18 gp; 8 lb.

Blanket and Hood, Horse, Large: 8 gp; 5 lb.

Blanket and Hood, Horse, Medium-size: 4 gp; 2 lb.



Blood Decoy

In the waterways of the world there lurk a thousand dangers, each more terrible than the last. Fortunately the majority of these dangers are not malicious. They simply feed on whatever happens to be available. Intelligent travellers realise this and come prepared with blood decoys. Each decoy is a vaguely fist-shaped object made of hard jelly. They smell a great deal like dried blood. When thrown into water (preferably far away from



the area the traveller intends to cross) the decoy expands to several times its original size and gives off the unmistakable smell of blood. This lures the predators away from the travellers crossing point for 2d4 rounds.

Blood Decoy: 5 gp; 1 lb.

Boat Boots

One of the more inventive solutions to moving around in swamps, these wide boots can support a small man's weight (about 150 pounds) on the surface of the water for short periods of time. They are clumsy on land (-2 penalty to Dex checks and Reflex saves). Anyone wearing boat boots can move across up to 20 feet of water as though it were dry land, although they are at one-half their normal movement speed. Dwarves and other heavy creatures cannot use boat boots without sinking though the water's surface.



Boat Boots: 25 gp; 15 lb.

Body Pack

This rather odd-looking pack is a logical extension of the bandoleer and pack belt concepts. It consists of what looks like a padded body harness, crossing the chest, circling the waist and covering the back with a flat thin pack. The pack can store approximately 15 pounds of goods in a watertight containment. This pack is popular among spelunkers and others who have to move quickly in tight spaces.



Body Pack: 10 gp; 2 lb.

Body Sled

Measuring around 6 feet long, this sled can hold a creature of up to Large size. Designed for pulling captured quarry, many use it instead to assist fallen comrades. The body sled multiples a character's dragging load by one-and-a-half. If pulled over snow, the dragging load is doubled.

Body Sled: 45 gp; 25 lb.



Boots, Bladed

These stout boots are designed specifically to aid climbers of trees and soft rock. With toughened soles holding an upturned blade secure, a climber can scale sheer surfaces easily with very little practice. The upturned blades ensure that movement is not impeded though the heavy construction of this footwear makes the wearer very easy to track. Bladed boots grant a +1 circumstance bonus to all Climb checks made when scaling trees or other softer surfaces. However, a +2 circumstance bonus is granted to any Wilderness Lore checks made to track the wearer.



Bladed Boots: 18 gp; 2 lb.

Breath Bag

This thin, air-filled bladder contains enough air for one breath while underwater. Taking this breath allows the character to reset the number of rounds since his last breath back to zero, starting the count down against his two rounds per point of Constitution over again. This item is particularly popular in underground and island settings, where a single breath can mean the difference between life and death.



Breath Bag: 2 gp; 1 lb.

Breathing Rope

A breathing rope is a long, hollow, flexible tube that measures 50 feet in length. Lengths can be joined together to form a longer breathing rope. The maximum length of such a rope is 150 feet. While using a rope you may extend the duration per Constitution point that you have before beginning to suffocate from two rounds per point of Constitution to six rounds per point of Constitution.



Breathing Rope: 20 gp per 50 ft. length; 60 lb.

Brick Press

This two-foot by two-foot by three-foot box has cranks built into two sides and the top. This allows the user to compress mud into bricks if he has the time and desire. More importantly, it allows for

the creation of 'fuel bricks' from animal waste. These bricks allow you to maintain a normal fire in situations where you might not be able to find wood for fuel.



Brick Press: 10 gp; 30 lb.

Camouflage Tarp

The underground passages that criss-cross the world contain horrors that man was not meant to know. Explorers in those dark reaches need some place safe to rest while far away from moon and sun. The camouflage tarp provides that safe shelter, blending in with the rock and stone and keeping the heat of the traveller's body inside the tarp itself. Using the tarp provides you with a +2 bonus to Hide checks when standing still. Deploying the tarp is a full round action.



Camouflage Tarp: 12 gp per 10 square feet; 10 lb.

Canoe, Bark

These two-man boats have a wooden frame layered in a thin paper-like bark. They are light and watertight, but somewhat fragile and prone to breaking apart if they strike up hard against rocks. Characters piloting a bark canoe get a +2 circumstance bonus to their efforts because of the canoe's nimbleness. However, the canoe has hardness 2 and 15 hit points. The DC for a Craft (shipmaking) skill check to build a bark canoe is 10.



Canoe, Bark: 10 gp; 60 lb.

Canoe, Dugout

This large and heavy canoe can hold two people. You make them by taking a single tree and hollowing it out using axes and fire. Although quick and cheap they are also very clumsy. Anyone sailing in a dugout canoe has a -2 penalty on all Profession (sailor) checks to keep the canoe moving. Dugouts are reasonably sturdy, having



hardness 5 and 30 Hit Points. The DC of the Craft (shipmaking) check to build a dugout is 10.

Canoe, Dugout: 10 gp; 120 lb.

Canoe, Outrigger

This 30-foot-long canoe holds as many as six people comfortably. Although only three feet wide, the canoe has two floating pontoons attached to it for stability and storage.

These canoes are designed for long, ocean voyages and can easily cover thousands of miles.



Canoe, Outrigger: 500 gp; 400 lb.

Canvas

A thin, waterproof material used in the construction of tents. Also used as makeshift tarps by characters to protect their gear from the elements.

Canvas: 1 sp per square yard; 1 lb.

Case, Map or Scroll

A leather tube used for holding rolled-up maps or scrolls. It includes a leather cap.

Case, Map or Scroll: 1gp; ½ lb.

Chalk

This white, crumbly, powdery stone has no use as a construction material or for magic. It is, however, perfect for marking on any hard surface. This makes it ideal for adventuring, as many adventurers have a need to quickly mark doors, passageways and other places with notes. Chalk markings wash away with water. They are easily smudged by anyone who wishes to obscure them.



Chalk: 1 cp per piece.

Climber's Kit

Special pitons, boot tips, gloves and a harness that aids in all sorts of climbing. This is the perfect tool for climbing and provides a +2 circumstance bonus to Climb checks.

Climber's Kit: 80 gp; 5 lb.

Climber's Kit, Masterwork

This high quality climber's kit contains the regular equipment of a standard kit, including pitons, boot tips, gloves and the climbing harness. Due to the quality of this kit, it provides a +2 circumstance bonus to all Climb checks and pitons may be affixed to sheer surfaces much quicker – two may be safely hammered within a single minute, increasing a climber's overall speed.



Climber's Kit, Masterwork: 400 gp; 5 lb.

Cold Weather Outfit

A wool coat, linen shirt, wool cap, heavy cloak, thick trousers or skirt and boots. When wearing a cold weather outfit, add a +5 circumstance bonus to Fortitude saving throws against exposure to cold weather.

Cold Weather Outfit: 8 gp; 7 lb.

Compass

Loadstone is a naturally occurring magnet that points towards the north when allowed to swing freely. A compass works by suspending a needle of loadstone in oil. This oil is sealed in a metal cylinder with a glass face. The user sits the compass on the ground. A few (1d4) rounds later the needle swings towards true north. Using a compass gives you a +4 bonus to Intuit Direction rolls.



Compass: 200 gp; 1 lb.

Coracle

A coracle (also called a corwg) is a small, rounded boat of leather stretched over a wicker or wooden frame. Typically four feet across, it fits one Medium-size character. It allows the character to move at his normal movement speed over shallow and reasonably still waters, but cannot be used when the water is rough. Building a coracle requires a Craft (shipmaking) skill check (DC 15).



Coracle: 15 gp; 20 lb.

Desert Kit

A desert kit contains everything that you might need to survive in a desert setting. It includes basic survival tools as well as key speciality items that make desert living easier. Possession of this kit gives you a +2 bonus to your Wilderness Lore skill check to survive in a desert environment. A kit lasts for 10 days of continuous use.



Desert Kit: 10 gp; 15 lb.

Desert Kit, Masterwork

A masterwork desert kit contains all of the same materials as a desert kit and provides the same bonuses. The advantages of a masterwork kit are two-fold – it lasts for 20 days rather than 10 and weighs 10 pounds rather than 15 pounds.

Desert Kit, Masterwork: 40 gp; 10 lb.

Dowsing Rod

This split stick made of specially treated wood points towards sources of fresh water. It gives the user a +2 bonus to Wilderness Lore checks to find usable sources of fresh water in any natural setting.



Dowsing Rod: 5 gp; 1 lb.

Dwarven Pie

Down in the deep cold of the ancient mines even the hearty dwarves need a warm meal. Therefore they invented the hard-crust pastry called the ‘Dwarven Pie’. These small, loaf-size objects have a heavy, thick crust surrounding a meat and cheese centre. They stay comfortably warm for up to twelve hours and provide a +1 morale bonus to saves against the effects of non-magical cold.



Dwarven Pie: 2 sp; ½ lb.

Earth’s Blood

This thick, reddish concoction of wine and herbs is extremely popular with explorers who find themselves travelling through the higher mountains

of the world. If imbued it enriches the blood of most races (dwarves for some reason are not affected), allowing them not to be fatigued after taking subdual damage because of low oxygen conditions. Each dose of earth’s blood lasts for twelve hours.



Earth’s Blood: 2 gp per dose; ½ lb.

Elven Wafer

Although named after the elves this dense, highly crispy travel ration actually originated among heavily settled human populations. Formed of highly concentrated grain paste dried about a bean centre, these palm-sized bricks each pack enough nutrition in them to sustain an active man for a single day. The elves do have a similar foodstuff that they use to supply their armies on the march.



Elven Wafer: 1 gp; ¼ lb.

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 instead over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items a character might need, such as a scarf or a wide-brimmed hat.

Explorer’s Outfit: 10 gp; 8 lb.

Fins

Many coastal people fit simple leather fins to their feet to enhance their ability to swim. These fins give the wearer a +2 circumstance bonus to Swim checks while worn but only if the character wearing them is unencumbered. Putting on fins takes two full round actions; one to remove your boots/shoes and another to fit the fins on. Wearing fins on land reduces your land speed by one-half. Making a pair of fins requires Craft (leatherwork) skill check with DC 15.



Fins: 15 gp per pair; 10 lb.

Fire Seed

Most experienced travellers do not try to restart their fire every night. Instead they carry a padded ceramic container called a fire seed. This container holds a single coal from the fire the night before. A fire seed can protect an ember for up to three days, but cannot withstand immersion of any sort. Even attempting the average water crossing with a fire seed can (if sufficiently damp) put the seed out. Starting a fire with a fire seed is much easier than with any of the more usual methods, giving the user a +2 circumstance bonus to any skill check required when starting or maintaining a fire.

Fire Seed: 2 gp; 1 lb.

Fishing Kit

A kit of tackle, fishing cord and bait, this is ideal for any adventurer in the wild as it provides the necessary tools to fish without the hassle of crafting a net or fishing pole. Using a fishing kit provides a +2 circumstance bonus on all Profession (fisher) checks.



Fishing Kit: 10 gp; 5 lb.

Fishing Net

Though it is possible to fish without a dedicated net, it is very difficult to catch a sizeable quantity of fish without one. Each net can cover a 25-square-foot area of water and provides a +4 circumstance bonus to Profession (fisher) checks. However, a fishing net requires a Use Rope check (DC 15) to set up properly. In addition, a character using a fishing net who possesses at least five ranks in the Use Rope skill receives an additional +2 synergy bonus to his Profession (fisher) checks.

Fishing Net: 4gp per 25 square ft.; 5 lb.

Flat Boat

Flat boats are small boats (no more than 15 feet long and 5 feet wide) that possess no keel at all. They can operate fully loaded in waters as shallow as six inches in depth, making them invaluable in



swamps and other watery areas. All flat boats are also highly prone to capsizing in anything remotely resembling turbulent waters. Anyone attempting to keep them afloat in such conditions has a -4 penalty to whatever skill checks the Games Master requires.

Flat Boat: 50 gp; 150 lb.

Flint and Steel

Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round action and lighting any other fire with them takes at least that long.

Flint and Steel: 1 gp.

Forest Blind

Set high up in a tree, this camouflaged seat is typically a semi-permanent emplacement. It does not provide any protection from the elements, however, the screens around it and the location do provide the user with a +4 bonus to Hide checks while he uses the blind. A fully assembled blind consists of a simple chair, screens of appropriate vegetation and usually some kind of netting to hold it all together. A fully assembled blind can be installed in just under an hour.



Forest Blind: 55 gp; 50 lb.

Forest Kit

A forest kit contains everything that you might need to survive in a forest setting. It includes basic survival tools as well as key speciality items that make forest living easier. Possession of this kit gives you a +2 bonus to your Wilderness Lore skill check to survive in a forest environment. A kit lasts for ten days of continuous use.



Forest Kit: 5 gp; 15 lb.

Forest Kit, Masterwork

A masterwork forest kit contains all of the same materials as a forest kit. It provides the same

bonuses. The advantages of a masterwork kit are twofold – it lasts for 20 days rather than 10 and weighs 10 pounds rather than 15 pounds.

Forest Kit, Masterwork: 30 gp; 10 lb.

Glow Powder

Glow powder comes in two separate containers when purchased. When a measured amount of these two powders is brought together they begin to glow, giving off illumination equal to that of a normal candle for one hour. The two bags contain enough of the mixture to supply 48 hours of continuous light. Glow powder is very common among the various underground races, as well as among races that have reason to travel for long periods of time underground. When mixed the powder gives off a pale green/white light.



Glow Powder: 10 gp; 1 lb.

Glowing Harness

One of the logical extensions of the discovery of glow powder was the need for a method for holding mixed powder while working on other things. The result of this need was the glowing harness, a kind of light source attached to your shoulder. The harness crosses your chest and has a metal box with glass sides attached to either the right or left shoulder. When glow powder is poured into the box, the light illuminates the area around the bearer without him having to tie up one of his hands carrying a torch or lantern.



Glowing Harness: 20 gp; 4 lb.

Glowmould Fuel

Glowmould is a fungus that thrives underwater. It has natural phosphorescence but does not provide sufficient illumination for good visibility. However, when an alchemical catalyst is added the glow brightens dramatically, creating light equivalent to that of a torch. A fuel package consists of a supply of glowmould and a supply of catalyst. The glowmould lantern (see below) is designed to intake small amounts of catalyst at a time; each usage supplies 15 minutes of light, with a total burn time of four hours per package. Changing a fuel package takes two full rounds as

both glowmould and catalyst must be carefully placed in the lantern. Glowmould is cool to the touch and cannot be used to start fires or cause damage.

Glowmould Fuel: 3 sp; ¼ lb.

Glowmould Lantern

These lanterns are composed of thin sheets of hardened fish leather darkened to opaqueness, with a bone framework. The bullseye lantern has only a single shutter; its other sides are coated with a special wax to reflect the light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end and it burns for four hours on a single unit of glowmould fuel. The hooded lantern is a standard lantern with shuttered or hinged sides. It illuminates a 30-foot radius and burns for four hours on a single unit of glowmould fuel. A glowmould lantern can be carried in one hand.



Glowmould Lantern,

Bullseye: 15 gp; 3 lb.

Glowmould Lantern,

Hooded: 10 gp; 3 lb.

Grappling Hook

A three or four-pronged metal hook, this is commonly tied to the end of a rope to assist in climbing.

Grappling Hook: 1 gp; 4 lb.

Gripping Resin

This sticky resin comes in a small metal container. When applied liberally to leather gloves and boots it makes them tacky, allowing the wearer to more readily hold on to objects or walls. When used before a combat the resin gives the user a +1 bonus to resist disarm attempts. When used to assist with climbing the user gains a +1 bonus to Climb skill checks. When the resin is used in this way it also gives anyone attempting to track the character a +2 bonus to Wilderness Lore checks, as it leaves a fairly thick residue behind. Each metal container holds enough resin for four uses.

Gripping Resin: 10 gp per container; ½ lb.



Halfling Bread

During their long nomadic wanderings the halflings perfected a baking method that allowed them to create highly nutritious, light rations that resemble small, brown rocks. Halflings simply smile when asked how they make the things, filled as they are with exotic dried fruits and a variety of meats that should go bad in days but seem to last for months. Each loaf is a meal and halflings sell them in batches of three. Properly cared for, a ration of halfling bread lasts for several months.



Halfling Bread: 1 gp per 3 loaves; ¼ lb.

Hearth Stones

One of the greatest dangers faced by explorers the world over is cold. The traditional way of fighting back against cold, the fire, is not always available in many environments. High in the mountains, underground and on many of the great grasslands there is little fuel to create life-protecting fire. Hearth stones are one of the many ways that people over the years have responded to this difficulty. Each stone is a specially-treated charcoal capable of providing the warmth of a normal campfire for up to five hours. The stone can be used as the starter for a normal fire or can take the place of a fire if need be.



Hearth Stone: 3 gp; 1 lb.

Horn, Hunting

Sounding a hunting horn signals allies or strikes fear in the heart of enemies. When this large horn is blown in the open wilderness, all creatures within a mile will hear its call. Those further away will hear it with a successful Listen check (DC 20 +1 for every additional half-mile beyond the first mile).



Hunting Horn: 5 gp; 1 lb.

Horn, Small

Adventurers not wishing the luxury of a hunting horn may instead opt for these smaller devices. Though they do not have the range and sheer power of the larger version, they are less cumbersome and ideal for keeping a party together that has split up in the wilderness. All creatures within half a mile will hear its call. Those further



away will hear it with a successful Listen check (DC 20 +1 for every additional quarter-mile beyond the first half-mile).

Horn, Small: 1 gp; ½lb.

Hunting Knives

These small knives are for cleaning and preparing a kill for meals, rather than fighting in the wilderness. Replete with boning, skinning and other delicate knives, these blades are well crafted and provide a significant benefit for game hunters, whatever their prey. Each set of knives includes six different blades for a variety of dressing purposes. Using a complete set of hunting knives confers a +2 competence bonus to all Craft (dress animal) checks.



Hunting Knives: Tiny Simple Weapon; 12 gp; Dmg 1d2; Critical x2; Range 5 ft.; 3 lb.; Piercing.

Hunter's Outfit

These are clothes designed specifically to hunt. The shirt, breeches and overcoat are all dyed in natural hues to blend into natural settings and, in addition, the soft-soled boots are quieter than other varieties. Complete with a number of pockets and loops, this set of clothing is certain to please any outdoor adventurer. By spending an additional 100 gp, the character may purchase a masterwork version of the hunter's outfit, which provides a +2 circumstance bonus to all Hide and Move Silently checks while in a natural setting.



Hunter's Outfit: 18 gp; 5 lb.

Hunter's Outfit, Masterwork: 118 gp; 5 lb.

Ice Boots

These thick, white, fur boots offer the character protection from frost-bite and give the character a +2 circumstance bonus to any Balance checks made to avoid slipping and falling on ice.

Ice Boots: 15 gp; 1 lb.

Insect Netting

Those wishing to avoid the side effects of insect repellent may find this netting beneficial when they camp in swamps and other havens of small vermin. This silk netting can cover a single Medium-size creature with ease and will protect against all biting and stinging insects.



Insect Netting: 250 gp; 1 lb.

Insect Repellent

By liberally coating exposed flesh, a character can protect himself from most biting and stinging insects. Stinging vermin must succeed a Will save (DC 10) to approach within 10 feet of a character using insect repellent. Unfortunately, insect repellent has a similar affect against other creatures, conferring a -2 circumstance penalty to all Charisma-based checks relying upon interaction (such as Bluff and Diplomacy).



Insect Repellent: 1 gp per application.

Insect Repelling Candle

These specially-treated candles burn for eight hours. During that time normal insects avoid a 10-foot radius around the candle. Magically-controlled insects can penetrate this protection if their controller makes a Will save (DC 15) to overcome their reluctance. Anyone attempting to sleep in a particularly insect-filled environment (a swamp or a jungle) without the protection of some kind of insect repellent must make a Will save (DC 10) to get a full night's sleep.

Insect Repelling Candle: 5 gp; 1 lb.

Jungle Kit

A jungle kit contains everything that you might need to survive in a jungle setting. It includes basic survival tools, as well as key speciality items that make jungle living easier, and insect repellent.



Possession of this kit gives you a +2 bonus to your Wilderness Lore skill check to survive in a jungle environment. A kit lasts for 10 days of continuous use.

Jungle Kit: 5 gp; 15 lb.

Jungle Kit, Masterwork

A masterwork jungle kit contains all of the same materials as a jungle kit and provides the same bonuses. The advantages of a masterwork kit are two-fold – it lasts for 20 days rather than 10 and weighs 10 pounds rather than 15 pounds.



Jungle Kit, Masterwork: 55 gp; 10 lb.

Ladder, Rope

Any adventurer will know that ladders can be supremely useful devices, though few have the space or carrying capacity to ensure one is always on hand. Though they take some getting used to, rope ladders are easy-to-carry devices that readily fold up into any backpack. A typical rope ladder will support weights of up to 850 pounds and be able to extend to 30 feet in length.

Ladder, Rope: 2 gp per 30-ft.length; 4 lb.



Lamp, Common

A lamp clearly illuminates things in a 15-foot radius and burns for six hours on a pint of oil. It burns with a more even flame than a torch but, unlike a lantern, it uses an open flame and it can spill easily, making it too dangerous for most adventuring. A lamp can be carried in one hand.

Lamp, Common: 1 sp; 1 lb.

Lantern, Bullseye

A bullseye lantern has only a single shutter, with its other sides being highly polished inside to reflect the light in a single direction. It illuminates a cone 60 feet long and 20 feet wide at the end and it burns for six hours on a pint of oil. A lantern can be carried in one hand.

Lantern, Bullseye: 12 gp; 3 lb.

Lantern, Hooded

A hooded lantern is a standard lantern with shuttered or hinged sides. A lantern can be carried in one hand. It clearly illuminates a 30-foot radius and burns for six hours on a pint of oil.

Lantern, Hooded: 7 gp; 2 lb.

Leash

Adventurers may sometimes come across wild creatures they wish to tame, or domestic animals that have escaped.

Any ranger will usually work hard to pacify such creatures and use a comfortable leash to restrain and control them. Leashes come with collars and are designed to hold an animal firm without harming it.



Leash, Huge: 6 gp; 3 lb.

Leash, Large: 2 gp; 1 lb.

Leash, Medium-size: 1 gp; ½ lb.

Leash, Small: 5 sp.

Leash, Tiny: 2 sp.

Machete

A single-edged blade designed to clear away underbrush and heavy growth, the machete is a poor substitute for a longsword in combat. If used as a clearing tool through heavy vegetation, such as jungle or dense forest, speed of travel doubles. For example, if the character travels through trackless



jungle, he typically moves at ¼ base speed. However, by using a machete, his movement

improves to ½ base speed. The only drawback to the machete is that it is impossible to conceal one's movements in this fashion and thereby doubles all chances for random encounters and confers a +10 circumstance bonus to Wilderness Lore checks made by other characters to track the machete user.

Machete: Medium-size Simple Weapon; 8 gp; Dmg 1d6; Critical x2; Range –; 5 lb.; Slashing.

Moleskin

Moleskin is a heavy cloth that is smooth on one side and rough on the other. It is somewhat sticky on the smooth side allowing it to adhere to skin. When cut into small strips and used to protect

hot spots on the feet moleskin can halve the subdual damage caused by a forced march. Each patch of moleskin gives this bonus for a single day.



Moleskin: 1 gp per patch.

Mountain Kit

A mountain kit contains everything that you might need to survive in a mountain setting. It includes basic survival tools as well as key speciality items that make mountain living easier. Possession of this kit gives you a +2 bonus to your Wilderness Lore skill check to survive in a mountain environment. A kit lasts for 10 days of continuous use.



Mountain Kit: 10 gp; 20 lb.

Mountain Kit, Masterwork

A masterwork mountain kit contains all of the same materials as a mountain kit. It provides the same bonuses. The advantages of a masterwork kit are two-fold – it lasts for 20 days rather than 10 and weighs 15 pounds rather than 20 pounds.



Mountain Kit, Masterwork: 60 gp; 15 lb.

Mountaineer's Outfit

A mountaineer's outfit is a many-layered affair, with light inner shirts and trousers, heavy, waterproof trousers, a vest, heavy shirt, cloak, belt, boots and a sturdy hat. This outfit allows the traveller to respond quickly to the changing conditions of mountain weather.



Mountaineer's Outfit: 3 gp; 5 lb.

Oil

A pint of oil burns for six hours in a lantern. You can use a flask of oil as a grenade-like weapon. Use the rules for alchemist's fire, except that it

takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is only a 50% chance that the flask ignites successfully.

A pint of oil poured on the ground covers an area five-foot-square (provided the surface is smooth). If lit, the oil burns for two rounds and deals 1d3 points of damage to each creature in the area.

Oil: 1 sp per 1-pint flask; 1 lb.

Packing Board

In the cold wastes of the far north there is little shelter from the bitter cold. Protection must be constructed by hand, a laborious and often dangerous process. The three foot long by two-foot-wide packing board helps with this, as it gives the user a way of compressing snow for a shelter without getting his hands and body wet. This gives the character a +1 bonus to Wilderness Survival skill checks to find suitable shelter in an arctic or tundra environment.

Packing Board: 1 gp; 5 lb.

Piton

When a wall does not offer handholds and footholds, a climber can make his own. A piton is a steel spike with an eye through which a rope can be looped.

Piton: 1 sp; ½ lb.

Pouch, Belt

A leather pouch that straps to your belt.

Pouch, Belt: 1 gp; ½ lb.

Preserving Kit

A preserving kit includes salt, a variety of sheets of varying layers, a tool for creating sawdust, jars and other assorted preserving supplies. Using it provides the tools needed for any skill check involving the preservation and long-term storage of food. The kit is good for 10 uses.

Preserving Kit: 5 gp; 5 lb.

Preserving Kit, Masterwork

A masterwork preserving kit contains all of the tools in a preserving kit but



those tools are of higher quality. The kit provides the user with a +2 circumstance bonus to any skill checks involving the preservation and long-term storage of food. The kit is good for 15 uses.

Preserving Kit, Masterwork: 55 gp; 10 lb.

Riser

A riser is a bag, rope and pulley system that allows the user to lift as much as 50 pounds of materials into a tree. This protects camp goods and rations from small forest or jungle animals that might otherwise get into the stores. The pulley must be affixed to a tree, cliff face or other high object in order to lift the stores.



Riser: 10 gp; 2 lb.

Rope, Hemp

This rope has 2 hit points and can be snapped with a successful Strength check (DC 23).

Rope, Hemp: 1 gp per 50-ft. length; 10 lb.

Rope, Silk

This rope has 4 hit points and can be snapped with a successful Strength check (DC 24). It is so supple that it adds a +2 circumstance bonus to Use Rope checks.

Rope, Silk: 10 gp per 50-ft. length; 5 lb.

Rucksack

Designed to complement the humble backpack, this rucksack is made of stout leather and is extremely durable. It is worn around the waist as a belt and fits snugly underneath the ordinary backpack, greatly increasing a character's carrying capacity.

Rucksack: 1 gp; 1 lb.

Salt Tablet

Salt is one of the single most important spices in the world. Highly useful in preserving, it is an essential ingredient in the diets of most mortal races. Taking a salt tablet once a day gives a travelling character a +2 circumstance bonus to resist the effects of forced marches, desert travel and long-term exposure



to extremes of heat and cold. Each packet of salt tablets contains 25 tablets.

Salt Tablet: 1 gp.

Sighting Glass

A clever invention, the sighting glass is actually two or more lenses held fast within a leather sheath. By looking through the sighting glass, distant objects are greatly magnified and brought into focus. A character using a sighting glass doubles his spotting distances over clear terrain.



Sighting Glass: 55 gp; 1 lb.

Signal Whistle

When blown this whistle produces a sharp tone that can be heard at a distance of up to five miles.

Signal Whistle: 8 sp; 1/10 lb.

Sleigh

Common in arctic environments, the sleigh is a development of the light wagon. Travelling on hardwood runners, sleighs are often pulled by reindeer, dogs or other beasts of burden used to cold conditions. Creatures pulling a sleigh can travel at their normal speed across snow, taking into account the weight of the sleigh and its cargo.

Sleigh, Two-Person:

18 gp; 250 lb.

Sleigh, Four-Person:

50 gp; 425 lb.



Skates

These are hard leather shoes with sharp blades fixed to their soles. With practice, an adventurer will find he can move quickly and easily across ice-covered terrain, at far faster rates than if he were walking. However, the use of skates takes a great deal of practice. A character practising with skates for eight hours a day for a period of one week will be able to double his movement rate when on ice. Those not practised in their use suffer a 75% reduction to their movement rate. Skates may only be used on ice or similar surfaces.



Skates: 2 gp per pair; 1 lb.

Skis

Simple in concept, hardwood skis are essential devices when travelling across snow and they include two poles to aid balance. A practised individual will find he can move normally across snow (no movement penalty) on flat ground and greatly increase his speed downhill – a practised character travelling downhill on skis can double his movement rate. However, those travelling at double or run rates must make a Dexterity check (DC 15 and 20 for flat ground and downhill, respectively) or suffer 2d6 points of damage as they lose control and crash. Games Masters may insist on further Dexterity checks to avoid rocks, trees and other obstacles. The use of skis takes a great deal of practice. A character practising with skis for eight hours a day for a period of one week will be able to travel on snow as described above. Those who have not practised will suffer a 50% reduction to their movement rate. Skis may only be used on snow or similar surfaces.



Skis: 6 gp per pair; 2 lb.

Snow Guards

These opaque goggles have a narrow, horizontal slit cut out of the centre of each eye covering. This gives the wearer a -4 penalty on all Spot checks. It also grants him a +4 circumstance bonus to any save to resist being blinded by light-based effects, or to resist snow-blindness. Creating a pair of snow guards requires a Craft (woodworking) skill check (DC 15).

Snow Guards: 7 gp; 1 lb.

Snowshoes

Made of hard-wearing wood, these snowshoes greatly increase the surface area of a character's tread in arctic conditions, thus greatly improving the ease of travel over snow. A character wearing snowshoes will only suffer a 50% movement penalty when travelling over deep snow.



Snowshoes: 8 sp; 1 lb.

Sounding Drum

When surrounded by thick jungle or forest it can be almost impossible to get information to

or co-ordinate the activities of several groups. The sounding drum provides a solution to that. Although not well suited to music this three-foot-tall drum produces a deep, resonating note that can be heard from up to three miles away. Setting up the drum is a full-round action; sounding it requires another.



Sounding Drum: 20 gp; 10 lb.

Spyglass

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

Spyglass: 1,000 gp; 1 lb.

Strong Rations

Composed primarily of dried meat and fat, strong rations are particularly useful in the cold of the far north. These extremely high-energy trail rations provide a +2 bonus to any saves to resist the effects of exposure to cold conditions, as they offset the body's energy expenditure to keep warm.



Strong Rations: 7 sp; ½ lb.

Swamp Dweller's Outfit

A set of oilskin trousers, light linen shirt, vest and knee-high boots. Sometimes the outfit comes with a carefully plaited rope belt, suitable for holding up one's trousers and for wrapping around a nearby tree branch in case of emergency.



Swamp Dweller's Outfit: 10 gp; 5 lb.

Swamp Kit

A swamp kit contains everything that you might need to survive in a swamp setting. It includes basic survival tools as well as key speciality items that make swamp living easier, and insect repellent. Possession of this kit gives you a +2 bonus to your Wilderness Lore skill check to survive in a swamp environment. A



kit lasts for 10 days of continuous use.

Swamp Kit: 10 gp; 10 lb.

Swamp Kit, Masterwork

A masterwork swamp kit contains all of the same materials as a swamp kit. It provides the same bonuses. The advantages of a masterwork kit are two-fold – it lasts for 20 days rather than 10 and weighs 7 pounds rather than 10 pounds.

Swamp Kit, Masterwork: 50 gp; 7 lb.

Tent

This simple tent sleeps two Medium-size characters.

Tent: 10 gp; 20 lb.

Thick Furs

These thick furs are usually made from the hides of arctic mammals. A character wearing thick furs can survive in temperatures as low as a 0° F without the need to roll for damage. Once a character reaches temperatures below 0° F, he must make a Fortitude save every hour (DC 15, +1 per previous check) or sustain 1d6 points of subdual damage. The character receives a +2 circumstance bonus to his saving throw when wearing these furs.

Thick Furs: 35 gp; 5 lb.

Torch

A wooden rod capped with twisted flax soaked in tallow or a similar item. A torch clearly illuminates a 20-foot radius and burns for one hour.

Torch: 1cp; 1 lb.

Tourniquet

Most adventurers know well how to deal with injury, but many suffer slashing cuts that continue to bleed and are beyond normal healing skills. The tourniquet is a simple strip of linen attached to a wooden winding bar that, when wrapped around an injured part of the body, is tightened to stop blood loss. If a character suffers a bleeding injury where he continues to lose hit points, a tourniquet may be used in conjunction with a Heal check (DC 10) to halt the flow of blood.



Tourniquet: 2 cp.

Traveller's Outfit

Boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket) and an ample cloak with a hood.

Traveller's Outfit: 1 gp; 5 lb.

Traveller's Stock

Traveller's stock is an almost black paste made of the highly concentrated renderings of various animals and grains. The stock can make an excellent and hearty soup assuming that you can get a fire going and have clean water to boil it



in. When bought the stock has enough material to make 10 days' worth of soup.

Traveller's Stock: 3 gp; 1 lb.

Travois

A travois consists of two wooden bars with a tarp slung between them in a triangular shape. The narrow end of the travois has a strap that can be attached to an animal's shoulders or pulled across a Medium-size creature's chest. Cargo can be loaded onto the canvas section of the travois. Using a travois triples your carrying capacity, but you will always move as if heavily encumbered. Creating a travois requires a Craft (woodworking) skill check (DC 10).

Travois: 5 gp; 15 lb.



Tree Net

This is a toughened hide attached to a folding framework of thin wood that, when opened and attached to suitable branches, allows a character to sleep within a tree without fear of falling out. The advantages of sleeping within trees while in the wilderness are obvious, for many travellers have fallen prey to the monstrous predators that stalk the land.



Tree Net: 14 gp, 2 lb.



Underground Outfit

This outfit consists of dark grey oilskin shirt and trousers, with associated vest, belt, gloves, heavy boots and a close cap for the head. The entire suit is covered with metal loops for attaching ropes to or hanging gear from.

Underground Outfit: 10 gp; 5 lb.

Water Additive

This small vial of pure alcohol can be added to pools of brackish water, thereby making them fit for human consumption. Only one drop is required for every half-pint of water. The DC of any required Fortitude save against disease is halved. Water additive only works against diseases, not poisons.



Water Additive: 3 gp per vial.

Water Pack

This heavy pack consists of a tar-and-wax-sealed leather waterskin attached to two straps. It allows its user to carry up to six gallons of water and has a fully loaded weight of 55 pounds.

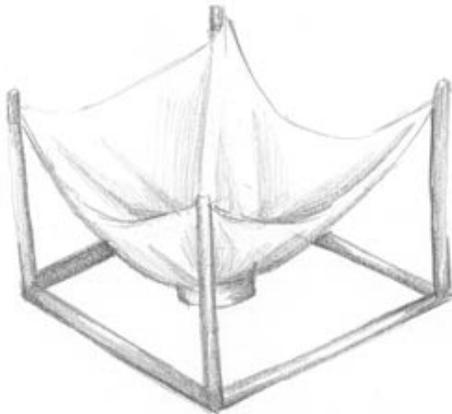


Water Pack: 10 gp; 5 lb.

Water Trap

A water trap is comprised of several large, waxed sheets of tarp as well as an eight-foot-square wooden frame and a simple ceramic container. Each night when the water trap is spread out it collects dew and rolls it down into the container. Every night the trap collects 1d4-1 daily rations of water for man or beast.

Water Trap: 45 gp; 36 lb.



Waterskin

A narrow-necked pouch, usually constructed from an alchemically-treated goat's stomach, that holds up to half-a-gallon of liquid.

Waterskin: 1 gp.

Weather Gauge

Designed to combat the deadly danger of shifting mountain weather, the weather gauge is a small alchemically-treated, white crystal about the size of a thumbnail. Just before a storm occurs (30-2d10 minutes) the crystal turns dark grey.



Weather Gauge: 50 gp.

Web Net

This 5-foot by 5-foot woven net has sticky mounts on the corners and in the centre. These mounts allow the web net to affix to any dry surface and hold up to 50 pounds of materials. Underground explorers use these nets to provide temporary storage in tight quarters, as well as to obscure the openings of small chambers underground.

Web Net: 25 gp; 5 lb.

Well Straw

This five-foot-long hollow reed is one of the ways to drink water from the dry, sandy wells that many desert tribes use. The end of the straw is a chisel-like point with a carefully constructed stopper on one side. The entire straw is driven into the sandy well and the stoppers removed. Brackish water slowly seeps into the tube, eventually reaching the thirsty people and animals above.



Well Straw: 10 gp; 5 lb.

Whale-Skin Suit

This thick leather suit covers the entire body of the wearer, barring his hands, feet and face. It is fairly close fitting, but lined with thick whale blubber. Although wearing the suit inflicts a -2 Dexterity penalty, the wearer gains a +4 bonus to any Fortitude save to resist exposure to cold. Additionally, he can remain exposed to cold water for a number of hours equal to his Constitution bonus before sustaining any subdual damage.



Whale-Skin Suit: 50 gp; 20 lb.

KNICK-KNACKS OF THE LITTLE FOLK

GNOMISH INGENUITY

Though often regarded with great suspicion by other races, the complicated devices constructed by gnomes are technologically advanced and often highly practical. The wise adventurer will know just when to take advantage of gnomish ingenuity to help him out of a scrape, without staking his life on such a device actually working as required. Many deaths have been caused by the all-too-frequent failure of a gnomish built object but it cannot be denied that they are effective when in good working order.

Bouncing Boots

A pair of metal-reinforced boots with multiple coils and a ratchet-system between a steel innersole and a leather-bottomed outer sole, bouncing boots are guaranteed to add a spring to anyone's step. Using them requires unlocking them by hand and jumping upwards to 'prime them'. Six seconds after landing, the timed ratchet releases and the coils unwind violently, propelling the wearer 15 feet. A successful untrained Jump check (DC 10), or possessing one or more ranks in the Jump skill, allows the wearer to guide this sudden movement in any direction desired; otherwise the jump occurs in a random direction. Colliding with a solid object larger than the wearer during a jump results in 1d6 points of damage. When the user lands, he must spend his next round relocking the boots. Failure to do so results in another 15-foot jump the next round. Using bouncing boots counts as a move-equivalent action.

Bouncing Boots: 75 gp; 3 lb.



Bumblefoot

A nightmarish contraption consisting of two, thick wooden logs studded with spikes and connected by a coiling clockwork spring, the bumblefoot works by twisting the two logs against each other until the spring is wound tight and releasing it down a hallway. The bumblefoot's spring then uncoils violently, causing it to ricochet and bounce wildly for a full minute. As it rebounds off virtually every surface and object in a ten foot radius, it stands an excellent chance of setting off traps and smashing open doors and containers.



The user of a bumblefoot rolls 2d20; any trap with a Search DC lower than this value is activated and any object with a lower break DC is damaged enough to be easily opened. Anyone in the 10-foot radius around an active bumblefoot must make a Reflex save (DC 18) or take 2d6 piercing damage and 2d6 bludgeoning damage. Each time a bumblefoot is used, it has a 25% chance of destroying itself in the process.

Bumblefoot: 120 gp; 10 lb.

Clamp Hands

These heavy metal gauntlets have ratchets built into them at each knuckle joint. Once they close around an object, only pressing the release bar located along the back of the wrist will open them again. Normally, the wearer has to do this with his chin, since clamp hands are usually worn in pairs. When used as part of a grapple, clamp hands grant a +2 equipment bonus to all opposed grapple checks. If the wearer's opponent ever wins one of these opposed grapple checks by 10 or more, the clamp hands have been ruined and must be repaired at half their cost to be useful again. Clamp hands also function as locked gauntlets for all intents and purposes.



There is a second form of clamp hands; spiked clamp hands. These are covered in dangerous spikes and, while they cannot be used as locking gauntlets because the barbs interfere with holding anything, they deal 1d4 piercing damage each round the wearer succeeds in a grapple check while using

them. This damage is not optional; if the user is taking advantage of the spiked clamp hands' +2 bonus, they inflict their damage automatically.

Clamp Hand: 15 gp each; functions as a gauntlet; 2 lb.

Clamp Hand, Spiked: Unarmed Simple Weapon; 20 gp each; Dmg 1d4; Critical x2; Range –; 2 lb.; Piercing.

False Weapons

These cunning forgeries are an example of the gnomes' sense of humour combined with their expert craftsmanship. False weapons are designed to resemble masterwork weapons in every way – until they are used in combat. They use odd mixes of alloys, exotic paints, unusual weighting, etc., to create near-perfect forgeries. It requires a Craft (weaponsmith) check at DC 25 to detect the false nature of these weapons.

The weapons will function as masterwork weapons in combat for 1d4 rounds, after which time they begin to rapidly deteriorate. On the following round they are reduced to normal weapons, a change the wielder immediately notices. If used again, the weapon shatters on its target, dealing no damage and becoming useless.

A false weapon costs half as much as a normal weapon. Traders who make a habit of passing off false weapons as masterworks are often tossed into gladiatorial arenas armed with their own wares. These weapons cannot hold enchantments and any attempt to do so will be foiled during the ceremony, costing the mage performing the rite half the gold cost in materials and no XP.

False Weapon: Original Weapon -50%; as original weapon.

Goggles, Underwater

Featuring thick plates of clear glass held together by leather straps, these are usually products of gnomish craftsmen. They have the positive effect of improving visibility underwater, eliminating any penalty to Search, Disable Device and other skill checks requiring close work. However, they also magnify and refract, resulting in a –1 circumstance penalty on all attack rolls.



Goggles, Underwater: 5gp; 1 lb.

Helmet, Lantern

It is an eternal problem for dungeon-delving adventurer parties who are comprised almost entirely of fighters and other combat-orientated individuals – who holds the lantern so the whole party can see in lightless tunnels, when everyone is holding both weapon and shield? The lantern helmet is a deceptively simple device that mounts a hooded lantern on a somewhat precarious structure above a character's head. This can either be worn directly on a naked head or be adjusted to perch on top of an existing helm. In all ways, the lantern helmet functions as a hooded lantern.



Helmet, Lantern: 19 gp; 3 lb.

Helmet, Listening

A surprisingly simple device, the listening helmet is nothing more than a metal cap combined with two listening cones that rest near the wearer's ears. Many rogues are often interested in purchasing such helmets for they allow an intruder to hear the footsteps of a guard before he comes around an inopportune corner. A listening helmet grants its wearer a +1 circumstance bonus to all Listen checks. However, a –2 penalty is also applied to all saving throws made against sonic effects, as the amplified sound generated by the helmet can be extremely damaging.



Listening Helmet: 75 gp; 1 lb.

Infinite Book

Much more mundane than it sounds, the infinite book is a metal and wooden framework that clamps onto one side of a stack of parchments. The upper and lower edges of the frame attach to hard plaques that serve as covers for the book created by this parchment stack. By pulling on both ends of the frame, it can be opened and additional parchments can be added or unnecessary ones removed. In this way, the arrangement of pages could be considered 'infinite'. Extremely well-crafted infinite books can even be used as spell books, but the cost for such craftsmanship is commensurately high.



Infinite Book: 20 gp; 1 lb.
Infinite Spellbook: 300 gp; 2 lb.

Many-Lens Mask

Gnomes often perform highly precise work, such as gemcutting and mechanical construction. While their natural senses are quite impressive, extremely fine detail can be difficult to accomplish without a little help. That is where the many-lens mask comes in. With several discs of shaped crystal, some sheathed in small tubes of bronze, the mask grants a variably-enhanced ability to see either close objects in greater detail or distant objects more clearly. The lenses all twist away from the mask's eyeholes to allow unaltered vision when they are not needed.



A many-lens mask grants a +1, +2 or +3 bonus to Search, Spot, Disable Device and Open Lock checks. The user determines the level of the bonus desired each time the lens is used. Changing or relinquishing the bonus entirely is a full-round action that provokes an attack of opportunity. While the mask is providing a bonus, the user's Initiative and attack rolls are penalised by the same amount because of the altered vision the mask provides.

A special extending lens can be added to the many-lens mask. This telescoping piece allows far greater distance vision than the mask normally grants. Among other creative applications, this special lens lets the wearer ignore the first range increment penalty when using a ranged attack.

Many-Lens Mask: 350 gp; 1 lb.
Many-Lens Mask with Extending Lens: 450 gp; 1 lb.

Mechanical Log

Whilst most ships have to make do with a crude system of ropes and knots to keep track of their overall speed, those with a mechanical log can do so with much greater accuracy. The log is shaped like a short, fat spear, with fins designed to rotate as water passes over them. The log is towed by ropes behind the ship and allowed to skim through the water.



When pulled back on board, dials down its length, connected to the rotating fins, allow a navigator to see exactly how fast he has been travelling. The use of a mechanical log grants a +1 circumstance bonus on all Navigation checks made at sea.

Mechanical Log: 750 gp; 12 lb.

Rob Fob

Similar in construction to the rope cranker, the rob fob is a much smaller version and can be worn as part of an arm rig. Normally built into a concealed bracer, the only part of this device that is visible is a dangling charm worn at the wrist. The rob fob is used by passing the charm over a desired object, snaring it on one of the fob's hidden hooks. Then, a thin cable extends as the wearer walks away, connecting the bracer to the charm by up to thirty feet. The crank and pulley built into the device can reel in up to 20 pounds, taking only one round to do so even from its maximum length. Using the rob fob allows a skilled thief to Pick Pockets with a +2 equipment bonus, but the user must have at least 4 ranks in the skill to make use of it in this manner.



Rob Fob: 280 gp; 3 lb.

Rope Cranker

The rope cranker is a useful tool for adventuring and mundane work alike. Resembling a block and tackle combined with a small, hinged, animal trap on one end of a geared pulley, the rope cranker can be set to only allow its rope to move one direction. This, combined with a well-built crank attached to the block, allows the user to raise or lower anything the rope is secured to with relative ease and speed. In instances when the rope cranker could be put to use, it adds a +2 equipment bonus to Climb and Use Rope checks and increases movement speed (if applicable) by five feet per round.



Rope Cranker: 25 gp; 2 lb.

Shield, Buzzshield

The buzzshield is an example of what happens when the ingenuity of the gnomes is applied to

the art of war. It is the size of a small steel shield and anyone who is proficient with shields can use one as a shield without penalty. If the wielder also has Exotic Weapon Proficiency (buzzshield), however, it is something more.



The shield contains a powerful spring, a complex gearing mechanism and a series of retractable metal teeth. When wound up (a full round action that provokes an attack of opportunity) it becomes a lethal weapon, all the while still functioning as a shield. It can be used as an off-hand weapon and is considered to be a light weapon for purposes of determining the penalties for fighting with two weapons (see *Core Rulebook I*). The buzzshield remains wound for 1d4+4 rounds and it deals 1d6 points of slashing damage on a successful hit. It has a critical multiplier of x3.

The mechanism is robust, as it is designed for war, but it is not indestructible. After 25 rounds of use, the mechanism will need maintenance. Maintaining a buzzshield requires a Craft (weaponsmith) check at DC 20 and 10 minutes of work. Gnomes gain a +4 racial bonus to this check and can perform the work in half the time. If the shield is used without maintenance, it ceases to function as anything but a small shield until repaired.

Shield, Buzzshield: Small Exotic Weapon; 50 gp; Dmg 1d6; Critical x3; Range –; Slashing; AC +1; Max Dex –; Check -1; SF 10%; Spd –; 10 lb.

Southfinder

This is a fairly simple device, a glass sphere with a cork hemisphere suspended on a small amount of water within. The cork has a magnetised needle embedded on its flat side. Invented by a gnome always unsure how to find his way to the south side



of his home town, it came as a great surprise to him that others would find it a useful way to determine which way north is. The southfinder, as he called it, allows anyone to discover which way north is without resorting to an Intuit Direction check. In

the hands of someone with four or more ranks in Intuit Direction, the absolute surety of north's direction grants them a +2 equipment bonus when attempting any other use of the skill. The Games

Master may determine that certain situations can disrupt the southfinder's effectiveness, such as magnetic ore in surrounding rocks or being on other planes of existence.

Southfinder: 100 gp.

Swift Feet

Essentially wheeled boots, swift feet can be used to move very quickly when worn by someone skilled in their use. When worn by someone unskilled in their use, swift feet can be a ticket to disaster. Made by gnomes frustrated by their inability to keep stride with taller companions, these cunningly-made boots incorporate sturdy metal wheels mounted on well-oiled axles to a steel-soled tall boot. Reinforcement around the foot and lower leg keeps the wearer from twisting his ankles out of joint or breaking any bones when using the swift feet.

At least, that is the theory. In practice, a wearer can add +20 feet to his land movement speed over smooth terrain, but if he does not possess the Exotic Device (swift feet) feat, each round's use requires a Reflex save (DC 16) to avoid falling and taking a point of subdual damage. If the saving throw was a natural one, he will actually injure himself for 1d6 real bludgeoning damage. While wearing swift feet, the user is at -6 to all Tumble checks.

Creative Games Masters are encouraged to apply other penalties to unskilled users of swift feet, especially if stairs or uneven terrain is involved.

Swift Feet: 200 gp per pair; 4 lb.



New Feat: Exotic Device (swift feet) (General)

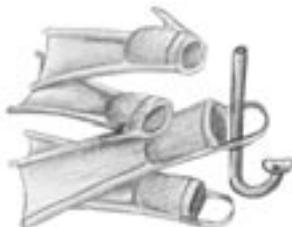
You have taken the time to learn how not to kill yourself when using gnomish swift feet. In addition, you know how to get even more speed out of them and can even do some interesting tricks while wearing these odd contraptions.

Prerequisites: Dexterity 12+.

Benefit: You do not have to make Reflex saving throws when using swift feet, nor do you suffer the -6 penalty to Tumble checks from wearing them. You gain an additional +5 feet per round, but only if the terrain is smooth enough for them to be of use. Even on uneven terrain, you get +10 feet per round unless the ground is considered too rough for any use of swift feet at all. In addition, if you can benefit from the full +25 feet per round of swift feet movement, you gain a +1 to your attack and damage rolls when making a charge attack. This requires your entire movement that round to be in a straight line.

Swimming Gear

Another gnomish invention, swimming gear consists of webbed paddles that fit over the feet and webbed gloves for the hands, all made of the highest quality leather treated with sailor's wax during the tanning process. These treatments make the gear permanently waterproof. Swimming gear grants a +2 circumstance bonus on Swim checks. However, the movement speed of a character wearing the paddles on land is halved and Disable Device, Open Lock and Pick Pocket checks suffer a -2 circumstance penalty if the character is wearing the webbed gloves.



Swimming Gear: 100 gp; 2 lb.

Sword, Pressured Powered

A strange weapon that has gained much notoriety among those willing to subject themselves to gnomish technology, this sword has three blades jutting straight out from an over-sized hilt. The gnomish version is of short sword size, with the outer two blades being detachable from the hilt. The hilt itself has a lever that is cranked up to build pressure within a strong air reservoir so that, when activated, each of the outer blades may be fired a short distance, often surprising enemies.

Though an extremely heavy and expensive weapon, the pressured powered sword can provide an adventurer with a vital edge in battle without having to resort to magic.

The sword gains a +1 bonus to damage for every outer blade still attached (so if neither have been fired, a +2 bonus to damage is granted). It takes a full minute to reattach one outer blade and pump its air reservoir back up to the level needed to shoot it once again. The gnomes also manufacture a greatsword version of this weapon at great profit, for use by the big folk.



Greatsword, Pressured Powered: Large Exotic Weapon; 1,950 gp; Dmg 2d6; Critical x2; Range 10 ft.; 30 lb.; Slashing/Piercing.

Short Sword, Pressured Powered: Small Exotic Weapon; 850 gp; Dmg 1d6; Critical x2; Range 10 ft.; 6 lb.; Piercing.

HALFLING COMFORTS

While not generally thought of as innovators, halflings culturally have a deep and abiding love for creature comforts and 'the good life'. Many of the special items created by halflings are centred around food, shelter and providing the benefits of home while travelling. Halflings can be just as ingenious as gnomes or other folk and while they may not have a reputation for inventions, they are perfectly capable of crafting useful items. A cleverly-turned pipe, an extremely well-made stove or wonderfully comfortable bedrolls are all examples of fine halfling craftsmanship.

The other, somewhat less common example of halfling inventiveness focuses on the other aspect of their culture – thievery. While most halflings would take offence at the mention of this racial stereotype, those who embody it have created a few interesting devices to aid them in what they do best.

Expert Thieves' Tools

Some work requires tiny hands to do best. These finely-crafted tools are perfectly suited for a Small rogue to use, capable of more exacting



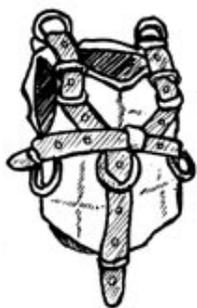
and effective work than similar tools made for larger users. When used by a Small creature, expert thieves' tools grant a +2 equipment bonus to Open Locks and Disable Device checks. This bonus does not stack with any other bonus granted by thieves' tools of any kind; the tool set must

be used in its entirety or not at all, as its pieces are not compatible with any other type. Medium-size users do not benefit from the bonus, instead suffering a -2 equipment penalty because of the diminutive size of the tools.

Expert Thieves' Tools: 120 gp; 1 lb.

Halfling Harness

This leather vest, complete with shoulder and hip belts, has several clips and buckles for attaching objects. Its most common use is allowing its wearer to hang suspended from a rope while engaged in any number of larcenous activities. With places to keep tools, multiple silenced pockets of specialised shapes and sizes and sections of hard, shaped leather for protection over vital areas, the halfling harness is of great utility to its wearer. The wearer of a harness enjoys a +1 equipment bonus to Climb (stacks with other non-clothing related equipment bonuses) and Move Silently checks, as well as the protection of masterwork leather armour.



Its only real drawback is its rarity; each suit must be tailor-fitted to provide full usefulness while not impeding movement. This means a higher cost and requires a masterful leather crafter to make the harness in

the first place. A Games Master may determine that halfling harnesses are not available in some areas or that acquiring one will require a Gather Information Check to locate an appropriate source.

Halfling Harness: Light Armour; 500 gp; AC +2; Max Dex +6; Check -; SF 10%; Spd 30 ft./20 ft.; 8 lb.

Hearthdown Bedroll

With a cloth shell of quilted wool and several plush sections along its underside for comfort, this down-stuffed bedroll is the epitome of a good

night's sleep. Buttons running along one side and the top allow the person sleeping inside to close the bedroll completely if desired. In warm conditions, the roll is normally left open. On cold nights, the hearthdown bedroll earns its name, keeping the sleeper as warm as if they were resting beside a blazing hearth. This warmth and the comfort provided by the roll's construction grants a +1 equipment bonus (which stacks with other equipment bonuses) to Wilderness Lore checks made for survival.

Hearthdown Bedroll, Small: 10 gp; 2 lb.

Hearthdown Bedroll, Medium-size: 20 gp; 3 lb.



Portable Stove

When closed and packed up for transport in the included leather harness, a portable stove is a clay sphere a foot wide. The portable stove contains all of the utensils and equipment needed to cook a wide range of meals, including a heating surface for the included pot, a grilling rack and a small griddle. Using the stove involves opening it and attaching the halves together in an hourglass shape.

The upper bowl holds coals that can be ignited with a flint and steel striker, while the lower bowl has small venting holes that help circulate air around the stove and keep it from shattering from the heat. A portable stove holds enough materials for one week's



worth of repeated cooking; its supplies can be replenished easily in any normal town for the cost listed below.

Portable Stove: 40 gp; 2 lb.

Portable Stove Supplies: 3 gp per week; 1 lb.

Secured Spice Rack

A four-section wooden rack with cunningly hidden hinges connecting each piece, this spice rack holds six glass spice bottles per reinforced section and folds closed to protect its contents behind sliding plates of tin. A simple brass button lock keeps the entirety from opening accidentally during travel.

Anything of appropriate size carried in this spice rack, including potions, receives a +2 equipment bonus to any saving throws it has to make against spoilage or breaking. The complexities of getting anything out of the closed and locked rack makes doing so a full-round action.



Secured Spice Rack: 30 gp empty, 50 gp full; 1 lb. empty, 2 lb. full.

Tool-Pipe

To all external appearances a normal soapstone or meerschaum pipe with a thick wooden stem, the tool-pipe conceals its true purpose; its stem contains a tiny but complete set of thieves' tools. The size of the tools does limit their effectiveness somewhat, imposing a -2 equipment penalty to any Open Locks or Disable Device check made using them, but when the pipe is closed it takes an intentional Search check (DC 25) to see it for anything other than a simple smoking item.



A masterwork version of the tool-pipe exists. The tools included are of exquisite quality and while their size still limits them, their fine workmanship negates their disadvantages and allows for Open Locks and Disable Device checks without a penalty.

Tool-Pipe: 50 gp; ½ lb.

Tool-Pipe, Masterwork: 100 gp; ½ lb.



Whistle-pipe

A speciality musical instrument, the whistle-pipe is a favourite of some halfling bards because of the visual effects a musician skilled in its use can create. The whistle-pipe is a functional pipe, artistically created in a variety of shapes that always incorporate tiny holes down the long stem. To use a whistle-pipe as an instrument requires that one rank of Perform be dedicated to it. When played by someone with the skill to use it, the whistle-pipe emits tiny streamers of smoke through its holes. In the hands of a master (a character possessing 10 or more ranks in Perform), these streamers can even be shaped through breath and musical vibrations to accompany the tune being played on the pipe.



Whistle-Pipe: 15 gp; ½ lb.

Woollen Dome Tent

Made of shaped, curving wicker supports and skilfully sewn sheets of woollen cloth, the halfling dome tent is made so spaciouly that even Medium-size creatures can use one in perfect comfort. Well-placed venting windows that can be tied shut ensure that air flow is never a problem, keeping the tent comfortable in hot and cold climates. While the tent is not watertight or stain resistant, the cloth is easily detached from the wicker poles and can be washed and dried with ease. Setting up or taking down the tent takes two minutes per person capacity and, when collapsed, it fits entirely within a backpack. Using a woollen dome tent grants a +1 equipment bonus to Wilderness Lore checks made for survival.

Woollen Dome Tent, Four-Person: 65 gp; 9 lb.

Woollen Dome Tent, One-Person: 35 gp; 5 lb.

Woollen Dome Tent, Two-Person: 45 gp; 7 lb.

PSYCHIC MASTERY

The most important tools of any psion or psychic warrior are their mind and body – but these are not the only things they will need to survive. Items that enhance natural psionic capabilities and increase raw mental potential are necessary, though these must often be tailored to a character's own special needs. This chapter contains many new equipment choices for psychic warriors and psions, along with new tools for increasing psychic power points and amplifying mental fortitude.

A considerable number of items that have the greatest potential for use by a psionic are made of crystal. This is because of the resonance that crystal is capable of storing; mental abilities generate vibrations that are integral to their operation. Metal is too rigid to vibrate with the proper frequency to truly hold these patterns, while softer goods are usually too flexible to be used at all. Crystal is both durable and versatile, accepting whatever mental vibrations the psion or psychic warrior requires of them while enduring the hardships that a life of adventure often entails.

Aurasilk

A special form of silk woven from silkworms psychically awakened by use of subtle telepathy, this cloth behaves normally when worn

by non-active creatures. When garments of aurasilk are worn by psionic beings, they shift hue and pattern in response to the wearer's mental state. With practice, a psion or psychic warrior can control these changes; turning a single aurasilk robe into an infinite wardrobe of colours, lights and designs.

Aurasilk: 100 gp per yard; 1 lb.



Crystal Foci

Crystal foci come in a variety of shapes and sizes. From triangular pieces as small as a finger to large globes requiring both hands to hold, these focusing stones are used by psionic creatures to intensify power manifestations. Using crystal foci doubles the manifestation time of a power but raises its effective level by one for all level-variable effects.



Crystal Foci: 450 gp; Weight Varies.

Dorje, Simple

A short, crystalline rod with a handle wrapped in leather or silk cord, simple dorjes are used by psychic creatures to guide their combat manifestations more effectively. When a psionic power requiring a ranged or melee attack is used in conjunction with a simple dorje, it gains a +1 circumstance bonus to the roll.



Dorje, Simple: 500 gp; 2 lb.

Eskelion

Complex patterns drawn into a small metal or, more often, crystal disc, eskelions are meditation devices. Psions and psychic warriors stare into their complex depths while using their special skills, gaining a greater awareness while doing so. Eskelions grant a +1 insight bonus to Autohypnosis, Remote View and Use Psionic Device.



Eskelion: 350 gp.

Ephemeryl

Ephemeryl is a form of pale, milky crystal specifically created to be a perfect conduit for psionic energy. Many psionic items are crafted from ephemeryl, especially weapons, dorjes and power stones. When in physical contact with a psionically-active being, ephemeryl glows softly and generates a low, steady vibration. Capable of holding an extremely



sharp edge and resisting considerable impact, anything made from ephemeryl is considered masterwork.

Ephemeryl: 650 gp; 1 lb.

Finger Board

Used primarily by psychic warriors, finger boards are rounded pieces of wood with striking surfaces for practicing extended strikes and toughening the fingers and hands. Psychic warriors use finger boards to help them attune their powers to their bodies. In an emergency, a finger board can be cast as a throwing axe at a -2 to the attack roll, inflicting bludgeoning damage.



Finger Board: 50 gp; 1 lb.

Headband, Power Stone

An ornate strip of leather or chain-link made to fit tightly around the forehead, a headband of this sort has three fittings in it that securely hold power stones. Someone wearing a power stone headband can use one of the stone it contains as a free action. This can only be done once per round and the power in the stone must be one that takes only one action to manifest.



Headband, Power Stone: 200 gp; 1 lb.

Mat, Meditation

A three-foot wide-square of soft, woven material, a meditation mat is used by psions and psychic warriors to still their minds and attempt to recover their mental energies. Using a meditation mat takes one hour and a Concentration check (DC 20 + (2 x the number of recovered power points attempted)). One check may be made per day, with success recovering the chosen number of



power points. Failure costs one power point from the strain of forced meditation.

Mat, Meditation: 90 gp; 2 lb.

Mat, Sleeping

Most psions and psychic warriors lead almost monastic lives in their pursuit of mental perfection. While they do not allow themselves many luxuries, a restful night's sleep is vital to their health. Sleeping mats grant just enough comfort to allow a psionic to sleep, while not being too soft for him to lose focus. When sleeping on a mat of this sort, a psionic creature only needs six hours of rest.



Mat, Sleeping: 150 gp.

Quicksilver Storage Batteries

These powerful vats of mercury are used to contain the very largest amounts of psionic energy and enable psionic cannibals to draw upon vast reserves of power. The batteries are lead vats lined with a lattice of copper wires and filled with mercury. When filled with psionic energy, the mercury roils and seethes within the vat, its surface shot through with miniature bolts of lightning and crystalline sparks. Though very expensive, quicksilver storage batteries have the advantage of being attuned to a single psychic warrior and being useful at distance. Though the batteries may remain in the cannibal's lair, he can draw upon their power.

For every psionic power point a battery holds, it costs 500 gp and there is no upper limit for the number of power points a battery can hold. Batteries do not degrade like crystals, but each time they are drained and refilled with psionic energy, the mercury must be replaced at a cost of 100 gp per psionic power point. A battery contains one gallon of mercury for every 10 power points it may contain. Like raw crystals and gemstones, batteries can only hold psionic energy that has been extracted via cannibalism.

To remove energy from the battery, a psychic warrior can either dunk his hand into the pool and extract one power point for every level he possesses of a psionic-capable character or prestige class, or, provided he is within one mile

of the battery, attempt to draw the energy directly from the battery into himself, psychically. This requires a Use Psionic Device check (DC 10) and the psionic cannibal may extract up to a number of psionic power points equal to the amount by which he succeeded. This energy must be used in the same round it is extracted and the extraction process is considered a free action.

Quicksilver Storage Battery: 500 gp per power point; 1,000 lb.

Quicksilver: 1,000 gp per gallon; 30 lb.

Rations, Mindmeal

Psionics have very special metabolic needs. Their bodies must constantly endure the stresses of their hyperactive minds and as such, normal foods do not usually provide all of the nourishment they need. Mindmeal rations are prepared with psionics in mind, replenishing them like few other foods can. A mindmeal ration, when eaten, restores 1 power point instantly. A creature may only benefit from two mindmeal rations per day.



Rations, Mindmeal: 25 gp per meal; ½ lb.

Staff, Psionic

While not a psionic item per se, a psionic staff is a crystal or wooden walking staff with an open section near its upper end for a psicrystal to rest in. When a psicrystal is seated in the staff, it acts a +1 weapon for all intents and purposes. In this form, a psionic staff detects as an active power but not as a magical item.



Staff, Psionic: 500 gp; 4 lb.

PSIONICALLY ACTIVE MATERIALS

While crystals are well-known for their psychic properties, there are other materials in wide use by psychic warriors, primarily for weapons and armour. Crystals, despite their natural capacity for storing and refracting psionic energy, are difficult

to work with and can be extremely difficult to find in sufficient quantities to create armour or weapons. Over the years, psychic warriors have created their own alloys and amalgams, materials that are both more readily available and more generally useful than crystals. Several of these materials are presented here, along with information on their creation and use in creating different weapons and items favoured by psychic warriors.

Glyss

Originally discovered during an accident in a gnomish alchemist's lab, this glass-like material is infused with gases created by vaporising copper. The result was a flexible, translucent material that holds an extremely sharp edge and is terribly brittle. Though the original substance was discounted as useless by the gnome in question, it was revisited some years later when the same gnome entered into negotiations with some planar travellers and their psionic companions. A few experiments determined that the material was able to use psionic power to increase its own durability and the stuff quickly gained popularity in creating weapons for use by psychic warriors.

Though glyss is relatively simple to craft, it is generally only found in areas where psionic creatures live or work. Psionic alchemists make a tidy profit from creating this material for psionic weapon- and armoursmiths to work into suitable equipment and traders who carry it to distant psionic settlements can expect high profits.

The advantage glyss armour has over other armour types is its ability to provide additional deflection bonuses when worn by a psychic warrior. Each round, the psychic warrior can channel up to his current psychic warrior level-worth of psionic power points into his glyss armour as a free action. Every two points channelled in this way provides a cumulative +1 deflection bonus for that round only, with a maximum +10 deflection bonus.

Glyss shields function exactly as a suit of glyss armour, but a shield and suit of armour may not be worn by the same character as the two interfere with one another.

Bladed weapons created from glyss have one-half the weight of normal weapons of their type. Like glyss armour, these weapons can be used to channel psionic power points to provide greater-than-normal effects. As a free action, the psychic

warrior may channel up to his psychic warrior level in power points into the weapon at the beginning of each round. For every two points channelled into the weapon in this way, the psychic warrior gains a +1 natural bonus to all damage rolls made during the round, with a maximum bonus of +5.

Weapons or armour crafted from glyss are treated as masterwork items with regard to creation times, but the masterwork quality does not provide an enhancement bonus to weapons or adjust the armour check penalty of armour or shields. Note that armour worn by a non-psionic character will shatter the first time it is struck in combat and glyss weapons wielded by those without psionic powers are destroyed the first time they are used in combat. The lack of psionic energy makes the items very brittle and useless to those without psychic powers.

Armour, Heavy, Glyss: +9,000 gp; Weight -50%.*
Armour, Light, Glyss: +2,000 gp; Weight +25%.*
Armour, Medium, Glyss: +4,000 gp; Weight -25%.*

Buckler, Glyss: 2,165 gp; AC +1; Max Dex -; Check -1; SF 5%; 3½ lb.*
Shield, Large, Glyss: 8,170 gp; AC +2; Max Dex -; Check -2; SF 15%; 11 lb.*
Shield, Small, Glyss: 4,159 gp; AC +1; Max Dex -; Check -1; SF 5%; 4½ lb.*

Weapon, Glyss (1d4 or 1d6): +3,000 gp; Weight -50%.*
Weapon, Glyss (1d8, 1d10 or 1d12): +10,000 gp; Weight -50%.*

*Glyss weighs less than most metals but is considerably heavier than leather or other flexible

Crystalweave

Location Worn	Related Powers	Bonus*	Cost**
Head	Intelligence and Dexterity	+1 Manifester Level	15,000 gp
Neck	Wisdom and Constitution	+1 Manifester Level	15,000 gp
Torso	Dexterity and Charisma	+1 Manifester Level	15,000 gp
Arm	Strength and Charisma	+1 Manifester Level	15,000 gp
Leg	Strength and Dexterity	+1 Manifester Level	15,000 gp

*The bonus applies to either of the powers related to the abilities tied to the location in which the crystalweave is worn. The +1 manifest level applies to all level-dependent effects of any related power manifested while the crystalweave is worn.

**Note that crystalweave cannot be purchased, but must be crafted by the individual who wears it. This cost is used for purposes of determining the value of the required raw materials and the time needed to create the item, as per the Craft skill description in *Core Rulebook I*. Crafting crystalweave uses the Craft (jewellery) skill.

materials used in crafting armour. Because of this, light armour made from glyss actually weighs more than normal, while heavier armour, shields and weapons, weigh less than similar items constructed from other materials.

Crafting Glyss

To create enough glyss for a suit of armour, a shield or a weapon requires raw materials (pure sand, alchemical reagents and raw copper) equal in value to one-third the market price modifier for the item in question (see table above). Creating the glyss itself requires one day per 1,000 gp of the final market price modifier as noted in the table above and a successful Alchemy skill check (DC 20). If the check, made at the end of the required time period, succeeds then the alchemist has created the necessary amount of glyss.

Crystalweave

Small and inferior crystals can be woven into a copper lattice in order to create a lightweight wire that can be wrapped around the head, arms, legs or torso of a psychic warrior in order to augment the siphoning of energy from his chakras. Though the crystalweave is time-consuming to craft, it can be very useful for the psychic warrior, allowing him to manifest powers much more forcefully than would otherwise be possible.

Crystalweave can be worn in any one of the following locations: arm, leg, torso, neck, or head. The wires of the weave need only be coiled around the limb in a fairly even distribution for them to provide the benefits noted above. Attempts to wear crystalweave in more than one location are doomed to failure – the various matrices formed cancel each other out, rendering the weave useless.



Psisteel

Armour

Psisteel is a form of crystal-embedded metal forged by means of *whitefire* and shaped through telekinetic manipulation by master psionic smiths. While psisteel is not necessarily superior in hardness or resilience to normal fine steel, it does have a distinct advantage when used by someone with psionic abilities. Psisteel armour draws upon the wearer's powers, generating a field of energy that resists damage. This is treated as DR 3/–, affecting both the wearer and the armour itself. If the wearer is temporarily out of power points, psisteel armour does not confer any special properties.



Armour, Heavy, Psisteel; +10,000 gp.

Armour, Light, Psisteel; +5,000 gp.

Armour, Medium, Psisteel; +2,000 gp.

Psisteel Shield

Psisteel shields generate much the same sort of field that psisteel armour does, but because it only exists in a single arc and does not encase the wearer's body, it manifests in a different manner. The bearer of a psisteel shield benefits from *fortification*, just as the special armour quality of the same name listed in the *Core Rulebook II*. This does not stack with said quality and does not function against psionic powers or weapons as these tend to disrupt the defensive field.

Buckler, Psisteel: 2,165 gp; AC +1; Max Dex –; Check -1; SF 5%; 5 lb.

Shield, Large, Psisteel: 20,170 gp; AC +2; Max Dex –; Check -2; SF 15%; 15 lb.

Shield, Small, Psisteel: 8,159 gp; AC +1; Max Dex –; Check -1; SF 5%; 6 lb.

Psisteel Weapon

A psisteel weapon vibrates with the energies of the wielder, creating a field around itself that strengthens it and adds a powerful psychic force when it is used in combat. Psisteel weapons only take half the damage generated during a Sunder attempt and are considered *keen* regardless of damage type.

Psisteel Weapon: +2,000 gp.

PSYCHOACTIVE SUBSTANCES

The psychic warrior lives and dies by the powers of his mind. This dependence on his abilities pushes psychic warriors to seek out ways to artificially increase their reserves of power and psychoactive substances are by far the simplest method available. Though ingesting these substances is extremely dangerous, many psychic warriors find they need the competitive edge these deadly substances offer. A few predatory psionics even go so far as to create and distribute the substances, mixing them with all manner of filler and dangerous toxins in an effort to create more addictive psychoactives that can be sold for greater profits to their customers. It should be noted that all of the substances presented in this chapter are extremely detrimental to the health of the user and characters should think hard before seeking the easy path to power.

Types of Psychoactive Substances

There are many psychoactive substances available in fantasy worlds, but all fall into three, very broad categories:

† **Natural** substances are those which can be found occurring in the wild and which need little preparation. A leaf which can be eaten, a nut which can be dried and stuffed into a pipe, or a sap that can be licked from a wound in the side of a tree are all examples of natural psychoactive substances. This type of substance tends to be of fairly low impact, providing a small benefit and creating a relatively small health hazard for the user.

† Substances which require more preparation or which are only found when various other substances are combined are known as **manufactured** psychoactives. Any substance which requires extensive brewing techniques, alchemical processing, or the addition of other elements in order to unleash its beneficial properties is considered manufactured.

† The last common type of substance and the type with the greatest benefits and drawbacks, is the **supernatural** substance. This type of substance only exists because of the effects of magic or psionic abilities on the natural world. Most often substances of this type are extracted from the bodies of psionically-endowed creatures

and are inadvertently tapped by the cruder sorts of psionic cannibals. Supernatural substances have all manner of drawbacks and, despite their enormous potential benefits, are the most likely to simply end the life of a psionic who uses them.

The categorisations above are used as a shorthand method for determining different aspects of a psychoactive substance and are used throughout the rest of this chapter.

Use, Addiction and Saturation

Any creatures which choose to use psychoactive substances must be prepared to suffer the consequences of their actions. While the occasional use of these substances may not have any long-term effects on the creature in question, there is always the chance of unintended side-effects up to and including death. Each of the psychoactive substances listed later in this section has three different effects when consumed, based on the current state of the user.

A **user** of the substance is one who is not yet addicted to the substance. While he may be on the road to addiction, he does not *need* to have the substance at this point and may take it or leave it as he wishes. The benefits provided to this type of user tend to be the largest, but this stage of use lasts for the shortest period of time. Users proceed very quickly to addicts if they are not exceptionally careful.

Addicts have no control over their use – they must have the substance a particular number of times each day or they risk suffering withdrawal. An addict still receives some benefit from the use of the psychoactive substance, but it is somewhat diminished from what he received the first few times the substance was ingested. In addition, the amount of substance required to achieve the desired effect becomes greater as the psychic warrior builds up a tolerance to the substance in question.

The final stage of a living psychoactive user is **saturated**. Users at this stage receive no benefit from consuming a substance but go through hellish withdrawal if they stop ingesting it. Recovery from this stage of use is very difficult and few users of psychoactives manage to haul themselves back from the brink of death once they reach this stage. When a user becomes saturated, he suffers the hangover effects of the substance, 24 hours a day. If he does not ingest the substance at least

once per day, then he suffers the penalty effects and the hangover effects of the substance until he does ingest the substance, at which point he returns to once again suffering only the hangover effects.

There is a distinct passage from one stage of substance use to the next. Users become addicts who, in turn, become saturated. Though the lengths of each stage may change, any user who habitually ingests a psychoactive substance will, eventually, make his way through the entire chain. Be warned and be wary – trading long-term health and well-being for short-term power is always a losing proposition.

THE PSYCHOACTIVES

The following is a list of different psychoactive substances and their effects on the user. These psychoactives are described in the following format:

Name: The name of the substance in question. The proper name for the substance is given first, followed by the name commonly used to refer to the substance.

Type: All of the substances are either natural, manufactured or supernatural, as defined above.

Availability: A general description of how easy or difficult it is to locate a substance, where it naturally occurs and other information on obtaining the substance can be found in this section.

Dosage: The amount of the substance which must be consumed for any effect, positive or negative, to manifest.

Price: This price is the average for an area with regular access to the substance. In areas where the substance is hard to come by, or where it is considered illegal, the price could be as much as 500% higher than this listed price.

Preparation: The steps and any required skill checks needed to prepare the substance for use.

Ingestion: The method by which the substance is ingested is covered in this section.

Base Save DC: This indicates the type of save allowed and the base DC for that save, each time the substance is ingested. After the first use of this substance, this DC increases by 1 each time



PSYCHIC MASTERY

the substance is ingested. If the substance is not ingested for thirty or more days, the Save DC of the next ingestion reverts to the Base Save DC. The user has successfully purged his body of the substance's residue and is considered a new user – until he starts ingesting the stuff on a regular basis again, that is. If a user ever fails the Save when using the substance, he immediately moves into the next stage of the addiction cycle, as noted above.

Benefit: This describes the benefit of the psychoactive.

Penalty: This describes the penalty for failing the Save required each time the substance is ingested.

Duration: This is the duration of the benefit and penalty. If the two are different, each is described in this section.

Hangover: When a substance's duration has run its course, it often leaves behind a hangover effect of some kind, which is described in this section.

Side-Effects: Habitual users of psychoactives tend to develop particular telltale traits that become more pronounced as the user continues to use the substance.

Description: The above sections are followed by a short description of the substance in question.

Crystalline Serum

Type: Supernatural.

Availability: The substance is difficult to come by in areas with a small psionic population but much more common where psionic creatures live. For each full week a psionically-endowed character lives in a single location (such as a house, apartment, or a room in an inn), there is a 1% chance of a crystalline cyst forming and filling with a single dose of crystalline serum. If the cyst is left undisturbed it will grow in size, swelling each week to accommodate an additional dose of serum, to a maximum of 5 doses. The cyst typically forms on the ceiling or rafters of the room in which the psionic creature spends most of its time. A full cyst is still quite small, being a rough sphere the size of a mature human male's thumb nail.

Dosage: A single drop.

Price: 500 gp per drop.

Preparation: Crystalline serum requires no preparation time, but is most often decanted from where it coagulates into tiny containers for easy distribution.

Ingestion: The user places a drop of the serum under the lower eyelid of either eye. The creature is then treated as if it were dazzled for the next 1d3 rounds as the serum stings and burns during the absorption process.

Base Save DC: Will save, DC 20.

Benefit: Crystalline serum boosts psionic potential and psionic power regeneration to enhanced levels. When the serum is taken, the user gains 2d20 power points, which can be used to fuel any psionic power. Each round, an additional 1d6 power points are gained for the duration of the serum's effect. Addicts do not gain any additional power points beyond the initial 2d20.

Penalty: The user's psionic power erupts in a coruscating fountain of mental flame, causing 1d6 hit points of damage each round and reducing the user's psionic power points by the same amount. When a user's psionic powers are reduced to 0, the penalty immediately ends, regardless of the effect's duration. There is a secondary side-effect which occurs if the user's current power point total ever exceeds his maximum power point total – the user suffers 1d4 hit points of damage for every power point by which he exceeds his normal maximum and the total number of power points he currently has is reduced to his normal maximum.

Duration: 2d6 rounds.

Hangover: The subject's maximum number of psionic power points is reduced to one-half his normal maximum until he has slept for 8 hours. The maximum psionic power points for a saturated character remains at one-half his normal maximum as long as he is saturated. For each week a character spends saturated by crystalline serum, he must make a Fortitude save (DC 20 + 1 per week of saturation after the first). If the Save fails, the user immediately suffers 1d4 points of permanent Fortitude damage as his body is destroyed by the effects of the crystalline serum.

Side-Effects: Staring eyes are the hallmark of those who use crystalline serum, as the intraocular ingestion method tends to leave them with weakened eyelids. Severe discoloration of the

sclera becomes evident in addicts, as the serum causes slight corrosion of the eyeball itself.

Description: Crystalline serum is a natural by-product of the presence of psionic individuals. It normally collects in tiny crystal cysts near areas where psionic creatures live or frequently gather. The serum is clear and stings mightily when dripped into the eye.

Ironroot Powder

Type: Natural.

Availability: The substance is readily available in any desert region.

Dosage: A half-ounce of powder.

Price: 50 gp per dose.

Preparation: Ironroot powder is created by crushing the seedpods of the ironroot cactus. This process is fairly simple and requires no more than five minutes.

Ingestion: The powder is normally placed under the tongue and allowed to dissolve. This usually takes 1d6 minutes. Attempting any action while waiting for the powder to dissolve requires a Concentration check (DC 15) to avoid swallowing the powder. If the powder is swallowed, the target automatically suffers the penalty effects noted above and does not gain the benefits.

Base Save DC: Fortitude save, DC 15.

Benefit: 2d4 minutes after the powder dissolves, blood rushes into the target's muscles, leaving him somewhat light-headed and slightly bruised. The target immediately gains 3d4 psionic power points and these points can only be used to manifest psionic powers based on the user's Strength. Addicts only receive 2d4 psionic power points.

Penalty: The rush of blood to the muscles and ensuing light-headedness causes a -2 circumstance penalty on all Reflex saves and Spot or Listen checks made by the character for the duration of this effect.

Duration: Until the power points are spent or 1d4 hours, whichever comes first. On a failed Save, the user suffers the penalty for 1d4 hours.

Hangover: The subject suffers a -1 penalty to all Spot or Listen checks for the next 1d3 hours.

Side-Effects: Surface bruising of the arms and hands is the most common side-effect of ironroot powder use. Addicts are also marked by heavy bruising around the eyes and nose, as the increased blood pressure bursts the smaller blood vessels of the face.

Description: Ironroot cacti are found in most desert areas and are easily identifiable by the thick, grey roots visible at their bases. The seedpods are a buttery yellow in colour, with a smooth texture. The powder resulting from the ground seedpods retains most of this colour and has a bitter, acidic taste.

Mestiph Seeds

Type: Natural.

Availability: The mestiph seed is quite hardy and can be found in most temperate grasslands (Wilderness Lore check, DC 15, to find a single dose, one check allowed per hour).

Dosage: Three to five seeds.

Price: 10 gp per dose if purchased, free if found

Preparation: The seeds must be removed from the plant itself, a simple process requiring only a few seconds. Each plant can produce but a single dose of seeds (generally a small handful of the tiny, black seeds) once every 1d3 days.

Ingestion: The seeds are swallowed whole, often with a glass of wine.

Base Save DC: Will save, DC 10.

Benefit: 1d4 minutes after the seeds from this plant are swallowed whole, they generate a powerful feeling of euphoria, filling the user with a sudden burst of self-confidence and well-being. This provides a +1 circumstance bonus to any skill checks relying on the Charisma ability. Addicted users of the mestiph seed receive this bonus only for the Bluff or Intimidate skills.

Penalty: Lethargy and a sense of impending doom descend on some users of the mestiph seed. When the Will save is failed, the subject suffers a -1 circumstance penalty to all Charisma-based skills and a -1 circumstance penalty to all Will saves.

Duration: 1d4 hours.

PSYCHIC MASTERY

Hangover: The subject suffers a -1 penalty to all Concentration checks for 1d8 hours.

Side-Effects: Mestiph users tend to be louder than normal, speaking at a volume just below a shout most of the time. Addicts couple this with the tendency to stand very close when speaking.

Description: The mestiph plant is a small shrub which grows without much need for water or nutrients. With its serrated, black-tinged leaves and brilliant-red seedpods, the plant looks somewhat sinister and is only rarely eaten by animals or insects. The seeds are most prevalent in the spring months, but most plants will continue producing seeds throughout the summer before falling dormant during autumn and winter. A single plant produces only enough seeds for a single dose at a time, but each plant generates enough new seeds every 1d3 days for another dose.

Serpentweed Wine

Type: Manufactured.

Availability: The substance is readily available in any area where wine is produced. Serpentweed grows in the same general climates as grapes and a single plant can be found for each hour of searching (Wilderness Lore skill check, DC 20).

Dosage: An eight-ounce glass.

Price: 50 gp per glass.

Preparation: Serpentweed wine is created by adding three ounces of crushed serpentweed to a gallon of wine.

Ingestion: Drinking a glass of the wine is sufficient to activate its capabilities.

Base Save DC: Fortitude save, DC 15.

Benefit: 1d10 minutes after drinking the wine, the user's body is suffused with the substance, narrowing the gap between action and thought. For the duration of this effect, the user may pay one point less for any psionic power based on the Dexterity ability, with a minimum cost for any given power of one point. Addicts gain this benefit, as well, but may only reduce the cost for a given power to a minimum of three points.

Penalty: An intense alcoholic haze settles over the user if he fails his save, rendering him

clumsy and much less able to draw upon his natural coordination. The subject receives a -1 circumstance penalty to all skill checks based on Dexterity and pays one additional point to manifest any psionic power based on Dexterity.

Duration: 1d3 hours.

Hangover: The subject suffers a -1 penalty to all skill checks based on Dexterity for 1d6 hours.

Side-Effects: Those who use serpentweed wine develop a mild tremor, which is most visible in their legs. Addicts develop a more severe tremor, which results in a constant, unconscious dipping and bobbing of their heads.

Description: Serpentweed wine is most often based on red wine to conceal the crimson splotches characteristic of the serpentweed. It still contains a fair number of small, sticky clots and emits a faint carrion stench if allowed to warm to room temperature.

TATTOOS

Aside from crystals, psions and psychic warriors often benefit from the application of tattoos. These are not removable and once applied, they are permanent until physically obscured or excised by scarring. These tattoos are made from special inks and exotic fluids. When applied to the skin of a psionically active being, a properly created tattoo grants some form of special focus or capability. Since tattoos take up a certain amount of space, a creature can only have one tattoo of this nature per size category (i.e. two at Diminutive, four at Small, five at Medium-size, etc.).

While tattoos are permanent, they must be charged with power points to be used. This process, called 'igniting', is a standard action and causes the user's skin around the tattoo to burst into a pale, psychic radiance much like ghostly fire. Unless otherwise noted, ignited tattoos remain active for one minute per set of power points spent doing so. There is no limit to the number of times a tattoo can be used, provided its cost is paid each time.

Astral

This tattoo takes the form of a flowing, abstract spiral with numerous arms that stretch out over the surface of the skin. When active, the wearer of an *astral tattoo* gains the



New Feat: Inscribe Psychic Tattoo (Item Creation)

You can create tattoos on living creatures that focus and convert psychic energy into special abilities.

Prerequisites: Manifester Level 1+, Craft (tattooing) 8 ranks.

Benefit: Psychic tattoos, once created, remain on the recipient permanently and do not count as psionic manifestations unless 'ignited' by an expenditure of power points. Creating a psychic tattoo requires a Craft (tattooing) roll; the DC of this check varies with the tattoo desired (usually 15 + manifester level). A failed Craft check expends half the creation time (1 day per 2000 gold piece value) and ¼ the market cost in materials. Most psychic tattoos are abstract designs, their shapes dictated by the powers that they grant.

ghost touch special weapon quality with his unarmed attacks and psionic weapons.

Manifester Level: 4th; *DC to Create:* 19; *Cost to Ignite:* 3 PP; *Prerequisites:* Inscribe Psychic Tattoo, *concussion*; *Market Price:* 5,000 gp.



Bolstering

When ignited, this shield-shaped tattoo confers a +4 deflection bonus to the bearer's Armour Class and adds a +1 resistance bonus to all saving throws. If the bearer is the

target of a psionic attack, this bonus increases to +2 with regards to the defending Will save.

Manifester Level: 8th; *DC to Create:* 23; *Cost to Ignite:* 7 PP; *Prerequisites:* Inscribe Psychic Tattoo, *inertial barrier*; creator must possess the Tower of Iron Will psionic defence; *Market Price:* 25,000 gp.

Combat Focus



Normally crafted to resemble exotic knotwork travelling down the bearer's weapon arm(s), a *combat focus tattoo* adds a +1 morale bonus to Armour Class, melee attack and damage rolls, opposed ability checks and Tumble checks while active.

Manifester Level: 5th; *DC to Create:* 20; *Cost to Ignite:* 5 PP; *Prerequisites:* Inscribe Psychic Tattoo, *combat prescience*, *combat precognition*; *Market Price:* 11,000 gp.

Defensive

Generally taking the shape of four-pointed stars on the shoulders of the recipient, a *defensive tattoo* sheathes the bearer in a field of resilient ectoplasmic energy, surrounded by glimmering telekinetic stars. When ignited, the tattoo grants the bearer a +10 armour bonus and the Deflect Arrows feat. Deflected missiles are actually knocked away by the hovering stars.



Manifester Level: 10th; *DC to Create:* 26; *Cost to Ignite:* 6 PP; *Prerequisites:* Inscribe Psychic Tattoo, *ectoplasmic armour*; *telekinesis*; *Market Price:* 5,000 gp.

Erasing

A special form of tattoo, the *erasing tattoo* is placed over another psychic tattoo to remove it completely. This can be done to unwilling subjects, but they receive a Will save (DC 20) at the end of the *erasing tattoo's* creation to resist its effects. Willing subjects can use this to remove unwanted tattoos in favour of new ones.

Manifester Level: 6th; *DC to Create:* 21; *Cost to Ignite:* n/a; *Prerequisites:* Inscribe Psychic Tattoo, *negate psionics*; *Market Price:* 4,000 gp.



Elemental

Elemental tattoos are often used by psychic warriors to channel damaging energies into their attacks.

An ignited *elemental tattoo* only lasts until the bearer's next successful melee attack when unarmed or with a psionic weapon. Then, the charge leaves the tattoo and inflicts 1d6 of whatever elemental (fire, cold, sonic, acid, or lightning) damage was chosen at the tattoo's creation.

Manifester Level: 4th; *DC to Create:* 19; *Cost to Ignite:* 2 PP; *Prerequisites:* Inscribe Psychic Tattoo, Creator must have a 2nd level metacreative power; *Market Price:* 5,000 gp.

Flight

This tattoo is often in the shape of wings folded against the bearer's back. Intricate work suggests every fold or feather, making them seem almost real. When ignited, the *flight tattoo* unfurls into flickering wings of psychic energy, granting a movement rate of 45 feet with poor manoeuvrability.



PSYCHIC MASTERY

Manifester Level: 4th; *DC to Create:* 19; *Cost to Ignite:* 4 PP; *Prerequisites:* Inscribe Psychic Tattoo, *fly*; *Market Price:* 8,000 gp.

Growth

Often appearing on the bearer's chest as a massive oak tree or powerfully-built giant, the *growth tattoo* can be ignited to double one's height in an instant. While in this state, the bearer is much stronger than before. This tattoo lasts 10 minutes per ignition.



Manifester Level: 10th; *DC to Create:* 25; *Cost to Ignite:* 5 PP; *Prerequisites:* Inscribe Psychic Tattoo, *growth*; *Market Price:* 9,000 gp.

Hundred Eyes

Taking the form of an esoteric eye on the bearer's forehead or chest, this tattoo becomes dozens of flaming eyes when ignited. Orbiting around the bearer, these eyes grant him the special quality of All Around Sight, as noted in *Core Rulebook III*.



Manifester Level: 6th; *DC to Create:* 21; *Cost to Ignite:* 4 PP; *Prerequisites:* Inscribe Psychic Tattoo, *ubiquitous vision*; *Market Price:* 3,000 gp.

Mental Fortitude

Inscribed over the temples of the bearer, the *mental fortitude tattoo* takes several different shapes as determined by the artist that designs it. When ignited, it generates the *intellect fortress* psionic defence and maintains it without concentration for one full minute.



Manifester Level: 9th; *DC to Create:* 23; *Cost to Ignite:* 10 PP; *Prerequisites:* Inscribe Psychic Tattoo, Creator must possess *intellect fortress*; *Market Price:* 25,000 gp.

Night's Touch

Large sections of the bearer's skin are tattooed black with stars and other cosmic phenomena worked into the dark design. When the *night's touch* is activated, the bearer is rendered ethereal. The bearer can choose to manifest a psionic power that affects something in the Material Plane, but this ends the effect of the tattoo immediately and inflicts 2d6 feedback damage on him.



Manifester Level: 12th; *DC to Create:* 28; *Cost to Ignite:* 12 PP; *Prerequisites:* Inscribe Psychic Tattoo, *ethereal jaunt*; *Market Price:* 20,000 gp.

Raging Beast

An image of a powerful, savage creature adorns one of the bearer's arms. This tattoo, when ignited, leaps from the bearer's skin and manifests as a full-sized ectoplasmic version of itself under his control. This creature is a 7th level astral construct and when it dies or reaches the end of its one-minute duration, it reappears on the bearer as a tattoo once more. All traits of the construct are decided when the tattoo is created and cannot be changed afterwards.



Manifester Level: 14th; *DC to Create:* 29; *Cost to Ignite:* 15 PP; *Prerequisites:* Inscribe Psychic Tattoo, *astral construct VII*; *Market Price:* 40,000 gp.

Speed

Usually inscribed on the legs and feet of the bearer, *speed tattoos* grant incredible quickness and reflexes when ignited. While active, the bearer gains the benefits of the Speed of Thought, Psionic Charge, Dodge and Psionic Dodge feats. This tattoo cannot be used if igniting it would leave the bearer with 0 power points.



Manifester Level: 9th; *DC to Create:* 24; *Cost to Ignite:* 8 PP; *Prerequisites:* Inscribe Psychic Tattoo, Creator must have at least three psychoportive powers; *Market Price:* 30,000 gp.

Venomous

Created as serpents entwining around the bearer's arm(s), this tattoo generates a fell energy that disrupts the metabolism of any creature struck with his unarmed or psionic weapon attack. This tattoo only remains active until the bearer's next successful melee attack, at which time it discharges as the effect of the divine spell *poison*.

Manifester Level: 4th; *DC to Create:* 20; *Cost to Ignite:* 5 PP; *Prerequisites:* Inscribe Psychic Tattoo, *body adjustment*; *Market Price:* 6,000 gp.



ATTUNEMENTS

When a psionically active person gains an attunement, the mind creates a field of energy within itself that echoes with psychic potential. This potential affects the physical body of the attuned psychic, modifying some skill, power or special ability in a beneficial way. Attunements interact with the mental capabilities of those who create them, requiring a considerable investment in time and effort to manifest them correctly.

Attunements operate, unless noted differently below, as synergy bonuses since they draw on the abilities of the attuned being to provide their effects. The potential powers of a psionic surge through the pattern of an attunement, infusing him with whatever bonus or advantage it generates while maintaining itself through the host's own energies. As such, all attunements on a psionic disappear and must be recreated if his power points ever reach zero.

Attunements cannot be created for other creatures; each one must be made within the mind of the psychic who crafts it. All prerequisites must be met, but the powers involved can be provided through any psionic item that generates them (i.e. dorjes, psionic tattoos, etc.). Even if the item(s) meet or exceed the minimum manifester level, the creator of the attunement must also do so. A psionic creature can only have one attunement at a time.

Games Masters are encouraged to create their own attunements to add to the list below. Most attunements are based around the concept of a monstrous or magical creature, with its abilities suggestive of the powers the attunement provides.

Bulette Attunement

Concentrating on the hard skin, endurance and burrowing abilities of the bulette, a person with this attunement gains all those things and more. While this attunement is active, the psionic receives a +2 natural Armour bonus, a +2 enhancement bonus to Constitution and a burrow movement rate of 10 feet.

Bulette Attunement; *Minimum Manifester Level to Create:* 7th; XP Cost: 800.

Celestial Attunement

This attunement focuses all of the higher aspects of the psionic and draws down celestial energies to infuse his being. While a psionic is celestially

New Feat: Attunement (Psionic)

You can focus your mental energies and form mental constructs within yourself. These constructs grant you certain abilities as long as you have mental energy in reserve.

Prerequisites: Any three Metacreativity powers, any two Psychometabolism powers, Psychic Bastion.

Benefit: You can create attunements within yourself. These special formations of mental energy resemble the spiritual patterns of fantastic creatures and grant certain abilities and bonuses while they exist. If your power points ever reach zero or if the ability related to your primary discipline (or Constitution if you are a psychic warrior) ever goes below 10, you lose all current attunements and must recreate them at full experience cost.

Creating an attunement requires making physical contact (or being within 10 feet if the target is insubstantial) with the creature in question for one full hour

You may have one attunement at a time and you can suspend, resume, or dismiss an attunement completely at any time as a full-round action.

attuned, he benefits from 5 points of acid, cold and electrical resistance, damage resistance of 5/+1 and spell resistance equal to his manifester level. Also, while active, the recipient of this attunement sheds 30 feet of light at all times.

Celestial Attunement; *Minimum Manifester Level to Create:* 9th; XP Cost: 1100.

Dragon Attunement

One of the most difficult attunements to develop, the dragon attunement fills the psionic who accomplished it with incredible power and fury. While attuned, the psionic gains a flight movement rate of 60 feet (poor), a +4 enhancement bonus to Strength, a +4 natural armour bonus and one use per day of *breath of the dragon* (Manifester level 12th).

Dragon Attunement; *Minimum Manifester Level to Create:* 15th; XP Cost: 2100.

Displacer Beast Attunement

Dangerous to attempt because of the savagery of the displacer beast one must make contact with, this attunement confers the Displacement and Resistance to Ranged Attacks abilities of its

namesake. This attunement also confers a +4 circumstance bonus to Hide.

Displacer Beast Attunement; *Minimum Manifestor Level to Create*: 8th; XP Cost: 1000.

Ghost Attunement

A chilling attunement to gain, those who brave the energies of the insubstantial undead to attain it gain free use of *ethereal jaunt*. When the *jaunt* ability is used, the psionic takes 1 point of negative energy damage each round. In addition, the attuned psionic is protected as per *negative energy protection* (caster level 9th) whenever he is not ethereal.

Ghost Attunement; *Minimum Manifestor Level to Create*: 12th; XP Cost: 1400.

Merfolk Attunement

A special attunement that can only be attempted when the psionic is completely submerged in at least 50 feet of water, this grants all of the benefits conferred by a *helm of underwater action*, the spell *water breathing* and a swim movement rate of 40 feet. While this attunement is active, the psionic will have a marked preference for being in or near the water.

Merfolk Attunement; *Minimum Manifestor Level to Create*: 7th; XP Cost: 800.

Nymph Attunement

A powerful attunement often belied by the seemingly peaceful appearance of those who have manifested it, this provides the attuned psychic with a +4 enhancement bonus to Charisma and free use of *charm person*. Once per day, the attuned psionic can generate the same effect as a nymph's Blinding Beauty (DC 15).

Nymph Attunement; *Minimum Manifestor Level to Create*: 8th; XP Cost: 1000.

Shadow Attunement

Psionics seeking a shadow attunement do so at great risk, as physical contact with a shadow can be very harmful. Those who complete the attunement process infuse themselves with the energies of the shadow plane. This suspends their lifeforce and forces them to make an immediate Fortitude save (DC 22) or die instantly. Survival confers all of the special qualities of an undead creature upon the psionic for as long as this attunement remains active.

Shadow Attunement; *Minimum Manifestor Level to Create*: 14th; XP Cost: 2000.

Troll Attunement

Once attuned to the aggressively potent health of a troll, the psionic doing so receives a +2 enhancement bonus to Strength and Constitution. The primary benefit to this attunement is the power of regeneration; the psionic gains regeneration 1, with fire and acid doing normal damage. Unlike a true troll, this power will not reattach severed limbs (though they will regrow in 3d6 days).

Troll Attunement; *Minimum Manifestor Level to Create*: 14th; XP Cost: 2000.

Vampire Attunement

Gaining this attunement is often an adventure in itself, since the psionic must make contact with a vampire for one hour. In addition, the psionic must actually be subjected to the vampire's Blood Drain attack during this time. Once the attunement is complete, the psionic gains *vampiric touch*, once per round, as a melee attack. This attunement also grants a +4 enhancement bonus to Strength, a +2 enhancement bonus to Dexterity and the Alertness feat while active.

Vampire Attunement; *Minimum Manifestor Level to Create*: 13th; XP Cost: 1500.

THE ARMOURY

Welcome to the Armoury. Here you will find new weapons, armour and other combat-related items useful to any character class. It is not just the fighter who holds the monopoly in battle and the specialist items here may benefit any cleric, rogue or wizard who insists on following the dangerous profession of adventuring.

This chapter details a wealth of new weapons and armour for adventurers to experiment with, from simple knives to incredibly expensive suits of dragonscale armour. In addition, there are also many new accessories for weapons that may find favour with many dungeon-delvers, such as new arrow types or the bow stabiliser that can radically increase the range of any archer.

WEAPONS

There are many different types of weapons available to the canny adventurer and while most will specialise in the use of just a few, they will also recognise the benefits inherent in more esoteric designs. Every weapon is designed with a specific purpose in mind. The aim of the majority is to simply slay an enemy before he kills the wielder but many have also been adapted throughout the centuries to fulfil a sometimes highly specialised goal. Detailed here are a great many more weapons available to the discerning adventurer, greatly expanding his own capability in any life-or-death situation.

SIMPLE MELEE

WEAPONS

Such weapons require little or no training to use effectively in battle and so are popular among peasants, commoners and other professions which do not rely on skill in battle to triumph over foes. Often cheap and never sophisticated, simple melee weapons are designed to equip large numbers of unskilled warriors and forge them into an effective fighting force, though they may also be popular among adventurers who are looking for an easy-to-use weapon for self-defence.

Club

A wooden club is so easy to find and fashion that it has no cost.

Club: Medium-size Simple Weapon; Dmg 1d6; Critical x2; Range 10 ft.; 3 lb.; Bludgeoning.

Club, Padded

An ideal weapon for the rogue who needs to take someone alive, the padded club is a stout, oaken cudgel wrapped with a thick, woollen covering. The padded club deals subdual rather than standard damage.



Club, Padded: Medium-size Simple Weapon; 1 gp; Dmg 1d6 subdual; Critical x2; Range –; 4 lb.; Bludgeoning.

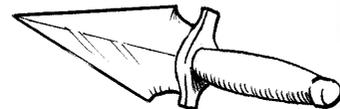
Dagger

The dagger is a common secondary weapon. You can use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a dagger.

Dagger: Tiny Simple Weapon; 2 gp; Dmg 1d4; Critical 19-20/x2; Range 10 ft.; 1 lb.; Piercing.

Dagger, Assassin's

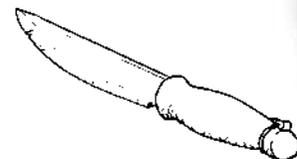
This broad-bladed dagger is designed to inflict vicious, gaping wounds that are difficult to mend. While this dagger generally deals less damage than a normal dagger, it is much deadlier when it scores a critical strike.



Dagger, Assassin's: Tiny Simple Weapon; 4 gp; Dmg 1d3; Critical x4; Range –; 1 lb.; Piercing.

Dagger, Hollow Pommel

The handle of this dagger is actually a secret carrying case. On most of these daggers, the pommel's bottom portion screws off to reveal the handle's hollow centre, though on some (particularly those created in areas where this dagger is common) the blade actually twists off. Hollow pommel daggers often carry messages, narcotics, thieves' tools and other small, light items. Detecting the secret compartment requires a successful Search check (DC 15, DC 20 for daggers with removable blades). If the searcher is familiar with this type of weapon, and specifically looks for the



compartment, he gains a +5 competence bonus to his check.

Dagger, Hollow Pommel: Tiny Simple Weapon; 20 gp; Dmg 1d4; Critical x2; Range 10 ft.; 3 lb.; Piercing.

Dagger, Leeching

This dagger has a long, thin blade and a wider-than-normal handle, which unbalances the weapon enough to make throwing it impossible. At the base of the blade is a hollow ‘fang’ that runs down into the dagger’s handle, which holds a removable, glass vacuum tube.

When maximum damage is rolled (4 on a d4), or on a critical hit, the ‘fang’ pierces the victim and breaks the seal in the tube, extracting a sample of the victim’s blood, ichor or other bodily fluids. Once retaining a sample, a leeching dagger may not take any further samples until its seal is restored. Fluid samples can be used to create any number of alchemical or magical creations, making these daggers a must for any travelling mage or alchemist.



Dagger, Leeching: Tiny Simple Weapon; 10 gp; Dmg 1d4; Critical 19-20/x2; Range –; 1 lb.; Piercing.

Replacement Vacuum Tube: 5 gp; ½ lb.

Dagger, Punching

This dagger puts the full force of the wielder’s punch behind it, making it capable of deadly strikes.

Dagger, Punching: Tiny Simple Weapon; 2 gp; Dmg 1d4; Critical x3; Range –; 2 lb.; Piercing.

Daggers, Tamo

Tamo daggers, which are always sold in pairs, are thin, stiletto blades mounted on an often elaborately-carved, thick, wooden handle. Each handle has a slot near the blade that serves as a sheath for its twin – when the blades are sheathed the handles form a sturdy club.

Daggers, Tamo: Tiny or Small Simple Weapon; 20 gp; Dmg 1d4 or 1d6; Critical 19-20/x2 or x2; Range –; 4 lb.; Piercing or Bludgeoning.

Finger Razors

Finger razors are sharpened false fingernails of either jade or steel that slip over the tips of the wearer’s fingers. They allow the user to inflict slashing damage with unarmed attacks and are useful for delivering poisons. Finger razors are ineffective after the first blow, as they have a tendency to either stick in their target or simply fall off the user’s fingertips.

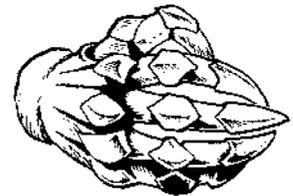
Finger Razors: Tiny Simple Weapon; 5 gp; Dmg unarmed; Critical x3; Range –; Slashing.

Gauntlet

These metal gloves protect the hands and let characters deal normal damage with unarmed strikes rather than subdual damage. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet.

Medium and heavy armour (except breastplate) come with gauntlets.

Gauntlet: Tiny Simple Weapon; 2 gp; Dmg unarmed; Critical x2; Range –; 2 lb.; Bludgeoning.



Gauntlets, Edged

Blades are placed along the back of the gauntlet to allow the character to slash an opponent with a backhanded swipe. An opponent cannot use a disarm action to disarm a character’s edged gauntlets. The cost and weight given are for a single gauntlet. An attack with an edged gauntlet is considered an armed attack.



Gauntlet, Edged: Tiny Simple Weapon; 8 gp; Dmg 1d4; Critical 19-20/x2; Range –; 5 lb.; Slashing.

Gauntlet, Guardian

Reinforced plates are locked onto these gauntlets in order to allow them to take a lot of punishment

and ward off blows without causing undue harm to the character. The character gains a +1 deflection bonus to his AC while wearing a guardian gauntlet and suffers an Armour Check Penalty of -1 and Arcane Failure rate of 5%. An off-hand weapon can be used in conjunction with a guardian



gauntlet, but a -1 penalty on attack rolls is imposed because of the extra weight on the character's arm. This penalty stacks with those for fighting with the off-hand and, if appropriate, for fighting with two weapons. In any case, if a weapon is used in the off-hand, the character does not get the gauntlet's AC bonus for the rest of the round. An opponent cannot use a disarm action to disarm a character's guardian gauntlets. The cost and weight given is for a single gauntlet. An attack with a guardian gauntlet is considered an armed attack.

Gauntlet, Guardian: Tiny Simple Weapon; 20 gp; Dmg 1d4; Critical x2; Range -; 6 lb.; Bludgeoning.

Gauntlet, Spiked

An opponent cannot use a disarm action against a character's spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack.

Gauntlet, Spiked: Tiny Simple Weapon; 5 gp; Dmg 1d4; Critical x2; Range -; 2 lb.; Piercing.

Gauntlet, Spring Blade

This gauntlet hides a blade within it that can be sprung at any moment. Most spring blade gauntlets hint at their ability by their more bulky nature, but there are those spring blade gauntlets that are created with disguise in mind; of course the latter are more difficult to make and cost twice as much.

An opponent cannot use a disarm action to disarm a character's gauntlets. The cost and weight given is for a single gauntlet. An attack with a spring blade gauntlet is considered an armed attack. The spring blade gauntlet is activated as a move-equivalent action. A successful Spot check



(DC 10 for undisguised spring blade gauntlets or DC 20 for disguised) will allow a character to notice the gauntlet's odd shape and perhaps determine its nature at the Games Master's discretion.

Gauntlet, Spring Blade : Tiny Simple Weapon; 6 gp; Dmg 1d4; Critical 19-20/x2; Range -; 4 lb.; Piercing.

Gauntlets, Studded

Weighted studs are placed upon the gauntlet to provide a more punishing blow to foes when a strike is landed with this gauntlet. An opponent cannot use a disarm action to disarm a character's studded gauntlets. The cost and weight given is for a single gauntlet. An attack with a studded gauntlet is considered an armed attack.



Gauntlet, Studded: Tiny Simple Weapon; 5 gp; Dmg 1d4; Critical x2; Range -; 3 lb.; Bludgeoning.

Gauntlet, Teethed

These gauntlets are meant to catch an opponent's blade and help in disarming him. An opponent cannot use a disarm action to disarm a character's teethed gauntlets. The cost and weight given are for a single gauntlet. An attack with a teethed gauntlet is considered an armed attack. With a teethed gauntlet you get a +4 bonus on your opposed attack roll when attempting to disarm an enemy. Any time an opponent deals critical damage to a teethed gauntlet it loses some of its teeth and the bonus to disarm rolls is permanently reduced by -1.



Gauntlet, Teethed : Tiny Simple Weapon; 10 gp; Dmg 1d4; Critical x2; Range -; 4 lb.; Bludgeoning and Piercing.

Halfspear

The halfspear is small enough for a Small character to use it. If you use a ready action to set this weapon against a charge, you deal double

THE ARMOURY

damage if you score a hit against a charging character.

Halfspears: Medium-size Simple Weapon; 1 gp; Dmg 1d6; Critical x3; Range 20 ft.; 3 lb.; Piercing.

Knife

The knife is any blade smaller than a dagger, ranging from hunting blades to steak knives. Not designed for battle, the use of such small weapons provokes attacks of opportunity.

Knife: Tiny Simple Weapon; 5 sp; Dmg 1d2; Critical x2; Range 5 ft.; ½ lb.; Piercing.

Knuckleduster

A knuckleduster is a spiked, leather strap worn across the knuckles that makes the wearer's punches much deadlier. Fighting with knuckledusters count as an unarmed attack, though they deal normal, rather than subdual, damage.

Knuckleduster: Tiny Simple Weapon; 5 sp; Dmg 1d3; Critical x2; Range –; 1 lb.; Piercing.

Mace, Chained

A chained mace functions exactly like a heavy mace until its head is removed. When twisted, the mace head detaches from the haft and a length of chain slides from the hollow handle. This effectively converts the weapon into a light flail. As a flail, the weapon takes on all the properties for disarming or tripping of a regular flail. Changing from one weapon to the other is a move-equivalent action unless the wielder has the Quick Draw feat (where such a transformation is considered a free action).



Mace, Chained: Medium-size Simple Weapon; 75 gp; Dmg 1d8; Critical x2; Range –; 12 lb.; Bludgeoning.

Mace, Heavy or Light

A short, steel haft with a flanged head that relies on the strength of the wielder to deal damage.

Mace, Heavy: Medium-size Simple Weapon; 12 gp; Dmg 1d8; Critical x2; Range –; 12 lb.; Bludgeoning.

Mace, Light: Small Simple Weapon; 5 gp; Dmg 1d6; Critical x2; Range –; 6 lb.; Bludgeoning.

Morningstar

A short wooden haft topped by a spiked steel ball, the morningstar improves over the simple impact of a club.

Morningstar: Medium-size Simple Weapon; 8 gp; Dmg 1d8; Critical x2; Range –; 8 lb.; Bludgeoning and Piercing.

Quarterstaff

A quarterstaff is a double weapon. A creature using a double weapon in one hand, such as a Large creature using a quarterstaff, cannot use it as a double weapon.

Quarterstaff: Large Simple Weapon; Dmg 1d6/1d6; Critical x2; Range –; 4 lb.; Piercing.

Sawtooth

One of the most primitive weapons to be carried into battle, the sawtooth is nothing more than a wooden sword with sharpened teeth or horns mounted along one edge.



Useless for thrusting, it is nevertheless capable of dealing serious injury with a solid strike, though it will always be seriously outclassed by metal-forged swords.

Sawtooth: Medium-size Simple Weapon; 10 gp; Dmg 1d8; Critical x3; Range –; 4 lb.; Slashing.

Shortspear

Because a shortspear is not as long as a longspear, it can be thrown. If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

Shortspear: Large Simple Weapon; 2 gp; Dmg 1d8; Critical x3; Range 20 ft.; 5 lb.; Piercing.

Sickle

This weapon is like a farmer's sickle, but it is strengthened for use as a weapon. It is favoured by druids and anyone who wants a weapon that might be overlooked by guards.

Sickle: Small Simple Weapon; 6 gp; Dmg 1d6; Critical x2; Range –; 3 lb.; Slashing.

Spear, Two-Headed

A two-headed spear is simply a long, wooden haft with a spear-point on each end. A two-headed spear form is a constant blur of motion, the spear spinning in figure-eight patterns as the practitioner leaps and twists. A two-headed spear can be used as a double weapon, but the wielder incurs all the normal attack penalties as if using a one-handed weapon and a light weapon.



Spear, Two-Headed: Large Simple Weapon; 10 gp; Dmg 1d6/1d6; Critical x3; Range 20 ft.; 5 lb.; Piercing.

Spiked Helmet

This is a strong and well-armoured helmet with a long, sharp spike mounted upon its top. Fashions and styles vary, but spikes have been seen measuring over a foot in length. It is an impractical weapon, but it can pack a surprising punch, though is often best relegated to the status of a backup weapon. Using the spiked helmet counts as an unarmed melee attack and will provoke an attack of opportunity. The spiked helmet deals double damage if used whilst charging.



Spiked Helmet: Small Simple Weapon; 25 gp; Dmg 1d6; Critical 19-20/x2; Range –; 3 lb.; Piercing/Bludgeoning.

Staff, Iron

An iron staff is a heavier version of a normal quarterstaff, much sturdier and capable of inflicting large amounts of damage with quick, successive hits. An iron staff can be wielded by anyone proficient with quarterstaff and can be used as a double weapon.

Staff, Iron: Large Simple Weapon; 25 gp; Dmg 1d6/1d6; Critical x3; Range –; 9 lb.; Bludgeoning.

SIMPLE RANGED WEAPONS

Beyond the javelin, sling and crossbow, ranged weapons that are simple to use are relatively rare – most take a fair bit of skill and practice to use effectively against an enemy in battle. However, necessity is a driving force behind innovation and several weapons have been developed that remain simple to use but can be highly effective in the right situation.

Crossbow, Heavy

A heavy crossbow requires two hands to use effectively, regardless of the user's size. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity.

A Medium-size or larger character can shoot, but not load, a heavy crossbow with one hand at a -4 penalty. A Medium-size or larger character can shoot a heavy crossbow with each hand at a -6 penalty, plus the usual -4 penalty for the off-hand attack (-6 primary hand/-10 off hand). The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged weapons. The Ambidexterity feat lets someone avoid the -4 off-hand penalty (-6 primary hand/-6 off hand).

Crossbow, Heavy: Medium-size Simple Weapon; 50 gp; Dmg 1d10; Critical 19-20/x2; Range 120 ft.; 9 lb.; Piercing.

Crossbow, Light

A light crossbow requires two hands to use, regardless of the user's size. Loading a light crossbow is a move-equivalent action that provokes attacks of opportunity.

A Small or larger character can shoot, but not load, a light crossbow with one hand at a -4 penalty. A Small or larger character can shoot a light crossbow with each hand as noted for heavy crossbows, above.

Crossbow, Light: Small Simple Weapon; 35 gp; Dmg 1d8; Critical 19-20/x2; Range 80 ft.; 6 lb.; Piercing.

Dagger, Throwing

This slender-bladed knife is specially constructed for throwing. Lighter and smaller than a normal dagger, a throwing blade has a much longer

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range than its larger cousin but is unwieldy in melee, almost to the point of uselessness, some professional fighters would claim. When used in melee combat, the throwing dagger's wielder suffers a -2 competence penalty to his attack roll.

Dagger, Throwing: Tiny Simple Weapon; 1 gp; Dmg 1d3; Critical 19-20/x2; Range 20 ft.; 1 lb.; Piercing.

Dart

A dart is the size of a large arrow and has a weighted head. Essentially, it is a small javelin.

Dart: Small Simple Weapon; 5 sp; Dmg 1d4; Critical x2; Range 20 ft.; ½ lb.; Piercing.

Harpoon, Light

This is a lightweight version of the weapon more commonly seen on high seas ships, used to defend the vessel against huge and terrible sea monsters, as well as capture larger fish for food. When used against a living target, the harpoon's barbed tip has a good chance of lodging inside an opponent, causing a great amount of pain and suffering. This, of course, makes them far easier to engage in regular combat. If damage is inflicted with a light harpoon, the target must make a Reflex check at DC 10 + damage caused. If this is failed, the target is harpooned. Until the harpoon is removed, the target moves at half speed and may not charge or run. If the harpooned target attempts to cast a spell, a Concentration check must be made at DC 15 to avoid losing the spell. The harpoon may be removed as a full round action but this will cause an amount of damage equal to that originally inflicted unless a Heal check is made at DC 15.

Harpoon, Light: Medium-size Simple Weapon; 10 gp; Dmg 1d8; Critical x2; Range 30 ft.; 8 lb.; Piercing.

Javelin

This weapon is a light, flexible spear intended for throwing. It can be used in melee, but not well. Since it is not designed for melee, all characters are treated as not proficient with it and thus suffer -4 penalty on their melee attack rolls.



Javelin: Medium-size Simple Weapon; 1 gp; Dmg 1d6; Critical x2; Range 30 ft.; 2 lb.; Piercing.

Sling

The sling hurls lead bullets. It's not as easy to use as the crossbow, nor as powerful as a bow, but it is cheap and easy to improvise from common materials. Druids and halflings favour slings.

A character can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets, so they deal only 1d3 points of damage and suffer a -1 penalty on attack rolls.

Sling: Small Simple Weapon; Dmg 1d4; Critical x2; Range 50 ft.; Bludgeoning.

Slingshot

Woodsmen discovered that certain resins combined well with intertwined strings to make a very elastic cord. The slingshot is a Y-shaped wooden stick with this elastic string tied on both arms, with a sling at the centre. This weapon is a good substitute for a normal sling in the restrictive confines of heavily-wooded areas.

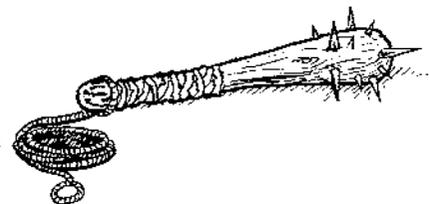
Slingshot: Tiny Simple Weapon; 5 sp; Dmg 1d4; Critical x2; Range 40 ft.; 1 lb.; Bludgeoning.

MARTIAL MELEE WEAPONS

Most weapons fall into this category, for no-one is better at designing new tools for killing than those already skilled in battle. Any adventurer who has seen a large amount of combat will find any weapon presented here easy to use and readily capable of destroying enemies. A few are highly specialised, or designed for specific tasks in battle, but all are fairly easy to use once the basic principles have been learnt.

Aclis

The aclis is simply a club attached to lightweight cord. Mainly used in melee combat, it may also be thrown, with the cord being used to drag the aclis back to be used again. Not an ideal weapon in normal combat, it may give an opponent a nasty surprise and, if used by several individuals at once, can stall even

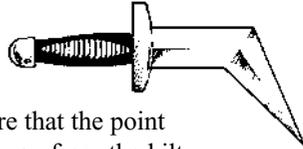


a determined charge. The aclis has a maximum range of 30 feet, as this is the length of the cord it is attached to. Dragging the club back after it has been thrown is a move-equivalent action.

Aclics: Medium-size Martial Weapon; 1 gp; Dmg 1d6; Critical x2; Range 10 ft.; 3 lb.; Bludgeoning.

Angle-Knife

A curved, double-edged dagger, some examples are so extreme in their curvature that the point extends at right angles away from the hilt. The angle-knife can be a vicious weapon in the right hands, dealing serious wounds to even a well-armoured enemy.



Angle Knife: Small Martial Weapon; 10 gp; Dmg 1d4; Critical 18-20/x2; Range 10 ft.; 3 lb.; Piercing.

Armour Blades

Leave it to dwarves to take the humble armour spike to a higher level of deadly efficiency. These blades sprout from the elbows, knees, forearms, shoulders or any other surface a dwarf could use for striking out at an enemy. Sliding on hinged rails, these blades are normally retracted flat against the armour but those who are proficient in their use can snap the blades out for quick use. Note that purchasing this weapon actually indicates the attachment of numerous blades to a suit of armour, welding them permanently into place.

Armour Blades: Small Martial Weapon; 100 gp; Dmg 1d6; Critical x3; Range –; 10 lb.; Slashing.

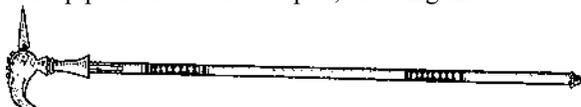
Battleaxe

A battleaxe is larger and heavier than a handaxe.

Battleaxe: Medium-size Martial Weapon; 10 gp; Dmg 1d8; Critical x3; Range –; 7 lb.; Slashing.

Bec-de-Corbin

This weapon takes the form of a small polearm with a combined hammer and pick at its head. Swung with great force, the wielder is able to concentrate all the energy of his blows into the sharp pick end of the weapon, enabling him

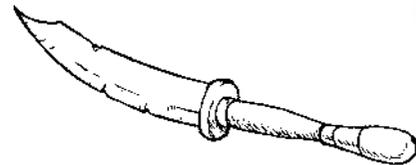


to cause a great deal of damage against the most heavily armoured of enemies, and is thus commonly found in the hands of any fighter looking to battle metal-clad knights. The bec-de-corbin may be used as a piercing weapon with its pick head, or a bludgeoning weapon with its hammer. However, it may not be used as both within the same combat round.

Bec-de-Corbin: Large Martial Weapon; 30 gp; Dmg 2d4; Critical x4; Range –; 30 lb.; Piercing/Bludgeoning.

Dagger, Sap Pommel

A popular weapon with thieves who like to brawl without dealing life-threatening injuries, the sap pommel dagger incorporates a heavy, one-inch diameter bludgeon at the end of the dagger's pommel. In combat, the bladed end may be used as a normal dagger or the blunt end as a sap, dealing subdual damage.

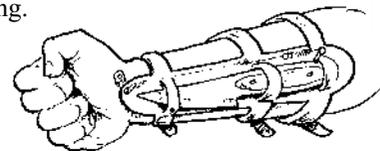


Dagger, Sap Pommel: Small Martial Weapon; 1 gp; Dmg 1d4 or 1d6 subdual; Critical 19-20/x2 or x2; Range –; 3 lb.; Piercing or Bludgeoning.

Dagger, Spring-Loaded

This peculiar item is notable not for the dagger itself, but instead for its carefully crafted sheath. A spring-loaded dagger is kept in a slender, leather sheath meant to be strapped to the wrist. When the user twists his hand in a particular way, the dagger pops from its sheath into the user's hand. To successfully draw this weapon, the user must make a Dexterity check (DC 10). On a success, he draws the dagger as a free action and may immediately attack with it, possibly catching his opponent flat-footed, if the Games Master rules the target did not expect an attack. Otherwise, the user fumbles with the dagger and must follow the standard rules for drawing the weapon. A character with the Quick Draw feat does not need to make a Dexterity check to properly use a spring-loaded dagger.

Dagger, Spring-Loaded: Tiny Martial Weapon; 30 gp; Dmg 1d4; Critical 19-20/x2; Range 10 ft.; 2 lb.; Piercing.



Executioner's Sword

Although not very practical for combat, the executioner's sword has a long tradition of service; it is used to execute criminals by beheading. These blades are never used for anything but executions by their proper wielders, although others have taken to using an executioner's sword for more mundane purposes. Using an executioner's sword in combat incurs a -4 penalty to attack (cumulative with the penalty for not being proficient with the weapon, if applicable) due to its strange balance. Executioner's swords are balanced for chopping from an overhand position, rather than complicated combat manoeuvres. Anyone with the Martial Weapon Proficiency and a Strength score of at least 14 who takes an Exotic Weapon Proficiency in this weapon ignores the -4 penalty for using it.

Executioner's Sword: Large Martial Weapon; 75 gp; Dmg 1d12; Critical x4; Range -; 18 lb.; Slashing.



Falchion

This sword, which is essentially a two-handed scimitar, has a curve that gives it an effectively keener edge.

Falchion: Large Martial Weapon; 75 gp; Dmg 2d4; Critical 18-20/x2; Range -; 16 lb.; Slashing.

Flail, Heavy or Light

With a flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if the character fails to disarm the enemy).

You can use this weapon to make trip attacks. If the character is tripped during his trip attempt, the flail can be dropped to avoid being tripped.

Flail, Heavy: Large Martial Weapon; 15 gp; Dmg 1d10; Critical 19-20/x2; Range -; 20 lb.; Bludgeoning.

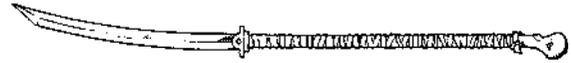
Flail, Light: Medium-size Martial Weapon; 8 gp; Dmg 1d8; Critical x2; Range -; 5 lb.; Bludgeoning.

Falx

A wholly unsophisticated weapon, the falx consists of a slightly-curved blade mounted atop a two-foot

shaft. It is a heavy sword and, whilst it does not require much skill to use, the wounds it deals are usually severe.

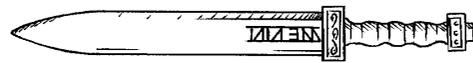
Falx: Large Martial Weapon; 25 gp; Dmg 2d4; Critical 19-20/x2; Range -; 10 lb.; Slashing.



Gladius

Looking much like an ornate short sword, the gladius is actually a very different weapon. With a blade expertly-honed to the keenest point, the gladius is exceptionally well-balanced and utterly lethal in skilled hands. As well as a better threat range than a short sword, the gladius in all respects counts as being masterwork.

Gladius: Small Martial Weapon; 450 gp; Dmg 1d6; Critical 18-20/x2; Range -; 3 lb.; Piercing.



Glaive

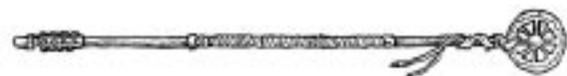
A glaive has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Glaive: Large Martial Weapon; 8 gp; Dmg 1d10; Critical x3; Range -; 15 lb.; Slashing.

Gold Coin Spade

A gold coin spade is a long-handled weapon with a circle of steel on one end, often with an elaborate design, usually of a clan or religious symbol, set in the centre of the wheel. In addition to delivering powerful, slashing blows, the wheel is especially suited to trapping opponents' weapons - the gold coin spade can be used by anyone proficient with martial weapons but those who possess Exotic Weapon Proficiency (gold coin spade) gain a +2 bonus to all Disarm checks.

Gold Coin Spade: Large Martial Weapon; 35 gp; Dmg 1d10; Critical x3; Range -; 10 lb.; Bludgeoning.



Greataxe

A large, heavy, dual-bladed axe, the greataxe is capable of delivering crushing blows to a foe.

Greataxe: Large Martial Weapon; 20 gp; Dmg 1d12; Critical x3; Range –; 20 lb.; Slashing.

Greatclub

A greatclub is a two-handed version of a regular club. It is often studded with nails or spikes or ringed by bands of iron.

Greatclub: Large Martial Weapon; 5 gp; Dmg 1d10; Critical x2; Range –; 10 lb.; Bludgeoning.

Greatsword

The massive five-foot-long blade of this immense sword is capable of cutting foes to pieces with relative ease.

Greatsword: Large Martial Weapon; 50 gp; Dmg 2d6; Critical 19-20/x2; Range –; 15 lb.; Slashing.

Guisarme

A guisarme has reach of 10 feet. The weapon cannot be used against an adjacent foe.

Because of the guisarme's curved blade, trip attacks can also be made with it. If a character is tripped during his trip attempt, the guisarme can be dropped to avoid being tripped.

Guisarme: Large Martial Weapon; 9 gp; Dmg 2d4; Critical x3; Range –; 15 lb.; Slashing.

Halberd

Normally, a character strikes with the halberd's axe-head, but the spike on the end is useful against charging opponents. Because of the hook on the back of the halberd, a character can use it to make trip attacks. If a character is tripped during his trip attempt, the halberd can be dropped to avoid being tripped. If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

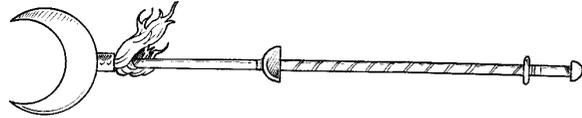
Halberd: Large Martial Weapon; 10 gp; Dmg 1d10; Critical x3; Range –; 15 lb.; Piercing and Slashing.

Half-Moon Longspear

An adaptation of the longspear, the half-moon shaped blade of this weapon makes it ideal for

dismounting attackers. Any rider hit by a half-moon longspear must make a Ride check at DC 10 + base attack bonus of attacker, or be dismounted.

Half-Moon Longspear: Large Martial Weapon; 10 gp; Dmg 2d4; Critical 19-20/x2; Range –; 15 lb.; Slashing.



Hammer, Great

A large and brutal weapon designed for those who wish no subtlety in their fighting, the great hammer is a double-headed mallet, with one side ending in a tapered point. The wielder may choose the type of damage he will inflict, being either a piercing or bludgeoning weapon on demand.

Hammer, Great: Large Martial Weapon; 80 gp; Dmg 2d6; Critical x3; Range –; 18 lb.; Piercing/Bludgeoning.

Hammer, Light

This is a small sledge, light enough to throw.

Hammer, Light: Small Martial Weapon; 1 gp; Dmg 1d4; Critical x2; Range 20 ft.; 2 lb.; Bludgeoning.

Handaxe

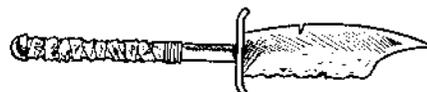
A small axe designed to be used as a secondary weapon, usually with a battleaxe.

Handaxe: Small Martial Weapon; 6 gp; Dmg 1d6; Critical x3; Range –; 5 lb.; Slashing.

Karvar

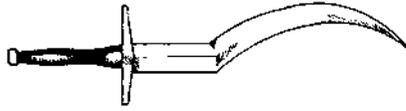
The karvar takes the form of a huge and heavy cleaver being mounted on the end of a two-foot shaft. It is an unwieldy and primitive weapon, but is capable of causing a great deal of damage on a successful strike.

Karvar: Medium-size Martial Weapon; 5 gp; Dmg 1d6; Critical x3; Range –; 4 lb.; Slashing.



Khopesh

Often confused with the scimitar, the khopesh is a more unwieldy weapon but far heavier overall and capable of causing a lot of damage in the hands of an unsophisticated fighter.



Khopesh: Medium-size Martial Weapon; 15 gp; Dmg 1d8; Critical 19-20/x2; Range –; 4 lb.; Slashing.

Knife, Deer Horn

A deer horn knife is formed by two sharpened, crescent blades turned in towards one another with the tips of each blade overlapping, forming the knife's four 'horns'. A length of leather wrapped around one of the blades serves as a grip for the wielder. Deer horn knife fighting styles are circular and evasive, with low stances and attacks that come from every direction. The 'horns' of the deer horn knife are especially useful when making disarm attempts and a practitioner who has Exotic Weapon Proficiency (deer horn knife) gains a +2 circumstance bonus to all opposed Disarm checks. Deer horn knives are usually wielded in pairs.

Knife, Deer Horn: Small Martial Weapon; 10 gp; Dmg 1d6; Critical 19-20/x2; Range 10 ft.; 2 lb.; Piercing/Slashing.

Kwan Dao

Also known as the general's sword, the kwan dao is one of the martial arts' most legendary weapons. Named for a famous mythological hero, the kwan dao is essentially a heavier version of a halberd, granting the same +2 bonus to Trip attempts but may not be set to receive a charge. Kwan dao forms are very aggressive and teach the practitioner to spin the weapon in tight arcs around his body to build up momentum for wide, slashing strikes.

Kwan Dao: Large Martial Weapon; 25 gp; Dmg 1d10; Critical 19-20/x2; Range –; 20 lb.; Slashing.

Lance, Heavy or Light

A lance deals double damage when used from the back of a charging mount. A heavy lance has reach of 10 feet. The weapon cannot be used against an adjacent foe. Light lances are primarily for Small riders.



Lance, Heavy: Medium-size Martial Weapon; 10 gp; Dmg 1d8; Critical x3; Range –; 10 lb.; Piercing.

Lance, Light: Small Martial Weapon; 6 gp; Dmg 1d6; Critical x3; Range –; 5 lb.; Piercing.



Longspear

A longspear has reach of 10 feet. The weapon cannot be used against an adjacent foe. If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

Longspear: Large Martial Weapon; 5 gp; Dmg 1d8; Critical x3; Range –; 9 lb.; Piercing.



Longsword

This straight, double-edged sword is the classical knight's weapon.

Longsword: Medium-size Martial Weapon; 15 gp; Dmg 1d8; Critical 19-20/x2; Range –; 4 lb.; Slashing.

Naginata

The naginata is a type of polearm with a long, curved blade set atop an eight-foot shaft. As it is an effective weapon against opponents at a distance but useless at close range, naginata practitioners are taught to keep their opponents at a distance by striking with quick, deliberate blows and then retreating. The naginata is the traditional weapon of the female warriors of several martial arts but it is by no means restricted to use by women. A naginata has a reach of 10 feet but cannot be used to attack adjacent targets.

Naginata: Large Martial Weapon; 20 gp; Dmg 1d10; Critical x3; Range –; 10 lb.; Slashing.

Pick, Heavy or Light

A pick is designed to concentrate its force on a small, penetrating point. A light or heavy pick resembles a miner's pick but is specifically designed for war.

Pick, Heavy: Medium-size Martial Weapon; 8 gp; Dmg 1d6; Critical x4; Range –; 9 lb.; Piercing.

Pick, Light: Small Martial Weapon; 4 gp; Dmg 1d4; Critical x4; Range –; 4 lb.; Piercing.

Pike

Almost twice as long as the greatest of longswords, the pike is a favoured weapon amongst peasants forced to fight more skilful and heavily armoured enemies. A character can strike enemies up to 20 feet away with a pike, but cannot attack anyone within 10 feet. If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

Pike: Large Martial Weapon; 10 gp; Dmg 1d10; Critical x3; Range –; 17 lb.; Piercing.

Ranseur

A ranseur has reach of 10 feet. The weapon cannot be used against an adjacent foe. With a ranseur, add a +2 bonus on opposed attack rolls when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent).

Ranseur: Large Martial Weapon; 10 gp; Dmg 2d4; Critical x3; Range –; 15 lb.; Piercing.

Rapier

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a rapier.

Rapier: Medium-size Martial Weapon; 20 gp; Dmg 1d6; Critical 18-20/x2; Range –; 3 lb.; Piercing.

Sap

A sap comes in handy when a character wants to knock an opponent out instead of killing him.

Sap: Small Martial Weapon; 1 gp; Dmg 1d6 subdual; Critical x2; Range –; 3 lb.; Bludgeoning.

Scimitar

The curve on this blade makes the weapon's edge effectively sharper.

Scimitar: Medium-size Martial Weapon; 15 gp; Dmg 1d6; Critical 18-20/x2; Range –; 4 lb.; Slashing.

Scythe

While it resembles the standard farm implement of the same name, this scythe is balanced and strengthened for war. The design of the scythe focuses tremendous force on the sharp point as well as allowing devastating slashes with the blade edge.

Scythe: Large Martial Weapon; 18 gp; Dmg 2d4; Critical x4; Range –; 12 lb.; Piercing and Slashing.

Shield Hook

This 10-foot-long staff with a thick iron hook on its end is ineffective at causing damage but is very handy at pulling a shield down and away. Hooking a shield requires a successful melee attack roll, which causes no damage. Once a shield is hooked, it provides no armour bonus to its wielder for the remainder of the round in which it was hooked. At the beginning of the following round, the shield's wielder regains control of his shield and once again benefits from its protection. A shield hook is a reach weapon.

Shield Hook: Large Martial Weapon; 25 gp; Dmg 1d2; Critical x2; Range –; 8 lb.; Piercing.

Springspear

Designed to deliver maximum impact in close quarters, the haft of this spear collapses around a high-tension spring. When the weapon is triggered, the front of the spear is propelled forward at high speed to impale any foe foolish enough to be standing in front of it. Unfortunately, the weapon can only 'spring' a single time before it must be reset. The weapon can still be used as a standard short spear, however. Resetting a springspear requires three full rounds and a successful Strength check (DC 20).

Springspear: Medium-size Martial Weapon; 100 gp; Dmg 2d6; Critical x4; Range –; 7 lb.; Piercing.

Sword, Broad

This is the sword of classical antiquity, surviving in some form or fashion throughout the ages. Broad swords are fitted with a basket hilt that grants a +4 circumstance bonus to checks made for opposed attack rolls when an enemy attempts to disarm the wielder.

Sword, Broad: Medium-size Martial Weapon; 35 gp; Dmg 2d4; Critical 19-20/x2; Range –; 5 lb.; Slashing.



Sword, Crystal

Created first as an ornament by elven artisans, weaponsmiths chiselled great chunks of crystal growing in caverns into blades and treated them with a special process that still baffles other craftsmen around the world. Crystal swords can have the length of short, long and greatswords, dealing the same damage and acting in all respects like a normal sword. If the character chooses to deal subdual damage, however, the sword deals an extra 1d6 points due to the crystal's reverberation when striking with the flat of the blade.

Greatsword, Crystal: Large Martial Weapon; 150 gp; Dmg 2d6; Critical 19-20/x2; Range –; 12 lb.; Slashing.

Longsword, Crystal: Medium-size Martial Weapon; 45 gp; Dmg 1d8; Critical 19-20/x2; Range –; 3 lb.; Slashing.

Sword, Short, Crystal: Small Martial Weapon; 30 gp; Dmg 1d6; Critical 19-20/x2; Range –; 2 lb.; Piercing.

Sword, Short

This sword is popular as an off-hand weapon or as a primary weapon for Small characters.

Sword, Short: Small Martial Weapon; 10 gp; Dmg 1d6; Critical 19-20/x2; Range –; 2 lb.; Piercing.

Sword, Singing

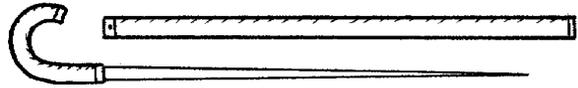
A favourite weapon among practitioners of esoteric fighting styles, this sword has grooves carved along the blade that create a haunting sound as the wielder fights. The distracting sound gives a +1 circumstance bonus to all Bluff checks for feint combat actions initiated by the wielder.

Sword, Singing: Medium-size Martial Weapon; 20 gp; Dmg 1d8; Critical 19-20/x2; Range –; 4 lb.; Slashing.

Sword Cane

A cunning weapon favoured by nobles, the sword cane has a thin, pointed blade. However, it is usually concealed within an ornate walking cane, often leaving enemies completely unaware that their target is indeed armed with a lethal weapon. A character may use the Weapon Finesse feat to apply his Dexterity modifier instead of Strength to all attack rolls with the sword cane.

Sword Cane: Medium-size Martial Weapon; 35 gp; Dmg 1d6; Critical 18-20/x2; Range –; 3 lb.; Piercing.



Sword Gauntlet

Usually seen within gladiatorial arenas, this weapon is a simple combination of a metal gauntlet onto which is attached a carefully-honed longsword blade. Many gladiators gain a strong following amongst the crowds they entertain by wearing one on each arm. The sword-gauntlet feels extremely natural in use, though it severely restricts the use of the hand it is strapped to – all Dexterity-based checks requiring the use of the hand suffer a –4 circumstance penalty. However, the strong fixture of the weapon results in the wielder being completely immune to any attempts to disarm him.

Sword Gauntlet: Medium-size Martial Weapon; 45 gp; Dmg 1d8; Critical 18-20/x2; Range –; 6 lb.; Slashing.

Sword-Pike

Often incorrectly identified as an elaborate spear, the sword-pike is a polearm with a longsword blade mounted as a head. Used to both thrust and slash at enemies, it is capable of causing a lot of damage, though it does not have the reach of the larger polearms. If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character.

Sword-Pike: Large Martial Weapon; 36 gp; Dmg 1d10; Critical 19-20/x2; Range –; 18 lb.; Slashing/Piercing.



Trident

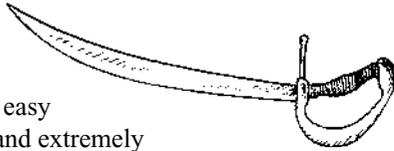
This three-tined, piercing weapon can be thrown just as a halfspear or shortspear can be, but its range increment is shorter because it is not as aerodynamic as those other weapons. If you use a ready action to set the trident against a charge,

you deal double damage if you score a hit against a charging character.

Trident: Large Martial Weapon; 15 gp; Dmg 1d8; Critical 23; Range 10 ft.; 5 lb.; Piercing.

Tulwar

As a heavy-ended sabre, the tulwar is an easy weapon to use and extremely functional. However, its down-turned blade, intended to catch opponents off guard with a variety of different slash and thrust angles, is mostly theoretic in principle and brings no real advantage to combat.



Tulwar: Medium-size Martial Weapon; 22 gp; Dmg 1d6; Critical 19-20/x2; Range –; 4 lb.; Slashing.

War Fork

The war fork is a short polearm with two broad, parallel sword blades affixed to the end. These blades can be used for stabbing, or they can be swung like an axe. If readied against charging opponents, it deals double damage.



War Fork: Large Martial Weapon; 45 gp; Dmg 1d12; Critical 19-20/x2; Range –; 15 lb.; Piercing/Slashing.

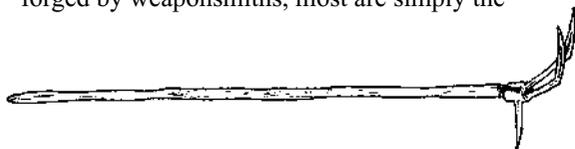
Warhammer

A heavy mallet favoured by those who prefer to be more blunt with their arguments.

Warhammer: Medium-size Martial Weapon; 12 gp; Dmg 1d8; Critical x3; Range –; 8 lb.; Bludgeoning.

War-Rake

Often little more than a commoner's tool beaten into a weapon of war, the war-rake is sometimes favoured by fighters looking for a more esoteric image. Though a few such weapons are actually forged by weaponsmiths, most are simply the



sharpened rakes of peasants, mounted with a sharp spike or pick. The war-rake can be used to trip an opponent, but if a character is tripped in return, he need only drop the weapon to avoid being tripped.

War-Rake: Large Martial Weapon; 5 gp; Dmg 1d8; Critical x3; Range –; 12 lb.; Piercing.

Widowmaker

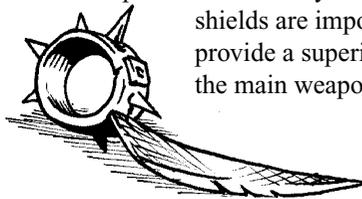
A widowmaker is a huge, double-bladed axe crafted primarily by humanoids such as hobgoblins. The top portion of each axe blade is extended and barbed, allowing the widowmaker to be used as a piercing weapon, dealing 1d8 points of damage.



Widowmaker: Large Martial Weapon; 35 gp; Dmg 1d12 or 1d8; Critical 19-20/x3; Range –; 25 lb.; Slashing or Piercing.

Wrist Razor

A wicked looking weapon comprised of a sturdy metal band secured to the wrist and forearm with two or three large blades extending out above and beyond the hand. Such blades can be anything up to a foot or more in length and allow the wielder to fight in the style of a wild cat, scratching and clawing at his enemy, gouging great slashing wounds. They are usually worn as a pair and entire styles of fighting have sprung up regarding their use. More practical adventurers, however, often wear them in addition to using a more normal weapon, such as a sword. The wrist razors do not impede the use of any other weapon, though shields are impossible to carry and provide a superior offence should the main weapon be lost through a disarming or similar disaster.



Wrist Razor: Small Martial Weapon; 65 gp; Dmg 1d4; Critical 18-20/x2; Range –; 5 lb.; Slashing.

MARTIAL RANGED WEAPONS

While many professional fighters relish the clash of metal on metal in melee combat, many adventurers swear by their ranged weaponry. An

enemy killed at great range is one who will never threaten you with his sword. While there are few tasks at which bows and crossbows do not excel, further developments of their design and entirely new weapons still have a place and should be carefully weighed by the adventurer looking to gain a crucial edge over his enemies.

Axe, Throwing

A throwing axe is lighter than a handaxe and balanced for throwing.

Axe, Throwing: Small Martial Weapon; 8 gp; Dmg 1d6; Critical x2; Range 10 ft.; 4 lb.; Slashing.

Bladed Bow

An innovation in bow-design, the bladed bow is generally viewed by experienced fighters as taking away far more than it gives. Taking the form of a longbow with a thin-but-well-sharpened blade at one end, the weapon is intended to give archers a defensive weapon when charged in melee combat. However, the blade is no substitute for a good sword and the bow itself is heavier than other designs, but only has the pulling power of a short bow, greatly reducing its effectiveness. However, it sees use in some mercenary companies simply because an archer need not waste precious time in swapping weapons when charged by an enemy. The first set of characteristics are used when the bladed bow fires an arrow. The second set are used when the bladed bow is used as a melee weapon.

Bladed Bow: Large Martial Weapon; 95 gp; Dmg 1d6 or 1d4; Critical x3 or x2; Range 60 ft.; 4 lb.; Piercing or Slashing.

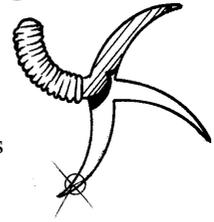
Bolt Driver

Looking something like a crossbow without a prod, this ranged weapon uses a steel spring to propel a very heavy bolt over a short distance. Favoured by dwarves for battling in close quarters where normal ranged weapons are ineffective, the bolt driver may also be used in conjunction with a crossbow shield. The bolt driver must be reloaded after every attack, requiring a full-round action to prepare the weapon for use.

Bolt Driver: Medium-size Martial Weapon; 100 gp; Dmg 2d10; Critical x3; Range 10 ft.; 10 lb.; Piercing.

Knife, Spider Throwing

A wickedly sharp and multi-bladed dagger, this weapon is well balanced for throwing in a horizontal fashion, where its multiple blades can cause serious wounds upon any target.



Knife, Spider Throwing: Tiny Martial Weapon; 10 gp; Dmg 1d4; Critical 19-20/x3; Range 20 ft.; 2 lb.; Piercing.

Longbow

A character needs at least two hands to use a bow, regardless of the size of the bow. This bow is too big to use while mounted.

Longbow: Large Martial Weapon; 75 gp; Dmg 1d8; Critical x3; Range 100 ft.; 3 lb.; Piercing.

Longbow, Composite

A character needs at least two hands to use a bow, regardless of the size of the bow. A character must be at least Medium-size to use this bow while mounted. Composite bows are made from laminated horn, wood or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

Longbow, Composite: Large Martial Weapon; 100 gp; Dmg 1d8; Critical x3; Range 110 ft.; 3 lb.; Piercing.

Longbow, Composite, Mighty: (+1) 200 gp; (+2) 300 gp; (+3) 400 gp; (+4) 500 gp.

Pilum

The pilum is a highly sophisticated spear, following a design intended to cripple an enemy's ability to fight effectively. The shaft of the pilum has a locking pin two thirds of the way along its length, designed to snap upon impact and so denying an enemy the chance to throw the weapon back at the wielder in battle. A pilum, once thrown or upon striking a target, may not be used again until the locking pin has been replaced (additional pins cost 1sp each). In addition, pilums are often thrown at an enemy's shield with the aim of it becoming wedged and making the shield useless in a subsequent melee. Upon any successful attack with a pilum, a character may choose to cause no damage but instead cause his target to lose any shield bonus to his Armour Class. It takes a full-

round action to remove the pilum and make the shield useable once more.

Pilum: Medium-size Martial Weapon; 12 gp; Dmg 1d6; Critical x3; Range 20 ft.; 5 lb.; Piercing.

Shortbow

A character must use two hands to use a bow, regardless of the size of the bow. A character who is Medium-size or larger can use this bow while mounted.

Shortbow: Medium-size Martial Weapon; 30 gp; Dmg 1d6; Critical x3; Range 60 ft.; 2 lb.; Piercing.

Shortbow, Composite

A character must use at least two hands to use a bow, regardless of the size of the bow. A character who is Small or larger can use this bow while mounted. Composite bows are made from laminated horn, wood or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung. They can be made with especially heavy pulls to take advantage of a character's above-average Strength.

Shortbow, Composite: Medium-size Martial Weapon; 75 gp; Dmg 1d6; Critical x3; Range 70 ft.; 2 lb.; Piercing.

Shortbow, Composite, Mighty: (+1) 150 gp; (+2) 225 gp.

Staff Sling

A simple invention of a sling attached to the end of a five-to-six-foot-long pole, this weapon greatly advances the use of sling bullets. By using the pole's length to greatly increase the momentum of the bullets launched, the projectiles can leave the weapon at frightening speeds, causing great damage upon impact. The staff sling uses normal sling bullets.

Staff Sling: Large Martial Weapon; 3 gp; Dmg 1d6; Critical x2; Range 80 ft.; 3 lb.; Bludgeoning.



EXOTIC MELEE WEAPONS

There are many weapons available that take a considerable amount of skill to use effectively.

Some may be weighted oddly or be unbalanced to such a degree that only many hours training in their use allows them to be wielded effectively in battle. However, adventurers may turn to such difficult-to-use weapons for many reasons. Many, when wielded by a true expert, a far more lethal than martial weapons, or they may be designed to fulfil specific functions that cannot be attempted with any other item. Many adventurers, however, will choose such exotic weapons simply to be different from every other longsword-wielding warrior in town and so further their own reputations.

Adarga

A weapon designed for parrying, the adarga is a small, spiked shield attached to a short spear. This is functionally a double weapon, allowing the wielder to fight as if wielding two weapons. If done so, the character incurs all the normal penalties when fighting with two weapons, as if he were wielding a one-handed weapon and a light weapon. If wielded in one hand, it may not be used as a double weapon but confers the same bonuses as a buckler.

Adgarda: Medium-size Exotic Weapon; 25 gp; Dmg 1d6/1d6; Critical x3/x2; Range –; 5 lb.; Piercing.

Axe, Orc Double

An orc double axe is a double weapon. A creature using a double weapon in one hand cannot use it as a double weapon.

Axe, Orc Double: Large Exotic Weapon; 60 gp; Dmg 1d8/1d8; Critical x3; Range –; 25 lb.; Slashing.

Ba Gua Dao

The ba gua dao is a much larger and heavier version of the dao, four feet long and weighing far more. The shape and balance of the ba gua dao preclude its use as a one-handed weapon by anyone of less than Large size. In combat and forms practice the dao is kept extremely close to the body, often held vertically with one palm flat against the midpoint of the blade and 'swung' by sharp twists of the waist coupled with quick circular footwork. The sheer size of the ba gua dao, coupled with its footwork training, is a great defensive asset – the wielder gains a +1 bonus to AC that stacks with armour as a shield would.

Ba Gua Dao: Large Exotic Weapon; 50 gp; Dmg 1d8; Critical 19-20/x2; Range –; 8 lb.; Slashing.

Beads, Assassin's

Though the practice is frowned upon, some unscrupulous adventurers hide garrotte wires within prayer beads. The wire is usually kept spooled within a pair of hollowed-out prayer beads – as a free action, the wielder can tug on the beads, separating them and exposing the garrotte. Assassin's beads add +1 to the Fortitude DC of a garrotte attack.

Beads, Assassin's: Medium-size Exotic Weapon; 10 gp; Dmg 1d8; Critical x2; Range –; 2 lb.; Bludgeoning.

Bladed Cloak

Bladed cloaks are stealthy weapons that are not easily detected by casual observation, thus they are useful for combat in places where weapons would not normally be allowed. A character is always considered armed when wearing a bladed cloak, thus he need not draw his weapon to make an attack. The bladed cloak may not be disarmed or sundered.



Bladed Cloak: Large Exotic Weapon; 40 gp; Dmg 1d6; Critical 19-20/x2; Range –; 8 lb.; Slashing.

Chain, Spiked

A spiked chain has reach of 10 feet. In addition, the weapon can be used against an adjacent foe. Because the chain can wrap around an enemy's leg or other limb, a trip attack can be made with it. If a character using a Spiked Chain is tripped during the character's trip attempt, the chain can be dropped to avoid being tripped.

When using a spiked chain, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his opponent).

Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a spiked chain.

Chain, Spiked: Large Exotic Weapon; 25 gp; Dmg 2d4; Critical x2; Range –; 15 lb.; Piercing.

Cicada Wing Sword

Also called a Chan Zi Dao, or butterfly wing sword, the cicada wing sword is a two-foot iron bar with a short, single-edged sword blade at each end and two, sharp, crescent-shaped hand guards affixed to the bar. A cicada wing sword is a double weapon and may be used as if fighting with two weapons, but doing so incurs all of the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). A creature using a cicada wing sword in one hand cannot use it as a double weapon.

Cicada Wing Sword: Large Exotic Weapon; 120 gp; Dmg 1d6/1d6; Critical 19-20/x2; Range –; 10 lb.; Slashing.



Club, Wolf's Teeth

A wolf's teeth club is a one-foot long, wickedly barbed steel head set atop a five-foot long haft. Wolf's teeth club forms are short and to the point, concentrating on crude but effective hammer blows and fast jabs with the tip of the club. A character can inflict fearsome wounds with the club – a successful critical hit causes the victim to lose an additional hit point each round until the wound is bound (Heal DC 15). The effects of multiple critical hits are cumulative but creatures that are immune to critical hits or blood loss ignore the effect.



Club, Wolf's Teeth: Large Exotic Weapon; 35 gp; Dmg 1d10; Critical x4; Range –; 20 lb.; Piercing and Bludgeoning.

Dagger, Double-Bladed

Consisting of two blades mounted together upon a central hilt, the double-bladed dagger is lethal in the hands of a skilled wielder who can constantly whirl the blades around to confuse opponents before striking with lethal force. The double-bladed dagger functions as a double weapon. A character may fight with it as if fighting with two weapons, with all the usual penalties incurred. It may not be used as a double weapon if another weapon is also being used.



Dagger, Double-Bladed: Tiny Exotic Weapon; 8 gp; Dmg 1d4/1d4; Critical 19-20/x2; Range –; 2 lb.; Piercing.

Dragon Head Stick

A rare weapon, the long tao gun ban, or dragon head stick, is not a stick at all but is a six-foot length of thin chain with a



metal weight shaped like a dragon's head at one end and a barbed metal dart at the other. A dragon head stick is a double weapon and if used as such incurs all the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light). A dragon head stick can also be used to make trip attacks. If the wielder is tripped during his trip attempt, he can drop the weapon to avoid being tripped. The Weapon Finesse feat can be applied to add Dexterity modifiers instead of Strength modifiers to attack rolls with a dragon head stick. A dragon head stick can also be used to disarm an opponent, adding a +2 bonus to disarm attempts.

Dragon Head Stick: Medium-size Exotic Weapon; 10 gp; Dmg 1d4/1d4; Critical x2; Range –; 3 lb.; Bludgeoning/Piercing.

Emei Piercers

An emei piercer is a long, steel needle, between nine inches and one foot long, sharpened on both ends, with a ring for the index finger attached to the middle on one side. When worn, an emei piercer can be easily concealed under long sleeves and an outstretched palm, making them useful in discreet assassinations. Emei Piercers grant a +4 circumstance bonus to checks made to resist Disarm attempts.

Emei Piercers: Tiny Exotic Weapon; 2 gp; Dmg 1d4; Critical x4; Range –; ½ lb.; Piercing.

Flail, Dire

A dire flail is a double weapon. A creature using a double weapon in one hand cannot use it as a double weapon.

With a dire flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the opposed attack roll to avoid being

disarmed if the character fails to disarm the enemy).

A character can use this weapon to make trip attacks. If a character is tripped during his trip attempt, the dire flail can be dropped to avoid being tripped.

Flail, Dire: Large Exotic Weapon; 90 gp; Dmg 1d8/1d8; Critical x2; Range –; 20 lb.; Bludgeoning.

Flamberge

The flamberge is a huge sword, born from legend, and many fighters are keen to wield one when seeking to gain a reputation for themselves. Forged with a wavy blade, the design greatly increases the surface area available for swings, allowing a fighter to cut through his opponent's defences with ease and cause crippling damage. It is, however, also difficult to construct and therefore expensive.

Flamberge: Large Exotic Weapon; 150 gp; Dmg 2d6; Critical 18-20/x2; Range –; 16 lb.; Slashing.



Flametongue

The flametongue has a similar blade to the flamberge, being extremely wavy in design. This confers many of the advantages of the larger sword to this dagger, allowing it to cause crippling damage against an enemy.



Flametongue: Tiny Exotic Weapon; 40 gp; Dmg 1d4; Critical 18-20/x2; Range –; 2 lb.; Piercing.

Hammer, Meteor

A meteor hammer is simply a solid, metal ball attached to a 15-foot length of rope. The wielder attacks by quickly shooting the metal ball out with a punch or kick and then pulling it back in one smooth motion, powering his strikes by coiling the rope around his elbows, neck, back, legs and arms. A character wielding a meteor hammer threatens a radius of 10 feet and can attack freely anywhere within that radius. In addition, a monk can use his more favourable number of attacks and flurry of blows ability. However, using the meteor

hammer requires full concentration – the wielder can only attack using the full attack action, limiting his movement to a five-foot step in any round he wishes to attack. Also, since a meteor hammer attacks with linear, rather than circular blows, it cannot be used in conjunction with trip attempts. A meteor hammer can benefit from the Weapon Finesse feat.



Meteor Hammer: Medium-size Exotic Weapon; 12 gp; Dmg 1d6; Critical x2; Range –; 1 lb.; Bludgeoning.

Iron Fan

An iron fan is a well-crafted fan with iron spines covered with either paper or silk and decorated with elaborate landscapes or animal motifs. Iron fans are common in noble courts, serving as both accessory and subtle protection. Most attacks are thrusts to the vitals made when the fan is closed, though the universally intricate and graceful fan forms teach practitioners to open and close their fans with a quick flick of the wrist, the loud snap serving as a distraction to opponents. In addition, the iron fan grants a +2 circumstance bonus to Bluff checks when attempting to feint in combat.

Iron Fan: Small Exotic Weapon; 25 gp; Dmg 1d6; Critical x3; Range 10 ft.; 1 lb.; Bludgeoning.

Kama or Halfling Kama

A monk using a kama can strike with his unarmed base attack, including his more favourable number of attacks per round, along with other applicable attack modifiers.

Kama: Small Exotic Weapon; 2 gp; Dmg 1d6; Critical x2; Range –; 2 lb.; Slashing.

Kama, Halfling: Tiny Exotic Weapon; 2 gp; Dmg 1d4; Critical x2; Range –; 1 lb.; Slashing.

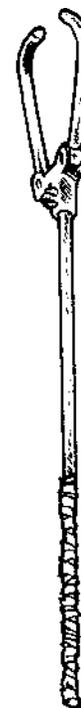
Kukri

This heavy, curved dagger has its sharp edge on the inside of the curve.

Kukri: Tiny Exotic Weapon; 8 gp; Dmg 1d4; Critical 18-20/x2; Range –; 3 lb.; Slashing.

Mancatcher

The mancatcher is a polearm used to aid grapple attacks. By striking an opponent at range, he may be held immobile and unable to strike back. The mancatcher also has sharp spikes within its large, metal and spring-loaded grips that can cause a considerable amount of pain for anyone trapped within this weapon's grasp. The mancatcher has a reach of 10 feet. If used to grapple, it does not provoke an attack of opportunity and a +2 competence bonus is granted to the Grapple check. Once an opponent is grappled, a character may opt to deal 1d3 points of damage automatically in every round they are held.



Mancatcher: Large Exotic Weapon; 40 gp; Dmg 1d3; Critical –; Range –; 12 lb.; Piercing.

Nunchaku or Halfling

Nunchaku

A monk using a nunchaku fights with his unarmed base attack, including his more favourable number of attacks per round, along with other applicable attack modifiers.

Nunchaku: Small Exotic Weapon; 2 gp; Dmg 1d6; Critical /x2; Range –; 2 lb.; Bludgeoning.

Nunchaku, Halfling: Tiny Exotic Weapon; 2 gp; Dmg 1d4; Critical x2; Range –; 1 lb.; Bludgeoning.

Ribbon Daggers

Ribbon daggers consist of a small, flat blade and a series of ribbons or strings for the handle. The user spins the weapon much like a sling. The benefit of these weapons is in concealment. Because the blade is so small, it can be placed on or in clothing, leaving only brightly coloured ribbons showing. This weapon is used mostly by entertainers who want a little extra protection.

Ribbon Daggers: Tiny Exotic Weapon; 1 gp; Dmg 1d3; Critical x2; Range 20 ft.; 1/5 lb.; Piercing.

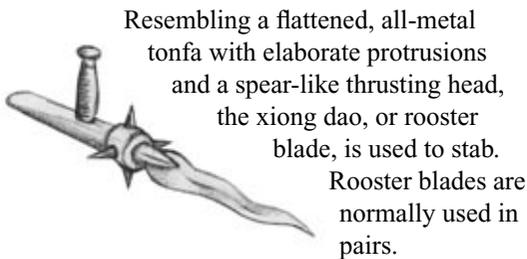


Rock Crusher

This massive hammer was originally designed to crush chunks of rock into even smaller chunks of rock for smelting in dwarven furnaces. During a drow invasion of a dwarf stronghold though, it was discovered that it works well as a weapon and is quite capable of crushing armour. Unfortunately, the weapon is also very slow and may only be swung as a full-round action. On a successful critical hit, any armour worn by the target of the attack must make a Fortitude save (DC 10 + the total damage caused by the attack) or lose one point of armour bonus for every five hit points of damage caused by the attack. Armour reduced to an armour bonus of 0 is considered destroyed and may not be repaired. Damaged armour may be repaired by a Craft (armoursmith) check (DC 15 + 1 per point of armour bonus reduction) or taking it to a skilled armoursmith and paying 10% of the armour's cost per point of armour bonus to restore.

Rock Crusher: Large Exotic Weapon; 50 gp; Dmg 3d4; Critical x2; Range –; 40 lb.; Bludgeoning.

Rooster Blade



Rooster Blade: Small Exotic Weapon; 16 gp; Dmg 1d6; Critical x3; Range –; 2 lb.; Piercing.

Siangham or Halfling Siangham

A monk using a siangham fights with his unarmed base attack, including his more favourable number of attacks per round, along with other applicable attack modifiers. The halfling siangham is for Small monks.

Siangham: Small Exotic Weapon; 3 gp; Dmg 1d6; Critical x2; Range –; 1 lb.; Piercing.

Siangham, Halfling: Tiny Exotic Weapon; 2 gp; Dmg 1d4; Critical x2; Range –; 1 lb.; Piercing.

Spear, Snake

A snake spear consists of a one-foot-long kris-style spearhead mounted on a six-foot haft. The wavy design allows the blade to slip past bone to

the target's vulnerable organs more readily, but the weapon's heavy forward balance makes it difficult to use.

Spear, Snake: Large Exotic Weapon; 20 gp; Dmg 1d8; Critical 19-20/x2; Range –; 5 lb.; Piercing.

Staff-Spear

This weapon resembles a normal quarterstaff and can be used as such. However, pressing two switches on the handle causes spearheads to spring forth at each end of the staff, either simultaneously or one at a time.

Characters that co-ordinate the release of the spear head with a successful attack roll inflict a bonus +1d6 damage. Retracting a spear head is a standard action that does not provoke an attack of opportunity and users can retract both heads as a full-round action. The staff-spear is a double weapon and incurs all the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light).

Staff-Spear: Large Exotic Weapon; 10 gp; Dmg 1d6/1d6 or 1d6/1d8 or 1d8/1d8; Critical x2; Range –; 6 lb.; Bludgeoning or Piercing.

Sword, Bastard

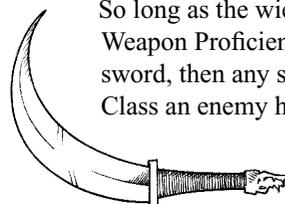
A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size character can use a bastard sword two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

Sword, Bastard: Medium-size Exotic Weapon; 35 gp; Dmg 1d10; Critical 19-20/x2; Range –; 10 lb.; Slashing.

Sword, Crescent

The crescent sword is a peculiar looking weapon that takes a great deal of practice to use effectively. Appearing as a greatly exaggerated scimitar, the blade can curve back almost all the way back to the wielder. This grants the crescent sword the ability to bend right around a shield when swung, rendering it completely ineffective.

So long as the wielder has the Exotic Weapon Proficiency in the crescent sword, then any shield bonus to Armour Class an enemy has is ignored. Users without the Exotic Weapon



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Proficiency in this weapon may still use the crescent sword effectively and without penalty, but will not gain this bonus.

Sword, Crescent: Medium-size Exotic Weapon; 30 gp; Dmg 1d6; Critical x2; Range –; 4 lb.; Slashing.

Sword, Skirmish

This is the trademark weapon of elite elven foot-warriors. It consists of a long handle topped on one end by a curved blade the size of a short sword with a single edge and by a sharp spear point on the other. This is a double weapon that permits its wielder to deal an extra off-hand attack. It can be used with one hand, sacrificing the off-hand attack and the wielder may use the spear point to attack while grappled or in close quarters.

Sword, Skirmish: Medium-size Exotic Weapon; 25 gp; Dmg 1d6/1d4; Critical 19-20/x2; Range –; 5 lb.; Slashing/Piercing.

Sword, Tiger Hook

A tiger hook sword is a three-foot-long blade, the first six inches of which is curved sharply forward like a fishhook. The wielder's hands are protected by a crescent blade and the base of the hilt is sharpened to a spear point. Tiger hook sword fighting styles specialise in disarming and tripping techniques, and tiger hook swords give a +2 circumstance bonus to all attempts to Disarm or Trip. Additionally, a character with the Two Weapon Fighting feat who uses paired tiger hook swords can link the weapons together by their hooks and swing them as one, long-range weapon – the character is considered to have a 10-foot reach, but cannot attack adjacent foes. Linking tiger hook swords together is a move-equivalent action.

Sword, Tiger Hook: Medium-size Exotic Weapon; 20 gp; Dmg 1d8; Critical x3; Range –; 5 lb.; Slashing.

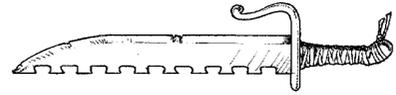
Sword, Two-Bladed

A two-bladed sword is a double weapon. A creature using a double weapon in one hand cannot use it as a double weapon.

Sword, Two-Bladed: Large Exotic Weapon; 100 gp; Dmg 1d8/1d8; Critical 19-20/x2; Range –; 30 lb.; Slashing.

Sword-Breaker

A cunning weapon designed to catch, twist and



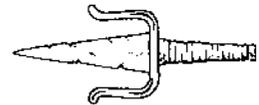
break an opponent's blade, this is often used as an off-hand weapon by duellists and fencers. Only swords and daggers may be broken by this weapon – others must be destroyed using the normal rules for striking at a weapon (see *Core Rulebook I*).

A character must declare at the start of a combat round that no attacks will be made with the sword-breaker. Instead, he holds the weapon back, ready to catch an enemy's blade – this is why many fighters use sword-breakers as off-hand weapons. An attempt to break a weapon may be made whenever an opponent fails in an attack roll against the character. Both combatants immediately make an opposed Dexterity check as the character attempts to catch the blade, while the enemy tries to pull it back quickly. Masterworked sword-breakers will add a +1 circumstance bonus to this check. If successful at catching his enemy's blade, the character must make a Strength check at a DC equal to the combined hardness and hit points of the weapon. If successful, his opponent's weapon is automatically broken. Failure will result in no damage being done to the weapon at all. Sword-breakers may not break a weapon with a higher enchantment bonus than they possess themselves.

Sword-Breaker: Small Exotic Weapon; 16 gp; Dmg 1d4; Critical 19-20/x2; Range –; 3 lb.; Slashing.

Sword-Catcher

Smaller than the sword-breaker, this dagger-sized



weapon is based around the same principle, forged with two prongs that allow it to trap and break swords. The full rules for breaking an opponent's blade can be found in the sword-breaker's description.

Sword-Catcher: Tiny Exotic Weapon; 9 gp; Dmg 1d3; Critical 19-20/x2; Range –; 1 lb.; Piercing.

Waraxe, Dwarven

A dwarven waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-size 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.

Waraxe, Dwarven: Medium-size Exotic Weapon; 30 gp; Dmg 1d10; Critical x3; Range –; 15 lb.; Slashing.

EXOTIC RANGED WEAPONS

Exotic ranged weapons are some of the most sophisticated devices an adventurer will ever own and most are incredibly expensive. Add to this the immense difficulty in using them in battle without a great deal of training and it is clear why so few are ever seen. However, for the adventurer looking for the ultimate in ranged killing capability, this is certainly the place to look. Here can be found the most potent and lethal devices designed to slay at incredible ranges, long before an enemy becomes a real threat in melee combat.

Artengak

This is a throwing spear adorned with a needle-thin spike at its end that ensures it rarely gets trapped within an enemy's flesh or armour. Unlike many other spears, the artengak has a leather strap for easy recovery. When thrown, the wielder makes a Reflex save (DC 15). If successful, the he can snatch the leather strap and thereby recover the weapon as a move-equivalent action.

Artengak: Medium-size Exotic Weapon; 4 gp; Dmg 1d6; Critical x3; Range –; 4 lb.; Piercing.

Blowgun

A long, hollow tube designed to fire poisoned needles, the blowgun is a favoured weapon amongst assassins and rogues who often employ toxins. While a blowgun's needles deal only 1 point of damage on a hit, they can deliver injury and contact poisons. The needles deal no damage and cannot poison a target with a +1 or greater armour bonus or a natural armour bonus of at least +3.

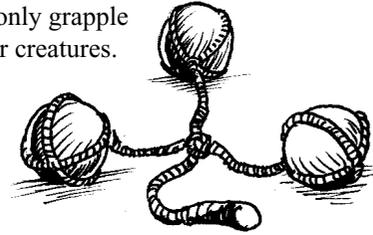
Blowgun: Medium-size Exotic Weapon; 10 gp; Dmg 1; Critical x2; Range 10 ft.; 2 lb.; Piercing.
Needle, Blowgun (20): 1 sp.

Bolas, Three-Ball

The three-ball bolas is made from three, heavy, wooden or metal spheres connected by a length of chain or strong cord, and is a weapon designed to both damage and trip an opponent at range. When you throw the three-ball bolas, make a ranged

touch attack against the target. If you hit, the target is tripped and may not trip you. If the target fails a Grapple check versus your attack roll, they are also grappled. A three-ball bolas may only grapple Large or smaller creatures.

The target can free itself from the bolas as a full-round action.



Bolas, Three-Ball: Medium-size Exotic Weapon; 15 gp; Dmg 1d6; Critical x2; Range 10 ft.; 4 lb.; Bludgeoning.

Chakram

The chakram is a heavy, metal disc with razor-sharp edges, designed not only to produce stable flight when spun towards an enemy, but also to return to the thrower if it should miss through the use of a strong cord wound around its centre. A heavy metal gauntlet (included in the purchase of a chakram) must be worn whilst wielding such a weapon, for it is more than capable of slicing off fingers, and even hands, as it returns at high speed to the thrower. The maximum range of a chakram is 30 feet. It is used in the same way as any other ranged weapon but it will automatically return to the thrower, whether it hits or misses. If the thrower is not wearing a metal gauntlet, it will cause normal damage on its return.

Chakram: Small Exotic Weapon; 35 gp; Dmg 1d8; Critical x3; Range 10 ft.; 3 lb.; Slashing.

Crossbow, Aquatic

Based around the light crossbow, this aquatic adaptation can be extremely hard to find, even in prosperous ports. The string is constructed from many wrapped twines of waxed sinew, the wood treated and all metal parts made of brass to resist the corrosive effects of constant immersion in seawater. The bolts are fluted and spin slightly in flight, thus enabling the weapon to be used underwater far more effectively than conventional crossbows. When used underwater, the aquatic crossbow does not suffer any penalties to its range increment, though all other penalties for underwater combat still apply. On dry land, this weapon is treated as an ordinary light crossbow.

Crossbow, Aquatic: Small Exotic Weapon; 175 gp; Dmg 1d8; Critical 19-20/x2; Range 30 ft.; 5 lb.; Piercing.

Aquatic Crossbow Bolts (10): 2 gp; 1 lb.

Crossbow, Bracer

The sea elves' response to the hand crossbow, this weapon is mounted on a metal bracer that clasps normally around its wielder's wrist. The bracer has a central groove for the bolt, a notch at the close end and a trigger extending forward. The weapon is loaded with both hands, but fired with only one. The crossbow's arms can collapse inward, giving the wielder a +4 bonus to any check required to hide it under clothing or bandaging. It remains usable underwater.

Crossbow, Bracer: Tiny Exotic Weapon; 85 gp; Dmg 1d4; Critical 19-20/x2; Range 30 ft.; 2 lb.; Piercing.

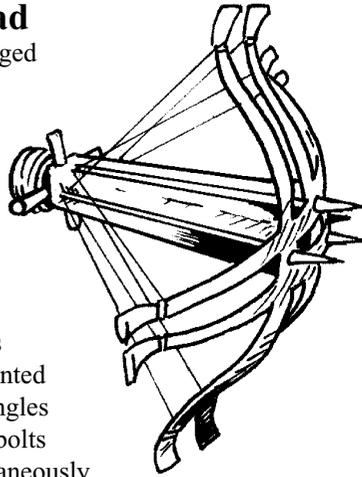
Crossbow, Hand

Loading a hand crossbow is a move-equivalent action that provokes attacks of opportunity.

Crossbow, Hand: Tiny Exotic Weapon; 100 gp; Dmg 1d4; Critical 19-20/x2; Range 30 ft.; 3 lb.; Piercing.

Crossbow, Quad

A highly-stylised, ranged weapon that has the effect of always causing enemies to look twice in order to make sure of what they are seeing. Built around a heavy and durable shaft, this weapon has four crosspieces, mounted in pairs and at right angles to one another. Four bolts may be loaded simultaneously and they are fired as with a normal crossbow, with the wielder simply turning the weapon ninety degrees after each shot to make ready the next bolt. This allows the rapid firing of what is the equivalent of a heavy crossbow, without the compromises of size and strength made with the far more common repeating crossbow. Up to four bolts may be fired according to a character's normal number of attacks, without the need for reloading. No more than four bolts may ever be loaded at any one time in the quad crossbow. Reloading the quad crossbow requires four full rounds which provoke attacks of opportunity.



Crossbow, Quad: Medium-size Exotic Weapon; 395 gp; Dmg 1d10; Critical 19-20/x2; Range 120 ft.; 18 lb.; Piercing.

Crossbow, Repeating

The repeating crossbow holds five crossbow bolts. While it holds bolts, the crossbow can be shot according to a character's normal number of attacks without reloading. Loading a new case of five bolts is a full-round action that provokes attacks of opportunity.

Crossbow, Repeating: Medium-size Exotic Weapon; 250 gp; Dmg 1d8; Critical 19-20/x2; Range 80 ft.; 16 lb.; Piercing.

Cartridge, Repeating Crossbow: 1 gp; 1 lb.

Crossbow, Rifled

Dwarves have long had a love affair with the crossbow and it is only natural that they would study its design and improve upon it; with the rifled crossbow they have done just that. The rifled crossbow is quite unique in its design. Unlike most crossbows, a rifled (cut with spiralling grooves) barrel extends from the front of the arms of the crossbow to allow for greater accuracy and range. The bolts also have a distinctive design in that they are forged in order to get the greatest amount of use from the rifled nature of the crossbow (however, as such, the bolts are not quite as useful for non-rifled crossbows and suffer a -1 penalty to attack rolls when used in conjunction with such crossbows). When using a rifled crossbow a character gains a +1 bonus to his attack rolls.



A rifled crossbow requires two hands to use effectively, regardless of the user's size. Loading a rifled crossbow is a full-round action that provokes attacks of opportunity.

A Medium-size or larger character can shoot, but not load, a rifled crossbow with one hand at a -4 penalty. A Medium-size or larger character can shoot a rifled crossbow with each hand at a -6 penalty, plus the usual -4 penalty for the off-hand attack (-6 primary hand/-10 off hand). The Two-Weapon Fighting feat does not reduce these

penalties because it represents skill with melee weapons, not ranged weapons. The Ambidexterity feat lets someone avoid the -4 off-hand penalty (-6 primary hand/-6 off hand).

Crossbow, Rifled: Medium-size Exotic Weapon; 300 gp; Dmg 1d12; Critical 19-20/x2; Range 150 ft.; 15 lb.; Piercing.

Bolts, Rifled (10): 4 gp; 1 lb.

Crossbow, Siege

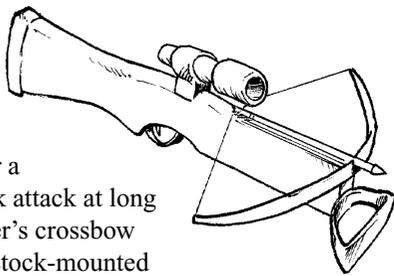
Often called the portable ballista, the siege crossbow is a massive weapon of awesome power. Impossible for a human to operate without resting it upon a solid surface or using the foldaway bipod on its underside, the siege crossbow is the weapon of choice to intimidate an enemy, for its massive bolts can make a mockery of the heaviest of armour. Loading a siege crossbow takes two full-round actions, both of which will provoke an attack of opportunity. However, targets will not receive an armour or shield bonus when attacked with this weapon.

Crossbow, Siege: Large Exotic Weapon; 250 gp; Dmg 2d6; Critical 19-20/x2; Range 150 ft.; 24 lb.; Piercing.

Bolts, Siege (10): 25 gp; 9 lb.

Crossbow, Sniper's

A crossbow specifically designed to boost the ability of a rogue to deliver a punishing sneak attack at long range, the sniper's crossbow incorporates a stock-mounted telescope and simple targeting sight that allows a rogue to zero in on an opponent's vital points from a long distance. When using the sniper's crossbow, a rogue may make sneak attacks from up to 120 feet away from his target. A character without the required proficiency with this weapon may use it as a normal light crossbow, but gains no benefit from the scope.



Crossbow, Sniper's: Medium-size Exotic Weapon; 350 gp; Dmg 1d8; Critical 19-20/x2; Range 80 ft.; 7 lb.; Piercing.

Flutegun

A favourite weapon of bardic assassins, this ordinary looking flute contains a hidden blowgun mechanism. This is an exotic ranged weapon that can be played as a flute and used as a missile weapon at the same time. The needles fired by the flutegun do no damage but can deliver a potent dose of poison. The flutegun only holds one needle at a time, but can be reloaded while playing with a successful Perform check (DC 10). The total Perform check becomes the DC for any opposed Spot checks to notice the reloading.

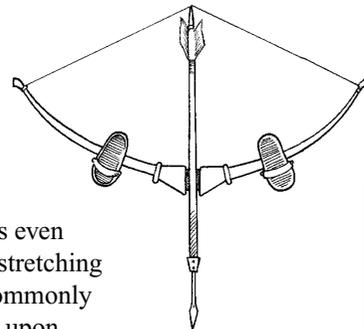


Flutegun: Small Exotic Weapon; 15 gp; Dmg —; Critical —; Range 30 ft.; Weight 3 lb.; Piercing.

Needles, Flutegun (20): 5 gp.

Footbow

A massive and outsized weapon, the footbow shares much in common with the longbow, but is even larger, with some stretching over nine feet. Commonly used by defenders upon higher ground, the footbow may only be fired whilst the character is prone. Sitting down, the character places his feet in two stirrups and then notches and arrow, drawing it up to his chin before releasing. Two hands and two feet are required to fire the footbow, though creatures of large-size or greater may use it as a normal longbow. Two full-round actions are required to reload this weapon. The footbow has an exceptional range, but requires a great deal of practice to fire accurately.



Footbow: Large Exotic Weapon; 175 gp; Dmg 1d10; Critical x3; Range 180 ft.; 7 lb.; Piercing.

Arrows, Footbow (20): 5 gp; 6 lb.

Iron-Breaker

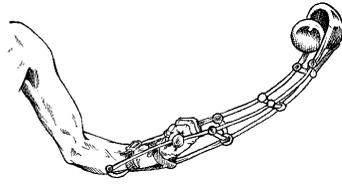
A curious and rare weapon, the iron-breaker is the ultimate advance in the use of sling bullets. Consisting of a large sheaf that is strapped to a fighter's forearm, an over-sized sling bullet is placed within and then the whole weapon swung with great force, imparting a huge amount of energy to the bullet as it flies towards its target. Though requiring great skill to use, a great deal of damage can be caused by the iron-breaker.

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Iron-Breaker:

Medium-size Exotic Weapon; 65 gp; Dmg 1d10; Critical x2; Range 75 ft.; 6 lb.; Bludgeoning.

Bullets, Iron-Breaker (10): 1 gp; 10 lb.



creature attempts to cast a spell, it must succeed at a Concentration check (DC 15) or be unable to cast the spell.

The entangled creature can escape with an Escape Artist check (DC 20) that is a full-round action. The net has 5 hit points and can be burst with a Strength check (DC 25, also a full-round action).

Lariat

Commonly used to capture criminals or take opponents prisoner, the lariat is a loop of rope tossed over an opponent. Once the rope is around a foe, a knot tied into it allows the user to yank the loop tight around his enemy. A lariat may be cast at an opponent up to 10 feet away. If the attacker hits with a ranged touch attack, the defender is caught tight in the rope. He suffers a -2 penalty to all attack rolls and a -4 penalty to Dexterity. In addition, he cannot cast any spells with a somatic component. The lariat has 5 hit points and can be burst with a Strength check taken as a full-round action (DC 25). The target suffers the above penalties so long as the attacker uses a move-equivalent action each round to maintain the lariat's grip. If the attacker lets the line go loose, the defender may automatically shake loose of the lariat with a move-equivalent action. A lariat user can pull a trapped target prone by beating the defender in an opposed Strength check. A lariat is only effective against Small or Medium-size targets. If the attacker misses with his lariat, he may use a move-equivalent action to pull the lariat back in order to use it again.

Lariat: Medium-size Exotic Weapon; 1 gp; Dmg -; Critical -; Range 10 ft. max; 8 lb.

Net

A fighting net has small barbs in the weave and a trailing rope to control netted opponents. It can be used to entangle opponents.

When a net is thrown, make a ranged touch attack against the target. A net's maximum range is 10 feet and the character suffers no range penalties to throw it even to its maximum range. If the attack is successful, the target is entangled. An entangled creature suffers a -2 penalty on attack rolls and a -4 penalty on effective Dexterity. The entangled creature can only move at half speed and cannot charge or run. If the character succeeds at an opposed Strength check while holding the trailing rope, the entangled creature can only move within the limits that the rope allows. If the entangled

A net is only useful against creatures between Tiny and Large size, inclusive. A net must be folded to be thrown effectively. The first time a net is thrown in a fight, the attacker must make a normal ranged touch attack roll. After the net is unfolded, the character suffers a -4 penalty on attack rolls with it. It takes two rounds for a proficient user to fold a net and twice that long for a non-proficient one to do so.

Net: Medium-size Exotic Weapon; 20 gp; Dmg -; Critical -; Range 10 ft. max; 10 lb.

Razor Disk Launcher

A razor disk launcher is a simple length of wood divided into four prongs by two deep slits cut at a cross along its length. The power of the weapon comes from the missiles themselves: sharp, often toothed, disks with short central axles.



String is wound tightly around one end of a disk's axle and, when properly loaded, a proficient wielder pulls the string away quickly, causing the disk to spin rapidly within the launcher. The wielder then snaps the launcher in the direction of a target, causing the spinning disk to fly towards it. Loading a disk and unwinding the string is a move-equivalent action that provokes an attack of opportunity. Winding a string onto a disk requires a full-round action, although disks can be wound and stored ahead of time. Launching a disk without spinning it reduces the range increment to 10 feet and damage to 1d6.

Razor Disk Launcher: Medium-size Exotic Weapon; 1 gp; Dmg 1d10; Critical 19-20/x2; Range 30 ft.; 2 lb.; Slashing.

Razor Disk: 5 gp; 1 lb.

Shuriken

Up to three shuriken can be thrown per attack (all at the same target). Do not apply the Strength modifier to damage with shuriken. They are

too small to carry the extra force that a strong character can usually impart to a thrown weapon.

Shuriken: Tiny Exotic Weapon; 1 gp; Dmg 1; Critical x2; Range 10 ft.; 1/10 lb.; Piercing.

Whip

The whip deals subdual damage. It deals no damage to any creature with even a +1 armour bonus or at least a +3 natural armour bonus. Although the whip is kept in hand, treat it as a projectile weapon with a maximum range of 15 feet and no range penalties.

Because the whip can wrap around an enemy's leg or other limb, trip attacks can be made with it. If a character is tripped during the trip attempt, the whip can be dropped to avoid being tripped. When using a whip, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if the character fails to disarm the opponent).

Whip: Small Exotic Weapon; 1 gp; Dmg 1d2 subdual; Critical x2; Range 15 ft. max; 2 lb.; Slashing.

SEPARATING DOUBLE WEAPONS

A separating double weapon functions like a normal weapon of its type, but is designed to be able to separate into two weapons. A quick twist of the haft can divide a separating dire flail into two light flails, one for each hand. Separating or connecting such a weapon is a move-equivalent action unless the wielder has the Quick Draw feat. Combined with this feat, the weapon can be separated or connected as a free action once per round.

Dwarven craftsmen, who found that double weapons could become a hindrance in confined areas, originally designed separating double weapons. By making the weapons separate, they became more versatile. The idea soon spread to other races and the weapons are becoming more common. Swordsmen find that carrying a two-bladed sword is easier when it can become two long swords to carry in scabbards.

A separating double weapon costs an additional 100 gp over the cost of a normal double weapon of its type. To acquire a masterwork separating

double weapon, the extra cost of masterwork weapons must be added as well.

BOW ACCESSORIES AND AMMUNITION

Throughout this section, adventurers will find many new items that greatly enhance the capabilities and functionality of the humble bow. New ammunition types will allow a skilled archer to select exactly the right arrow or bolt for the situation, while further accessories will permit weapons to shoot further, more accurately or be used for tasks other than mere combat!

Arrows

An arrow used as a melee weapon is Tiny and deals 1d4 points of piercing damage (x2 critical). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls. Arrows come in leather quivers that hold 20 arrows. An arrow that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Arrows (20): 1 gp; 3 lb.

Arrows, Armour Piercing

These arrows have long, narrow, metal points instead of the broader heads commonly used with most arrows. This far smaller impact area of the arrow allows it to punch straight through armour with ease. Any wielder using armour-piercing arrows gains a +1 bonus to all attacks rolls against any targets that have an armour bonus of any kind.

Arrows, Armour Piercing (20): 20 gp; 3 lb.



Arrows, Barbed

With vicious, curved, back-hooks lining the head, this arrow causes a great deal of pain and damage when removed as it digs into flesh. A barbed arrow hitting a target has a 50% chance of wedging in. If this occurs, the arrow will cause an additional 1d6 points of damage upon removal, unless a Heal check at DC 15 is made.

Arrows, Barbed (20): 10 gp; 3 lb.



Arrow, Broad

This arrow has a broader head than a normal arrow, making it heavier and able to deal more damage when it hits. It deals 1d8 hit points of damage when fired from a shortbow and 1d10 when fired from a longbow. The increased weight takes 10 feet from the weapon's range increment.

Arrows Broad (20): 15 sp; 4 lb.

Arrows, Fire

Fire arrows are specially constructed devices, designed to stay alight even in the midst of wind and rain through the use of a broad head and a small internal reservoir of oil. A fire arrow will remain alight for 1d6 rounds after it has been ignited and will deal an additional 1d4 points of fire damage when it strikes. The range increment of any bow launching a fire arrow is reduced by 20 feet, due to the extra weight of the missile.

Arrows, Fire: 15 gp each.



Arrows, Fishing

Sometimes used in combat to attach thin lines to targets, the fishing arrow has small, barbed hooks and waterproofed fletchings to allow fishermen to easily catch fish just beneath the surface of water. Each arrow has 50 feet of line attached to its tail, which will support up to 30 pounds in weight.

Arrows, Fishing (20): 4 gp; 3 lb.



Arrows, Flight

A far lighter arrow than many are used to, flight arrows are lightly constructed in order to give them much greater ranges. The range increment of any bow using flight arrows is increased by 30 feet. However, each arrow will only cause 1d4 damage if fired from a shortbow, or 1d6 damage from a longbow.

Arrows, Flight (20): 3 gp; 1 lb.



Arrows, Game

Game arrows have blunt, heavy tips designed to stun small prey rather than completely destroy it. The game arrow counts as a bludgeoning weapon and deals subdual damage only. However, the range increment of the bow it is fired from is halved, due to the unpredictable flight characteristics of the arrow.

Arrows, Game (20): 4 gp; 4 lb.



Arrows, Smokescreen

The smokescreen arrow must be lit before it is fired. Lighting one is a standard action. One round after it is lit, this non-damaging explosive emits a cloud of smoke in a 10-foot radius that persists for 1d3+6 rounds. Windy conditions reduce the duration by five rounds. Visibility within the smoke is limited to two feet and everything within the cloud is considered to have nine-tenths concealment. Smokescreen arrows reduce the range increment of any bow they are fired from by 20 feet, due to the additional weight of the tip. Creating a smokescreen arrow requires an Alchemy skill check (DC 25) and a Craft (fletcher) skill check (DC 15).

Arrow, Smokescreen: 50 gp each; ½ lb.



Arrows, Thunder

Similar to a thunderstone, the thunder arrow has a blunted point that creates a deafening bang when it strikes a hard surface. Creatures within 10 feet of the missile's impact must make a Fortitude save (DC 15) or be deafened. Deaf creatures, in addition to the obvious effects, suffer a -4 penalty on initiative and a 20% chance to miscast and lose any spell with a verbal component. Thunder arrows reduce the range increment of any bow they are fired from by 20 feet due to the additional weight of the tip. Creating a thunder arrow requires an Alchemy skill check (DC 25) and a Craft (fletcher) skill check (DC 15).

Arrows, Thunder: 50 gp each; ½ lb.



Arrows, Tracer

The shafts of these arrows have been treated with an alchemical substance that ignites when air rushes over it at great speed, such as when fired from a bow. Elves typically use tracer arrows in low-light conditions, as their eyesight allows them to benefit from the fiery path the arrow traces in darkness. If this arrow hits its mark, all characters with low-light vision gain a +1 circumstance bonus to their next ranged attack rolls against that same target, including the archer who fired the arrow in the first place. This effect provides no benefit during the day or under lighting conditions that would allow a human to see the target clearly.

Arrows, Tracer (10): 2 gp; 3 lb.

Arrows, Whistling

Often used for signalling in the midst of battle, or as warnings by sentries, whistling arrows emit a distinctive, high-pitched sound when fired, by funnelling air through channels in the head of the arrow. The noise is easily audible to any within 60 feet of the flight path of the arrow and requires a Listen check at DC 10 to be heard up to 500 feet. Whistling arrows do only 1d4 points of damage when fired at a target, due to their much lighter construction.

Arrows, Whistling (20): 10 gp; 2 lb.



Bolts

A crossbow bolt used as a melee weapon is Tiny and deals 1d4 points of piercing damage (x2 critical). Since it is not designed for this use, all characters are treated as not proficient with it and thus suffer a -4 penalty on their attack rolls. Bolts come in wooden cases that hold 10 bolts. A bolt that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

Bolts (10): 1 gp; 1 lb.

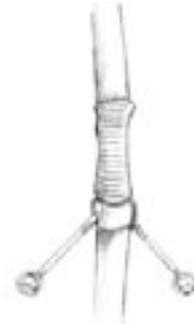
Bow Sling

The bow sling is a simple attachment that may be added to any longbow or shortbow. Consisting of little more than a cured leather strap attached to an archer's hand, the sling will stop a bow from being accidentally dropped. A character with a bow sling gains a +4 circumstance bonus to all rolls made against him being disarmed of his bow.

Bow Sling: 1 gp.

Bow Stabiliser

Stabilisers are weights mounted on the front of a bow to keep the weapon stable during long-ranged shots. They increase the range increment of any bow they are fitted to by 20 feet. However, they may only be fitted to longbows and shortbows.



Bow Stabiliser: 100 gp; 2 lb.

Bullets, Sling

Bullets are lead spheres, much heavier than stones of the same size. They come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed; one that misses has a 50% chance to be destroyed or lost.

Bullets, Sling (10): 1 sp; 5 lb.

Flarrow

These signalling devices are simply arrows with alchemically-treated tips. The tip of the arrow can be struck against any rough surface as a standard action, igniting the flarrow for five rounds. Anyone struck with a flarrow takes an additional 1d6 points of fire damage and risks catching on fire. Because of the added weight of the inflammable tip, flarrows decrease the range increment of any bow they are fired from by 20 feet. Standard flarrows burn normally, though flarrows with blue and green flames are also available. Different coloured flarrows are often used to signal different meanings among organised troops. Creating a flarrow requires an Alchemy skill check (DC 20) and a Craft (fletcher) skill check (DC 15). Creating a blue or green flarrow requires an Alchemy skill check (DC 25) and a Craft (fletcher) skill check (DC 15).



Flarrow: 2gp each; ½ lb.

Flarrow, Blue/Green: 8 gp each; ½ lb.

Hunting Fletchings

Hunting fletchings may be added to any type of arrow, except fire and whistling, and require a Craft (fletcher) skill check (DC 10) to successfully fit. However, a character may pay a fletcher

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to do this for him for an additional 2 gp per 20 arrows. These fletchings are designed to quickly decelerate an arrow once fired, thus reducing the range increment of any bow using them by 20 feet. However, they are far easier to recover because of this and every arrow shot with hunting fletchings has a 75% chance of being recovered after use.

Hunting Fletchings (20): 2 gp.

Oiled Bowstring

During the rainy seasons, archers must take special care of their bows. The bow's body is treated with ironwood balm and the string is replaced with an oiled bowstring. In addition to reduced maintenance needs, this bowstring increases the range increment of any bow or composite bow by 20 feet.

Oiled Bowstring: 5 gp.

ARMOUR

A good suit of armour will protect an adventurer against the most dreadful of foes, allowing him to endure blow after blow as he fights. Adventurers often take more care over the condition of their armour than they do with weapons, for a complete suit can represent a great expense, whereas a lost sword may be replaced from the next slain enemy.

Aeroglass Plate

This fragile-looking creation is actually quite stalwart. It is basically just ordinary full plate armour crafted from aeroglass. The silvery, transparent nature of the armour gives it a rather unusual look and many members of the nobility wear this armour simply as a fashion statement. Aeroglass floats in water and this armour has saved many a brave warrior from a watery grave. The armour provides no bonus to swim checks; it just keeps the wearer on the surface. It is still possible, though, to weigh oneself down with heavy stones in order to dive.

Aeroglass Plate: Medium Armour; 3,000 gp; AC +6; Max Dex +3; Check -4; SF 30%; Spd 20 ft./15 ft.; 35 lb.



Armour Spikes

Spikes can be added to armour. They deal 1d6 points of piercing damage (x2 critical) with a successful grapple attack. The spikes count as a martial weapon. If a character is not proficient with them, the character suffers a -4 penalty on grapple checks when trying to use them. A regular melee attack (or off-hand attack) can be made with the spikes and they count as a light weapon in this case.

An enhancement bonus on a suit of armour does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Armour Spikes: Original Armour +50 gp; +10 lb.

Back and Breast

This armour consists of a breast and back plate, usually worn in addition to lighter armour, thus providing an extra degree of protection at the expense of increased weight and less freedom of movement. The armour bonus may be added to that of any light armour already being worn,

transforming it into medium armour. The back and breast may be removed in five rounds and donned without aid in one minute, allowing the fighter to quickly switch between heavy protection for combat and light armour for agility, as the situation demands.

Back and Breast: Medium Armour; 50 gp; AC +2; Max Dex +2; Check -5; SF 20%; Spd 20 ft./15 ft.; 15 lb.



Banded Mail

This armour is made of overlapping strips of metal sewn to a backing of leather and chainmail. The strips cover vulnerable areas, while the chain and leather protect the joints and provide freedom of movement. Straps and buckles distribute the weight evenly. It includes gauntlets.

Banded Mail: Heavy Armour; 250 gp; AC +6; Max Dex +1; Check -6; SF 35%; Spd 20 ft./15 ft.; 35 lb.

Bladeshatter Plate

The armour plates of this battle suit form sharp angles, which can chip or even shatter a sword or knife blade when it strikes them at the proper angle. The unique form of the plates does not affect axes, hammers, or other weapons. When an attack roll made by a sword or other long-bladed weapon fails by more than 10, the weapon used in the attack suffers 1d8 hit points of damage, ignoring the hardness rating of the weapon. Note that magical weapons with an enhancement bonus are unaffected by bladeshatter plate unless the armour has an equal or greater enhancement bonus.

Bladeshatter Plate: Heavy Armour; 3,000 gp; AC +8; Max Dex +0; Check -6; SF 40%; Spd 20 ft./15 ft.; 50 lb.

Breastplate

A breastplate covers the front and back. It comes with a helmet and matching greaves (plates to cover the lower legs). A light suit or skirt of studded leather beneath the breastplate protects limbs without restricting movement much.

Breastplate: Medium Armour; 200 gp; AC +5; Max Dex +3; Check -4; SF 25%; Spd 20 ft./15 ft.; 30 lb.

Brigandine

Brigandine armour consists of metal splints sewed upon canvas, linen or leather and covered with similar materials. Unlike splint mail, the metal splints are wider and lighter, and resemble padded armour until hit.

Brigandine: Medium Armour; 250 gp; AC +5; Max Dex +4; Check -4; SF 20%; Spd 20 ft./15 ft.; 25 lb.

Bronze Plate

Taking the form of half-plate armour, bronze plate is much lighter in construction, allowing the fighter greater mobility at the expense of heavy protection.

Bronze Plate: Heavy Armour; 900 gp; AC +6; Max Dex +2; Check -5; SF 30%; Spd 20 ft./15 ft.; 40 lb.



Buckler

This small, metal shield is strapped to the forearm, allowing it to be worn and still use the hand. A bow or crossbow can be used without penalty. An off-hand weapon can be used, but a -1 penalty on attack rolls is imposed because of the extra weight on your arm. This penalty stacks with those for fighting with the off hand and, if appropriate, for fighting with two weapons. In any case, if a weapon is used in the off-hand, the character does not get the buckler's AC bonus for the rest of the round.

Buckler: Shield; 15 gp; AC +1; Max Dex -; Check -1; SF 5%; Spd -; 5 lb.

Buckskin Armour

This armour is composed of reinforced buckskin. Barbarians often gather the skins from young bucks to outfit their villages with this type of armour for tribal wars.

Armour of this ilk is often the first set a tribal elder gives to a young barbarian once he comes of age to hunt with the adults. The armour is fortified in such a way that it does not hinder the movements of the wearer while offering better protection in the field.



Buckskin Armour: Light Armour; 30 gp; AC +2; Max Dex +7; Check -; SF 10%; Spd 30 ft./20 ft.; 15 lb.

Camouflage Armour

This armour is made of interlocking leather scales dyed in earthy tones and shaped like leaves. Only the helmet, breast piece, bracers and grieves are crafted this way, with leggings and sleeves made of softer leather with etched leaf patterns. Camouflage armour grants a +2 circumstance bonus to Hide checks as long as the terrain and season match the armour's colours. Craftsmen strip and dye camouflage armour when the season changes and the natural paints can last up to 1d4+2 months without needing to be reapplied.

Camouflage Armour: Light Armour; 50 gp; AC +3; Max Dex +5; Check -1; SF 15%; Spd 30 ft./20 ft.; 15 lb.

Chain Shirt

A shirt of chainmail protects the torso while leaving the limbs free and mobile. A layer of quilted fabric underneath it prevents chafing and cushions the impact of blows. It comes with a steel cap.

Chain Shirt: Light Armour; 100 gp; AC +4; Max Dex +4; Check -2; SF 20%; Spd 30 ft./20 ft.; 25 lb.

Chainmail

This armour is made of interlocking metal rings. It includes a layer of quilted fabric underneath it to prevent chafing and to cushion the impact of blows. Several layers of mail are hung over vital areas. Most of the armour's weight hangs from the shoulders, making chainmail uncomfortable to wear for long periods of time. It includes gauntlets.

Chainmail: Medium Armour; 150 gp; AC +5; Max Dex +2; Check -5; SF 30%; Spd 20 ft./15 ft.; 40 lb.

Chainmail, Arcane

This suit of armour consists of interlocking mithril rings, with wide splits along the arms and legs to give the wearer greater freedom of movement with his limbs at the expense of a little protection. Spellcasters profit more from this armour than any other character, as it is easier to perform a spell's required gestures because of the splits.

Chainmail, Arcane: Light Armour; 4,200 gp; AC +4; Max Dex +5; Check -2; SF 10%; Spd 30 ft./20 ft.; 20 lb.

Chitinous Armour

Crafted from the specially-treated shells of giant spiders, boulder beetles and various oversized insects, this armour provides decent physical protection to its wearer, but excellent protection against missile attacks thanks to its naturally rounded shape and smooth exterior. Its armour bonus is doubled against ranged attacks.

Chitinous Armour: Light Armour; 200 gp; AC +3; Max Dex +4; Check -1; SF 15%; Spd 30 ft./20 ft.; 10 lb.

Climbing Armour

Lightweight and covered with an assortment of hooks, carabineers and tough, leather loops, this

armour is designed to assist the wearer in his climbing attempts. Unfortunately, the design that allows the wearer to clamber up sheer surfaces also makes it more difficult for him to manoeuvre when not climbing. Anyone wearing climbing armour receives a +2 circumstance bonus to any Climb checks.

Climbing Armour: Light Armour; 100 gp; AC +2; Max Dex +3; Check -2; SF 15%; Spd 20 ft./15 ft.; 20 lb.

Cord Armour

Cord is woven from tree bark and other durable plant fibres, tightly knotted and plaited into a thick, durable fabric. Like chainmail, cord armour is sometimes combined with heavier metal plates and is usually accompanied by a silk under-dress that protects the wearer from the coarse nature of the material. Cord is popular among halflings, elves and druids.

Cord Armour: Light Armour; 10 gp; AC +2; Max Dex +6; Check -2; SF 15%; Spd 30 ft./20 ft.; 10 lb.

Dragonscale Armour

This is the most prized possession of any fighter lucky or rich enough to gain possession of such a suit. Similar to scale mail but using the smaller scales of a great dragon, this armour guarantees a fighter with the best protection possible and yet limits little of his speed and mobility due to its great flexibility. In addition, the wearer also gains energy resistance 10 against all attacks related to the breath weapon of the dragon from which the suit was made – armour made from the scales of a red dragon, for instance, would grant energy resistance against all fire-based attacks. Dragonscale is extremely rare and many fighters are willing to risk the dangers of actually seeking a dragon out in order to gain such armour.

Dragonscale Armour: Medium Armour; 18,000gp; AC +10; Max Dex +3; Check -4; SF 30%; Spd 20 ft./15 ft.; 30 lb.



Feather Skin

This leather-like material is naturally buoyant in air, literally hanging in the air wherever it is placed. A suit of armour made from feather skin has the defensive values of leather without any weight, making it a favourite among rogues. Falling damage is reduced by two points per 10 feet fallen, to a minimum of one point per 10 feet. There are many other uses for feather skin, such as weightless spellbooks and saddles. Creating feather skin requires an Alchemy skill check (DC 35) and a Craft (leatherworking) check (DC 15). Turning feather skin into a suit of armour requires a Craft (leatherworking) skill check (DC 20).



Feather Skin: 250 gp per square foot.

Feather Skin Armour: Light Armour; 2,000 gp; AC +2; Max Dex +6; Check –; SF 10%; Spd 30 ft./20 ft.

Full Plate

This armour consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, heavy leather boots and a visored helmet. Buckles and straps distribute the weight over the body, so full plate hampers movement less than splint mail even though splint is lighter. Each suit of full plate must be individually fitted to its owner by a master armoursmith, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4x100) gp.

Full plate is also known as field plate.

Full Plate: Heavy Armour; 1,500 gp; AC +8; Max Dex +1; Check –6; SF 35%; Spd 20 ft./15 ft.; 50 lb.



Fur-Lined Hide Mail

Made from hardened layers of leather, this armour is adorned with soft fur around the neck and waistline. It is favoured among druids both for its capacity to protect

from injury and its aesthetic appearance. Druids who are learned in the ways of armourcraft often create this type of armour for themselves. Fur-lined hide mail offers a greater amount of protection than it appears to.

Fur-Lined Hide Mail: Medium Armour; 65 gp; AC +4; Max Dex +3; Check –3; SF 20%; Spd 20 ft./15 ft.; 20 lb.

Gauntlet, Locked

This armoured gauntlet has small chains and braces that allow the wearer to attach his weapon so that it cannot be dropped easily. It adds a +10 bonus to any roll to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round action that provokes attacks of opportunity. The price given is for a single locked gauntlet. The weight given only applies if the character is wearing a breastplate, light armour or no armour. Otherwise, the locked gauntlet replaces a gauntlet the character already has as part of the armour.

While the gauntlet is locked, the hand wearing it cannot be used for casting spells or employing skills. Like a normal gauntlet, a locked gauntlet deals normal damage rather than subdual damage with an unarmed strike.

Gauntlet, Locked: 8 gp; +5 lb. to breastplate and light armour.

Half-Plate

This armour is a combination of chainmail with metal plates (breastplate, epaulettes, elbow guards, gauntlets, tassets and greaves) covering vital areas. Buckles and straps hold the whole suit together and distribute the weight, but the armour still hangs more loosely than full plate. It includes gauntlets.

Half-Plate: Heavy Armour; 600 gp; AC +7; Max Dex +0; Check –7; SF 40%; Spd 20 ft./15 ft.; 50 lb.

Half-Plate, Elven

Elven half-plate armour is the heaviest armour elves will wear in battle. It is made with interlocking mithril rings with elegant plates strapped and hooked around the body. Elves craft this armour to outfit their knights and it is almost unheard of among other races or elves that are not

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part of the nobility. Ceremonial half plate has the plates and rings alloyed with bronze, gold or silver with fine carvings, but it is still useful in battle.

Half-Plate, Elven: Medium Armour; 4,600 gp; AC +7; Max Dex +2; Check -4; SF 30%; Spd 20 ft./15 ft.; 25 lb.

Hauberk

A hauberk is a one-piece set of chain armour. It is similar to a chain shirt, except that it hangs lower, to just below the knee. Most hauberks have a hood attached that protects the wearer's head. A hauberk is cheaper and easier to manufacture than regular chainmail and offers nearly the same amount of protection, although it hinders its wearer's movements more.



Hauberk: Medium Armour; 110 gp; AC +5; Max Dex +1; Check -5; SF 30%; Spd 20 ft./15 ft.; 30 lb.

Heraldic Coin Armour

This unique set of armour is crafted from the various types of coins found throughout the local kingdoms. Everything from copper to platinum has been used to create intricate patterns, including family crests in some instances. This armour is highly prized by war captains and nobles as a symbol of their status.



Heraldic Coin Armour: Medium Armour; 450 gp to 5,000 gp; AC +4; Max Dex +4; Check -4; SF 25%; Spd 20 ft./15 ft.; 30 lb.

Hide

This armour is prepared from multiple layers of leather and animal hides. It is stiff and hard to move in.

Hide: Medium Armour; 15 gp; AC +3; Max Dex +4; Check -3; SF 20%; Spd 20 ft./15 ft.; 25 lb.

Hide, Bugbear

The hide of a bugbear is renowned amongst armoursmiths for being unusually resilient to blows when cured and waxed in a certain fashion.

Hide, Bugbear: Medium Armour; 525 gp; AC +4; Max Dex +4; Check -3; SF 20%; Spd 20 ft./15 ft.; 25 lb.

Hide, Hunter's

Most hide armour bears little evidence of which animal it originally came from, but hunter's hide is the exception. The cured hide wraps around the wearer mimicking the anatomy of a beast, fur and smell included, with the head of the animal serving as a helmet. The armour provides a +1 circumstance bonus to Hide or Disguise checks made in the wilderness, as well as a +2 bonus to Wilderness Lore checks used for hunting.

Hide, Hunter's: Medium Armour; 20 gp; AC +3; Max Dex +3; Check -3; SF 20%; Spd 20 ft./15 ft.; 25 lb.

Hide, Hydra

Often regarded as a poor knight's dragonscale, hydra hide is nevertheless extremely rare as armour. It is very tough and yet remains flexible enough to permit most movement.

Hide, Hydra: Medium Armour; 6,000 gp; AC +6; Max Dex +4; Check -3; SF 20%; Spd 20 ft./15 ft.; 25 lb.

Leather Armour

The breastplate and shoulder protectors of this armour are made of leather that has been stiffened by boiling in oil. The rest of the armour is softer and more flexible leather.

Leather Armour: Light Armour; 10 gp; AC +2; Max Dex +6; Check 0; SF 10%; Spd 30 ft./20 ft.; 15 lb.

Leather Armour, Digester

This armour retains the digester's acid-resistant qualities, granting its wearer acid resistance 10. This armour may be upgraded to studded leather by increasing the price by 15 gp and weight by five pounds. Studded leather provides an additional

+1 armour bonus but increases the armour check penalty by -1.

Leather Armour, Digester: Light Armour; 8,000 gp; AC +2; Max Dex +6; Check 0; SF 10%; Spd 30 ft./20 ft.; 15 lb.

Leather Armour, Displacer Beast

A displacer beast's hide grants bizarre, light-bending qualities that make it difficult to determine the wearer's location. This armour grants a 10% miss chance to all attacks against the wearer and a +1 circumstance bonus to all Hide checks. This armour may be upgraded to studded leather by increasing the price by 15 gp and weight by five pounds. Studded leather provides an additional +1 armour bonus but increases the armour check penalty by -1.

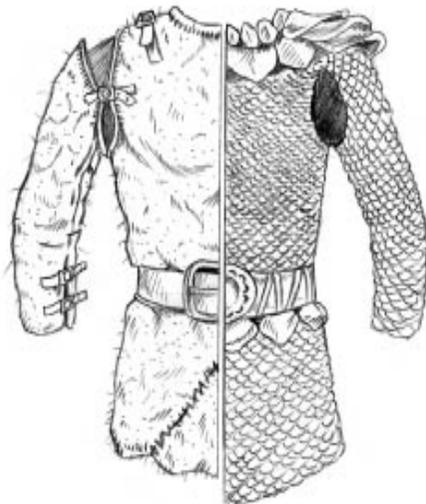
Leather Armour, Displacer Beast: Light Armour; 12,000 gp; AC +2; Max Dex +6; Check 0; SF 10%; Spd 30 ft./20 ft.; 15 lb.

Leather Armour, Gargoyle

The thick, stony skin of a gargoyle produces bulky armour that limits its wearer's movement and agility but serves as excellent camouflage in subterranean settings. Its wearer gains a +4 circumstance bonus to Hide checks in subterranean, mountainous and rocky terrain. This armour may be upgraded to studded leather by increasing the price by 15 gp and weight by five pounds. Studded leather provides an additional +1 armour bonus but increases the armour check penalty by -1.

Bugbear hide

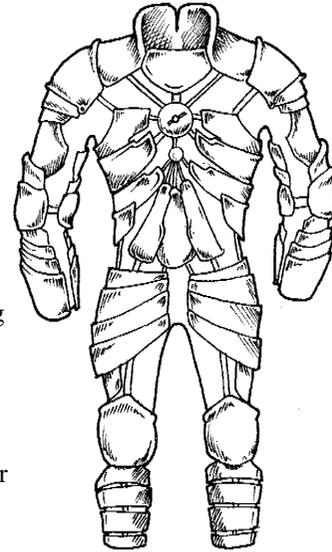
Hydra hide



Leather Armour, Gargoyle: Light Armour; 1,400 gp; AC +3; Max Dex +4; Check -2; SF 20%; Spd 30 ft./20 ft.; 30 lb.

Leather Armour, Gorgon

A gorgon's steely hide produces stout but flexible armour. In addition, it grants its wearer a +2 circumstance bonus to all saves against petrifying attacks. This armour may be upgraded to studded leather by increasing the price by 15 gp and weight by five pounds. Studded leather provides an additional +1 armour bonus but increases the armour check penalty by -1.



Leather Armour, Gorgon: Light Armour; 2,500 gp; AC +5; Max Dex +4; Check 0; SF 20%; Spd 30 ft./20 ft.; 10 lb.

Leather Armour, Hell Hound

Leather armour crafted from a hell hound's hide grants its wearer resistance to fire attacks but leaves him vulnerable to cold-based ones. Hell hound leather grants fire resistance 10 but incurs a -2 circumstance penalty to all saves against cold attacks. This armour may be upgraded to studded leather by increasing the price by 15 gp and weight by five pounds. Studded leather provides an additional +1 armour bonus but increases the armour check penalty by -1.

Leather Armour, Hell Hound: Light Armour; 9,200 gp; AC +2; Max Dex +6; Check 0; SF 20%; Spd 30 ft./20 ft.; 15 lb.

Leather Armour, Night

Originally crafted by drow, night leather armour is ink-black and made with soft and tough spidersilk, though non-drow versions use dyed gossamer thread. The material seems to absorb light and, coupled with its suppleness, grants its wearer a +2 bonus to Hide and Move Silently checks. This armour can be worn under other light and medium

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armour but this cancels the bonus to the skill checks.

Leather Armour, Night: Light Armour; 60 gp; AC +2; Max Dex +8; Check 0; SF 5%; Spd 30 ft./20 ft.; 5 lb.

Leather Armour, Rust Monster

While extremely difficult to harvest and use, rust monster hides produce armour that renders many weapons useless. A non-magical metal weapon used to deal damage to the wearer has a 10% chance of crumbling into rust.

Leather Armour, Rust Monster: Light Armour; 13,500 gp; AC +1; Max Dex +6; Check 0; SF 10%; Spd 30 ft./20 ft.; 10 lb.

Leather Armour, Troglodyte

Much like chameleons, troglodytes can change their coloration to better blend in with their environment. Cured troglodyte hide retains some of these characteristics, granting its wearer a +2 circumstance bonus to all Hide checks. This armour may be upgraded to studded leather by increasing the price by 15 gp and weight by five pounds. Studded leather provides an additional +1 armour bonus but increases the armour check penalty by -1.

Leather Armour, Troglodyte: Light Armour; 1,200 gp; AC +2; Max Dex +6; Check 0; SF 10%; Spd 30 ft./20 ft.; 15 lb.

Oaken Tree Bark Armour

Made from the treated bark of the oak tree, this armour protects its wearer fairly well. Those who are out in the field and in need of an emergency set of armour often craft this type.

Oaken Tree Bark Armour: Medium Armour; 10 gp; AC +3; Max Dex +4; Check -4; SF 20%; Spd 20 ft./15 ft.; 25 lb.

Padded

Padded armour features quilted layers of cloth and padding frequently in a diamond or square pattern.

Padded: Light Armour; 5 gp; AC +1; Max Dex +8; Check 0; SF 5%; Spd 30 ft./20 ft.; 10 lb.

Plant Fibre Plate

This heavy armour is made from densely compressed plates of extremely tough and resistant plant fibres. This armour can be enchanted through standard means.

Plant Fibre Plate:

Heavy Armour; 700 gp; AC +6; Max Dex +2; Check -6; SF 35%; Spd 20 ft./15 ft.; 35 lb.



Quick-Change Plate

Invented by a gnome spy who often went undercover in heavily-patrolled fortresses, quick-change plate is a suit of half-plate armour designed to quickly drop off its wearer with the pull of a single pin. Quick-change plate is specially designed to give its wearer plenty of space, allowing him to wear his normal armour and carry his regular equipment within the armour. Thus, this item is very popular with rogues who must penetrate areas where heavily armoured guards and travellers are the norm. By pulling out a single pin that keeps a complex series of straps in place, the wearer discards the armour in a matter of seconds. Removing quick-change plates takes a full-round action. Donning the armour is a much more daunting process, as the intricate series of straps and joints that keep the armour assembled require 10 minutes to properly assemble. Quick-change plate cannot be donned hastily and aid from others does not speed up the process of assembling it.

Quick-Change Plate: Heavy Armour; 950 gp; AC +5; Max Dex +0; Check -8; SF 20%; Spd 20 ft./15 ft.; 55 lb.

Robe, Armoured

This mundane-looking garment appears as the typical robe worn by a wizard, priest or other scholar. Small, metal plates and thick leather padding sewn into the inner side of the robe provide protection without drawing undue attention to the wearer. Unfortunately, armoured robes are both bulky and heavy, limited the wearer's agility and speed.

Robe, Armoured: Medium Armour; 55 gp; AC +3; Max Dex +3; Check -4; SF 25%; Spd 20 ft./15 ft.; 30 lb.

Robe, Battle

Another garment for battle-minded wizards, the elven version of the armoured robe is not designed for stealth, but for the protection of a war wizard. Resilient fabric made from gossamer thread intertwines with mithril wire and small, iron plates, providing very good protection with few obstacles for spellcasting. There are versions of battle robes tailored as dresses and gowns, worn by elf ladies who go into battle as part of their noble duties.

Robe, Battle: Medium Armour; 2,500 gp; AC +4; Max Dex +4; Check -2; SF 15%; Spd 20 ft./15 ft.; 15 lb.

Robe of Yew Leaves



Druids have long fashioned their own armour from the bounties of nature. This unique set of armour is no exception. Fashioned from the treated leaves of the yew tree and reinforced with thin strips of tanned leather, this armour is both functional and often quite beautiful.

Robe of Yew Leaves:

Light Armour; 55 gp; AC +2; Max Dex +8; Check -; SF 10%; Spd 30 ft./20 ft.; 5 lb.

Roundels

Consisting of a series of discs attached to the vulnerable joints of metal armour, roundels provide a greater level of protection at the expense of extra weight. Roundels may be combined with any medium or heavy armour, with the exception of full plate.



Roundels: +125 gp; AC +1; Max Dex -1; Check -1; SF -; Spd -; +10 lb.

Scale Mail

This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces

of metal, much like the scales of a fish. It includes gauntlets.

Scale Mail: Medium Armour; 50 gp; AC +4; Max Dex +3; Check -4; SF 25%; Spd 20 ft./15 ft.; 30 lb.

Shield, Crossbow

Similar to a tower shield, this device can be attached to the front of a crossbow to form a protective tripod. This not only shields the archer but also stabilises the weapon for a more accurate shot. Setting up the crossbow shield requires three rounds, after which it provides the user with the protection of a tower shield along with a +1 circumstance bonus to all attacks made with the crossbow. Once the shield is set up, the wielder can leave it in place and perform other actions while still receiving the protection of the shield. The crossbow shield's wielder could, for example, set up the shield and then release his hold on it to cast a spell and suffers no penalty for doing so. If the shield is set up and not being actively controlled by a wielder, however, it can be knocked over by anyone on the other side with a standard action. A view hole in the shield allows the wielder to see targets on the other side but is also large enough for the wielder to be targeted by spells.

Shield, Crossbow: Shield; 100 gp; provides cover; Check -10; SF 50%; Spd -; 50 lb.

Shield, Dragonscale

Often considered rarer than full dragonscale armour, the dragonscale shield is made from a single huge scale, only to be found upon the death of the mightiest of wyrms. Providing excellent protection, the dragonscale shield also remains light and easy to use, despite being the size of any other large shield. In addition, to the armour bonus, the dragonscale shield will also bestow its wielder with energy resistance 5 to any attacks related to the breath weapon of the dragon the scale was gleaned from - see dragonscale armour for more details.



Shield, Dragonscale: Shield; 11,000 gp; AC +3; Max Dex -; Check -; SF -; Spd -; 10 lb.

Shield, Jousting

So-called because it finds use in jousting tournaments, this shield has a round cleft on its right upper edge, designed to fit a lance for better stability. Using a jousting shield during a charge action with a lance gives a +1 circumstance bonus to the attack roll.

Shield, Jousting: Shield; 30 gp; AC +2; Max Dex –; Check –2; SF 15%; Spd –; 10 lb.

Shield, Large, Wooden or Steel

A large shield is too heavy to use the shield hand for anything else. Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as warp wood and heat metal).

Shield, Large, Steel: Shield; 20 gp; AC +2; Max Dex –; Check –2; SF 15%; Spd –; 15 lb.

Shield, Large, Wooden: Shield; 7 gp; AC +2; Max Dex –; Check –2; SF 15%; Spd –; 10 lb.

Shield, Leather

Leather shields are light and very flexible but provide only limited protection against attack. The leather is supported across a wooden framework and stiffened using processes similar to those used in the creation of hide armour. The leather shield's armour bonus only applies to bludgeoning weapons, as piercing and slashing attacks will rip straight through the material.

Shield, Large, Leather: Shield; 2 gp; AC +2; Max Dex –; Check –2; SF –; Spd –; 3 lb.

Shield, Small, Leather: Shield; 1 gp; AC +1; Max Dex –; Check –1; SF 5%; Spd –; 2 lb.

Shield, Mancatcher

This large shield is meant to be strapped on the arm lengthwise and is distinguished by its telltale hook upon the shield's tip. Due to the design of the shield the hook acts as an extension of the arm but provides less protection than a normal large shield (only a +1 armour bonus, instead of +2). A character using the mancatcher shield gains a +2 bonus on disarm and trip attempts against opponents.



Shield, Mancatcher: Small Exotic Weapon; 25 gp; Dmg 1d4; Critical x2; Piercing; AC +1; Max Dex –; Check –2; SF 15%; Spd –; 18 lb.

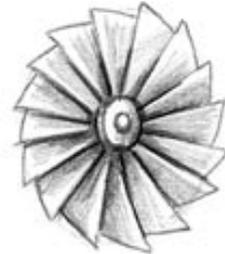
Shield, Retractable

Due to the ingenuity of gnomes, the retractable shield has come from the depths of imagination to the reality of the battlefield.

Though it initially appears to be the size of a buckler (and have all the properties thereof) the retractable shield can actually be expanded with the pulling of a release key (this requires a standard action).

Upon release the fans that make up the retractable shield spread out and become a large shield.

The retractable shield then has all the properties of a large shield. Retractable shields require one minute to retract to their original state and this is done by turning the key until the fans that make up the shield lock into place. Retractable shields may be made of either wood or steel. The first set of statistics below are used when the shield is retracted, the second set are used when the shield is deployed.



Shield, Retractable, Metal: Shield; 50 gp; AC +1/+2; Max Dex –; Check –1/–2; SF 5%/15%; 18 lb.

Shield, Retractable, Wooden: Shield; 15 gp; AC +1/+2; Max Dex –; Check –1/–2; Arcane 5%/15%; 12 lb.

Shield, Sickle

The sickle-like blades are typically retracted into the shield; however, with a quick movement of the arm, a sickle blade extends from the shield. Only small and large shields may have this modification, bucklers and tower shields may not. When attacking with a small sickle shield's blade the character suffers a –1 penalty due to the awkward weight of the shield, large sickle shield blades suffer a –2 penalty to attack rolls.

Shield, Sickle, Large: Small Exotic Weapon; +30 gp; Dmg 1d8; Critical x3; +6 lb.; Slashing.

Shield, Sickle, Small: Small Exotic Weapon; +12 gp; Dmg 1d6; Critical x3; +3 lb.; Slashing.



Shield, Small, Wooden or Steel

A small shield's light weight lets a character carry other items in that hand (although the character cannot use weapons). Wooden and steel shields offer the same basic protection, though they respond differently to special attacks (such as warp wood and heat metal).

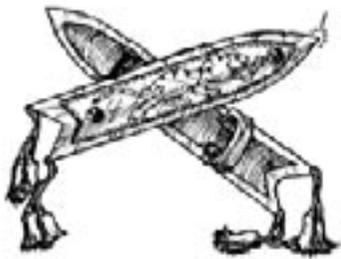
Shield, Small, Steel: Shield; 9 gp; AC +1; Max Dex –; Check –1; SF 5%; Spd –; 6 lb.

Shield, Small, Wooden: Shield; 3 gp; AC +1; Max Dex –; Check –1; SF 5%; Spd –; 5 lb.

Shield, Tiger Steel

Tiger steel shields are an exotic combination of weapon and shield – three-foot-long, one-foot-wide, gently curved lengths of steel sharpened on the edges and tapering to a spear point that projects just past the fingertips. Tiger steel shields are most often used in pairs, though can be used by any character with the Shield Proficiency feat. Normally, a character loses the shield's AC bonus if he attacks with it but a character that also possesses the Exotic Weapon Proficiency (tiger steel shield) feat retains the AC bonus even during rounds that he uses it as a weapon. In addition, a monk who has the Exotic Weapon Proficiency (tiger steel shield) feat does not lose the use of his monk abilities while armed with one or more tiger steel shields.

Shield, Tiger Steel: Small Exotic Weapon; 100 gp; Dmg 1d6; Critical x2; Range ; Piercing; AC +1; Max Dex –; Check –1; SF 15%; Spd –; 4 lb.



Shield, Tower

This massive, wooden shield is nearly as tall as the wielder. Basically, it is a portable wall meant to provide cover. It can provide up to total cover, depending on how far a character comes out from behind it. A tower shield, however, does not provide cover against targeted spells; a spellcaster can cast a spell on a character by targeting the

shield. A tower shield cannot be used for the shield bash action.

Shield, Tower: Shield; 30 gp; provides cover; Check –10; SF 50%; Spd –; 45 lb.

Shield, Teethed

These shields have protrusions that are meant to catch a blade or shaft and rip the weapon out of an opponent's hand. With a teethed shield you get a +4 bonus on your opposed attack roll when attempting to disarm an enemy. Any time an opponent deals critical damage to a teethed shield it loses some of its teeth and the bonus to disarm checks is permanently reduced by –1.



Shield, Teethed: +10 gp; +2 lb.

Shield, Turtle

Tending to the wounded on the field of battle can be very hazardous, but the turtle shield can be used to diminish exposure to danger. Appearing as a normal tower shield, the turtle shield can be unfolded and will stand on its own, providing 100% cover to those behind it. This allows Medium-size or smaller characters to crouch behind the shield and tend to the wounded while avoiding the hazards of missile fire. The turtle shield only provides 100% cover from the front and sides. This shield provides no protection against attacks from the rear. Because the turtle shield can provide cover without being held, it also provides protection from targeted spells, unlike a tower shield. Any creature of small size or larger within five feet of the barrier can knock the shield aside as a standard action.

Shield, Turtle: Shield; 100 gp; provides cover; Check –15; SF 60%; Spd –; 50 lb.

Shield, Widowmaker

This strange, gnomish device appears to be an ordinary large shield with pyramid-like protrusions around the periphery. However, this shield works similarly to a bear trap in that, when the shield is



struck and the character releases the trip-cord, it snaps shut. Thus, if an opponent misses the bearer of a widowmaker shield by two or less on an attack roll, the character may choose to release the trip-cord and have the shield attempt to close on the opponent's weapon. The opponent must make a Reflex save (DC 20) or have the item they were wielding become trapped in the shield's vice-like grip (Strength check DC 25 to break the widowmaker's grip). If the opponent was using his bare fist to strike at the character with the widowmaker and they fail their Reflex save, their hand becomes trapped instead. Once a widowmaker shield is triggered the character loses the AC bonus from the shield. A widowmaker shield takes one minute to reset and it is not uncommon for widowmaker shields to be discarded if combat is still heavy around the character.

Shield, Widowmaker: Small Exotic Weapon; 50 gp; Dmg 2d4; Critical x2; Bludgeoning and Piercing; AC +2; Max Dex –; Check –2; SF 15%; Spd –; 20 lb.

Shield, Woven

Woven shields are lightweight, steeply-rounded shields made of interwoven lengths of either lacquered rattan or bamboo. Though a common sight on the battlefields of the far eastern kingdoms, woven shield use is only rarely taught at martial arts schools. The few existing woven shield forms concentrate on highly-mobile fighting techniques, utilising low stances and evasive tumbling manoeuvres that allow martial artists to close quickly against spear and polearm-wielding opponents. A monk who has the Shield Proficiency feat does not lose the use of his monk abilities while equipped with a woven shield. In addition, he negates the armour check penalty when using the Tumbling skill and receives a +2 competence bonus to Tumble checks when tumbling through threatened areas.

Shield, Woven: Shield; 10 gp; AC +1; Max Dex –; Check –1; SF 5%; Spd –; 2 lb.

Shield Spikes

These spikes turn a shield into a martial piercing weapon that deals 1d6 points of damage (x2

critical) no matter whether the shield is small or large. Buckler or tower shields cannot have shield spikes.

Shield Spikes: +10 gp; +5 lb.

Shirt, Silk

Often sported by fashion-conscious fops and nobles, silk shirts have a real purpose in combat. Though it does not bestow any armour bonus, it may be combined with any type of armour with no penalty. When any ranged piercing weapon strikes the wearer the silk naturally wraps itself around the head of the weapon, making removal far easier. Any Heal check applied to the effects of damage dealt by a ranged piercing weapon will gain a +2 circumstance bonus.



Shirt, Silk: 28 gp; 1 lb.

Skirt, Mithril

This skirt of interlocking mithril rings straps to the wearer's waist and reaches no lower than the knees, giving additional protection to any armour worn. It fits easily over any armour except full plate and, though it adds weight to the character, it does not interfere with spellcasting. A mithril skirt gives a +1 armour bonus to a mount's AC.

Skirt, Mithril: +1,200 gp; AC +2; Max Dex –1; Check –; SF –; Spd –; +8 lb.

Slender Chainmail Shirt

This shirt of chainmail closely resembles its larger cousin, but is specifically crafted to be concealed beneath a tunic and to be virtually noiseless as the wearer moves about. Though it offers slightly less protection than standard chainmail, bards prefer its ease of use as something to keep them protected on the road.

Slender Chainmail Shirt: Light Armour; 120 gp; AC +3; Max Dex +6; Check –1; SF 25%; Spd 30 ft./20 ft.; 20 lb.



Splint Mail

This armour is made of narrow, vertical strips of metal riveted to a backing of leather that is worn over cloth padding. Flexible chainmail protects the joints. It includes gauntlets.

Splint Mail: Heavy Armour; 200 gp; AC +6; Max Dex +0; Check -7; SF 40%; Spd 20 ft./15 ft.; 45 lb.

Studded Leather

This armour is made from tough but flexible leather (not hardened leather as with normal leather armour) reinforced with close-set metal rivets.

Studded Leather: Light Armour; 25 gp; AC +3; Max Dex +5; Check -1; SF 15%; Spd 30 ft./20 ft.; 20 lb.

Turtle Suit

This armour is so heavy that it is worn only when the threat of combat is imminent. It is also extremely bulky, making it difficult for the wearer to manoeuvre in tight quarters. On the other hand, this type of armour takes up so much room that a single character can block a corridor on his own. Any Medium-size creature wearing a turtle suit can effectively block a 10-foot-wide passage, using the integrated arm-shields and mass of his armour to prevent the passage of opposing forces. Characters wearing turtle armour are also treated as one size category larger than normal when attempting to avoid being tripped or grappled. Those wearing turtle armour may not initiate a grapple or make a trip attack, however, as the bulk of their armour prevents such activities. Finally, if the wearer of the turtle suit takes only movement actions during a combat round, he may protect himself with the arm shields built into the suit, increasing the suit's armour bonus to +15.

Turtle Suit: Heavy Armour; 2,000 gp; AC +10; Max Dex +0; Check -10; SF 60%; Spd 15 ft./10 ft.; 70 lb.

Wire Armour

Rather than craft armour from rows of linked chains or overlapping plates, some dwarven smiths braid their armour from lengths of steel wire. The armour provides excellent protection from slashing and piercing attacks but is unable to shield the wearer from bludgeoning attacks, which simply indent the armour to harm the flesh underneath.

Thus, wire armour provides only a +1 armour bonus against bludgeoning attacks.

Wire Armour: Medium Armour; 1,000 gp; AC +6; Max Dex +4; Check -1; SF 10%; Spd 20 ft./15 ft.; 20 lb.

Wood Splint Armour

Wood splint can appear to be splint mail at first glance. The armour is made of narrow strips of wood (usually painted black) backed onto leather with thick cord that is worn over cloth padding. Unlike many other suits of armour, wood splint is worn with heavy leather gloves, rather than gauntlets. Though the armour appears of poor design and offers very little protection for its weight and cumbersome nature, druids often use wood splint because a single casting of *ironwood* immediately gives their armour all the properties of real splint mail.

Wood Splint Armour: Heavy Armour; 100 gp; AC +4; Max Dex +0; Check -7; SF 40%; Spd 20 ft./15 ft.; 30 lb.

UNDERSEA ARMOUR

For obvious reasons, undersea armour is constructed for minimum interference with the motions needed for swimming. For this reason, the weight of the armour is halved for purposes of determining the penalty to Swim checks and for determining buoyancy. The armour check penalty is greatly lower for all undersea armour, while the maximum Dexterity bonus is higher. This is deliberate: The nature of motion and combat undersea demands maximum flexibility. The drawback is that undersea armour tends to offer inferior protection when compared to surface armour and is more expensive, reflecting the increased work involved in producing it. Undersea armour is also less effective against metal weapons.

Undersea armour is designed for use in a perpetually wet environment. While shells, for example, do not decay in air, the materials used to bind them into suits of armour dry out rapidly. Treated kelp quickly decays when dry and the fleshy backing of scale armour likewise weakens when out of water. For this reason, all undersea armour becomes useless when out of water for an extended period of time.

THE ARMOURY

Armour

Type	Rate of Decay*
Kelp	-1 AC for each hour after the first.
Bone	-1 AC for each hour after the first 12.
Shell	-1 AC for each hour after the first 8.
Scale	-1 AC for each hour after the first 8.

* Once the armour bonus of a suit of armour reaches 0, it is completely decayed and utterly useless.

Any undersea armour can be made as masterwork armour, with the usual effects described in *Core Rulebook I*.

Bone Mail

This is armour formed of small shards of bone, tied together with kelp rope or fish leather.



Bone Mail: Light armour; 30 gp; AC +3; Max Dex +5; Check -1; SF 15%; 10 lb.

Heavy Scale

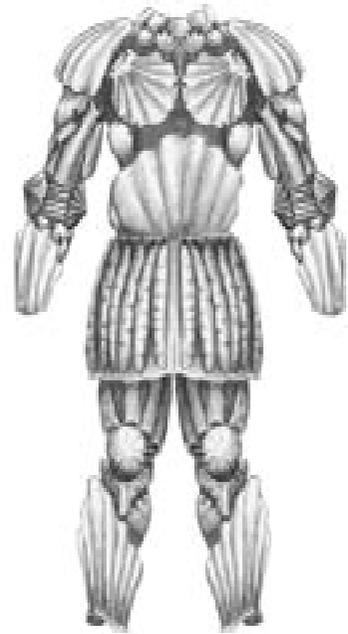
Heavy scale is made from several layers of carefully prepared fishleather reinforced with large scales. This thick, heavy armour grants little mobility but offers much security. Merfolk dressed in heavy scale, especially with fish-skull helmets, are responsible for many legends of 'sea devils' and the like.



Heavy Scale
Armour: Heavy armour; 2,000 gp; AC +7; Max Dex +2; Check -5; SF 40%; 25 lb.

Large Shell

This armour uses larger shells to form the main components—the breast plate, shoulder plates and so on—and links them together with smaller shells and bone pieces to provide excellent protection, though at a significant cost in weight and flexibility.



Large Shell

Armour: Heavy armour; 500 gp; AC +6; Max Dex +3; Check -4; SF 30%; 30 lb.

Light Scale

This is armour composed of small, light, scaled hide taken from fish and then alchemically hardened. It is most often used by races such as merfolk, whose access to kelp forests or even shells is often difficult, as they live in the vast spaces between the surface and the bottom. It offers moderate protection and



good flexibility. Scale armour is sometimes called fishleather armour, but the primary protection comes from the hard scales.

Light Scale Armour: Light armour; 30 gp; AC +2; Max Dex +6; Check -1; SF 10%; 8 lb.

Medium Scale

Used by the same cultures that use light scale, this armour is made of heavier plates from large,

better-armoured fish and several additional layers of smaller scales as well.

Medium Scale Armour: Medium armour; 75 gp; AC +4; Max Dex +5; Check -2; SF 20%; 15 lb.

Small Shell

Small shell armour consists of a soft kelp undergarment with many small shells sewn into it for added protection. The shells are often chosen for decorative as well as protection value and each suit of this armour is a unique work of art. Some of the more practical undersea races choose shells for their camouflage potential in a specific environment. This increases the cost by a factor of three (it is difficult to find shells of the right colours and arrange them in precisely the right patterns), but grants a +2 circumstance bonus on Hide checks.



Small Shell Armour: Medium armour; 60 gp; AC +5; Max Dex +4; Check -3; SF 20%; 20 lb.



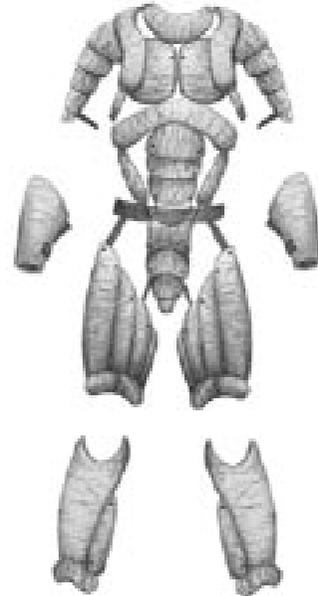
Soft Kelp

The lightest and most flexible type of undersea armour, this armour is fashioned from kelp that has been treated alchemically to enhance toughness and resiliency. The armour is still very pliant and is woven in thin layers. It is usually pale green in hue.

Soft Kelp Armour: Light armour; 7 gp; AC +1; Max Dex +8; Check -; SF 0%; 7 lb.

Stiffened Kelp

Somewhat tougher than soft kelp and woven in thicker layers, this armour offers more protection at some cost in comfort and mobility. It is dark emerald green and is often decorated with small, brightly-coloured molluscs that cling to the armour. The treatment process prevents them from digesting it.



Stiffened Kelp

Armour: Light armour; 15 gp; AC +2; Max Dex +7; Check -; SF 5%; Spd 30 ft./20 ft.; 10 lb.

METAL ALLOYS

Aeroglass

Aeroglass is a light, strong glass containing small amounts of adamantine and numerous minute air bubbles. It is sometimes found as slag floating on top of lava in active volcanoes. Not as strong as steel per unit volume, it has hardness 7 and 12 hit points per inch of thickness. An equivalent volume of aeroglass weighs only one-fifth as much as steel. Weapons made of aeroglass are always masterwork. Due to their light weight, they gain an additional +1 enhancement bonus to hit. This bonus does not stack with any magical enhancement. Aeroglass armour needs to be thicker in order to provide the same protection as normal armour, so gives no special benefits. However, since it floats, adventurers sometimes wear armour of this substance.

Aeroglass Armour: +1,500 gp.

Aeroglass Weapon: +1,000 gp.

Alchemist's Gold

Converted from lead, this golden metal can pass for its precious namesake to the untrained eye. Coins or objects crafted from alchemist's gold can be discerned from real gold with a successful Appraise check (DC 15). Alchemist's gold has

THE ARMOURY

hardness 5 and 12 hit points per inch of thickness.

One pound of alchemist's gold can be minted into 50 coins. Creating alchemist's gold requires an Alchemy skill check (DC 20) and a Craft (metalwork) skill check (DC 15) to form it into ingots.



Alchemist's Gold: 20 gp; 1 lb.

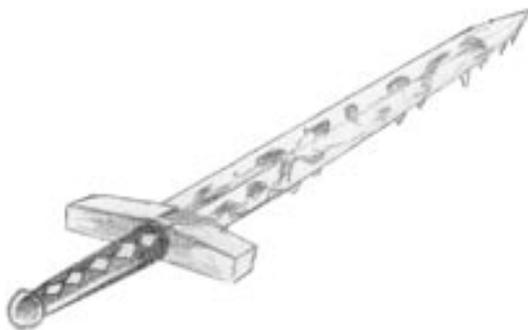
Frost Steel

This white metal has a continuous layer of frost across its surface. Frost steel deals one point of cold damage per round to any creature in direct contact with it. Weapons forged from frost steel deal +1 point of cold damage on a successful hit, in addition to their normal damage. The contact and weapon damage bonus is doubled for creatures with the Fire subtype and fire-based attacks on the metal affect it as if its hardness were halved. Creating frost steel requires an Alchemy skill check (DC 25) and a Craft (metalwork) skill check (DC 20) to work it into ingots. Forging weapons from frost steel increases the DC of the Craft (weaponsmith) check by +10. Frost steel has hardness 10 and 25 hit points per inch of thickness.

Rare ingredients: The alchemical ingredients in frost steel are distilled from the shattered remains of a frost worm. The shards of a single frost worm are enough to create several hundred pounds of frost steel and do not need to be kept frozen for processing.

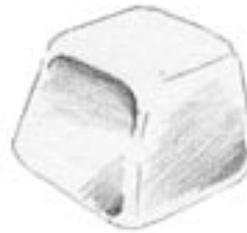
Frost Steel: 150 gp; 1 lb.

Frost Steel Weapons: +1,000 gp.



Moon Silver

Moon silver is a luminescent silver alloy that sheds a dim blue light in a five-foot radius. Stonework within dwarven catacombs is often inlaid with moon silver runes and, although it is too soft to use for most weapons and armour, it can be used to decorate them. Moon silver arrows deal +1 damage against lycanthropes and are considered to be silver weapons for purposes of bypassing damage reduction. Creating moon silver, which has hardness 6 and 12 hit points per inch of thickness, requires an Alchemy skill check (DC



20) and a Craft (metalwork) skill check (DC 15) to forge it into ingots. Creating arrows forged from moon silver requires a Craft (weaponsmith)

skill check (DC 15).

Moon Silver: 100 gp; 1 lb.

Moon Silver Arrow: 10 gp each; ½ lb.

Stormbane Iron

This brass-coloured, iron alloy acts as an insulator instead of a conductor. Creatures wearing armour forged completely of stormbane iron gain electrical resistance 15. Stormbane iron has hardness 10 and 30 hit points per inch. Creating stormbane armour requires an alchemy skill check (DC 20) and a Craft (metalwork) skill check (DC 15) to forge it into ingots. Forging armour from stormbane armour increases the DC of the Craft (armoursmith) skill check by +5.



Stormbane Iron: 50 gp; 1 lb.

Stormbane Iron Armour: +3,000 gp.

THE DWARVEN FORGE

Dwarves lead challenging lives and their inventions reflect the unique needs of a life below the surface. For a dwarf, every tool is a thing of beauty and a treasure to be maintained and repaired. Where other races see their equipment as just another way to get a job done, a dwarf sees his hammers and picks and axes as a piece of him, a link to his culture and his past. This attitude leads dwarves to hone their abilities, each hoping to create a new tool or weapon, something to serve his clan well in the future.

All dwarven characters travelling in their homelands may freely choose the equipment listed in the chapter, as it is part of their birthright. Characters of other races and those dwarves adventuring far from home may also chance upon such items, at the Games Master's discretion. Large cities with a substantial dwarven population will likely have most of the equipment detailed here but smaller settlements are unlikely to have very much and will charge exorbitant prices for them.

Axe, Stonecutting

While picks and hammers are normally associated with mining, dwarves have to deal with many different kinds of rock while tunnelling underground.



Occasionally, a vein of harder stone requires something with a bit more cutting surface and hardness to deal with. This thick headed axe is mounted with a short blade and a shallow arc, perfect for powering through dense rock. When used by a wielder with Stonecunning as a racial or class feature, a stonecutting axe ignores half the hardness of any stone object or target (including half the Natural armour bonus of a stone golem).

Axe, Stonecutting: Medium-size Martial Weapon; 90 gp; Dmg 1d8; Critical x3; Range –; 15 lb.; Slashing.

Barrowboat

This shallow, wooden boat is rounded on every corner and is threaded along both side edges with large, iron eyelets. These act as guides for



long ropes that can be mounted along the walls of flooded caverns, allowing those in the barrowboat to move along these treacherous passages easily. A barrowboat will hold one Large, two Medium-size or four Small passengers.

Barrowboat: 50 gp; 250 lb.

Burrowing Shield

Although it is nearly the same size as a small shield, a burrowing shield's odd shape and cumbersome weight only provides the same protection as a buckler. The burrowing shield's true purpose is to assist a miner by providing a shovel mounted to one



arm. The trowel-like leading edge of a burrowing shield grants a +10 foot bonus to any existing burrowing movement rate or to the distance per hour the bearer can tunnel using normal mining skills.

Burrowing Shield: 45 gp; AC +1; Max Dex –; Check -2; SF 15%; 12 lb.

Climbing Harness

The underground dwarven kingdoms are criss-crossed by chasms, littered with sinkholes and obstructed by rock falls. To get around these obstacles, dwarves must climb or dig, with climbing often the most expedient option. The climbing harness is loaded with tools to make the job easier, from small picks to pitons to carabineers. While a character wears the harness, all his Climbing checks without a rope receive a +2 circumstance bonus and all Climbing checks made with a rope receive a +4 circumstance bonus. It takes three rounds to wear or remove a climbing harness.

Climbing Harness: 50 gp; 15 lb.

Collapsing Cart

A collection of steel poles, heavy leather and folding cross-supports, the collapsing cart can hold 200 pounds in its deep pouch, suspending the weight over a single, reinforced-metal wheel. Using a collapsible cart reduces the weight within it by three-quarters, letting someone pushing or pulling it to move a great deal more than their Strength would normally allow. When not in use, a collapsing cart folds down and fits easily into a backpack.



Collapsing Cart: 40 gp; 8 lb.

Descending Staff

A descending staff is a metal-shod, ten-foot pole with hinged, six-inch arms mounted every two feet along its length. One end of a descending staff bears a sharp, iron spike, which can be used to anchor the pole into solid rock. The side arms can be extended and retracted by pulling a lever on the other end of the descending staff, providing an instant ladder wherever needed.



Descending Staff: 60 gp; 10 lb.

Dwarven Firebox

Mining is an important part of dwarven life and this tool assists them in digging through solid stone. The firebox is a simple cube of iron plates with a bellows on the back and an open front. Coal is burnt inside the box and the open side of the box is placed as close to a rock face as possible. The heat from the fire cracks the stone, allowing miners to complete their work more quickly. When used, provided there is an adequate supply of coal for the day (roughly 20 pounds per eight hour shift), the firebox increases the tunnelling rate of a miner by 10 feet per week.

Dwarven Firebox: 100 gp; 30 lb.

Elfhair

While dwarves are fond of using heavy ropes whenever possible because of their durability,

there are times when a thick braid of rope is impractical, especially when complex knots are involved. This narrow cable, woven from the muscle fibres of large, subterranean insects, is as strong as a full-sized rope and half as heavy. Dwarves call this rope elfhair as a derogatory reference to its light weight and silvery colour. Elfhair has 5 hit points and a Break DC of 25.



Elfhair Rope: 20 gp per 50-ft. length; 6 lb.

Forging Tools, Ancestor's

Masterwork dwarven smithy tools are built to last for generations. These superbly-made examples of those durable implements are passed down from father to son, each time marked with a new rune commemorating the event. While these tools are not necessarily better than others of their kind, a dwarf working with the tools of his ancestors is inspired to honour their memory in his creations. In that circumstance, these grant a +1 morale bonus to Craft (armoursmith), Craft (blacksmith) and Craft (weaponsmith) rolls.



Forging Tools, Ancestor's: N/A; 20 lb.

Fungal Rations

While certainly unappetising, these rations provide an advantage found nowhere else: the food actually replenishes itself at regular intervals as long as it, in turn, is fed. Fungal rations come in a small cube (six inches on a side), which contains an unappetising mulch of various types of mushroom and other organic bits, covered with a wool screen. On top of the screen, a dozen or more edible hybrid mushrooms grow, feeding on the material below the screen. The edible mushrooms will continue to grow at a regular rate, providing enough food for a single medium-size creature each day, as long as the mulch is replenished on a regular basis. Any organic material may be ground up and put into the mulch, allowing subterranean dwellers to turn otherwise inedible plants and animals into a nutritious, if unappetising, meal. If a character with fungal rations is in an area

with non-organic material whatsoever for more than three days, his rations perish and provide no further food.

Fungal Rations: 50 gp; 5 lb.

Gas Finder

This cylindrical device contains an oil-fed flame, which draws air through a one-way valve on the bottom and expels smoke and fumes through another one-way valve at the top. A strand of waxed hair is strung through the cylinder far enough above the flame to avoid burning under normal conditions. If a dangerously explosive gas enters the gas finder, however, the flame will burn through the hair, causing both valves to slam shut to prevent an explosion. On the other hand, if an asphyxiating gas fouls the air in a tunnel, the flame is extinguished. In either case, the gas finder warns the user of potential gas hazards before they can cause any harm. The gas finder provides light as a bull's-eye lantern.

Gas Finder: 200 gp; 2 lb.

Giantspars

Massive caltrops made from a wooden core and large, metal spikes, giantspars are useful for slowing the progress of Large and larger creatures in cavernous settings. While these items do not act as caltrops given their size and obvious visibility, a Large or larger creature must spend a standard action moving a giantspar out of its way or suffer 1d4 piercing damage for every 10 feet per round it was travelling (maximum of 6d4).



Giantspars: 80 gp; 120 lb.

Hallowed Ale

Dwarves are not overly-fond of water. Many of the things other races use water for, dwarves have found alternatives they find more palatable. Hallowed ale acts as a dwarven equivalent of holy water, being used for many of the same purposes. When consumed by a dwarf, this blessed, frothy alcohol also acts as a *cure minor wounds* potion.



Hallowed Ale: 30 gp; 1 lb.

Imbuing Tub

Tempering a metal item in a tub of liquid is an important part of the forging process. The imbuing tub allows for a special form of tempering, preparing the item being doused for enchantment. When an item tempered in an imbuing tub is later made into a magical item, the time required to do so is reduced by one day (to a minimum of one day).



Imbuing Tub: 250 gp; 30 lb.

Jawed Maul

A heavy, two-handed hammer, this maul has a set of hinged jaws mounted to the front of the head. A pivot inside them closes these jaws whenever the maul strikes a solid object.



This is extremely valuable while mining, adding a +1 circumstance bonus to any skill checks required. In addition, a jawed maul wielded in combat leaves deep, ragged wounds that bleed profusely. Treat this as the *wounding* special weapon property listed in *Core Rulebook II*.

Jawed Maul: Large Exotic Weapon; 400 gp; Dmg 1d12; Critical x3; Range –; 15 lb.; Bludgeoning/Piercing.

Killing Gold

An alchemical formula developed by the dwarves, killing gold takes the form of golden-coloured resin roughly the same weight and texture as pure gold. When killing gold is exposed to body heat, it slowly secretes a toxic gas based on whatever poison was included in its formulation. Any inhaled poison can be used in this manner, affecting the person carrying 1 pound or more of killing gold after one hour of exposure. Each additional pound carried increases the saving throw DC of this poison by +2. Killing gold is normally minted into coins and left for unwary thieves to steal. The price listed below is for the gold itself, the poison must be purchased separately.



Killing Gold: 50 gp; 1 lb.

Lantern, Darkvision

This is an ingenious device, the secrets of its construction guarded by the craftsmen of all dwarven strongholds. The darkvision lantern takes the form of a standard hooded lantern, but the flame is surrounded by several crystals that filter out virtually all visible light. However, to those with darkvision, the lantern casts a strong glare, allowing them to see even further in pitch-blackness. A character with darkvision using this lantern may double his range of sight in total darkness.



Lantern, Darkvision: 975 gp; 2 lb.

Leather, Dwarven

Dwarves rarely dress in thin, fragile materials because of their constant movement in treacherous caverns and the rigors of their active lives. Dwarven leather is of a thicker cut than normal, but made supple through special crafting techniques. Clothing and armour made from dwarven leather has a hardness of 4 and 10 hit points per inch, making it nearly as resilient as wood.



Leather, Dwarven: 20 gp; +1 lb.

Lye, Scouring

Silt and sediment can build up on mining tools, resulting in damage to equipment and lost hours of work. In order to get their tools clean, dwarves often use a sluice of water and an acrid, scouring solution made of lye and alcohol. Scouring lye is extremely effective at cleaning stone and metal, though it can be harmful to flesh. Contact with scouring lye causes the loss of one hit point per round.



Lye, Scouring: 5 gp; 1 lb.

Maelstone

A dangerous natural phenomenon that possesses a hazard to miners, maelstone is a spheroid conglomerate of sulphur, coal and rare heavy elements. When



struck with a ferric object, these fist-sized, unstable nodules can detonate, inflicting 2d6 bludgeoning damage within a 10-foot radius. Maelstone is normally removed carefully from mines and taken into deep caverns for disposal.

Maelstone: 50 gp; 1 lb.

Miner's Pack

Reinforced with steel plates and stitched together with wire, the miner's pack holds two cubic feet of material and up to 200 pounds in weight.

Miner's Pack: 150 gp; 15 lb.

Pull Cart

This small, two-wheeled wagon is designed to be pulled by a single dwarf. A heavy shoulder harness and a pair of metal poles allow the dwarf to move along at a decent clip while transporting a great deal of weight. When pulling a cart, a humanoid creature may carry three times its normal rate at each encumbrance level. However, it takes five rounds to get into, or out of, the pull cart's harness and those wearing the harness receive a -15 circumstance penalty in addition to any other armour check penalties.

Pull Cart: 100 gp; 100 lb.

Northern Garb

Not all dwarves spend their lives underground. When they travel, they often have need of heavy clothing, as the surface world is sometimes much colder than the geothermally-warmed caverns dwarves call home. This efficient fur and leather garb provides a non-magical *resist elements (cold)* 2, reducing the amount of cold damage suffered each round by 2 points. This stacks with elemental resistance against cold of any magical source.

Northern Garb: 15 gp; 10 lb.

Oil, Honing

Dwarves have created a number of special alchemical oils to augment their work. Honing oils are used to help put an extremely sharp edge on a bladed weapon. Using honing oil takes one minute per size category of the weapon



in question. This weapon is now considered *keen* for the next 10 rounds of use. These rounds do not have to be consecutive, but the effect of honing

only lasts one week in any event. The Alchemy check to create honing oil has a DC of 22.

Oil, Honing: 150 gp; 1 lb.

Oil, Stonesight

Stonesight oil is applied to the user's eyes, a process that takes 1 minute and a Reflex saving throw (DC 12) to do properly. This special oil improves the user's vision underground. If the user has darkvision, its range improves by 30 feet. If the user only has low-light vision, it becomes darkvision at half its normal range. A user who does not possess either form of vision cannot benefit from stonesight oil at all. In any case, this oil's effects last one hour before fading completely.



Oil, Stonesight: 150 gp; 1 lb.

Oil, Thundering

Thundering oil is applied to blunt weapons, covering the striking surface with a thick layer of sparkling, hardened gel. It takes one minute to apply thundering oil and only one application can be placed on a given weapon at one time. The first successful strike with a covered weapon inflicts an additional 1d6 sonic damage and forces the target to make a Fortitude save (DC 15) or be deafened for one hour. The Alchemy check to create thundering oil has a DC of 23.



Oil, Thundering: 200 gp; 1 lb.

Pony, Stonebred

Normal horses are less-than-effective underground as their hooves cannot get good purchase on floors of uneven rock. Stonebred ponies are horses specially bred for life beneath the surface, with split hooves that can grip stone efficiently and a weak form of darkvision that lets them travel in the clan halls of the dwarves safely. Treat stonebred ponies as regular ponies with darkvision (30-foot range). Dwarves are very protective of these rare ponies and do not often sell them to members of other races.

Pony, Stonebred: 130 gp.

Pulveriser

This cylindrical, iron device is used to crush rock into fine gravel and dust, which can be more easily tested for the presence of precious metals or gemstones. The device is roughly one foot in diameter and height, with a flip-top lid and a crank handle. After stones are placed into the device and the lid clamped into place, the handle is turned. This rotates a number of grinding wheels inside the pulveriser, using gears to maximise the available force, crushing the rocks thoroughly. A pound of rocks can be ground to a gritty powder in an hour.



Pulveriser: 200 gp; 25 lb.

Quickrock

An amalgam of silt, sand and crushed stones, this substance can be mixed with water and formed into rock-hard shapes before it dries. Working with quickrock requires a Craft (pottery) or Craft (sculpture) check; the Games Master determines how difficult the desired result is to achieve. One pound of quickrock creates a cubic foot of stone; this material has a hardness of 8 and 10 hit points.



Quickrock: 10 gp; 1 lb.

Rumblesticks

Sometimes, even the advanced mining techniques and special digging tools of the dwarves cannot make much progress through the dense stone of the underearth. In circumstances like these, some dwarves turn to the wonders of alchemy to provide an answer. Rumblesticks are hollow stone or wooden tubes with iron caps and a strand of burnable cord extending into a reservoir of powdered maelstone. One round after being lit, a rumblestick explodes for 6d6 points of damage to everything in a 15-foot radius. Half of this damage is fire, the remainder is bludgeoning. The Alchemy check to create rumblesticks has a DC of 20.



Rumblesticks: 50 gp; 2 lb.

Sending Drums

Few sounds can carry very far in the twisting, rough-hewn caverns of the dwarves. To communicate over the large distances that a dwarven clan can occupy, sending drums are used. These deep bass drums are played with hammers, using certain simple codes to send messages to a distance of over a mile underground.



Sending Drums: 80 gp per pair; 20 lb.

Sifting Pan

After rocks are crushed with a pulveriser, the remains are thoroughly washed in this pan, where the grooves and ridges around the edges capture heavier pieces (particularly metals and gems) while allowing the dirt and other impurities to wash away. This allows miners to quickly check an area for the presence of desirable materials.

Sifting Pan: 20 gp; 2 lb.

Slide Grease

Composed of mushrooms, minerals and a bit of some stinking oil distilled from coal, slide grease is an extremely slick substance used by dwarven miners to assist in moving large chunks of rock. A pint of the grease is sufficient to cover a 10-foot by 10-foot section of floor and allows the user to slide up to four times his maximum weight allowance across the greased section in one round. Unfortunately, slide grease does not retain its slick properties for long after exposure to air – after three rounds the stuff dries and flakes off in thin black scabs. Any character attempting to walk on an area treated with slide grease must make a Balance check (DC 10) if moving normally, or DC (15) if jogging or running. Characters who attempt to fight while standing on an area treated with slide grease must make a successful Balance check (DC 25). Any character who fails a balance check while moving across a greased area falls prone; standing up in a greased area requires another Balance check (DC 15).

Slide Grease: 25 gp; ½ lb.

Socket Haft

The socket haft was designed for maximum utility. The metal shaft has a threaded socket at one end, into which one of three heads (battle axe, warhammer, or shortspear) can be inserted. This

allows the wielder to choose the type of damage needed at the moment while removing the need to carry multiple weapons. It requires a move-equivalent action to remove or insert a head. The weight listed below includes all three of the weapon's heads.

Socket Haft: 125 gp; 13 lb.

Trap Springer

Pit traps are a staple of dungeons and caverns where evil creatures lurk. This device helps locate some, though not all, of these traps from a safe distance. As the name suggests, though, once a trap springer finds a trap, it invariably triggers it. To use a trap springer, a full-round action winding up the gearbox is spent, pointing it in the direction the character would like to search for traps and let it go. The trap springer then rolls straight ahead at 10 feet per round for 1d6 rounds, flailing around itself with small hammers on the end of springy steel wands. These hammers strike in irregular patterns in a 10-foot radius around the trap springer and emulate the footsteps of a humanoid creature weighing roughly 50 pounds. If any trap would be triggered by such a footstep, the trap springer sets it off. The trap springer will not fall into a pit trap – the instant one or more of its wheels lose traction, the other wheels counterbalance by turning in the opposite direction.

Trap springers are large when assembled, but may be broken down into a three-foot-square package for transportation. It requires 20 minutes and a successful Engineering check (DC 15) to assemble or disassemble a trap springer. If the engineering check fails, the trap springer cannot be correctly disassembled or assembled, though repeat attempts are allowed.

Trap Springer: 1,000 gp; 100 lb.

Travois, Miner's

Accidents happen, especially in the dangerous conditions of an active mine. In order to move injured people quickly out of harm's way, a miner's travois can be used. Consisting of a full roll of heavy leather attached to long poles and wheels on one end, a miner's travois wraps around the occupant, providing a +4 armour bonus and protecting it from inadvertent damage during transport.

Travois, Miner's: 60 gp; 30 lb.

Ularid's Firewood

Conditions underground often do not allow for a campfire. Poor ventilation and moist air can render even the best fire-building skills useless. Ularid's firewood is an alchemical item created by travelling dwarves seeking the comforts of cooking and warmth while venturing below. Ularid's firewood is a waterproof resin that does not generate smoke while it burns. The Alchemy check to create Ularid's firewood has a DC of 18.



Ularid's Firewood: 5 gp per days supply; 10 lb.

Vilevine

The deepest levels of dwarven clan halls can have a problem with circulation stemming from their distance away from fresh air sources. A rare strain of plant called vilevine was cultivated by dwarven druids (admittedly a rarity in themselves) for its ability to grow without direct sunlight and the copious amounts of oxygen it generates during its lifecycle. Called vilevine because of its horrific taste, clan halls using it are marked by its wandering vines, which grow virtually everywhere.



Vilevine: 2 gp per fertile cutting.

Waterbore

When travelling dwarves set up an outpost, one of the first things they must do is establish a supply of water. Waterbores are huge, iron drills mounted on sections of hollow pipe. Each three-foot section is threaded to allow the addition of more pipes, allowing a waterbore to be driven deep into the ground, providing a long, metal tube from the point of drilling down into a reservoir of table water. Waterbores form the core of a dwarven well and are usually left in place once used.

Waterbore, Drill Head: 130 gp; 60 lb.

Waterbore, Pipe Section: 50 gp; 30 lb.

Wheel Bore

Another contraption of ingenious dwarven design, the wheel bore is a compact tool that can be carried in a backpack but also converts to a functional bore for drilling through stone. The device folds away for transport (requiring five minutes to completely collapse) and allows dwarves to take their drills with them while exploring new areas for possible veins of metal or gems. When readied

for operation, the wheel bore looks like a three-foot-wide, vertical wheel with hand grips attached to a series of gears, which are in turn attached to a drill bit. A single dwarf turning the wheel can drill through a 10-foot by 10-foot by one-foot (100 cu. ft.) section of stone in an eight-hour day. A hole (roughly two inches in diameter and three feet long) can be drilled through stone with the bore in one hour. The bore is useless for wood or other materials softer than stone due to the construction of the drill head and is similarly useless for boring through materials stronger than stone.

Wheel Bore: 500 gp; 75 lb.

Xilliar

Xilliar is to dwarven ale what dwarven ale is to water. An extremely alcoholic beverage, xilliar is poisonous to any creature without a racial bonus to Constitution or a bonus to Fortitude saves provided by a feat or racial feature. The DC for xilliar is 16. Initial damage is 1d6 Intelligence, with secondary damage being 1d4 Dexterity and 1d4 Wisdom.



Xilliar: 110 gp per gallon; 30 lb.

Yew Wood

The thick, heavy nature of yew wood makes it perfectly suited for dwarven craftsmanship. Often used for support bracing in mines and other constructions, yew wood provides a tensile strength not normally found in other varieties. When lumbered using special techniques known only to the dwarves and a few trusted allies, yew wood has a hardness of 8 and 90 hit points per 10-foot by 10-foot section.



Yew Wood: 240 gp per 10 sq. ft.; 100 lb.

Zither, Dwarven

A dwarven zither is an instrument crafted entirely of fine steel. From its metal frame and sounding board to the braided steel cables that extend in a set of eight over its face, the dwarven zither is heavy enough that most players require a table to use it. Played with a pair of small, specially-shaped picks, the dwarven zither creates a unique sound best suited to dwarven audiences.

Zither, Dwarven: 110 gp; 35 lb.

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The craftsmanship of the elves is famous for the delicate detail and graceful form they give everything that is produced in their workshops and forge be it intended for recreation, work or war. It is also well known for combining beauty and effectiveness, dispelling any critique about frivolity, especially from dwarves.

All elven characters travelling in their homelands may freely choose the equipment listed in this chapter, as it is part of their birthright. Characters of other races and those elves adventuring far from home may also chance upon such items, at the Games Master's discretion. Large cities with a substantial elven population will likely have most of the equipment detailed here but smaller settlements are unlikely to have very much and will charge exorbitant prices for them.

Bottled Mist

When exposed to air, this milky-white liquid evaporates into a fine mist cloud that covers an area up to 30 feet away from the point of origin. It provides creatures within the mist with one-quarter concealment and reduces visibility to 20 feet. When used in thick woods, as elves prefer, it also gives a +5 circumstance bonus to Hide and Move Silently checks. The mist dissipates naturally in 2d8 rounds, or one round in a wind stronger than 11 miles per hour.



Bottled Mist: 15 gp; 1 lb.

Chameleon Paint

This special dye goes beyond the simple, herbal paint elf hunters and sentries use to hide among the trees. Applied in striped patterns across the skin, it shifts its colour to reflect the environment, granting its user a +3 circumstance bonus to Hide checks. The paint loses its shifting properties after eight hours from its application, and then becomes normal body paint, granting only a +1 bonus to Hide checks.



Chameleon Paint: 4 gp.

Climbing Canes

A pair of wooden implements the length of a forearm and curved on one end, with a leather thong on the other. Elf children invented these to help them hoist themselves up branches they could not reach and adults later improved on the design. The canes give a +2 competence bonus on Climb checks when applied to trees with strong branches, so long as the character keeps close to the trunk.



Climbing Canes: 5 sp; 2 lb.

Cold Fire

The use of cold fire is favoured by elves living in thick forest, as it produces a flame that does not burn what it touches. It is sold as a torch or as a flask of oil for lanterns, which produce normal levels of illumination.



Cold Fire, Torch: 1 sp; 1 lb.

Cold Fire, Flask: 5 sp; 1 lb.

Elven Boots

Crafted from the softest leather, these boots remain exceedingly supple and yet extraordinarily resistant to damage. Despite their lightweight feel, even broken glass or jagged rocks will be unable to penetrate the soles and, in addition, they can allow a soft-footed character to tread with almost utter silence. A character wearing elven boots gains a +1 circumstance bonus to all Move Silently checks.



Elven Boots: 85 gp; 1 lb.

Elven Camouflage Paint

This mixture of herbal and mineral tints is perfect for hunters and scouts who expect to be out in the field for a long time. The paint gives a +1 circumstance bonus to Hide checks, as well



as to Wilderness Lore checks for hunting game. The paint is stored in clay canisters and carried in little balls of grease, kept in tightly wrapped leather. Once smeared on skin, the grease dries and remains in place for 2d4 days. It does take some effort to wash off with water alone before it evaporates by itself.

Elven Camouflage Paint: 15 gp.

Elven Lyre

This stringed musical instrument produces a calming and exquisite sound, and is prized by bards of any race. The resonance box is semi-spherical and supports two arms that curve inwards, with a crossbar keeping from four to eight strings taut.



Elven Lyre: 80 gp; 3 lb.

Elven Warpaint

Elves are often observed patrolling their woodland homes covered in swirls and whorls of colour. Those who have seen this gaudy spectacle often wonder how a patrol can avoid being ambushed when they stand out so readily. Those who know the secret of elven warpaint could tell them – except for the fact that they are most likely dead.



When applied, elven warpaint is a riot of clashing colours, usually greens, reds and tans. It remains thus until the wearer remains still for 1d4 rounds. At the end of this time, the brightly coloured paint slowly changes to match the surrounding foliage – not a perfect match, but close enough to add considerably to Hide checks (+6 circumstance bonus). If the wearer moves suddenly (more than half speed) the paint reverts to its bright coloration. The effect is that the brightly-painted, garish elves seem to materialise out of nowhere. Warpaint also serves to protect the skin slightly. Once dry, it is surprisingly tough, acting as skin-tight armour that provides a +1 armour bonus to its wearer.

Applying elven warpaint takes 15 minutes; removing it takes about one minute. No other armour can be worn while using this paint. It is

extremely rare for elves to sell this paint to non-elves. An alchemist who has a sample to work with might be able to work up the recipe; finding the formula requires a successful Alchemy check (DC 35), while manufacturing it once the formula has been discovered is DC 25.

Elven warpaint assists in Hide checks only when in forests. It is worse than useless elsewhere, conferring a –2 circumstance penalty on Hide checks instead.

Elven Warpaint: Light armour; 15 gp; AC +1; Max Dex –; Check –; SF 0%; Spd 30 ft./20 ft.; 1 lb.

Elven Wine

It is extremely rare to find this beverage outside elven lands; not only is it prohibitively expensive to import, it is potentially dangerous for non-elves to drink. Elves find its rare taste a delicacy fit for a relaxed night under the stars, but non-elves must roll a Fortitude save (DC 18) or become completely drunk after one serving, suffering a –2 circumstance penalty to all their rolls. The hangover is no easier, requiring a Fortitude save (DC 16) to avoid suffering a –1 morale penalty to every roll for 1d6 hours.



Elven Wine: 300 gp; 2 lb.

Faerie Dust

This fine powder is nowhere near as silly as its name suggests, but is a very effective weapon for elven harrying tactics. The dust is kept in a small bag, and the user must pour water into it before throwing it, which is a full-round action that provokes an attack of opportunity. The user must throw the bag immediately or suffer the effects. When thrown as a grenade-like weapon, the bag opens and envelopes everyone standing up to five feet from its point of impact in a cloud of tiny, but loud and bright explosions. The dust deals no damage, but the creatures affected must roll a Will save (DC 15) or suffer a –2 morale penalty on attack and damage rolls for 1d4 rounds. The explosions last for only a single round before dying down.



Faerie Dust: 15 gp; 1 lb.

Fey Spirits

Non-elves who take a sip from this liquor swear that it is a magic potion and not a mundane drink. Elves can get drunk on it as humans and others do with strong whisky, but it acts as a strong hallucinogen for any non-elf who fails a Fortitude check (DC 20). The non-elf drinker suffers from hallucinations, becoming dazed and unable to take any action until he sleeps it off. On waking, he must make a second Fortitude save (DC 16) to avoid the effects of a hangover. Failure causes him to suffer a -2 morale penalty to all dice rolls for 1d8 hours.



Fey Spirits: 450 gp; 2 lb.

Glowwand

Elves can see much better in the night than other creatures, but they cannot see in complete darkness, so they still need sources of light. Glowwands are the answer when the elves also want to be subtle, for these alchemically-primed sticks give a soft, bluish light that is useless to humans but perfectly serviceable for low-light vision. The sticks are contained in a thin metal tube and, when taken out, they shine with a faint light that illuminates up to 10 feet away for normal sight, but for 30 feet away for low-light vision. The glowwand loses its luminescence one hour after removal from its container, which is reusable.



Glowwand: 1 gp; 1 lb.

Horn Harp

An instrument made with the horn of some unnamed great beast, the sounds that come from the strings depends wholly on the nature of the crafter and the source of the horn itself. Bulls and bison that have been killed religiously have their horns used as material, and the music they produce has a strong feel to it. Drow use horns from fiendish creatures, and their music is dissonant and maddening. A musician playing the right harp to the right audience has a +2 competence bonus on Perform checks.



Horn Harp: 115 gp; 3 lb.

Ironwood Balm

Elves use this substance to care for their bows and arrows but, if used in greater quantity, it gives any wooden object an increased hardness and resistance. A normal longbow or shortbow behaves as a mighty composite bow +1, allowing an archer to apply up to +1 Strength bonus to damage to arrows. Arrows and masterwork arrows do not break when they hit and are therefore recoverable. A quarterstaff, club or javelin increases its damage die from 1d6 to 1d8. Any other object made from normal wood gains a +5 bonus to its hardness and 5 extra hit points. The effect of the balm lasts for 1d6 days for weapons and 1d4 months for objects. One flask of balm is enough to cover a single weapon, 20 arrows, a Large wooden object (such as a door) or a 10-foot-square wooden surface.



Ironwood Balm: 40 gp.

Liquid Light

Liquid light is a variant of alchemist's fire. It is a crystal-clear substance stored in a transparent container. When the liquid comes in contact with air, it shines brightly for up to six hours if kept inside the container, providing light for 30 feet. The substance still shines if splashed on any surface, making it useful for leaving temporary marks. Every hour consumes one of the six doses contained in every vial, and any liquid light poured or splashed outside it must be one full dose for it to have any brilliance, lasting for an hour and shining its light up to 15 feet away. Liquid light can be used as a grenade-like weapon. Any creature hit suffers no damage, but all attackers gain a +1 circumstance bonus to their attack rolls against it, as the substance delineates its contours. This effect is particularly useful against invisible creatures, as it negates their +2 bonus to attack and defenders can keep their Dexterity bonus to AC against it, plus any chance to miss it is reduced by 10%. The effect also works against creatures under the effect of the *blur* and *displacement* spells or similar abilities. If used this way, liquid light shines for 1d6+1 rounds if the grenade-like attack scored a direct hit. It lasts 1d4+1 rounds if it only inflicted splash damage or the attack roll was



successful, but missed due to the miss chance from concealment. It lasts only two rounds if the attack roll missed by five or more points.

Liquid Light: 4 gp.

Naphtha

This highly flammable substance saw its first use in elven navies (see *Traveller's Tales – Ships of the Elves* by Mongoose Publishing), but it has been adapted for personal use much like alchemist's fire has. However, no elf will knowingly use naphtha in a forest or other wilderness area, reserving its use for underground expeditions or warfare. The difference between naphtha and alchemist's fire is that it does not stop burning until the substance is exhausted or quenched by magical means. When used as a grenade-like weapon, naphtha deals 1d6 points of fire damage to a creature struck by it, and one point of fire damage to everyone standing up to five feet from it. The creatures affected continue suffering the same amount of damage every round (1d6 direct and one from splash damage) until the substance runs out after 1d6 rounds.



Naphtha: 40 gp per 1-pint flask; 2 lb.

Orrery, Small

A complicated system of interlocking rings and spheres of brass, bronze and other metals. Barely the size of two fists together, the small orrery is a scrying instrument for wizards with a preference for astrology. It grants a +1 competence bonus to Scry checks.



Orrery, Small: 1,200 gp; 5 lb.



Quickshot Quiver

A V-shaped quiver that holds 20 arrows and straps to an archer's back. The design allows the archer to grab an arrow and notch it on his bow very quickly, granting him a +1 competence bonus to Initiative if his first attack in a round is made with a bow. It has a front pocket to store a set of

fletcher's tools, and the arrows can be tied to the quiver when out of combat.

Quickshot Quiver: 5 gp; 1 lb.

Sleeping Mist

This substance works like bottled mist, except that it is laced with a narcotic. In addition to the obscuring effects of bottled mist, all creatures within the area must roll a Fortitude save (DC 15) or suffer a -1 penalty to initiative, attack and damage rolls. Elves are immune to the narcotic.



Sleeping Mist: 30 gp; 1 lb.

Spidersilk

Originally developed by the drow, other elves found their own version of this adhesive substance. Contained in a large sack that resembles a waterskin, spidersilk can be used by pressing on the skin, with a white strand of the material oozing out of a small opening. It attaches fast to any surface, but bladed weapons slice it easily, so it is mostly used for traps, camouflaged enclaves and improvised rope. The strand is extremely strong and tensile, requiring a Strength check (DC 24) to snap it. It can withstand up to 800 pounds without breaking or loosening from where it was attached. It dissolves in alcohol in three rounds. One spidersilk sack can yield 120 feet of rope.



Spidersilk: 25 gp; 5 lb.

Star Robes

The most breathtaking item in an elf's wardrobe, star robes have been described as 'woven starlight'. Tailored from gossamer thread, star robes immediately command attention in any gathering, with their shimmering material creating an otherworldly aura around their wearer. Star robes give a +1 morale



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bonus to any Charisma-based check made during a social occasion.

Star Robes: 750 gp; 8 lb.

Twin Flutes

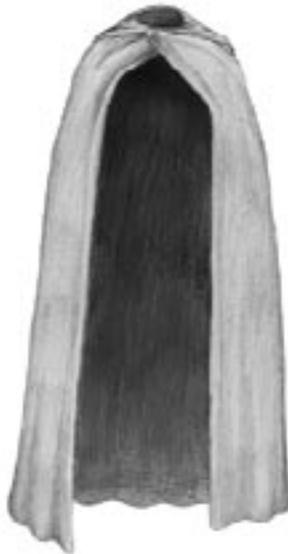
A single reed branches out into two arms to create an odd Y-shaped flute. Wood elves like to add feathers to the clay instrument. Both arms have holes, allowing a skilled musician to play two different melodies with the same breath. It takes two ranks in the Perform skill to learn to play the twin flute properly. A bard who succeeds in a Perform check (DC 18) can sustain two bardic music effects at the same time, but it takes his full concentration to do so and he is only able to take a move-equivalent action and move at half speed every round he sustains both effects.



Twin Flutes: 5 gp; 1 lb.

Travelling Cloak

A greyish-green garment that no elf traveller can do without. Despite its thinness, the cloak is quite durable, as warm as a winter blanket and as light as a sleeping gown. It is waterproof and mildly fire resistant, able to withstand up to three points of fire damage without catching on fire itself. It is also strangely comfortable to sleep in.



Travelling Cloak: 12 gp; 2 lb.

Waybread

A small loaf of this salty bread is enough to sustain an adventurer for a full day, as if he had eaten his fill of trail rations. Taking much less space than ordinary provisions, elf travellers and scouts opt for waybread when they are in a hurry and know they cannot delay to hunt or forage. It is advisable



to have water around to help wash it down, as it is a bit dry.

Waybread: 5 sp per 3 loaves; 1 lb.

Wood Chimes

A trick of the wild elves to keep intruders on edge, these wooden chimes hang high from trees, letting the wind knock them together as well as blow through the carved holes. This creates an eerie sound that is hard to locate. Any creature with an Intelligence score of 12 or less must make a Will save (DC 14) or be considered shaken. A shaken character suffers a -2 morale penalty on attack rolls, checks, and saving throws.



Wood Chimes: 4 sp; 10 lb.

ELVEN MASTERWORK

Elf craftsmen have all the time in the world to finish their works and, when not pressed by necessity, they usually take it. Masterwork items are very common in elven workshops, and the artisans think of them as entertaining exercises to keep their skills sharp. When they do want to devote all their art into a single creation, they make an item considered masterwork... by elven standards.

Elven masterworks follow the normal rules for creating masterwork items. An elven masterwork component is much harder to craft, costing 500 gp and with DC 25 in the Craft check. The time and expense are worth it, as an elven masterwork weapon grants a +2 bonus to attack rolls, while armour check penalties are reduced by -2. Other elven masterwork items grant an additional +2 bonus to activities performed with them. The cost of elven masterworks is triple that of their normal counterparts, plus the cost of the masterwork component. Non-elves in possession of such an item may be viewed with suspicion by elves, who will try to find out how it was that the item left the hands of its original elven owner.

THE FIGHTER'S TRADE

Every experienced fighter knows that there is far more to combat than raw fighting skill, weapons and armour. Often, the preparation that takes place before battle alone can ensure victory and a fighter will always make sure he has the correct tools to hand in order to guarantee his equipment is in the finest condition possible before he risks his life in front line combat.

ARMOUR ACCESSORIES

Aventail

This is a short piece of chainmail that hangs loosely from a helmet to add protection to the neck.

Aventail: +20 gp; AC +1; Max Dex -; Check -; SF +5%; Spd - ft./- ft.; 1 lb.

Besagues

These circular plates are tied to the elbow joint and in front of the shoulders of full and half plate armour for additional protection.

Besagues: +50 gp; AC +1; Max Dex -; Check -; SF +5%; Spd - ft./- ft.; +2 lb.

Form-Fit

Armour with this modification has to be tailored to the character's dimensions and crafted by a masterful armoursmith. Form-fit armour is created in order to allow a character to put the armour on and wear it with the minimum amount of effort and fuss. This modification can only be applied to masterwork quality armour, though this modification must be made during the initial forging. Armour with this alteration has its armour check penalty reduced by -1, in addition to the armour check modifier for the armour being masterwork. Form-fit armour also cuts donning time in half (rounded up).

Form-Fit: +150 gp.

Surcoat

Similar to a tabard, a surcoat is a cloth garment worn over armour to identify its wearer. It is long and flowing like a tunic and some paladins use it as their holy symbol if it is emblazoned with their deity's icon.

Surcoat: 2gp; 1 lb.

Tabard, Chain

A chain tabard consists of two layers of cloth with a middle layer of chainmail. It cannot be worn over heavy armour as it hampers movement too much.

Tabard, Chain: 55gp; AC +2; Max Dex -; Check -1; SF +5%; Spd - ft./- ft.; 15 lb.

Tabard, Padded

This rectangular piece of cloth is worn over armour. Normal tabards are meant to bear the wearer's coat of arms or other symbols, but armoured tabards add protection. A padded tabard is made of many layers of heavy cloth that can be worn over any armour.

Tabard, Padded: 15 gp; AC +1; Max Dex -; Check -1; SF +5%; Spd - ft./- ft.; 5 lb.

PIECEMEAL PLATE

Many poor warriors (or paladins under a vow of poverty) find themselves forced to scavenge battlefields for armour that is not too dented or ruined. They assemble a 'poor man's plate' out of all the pieces that will never provide the same amount of protection and mobility of true full plate, but it will serve their needs.

The following listings are for the parts of a full plate. The information assumes that it is being strapped over padding or chainmail, and it does not include gauntlets. The parts cannot be strapped over medium or heavy armour.

Armour Bonus: Some parts, taken in and by themselves, only provide a fractional armour bonus; the total bonus of the pieces worn is rounded down.

Maximum Dexterity Bonus: Take the smallest number of all the parts worn and subtract the armour check penalties from the rest to obtain the maximum Dexterity bonus to AC, with a minimum of +1.



Piecemeal Plate

Armour Part*	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Weight
Arm (rerebrace)	50 gp	+0.5	+8	-0.5	5%	3 lb.
Arm (vambrace)	50 gp	+0.5	+8	-0.5	5%	3 lb.
Breastplate	160 gp	+2	+4	-3	10%	15 lb.
Fauld (with tassets)	80 gp	+1	+6	-1	–	5 lb.
Fauld (without tassets)	30 gp	+0.5	+7	-1	–	2 lb.
Joints (full set)	150 gp	+1	–	-2	5%	5 lb.
Joints (individually)	30 gp	+0.2	–	-0.4	1%	1 lb.
Leg (cuisses)	60 gp	+0.5	+5	-1	2%	4 lb.
Leg (greaves)	60 gp	+0.5	+4	0	2%	4 lb.

*All information is given for a single piece, not a pair, with the exception of the joints.

Armour Check Penalty and Arcane Spell Failure:

The penalties and chances of failure for each part are added together so that, in the end, the character is better off looking for matching pieces of armour or saving for a custom-made suit of full plate.

Speed: Wearing from one to four parts (not joints or breastplate) is equivalent to light armour, from five to eight parts (not joints or breastplate) is equivalent to medium armour; the breastplate always adds one category (no armour becomes light, light armour becomes medium, etc.) and the joints do not count.

Arms

If both parts of an arm's plate do not belong to the same suit of armour, the character may wear only one or the other, but not both.

- † *Rerebrace:* Covers the upper arm.
- † *Vambrace:* Also called bracer, it covers the forearm.

Joints

Armour for the joints is a special case; they are seldom effective if they are not all present, for the additional protection they provide by themselves is almost negligible.

- † *Gorget:* A piece of plate that covers the neck, resting at the shoulders. If the gorget is not part of the same suit as the breastplate, add -1 to the armour check penalty.
- † *Pauldron:* Large, curved plate covering the shoulders.
- † *Couter:* Covers the elbow.
- † *Poleyn:* Covers the knee.

Legs

If both parts of a leg's plate do not belong to the same suit of armour, the character may wear only one or the other, but not both.

- † *Fauld:* Short, armoured skirt that covers the character below the waist. *Tassets* are triangular pieces of plate that hang from the fauld, adding protection to the area between cuisses and breastplate. The fauld can be from a different suit to cuisses and greaves.
- † *Cuisses:* Cover the thigh.
- † *Greaves:* Cover the lower leg.

Torso

The armour piece for the torso is the breastplate, but this is not the armour type of the same name found in *Core Rulebook I*; this is just the plating that covers the back and front of the torso. The armour bonus and weight are halved if the character is only wearing the front or the back piece, but all the other statistics remain the same. Refer to the table below.

MISCELLANEOUS ITEMS

Aquatic Quiver

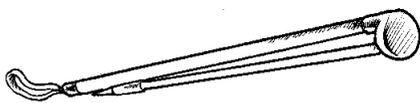
This is not so much a quiver as a back-mounted bandoleer, intended to hold arrows in place during the tumbling and turning that is common underwater. A normal open quiver is extremely likely to spill arrows during even casual manoeuvring.

Aquatic Quiver: 5gp; 1 lb.



Atl-Atl

The atl-atl is a device usually found amongst humanoid tribes who specialise in massed javelin attacks, though it also finds favour with many fighters looking to increase the efficiency of a simple ranged weapon. Consisting of a straight, flat stick with cord loops at one end and a notch to rest the butt of a javelin at the other, when propelled forward, it greatly increases the power of a thrown javelin. Any javelin thrown with the aid of an atl-atl will double its range increment and gain a +1 bonus to damage rolls.



Atl-Atl: 2 gp; 1 lb.

Crossbow Bayonet

Typically, wielding a crossbow in melee is not the wisest thing to do, but with the crossbow bayonet those caught in just such a predicament have their chances of survival improved immensely. The bayonet is mounted upon the tip of a crossbow and adds weight to the end of the weapon, which can affect the crossbow's accuracy if not properly balanced. Simple-mounted crossbow bayonets cause the bayonet and crossbow it is mounted on to suffer a -1 circumstance penalty to attack rolls, whereas properly balanced bayonets do not suffer these penalties to either the bayonet's or crossbow's attacks.



Crossbow Bayonet, Balanced: +60 gp; Dmg 1d4; Critical x3; +1 lb.; Piercing.

Crossbow Bayonet, Mounted: +10 gp; Dmg 1d4; Critical x2; +1 lb.; Piercing.

Handle Tip

Used to secure the shaft of a mace, morningstar, flail or axe, handle tips are sometimes used to imprint a family seal or other symbols, especially if the weapon is intended to be magical.

Handle Tip: +15 gp.

Hilt Flail

This modification can be attached to almost any weapon that has a hilt (or handle). Simple in its design, the hilt flail is a chain with a spiked weight at the end. This is not to say that the

hilt flail is simple in its use however. When attached to a weapon's hilt (or handle) it makes that weapon an exotic double weapon with



all the rules that come with such a distinction. The hilt flail may be put in place as a full-round action that provokes an attack of opportunity.

With a hilt flail, add a +2 bonus on the opposed attack roll when attempting to disarm an enemy (including the roll to avoid being disarmed if the character fails to disarm the enemy).

When using this weapon to make trip attacks, if the character is tripped during his own trip attempt, the hilt flail and the weapon it is attached to can be dropped to avoid being tripped.

Hilt Flail: Small Exotic Weapon; +10 gp; Dmg 1d6; Critical x2; Range -; +4 lb.; Bludgeoning.

Ornate Flail or Mace Head

Ornate mace and flail heads are the staple of many religious orders that gift their paladins with weapons. The heads do not confer any additional benefit except recognition and reputation.

Ornate Flail or Mace Head: +30 gp.

Rosin Bag

Rosin powder fills a small porous packet that is quite useful for its absorbent properties, which allows for better grip. When used upon hands or gloves, rosin grants a +2 circumstance bonus to Climb checks and any roll to keep from being disarmed. It may also be used on feet or shoes to gain a +2 circumstance bonus to Balance checks and any roll to keep from being pushed back by a bull rush attack.



Rosin Bag: 12 gp; 1/10 lb.

Serrated Blade

Some weaponsmiths intentionally forge their weapons to have wickedly-serrated edges designed to cause the maximum amount of damage whenever they strike. It is only the finest weaponsmiths who have the skill to hone such



blades to the required sharpness to have any appreciable effect. Only masterwork slashing weapons may be given a serrated edge, either while they are being forged, or as a later modification. A slashing weapon with a serrated blade will grant a +1 bonus to all damage rolls made with it.

Serrated Blade: +300 gp.

Sword Guard, Catcher

This utilitarian sword guard has two prongs parallel to the blade. They can 'catch' an opposing sword when the wielder parries and lets the enemy blade slide towards the prongs, which grant a +2 bonus to attack rolls for disarm attempts.

Sword Guard, Catcher: +15 gp.

Sword Guards, Ornate

A weapon's blade may be normal, but its guard can be a masterwork. A masterwork guard adds 100 gp to the weapon's market price and serves little purpose but to indicate its owner's status.

Sword Guards, Ornate: +125 gp.

Sword Handle, Grip

Made of soft wood, the grip handle is custom-made for a specific user. Using a clay model the intended owner grips, together with measurements of his arm, reach and fighting style, the artisan can craft a tailor-made handle for the discerning customer. Grip handles give their intended owner (and nobody else) +2 enhancement bonus to resist disarm attempts.

Sword Handle, Grip: +100 gp.

Sword Handle, Ornate

Inlaid with silver or gold filigree, the ornate sword handle is another status symbol that merely improves the look of the sword while sheathed.

Sword Handle, Ornate: +100 gp.

Sword Pommel, Holy

A pommel may be crafted as a holy symbol that a cleric or paladin can use when praying and turning undead. Paladins have no difficulty using a holy

pommel but a cleric's god must favour swords as a weapon if he wishes to use the pommel as a holy symbol.

Sword Pommel, Holy: +25 gp.

Sword Pommel, Ornate

Special pommels are often carved with family crests or other heraldic symbols, marking the ownership of the blade.

Sword Pommel, Ornate: +120 gp.

Sword Pommel, Weighted

Weighted pommels are lead balls with gold or silver plating that attach to the sword's handle to provide a balance more suited for an individual owner. It takes the wielder one month of constant practice to get used to the weight, at which point he enjoys a +1 bonus to damage. If a bastard sword has a weighed pommel, it can be used one-handed at a -2 penalty, rather than the normal -4, if the character does not have the Exotic Weapon Proficiency feat.

Sword Pommel, Weighted: +150 gp.

Swordstealer Hilt

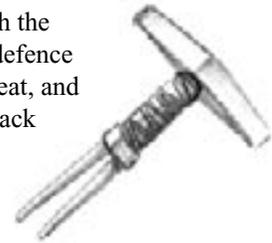
This hilt is designed to be able to trap an opponent's sword in its teeth-like protrusions.

Whenever the swordstealer hilt is used in conjunction with the fight defensively or total defence actions, or the Expertise feat, and an opponent fails in an attack roll against the character

by the amount of AC bonus granted by the action (by two if the character is fighting

defensively, four if total defence was used and by one to five when the Expertise feat is used), both immediately make an opposed Dexterity check as the character attempts to catch the blade, while the enemy tries to pull it back quickly. Masterwork swordstealer hilts will add a +1 circumstance bonus to this check. If successful, the character may immediately make an attempt to disarm the opponent with a +2 circumstance bonus without fear of being disarmed if he fails.

Swordstealer Hilt: +10 gp; +1 lb.



PRACTICE WEAPONS

Practice weapons are rarely used in actual combat, but sometimes you want to spar without pulling your punches, so to speak. When this is the case, practice weapons are your best option. Practice weapons are typically created out of wood, though occasionally you will find some with a heavy metal core to provide a more accurate weight. The wood used for practice weapons varies according to the material which is most readily available in the region. For those who are concerned even with the damage that could be dealt by mere practice weapons it is not uncommon to sleeve the weapons in cloth. This does add to the weight and slightly off-balances the practice weapons, but is well worth it if one wishes to avoid the bruises that normally come with sparring.

Cloth-Sleeved Practice Weapons

Practice weapons sleeved in cloth deal two less subdual damage per hit than other practice weapons, but are more unwieldy and suffer a -2 circumstance penalty to attack rolls.

Metal Core Practice Weapons

Have the same size as the weapons that they mimic, deal subdual damage instead of normal damage, have the same critical range, weigh the same as the normal weapon, are considered bludgeoning weapons and cost one-half the normal price of the weapon being mimicked.

Wooden Practice Weapons

Have the same size as the weapons that they mimic, deal subdual damage instead of normal damage, have the same critical range, weigh half the normal weight, are considered bludgeoning weapons and cost one-quarter the normal price of the weapon being mimicked.



EXOTIC ARMOUR MATERIALS

For the same reasons weaponsmiths craft weaponry from a variety of materials, so armoursmiths construct many different types of armour. In this section are rules to customise armour based upon the materials available – each new type of material is, in effect, a template that is applied to existing armour. Typically, a new

material will adjust cost, armour bonus, maximum Dexterity modifiers, armour check penalties and weight. All other factors for the armour remain the same.

Bone Armour

Bone armour is significantly less expensive than steel armour, but does not offer much in the way of protection. It is ghastly to behold as it is fashioned from the bones of humanoid dead. When hit by an attack roll of a natural 20, the armour's armour bonus permanently drops by one. In addition, characters wearing bone armour in combat receive a +2 circumstance bonus to all Intimidation checks. Arcane Necromancy spells have 5% less chance of spell failure while wearing this armour.



Available Armour: Scale Mail, breastplate, splint mail, banded mail, half-plate and full plate.

Bronze Armour

Bronze is typically less expensive than other materials, but affords less protection. This material crosses over easily into most of the armour types.

Available Armour: Studded leather, chain shirt, scale mail, chain mail, breastplate, splint mail, banded mail, half-plate and full plate.

Elfin Metal

Highly prized for its perfection, elfin metal is one of the most valuable commodities available. Though elven chain is the most common armour of this fabulous material, just about any armour may be crafted with the same attention

to detail and skilled craftsmanship. Elfin armour is highly prized and not often worn by races other than elves. Crafting this armour requires a master elven armoursmith with at least 15 ranks in the appropriate skill. This armour is always masterwork.

Available Armour: Chain shirt, scale mail, chain mail, breastplate, splint mail, banded mail, half-plate and full plate.



Armour Materials

Material	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Weight
Bone	-30%	-2	+1	-1	0 (-5%)	-50%
Bronze	-33%	-1	0	0	0	-
Elfin Metal	+4,000 gp	0	+2	-3	-10%	-50%
Gold	**	-4	-3	-4	+25%	+100%
Iron	-20%	0	0	0	0	+20%
Silver	*	-2	0	0	0	-
Wood	-75%	-1	-2	-1	+10%	-40%

* weight of armour x 50 gp.

** weight of armour x 200 gp.



Gold Armour

Decadence knows no limits. For the disgustingly wealthy, or the infinitely foolish, armour constructed of gold makes a serious statement. The cost of such an impractical suit is enough to make most commoners squirm and yet, bearing the weight of this armour is a mighty task indeed. Gold armour appeals only to a small minority. Most adventurers who discover such suits of armour will melt it into coins and bars. Wearing gold armour is stunning to behold and

grants a +2 circumstance bonus to all Bluff, Diplomacy and Intimidate checks.

Available Armour: Chain shirt, scale mail, chain mail, breastplate, splint mail, banded mail, half-plate and full plate.

Iron Armour

Iron armour is of high quality but is inferior to the protection granted by steel. While it offers the same armour bonus, it must be made far heavier to provide this protection. The key benefit to iron armour is price. In almost every other way, iron armour confers the same benefits as steel.

Available Armour: Studded leather, chain shirt,



scale mail, chain mail, breastplate, splint mail, banded mail, half-plate and full plate.

Silver Armour

For those both rich and paranoid, armour may be constructed of silver. Based more on art than defence, silver armour is impressive to behold for commoners and unbearable for lycanthropes. Silver armour is usually decorative and usually occupies a wealthy lord's hall or display case. When worn in combat, the armour can be a little ineffective but impressive nonetheless.

Available Armour: Chain shirt, scale mail, chain mail, breastplate, splint mail, banded mail, half-plate and full plate.

Wood Armour

Wood armour is very common in less cultivated civilisations. Like bone, it is loud and noticeable. While it affords very little protection, it is extremely inexpensive. Though not as light as bone armour, it confers slightly better protection. Any fire-based attacks aimed at a character wearing wood armour require him to make a Reflex save (DC 15) to avoid catching fire.

Available Armours: Scale mail, breastplate, splint mail, banded mail, half-plate and full plate.



EXOTIC WEAPON MATERIALS

All weapons purchased at the prices established in *Core Rulebook I* default to steel as their base metal. The following materials can be added

to a weapon's description, giving it additional properties for an added cost. The majority of these exotic materials require that the weapon be masterwork in addition to the costs of the material.

Black Metal

This alloy of silver and cold iron starts out with a banded look, bright silver and dark iron mingling together in complex patterns. Over time the silver tarnishes deep black, giving the entire surface a kind of wavy black sheen.

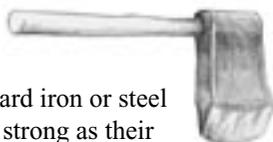


Black metal weapons combine the strength of cold iron and the deadly properties of silver to certain supernatural creatures. Black metal can pierce the damage resistance of creatures vulnerable to silver. It also acts as if it were a +1 weapon for purposes of piercing damage reduction when the target is a construct, fey or undead.

The creation process takes at least two weeks and requires an Alchemy skill check (DC 25). At the end of that time the alchemist has produced enough black metal for one Large weapon, two Medium-size weapons, or four Small weapons.

Cold Iron

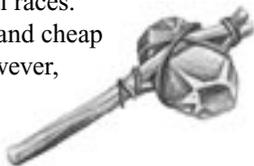
Cold Iron is a blue-black iron alloy that weighs quite a bit more than standard iron or steel weapons. They are just as strong as their more normal counterparts and can easily be used day-to-day in battle.



Cold iron has several unique anti-magic properties. Any item made of cold iron cannot be enchanted in any way. Additionally it gains a +4 bonus on its saves against magic, including indirect attacks (such as a *fireball* spell). Weapons made of cold iron act as if they were +1 weapons for determining if they can hit constructs, fey or undead creatures.

Flint

Flint (and obsidian) weapons are some of the earliest tools made by the mortal races. They are effective in their way, and cheap to make if one knows how. However, they are quite fragile and not well-suited to damaging those wearing armour made of metal.



Flint weapons do regular damage to unarmoured targets or those wearing armour made of leather. Targets wearing armour made of metal gain DR 2/- against flint weapons.

Glass

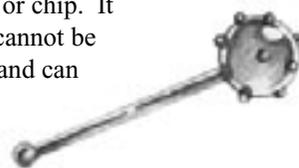
Literally made of blown or shaped glass, glass weapons most typically find use as ornaments in decadent courts. The amount of artistic effort expended on such toys can be considerable, ranging from elaborate decorations to a vast array of colours and degrees of translucency. The complex arrangements of colours, textures and bubbles within a glass weapon can make it cost far more than even a masterwork blade of more mundane make.



For some courtiers though just having an artistic statement does not please them. These people spend considerable amounts of coin to have a razor edge built onto their toys. When used, these weapons deal an extra two points of damage, but have a 50% chance per swing of shattering. Additionally, they will instantly shatter if they strike an unyielding metal or stone surface.

Philosopher's Steel

This unusual gold metal does not tarnish, reflect anything on its surface or chip. It is not subject to wear, cannot be harmed by fire or acid and can only be unmade by direct exposure to sunlight, starlight and moonlight at the same time.

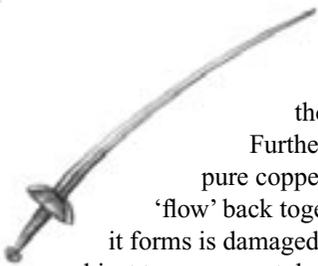


Weapons made of philosopher's steel become effectively indestructible. They are completely immune to fire, acid and cold damage. They have a hardness of 50 and 150 hit points. Furthermore they repair damage at a rate of three hit points per round.

Enchanting a weapon made of philosopher's steel costs three times the usual amount, but only costs three-quarters the typical XP expenditure.

Pure Copper

Alchemically-pure copper has a slightly greenish tinge to it. It lacks the strength of iron or steel but



has considerably more flexibility than either of those two metals.

Furthermore, alchemically-pure copper has a tendency to 'flow' back together if the final item it forms is damaged or destroyed. It is subject to permanent damage by fire.

Weapons made of pure copper repair damage from anything but fire-based attacks at a rate of one point every five minutes. They continue repairing themselves until they restore their original shape or the object is permanently destroyed by fire. When striking an opponent wearing metal armour, pure copper weapons do one less point of damage to a minimum of one point per die.

Pure Gold



Alchemically-pure gold retains the weight and softness of its less-refined ancestor. However it also takes on a kind of crystalline shine that is superimposed over the normal, metallic gleam of gold. Although almost useless as a weapon, such an object can become a powerful focus.

A pure gold weapon carries with it a slight, positive charge.

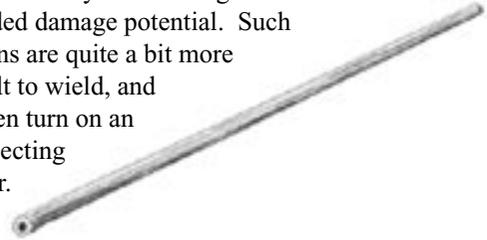
Whenever it comes into contact with a being that has negative energy (the ability to channel negative energy or to grant negative levels) that charge conflicts with the negative energy doing 1d8 magical damage to the target. This can be done as a touch attack.

Pure gold weapons are almost useless in regular combat. They do 1d4 points of damage when

swung against a mundane opponent. Each time a pure gold weapon hits its target there is a 75% chance that the weapon breaks.

Quicksilver

Quicksilver weapons are not literally made of quicksilver. Instead they have a narrow tube forged into their spine. That spine is filled with quicksilver. This makes the weapon weigh more than it normally would but gives it expanded damage potential. Such weapons are quite a bit more difficult to wield, and can even turn on an unsuspecting wielder.



A quicksilver weapon has its threat range increased by one. For example a quicksilver scimitar has a threat range of 17 to 20. All quicksilver weapons are exotic weapons, and require a specific exotic weapon proficiency to use properly. Additionally, any time that the wielder rolls a one he must make a Reflex save (DC 15). If he fails then the weapon twists out of control, disarming him and inflicting normal damage.

Silver Weapons

Knowing the threat lycanthropes present to any unwary traveller, adventurers will often desire to own silver weaponry to assist them against the forces of darkness. However, silver tarnishes easily and few adventurers will willingly pay a huge amount of money to purchase such a weapon and then risk it in every combat they face. Silver weapons are typically used for back up when a primary weapon has been lost or is proving all-but-useless against a creature such as a werewolf. Custom-made silver weapons cost their weight, multiplied by 50 gp.

Weapon Materials

Material	Cost	Weight	Hardness	Hit Points	Masterwork Required
Black metal	+500 gp	x1.5	+0	+0	Yes
Cold iron	+300 gp	x1.5	+1	+2	Yes
Flint	½ cost	x .75	-1	½	No
Glass	+200 gp	+0	0	1	No
Philosopher's steel	+1000 gp	0	50	150	Yes
Pure copper	+500 gp	x1.25	+0	+0	Yes
Pure gold	+1500 gp	x2	-4	-2	Yes
Quicksilver	+500 gp	x1.75	+0	+0	Yes
Star's heart	+1000 gp	x1.25	+2	+10	Yes

Star's Heart

Occasionally a star falls from the sky without burning itself out. Its heart strikes the ground with tremendous force, shattering the earth and knocking down trees for miles. Weapons made from a star's heart possess qualities beyond anything seen from mortal smiths.



A star's heart weapon does normal damage to any object that it strikes ignoring Hardness. It cannot be damaged by normal weapons, although enchanted metal weapons and those crafted from adamantine or mithril can damage a star's heart weapon.

LANCES

For the fighter seeking to gain an edge in a joust, using lances of variable lengths can win the clever combatant an entire tournament over those who insist on using the standard-length lances produced by their favourite weaponsmiths. Longer lances enable a fighter to strike first in a joust, as the extra reach his weapon grants means his opponent's weapon may still be some distance away when he strikes. However, his accuracy will suffer, as long lances can be rather difficult to aim from the back of a mount charging at full speed. Brave fighters may instead opt for shorter lances, guaranteeing that their opponent will strike first. This can be a sensible trade off, however, as the shorter lance is far more easily controlled and thus the attack, when delivered, will be devastatingly accurate.

Light lances and shortspears are considered to give a rider a five-foot reach beyond his mount's head, whereas longspears grant an eight-foot reach. Most fighters engaged in jousts, however, will use the heavy lance, which gives a 10-foot reach beyond the mount's head and thus a great advantage, as they will undoubtedly strike first against an opponent with a shorter weapon.

Fighters often commission the crafting of longer or shorter lances, with the intention of giving them a greater advantage in combat. However, over-sized lances are difficult to balance from the saddle and are often unwieldy, while short lances may result in the fighter being unhorsed before he has had a chance to attack.

Any lance may be lengthened at a cost of 2 gp per extra foot, though no lance may be lengthened by more than five feet. For every foot a lance is increased in length, the wielder suffers a -2 circumstance penalty to his attack roll.

Any lance may be shortened at a cost of 1 gp per reduced foot, though no lance may be shortened more than two feet. For every foot a lance is reduced in length, the wielder gains a +1 circumstance bonus to his attack roll.

Full rules for jousting may be found in *The Quintessential Fighter* by Mongoose Publishing.

Lance, Barbed, Heavy And Light

This lance has a barbed metal tip designed to tear at wounds and cause more damage with a successful hit. The light version is intended for Small characters.

Lance, Barbed, Heavy: Medium-size Martial Weapon; 14 gp; Dmg 1d8; Critical 19-20/x3; Range -; 10 lb.; Piercing.

Lance, Barbed, Light: Small Martial Weapon; 10 gp; Dmg 1d6; Critical 19-20/x3; Range -; 5 lb.; Piercing.

Lance, Blunt, Heavy And Light

The point of this lance is blunt and rounded. It deals subdual damage but the wielder gains a free trip attempt if hitting as part of a mounted charge. The light version is intended for Small characters.

Lance, Blunt, Heavy: Medium-size Martial Weapon; 8 gp; Dmg 1d8 subdual; Critical x3; Range -; 10 lb.; Piercing.

Lance, Blunt, Light: Small Martial Weapon; 7 gp; Dmg 1d6 subdual; Critical x3; Range -; 5 lb.; Piercing.

Lance, Dire

This extraordinarily-long lance is designed to fight Large and bigger creatures. It must be used with both hands, which poses additional problems for mounted combatants (see jousting shield in the Armour section). It has a 15-foot reach, but the character cannot attack opponents closer than that.

Lance, Dire: Large Martial Weapon; 20 gp; Dmg 2d6; Critical x3; Range -; 15 lb.; Piercing.

ALCHEMICAL PREPARATIONS

Soldiers all over the world look to alchemy as a cheap way to provide them with a slight edge in battle. Alchemists willingly indulge their most fervent customers, hoping that they will see them again at some time in the future.

Brilliant Oil

This highly-reflective oil comes in a tightly-sealed container. When spread on a metallic surface it collects and focuses light, making the object difficult to look at for long periods of time. When spread on a shield it adds +2 to the character's AC against ranged attacks for 10 rounds during bright daylight. Applying the oil is a full-round action that provokes an attack of opportunity.



Brilliant Oil: 50 gp; 1 lb.

Burning Oil

This viscous oil ignites one round after being exposed to air. It burns for five rounds thereafter, inflicting one point of damage to whatever it covers. If applied to a weapon, burning oil changes the damage type of the blade to fire for five rounds, and allows the weapon to be used for coup de grace attacks against regenerating creatures that are vulnerable to fire.



Burning Oil: 20 gp; 1 lb.

Hardening Oil

When applied, this dark red oil soaks into wood or leather objects, increasing their hardness by one point. This oil has no effect on metal objects. Any object treated with hardening oil takes on a deep red hue. Furthermore the object becomes slightly 'slick' to the touch; weapons treated with the oil give you a -1 circumstance penalty to resist disarm attempts.



Hardening Oil: 50 gp; 2 lb.

Rusting Oil

This oil often finds use in practical jokes, although it can also be used for springing a nasty surprise

on an enemy. It has the same consistency, colour and feel as rustproofing oil, but inflicts 1d4 acid damage per round for 10 rounds to any metallic object it is spread on. This damage permanently reduces the hardness of the metal object and then works away at the object's hit points. If the object loses all of its hit points it falls apart in a cloud of reddish dust. Once the oil is applied it can only be removed by strong soap.



Rusting Oil: 10 gp; 1 lb.

Rustproofing Oil

This thin, yellow, lemon-scented oil protects any metallic object it coats from rust or acid damage.

An object coated in this oil does not rust and gains a +2 bonus to any save it must make against a magical rusting effect (such as the touch of a rust monster's antennae). If the coated object is used, the oil begins to wear off. After five uses (hits with a weapon, deflected attacks for armour or a shield) the oil wears off completely.



Rustproofing Oil: 10 gp; 1 lb.

Smoke Powder

Smoke powder comes in an assortment of small pouches. Each pouch holds enough powder to make a normal-sized campfire put out a 10-foot-radius plume of coloured smoke. Every pouch holds a different colour of powder. When purchased, the powders come in sets of seven, one for each colour of the rainbow. Many armies use smoke powder for signalling purposes, as a good-sized plume of smoke can be seen for long distances on a clear day.

Smoke Powder: 5 gp; 2 lb.

Sticky Oil

Sticky oil comes in a leather bag. To use it you cut the bag open and squeeze the contents onto an object then strike that object against a surface. The force of the blow causes the sticky oil to harden, holding the two objects



together. This bond is strong enough to hold 200 pounds of weight for as long as one minute before breaking. A common use for this oil is to stick an arrow into the bag, pull it out and then shoot it at a wall or other fixed target. The arrow sticks to the wall until someone pulls it off (Strength check DC 20). When used in this fashion a single bag of sticky oil can coat five arrows before running out.

Sticky Oil: 25 gp; 2 lb.

Waterproofing Oil

This simple oil represents the majority of most alchemists' trade. A single bottle will cover an entire outfit, rendering it impenetrable to water for one month. Water sheds off the surface of the object (which must be leather or wood) as though off a duck's back. Dirt and grime also tend to shed fairly easily.



Waterproofing Oil: 5 gp; ½ lb.

EXOTIC SIEGE

AMMUNITION

With just a bit of engineering and alchemical know-how, the armies of the world have devised some truly awful kinds of ammunition for both siege warfare and sling weapons. These tools allow the attackers to make life absolutely miserable for the defenders, even if they manage to hold off the assault.

Prices are given either for 10 sling-usable loads or for a single catapult-usable load.

Acid

These bundles of acid are similar to acid flasks in their damage and potency. A siege-load of acid is a net full of thin glass spheres, each designed to shatter when they hit the ground. A sling-load is a single fragile glass sphere. Anyone caught in a 10-foot radius of the centre of the impact of a siege-load takes 1d6 acid damage. There is a 10-foot splash radius around the centre of the load, in which people take one point of acid damage. Additionally the area is covered with glass shards similar to caltrops. A sling-load does 1d6 acid damage to the target but does not do any splash damage. Acid-loads are extremely fragile, having only one hit point.



Acid Load, Siege: 150 gp; 50 lb.

Acid Load, Sling (10): 150 gp; 5 lb.

Blinding

This large, alchemically-treated stone appears to be nothing more sinister than a typical catapult stone until it strikes something. When it strikes it explodes in a flash of light, doing no damage. However everyone within a 20-foot radius must make a Reflex save (DC 15) or be blinded for 1d4 rounds. The sling-load hits as a touch attack but only affects the target and the Reflex save is at DC 13.



Blinding Load, Siege: 100 gp; 40 lb.

Blinding Load, Sling (10): 100 gp; 4 lb.

Deafening

Thunderstones can be made in a variety of sizes. Deafening catapult-loads deliver massive thunderstones directly to the enemy. Everyone within a 30-foot radius of the centre of the attack must make Fortitude saves (DC 15) or be deafened for 2d4 rounds. Deaf creatures, in addition to the obvious effects, suffer a -4 penalty to Initiative and a 20% chance to miscast and lose any spell with a verbal component that they try to cast. Sling-sized loads are much less effective, hitting the target as a touch attack but not having any effect on other targets at all.



Deafening Load, Siege: 450 gp; 60 lb.

Deafening Load, Sling (10): 450 gp; 5 lb.

Disease-Bearing

A disease-bearing load is a massive load of offal carefully tied together using string. It does no damage when it hits, but it creates a ripe breeding ground for disease. Everyone caught within a 20-foot radius of the centre of impact must make Fortitude saves (DC 15) or contract one of a variety of diseases. Disease-bearing loads are not suitable for use in a sling.



Disease-Bearing Load, Siege: 50 gp; 50 lb.

Hot Oil

One of the less pleasant attacks available to defenders, pouring boiling oil on someone causes 3d6 fire damage the



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first round, 2d6 damage the second round and 1d6 damage the third and final round. Everyone caught within the 10-foot splash radius takes 2d6 damage the first round and 1d6 damage the second round. Everyone within the area of effect except for the initial target makes Reflex saves (DC 15) for half damage. The initial target suffers a touch attack. Hot oil is typically used by defenders on attackers, and is not suitable for use as sling ammunition.

Hot Oil: 50 gp; 100 lb.

Hot Sand

Heated sand flies a considerable distance but does very little damage. It does, however, impair the actions, vision and mobility of anyone caught with in. Everyone within a 15-foot radius of the area of impact must make a Fortitude save (DC 15). Those that fail suffer a -2 penalty to all of their actions for the next 2d8 rounds as they try to get the hot sand out of their eyes, cloths and other sensitive spots. Hot sand takes one hour to heat and is not suitable for use in a sling.



Hot Sand Load, Siege: 50 gp; 45 lb.

Incendiary

Alchemist's fire can be deadly when deployed as a siege weapon. These large loads of burning liquid cover a 15-foot area and burn for 2 rounds, doing 1d6 fire damage each round to everyone caught within the area of effect. A Reflex save (DC 15) allows the target to escape having only taken 1d6 damage. When used as a sling-load, the load hits as a touch attack and does 1d6 flame damage but has no splash radius.



Incendiary Load, Siege: 500 gp; 50 lb.

Incendiary Load, Sling (10): 500 gp; 5 lb.

Shrapnel

A shrapnel load is a large pot filled with shards that explodes on impact. It does little damage to the fortification but does 3d6 damage to everyone within 15 feet of the point of impact (Reflex save DC 15 for half damage).



Shrapnel Load, Siege: 200 gp; 20 lb.

Smoke

A smoke load is a tied-up mass of smouldering material doused liberally with an alchemical formula that makes it smoke thickly. When it hits its target the load falls apart and begins to smoke, filling an area 15 feet in radius with a thick, black cloud that lasts for 2d4 rounds (less in windy conditions). Everyone within the cloud is effectively blinded. A sling-sized load fills a single, five-foot square with a cloud of smoke that lasts for one round. Hitting a specific square is a touch attack against anyone occupying that location.



Smoke Load, Siege: 150 gp; 50 lb.

Smoke Load, Sling (10): 150 gp; 5 lb.

Tangle

A tangle load is a carefully-prepared siege version of a tanglefoot bag. These massive loads cover a 10-foot radius around the centre of impact with tough, sticky goo that hardens upon exposure to air. Everyone within the area of effect suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The entangled targets must make a Reflex save (DC 15) or be glued to the floor, unable to move. Even with a successful salve the target can only move at half speed. For further effects see the description of the tanglefoot bag. A sling-load only affects one creature and cannot stick that creature to the floor. Striking a creature with a sling-load counts as a touch attack.



Tangle Load, Siege: 800 gp; 75 lb.

Tangle Load, Sling (10): 800 gp; 5 lb.

SIEGE TOOLS

Siege warfare ranks among the most difficult, dangerous and boring forms of warfare imaginable. Unless the siege breaks in the first few weeks this kind of warfare involves long-term entrenchment camping, with occasional bouts of mayhem as one or both sides attempt to test the other's resolve.

Builder's Kit

A builder's kit contains tools for working with stone and wood as well as excavating earth. It is essential to any kind of defensive siege work, including wall repair and the construction of pickets. Use of the kit allows the soldier to use

his Craft (siegecraft), Craft (stonework) and Craft (carpenter) skills normally.

Builder's Kit: 5 gp; 5 lb.

Builder's Kit, Masterwork

A masterwork builder's kit contains perfectly made tools. It adds a +2 bonus to Craft (siege craft), Craft (stonework) and Craft (carpenter) skill checks.



Builder's Kit, Masterwork: 55 gp; 5 lb.

Folding Brace

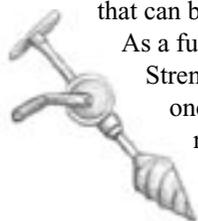
This innovative device looks like a number of metal struts hooked together. However, in a single round it can be unfolded to become a five-foot-tall by four-foot-wide archway. This locked archway can support up to 2,000 pounds of weight, making it an ideal support for an unsteady tunnel or other sapping operation.



Folding Brace: 70 gp; 10 lb.

Hand Bore

A hand bore is a large crank with a good-sized drill bit on the forward end. It is used to crack open tough, stone surfaces or to create fissures that can be used to weaken a structure.



As a full-round action someone with Strength of 15 or higher can bore a one-inch-deep hole in any normal rock surface.

Hand Bore: 1 gp; 5 lb.

Hand Ram

This short, spear-shaped object has a flat, blunt blade designed for slipping between the stones or bricks of a fortification wall. Each round, as a full round action, a character with a hand ram does 1d6 damage to the section of wall that he works on. No more than three characters may work on the same section of wall at a time.



Hand Ram: 2 gp; 15 lb.

Personal Banner

A personal banner is an individualized pennant that the character attaches to some prominent and obvious part of his armour (on a pole, lance or shield most typically). It allows anyone who is trying to spot the character a +2 bonus on his Spot checks.

Personal Banner: 2 gp; ½ lb.

Portable Ram

This iron-shod wooden beam is the perfect tool for battering down doors. Not only does it provide a +2 circumstance bonus on a Strength check to break open a door, but it allows a second person to help without having to roll, adding another +2 to the check.

Portable Ram: 10 gp; 20 lb.

Portable Shelter

A portable shelter is somewhat more substantial than a tent, and therefore somewhat more weighty. It has reinforced siding that provides one-half cover to anyone within it. Like a typical tent it sleeps two.

Portable Shelter: 25 gp; 40 lb.

Quicklime

Quicklime is a by-product of the creation of charcoal. Its primary use is to reduce the smell and potential contamination of latrines.



Units that use quicklime have +2 bonus to any Fortitude saves to resist disease during the long months of a siege.

Quicklime: 100 gp per month; 2,000 lb.

Sapper's Kit

A sapper's kit contains a variety of tools for the creation and destruction of tunnels. Without a sapper's kit you suffer a -2 penalty to Profession (siege engineer) checks that involve the creation and destruction of tunnels either for offensive or defensive purposes during a siege.

Sapper's Kit: 5 gp; 5 lb.

Sapper's Kit, Masterwork

A masterwork sapper's kit contains perfect tools for the creation and destruction of tunnels in

offensive and defensive work. It grants a +2 bonus to all Profession (siege engineer) checks involving sapping operations.

Sapper's Kit, Masterwork: 55 gp; 5 lb.



Signal Banner

A signal banner is a large, brightly-coloured flag that can hopefully be seen across an entire battlefield. When combined with signal horns or drums the flags give the unit commanders a +2 bonus to any skill or ability checks required to determine what, exactly, it is that the army commander wishes for them to do.

Signal Banner: 5 gp; 5 lb.

Standard

A standard is a tall banner bearing the colours and symbol of the unit, army or nation that the soldiers fight for. Its presence on the battlefield has a positive effect on morale. Losing the standard causes the army's morale to falter, giving them a -1 morale penalty to all attack and damage rolls until the standard is reclaimed.



Standard: 500 gp; 10 lb.

Turtle

A turtle is a massive armoured frame, covered with what look like tower shields. A turtle provides total cover to anyone within it. Each turtle can shelter 10 men. The turtle has a hardness of 10 and 50 hit points. Men in a turtle move forward at 10 feet per round and cannot see anything outside of the turtle.



Turtle: 500 gp; 500 lb.

SOLDIER'S COMFORTS

The life of a soldier is not an easy one. The following tools make the life of endless boredom, punctuated by brief moments of absolute terror, more bearable.

Bones

Six-sided dice are found in some of the oldest games known to man. The values on the faces change from one game to another but the basic cubic shape remains the same. A set of bones can be used for any number of games of random chance so long as everyone knows the rules.



Bones: 1 sp; 1/10 lb.

Cards

Cards are a more elaborate form of game of chance, readily available only in cultures that have some form of printing press technology (mundane or magical). Otherwise cards are for officers, gentlemen and the nobility. Typically made on a thick rag paper, cards have a single blank or patterned side and a painted side showing a value and some sort of traditional motif.



Cards: 10 gp; 1/10 lb.

Figurine

Many soldiers and artists make simple figurines of wood or stone. These keepsakes resemble good friends, comrades lost in battle or other subjects that the buyer finds dear. Some are of more graphic nature, depicting well-known camp followers, enemies carved up in the heat of battle and other similar topics.

Figurine: 1 gp; 1/10 lb.

Folding Stool

This cunning, dwarven contraption uses canvas and several hinged, metal legs to create a stable, backless seat that can be easily folded up and packed. For an army on the move such a device is a luxury – seats are in short supply in a mobile army camp.



Folding Stool: 10 gp; 2 lb.

Jacks

An evolution of the scatter sticks game, jacks are twisted pieces of metal vaguely resembling caltrops. They come in sets of twenty with a single reasonably elastic ball.



The goal is to bounce the ball, collect as many jacks as possible, and catch the ball before it hits the ground. Endless hours (and quite a bit of coin) can be spent playing jacks, so much so that some officers regard the game as anathema to army discipline.

Jacks: 2 gp; ½ lb.

Memory Stones

This small pouch contains worn stones, each of which has the name of a separate task on it. When you use these to help you to remember your daily activities you gain a +2 bonus to any Intelligence check to remember to perform tasks or to remember what you were doing at a specific time.



Memory Stones: 1 sp; ½ lb.

Officer's Outfit

An officer's outfit consists of a uniform tunic, cloak, trousers, hat, belt and a good pair of riding boots. Each outfit specifically belongs to a particular unit or army. Possession of the correct uniform gives a +2 circumstance bonus to Disguise skill checks for impersonating an officer of the unit.

Officers Outfit: 30 gp; 7 lb.

Scabbards

Taking care of his blade is of paramount importance to a warrior and that includes sheathing it in a proper scabbard. Scabbards can be works of art themselves, made with precious goods and lined with gold, silver and studded jewels along its length, with the softest of velvets in the interior. Paladins, who cannot afford to generalise their combat training like a fighter can, tend to specialise with swords and therefore see scabbards as an important tool rather than just a place to keep a sword near their sword arm. The following are some specialised scabbard types.

Container

The length of the scabbard is fitted with one-to-three small pockets, mostly used to keep the tools to maintain the blade, but that also hold other things. Each pocket is large enough to contain two vials.

Scabbard, Container: 6gp; 1 lb.

Dagger

Often seen as cowardly or underhand by paladins, more worldly characters know that it could save their lives. The scabbard is one hand-span longer than the blade it is supposed to sheath as it hides a small, spring-loaded dagger that slips through the scabbard's point to become a slightly unwieldy weapon that deals 1d4 damage.

Scabbard, Dagger: 12 gp; 2 lb.

Fancy

These scabbards are treasures, sometimes worth even more than the sword they were made to store. Fancy scabbards are adorned with the finest, richest materials and are ripe for enchantment.

Scabbard, Fancy: 1d6x100 gp; 1 lb.

Secret Container

This scabbard has a hidden compartment that can fit one vial, built on the side of the scabbard that rests against its owner's body or at its tip. It is useful for keeping holy relics and tokens, but it can also smuggle small doses of special substances, such as holy water.

Scabbard, Secret Container: 9gp; 1 lb.

Scatter Sticks

One of the first and earliest games, sticks has remained popular because of its endless entertainment value. A pack of sticks allows a group of men to burn hours in constant play. The winner of a game is determined by an opposed Pick Pocket skill check, with the highest result getting the most sticks from the pile.



Scatter Sticks: 2 cp; ½ lb.

Sharpening Stone, Personal

The personal sharpening stone is a fine-grained stone that you use to hone dents and divots out of a



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blade. If you take an hour to hone the blade and make a Craft (weaponsmith) skill check (DC 20) you can give a non-masterwork, steel slashing weapon a razor edge. This increases the threat range of the weapon by one for the first hit in the next combat.

Sharpening Stone, Personal: 10 gp; 2 lb.

Sharpening Stone, Wheel

The wheel sharpening stone is a three-foot wheel attached to a foot pedal. It allows a craftsman to quickly sharpen multiple slashing melee weapons. Sharpening each non-masterwork, steel slashing weapon takes five minutes and a Craft skill check (DC 20). On a successful skill roll the weapon acquires a razor edge and has its threat range increased by one for the first hit in the next combat.



Sharpening Stone, Wheel: 200 gp; 150 lb.

Sleeping Draught

This packet of bitter herbs contains within it powerful sleeping drugs. After drinking a mug of something with a full packet in it you must make a Fortitude save (DC 10) or fall into a deep sleep. You may choose to forego this save if you wish to get a full night's sleep. Drinking this draught allows the user to rest fully despite any troubles he may otherwise have. In order to wake up before a full eight hours has past you must make a Fortitude save (DC 15).



Sleeping Draught: 1 gp; 1/10 lb.

Soldier's Outfit

A soldier's outfit consists of a uniform tunic, trousers, hat, belt, and a good pair of marching boots. Each outfit specifically belongs to a particular unit or army. Possession of the correct uniform gives a +2 circumstance bonus to impersonating a member of the unit.



Soldier's Outfit: 5 gp; 7 lb.

Spices

Army food has long been noted for both its filling qualities and its appalling blandness. Soldiers reacted to this early on by formulating 'blends' of spices designed to make their food more palatable. Each blend of spices is somewhat different; the formulae are passed on from veteran to recruit down through the generations and changed slightly each time. A single packet of spices contains enough spice to flavour thirty meals.



Spices: 5 gp; 1 lb.

Travel Coins

These one-inch-diameter coins each depict a different desired service on one side and an amount that the holder is willing to pay on another. They are especially useful in areas where there is a common currency but not necessarily a common language (as in a large empire) or when you cannot speak to any of the natives at all. Each set of coins displays things like renting a room, purchasing a horse or sharpening a weapon.



Travel Coins: 1 gp; 1/2 lb.

Umbrella Hat

This massive, slightly conical, reed hat reaches just past the shoulders. Although somewhat clumsy, they do a fine job of keeping the rain off a character's head.



Umbrella Hat: 1 cp; 2 lb.

Weapon Harness

This lightweight harness crosses over the user's back and over the shoulders. It has two chest belts (one directly below the chest, the other across the chest) that must be secured to prevent the harness falling off. The harness has sheaths for two swords on the back, as well as two hooks that snap together and hold two Medium-size weapons at the waist. There is also a sheath on the belt of the weapon harness and six sheaths along the front straps to hold daggers.



Weapon Harness: 5gp; 5 lb.

TOOLS OF THE ORIENT

The monk is, perhaps, the ultimate survivalist. More than any other class, a monk is capable of surviving and even thriving without a single weapon or piece of equipment. Still, few monks are so foolish as to not prepare for any eventuality they may face and their own disciplines have given rise to a bewildering array of equipment options.

ALCHEMICAL SUBSTANCES

Knockout Powder Vial

This powder is made from a combination of chemicals that cause the inhaler to lose consciousness. Typically the powder is held in a small vial that is opened when the character wishes to use it and whipped into the face of an opponent. To deliver the knockout powder the character must make a successful touch attack. If successful the opponent must make a Fortitude save (DC 12) or fall unconscious for 1d4 minutes.



Knockout Powder Vial: 100 gp; ½ lb.

SAMURAI ARMOUR

Like all men who go through life on the field of battle, the samurai rely on their armour to protect them from their enemies. For the samurai, armour is not only useful as protection in battle, but also serves as a way to display one's allegiance to a daimyo and prestige amongst other samurai. Elaborately decorated armour is very popular amongst the samurai and it is not unusual for noble samurai to purchase armour costing five times or more the base costs listed below.

Samurai armour is composed of many pieces, not all of which are worn by all samurai. For our purposes, the armour worn on the torso determines the base Armour Class for a samurai and the many extra pieces may be used to provide additional Armour Bonuses, though these often come at the cost of the samurai's Dexterity bonus. Samurai may choose their armour as they see fit, tailoring the pieces worn to their outlook and personal tastes.

Do

Constructed of scales of lacquered leather or metal, this body armour covers the chest and lower torso of the samurai, its weight hanging across the shoulders with some supported on the hips. There are many different styles of do, though all offer similar protective capacities. The differences in many cases are minor. For example, the primary difference between the do-maru and the haramaki do are the openings in them – do-maru opens on the right-hand side and the haramaki opens in the back. Even more complicated types of do are sometimes crafted, such as the yokohagi ni-mai do gusoku (horizontally riveted clamshell cuirass armour), but all are variations on the basic style. It is important to note that the do may be magically enhanced but other pieces of armour may not.

Haidate

Covering from the waist to the tops of the knees, the haidate are sometimes also constructed from scales of lacquered leather or metal. Few samurai wear them, despite the protection they offer, because they limit mobility and are uncomfortable while on horseback.

Kabuto

These metal helmets are quite elaborate, with widely-flaring neck guards at the back and curled-back sides which resemble wings. Decorative horns are commonly added to the helms, adding to the demonic appearance of the mempo.

Kote

These sleeves extend from the shoulders down to the wrists and often overlap the yugake by a significant degree to provide protection for the wrists and backs of the hand. The kote are either leather or chain, with splints of metal for added protection.

Mempo

These metal faceplates are often painted or otherwise decorated to give the face of the samurai a demonic, monstrous appearance in battle. They also hide the samurai's face, disguising any pain or emotional turmoil he might be experiencing.

Sode

Constructed from laced-together metal plates and strips of lacquered leather, these shoulder guards are often large and ridiculously ornate. Laced across the shoulders and chest, the sode are quite

large and extend a good deal above the shoulder and to either side of the arm as well as extending down almost to the elbow.

Sune-Ate

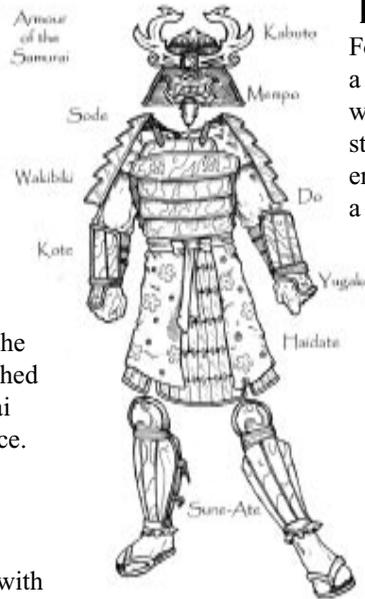
Chain or hardened leather shin protectors, the sune-ate are often reinforced with short strips of iron or segmented metal slats. They provide protection from just below the knee to the ankle and are often attached to the waraji (sandals) of the samurai with leather ties to keep them in place.

Wakibiki

Designed to protect the armpit area, these guards are made from leather with attached metal plates. The pair of armour pieces ties around the neck and across the chest, distributing the weight around the torso.

Yugake

These leather gloves are equipped with a hardened thumb and forefinger to assist in drawing the powerful daikyu.



THE DAISHO

For the samurai, swordsmanship is a great measure of self-worth. His weapons are not simply things of steel, wood and leather, they are living entities. More importantly, they are a connection between the samurai and the world around him, a physical representation of his skill, determination and courage in battle. Because of this, the daisho – the mated pair of a katana and a wakizashi – are not mass-produced. In lands where samurai are prevalent, only a member of this class may even carry the two weapons together, let alone wield them.

Katana

The katana is more than a simple weapon, it is the mark of a samurai. All of these weapons are considered masterwork weapons (providing a +1 attack bonus) and are created specifically for individual samurai. The katana is a martial weapon when wielded two-handed but requires

Armour of the Samurai

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Do*								
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	10 lb.
Metal	75 gp	+3	+5	0	15%	30 ft.	20 ft.	15 lb.
Haidate								
Leather	10 gp	+1	-1	-1	0%	25 ft.	15 ft.	5 lb.
Metal	50 gp	+2	-2	2	5%	20 ft.	10 ft.	10 lb.
Kabuto	50 gp	+1	-	-1	5%	-	-	5 lb.
Kote								
Leather	10 gp	+1	-1	-1	5%	-	-	3 lb.
Metal	50 gp	+2	-1	-1	10%	-	-	6 lb.
Mempo	25 gp	-	-	-	-	-	-	2 lb.
Sode	30 gp	+1	-	-1	5%	-	-	5 lb.
Sune-Ate								
Leather	15 gp	+1	-1	-1	-	-	-	5 lb.
Metal	50 gp	+2	-2	-2	-	-	-	10 lb.
Wakibiki	10 gp	+1	-1	-1	5%	-	-	5 lb.
Yugake	10 gp	-	-	-	-	-	-	1 lb.

* The do provides the base Armour Class for the samurai – additional pieces provide an added Armour Bonus, but also add their modifiers to the Max Dex bonus, Armour Check Penalty, Spell Failure and Movement of the armour. Thus, a leather do (Max Dex Bonus +6) worn with a metal haidate (Max Dex Bonus -2) has a Max Dex Bonus of 4 (6 for the do, minus 2 for the haidate).

the Exotic Weapon Proficiency to use the weapon in one hand. A katana is never available for sale in stores, but must be created for the individual samurai.

Katana: Medium-size Exotic Weapon; Dmg 1d10; Critical 19-20/x2; Range –; 6 lb.; Slashing.

Wakizashi

The shorter of the paired daisho, the wakizashi is not regarded as highly by the samurai who wield it. The wakizashi is the more utilitarian of the two weapons and is worn when the katana is either too conspicuous or too threatening. The wakizashi is also the preferred weapon for committing seppuku.

Wakizashi: Small Exotic Weapon; 100 gp; Dmg 1d6; Critical 19-20/x2; Range –; 3 lb.; Slashing.

CLUBS

Sling-Out Baton

With a flick of the wrist the sling-out baton can go from an innocent-looking wooden (or metal) tube into a club-like weapon. This effect is created by the unique way that the sling-out baton is fashioned (i.e. with a series of cylinders of decreasing circumference that surround a solid rod in the centre). The sling-out baton comes in a variety of sizes, but only the lesser form allows the use of the monk's unarmed base attack, including the more favourable number of attacks per round, along with other applicable attack modifiers. The sling-out baton can be extended as a move-equivalency action.



Sling-Out Baton, Greater: Small Simple Weapon; 20 gp; Dmg 1d8; Critical x2; Range –; 10 lb.; Bludgeoning.

Sling-Out Baton, Lesser: Tiny Simple Weapon; 10 gp; Dmg 1d6; Critical x2; Range –; 6 lb.; Bludgeoning.

Tonfa

This weapon is made from a flattened piece of wood or metal (for martial use) that has a handle protruding near one end of the shaft at a 90-degree angle. The tonfa is quite an effective and easy weapon to use and those experienced with it can use it for either defensive or offensive purposes (though it is primarily a defensive weapon). A character can choose to use the tonfa in a defensive manner (i.e. the length of the tonfa is laid across

the back of the arm) and gain a +1 deflection bonus to his AC. In addition to this a monk is able to use his unarmed base attack, including the more favourable number of attacks per round, along with other applicable attack modifiers. However, when using the tonfa in a defensive manner it deals less damage on a successful attack (see stats below). When fighting in an offensive manner (i.e. the tonfa is held with its shaft extended away from the arm) it does not grant a deflection bonus to AC nor does it allow the monk to use the unarmed attack base attack. However, when using the tonfa in an offensive manner the character can use it to make trip attacks. If the wielder is tripped during a trip attempt, the tonfa can be dropped to avoid being tripped.

Tonfa, Metal: Medium-size Simple Weapon; 12 gp; Dmg 1d6 or 1d8; Critical x2; Range –; 12 lb.; Bludgeoning.

Tonfa, Wooden: Medium-size Simple Weapon; 3 gp; Dmg 1d4 or 1d6; Critical x2; Range –; 4 lb.; Bludgeoning.

BLOWGUN

Staff, Blowgun

This blowgun appears like a normal quarterstaff, but can be turned into a blowgun within mere seconds by removing two caps that are placed on either end. In addition, the blowgun staff fires slightly larger darts than a typical blowgun. These darts can cause injury and have greater penetrating power. It is a full-round action to convert the staff into a blowgun and vice-versa (both provoke attacks of opportunity) and takes a move-



equivalent action to load.

Staff, Blowgun: Large Exotic Weapon; 25 gp.; Dmg 1d6/1d6; Critical x2; Range 10 ft.; 4 lb.; Bludgeoning.

Dart (10): 3 sp; Dmg 1d3; Critical x2; 1 lb.; Piercing.

Blowgun, Greater

Longer than its cousin, the greater blowgun is typically used in the same manner, although it is a slightly more effective hunting tool due to its more lethal darts.



Blowgun, Greater: Large Exotic Weapon; 20 gp; Dmg 1d3; Critical x2; Range 10 ft.; 4 lb.; Piercing.
Dart (10): 3 sp; 1/10 lb.

Blowgun, Repeating

Designed to fire poisoned needles at a much more rapid rate than its cousin via the use of a cartridge that holds eight darts at a time, thus cutting down on reload time, the repeating blowgun finds use by assassins and rogues alike who prefer poison to more conventional types of attacks. While the repeating blowgun's needles deal only 1 point of damage on a hit, they can deliver injury and contact poisons. The needles deal no damage and cannot poison a target with a +1 or greater armour bonus or a natural armour bonus of at least +3. Reloading the dart cartridge takes a full-round action that provokes an attack of opportunity. The repeating blowgun comes in two sizes, lesser and greater.



Lesser Repeating Blowgun: Medium-size Exotic Weapon; 50 gp; Dmg 1; Critical x2; Range 10 ft.; 2 lb.; Piercing.

Lesser Repeating Blowgun Cartridge (8): 1 gp; 1/10 lb.

Greater Repeating Blowgun: Large Exotic Weapon; 100 gp; Dmg 1d3; Critical x2; Range 10 ft.; 4 lb.; Piercing.

Greater Repeating Blowgun Cartridge (5): 1/10 lb.; 2 gp.

Explosive Darts

These darts have hollow tips that include a contact blasting powder and flash cotton (a fast burning alchemical substance) that cause a bright flash upon contact with an enemy or surface. Anyone within five feet of the explosive dart must make a Reflex save (DC 15 for direct hit, DC 10 if within five feet). If they succeed, they have successfully averted their eyes. If they fail to save, the explosive flash blinds them for one round and dazzles them for 1d2 rounds afterward. Only greater blowguns may fire explosive darts.



Explosive Dart: 2 gp; Dmg 1; Critical x2; Range 10 ft.; 1/10 lb.; Bludgeoning.

Stun Darts

These darts are used to knock an opponent unconscious and deliver contact poisons. Unlike normal blowgun darts these are rounded at the end and meant to subdue an opponent instead of deal injury. Only greater blowguns may fire stun darts.



Stun Dart: 1 sp; Dmg 1d4 subdual; Critical x2; Range 10 ft.; 1/10 lb.; Bludgeoning.

BOOTS

Bladed Boots

These specially-made boots have the additional modification of a blade hidden in the soles of their footwear. These blades are a favourite amongst assassins and rogues alike as they are rarely discovered because of the way in which they are concealed. The blades are typically extended via a spring located in the heel and activated by pressing firmly down upon it. In addition to this a monk is able to use his unarmed base attack, including the more favourable number of attacks per round, along with other applicable attack modifiers when using bladed boots. An opponent cannot use a disarm action to disarm a character's bladed boots. The cost and weight given are for a single bladed boot. An attack with a bladed boot is considered an armed attack. Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a bladed boot.



Bladed Boots: Tiny Simple Weapon; 20 gp; Dmg 1d4; Critical 19-20/x2; 2 lb.; Piercing.

Tabi Boots

These boots have a split toe design to help with climbing and ridged rubber soles that improve traction and reduce sound. While wearing tabi boots a character gains a +1 circumstance bonus to Balance and Climb checks and a +2 circumstance bonus to Move Silently checks.



Tabi Boots: 10 gp; 1 lb.

CHAIN OR ROPE WEAPONS

Kusari Gama

This double weapon is made up of a simple length of chain with a sickle on one end and a blunt weight on the other.



Because the chain can wrap around an enemy's leg or other limb, a trip attack can be made with it. If a character using a kusari gama is tripped during the character's trip attempt, the chain can be dropped to avoid being tripped. When using a kusari gama, add a +2 bonus on the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent). Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a kusari gama.

Kusari Gama: Large Exotic Weapon; 35 gp; Dmg 1d6/1d8; Critical x2; 15 lb.; Type Slashing/Bludgeoning.

Manriki Gusari

This double weapon is made up of a simple length of chain with a blunted weight on each end. Because the chain can wrap around an enemy's leg or other limb, a trip attack can be made with it. If a character using a manriki gusari is tripped during the character's trip attempt, the manriki gusari can be dropped to avoid being tripped. When using a manriki gusari, add a +2 bonus to the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his opponent). Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a manriki gusari.



Manriki Gusari: Large Exotic Weapon; 40 gp; Dmg 1d8/1d8; Critical x2; 18 lb.; Bludgeoning.

Shogi

This double weapon is made up of a length of rope (about 10 feet long) that has a double-bladed sickle-like weapon attached to one end of the rope and a heavy, iron ring on the other. The shogi has a reach of 10 feet. In addition, the weapon can

be used against an adjacent foe. Because the rope can wrap around an enemy's leg or other limb, a trip attack can be made with it. If a character using a shogi is tripped during the character's trip attempt, the shogi can be dropped to avoid being tripped. When using a shogi, add a +2 bonus to the opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm his or her opponent). Use the Weapon Finesse feat to apply a character's Dexterity modifier instead of the Strength modifier to attack rolls with a shogi. Finally, the shogi can be used as a grappling hook over short distances (10 feet or less).



Shogi: Large Exotic Weapon; 30 gp; Dmg 1d6/1d4; Critical x2; 12 lb.; Type Slashing/Bludgeoning.

STAVES

Balancing Staff

This slightly flexible staff is created in such a way that it helps the wielder to maintain balance. It is considered a double weapon and grants a +2 circumstance bonus to Balance checks and Trip attempts against the character wielding the balancing staff.



Balancing Staff: Large Exotic Weapon; 5 gp; Dmg 1d4/1d4; Critical x2; 4 lb.; Bludgeoning.

Ladder Staff

This seven-foot staff has small handles placed at one-foot intervals on each side of the staff (10 in all). As its name implies, the ladder staff can be used to climb a short distance (up to 10 feet). In order to use the ladder staff to climb the character must take a full-round action that provokes attacks of opportunity and make a successful Balance check (DC 20). If successful, the character is able to climb the ladder staff (without the need of a Climb check) up to seven feet in the air. The character may also stand on top of the ladder staff with a successful Balance check (DC 25) and jump from it (may only perform a standing jump, standing high jump, or backward jump) adding the ladder's height to the total distance jumped. Because the staff has handles that can hook behind



an enemy's leg or other limb, a trip attack can be made with it. If a character using a ladder staff is tripped during the character's trip attempt, the ladder staff can be dropped to avoid being tripped.

Ladder Staff: Large Exotic Weapon; 10 gp; Dmg 1d6/1d6; Critical x2; 6 lb.; Bludgeoning.

Siangham Walking Cane

This short staff appears to be nothing more than a normal walking cane, but with a quick twist and pull this walking cane produces a siangham from within. Monks are able to use their unarmed base attack, including the more favourable number of attacks per round, along with other applicable attack modifiers when using the siangham. It takes a successful Search check (DC 15) in order to notice that the cane's top knob can be twisted off to reveal a siangham.

Siangham Walking Cane: Medium-size Exotic Weapon; 5 gp; Dmg 1d4 or 1d6; Critical x2; 2 lb.; Type Bludgeoning or Piercing.

Telescopic Staff



Resembling nothing more than a foot-long iron tube when retracted, the telescopic staff is a popular innovation that is often disguised as a scroll tube. With the touch of a button, it instantly telescopes out at both ends to form a six-foot staff of tubular iron. Pressing the button again causes the internal spring mechanism to retract the staff. A telescopic staff is a double weapon and incurs all the normal attack penalties associated with fighting with two weapons (although the off-hand weapon is considered light).

Telescopic Staff: Large Simple Weapon; 85 gp; Dmg 1d6/1d6; Critical x2; 5 lb.; Bludgeoning.

BOWS AND ARROWS

While the samurai are best known for their use of the daisho, the art of the bow (kyodo) is considered an integral part of their training. As with all else in the samurai martial arts, the creation of bows, arrows and even accessories like quivers, is a regimented, structured practice. The end result of these traditions are the powerful

samurai horse bows and a variety of arrows useful in many different circumstances. This section covers the full range of samurai bows, arrows and archery accessories.

Daikyu

These extremely long bows (most are seven feet tall, or more) are designed to be used from horseback and allow the samurai to fire his arrows a long distance while retaining great power upon impact. Though useless from the ground, in the hands of an archer trained to fight from horseback these bows are an extremely potent force on the battlefield. If a samurai is forced to fire his daikyu while standing, rather than mounted, he suffers a -4 circumstance penalty on all attack rolls and may only fire a single arrow each round. The construction technique of the daikyu allows the creation of mighty daikyu, which allow the samurai to use his greater strength to inflict more damage with his bow. See the table below for more information about the range of mighty daikyu available for purchase.

Daikyu: Large Martial Weapon; 100 gp; Dmg 1d8; Critical x3; Range 110 ft.; 5 lb.; Piercing.

Daikyu, Mighty: (+1) 200 gp; (+2) 300 gp; (+3) 400 gp; (+4) 500 gp; (+5); 600 gp.

Ya (20): 1 gp; 2 lb. (see below)

Fudeko

Made from ash ground to a fine powder, this substance helps the samurai keep their hands dry and their grip firm while firing their weapons.

Fudeko: 2 gp.

Tsuru

The bow-string of the samurai is crafted from natural hemp fibres and, more rarely, the hairs of mystical beasts. If hairs from monsters are used in the tsuru, the entire bow is treated as if it were of masterwork quality (+1 bonus to attack rolls), but only powerful monsters provide this bonus. To gather the materials for a masterwork tsuru, the samurai must kill a creature of at least 5 HD and medium size. Obviously, only creatures with hair may provide the components for a tsuru.

Tsuru: 1 gp.

Tsuru, Masterwork: 20 gp.

Watakusi

Called the ‘flesh tearer’ by its targets, this arrowhead is adorned with wickedly sloping sides which hook back towards the shaft to form jagged barbs. On a critical hit, this arrowhead lodges itself deeply into the target, creating a wound which is difficult to treat and which will quickly grow more severe if the arrowhead is not removed. Removing the arrowhead requires a successful Heal check (DC 15) – if the healer fails the check, the target suffers an additional 1d4 hit points of damage. If the arrowhead is not removed, the target suffers 2 hit points each round it remains in his body.

Watakusi: 1 gp; Increment Adj -10 ft.; Dmg 1d10/x3 (see above for special rules); 10/lb.

Demonslayers

The samurai believe strongly in the power of their weapons to harm outsiders. Arrowheads of this type are crafted from steel and inset with beads of jade which can harness the ki of the wielder – the arrowhead may be of any of the other types detailed in this section. When a samurai fires one of these arrows, he must pay 2 ki in order to ignite the power of the demonslayer arrow. Once ignited, the arrow is able to harm Outsiders with damage resistance. For overcoming DR, only, arrows with this type of head are considered +2 weapons. Variants of the demonslayer arrow exist for all elemental types and undead as well and are available wherever magical weapons are sold.

Demonslayers: +2 gp; Increment Adj as per arrow; Dmg 1d10/x3 (may affect outsiders who are hit only by weapons of +2 or less); 10/lb.

All samurai arrowheads are works of art, with cut-outs in the surface of the arrowhead used to identify the daimyo of the samurai who fires the arrow. The largest arrowheads contain intricately carved scenes and are revered as treasures by the samurai who own them.

SHURIKEN

Throwing Quill

This well-disguised shuriken appears like a normal writing quill, but indeed is quite an effective thrown weapon. It takes a successful Spot check (DC 21) in order to notice the quill’s true nature. Up to three throwing quills can be thrown per



attack (all at the same target). Do not apply the Strength modifier to damage with quills. They are too small to carry the extra force that a strong character can usually impart to a thrown weapon.

Throwing Quill: Tiny Exotic Weapon; 2 gp; Dmg 1; Critical x2; Range 10 ft.; 1/10 lb.; Piercing.

MISCELLANEOUS

Climbing Claws

These pieces of equipment are quite useful for climbing especially in conjunction with foot spikes. Characters who use them receive a +1 circumstance bonus to Climb checks and can also use them as impromptu weapons. In addition to this a monk is able to use his unarmed base attack, including the more favourable number of attacks per round, along with other applicable attack modifiers when using climbing claws. The cost and weight given are for a single climbing claw. An attack with a climbing claw is considered an armed attack.

Climbing Claws: Tiny Simple Weapon; 5 gp; Dmg 1d3; Critical x2; 1lb.; Piercing.



Foot Spikes

These strap-on spikes provide a stable and secure footing for almost any surface and as such grant a +1 circumstance bonus to Climb checks and act as impromptu weapons. In addition to this a monk is able to use his unarmed base attack, including the more favourable number of attacks per round, along with other applicable attack modifiers when using foot spikes. The cost and weight given are for a pair of foot spikes. An attack with foot spikes is considered an armed attack.

Foot Spikes: Tiny Simple Weapon; 10 gp; Dmg 1d3; Critical x2; 2lb.; Piercing.

Leaden Sleeves

These long, wide sleeves are weighted with a leaden ball hidden in the cuff of the sleeve. Because the leaden sleeve is part of the character’s clothing it cannot be disarmed. In addition, when using leaden sleeves monks are able to use their unarmed base



attack, including the more favourable number of attacks per round, along with other applicable attack modifiers. The cost and weight given are for a single leaden sleeve. An attack with a leaden sleeve is considered an armed attack.

Leaden Sleeve: Tiny Exotic Weapon; 5 gp; Dmg 1d4; Critical x2; 2 lb.; Bludgeoning.



Acupuncture Kit

This kit comes complete with a supply of acupuncture needles, charts of the pressure points of several humanoid races and a few

vials for storing herbs. It is a mandatory accessory for a healer who wishes to attempt any type of acupuncture remedy. An acupuncture kit grants a +1 circumstance bonus to all uses of the Heal skill. This bonus does not stack with that gained from the healer's kit.

Acupuncture Kit: 30 gp; ½ lb.

Animal Fat

Animal fat is the cheapest, most readily available type of body oil. It is also the most obvious and least effective. A handful, or roughly 5 ounces, of animal fat is enough to coat a Medium-size wrestler's body, providing a +1 circumstance bonus to opposed Grapple and Escape Artist checks to resist being Grappled or Pinned. Two applications are sufficient to cover a suit of armour. Animal fat remains effective for 1d4 minutes after application, but is so rancid and visibly greasy that the Disguise check to mask its presence suffers a -6 circumstance penalty. Those with the Scent ability will instantly detect the presence of animal fat when it moves into range. Butter, another common body oil substitute, is considered identical to animal fat for the purposes of Grappling bonuses and penalties.



Animal Fat: 1 cp.

Armourer Kit

The armour of the samurai is a complicated affair with an inordinate number of straps, plates and flanges that are in constant need of repair. This kit also contains a number of bamboo slats and small steel panels to replace bits and pieces lost

during battle. A samurai who does not have one of these kits will see his armour degrade over time, eventually becoming a useless weight upon his shoulders. For every month a samurai goes without an armourer kit (or seeking the services of a professional armourer who charges 20 gp for such a maintenance visit), the armour bonus provided by his equipment is reduced by 1. Repairing each point of armour bonus lost in this way requires either a Craft (armourer) check (DC 15) and 10 gp worth of supplies or a visit to the local smith (who charges 20 gp per point to be restored). Magical armour is immune from this degradation.

Armourer Kit: 50 gp; 10 lb.

Battle Fans

The commanders of the samurai often found themselves unable to make their voices heard over the din of battle. As a result, samurai became confused or disorganized during the fray and well-laid plans became a brutal melee without any sense of organization at all. The battle fan was created to alleviate this situation and has seen use in many samurai conflicts. When used, the battle fan allows any allies who can see the wielder to receive orders as if they could hear him communicate in two-word sentences. Combined with pre-battle planning, this allows samurai to coordinate elaborate attacks while maintaining unit coherency.

Battle Fan: 10 gp; 1 lb.

Dragon Sweat

Dragon sweat is a rare and expensive oil that is the bane of grapplers. It takes its name from the disciples of an infamous, now destroyed, Earth Dragon wrestling school who used it so liberally that it would sweat from their pores for weeks after wrestling bouts. A single ounce of dragon sweat is enough to fully coat a Medium-size wrestler and two applications are sufficient to cover a suit of armour, providing a +4 circumstance bonus to opposed Grapple and Escape Artist checks to resist being Grappled or Pinned. Dragon sweat remains effective for 1d4 hours after first application. In addition to being exceptionally effective, dragon sweat is virtually undetectable - users gain a +2 circumstance bonus to Disguise checks to hide its presence.



Dragon Sweat: 10 gp.

Dragon Tail Tassel

A dragon tail tassel is a one-to-three-foot long decorative braid that can be added to the hilt of any sword. When the sword is used in combat, the dragon tail tassel slashes and twirls through the air, distracting opponents and giving the wielder a +2 circumstance bonus to Bluff checks when attempting to feint in combat. A crude version of the dragon tail tassel exists for spears and other pole weapons as well; a tuft of red-dyed horse hair tied just below the weapon's head, it adds a +1 circumstance bonus to feint attempts.



Dragon Tail Tassel: 5 gp; ½ lb.

Explosive Egg

An explosive egg is a unique espionage tool used to distract and frighten pursuers. Although its most famous users are the mysterious assassins known as the ninja, it has also seen use by several other, lesser-known organisations. An explosive egg is a hollowed-out eggshell filled with a pinch of black powder and a handful of flour or dust. A thin square of paper is placed over the hole in the egg, with shell and paper held fast together by a gum made of sticky, smeared rice. To discharge an explosive egg, the user simply throws it, whereupon it explodes, using the rules for grenade-like weapons listed in *Core Rulebook I*. When the egg breaks, the black powder explodes in a flash and flour fills the air in a thick cloud. Anyone within 10 feet of the egg must make a Reflex save (DC 10). If they succeed, they have successfully averted their eyes. If they fail to save, the combination of the explosive flash and the flour in the air blinds them for 1 round. The flour cloud disperses after 1d4 rounds. While the cloud remains, anyone within its 10-foot radius suffers a -2 circumstance penalty to all Spot checks.

An explosive egg is very delicate. A character carrying an explosive egg who is struck in melee combat or affected by an area effect-damaging spell risks having the egg explode prematurely. Each time he is struck by a melee weapon, there is a 20% chance that the egg detonates. If it does, he and all characters within 10 feet must immediately attempt a Reflex save as detailed above. The owner of the egg suffers a -2 circumstance penalty to his save. If he takes any damage from an area effect spell, regardless of whether he successfully saved against that spell, there is a 50% chance that the egg explodes, as detailed above.

Explosive Egg: 10 gp; ½ lb.

Leather Fist Straps

Leather fist straps are hand wraps of soft-boiled leather that provide both minimal protection to the wearer's hands and cutting power to his blows. On a successful critical hit, the leather fist straps slash open the skin of the target, causing them to lose an additional hit point for six- Constitution modifier rounds due to excessive bleeding. Cumulative effects stack but creatures immune to critical hits, or those who cannot bleed (such as constructs and undead), are unaffected.



Leather Fist Straps: 2 sp; ½ lb.

Monk's Outfit

This simple outfit includes sandals, loose breeches and a loose shirt and is all bound together with sashes. Though it looks casual, the outfit is designed to give a character maximum mobility and it is made of high-quality fabric. A monk can hide small weapons in pockets hidden in the folds and the sashes are strong enough to serve as short ropes. Depending on the monk's style, the outfit may be decorated with designs that indicate lineage or philosophical outlook.

Monk's Outfit: 5 gp; 2 lb.

Padded Boxing Gloves

Padded boxing gloves are cotton and rag-stuffed leather or canvas gloves that fit snugly over the hands and wrists. The bulk of the padding is settled across the top and front of the knuckles, to reduce the impact of unarmed blows. A character wearing boxing gloves can inflict only subdual damage when attacking unarmed and monks are further restricted to a maximum of d10 unarmed damage when attacking with their fists. Additionally, while wearing boxing gloves, monks cannot use their Ki strike or Quivering Palm ability in conjunction with fist attacks, nor may spellcasters cast any spell requiring gestures. Unscrupulous competitors sometimes hide metal shot or small iron plates in the interior of their gloves, allowing them to inflict normal damage with a successful blow. Gloves altered in such a manner cost and weigh twice as much as normal boxing gloves.



Padded Boxing Gloves: 1 gp; 1 lb.

Prayer Beads

Prayer beads are long strings of wooden or, rarely, jade or ivory beads worn around the neck. Most prayer beads are small, roughly the size of a marble, though prayer beads the size of eggs or even oranges are not unknown. It is common in most monastic orders for monks to wear a string of prayer beads, usually as an aid to meditation. Novice monks are taught to slowly count the beads as a way of taming their thoughts, a habit that stays with many monks for years or even decades. Though it is not common, some monks choose to use their prayer beads as weapons, whipping them in wide circles as impromptu flails. A chain of prayer beads used in this manner adds +2 to Trip attempts and a monk can choose to drop the beads rather than risk being tripped in return.



Prayer Beads: Medium-size Exotic Weapon; 5 gp; Dmg 1d8; Crit x2; Range -; 2 lb.; Bludgeoning.

Saddle, Masterwork

As mounted warriors, the samurai are quite fond of their saddles. Their traditional designs have been perfected over centuries of use, creating a light, flexible saddle that allows the horse maximum mobility while providing the samurai with a stable platform from which to fight. All Ride checks made by the samurai in combat or when attempting to remain astride his mount receive a +3 bonus when using this type of saddle.

Saddle, Masterwork: 100 gp; 25 lb.

Signal Mirrors

Used for communicating over long distances, these mirrors allow samurai to quickly relay messages from one encampment to another. From on foot, a samurai can create a flash of reflected light visible for a mile or so while a samurai on a hilltop (30 to 50 feet above the ground) can create a series of flashes visible for up to 5 miles. These handheld mirrors are generally made from polished steel and are ovals roughly 4" long and 3" wide. Samurai are only able to transmit simple signals (advance, retreat, wait, warning), but the speed with which they can issue these messages gives them great manoeuvrability and rapid response times.

A variant of the signal mirror is often mounted on the outer towers of a shiro, allowing the denizens to transmit messages over a much greater distance. Often several feet in diameter, these mirrors are

able to throw up flashes of light that are visible for a dozen or more miles. Naturally, both types of mirror are limited by available sunlight and even minor clouds reduce the signalling distances by half. On overcast days, the mirrors are completely useless and are replaced by signal fires on the towers of the shiro.

Signal Mirror, Hand: 5 gp, 1 lb.

Signal Mirror, Tower: 100 gp; 20 lb.

Studded Bracers

Forearm-length wrist guards of heavy leather studded with steel, studded bracers are an excellent choice for martial artists, as they offer protection from the accidental injuries that can result from blocking swords and flying arrows. A martial artist who wears a set of studded bracers gains a +1 bonus to his Reflex save for the purposes of deflecting arrows as per the Deflect Arrows feat.



Studded Bracers: Shield; 5 gp; AC +0; Max Dex -; Check -; SF -; Spd -; 1 lb.

Tear Away Robes

The outfits worn by many martial artists can be a liability against a skilled grappler, as the loose folds of robes make for easy handholds. The solution is the tear away robe. This is made of the same sturdy fabric as a normal monk's outfit but is held together at the seams with thin thread that tears away easily when given a hard tug. Tear away robes give a +2 bonus to all opposed Grapple or Escape Artist checks rolled to resist or escape from a grapple. After the first successful check, the seams split and the robes fall free from the wearer in several large pieces. A tear away robe can be used more than once but it must be

sewn together with a successful Craft (tailor) check (DC 15) if the wearer wishes to receive the same tear away benefits every time.

Tear Away Robes: 6 gp; 3 lb.



TOOLS, TRADES AND CRAFTS

The tools used by commoners for their trades and crafts rarely hold any interest for the average adventurer. However, the canny character will always keep a close eye on the equipment used by the common folk who choose to stay within their safe villages, town and cities, for these devices have been around for centuries and perfected over time. Though adventurers may not always use such tools in the manner they were intended, it is a foolish traveller who does not at least consider the potential uses of these items.

Ankus

Used primarily

as a goad for large beasts, the ankus has a short haft, sharpened to a point, with a curved side hook with which to prod an animal forward. The ankus grants a +2 circumstance bonus to any Handle Animal checks made with creatures of Large size or greater.



Ankus: Medium-size Martial Weapon; 2 gp; Dmg 1d4; Critical x2; Range –; 3 lb.; Piercing.

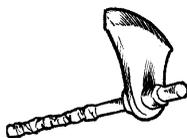
Artisan's Outfit

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

Artisan's Outfit: 1 gp; 4 lb.

Axe, Carpenter's

A simple tool, this axe can be wielded as a formidable weapon if an adventurer is surprised without his sword to hand. With the axe blade mounted at right angles to the short shaft, this weapon is used to literally hack an enemy apart.



Carpenter's Axe: Small Simple Weapon; 1 gp; Dmg 1d4; Critical x3; Range –; 2 lb.; Slashing.

Axe, Woodsman's

Typically used in the cutting of timber and firewood, the woodsman's axe is a utilitarian tool

equally at home in a tree trunk or a bandit's neck. Few commoners will dare venture into the wilderness without a ready tool that also serves well as a makeshift weapon.



Woodsman's Axe: Small Martial Weapon; 4 gp; Dmg 1d6; Critical x2; Range –; 5 lb.; Slashing.

Belaying Pin

These items are the heavy rods, found on any sailing ship of note, used to hold secure the bracing lines (rigging) that support the sails and hold them in position as they catch the wind. However, in boarding actions, sailors have been known to grab spare or unused belaying pins and wield them as ad hoc weapons.

Belaying Pin: Tiny Simple Weapon; - gp; Dmg 1d3; Critical x2; 2 lb.; Bludgeoning.

Branding Iron

For use with cattle, horses or manservants, the branding iron can be forged to apply a letter, symbol or family crest. Just heat and burn.



Branding Iron: 6 gp; 1 lb.

Chain

Chain has a hardness of 10 and 5 hit points. It can be burst with a Strength check (DC 26).

Chain: 30 gp per 10-ft. length; 2 lb.

Chastity Belt

Though commonly found protecting the virtue of a rich noble's daughters, this iron-clad chastity belt has much to offer the female adventurer. It is a sad fact that many comrades a female adventurer may travel with are likely to be rough and uncouth individuals with few morals. By the application of a chastity belt, a female adventurer can guard her honour and thwart the base desires of the most unrefined party member. Several different versions are produced, providing different levels of protection from skilled rogues and their lockpicking tools. Rumours of a male version of the chastity belt are unfounded.



Chastity Belt (Open Locks DC 20): 60 gp; 6 lb.
Chastity Belt (Open Locks DC 25): 120 gp; 6 lb.
Chastity Belt (Open Locks DC 30): 240 gp; 6 lb.
Chastity Belt (Open Locks DC 40): 450 gp; 6 lb.

Dice Set

A common diversion for many commonfolk after a hard day's work, there are innumerable games that may be played with a full set of dice. A complete set of dice will contain a four, eight, ten, twelve and twenty-sided dice, as well as two six-sided dice and a leather throwing cup.

Bone Dice Set: 6 cp.
Ivory Dice Set: 8 sp.
Silver Dice Set: 4 gp.



Flask

A ceramic, glass or metal container fitted with a tight stopper. It holds 1 pint of liquid.

Flask: 3 cp.

Grindstone

Far superior to the labour-intensive whetstone, this mechanical device can return a decent cutting edge or thrusting point to the dulllest of weapons. A whetstone may require over an hour's work to sharpen the average sword – this grindstone can complete the task in a quarter of the time. A slashing or piercing weapon that is not kept in good order through the use of a whetstone or grindstone will gradually become duller, losing its edge or point. A –1 penalty to damage rolls will be incurred for every three months that the weapon is not sharpened. An extra-large version of the grindstone is available, requiring three people to operate but allowing for the sharpening of Large or Huge weapons.

Grindstone: 25 gp; 21 lb.
Grindstone, Extra Large: 100 gp; 200 lb.

Jug, Clay

A basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

Jug, Clay: 3 cp; 9 lb.

Magnifying Glass

This simple lens allows a closer look at small objects. It is useful as a substitute for flint, steel and tinder when starting fires (though it takes light as bright as direct sunlight to focus, tinder to light

and at least a full-round action to light a fire with a magnifying glass). It grants a +2 circumstance bonus on Appraise checks involving any item that is small or highly detailed, such as a gem.

Magnifying Glass: 100 gp.

Manacles and Manacles, Masterwork

These manacles can bind a Medium-size creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). To break the manacles requires success at a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles.

For the same price, one can buy manacles for Small creatures. For Large creatures, manacles cost ten times this amount and for Huge creatures, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive and Fine creatures can only be held by specially-made manacles.

Manacles: 15 gp; 2 lb.
Manacles, Masterwork: 50 gp; 2 lb.

Peasant's Outfit

A loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

Peasant's Outfit: 1 sp; 2 lb.

Pitchfork

This farming device is useable as a weapon. Whilst a pitchfork may be thrown, it is certainly less aerodynamic than the trident, hence its reduced range increment.



Pitchfork:
 Medium-size Simple Weapon; 1 gp; Dmg 1d6; Critical x2; Range 5 ft.; 5 lb.; Piercing.

Sailor's Wax

Sailor's wax is an alchemical gel that costs 5 gp to manufacture and has a DC of 13 to create. A single jar of the ooze covers one suit of Medium-size armour, two suits of Small armour, 10 Medium-size weapons, 20 Small weapons or 40 Tiny weapons. It takes about an hour to apply it to armour and about five minutes to apply it

to a weapon. Once applied, it protects the item from normal (but not magical) rust for two days. It is intended primarily for use on underwater expeditions, as routine day-to-day exposure to incidental moisture can be dealt with by normal equipment maintenance.

Sailor's Wax: 10 gp; 10/lb.

Scale, Merchant's

This scale includes a small balance and pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

Scale, Merchant's: 2 gp; 1 lb.

Scholar's Outfit

A robe, a belt, a cap, soft shoes and possibly a cloak.

Scholar's outfit: 5 gp; 6 lb.

Sea Chest

A commonplace item, found within the cabins of all captains and regular sea travellers, a sea chest is an innocuous looking item, large enough to hold most of a person's valued possessions. However, it is extremely well-constructed and is able to resist being fully submerged in water, keeping its contents dry and safe. There are many oft-told tales of a ship sinking with the only remains found being a sea chest floating on the waves, still holding a doomed sailor's most prized possessions.



Sea Chest: 25 gp; 30 lb.

Smithy

Required to forge metal armour and weapons, the smithy includes a furnace, anvil and all tools and moulds necessary.

Smithy: 600 gp; 1,250 lb.



Stocks

A common feature of even the smallest village, the stocks are an excellent way to hold lawbreakers fast and ensure they realise the error of their ways. This is a simple, wooden framework with a two-part, upright panel that holds both head and hands securely. A lock is included (Open Lock DC 20).



Stocks: 25 gp; 48 lb.

Target, Archer's

Constructed out of straw with a painted cotton, circular aiming section, the archer's target allows any adventurer with time on his hands to practice the use of new ranged weapons. Any character spending eight consecutive hours per day practising with a ranged weapon and the target may automatically gain proficiency in the weapon after three months. Only simple and martial ranged weapons may be practised with the archer's target – exotic weapons may still be used but characters will not gain proficiency with them until the appropriate feat is selected.

Archer's Target: 18 gp; 22 lb.

Tarred Armour

Life on the ocean usually precludes the use of heavy armour, for one slip from the rigging or a wave sweeping across the deck can result in a sailor plummeting into the sea, where even chainmail can quickly pull him to a watery grave. Leather and studded leather armour is far more common but many warriors, particularly those used to war on land, greatly miss the added protection a layer of metal grants in battle. One technique used to negate this problem is to prepare a mixture of thick tar, interlaced with thin strips of leather. This thick, oily mixture is then applied to leather or studded leather armour, providing a thin but welcome additional layer of protection. This layer has to be constantly reapplied to ensure its effectiveness and it does tend to create foul odours, though those used to shipboard life rarely complain.

Applying tar to leather or studded leather armour increases the Armour Class bonus by +1. This must be reapplied at least once a month to retain its effectiveness. Those wearing tarred armour take double damage from fire-based attacks unless a

save is allowed for half damage. A successful save halves the damage and a failure results in double damage.

Tarred Armour: 25 gp; AC +1; +1 lb.

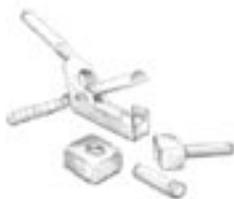
Toolkit, Bowyer/Fletcher's

This toolkit contains all the tools required for a character to create bows, crossbows, arrows and bolts.



Bowyer/Fletcher's Toolkit: 20 gp; 2 lb.

Toolkit, Coinsmith's



This includes all the tools necessary for a character to smelt, cast, mint and stamp the coins of the local kingdom. The availability of this kit is severely restricted,

with only those sanctioned by the governing body being permitted to use it legally.

Coinsmith's Toolkit: N/A; 200 lb.

Toolkit, Keymaker's

Of special interest to roguish adventurers may be the keymaker's toolkit, which allows any key obtained to be duplicated with just a day's work. A wax pad will keep the imprint of any key until a suitable place can be found to file down the supplied 'blank' keys to fit the impression. A Craft (locksmith) check (DC 15) will be required to successfully copy most keys.



Keymaker's Toolkit: 95 gp; 1 lb.

Toolkit, Leatherworker's

This includes all the tools necessary for a character to soak, tan, boil, wax and sew leather armour, essential to both construct and repair such armour.



Leatherworker's Toolkit: 70 gp; 175 lb.

Toolkit, Mapmaker's

Includes everything to create accurate maps of the surrounding terrain, from open grasslands to dank caverns and dungeons.

Includes parchment with pre-drawn gridlines, coloured charcoal and a small, wooden ruler.



Mapmaker's Toolkit: 12 gp; 1 lb.

Toolkit, Navigator's

This is a set of special tools, essential to the navigator's trade – no Navigation checks may be made at sea without a full navigator's toolkit. This set contains a wide variety of tools and instruments to enable a navigator to work his craft including log lines and chips to measure speed, a lead line to gauge depth, an hourglass, lodestone and a wide range of maps and charts.



Navigator's Toolkit: 250 gp; 8 lb.

Toolkit, Surgeon's

Consisting of a scalpel, scissors, small mirror and other tools, the surgeon's kit is useful for inspecting a corpse, dissecting a creature or otherwise performing minute examinations of a living or dead creature. While some healers may use the kit to help tend to a wounded comrade, it provides no additional bonus to Heal checks.



Surgeon's Toolkit: 30 gp; 1 lb.

Vial, Ink or Potion

A ceramic, glass or metal vial fitted with a tight stopper. The stoppered container usually is no more than one inch wide and three inches high. It holds one ounce of liquid.

Vial, Ink or Potion: 1 gp; 10/lb.

MOUNTS AND RELATED GEAR

Barding

Although some special mounts may have natural protection, warhorses and the more common mounts do not, and if the character is going to charge into battle on it, it is better that he does not rely entirely on the Mounted Combat feat to deliver it from attacks.

Barded animals require special attention. Care must be taken to prevent chafing and sores caused by the armour. The armour must be removed at night and ideally should not be put on the mount except to prepare for a battle. Removing and fitting barding takes five times as long as normal armour of the same type. Barded animals cannot be used to carry any load other than the rider and normal saddlebags. Because of this, a mounted warrior often leads a second mount for carrying gear and supplies.

Cart

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

Dog, Riding

This Medium-size dog is specially trained to carry a Small humanoid rider (not a dwarf). It is brave in combat like a warhorse. No damage is taken when falling from a riding dog.

Donkey or Mule

The best pack animal around, a donkey or mule is stolid in the face of danger, hardy, sure-footed and capable of carrying heavy loads over vast distances. Unlike horses, they're 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 (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. Riding dogs must be fed some meat, which may cost more or less than the given amount.

Saddles

Amazon

Noble ladies ride amazon or 'side-saddle' style to protect their virtue. Both legs hang from

Barding

Barding	Cost*	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Speed (40 ft.)	Speed (50 ft.)	Speed (60 ft.)	Weight*
Light Barding								
Padded	20 gp	+1	+8	0	40 ft.	50 ft.	60 ft.	20 lb.
Leather	40 gp	+2	+6	0	40 ft.	50 ft.	60 ft.	30 lb.
Studded Leather	100 gp	+3	+5	-1	40 ft.	50 ft.	60 ft.	40 lb.
Chain Mantle	400 gp	+4	+4	-2	40 ft.	50 ft.	60 ft.	50 lb.
Medium Barding								
Hide	60 gp	+3	+4	-3	30 ft.	35 ft.	40 ft.	50 lb.
Scale	200 gp	+4	+3	-4	30 ft.	35 ft.	40 ft.	60 lb.
Chain	600 gp	+5	+2	-5	30 ft.	35 ft.	40 ft.	80 lb.
Heavy Barding								
Splint	800 gp	+6	+0	-7	30 ft.**	35 ft.**	40 ft.**	90 lb.
Banded	1,000 gp	+6	+1	-6	30 ft.**	35 ft.**	40 ft.**	70 lb.
Half-plate	2,400 gp	+7	+0	-6	30 ft.**	35 ft.**	40 ft.**	100 lb.

* Costs and weights shown are for Large creatures, such as horses. Barding for Medium-size creatures, such as ponies and riding dogs, cost and weigh half as much.

**A mount wearing heavy barding moves at only three times its normal walk speed when running, rather than four times.

Flying mounts cannot fly in medium or heavy barding.

one side of the mount and the amazon saddle accommodates this position for both females and males. It takes more practice to ride side-saddle, requiring the rider to have at least two ranks in Ride for normal riding and 5 ranks for combat riding. The benefit of riding side-saddle is more a matter of elegance and grace, granting the rider a +2 circumstance bonus to Bluff, Diplomacy and Performance checks while mounted. The rider may not guide the mount with her knees in order to use both hands in combat (although empathically-linked mounts, such as a paladin's special mount, need no such direction), but the DC for a fast mount or dismount is 15 instead of 20.

Cutting

One of the more stable of saddles, it is a favourite of explorers who must navigate difficult terrain. Thanks to its build, it allows the rider to stay centred in the saddle and provides strong support so as not to fall. It gives the rider a +2 circumstance bonus to Ride checks for guiding the mount through difficult terrain and staying in the saddle. However, it is not too comfortable in the long run, with the rider suffering a -2 on Constitution checks for forced marches or Fortitude checks related to exhaustion.

Exotic

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

Fitted

Not really a kind of saddle, but more the way the saddle is made. Any fitted saddle is crafted for the specific mount it is used upon and allows the mount greater comfort while carrying a rider. While using a fitted saddle, a rider gains a +1 circumstance bonus on all Ride or Handle Animal checks.

Light Cavalry

Meant for light warhorses or very mobile mounts, this saddle has short stirrups that allow the rider to manoeuvre his mount with great flexibility. A character with the Mounted Combat feat gains a +2 on Ride checks meant to avoid damage to the mount and may make a Ride check (DC 15) to stop a charge action and move 20 feet in any direction. However, the rider suffers a -2 circumstance penalty to Ride checks to stay in the saddle when hit in combat.

Military

A military saddle braces the rider, adding a +2 circumstance bonus to Ride checks related to staying in the saddle. If a character is knocked unconscious while in a military saddle, he has a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

Pack

A pack saddle holds gear and supplies, not a rider. A pack saddle can hold as much gear as the mount is able to carry.

Riding

The standard riding saddle supports a rider.

Travel

Lighter and better secured than an ordinary saddle, the travel saddle is meant for comfortable long rides for both rider and mount. Both gain a +2 circumstance bonus to Constitution checks for a forced march. The saddle is not as useful in more agitated conditions, with the rider suffering a -2 circumstance penalty on Ride checks when guiding the mount through difficult terrain or during combat.

Saddles

Item	Cost*	Weight*
Amazon	12 gp	20 lb.
Cutting	15 gp	30 lb.
Fitted	+5 gp	+5 lb.
Light Cavalry	12 gp	20 lb.
Travel	10 gp	25 lb.

* For exotic mounts, such as a riding dog or griffon, multiply the cost by three and add an additional 5 pounds to the weight.

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. It comes with the harness needed to pull it.

Stabling

Includes a stable, feed and grooming.

Wagon

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



RULES SUMMARY

ARCANE SORCERY

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Light Armour								
Armoured Sleeves	30gp	+1	—	-1	5%	30 ft.	20 ft.	5 lb.
Combat Robe	115gp	+0	+10	—	0%	30 ft.	20 ft.	4 lb.
Miser's Robe	8gp	+0	+9	—	0%	30 ft.	20 ft.	4 lb.

Extras

Wizard's Armour* +200gp -2 — — -10% — — -5 lb.

* See the description of this armour for special rules.

‡ Armour fitted for Small characters weighs half as much.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny Simple Weapons – Melee						
Icepick*	10 gp	1d3	18-20/x2	—	1 lb.	Piercing

Small Simple Weapons – Melee

Ritual Dagger* 55 gp 1d4 x2 — 1 lb. Piercing

Medium-size Simple Weapons – Melee

Handled Net* 10 gp — — — 2 lb. —

Ammunition

Darkfire Arrow* 75 gp — — -20 ft. ½ lb. —

Darkfire Bolt* 75 gp — — -20 ft. ½ lb. —

* See the description of this weapon for special rules.

Item	Cost	Weight
Acid (1-Pint Flask)	10 gp	1 lb.
Acid Bulb	90 gp	¼ lb.
Acidic Tar (½-Pint Flask)	50 gp	½ lb.
Alchemist's Fire (1-Pint Flask)	20 gp	1½ lb.
Alembic, Greater	100 gp	2 lb.
Antitoxin (Vial)	50 gp	*
Appraisal Kit	25 gp	5 lb.
Appraisal Kit, Masterwork	75 gp	5 lb.
Barrister Case	250 gp	15 lb.
Burning Glove	50 gp	1 lb.
Candle	1 cp	*
Candle, Bright	1 gp	*
Candle, Cold	1 gp	*
Candle, Relighting	1 sp	*
Candle, Standing	2 gp	10 lb.
Candle, Self-Lighting	1 gp	*
Candle, Smoking	5 sp	*
Candle, Sparking	5 sp	*
Celestialabe	650 gp	4 lb.

Chortle Bomb	100 gp	½ lb.
Concealing Ring	50 gp	*
Concentration Pie	25 gp	½ lb.
Darkfire Orb	50 gp	1 lb.
Darkfire Stick	25 gp	½ lb.
Dowsing Rods, Arcane	300 gp	1 lb.
Familiar's Pack	90 gp	4 lb.
Familiar's Pack, Plated	150 gp	10 lb.
Fire Gloves	10 gp	2 lb.
Firebane Parchment (Per Sheet)	10 gp	*
Fireproof Oil	50 gp	1 lb.
Flare Paste	5 gp	2 lb.
Fox Fire (½-Pint Flask)	10 gp	½ lb.
Gallowgum	10 gp	*
Gelatinous Breath	250 gp	1 lb.
Glitter	25 gp	1 lb.
Grease (10 Applications)	5 gp	½ lb.
Hastening Oil (10 Applications)	300 gp	1 lb.
Hood and Cowl	+5 gp	+1 lb.
Ice Cutter	15 gp	1 lb.
Ice-Maker	25 gp	1 lb.
Identification Kit	30 gp	4 lb.
Identification Kit, Masterwork	80 gp	6 lb.
Ink (1 Oz. Vial)	8 gp	*
Ink, Coloured (1 Oz. Vial)	16 gp	*
Inkpen	1 sp	*
Inscribing Paint	3 gp	1 lb.
Jester's Bell	10 gp	*
Mage's Component Ring	25 gp	*
Neverweather Satchel	110 gp	5 lb.‡
Otterskin	90 gp	4 lb.
Paper (Sheet)	4 sp	*
Paralysis Pellet	100 gp	½ lb.
Parchment (Sheet)	2 sp	*
Prism, Spell	150 gp per spell level	1 lb.
Prism, Alchemical	500 gp	1 lb.
Purity Stone	20 gp	½ lb.
Robe, Alchemist's	10 gp	4 lb.‡
Robe, Arcane	55 gp	4 lb.‡
Robe, Deep Pockets	7 gp	4 lb.‡
Robe, Shadowsilk	35 gp	4 lb.‡
Robe, Winterbane	20 gp	9 lb.‡
Ruler, Wizard's Cloth	80 gp	1 lb.
Rust Orb	550 gp	1 lb.
Scroll, Waterproof	110% of scrolls cost	*
Scrollcase, Adamantine	500 gp	½ lb.
Scrollcase, Leather	1 gp	½ lb.
Scrollcase, Mithril	250 gp	½ lb.
Scrollcase, Watertight	5 gp	½ lb.
Scroll Dispenser	150 gp	2 lb.



RULES SUMMARY

Smokestick	20 gp	*
Spell Component Pouch	5 gp	¼ lb.‡
Spellbook, Wizards (Blank)	15 gp	3 lb.‡
Staff, Arcane	100 gp	5 lb.
Staff, Explorer's	15 gp	4 lb.
Staff, Extending	50 gp	10 lb.
Staff, Extending, Masterwork	350 gp	10 lb.
Staff, Final Strike	150 gp	10 lb.
Staff, Fire	45 gp	5 lb.
Staff, Kestrel Stand	50 gp	4 lb.
Staff, Light	25 gp	5 lb.
Staff, Lightning Node	80 gp	9 lb.
Staff, Hollow Core	150 gp	7 lb.
Staff, Quick	1 gp	3 lb.
Staff, Sage	75 gp	3 lb.
Staff, Thunder	45 gp	5 lb.
Staff, Walking Stick	5 gp	1 lb.
Staff, War	355 gp	7 lb.
Stinging Smoke	35 gp	½ lb.
Sunrod	2 gp	1 lb.
Surgeons Kit	65 gp	2 lb.
Tanglefoot Bag	50 gp	4 lb.
Thunderstone	30 gp	1 lb.
Tindertwig	1 gp	*
Travelling Chest	100 gp	10 lb.
Universal Stylus	25 gp	1 lb.
Water Clock	1,000gp	200 lb.
Wizard's Clothes Modifications	+10 gp	*

* No weight worth noting.

‡ These items weigh one-quarter this amount when made for Small characters.

Containers for Small characters also carry one-quarter the normal amount.

Spell Component	Cost		
Bar, Alum	3 gp	Coal	1 cp
Bar, Flint	4 cp	Cocoon	4 cp
Bar, Magnet	2 sp	Cone, Crystal	3 gp
Bar, Silver	5 gp	Cone, Glass	1 gp
Bead, Crystal	2 cp	Cord, Silk	2 gp
Bead, Glass	1 cp	Cotton Cloth Square	2 cp
Bell, Crystal	18 gp	Dung, Bat	4 cp
Bell, Tiny	4 cp	Dung, Bull	2 cp
Bitumen, Vial	2 cp	Egg, Rotten	1 cp
Blade, Iron	3 sp	Essence, Will-O'-Wisp (Vial)	60 gp
Blood, Human	4 sp	Eye, Umber Hulk	75 gp
Blood, Umber Hulk	22 gp	Eyelash, Basilisk	100 gp
Bone, Small	2 cp	Eyelash, Human	1 cp
Bone, Undead Creature	3 gp	Eyelash, Ki-Rin	37 gp
Brackish Water, Vial	2 cp	Eyelash, Ogre Mage	26 gp
Chain, Silver	12 gp	Feather, Exotic Bird	8 gp
Cloth, Ghoul's	6 gp	Feather, Hummingbird	1 gp
		Feather, White	6 cp

RULES SUMMARY

Fur, Bat	2 sp	Phosphorescent Moss	1 sp
Fur, Bloodhound	2 cp	Pin, Silver	2 sp
Fur, Bull	5 cp	Plaque, Ivory	50 gp
Fur, Cat	2 cp	Pork Rind	2 cp
Fur, Fleece	3 cp	Pot, Clay	3 cp
Fur, Horse	2 cp	Powder, Amber	10 gp
Fur, Wool	2 cp	Powder, Animal Hoof	2 cp
Gauze	7 cp	Powder, Black Pearl	500 gp
Glass Eye	6 gp	Powder, Brimstone	8 cp
Glove, Heavy Cloth	8 sp	Powder, Carbon	4 cp
Glove, Leather	1 gp	Powder, Carrot	1 cp
Glove, Leather And Ringed In Zinc	28 gp	Powder, Charcoal	2 cp
Glove, Snakeskin	2 gp	Powder, Coloured Sand	4 cp
Glove, Soft Cloth	7 sp	Powder, Corn Extract	4 cp
Gum Arabic	3 sp	Powder, Crystal	15 gp
Heart, Chicken	3 sp	Powder, Diamond	200 gp
Hemisphere, Crystal	2 sp	Powder, Dirt From Ghoul's Lair	3 gp
Hide, Chameleon	8 sp	Powder, Dry Tinder	1 cp
Honey, Vial	6 cp	Powder, Dust	1 cp
Honeycomb	2 cp	Powder, Garlic	2 cp
Horn, Small	6 sp	Powder, Gold	25 gp
Incense	1 gp	Powder, Granite	2 cp
Ink, Lead-Based	50 gp	Powder, Grave Dirt	1 sp
Insect, Cricket	2 cp	Powder, Herring Scales	1 gp
Insect, Firefly	4 cp	Powder, Iron	2 cp
Insect, Fly	1 cp	Powder, Jade	250 gp
Insect, Glowworm	3 cp	Powder, Lime	2 cp
Insect, Grasshopper	2 cp	Powder, Mica	1 gp
Insect, spider	3 cp	Powder, Peas	1 cp
Iron, From Iron Golem	4 gp	Powder, Phosphorus	1 gp
Key, Brass	1 sp	Powder, Rhubarb Leaf	3 cp
Leaf, Ivy	2 cp	Powder, Ruby	50 gp
Leaf, Skunk Cabbage	1 sp	Powder, Salt	1 cp
Leather Bellows, Tiny	2 gp	Powder, Sand	1 cp
Leather Strip, Displacer Beast	8 gp	Powder, Silver	5 gp
Leather, Arm Thong	3 sp	Powder, Soot	1 cp
Leather, Cured	1 sp	Powder, Sulphur	4 sp
Lens, Glass	30 gp	Powder, Talc	1 gp
Lens, Ruby	1,650 gp	Prism, Crystal	8 sp
Lens, Sapphire	1,500 gp	Prism, Mineral	1 gp
Lodestone	2 gp	Quartz	8 sp
Loop, Small Golden	3 gp	Quicksilver (Mercury), Vial	10 gp
Marble, Crystal	1 gp	Reed	2 cp
Marble, Polished	4 sp	Rod, Amber	8 gp
Miniature Cloak	3 gp	Rod, Crystal	2 gp
Miniature Musical Instrument	12 gp	Rod, Glass	8 sp
Miniature Sword, Platinum	250 gp	Rod, Iron	2 cp
Molasses, Vial	6 cp	Rod, Iron Pyrite	3 cp
Mushroom spores	3 cp	Rod, Phosphorescent Crystal	6 gp
Petal, Rose	1 cp	Rod, Silver	1 gp

RULES SUMMARY

Root, Liquorice	3 sp	Stomach, Adder	3 gp
Sheet, Iron	2 sp	String	1 cp
Shell, Egg	1 cp	Strip, Ivory	7 sp
Shell, Nut	1 cp	Sunstone	5 gp
Shell, Tortoise	1 gp	Sweat, Barbarian's	5 sp
Shell, Turtle	15 sp	Sweet Oil, Vial	1 sp
Silk Square	7 sp	Tallow	4 cp
Snake Scale	2 cp	Tentacle, Giant Octopus	28 gp
Sphere, Clay	2 cp	Tentacle, Giant Squid	32 gp
Sphere, Crystal	3 sp	Tongue, Snake	5 sp
Sphere, Glass	1 sp	Vinegar, Vial	3 cp
Spider Web	1 sp	Wax	1 cp
Sponge	3 sp	Whistle, Silver	6 sp
Spoon, Silver	4 sp	Whitewash, Vial	2 sp
Statuette, Ivory	4 gp	Wire, Copper	2 cp
Statuette, Jade	25 gp	Wire, Gold	2 gp
Statuette, Wax	1 gp	Wire, Silver	2 sp
Statuette, Wood	1 gp		

BARDS AND THEATRES

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Light Armour								
Bardic Armour	250 gp	+3	+6	—	10%	30 ft.	20 ft.	15 lb.
Concealed Armour	160 gp	+1	+8	—	5%	30 ft.	20 ft.	10 lb.
Reversible Bardic Doublet	40 gp	+2	+8	-1	10%	30 ft.	20 ft.	10 lb.

Shields

Parasol (Shield)*	150 gp	+1	—	-1	5%	—	—	4 lb.
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Extras

Acrobatic Armour*	+20%	—	—	—	—	—	—	-5 lb.
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* See the description of this armour for special rules.

‡ Armour fitted for Small characters weighs half as much.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Medium-size Simple Weapons – Melee						
Parasol (Weapon)*	150 gp	1d6	x2	—	4 lb.	Piercing/Bludgeoning

Medium-size Exotic Weapons – Ranged

Gypsy's Net*	80 gp	— / 1d4	— / x2	10 ft.	8 lb.	—/Slashing
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Extras

Hollow-Bladed*	x5	1**	x2	—	—	Piercing
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* See the description of this weapon for special rules.

** The weapon deals subdual damage rather than normal damage.

Item	Cost	Weight
Bag of Glass	10 gp	1 lb.
Balls, Juggling (Set Of Five)	8gp	2 lb.
Courtier's Outfit	30 gp	6 lb.‡
Disguise Kit	50 gp	8 lb.‡
Dramatic Make-Up (10 Applications)	50 gp	1 lb.‡
Elegant Clothes	320 gp	9 lb.‡
Elf Cord	N/A	*
Entertainer's Outfit	3 gp	4 lb.‡
False Faces Kit	150 gp	3 lb.
Flash Dragon	20 gp	½ lb.
Horn, Speaking	4 gp	½ lb.
Jester's Outfit	4 gp	3 lb.‡
Lantern, Stage	75 gp	4 lb.
Magician's Chest	100 gp	5 lb.
Manikin	180 gp	30 lb.
Noble's Outfit	75 gp	10 lb.‡
Phantom Player	30 gp	3 lb.
Pocket Of Sashes	20 gp	½ lb.
Reversible Clothes	250 gp.	5 lb.‡
Royal Outfit	200 gp	15 lb.‡
Trampoline	80 gp	10 lb.
Tuning Fork	5 gp	*
Unicycle	250 gp	15 lb.‡
Weapon Case	+25 gp	*

* No weight worth noting.

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

Masterwork Instruments

Effect	Craft Modifier	Cost
Beautiful	+3	+200 gp
Expressive	+5	+100 gp
Inspirational	+3	+150 gp
Martial	+5	+400 gp
Prevailing	+3	+100 gp
Pure	+3	+150 gp
Resonant	+4	+100 gp
Rich	+5	+50 gp
Suggestive	+4	+150 gp
Superior	+6	+300 gp

Musical Instruments

Instrument	Cost	Weight
Bagpipes	15 gp	4 lb.‡
Bellows Organ	500 gp	500 lb.
Clappers	1 sp	1 lb.
Drums, Buckle	2 gp	1 lb.
Drums, Kettle	10 gp	10 lb.‡



RULES SUMMARY

Drums, War	10 gp	5 lb.‡
Fiddle	50 gp	1½ lb.‡
Flute, Metal	15 gp	2 lb.
Flute, Wooden	5 sp	1 lb.
Halfling Drawharp	2 gp	2 lb.
Harp	50 gp	7 lb.‡
Hurdy-Gurdy	100 gp	10 lb.‡
Metronome	80 gp	1 lb.
Portable Organ	50 gp	7 lb.‡
Trumpet	30 gp	2 lb.‡
Trumscheit	20 gp	4 lb.‡
Whistle, Screaming	50 gp	*
Whistle, Wild	50 gp	*

* No weight worth noting.

‡ These items weigh one-quarter this amount when made for Small characters.

CLERICS AND TEMPLES

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Light Armour								
Holy Robes	250 gp	+3	+6	-1	10%	30 ft.	20 ft.	15 lb.
Holy Vestments	40 gp	+2	+6	—	5%	30 ft.	20 ft.	15 lb.
Extras								
Emblazoned Shield*	+150 gp	—	—	—	—	—	—	—

Sacred Armour* +300 gp

* See the description of this armour for special rules.

‡ Armour fitted for Small characters weighs half as much.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny Simple Weapons – Melee						
Kartika	2 gp	1d3	x2	5 ft.	3 lb.	Piercing
Small Simple Weapons – Melee						
Athame	20 gp	1d3	x2	5 ft.	1 lb.	Piercing
Medium-size Simple Weapons – Melee						
Dorje	150 gp	1d6	x2	10 ft.	5 lb.	Bludgeoning
Scourge	30 gp	1d2	x2	—	2 lb.	Slashing
Medium-size Martial Weapons – Melee						
Flail, Sprinkling*	12 gp	1d8	x2	—	5 lb.	Bludgeoning

Extras

Sacred Weapon* +500 gp

* See the description of this weapon for special rules.

Item	Cost	Weight
Altar Shroud	50 gp	2 lb.
Back Travois	100 gp	20 lb.‡
Banner	350 gp	10 lb.
Banner, Sacred	450 gp	10 lb.
Bell	100 gp	5 lb.
Besom	1 gp	1 lb.
Blessed Food (Per Meal)	1 gp	½ lb.
Bull-Roarer	5 sp	2 lb.
Candle Snuffer	7 sp	½ lb.
Candlemaking Kit	20 gp	5 lb.
Chalice	100 gp	2 lb.
Cleric's Travelling Outfit	50 gp	10 lb.‡
Cleric's Vestments	5 gp	6 lb.‡
Crystals	1gp	1 lb.
Diadem	250 gp	1 lb.
Divine Symbol Flask	50 gp	1 lb.
Drum, Ceremonial	50 gp	5 lb.
Estuary Case	120 gp	12 lb.
Fairy Dust	5 sp	*
Field Healer's Kit	55 gp	1 lb.
Fire Wheel	15 gp	1 lb.
Font, Great (Per 10 ft. By 10 ft. Section)	1,500 gp	1,000 lb.
Font, Portable	150 gp	4 lb.
Graveyard Soil	3 gp	1 lb.
Headgear, Ritual	50 gp	1 lb.
Healer's Kit	50 gp	1 lb.
Holy Symbol, Bronze	15 gp	1 lb.
Holy Symbol, Copper	5 gp	1 lb.
Holy Symbol, Gold	50 gp	1 lb.
Holy Symbol, Silver	25 gp	1 lb.
Holy Symbol, Wooden	1 gp	**
Holy Texts	40 gp	1 lb.
Holy Water (1-Pint Flask)	25 gp	1 lb.
Horn	20 gp	3 lb.
Icon, Huge	1,600 gp	1,000 lb.
Icon, Large	800 gp	100 lb.
Icon, Medium-size	400 gp	10 lb.
Icon, Small	200 gp	1 lb.
Icon, Tiny	100 gp	*
Kneeling Bar	30 gp	2 lb.
Mandala	1 gp	1 lb.
Mani Wheel	200 gp	25 lb.
Offering Bowl	40 gp	2 lb.
Ordeal Chamber (Per 10 Sq. ft.)	300 gp	—
Pendulum	100 gp	10 lb.
Pennant	200 gp	*
Pennant, Sacred	300 gp	*
Pipe	5 gp	1 lb.
Pipe Organ	1,900 gp	4,000 lb.



RULES SUMMARY

Poison Antidote Kit	100 gp	2 lb.
Portable Altar	160 gp	12 lb.
Prayer Beads	50 gp	1 lb.
Prayer Book	100 gp	2 lb.
Prayer Rug	80 gp	5 lb.
Preservative Fluid (1-Pint Flask)	30 gp	1 lb.
Relic Case	75 gp	10 lb.
Relic, False	50 gp	1 lb.
Relic, True (When Available)	20,000 gp	1 lb.
Relic Treatment Tools	150 gp	2 lb.
Reliquary, Medallion	10,000 gp + Item	*
Reliquary, Pouch	10,000 gp + Item	*
Reliquary, Ring	10,000 gp + Item	*
Reliquary, Shrine	10,000 gp + Item	*
Reliquary, Sword Pommel	10,000 gp + Item	*
Ritual Sword	100 gp	7 lb.
Sacred Cords (1 ft.)	1 sp	*
Sacrificial Implements	100 gp	10 lb.
Sea Salt	6 sp	1 lb.
Shaman's Outfit	4 gp	10 lb. ‡
Singing Bowl And Puja Stick	35 gp	10 lb.
Smudging Stick	1 gp	*
Sprinkler, Holy Water	20 gp	1 lb.
Thurible	125 gp	5 lb.
Tingshas	60 gp	1 lb.
Tower Bells (Per Bell)	2,000 gp	800 lb.
Vase	40 gp	2 lb.
Wine, Ritual (Per Bottle)	15 gp	1½ lb.

* No weight worth noting.

** Ten of these items together weigh 1 pound.

‡ These items weigh one-quarter this amount when made for Small characters.

Containers for Small characters also carry one-quarter the normal amount.

Sacred Oil	Cost per Vial
Ash, Oak and Thorn	200 gp
Briarwood	85 gp
Cedar	100 gp
Diamond	350 gp
Erinyes' Tears	125 gp
Feywing	150 gp
Hellstorm	175 gp
Jasper And Yarrow	200 gp
Leafrot	180 gp
Myrrh	50 gp
Nightshade	150 gp
Purity	210 gp
Ritual Focus	300 gp

FOOD AND DRINK, DRUGS AND HERBS

Item	Cost	Weight	Item	Cost	Weight
Acacia	25 gp	*	Goat	1 gp	—
Adder's Balm	50 gp	*	Hallowflower Essence	500 gp	*
Adder's Tongue	10 gp	*	Hawthorn	50 gp	*
Agaric	50 gp	*	Hearty Broth (8 Servings)	1 gp	1 lb.
Agrimony	40 gp	*	Hemlock	100 gp	*
Ale, Gallon	2 sp	8 lb.	Henbane	75 gp	*
Ale, Mug	4 cp	1 lb.	Holly	30 gp	*
Angelica	60 gp	*	Horehound	20 gp	*
Anise	25 gp	*	Hush Berry	500 gp	*
Arquefoil Tincture	100 gp	*	Icebloom Rose Tea	125 gp	*
Asafoetida	40 gp	*	Ignis Weed	15 gp	*
Avens	20 gp	*	Jow	10 gp	1 lb.
Baked Garlic (Per Bulb)	3 cp	*	Jownumb (1-Pint Flask)	70 gp	1 lb.
Baked Garlic, Blessed (Per Infusion)	26 gp	*	Knowing Tree Oil	350 gp	*
Banquet (Per Person)	10 gp	—	Larkspur	10 gp	*
Belladonna	100 gp	*	Lightning Balm	225 gp	*
Bladderwrack Tea (Steeped)	120 gp	1 lb.	Lotus	400 gp	*
Blessed Rose Petals	10 gp	*	Lover's Bloom	90 gp	*
Blue Vision	150 gp	*	Mandrake	150 gp	*
Boneset	30 gp	*	Meals, Common (Per Day)	3 sp	—
Bramble Hold	300 gp	*	Meals, Good (Per Day)	5 sp	—
Bread (Per Loaf)	2 cp	½ lb.	Meals, Poor (Per Day)	1 sp	—
Broom	50 gp	*	Meat	3 sp	½ lb.
Catmint Potpourri	80 gp	*	Mindsharp	25 gp	*
Celandine	60 gp	*	Mistletoe	10 gp	*
Cheese	1 sp	½ lb.	Moneycall Potion	500 gp	*
Chicken (1)	2 cp	—	Monkshood	50 gp	*
Cinnamon	1 gp	1 lb.	Mother's Milk	500 gp	*
Clean Water (Per Gallon)	5 sp	8 lb.	Mugwort	200 gp	*
Cloves	10 gp	*	Mullein	20 gp	*
Comfrey Root	10 gp	*	Night's Cream	250 gp	*
Cow	10 gp	—	Nightingale Balm	4 gp	*
Damiana Oil	90 gp	1 lb.	Openquiet Oil	90 gp	*
Dandelion	10 gp	*	Ox	15 gp	—
Deathstalk	25 gp	*	Paindull	80 gp	*
Deirdre's Tears	50 gp	*	Pig	3 gp	—
Eaglesight	150 gp	*	Poisonbane	300 gp	*
Elderberry	80 gp	*	Pomegranate (Per Fruit)	5 gp	—
Elftrick (Per Fruit)	125 gp	*	Quickenberry Tea	140 gp	*
Eyeblight	40 gp	*	Rage Wine, Bottle (24 Servings)	75 gp	1 lb.
Eyebright	150 gp	*	Rations, Trail (Per Day)	5 sp	1 lb.
Faerie Wings	50 gp	*	Ratspaw Poultice	80 gp	*
Fenwater Bile	400 gp	*	Saffron	15 gp	1 lb.
Figwort	40 gp	*	Salt	5 gp	1 lb.
Flour	2 cp	1 lb.	Sheep	2 gp	—
Gardenia Balm	210 gp	*	Skullcap	20 gp	*
Ginger Or Pepper	2 gp	1 lb.	Sleepy Tea (12 Servings)	1gp	*
			Speaksweet Brew	280 gp	*



RULES SUMMARY

Starberry Fruit (3 Pieces)	2 gp	1 lb.	Wakeberries (Each)	1 cp	*
Starberry Fruit Preserves (12 Servings)	5 gp	1 lb.	Wheat	1 cp	1 lb.
Swine's Rest	10 gp	*	Willstone Tea	160 gp	*
Tea Leaves	2 sp	1 lb.	Wine, Common (Pitcher)	2 sp	6 lb.
Tobacco	5 sp	1 lb.	Wine, Fine (Bottle)	10 gp	1½ lb.
Travel Bread (Per Loaf)	3 gp	½ lb.	Witch Hazel	75 gp	*
Ture-North (Per Seedpod)	5 gp	*	Wolf's Bane	25 gp	*
Twinklejuice	200 gp	*	Wood Betony	10 gp	*
Unicorn's Horn (Per Piece)	80 gp	*	Wormwood	15 gp	*
Universal Rations (20 Servings)	1 gp	1 lb.	Woundwort	25 gp	*
Vileblossom Essence	350 gp	*	Xanapher's Toil	150 gp	*
			Yarrow And Nettle Balm	300 gp	*
			Zarakroot Chew (10 Uses)	100 gp	1 lb.

* No weight worth noting.

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

Incense	Cost (Per Stick)
Bane Of The Wolf	22 gp
Enamour	8 gp
Far Seer	25 gp
Lady Luck	6 gp
Maiden's Touch	6 gp
Mindbender	12 gp
Pure Endurance	14 gp
Quick & Nimble	12 gp
Strength Of The Bull	18 gp
Ward Of Evil	31 gp
Wisdom Of The Ages	10 gp
Wit's Fool	16 gp
Scentbreaker	20 gp
Camaraderie	18 gp
Eyes Of The Night	25 gp
Spiritcaller	32 gp
War Mist	30 gp

HONOUR AMONGST ROGUES

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Light Armour								
Footpad's Vest*	60 gp	+1	—	—	—	30 ft.	20 ft.	2 lb.
Extras								
Armour Padding	+50 gp	—	-1	*	—	—	—	+5 lb.

* See the description of this armour for special rules.

‡ Armour fitted for Small characters weighs half as much.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny Exotic Weapons – Melee						
Clawed Gauntlets	8 gp	1d4	x3	—	3 lb.	Piercing
Killpicks	60 gp	1d2	x3	—	1 lb.	Piercing
Large Exotic Weapons – Melee						
Xornclaw Shovel*	500 gp	1d8	x2	—	10 lb.	Slashing
Extras						
Hilt, Blast Cap*	15 gp	—	—	—	1 lb.	—
Hilt, Removable*	5 gp	—	—	—	1 lb.	—

* See the description of this weapon for special rules.

Item	Cost	Weight
Acid (Per Vial)	5 gp	*
Armor Cracker	2 gp	*
Armor Crippler	5 gp	½ lb.
Ashen Powder (Handful)	20 gp	*
Bag, Snapdragon	5 gp	1 lb.
Bird's Tongue	3 gp	*
Blackface (5 Applications)	50 gp	1 lb.
Bodysuit, Silk	225 gp	*
Caltrops (Bag)	1 gp	2 lb.
Camouflage Makeup	10 gp	1 lb.
Clay And Wax Box	90 gp	2 lb.
Clay	5 gp	*
Cloak, Hangman's	15 gp	5 lb.‡
Compartment Book	10 gp	2 lb.
Contact Paper (Sheet)	1 gp	*
Diagram Set	150 gp	2 lb.
Disguise Kit, Waterproof	250 gp	8 lb.‡
Ear Blade	15 gp	*
Erasing Broom	25 gp	1 lb.
False Knife	5 gp	½ lb.
False Tooth	2 gp	*
Finger Blade	4 sp	*
Flash Powder	75 gp	3 lb.
Glass Cutter	10 gp	1 lb.
Glass Gargle	10 gp	1 lb.
Gloves, False Finger	3 gp	½ lb.
Gloves, False Flesh	10 gp	*
Grapple (1 Sq. In.)	50 gp	*
Horse Nails (Bag)	30 gp	3 lb.
Iceflow Oil (1-Pint Flask)	35 gp	1 lb.
Jailbreak Tools	60 gp	2 lb.
Jellyfish Paste (Per Dose)	360 gp	*
Lightning Bug Oil (1-Pint Flask)	20 gp	1 lb.
Listening Cone	5 sp	*
Lock, Amazing	150 gp	1 lb.
Lock, Average	40 gp	1 lb.



RULES SUMMARY

Lock, Good	80 gp	1 lb.
Lock, Very Simple	20 gp	1 lb.
Lock Glass	1,500 gp	2 lb.
Lock Picks, Long Stemmed	100 gp	1 lb.
Lockbreaker, Blossoming	2 gp	*
Lockbreaker, Magnetic Tumbler	5 gp	1 lb.
Loudfoot Paste	25 gp	½ lb.
Marbles	8 sp	1 lb.
Mask	3 sp	*
Monocle, Rogue's	100 gp	*
Monocle, Sentry's	100 gp	*
Nettle Cloak	40 gp	3 lb.‡
Oilskin Bodysuit	80 gp	5 lb.‡
Pin Ring	85 gp	*
Powdered Tears	50 gp	½ lb.
Quiver, Climber's	50 gp	2 lb.
Rangeglass	700 gp	2 lb.
Razor Thread	5 gp	1 lb.
Sharkskin Suit	110 gp	6 lb.‡
Shock Freeze (1-Pint Flask)	50 gp	1 lb.
Still Life	10 gp	*
Stronglock (10 Applications)	10 gp	*
Thieves' Tools	30 gp	1 lb.
Thieves' Tools, Masterwork	100 gp	2 lb.
Traitor's Dust	20 gp	½ lb.
Tripvine	50 gp	2 lb.
Underhold Claws	40 gp	1 lb.
Vest, Burglar's	75 gp	3 lb.‡
Weapon Tarnish	4 gp	1 lb.
Winterchill	120 gp	1 lb.
Yellow Dust	50 gp	*
Zephyrwing	450 gp	12 lb.‡

* No weight worth noting.

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

Special Tool	Cost
Acid Needle	70 gp
Coil spike	65 gp
Farpick	50 gp
Finger Hooks	50 gp
Linegrabber	75 gp
Master Key	90 gp
Poisoncatch	80 gp
Stonecutter	120 gp
Steelspike	100 gp
Trapbane	120 gp

IN THE WILD

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny Simple Weapons – Melee						
Hunting Knives*	12 gp	1d2	x2	5 ft.	3 lb.	Piercing

Medium-size Simple Weapons – Melee						
Machete*	8 gp	1d6	x2	—	5 lb.	Slashing

* See the description of this weapon for special rules.

Item	Cost	Weight
Aba	30 gp	2 lb.‡
Animal Snare, Bird	2 gp	2 lb.
Animal Snare, Small	5 gp	4 lb.
Animal Snare, Tiny	1 gp	2 lb.
Antifungal Ointment (10 Days)	25 gp	1 lb.
Backpack (Empty)	2 gp	2 lb.‡
Bedroll	1 sp	5 lb.‡
Bird Call	5 sp	*
Blanket, Winter	5 sp	3 lb.‡
Blanket And Hood, Horse, Huge	18 gp	8 lb.
Blanket And Hood, Horse, Large	8 gp	5 lb.
Blanket And Hood, Horse, Medium-size	4 gp	2 lb.
Blood Decoy	5 gp	1 lb.
Boat Boots	25 gp	15 lb.‡
Body Pack	10 gp	2 lb.‡
Body Sled	45 gp	25 lb.‡
Bladed Boots	18 gp	2 lb.‡
Breath Bag	2 gp	1 lb.
Breathing Rope (50 ft.)	20 gp	60 lb.
Brick Press	10 gp	30 lb.
Camouflage Tarp (10 Sq. ft.)	12 gp	10 lb.‡
Canoe, Bark	10 gp	60 lb.
Canoe, Dugout	10 gp	120 lb.
Canoe, Outrigger	500 gp	400 lb.
Canvas (1 Sq. Yd.)	1 sp	1 lb.
Case, Map Or Scroll	1 gp	½ lb.
Chalk (1 Piece)	1 cp	*
Climber's Kit	80 gp	5 lb.‡
Climber's Kit, Masterwork	400 gp	5 lb.‡
Cold Weather Outfit	8 gp	7 lb.‡
Compass	200 gp	1 lb.
Coracle	15 gp	20 lb.
Desert Kit	10 gp	15 lb.‡
Desert Kit, Masterwork	40 gp	10 lb.‡
Dowsing Rod	5 gp	1 lb.
Dwarven Pie	2 gp	½ lb.
Earth's Blood (Per Dose)	2 gp	½ lb.
Elven Wafer	1 gp	¼ lb.
Explorer's Outfit	10 gp	8 lb.‡



RULES SUMMARY

Fins (Pair)	15 gp	10 lb.‡
Fire Seed	2 gp	1 lb.
Fishing Kit	10 gp	5 lb.
Fishing Net, 25 Sq. ft.	4 gp	5 lb.
Flat Boat	50 gp	150 lb.
Flint And Steel	1 gp	*
Forest Blind	55 gp	50 lb.
Forest Kit	5 gp	15 lb.‡
Forest Kit, Masterwork	30 gp	10 lb.‡
Glow Powder	10 gp	1 lb.
Glowing Harness	20 gp	4 lb.‡
Glowmould Fuel	3 sp	¼ lb.
Glowmould Lantern, Bullseye	15 gp	3 lb.
Glowmould Lantern, Hooded	10 gp	3 lb.
Grappling Hook	1 gp	4 lb.
Gripping Resin (4 Applications)	10 gp	½ lb.
Halfling Bread (Per Loaf)	1 gp	¼ lb.
Hearth Stones	3 gp	1 lb.
Horn, Hunting	5 gp	1 lb.
Horn, Small	1 gp	½ lb.
Hunter's Outfit	18 gp	5 lb.‡
Hunter's Outfit, Masterwork	118 gp	5 lb.‡
Ice Boots	15 gp	1 lb.
Insect Netting	250 gp	1 lb.
Insect Repellent	1 gp	*
Insect Repelling Candle	5 gp	1 lb.
Jungle Kit	5 gp	15 lb.‡
Jungle Kit, Masterwork	55 gp	20 lb.‡
Ladder, Rope (30 ft.)	2 gp	4 lb.
Lamp, Common	1 sp	1 lb.
Lantern, Bullseye	12 gp	3 lb.
Lantern, Booded	7 gp	2 lb.
Leash, Huge	6 gp	3 lb.
Leash, Large	2 gp	1 lb.
Leash, Medium-size	1 gp	½ lb.
Leash, Small	5 sp	*
Leash, Tiny	2 sp	*
Moleskin	1 gp	*
Mountain Kit	10 gp	20 lb.‡
Mountain Kit, Masterwork	60 gp	15 lb.‡
Mountaineer's Outfit	3 gp	5 lb.‡
Oil (1-Pint Flask)	1 sp	1 lb.
Packing Board	1 gp	5 lb.
Piton	1 sp	½ lb.
Pouch, Belt	1 gp	½ lb.‡
Preserving Kit	5 gp	5 lb.‡
Preserving Kit, Masterwork	55 gp	10 lb.‡
Riser	10 gp	2 lb.
Rope, Hemp (50 ft.)	1 gp	10 lb.
Rope, Silk (50 ft.)	10 gp	5 lb.

Rucksack	1 gp	1 lb.
Salt Tablet	1 gp	*
Sighting Lens	55 gp	1 lb.
Signal Whistle	8 sp	**
Sleigh, Two-Person	18 gp	250 lb.
Sleigh, Four-Person	50 gp	425 lb.
Skates	2 gp	1 lb.
Skis	6 gp	2 lb.
Snow Guards	7 gp	1 lb.
Snowshoes	8 sp	1 lb.
Sounding Drum	20 gp	10 lb.
spyglass	1,000 gp	1 lb.
Strong Rations	7 sp	½ lb.
Swamp Dweller's Outfit	10 gp	5 lb.‡
Swamp Kit	10 gp	10 lb.‡
Swamp Kit, Masterwork	50 gp	7 lb.‡
Tent	10 gp	20 lb.‡
Thick Furs	35 gp	5 lb.‡
Torch	1 cp	1 lb.
Tourniquet	2 cp	*
Traveller's Outfit	1 gp	5 lb.‡
Traveller's Stock	3 gp	1 lb.
Travois	5 gp	15 lb.‡
Tree Net	14 gp	2 lb.
Underground Outfit	10 gp	5 lb.‡
Water Additive	3 gp	*
Water Pack	10 gp	5 lb.‡
Water Trap	45 gp	36 lb.
Waterskin	1 gp	*
Weather Gauge	50 gp	*
Web Net	25 gp	5 lb.
Well Straw	10 gp	5 lb.
Whale-Skin Suit	50 gp	20 lb.‡

* No weight worth noting.

** Ten of these items together weigh 1 pound.

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



KNICK-KNACKS OF THE LITTLE FOLK

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Light Armour								
Halfling Harness*	500 gp	+2	+6	—	10%	30 ft.	20 ft.	8 lb.

Shields

Shield, Buzzshield*	50 gp	+1	—	-1	10%	—	—	10 lb.
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* See the description of this armour for special rules.

‡ Armour fitted for Small characters weighs half as much.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny Simple Weapons – Melee						
Clamp Hand*	15 gp	—	—	—	2 lb.	Bludgeoning
Clamp Hand, Spiked*	20 gp	1d4	x2	—	2 lb.	Piercing

Small Exotic Weapons – Melee

Shield, Buzzshield*	—	1d6	x3	—	—	Slashing
Short Sword, Pressure Powered*	850 gp	1d6	x2	10 ft. Max	6 lb.	Piercing

Large Exotic Weapons – Melee

Greatsword, Pressure Powered*	1,950 gp	2d6	x2	10 ft. Max	30 lb.	Piercing/Slashing
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Extras

False Weapon*	-50%	—	—	—	—	—
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* See the description of this weapon for special rules.

Item	Cost	Weight
Bouncing Boots	75 gp	3 lb.‡
Bumblefoot	120 gp	10 lb.
Expert Thieves' Tools	120 gp	1 lb.
Goggles, Underwater	5 gp	1 lb.
Hearthdown Bedroll, Small	10 gp	2 lb.‡
Hearthdown Bedroll, Medium-size	20 gp	3 lb.‡
Helmet, Lantern	19 gp	3 lb.
Helmet, Listening	75 gp	1 lb.
Infinite Book (Empty)	20 gp	1 lb.
Infinite spellbook (Empty)	300 gp	2 lb.
Many-Lens Mask	350 gp	1 lb.
Many-Lens Mask With Extending Lens	450 gp	1 lb.
Mechanical Log	750 gp	12 lb.
Portable Stove	40 gp	2 lb.
Portable Stove Supplies (Per Week)	3 gp	1 lb.
Rob Fob	280 gp	3 lb.
Rope Cranker	25 gp	2 lb.
Secured Spice Rack (Empty)	30 gp	1 lb.

Secured Spice Rack (Full)	50 gp	2 lb.
Southfinder	100 gp	*
Swift Feet	200 gp	4 lb.‡
Swimming Gear	100 gp	2 lb.‡
Tool-Pipe	50 gp	½ lb.
Tool-Pipe, Masterwork	100 gp	½ lb.
Whistle-Pipe	15 gp	½ lb.
Woollen Dome Tent, Four-Person	65 gp	9 lb.‡
Woollen Dome Tent, One-Person	35 gp	5 lb.‡
Woollen Dome Tent, Two-Person	45 gp	7 lb.‡

* No weight worth noting.

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

PSYCHIC MASTERY

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Light Armour								
Glyss Armour*	+2,000 gp	—	—	—	—	—	—	125%
Psisteel Armour*	+2,000 gp	—	—	—	—	—	—	—
Medium Armour								
Glyss Armour*	+4,000 gp	—	—	—	—	—	—	75%
Psisteel Armour*	+5,000 gp	—	—	—	—	—	—	—
Heavy Armour								
Glyss Armour*	+9,000 gp	—	—	—	—	—#	—#	50%
Psisteel Armour*	+10,000 gp	—	—	—	—	—#	—#	—
Shields								
Buckler, Glyss*	2,165 gp	+1	—	-1	5%	—	—	3½ lb.
Buckler, Psisteel*	2,165 gp	+1	—	-1	5%	—	—	5 lb.
Shield, Large, Glyss*	8,170 gp	+2	—	-2	15%	—	—	11 lb.
Shield, Small, Glyss*	4,159 gp	+1	—	-1	5%	—	—	4½ lb.
Shield, Large, Psisteel*	20,170 gp	+2	—	-2	15%	—	—	15 lb.
Shield, Small, Psisteel*	8,159 gp	+1	—	-1	5%	—	—	6 lb.

* See the description of this armour for special rules.

When running in heavy armour, a character moves only triple speed, not quadruple.

‡ Armour fitted for Small characters weighs half as much.

RULES SUMMARY

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Weapon, Glyss* 1d4 or 1d6	+3,000 gp	—	—	—	50%	—
Weapon, Glyss* 1d8, 1d10 or 1d12	+10,000 gp	—	—	—	50%	—
Weapon, Psisteel*	+2,000 gp	—	—	—	—	—

* See the description of this weapon for special rules.

Item	Cost	Weight	Attunement	XP Cost
Aurasilk (Per Yard)	100 gp	1 lb.	Bulette	800
Crystal Foci	450 gp	Varies	Celestial	1,100
Crystalweave	N/A	1 lb.	Dragon	2,100
Dotje, Simple	500 gp	2 lb.	Displacer Beast	1,000
Eskelion	350 gp	*	Ghost	1,400
Ephemeryl	650 gp	1 lb.	Merfolk	800
Finger Board	50 gp	1 lb.	Nymph	1,000
Headband, Power Stone	200 gp	1 lb.	Shadow	2,000
Mat, Meditation	90 gp	2 lb.	Troll	2,000
Mat, Sleeping	150 gp	*	Vampire	1,500
Quicksilver Storage Battery	500 gp Per Power Point	1,000 lb.		
Quicksilver (Per Gallon)	1,000 gp	30 lb.		
Rations, Mindmeal (Per Meal)	25 gp	½ lb.		
Staff, Psionic	500 gp	4 lb.		

* No weight worth noting.

Psychoactive Substance	Cost Per Dose
Crystalline Serum (1 Drop)	500 gp
Ironroot Powder (½ Oz.)	50 gp
Mestiph Seeds (3-5)	10 gp
Serpentweed Wine (8 Oz. Glass)	50 gp

Tattoo	Cost
Astral	5,000 gp
Bolstering	25,000 gp
Combat Focus	11,000 gp
Defensive	5,000 gp
Erasing	4,000 gp
Elemental	5,000 gp
Flight	8,000 gp
Growth	9,000 gp
Hundred Eyes	3,000 gp
Mental Fortitude	25,000 gp
Night's Touch	20,000 gp
Raging Beast	40,000 gp
Speed	30,000 gp
Venomous	6,000 gp

THE ARMOURY

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed		Weight‡
						(30 ft.)	(20 ft.)	
Light Armour								
Bone Mail*	30 gp	+3	+5	-1	15%	—	—	10 lb.
Buckskin Armour	30 gp	+2	+7	—	10%	30 ft.	20 ft.	15 lb.
Camouflage Armour*	50 gp	+3	+5	-1	15%	30 ft.	20 ft.	15 lb.
Chain Shirt	100gp	+4	+4	-2	20%	30 ft.	20 ft.	25 lb.
Chainmail, Arcane	4,200 gp	+4	+5	-2	10%	30 ft.	20 ft.	20 lb.
Chitinous Armour*	200 gp	+3	+4	-1	15%	30 ft.	20 ft.	10 lb.
Climbing Armour*	100 gp	+2	+3	-2	15%	20 ft.	15 ft.	20 lb.
Cord Armour	10 gp	+2	+6	-2	15%	30 ft.	20 ft.	10 lb.
Feather Skin Armour*	2,000 gp	+2	+6	—	10%	30 ft.	20 ft.	—
Leather	10 gp	+2	+6	—	10%	30 ft.	20 ft.	15 lb.
Leather, Digester*	8,000 gp	+2	+6	—	10%	30 ft.	20 ft.	15 lb.
Leather, Displacer Beast*	12,000 gp	+2	+6	—	10%	30 ft.	20 ft.	15 lb.
Leather, Gargoyle*	1,400 gp	+3	+4	-2	20%	30 ft.	20 ft.	30 lb.
Leather, Gorgon*	2,500 gp	+5	+4	—	20%	30 ft.	20 ft.	10 lb.
Leather, Hell Hound*	9,200 gp	+2	+6	—	20%	30 ft.	20 ft.	15 lb.
Leather, Night*	60 gp	+2	+8	—	5%	30 ft.	20 ft.	5 lb.
Leather, Rust Monster*	13,500 gp	+1	+6	—	10%	30 ft.	20 ft.	10 lb.
Leather, Troglydye*	1,200 gp	+2	+6	—	10%	30 ft.	20 ft.	15 lb.
Light Scale Armour*	30 gp	+2	+6	-1	10%	—	—	8 lb.
Padded	5 gp	+1	+8	—	5%	30 ft.	20 ft.	10 lb.
Robe Of Yew Leaves	55 gp	+2	+8	—	10%	30 ft.	20 ft.	5 lb.
Slender Chainmail Shirt	120 gp	+3	+6	-1	25%	30 ft.	20 ft.	20 lb.
Soft Kelp Armour*	7 gp	+1	+8	—	—	—	—	7 lb.
Stiffened Kelp Armour*	15 gp	+2	+7	—	5%	—	—	10 lb.
Studded Leather	25 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lb.
Medium Armour								
Aeroglass Plate*	3,000 gp	+6	+3	-4	30%	20 ft.	15 ft.	35 lb.
Back and Breast	50 gp	+2	+2	-5	20%	20 ft.	15 ft.	15 lb.
Breastplate	200gp	+5	+3	-4	25%	20 ft.	15 ft.	30 lb.
Brigandine	250 gp	+5	+4	-4	20%	20 ft.	15 ft.	25 lb.
Chainmail	150gp	+5	+2	-5	30%	20 ft.	15 ft.	40 lb.
Dragonscale Armour*	18,000 gp	+10	+3	-4	30%	20 ft.	15 ft.	30 lb.
Fur-Lined Hide Mail	65 gp	+4	+3	—	20%	20 ft.	15 ft.	20 lb.
Half-Plate, Elven	4,600 gp	+7	+2	-4	30%	20 ft.	15 ft.	25 lb.
Hauberk	110 gp	+5	+1	-5	30%	20 ft.	15 ft.	30 lb.
Heraldic Coin Armour	450–5,000gp	+4	+4	-4	25%	20 ft.	15 ft.	30 lb.
Hide	15 gp	+3	+4	-3	20%	20 ft.	15 ft.	25 lb.
Hide, Bugbear	525 gp	+4	+4	-3	20%	20 ft.	15 ft.	25 lb.
Hide, Hunter's*	20 gp	+3	+3	-3	20%	20 ft.	15 ft.	25 lb.
Hide, Hydra	6,000 gp	+6	+4	-3	20%	20 ft.	15 ft.	25 lb.
Medium Scale Armour*	75 gp	+4	+5	-2	20%	—	—	15 lb.
Oaken Tree Bark Armour	10 gp	+3	+4	-4	20%	20 ft.	15 ft.	20 lb.
Robe, Armoured	55 gp	+3	+3	-4	25%	20 ft.	15 ft.	30 lb.
Robe, Battle	2,500 gp	+4	+4	-2	15%	20 ft.	15 ft.	15 lb.
Scale Mail	50 gp	+4	+3	-4	25%	20 ft.	15 ft.	30 lb.
Small Shell Armour*	60 gp	+5	+4	-3	20%	—	—	20 lb.
Wire Armour*	1,000 gp	+6	+4	-1	10%	20 ft.	15 ft.	20 lb.



RULES SUMMARY

Heavy Armour

Banded Mail	250gp	+6	+1	-6	35%	20 ft.#	15 ft.#	35 lb.
Bladeshatter Plate*	3,000 gp	+8	+0	-6	40%	20 ft.#	15 ft.#	50 lb.
Bronze Plate	900 gp	+6	+2	-5	30%	20 ft.#	15 ft.#	40 lb.
Full Plate	1,500gp	+8	+1	-6	35%	20 ft.#	15 ft.#	50 lb.
Half-Plate	600gp	+7	+0	-7	40%	20 ft.#	15 ft.#	50 lb.
Heavy Scale Armour*	2,000 gp	+7	+2	-5	40%	—	—	25 lb.
Large Shell Armour*	500 gp	+6	+3	-4	30%	—	—	30 lb.
Plant Fibre Plate	700 gp	+6	+2	-6	35%	20 ft.#	15 ft.#	35 lb.
Quick-Change Plate*	950 gp	+5	+0	-8	20%	20 ft.#	15 ft.#	55 lb.
Splint Mail	200gp	+6	+0	-7	40%	20 ft.#	15 ft.#	45 lb.
Turtle Suit*	2,000 gp	+10	+0	-10	60%	15 ft.#	10 ft.#	70 lb.
Wood splint Armour	100 gp	+4	+0	-7	40%	20 ft.#	15 ft.#	30 lb.

Shields

Buckler	15 gp	+1	—	-1	5%	—	—	5 lb.
Shield, Crossbow*	100 gp	—	—	-10	50%	—	—	50 lb.
Shield, Dragonscale*	11,000 gp	+3	—	—	—	—	—	10 lb.
Shield, Jousting	30 gp	+2	—	-2	15%	—	—	10 lb.
Shield, Large, Leather*	2 gp	+2	—	-2	5%	—	—	3 lb.
Shield, Large, Wooden	7 gp	+2	—	-2	15%	—	—	10 lb.
Shield, Large, Steel	20 gp	+2	—	-2	15%	—	—	15 lb.
Shield, Mancatcher*	25 gp	+1	—	-2	15%	—	—	18 lb.
Shield, Retractable, Wooden*	15 gp	+1/+2	—	-1/-2	5%	—	—	12 lb.
Shield, Retractable, Metal*	50 gp	+1/+2	—	-1/-2	5%	—	—	18 lb.
Shield, Small, Leather*	1 gp	+1	—	-1	—	—	—	2 lb.
Shield, Small, Wooden	3 gp	+1	—	-1	5%	—	—	5 lb.
Shield, Small, Steel	9 gp	+1	—	-1	5%	—	—	6 lb.
Shield, Tiger Steel*	100 gp	+1	—	-1	15%	—	—	4 lb.
Shield, Tower	30 gp	—	—	-10	50%	—	—	45 lb.
Shield, Turtle*	100 gp	—	—	-10	60%	—	—	20 lb.
Shield, Widowmaker*	50 gp	+2	—	-2	15%	—	—	20 lb.
Shield, Woven*	10 gp	+1	—	-1	5%	—	—	2 lb.

Extras

Aeroglass Armour*	+1,500 gp	—	—	—	—	—	—	—
Armour spikes	+50gp	—	—	—	—	—	—	+10lb.
Gauntlet, Locked*†	8 gp	—	—	—	—	—	—	+5lb.
Roundels*	+125 gp	+1	-1	-1	—	—	—	+10 lb.
Shield Sickle, Small*	+12 gp	—	—	—	—	—	—	+3 lb.
Shield Sickle, Large*	+30 gp	—	—	—	—	—	—	+6 lb.
Shield Spikes	+10gp	—	—	—	—	—	—	+5lb.
Shield, Teethed*	+10 gp	—	—	—	—	—	—	+2 lb.
Skirt, Mithril*	+1,200 gp	+2	-1	—	—	—	—	+8 lb.
Stormbane Iron Armour*	+3,000 gp	—	—	—	—	—	—	—

* See the description of this armour for special rules.

When running in heavy armour, a character moves only triple speed, not quadruple.

† Cannot cast spells with somatic components while worn.

‡ Armour fitted for Small characters weighs half as much.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny Simple Weapons – Melee						
Dagger	2 gp	1d4	19-20/x2	10 ft.	1 lb.	Piercing
Dagger, Assassin's	4 gp	1d3	x4	—	1 lb.	Piercing
Dagger, Hollow Pommel*	20 gp	1d4	19-20/x2	—	1 lb.	Piercing
Dagger, Leeching*	10 gp	1d4	19-20/x2	—	1 lb.	Piercing
Replacement Vacuum Tube	5 gp	—	—	—	½ lb.	—
Dagger, Punching	2 gp	1d4	x3	—	2 lb.	Piercing
Finger Razors*	5 gp	—	x3	—	—	Slashing
Gauntlet*	2 gp	—	—	—	2 lb.	Bludgeoning
Gauntlet, Edged	8 gp	1d4	19-20/x2	—	5 lb.	Slashing
Gauntlet, Guardian*	20 gp	1d4	x2	—	6 lb.	Bludgeoning
Gauntlet, Spiked	5 gp	1d4	x2	—	2 lb.	Piercing
Gauntlet, Spring Blade*	6 gp	1d4	19-20/x2	—	4 lb.	Piercing
Gauntlet, Studded	5 gp	1d4	x2	—	3 lb.	Bludgeoning
Gauntlet, Teethed*	10 gp	1d4	x2	—	4 lb.	Bludgeoning /Piercing
Knife	5 sp	1d2	x2	5 ft.	½ lb.	Piercing
Knuckleduster	5 sp	1d3	x2	—	1 lb.	Piercing
Spiked Helmet*	25 gp	1d6	19-20/x2	—	3 lb.	Piercing/ Bludgeoning

Small Simple Weapons – Melee						
Daggers, Tamo*	20 gp	1d4/1d6	19-20/x2/x2	—	4 lb.	Piercing/ Bludgeoning
Mace, Light	5 gp	1d6	x2	—	6 lb.	Bludgeoning
Sickle	6 gp	1d6	x2	—	3 lb.	Slashing

Medium-size Simple Weapons – Melee						
Club	—	1d6	x2	10 ft.	3 lb.	Bludgeoning
Club, Padded	1 gp	1d6#	x2	—	4 lb.	Bludgeoning
Halfspear	1 gp	1d6	x3	20 ft.	3 lb.	Piercing
Mace, Chained*	75 gp	1d8	x2	—	12 lb.	Bludgeoning
Mace, Heavy	12 gp	1d8	x2	—	12 lb.	Bludgeoning
Morningstar	8 gp	1d8	x2	—	8 lb.	Bludgeoning /Piercing
Sawtooth	10 gp	1d8	x3	—	4 lb.	Slashing

Large Simple Weapons – Melee						
Quarterstaff	—	1d6/1d6	x2	—	4 lb.	Bludgeoning
Shortspear	2 gp	1d8	x3	20 ft.	5 lb.	Piercing
Spear, Two Headed*‡	10 gp	1d6/1d6	x3	20 ft.	5 lb.	Piercing
Staff, Iron*‡	25 gp	1d6/1d6	x3	—	9 lb.	Bludgeoning

Tiny Simple Weapons – Ranged						
Dagger, Throwing*	1 gp	1d3	19-20/x2	20 ft.	1 lb.	Piercing
Slingshot	5 sp	1d4	x2	40 ft.	1 lb.	Bludgeoning
Bullets (10)	1 sp	—	—	—	5 lb.	—

Small Simple Weapons – Ranged						
Crossbow, Light	35 gp	1d8	19-20/x2	80 ft.	6 lb.	Piercing
Bolts (10)	1 gp	—	—	—	1 lb.	—
Dart	5 sp	1d4	x2	20 ft.	1/2 lb.	Piercing



RULES SUMMARY

Sling	—	1d4	x2	50 ft.	0 lb.	Bludgeoning
Bullets (10)	1 sp	—	—	—	5 lb.	—

Medium-size Simple Weapons – Ranged

Crossbow, Heavy	50 gp	1d10	19-20/x2	120 ft.	9 lb.	Piercing
Bolts (10)	1 gp	—	—	—	1 lb.	—
Harpoon, Light*	10 gp	1d8	x2	30 ft.	8 lb.	Piercing
Javelin	1 gp	1d6	x2	30 ft.	2 lb.	Piercing

Tiny Martial Weapons – Melee

Dagger, Spring-Loaded*	30 gp	1d4	19-20/x2	10 ft.	2 lb.	Piercing
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Small Martial Weapons – Melee

Angle-Knife	10 gp	1d4	18-20/x2	10 ft.	3 lb.	Piercing
Armour Blades*	100 gp	1d6	x3	—	10 lb.	Slashing
Dagger, Sap Pommel*	1 gp	1d4/1d6#	x2	—	3 lb.	Slashing/ Bludgeoning
Gladius*	450 gp	1d6	18-20/x2	—	3 lb.	Piercing
Hammer, Light	1 gp	1d4	x2	20 ft.	2 lb.	Bludgeoning
Handaxe	6 gp	1d6	x3	—	5 lb.	Slashing
Knife, Deer Horn*	10 gp	1d6	19-20/x2	10 ft.	2 lb.	Piercing/ Slashing
Lance, Light	6 gp	1d6	x3	—	5 lb.	Piercing
Pick, Light	4 gp	1d4	x4	—	4 lb.	Piercing
Sap	1 gp	1d6#	x2	—	3 lb.	Bludgeoning
Sword, Short	10 gp	1d6	19-20/x2	—	3 lb.	Piercing
Sword, Short, Crystal*	30 gp	1d6	19-20/x2	—	2 lb.	Piercing
Wrist Razor*	65 gp	1d4	18-20/x2	—	5 lb.	Slashing

Medium-size Martial Weapons – Melee

Aclis*	1 gp	1d6	x2	10 ft.	3 lb.	Bludgeoning
Battleaxe	10 gp	1d8	x3	—	7 lb.	Slashing
Flail, Light	8 gp	1d8	x2	—	5 lb.	Bludgeoning
Karvar	5 gp	1d6	x3	—	4 lb.	Slashing
Khopesh	15 gp	1d8	19-20/x2	—	4 lb.	Slashing
Lance, Heavy	10 gp	1d8	x3	—	10 lb.	Piercing
Longsword	15 gp	1d8	19-20/x2	—	4 lb.	Slashing
Longsword, Crystal*	45 gp	1d8	19-20/x2	—	3 lb.	Slashing
Pick, Heavy	8 gp	1d6	x4	—	6 lb.	Piercing
Rapier	20 gp	1d6	18-20/x2	—	3 lb.	Piercing
Scimitar	15 gp	1d6	18-20/x2	—	4 lb.	Slashing
Springspear*	100 gp	2d6	x4	20 ft.	7 lb.	Piercing
Sword, Broad*	35 gp	2d4	19-20/x2	—	5 lb.	Slashing
Sword, Singing*	20 gp	1d8	19-20/x2	—	4 lb.	Slashing
Sword Cane*	35 gp	1d6	18-20/x2	—	3 lb.	Piercing
Sword Gauntlet*	45 gp	1d8	18-20/x2	—	6 lb.	Slashing
Trident	15 gp	1d8	x2	10 ft.	5 lb.	Piercing
Tulwar	22 gp	1d6	19-20/x2	—	4 lb.	Slashing
Warhammer	12 gp	1d8	x3	—	8 lb.	Bludgeoning

Large Martial Weapons – Melee

Bec-De-Corbin	30 gp	2d4	x4	—	3 lb.	Piercing/ Bludgeoning
Executioner's Sword*	75 gp	1d12	x4	—	18 lb.	Slashing
Falchion	75 gp	2d4	18-20/x2	—	16 lb.	Slashing
Flail, Heavy	15 gp	1d10	19-20/x2	—	20 lb.	Bludgeoning
Falx	25 gp	2d4	19-20/x2	—	10 lb.	Slashing
Glaive	8 gp	1d10	x3	—	15 lb.	Slashing
Gold Coin Spade*	35 gp	1d10	x3	—	10 lb.	Bludgeoning
Greataxe	20 gp	1d12	x3	—	20 lb.	Slashing
Greatclub	5 gp	1d10	x2	—	10 lb.	Bludgeoning
Greatsword	50 gp	2d6	19-20/x2	—	15 lb.	Slashing
Greatsword, Crystal*	150 gp	2d6	19-20/x2	—	12 lb.	Slashing
Guisarme	9 gp	2d4	x3	—	15 lb.	Slashing
Halberd	10 gp	1d10	x3	—	15 lb.	Piercing/ Slashing
Half-Moon Longspear*	10 gp	2d4	19-20/x2	—	15 lb.	Slashing
Hammer, Great	80 gp	2d6	x3	—	18 lb.	Piercing/ Bludgeoning
Kwan Dao*	25 gp	1d10	19-20/x2	—	20 lb.	Slashing
Longspear	5 gp	1d8	x3	—	9 lb.	Piercing
Naginata*	20 gp	1d10	x3	—	10 lb.	Slashing
Pike*	10 gp	1d10	x3	—	17 lb.	Piercing
Ranseur	10 gp	2d4	x3	—	15 lb.	Piercing
Scythe	18 gp	2d4	x4	—	12 lb.	Piercing/ Slashing
Shield Hook*	25 gp	1d2	x2	—	8 lb.	Piercing
Sword-Pike	36 gp	1d10	19-20/x2	—	18 lb.	Slashing/ Piercing
War Fork	45 gp	1d12	19-20/x2	—	15 lb.	Piercing/ Slashing
War-Rake*	5 gp	1d8	x3	—	12 lb.	Piercing
Widowmaker*	35 gp	1d12/1d8	19-20/x2	—	25 lb.	Slashing/ Piercing

Tiny Martial Weapons – Ranged

Knife, Spider Throwing	10 gp	1d4	19-20/x3	20 ft.	2 lb.	Piercing
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Small Martial Weapons – Ranged

Axe, Throwing	8 gp	1d6	x2	10 ft.	4 lb.	Slashing
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Medium-size Martial Weapons – Ranged

Bolt Driver	100 gp	2d10	x3	10 ft.	10 lb.	Piercing
Bolts (10)	1 gp	—	—	—	1 lb.	—
Pilum*	12 gp	1d6	x3	20 ft.	5 lb.	Piercing
Shortbow	30 gp	1d6	x3	60 ft.	2 lb.	Piercing
Arrows (20)	1 gp	—	—	—	3 lb.	—
Shortbow, Composite	75 gp	1d6	x3	70 ft.	2 lb.	Piercing
+1 Mighty	150 gp	—	—	—	—	—
+2 Mighty	225 gp	—	—	—	—	—
Arrows (20)	1 gp	—	—	—	3 lb.	—



RULES SUMMARY

Large Martial Weapons – Ranged

Bladed Bow*	95 gp	1d6/1d4	x3/x2	60 ft./—	4 lb.	Piercing/ Slashing
Longbow	75 gp	1d8	x3	100 ft.	3 lb.	Piercing
Arrows (20)	1 gp	—	—	—	3 lb.	—
Longbow, Composite	100gp	1d8	x3	110 ft.	3 lb.	Piercing
+1 Mighty	200 gp	—	—	—	—	—
+2 Mighty	300 gp	—	—	—	—	—
+3 Mighty	400 gp	—	—	—	—	—
+4 Mighty	500 gp	—	—	—	—	—
Arrows (20)	1 gp	—	—	—	3 lb.	—
Staff Sling	3 gp	1d6	x2	80 ft.	5 lb.	Bludgeoning
Bullets (10)	1 sp	—	—	—	5 lb.	—

Tiny Exotic Weapons – Melee

Dagger, Double-Bladed‡	8 gp	1d4/1d4	19-20/x2	—	2 lb.	Piercing
Emei Piercers*	2 gp	1d4	x4	—	½ lb.	Piercing
Flametongue	40 gp	1d4	18-20/x2	—	2 lb.	Piercing
Kama, Halfling	2 gp	1d4	x2	—	1 lb.	Slashing
Kukri	8 gp	1d4	18-20/x2	—	3 lb.	Slashing
Nunchaku, Halfling	2 gp	1d4	x2	—	1 lb.	Bludgeoning
Ribbon Daggers*	1 gp	1d3	x2	20 ft.	1/5 lb.	Piercing
Siangham, Halfling	2 gp	1d4	x2	—	1 lb.	Piercing
Sword-Catcher*	9 gp	1d3	19-20/x2	—	1 lb.	Piercing

Small Exotic Weapons – Melee

Iron Fan*	25 gp	1d6	x3	10 ft.	1 lb.	Bludgeoning
Kama	2 gp	1d6	x2	—	2 lb.	Slashing
Nunchaku	2 gp	1d6	x2	—	2 lb.	Bludgeoning
Rooster Blade	16 gp	1d6	x3	—	2 lb.	Piercing
Shield, Mancatcher*	25 gp	1d4	x2	—	18 lb.	Piercing
Shield Sickle, Small*	+12 gp	1d6	x3	—	+3 lb.	Slashing
Shield Sickle, Large*	+30 gp	1d8	x3	—	+6 lb.	Slashing
Shield, Tiger Steel*	100 gp	1d6	x2	—	4 lb.	Piercing
Shield, Widowmaker*	50 gp	2d4	x2	—	20 lb.	Bludgeoning /Piercing
Siangham	3 gp	1d6	x2	—	1 lb.	Piercing
Sword-Breaker*	16 gp	1d4	19-20/x2	—	3 lb.	Slashing

Medium-size Exotic Weapons – Melee

Adarga*‡	25 gp	1d6/1d6	x3/x2	—	5 lb.	Piercing
Beads, Assassin's*	10 gp	1d8	x2	—	2 lb.	Bludgeoning
Dragon Head Stick*‡	10 gp	1d4/1d4	x2	—	3 lb.	Bludgeoning /Piercing
Hammer, Meteor*	12 gp	1d6	x2	—	1 lb.	Bludgeoning
Sword, Bastard	35 gp	1d10	19-20/x2	—	10 lb.	Slashing
Sword, Crescent*	30 gp	1d6	x2	—	4 lb.	Slashing
Sword, Skirmish*‡	25 gp	1d6/1d4	19-20/x2	—	5 lb.	Slashing/ Piercing
Sword, Tiger Hook*	20 gp	1d8	x3	—	5 lb.	Slashing
Waraxe, Dwarven	30 gp	1d10	x3	—	15 lb.	Slashing

Large Exotic Weapons – Melee						
Axe, Orc Double	60 gp	1d8/1d8	x3	—	25 lb.	Slashing
Ba Gua Dao*	50 gp	1d8	19-20/x2	—	8 lb.	Slashing
Bladed Cloak*	40 gp	1d6	19-20/x2	—	8 lb.	Slashing
Chain, Spiked	25 gp	2d4	x2	—	15 lb.	Piercing
Cicada Wing Sword*‡	120 gp	1d6/1d6	19-20/x2	—	10 lb.	Slashing
Club, Wolf's Teeth*	35 gp	1d10	x4	—	20 lb.	Bludgeoning
Flail, Dire	90 gp	1d8/1d8	x2	—	20 lb.	Bludgeoning
Flamberge	150 gp	2d6	18-20/x2	—	16 lb.	Slashing
Mancatcher*	40 gp	*	—	—	12 lb.	Slashing
Rock Crusher*	50 gp	3d4	x2	—	40 lb.	Bludgeoning
Spear, Snake	20 gp	1d8	19-20/x2	—	5 lb.	Piercing
Staff-spear*‡	10 gp	1d6/1d8	x2	—	6 lb.	Bludgeoning /Piercing
Sword, Two-Bladed	100gp	1d8/1d8	19-20/x2	—	30 lb.	Slashing

Tiny Exotic Weapons – Ranged						
Crossbow, Bracer*	85 gp	1d4	19-20/x2	30 ft.	2 lb.	Piercing
Bolts (10)	1 gp	—	—	—	1 lb.	—
Crossbow, Hand	100gp	1d4	19-20/x2	30 ft.	3 lb.	Piercing
Bolts (10)	1 gp	—	—	—	1 lb.	—
Shuriken	1 gp	1	x2	10 ft.	1/10 lb.	Piercing

Small Exotic Weapons – Ranged						
Chakram*	35 gp	1d8	x3	10 ft.	3 lb.	Slashing
Crossbow, Aquatic*	175 gp	1d8	19-20/x2	30 ft.	5 lb.	Piercing
Bolts, Aquatic (10)	2 gp	—	—	—	1 lb.	—
Flutegun*	15 gp	—	—	30 ft.	3 lb.	Piercing
Needles (20)	5 gp	—	—	—	—	—
Whip	1 gp	1d2#	x2	15 ft.	2 lb.	Slashing

Medium-size Exotic Weapons – Ranged						
Artengak*	4 gp	1d6	x3	10 ft.	4 lb.	Piercing
Blowgun*	10 gp	1	x2	10 ft.	2 lb.	Piercing
Needles (20)	1 gp	—	—	—	—	—
Bolas, 3-Ball*	15 gp	1d6	x2	10 ft.	4 lb.	Bludgeoning
Crossbow, Quad*	395 gp	1d10	19-20/x2	120 ft.	18 lb.	Piercing
Bolts (10)	1 gp	—	—	—	1 lb.	—
Crossbow, Repeating	250gp	1d8	19-20/x2	80 ft.	16 lb.	Piercing
Clip (5 Bolts)	1 gp	—	—	—	1 lb.	—
Rifled Crossbow*	300 gp	1d12	19-20/x2	150 ft.	15 lb.	Piercing
Bolts, Rifled (10)*	4 gp	—	—	—	1 lb.	—
Crossbow, Sniper's*	350 gp	1d8	19-20/x2	80 ft.	7 lb.	Piercing
Bolts (10)	1 gp	—	—	—	1 lb.	—
Iron-Breaker	65 gp	1d10	x2	75 ft.	6 lb.	Bludgeoning
Bullets (10)	1 gp	—	—	—	10 lb.	—
Lariat*	1 gp	—	—	10 ft. max	8 lb.	—
Net*	20 gp	—	—	10 ft.	10 lb.	—
Razor Disk Launcher*	1 gp	1d10	19-20/x2	30 ft.	2 lb.	Slashing
Razor Disk	5 gp	—	—	—	1 lb.	—



RULES SUMMARY

Large Exotic Weapons – Ranged

Crossbow, Siege*	250 gp	2d6	19-20/x2	150 ft.	24 lb.	Piercing
Bolts, Siege (10)	25 gp	—	—	—	9 lb.	—
Footbow*	175 gp	1d10	x3	180 ft.	7 lb.	Piercing
Arrows, Footbow (20)	5 gp	—	—	—	6 lb.	—

Special Ammunition

Arrow, Armour Piercing (20)*	20 gp	—	—	—	3 lb.	—
Arrow, Barbed (20)*	10 gp	—	—	—	3 lb.	—
Arrow, Broad (20)*	15 sp	—	—	-10 ft.	4 lb.	—
Arrow, Fire*	15 gp	—	—	-20 ft.	¼ lb.	—
Arrow, Fishing (20)*	4 gp	—	—	50 ft. max	3 lb.	—
Arrow, Flight (20)*	3 gp	—	—	+30 ft.	1 lb.	—
Arrow, Game (20)*	4 gp	—	—	-50%	4 lb.	Bludgeoning
Arrow, Moon Silver*	10 gp	—	—	—	½ lb.	—
Arrow, Smokescreen*	50 gp	—	—	-20 ft.	½ lb.	—
Arrow, Thunder*	50 gp	—	—	-20 ft.	½ lb.	—
Arrow, Tracer (10)*	2 gp	—	—	—	3 lb.	—
Arrow, Whistling (20)*	10 gp	1d4	—	—	2 lb.	—
Flarrow*	2 gp	—	—	-20 ft.	½ lb.	—
Flarrow, Blue/Green*	8 gp	—	—	-20 ft.	½ lb.	—

* See the description of this weapon for special rules.

The weapon deals subdual damage rather than normal damage.

‡ Double weapon.

Item	Cost	Weight
Alchemist's Gold	20 gp	1 lb.
Bow Sling	1 gp	1 lb.
Bow Stabiliser	100 gp	2 lb.
Feather Skin (1 Sq. ft.)	250 gp	*
Frost Steel	150 gp	1 lb.
Hunting Fletchings (20)	2 gp	*
Moon Silver	100 gp	1 lb.
Oiled Bowstring	5 gp	*
Shirt, Silk	28 gp	1 lb.‡
Stormbane Iron	50 gp	1 lb.

* No weight worth noting.

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

THE DWARVEN FORGE

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Shields								
Burrowing Shield*	45 gp	+1	—	-2	15%	—	—	12 lb.

* See the description of this armour for special rules.

‡ Armour fitted for Small characters weighs half as much.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Medium-size Martial Weapons – Melee						
Axe, Stonecutting*	90 gp	1d8	x3	—	15 lb.	Slashing

Large Exotic Weapons – Melee						
Jawed Maul*	400 gp	1d12	x3	—	15 lb.	Bludgeoning/Piercing

* See the description of this weapon for special rules.

Item	Cost	Weight
Barrowboat	50 gp	250 lb.
Climbing Harness	50 gp	15 lb.‡
Collapsing Cart	40 gp	8 lb.
Descending Staff	60 gp	10 lb.
Dwarven Firebox	100 gp	30 lb.
Elfhair Rope (50 ft.)	20 gp	6 lb.
Forging Tools, Ancestor's	N/A	20 lb.
Fungal Rations	50 gp	5 lb.
Gas Finder	200 gp	2 lb.
Giantspars	80 gp	120 lb.
Hallowed Ale	30 gp	1 lb.
Imbuing Tub	250 gp	30 lb.
Killing Gold (Poison Extra)	50 gp	1 lb.
Lantern, Darkvision	975 gp	2 lb.
Leather, Dwarven	20 gp	1 lb.
Lye, Scouring	5 gp	1 lb.
Maelstone	50 gp	1 lb.
Miner's Pack	150 gp	15 lb.‡
Pull Cart	100 gp	100 lb.
Northern Garb	15 gp	10 lb.‡
Oil, Honing	150 gp	1 lb.
Oil, Stonesight	150 gp	1 lb.

Oil, Thundering	200 gp	1 lb.
Pony, Stonebred	130 gp	—
Pulverizer	200 gp	25 lb.
Quickrock	10 gp	1 lb.
Rumblesticks	50 gp	2 lb.
Sending Drums (Pair)	80 gp	40 lb.
Sifting Pan	20 gp	2 lb.
Slide Grease	25 gp	½ lb.
Socket Haft	125 gp	13 lb.
Trap Springer	1,000 gp	100 lb.
Travois, Miner's	60 gp	30 lb.‡
Ularid's Firewood (Per Day)	5 gp	10 lb.
Vilevine (Per Cutting)	2 gp	*
Waterbore, Drill Head	130 gp	60 lb.
Waterbore, Pipe Section	50 gp	30 lb.
Wheel Bore	500 gp	75 lb.
Xilliar (Gallon)	110 gp	30 lb.
Yew Wood (10 Sq. ft.)	450 gp	100 lb.
Zither, Dwarven	110 gp	35 lb.‡

* No weight worth noting.

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

THE ELVEN RETREAT

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Light Armour								
Elven Warpaint*	15 gp	+1	—	—	—	30 ft.	20 ft.	1 lb.

* See the description of this armour for special rules.

‡ Armour fitted for Small characters weighs half as much.

Item	Cost	Weight	Elven Boots	85 gp	1 lb.
Bottled Mist	15 gp	1 lb.	Elven Camouflage Paint	15 gp	*
Chameleon Paint	4 gp	*	Elven Lyre	80 gp	3 lb.‡
Climbing Canes	5 sp	2 lb.	Elven Wine	300 gp	2 lb.
Cold Fire, Flask	5 sp	1 lb.	Faerie Dust	15 gp	1 lb.
Cold Fire, Torch	1 sp	1 lb.	Fey Spirits	450 gp	2 lb.

RULES SUMMARY

Glowwand	1 gp	1 lb.
Horn Harp	115 gp	3 lb.‡
Ironwood Balm	40 gp	*
Liquid Light	4 gp	*
Naphtha	40 gp	2 lb.
Orrery, Small	1,200 gp	5 lb.
Quickshot Quiver	5 gp	1 lb.
Sleeping Mist	30 gp	1 lb.
Spidersilk	25 gp	5 lb.‡

Star Robes	750 gp	8 lb.‡
Twin Flutes	5 gp	1 lb.
Travelling Cloak	15 gp	2 lb.‡
Waybread (3 Days)	5 sp	1 lb.
Wood Chimes	4 sp	10 lb.

* No weight worth noting.

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

THE FIGHTERS TRADE

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Piecemeal Plate*								
Arm (Rerebrace)	50 gp	+0.5	+8	-0.5	5%	—	—	3 lb.
Arm (Vambrace)	50 gp	+0.5	+8	-0.5	5%	—	—	3 lb.
Breastplate	160gp	+2	+4	-3	10%	—	—	15 lb.
Fauld (With Tassets)	80 gp	+1	+6	-1	—	—	—	5 lb.
Fauld (Without Tassets)	30 gp	+0.5	+7	-1	—	—	—	2 lb.
Joints (Full Set)	150gp	+1	—	-2	5%	—	—	5 lb.
Joints (Individually)	30 gp	+0.2	—	-0.4	1%	—	—	1 lb.
Leg (Cuisses)	60 gp	+0.5	+5	-1	2%	—	—	4 lb.
Leg (Greaves)	60 gp	+0.5	+4	0	2%	—	—	4 lb.

Extras

Avantail	+20 gp	+1	—	—	+5%	—	—	+1 lb.
Besagues	+50 gp	+1	—	—	+5%	—	—	+2 lb.
Form-Fit*	+150 gp	—	—	-1	—	—	—	—
Surcoat	2 gp	—	—	—	—	—	—	1 lb.
Tabard, Chain*	55 gp	+2	—	-1	+5%	—	—	15 lb.
Tabard, Padded	15 gp	+1	—	-1	+5%	—	—	5 lb.

New Armour Materials

Bone*	-30%	-2	+1	-1	—	—	—	-50%
Bronze	-33%	-1	—	—	—	—	—	—
Elfin Metal	+4,000 gp	—	+2	-3	-10%	—	—	-50%
Gold*	—	-4	-3	-4	+25%	—	—	+100%
Iron	-20%	—	—	—	—	—	—	+20%
Silver*	—	-2	—	—	—	—	—	—
Wood	-75%	-1	-2	-1	+10%	—	—	-40%

* See the description of this armour for special rules.

‡ Armour fitted for Small characters weighs half as much.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Small Martial Weapons – Melee						
Lance, Barbed, Light	10 gp	1d6	19-20/x3	—	5 lb.	Piercing
Lance, Blunt, Light*	7 gp	1d6#	x3	—	5 lb.	Piercing
Medium-size Martial Weapons – Melee						
Lance, Barbed, Heavy	14 gp	1d8	19-20/x3	—	10 lb.	Piercing
Lance, Blunt, Heavy*	8 gp	1d8#	x3	—	10 lb.	Piercing
Large Martial Weapons – Melee						
Lance, Dire*	20 gp	2d6	x3	—	15 lb.	Piercing
Extras						
Crossbow Bayonet, Mounted*	+10 gp	1d4	x2	—	+1 lb.	Piercing
Crossbow Bayonet, Balanced	+60 gp	1d4	x3	—	+1 lb.	Piercing
Handle Tip	+15 gp	—	—	—	—	—
Hilt Flail*‡	+10 gp	-/1d6	-/x2	—	+4 lb.	-/ Bludgeoning
Ornate Flail/Mace Head	+30 gp	—	—	—	—	—
Serrated Blade	+300 gp	+1	—	—	—	Slashing
Sword Guard, Catcher	+15 gp	—	—	—	—	—
Sword Guard, Ornate	+125 gp	—	—	—	—	—
Sword Handle, Grip	+100 gp	—	—	—	—	—
Sword Handle, Ornate	+100 gp	—	—	—	—	—
Sword Pommel, Holy	+25 gp	—	—	—	—	—
Sword Pommel, Ornate	+150 gp	—	—	—	—	—
Sword Pommel, Weighed	+150 gp	—	—	—	—	—
Swordstealer Hilt*	+10 gp	—	—	—	+1 lb.	—
New Weapon Materials						
Black Metal*	+500 gp	—	—	—	150%	—
Cold Iron*	+300 gp	—	—	—	150%	—
Flint*	½	—	—	—	75%	—
Glass*	+200 gp	+2	—	—	—	—
Philosopher's Steel*	+1000 gp	—	—	—	—	—
Practice, Cloth-Sleeved*	*	-2#	—	—	—	Bludgeoning



RULES SUMMARY

Practice, Metal Core*	½	#	—	—	—	Bludgeoning
Practice, Wooden*	¼	#	—	—	50%	Bludgeoning
Pure Copper*	+500 gp	—	—	—	125%	—
Pure Gold*	+1500 gp	—	—	—	200%	—
Quicksilver*	+500 gp	—	—	—	175%	—
Star's Heart*	+1000 gp	—	—	—	125%	—

* See the description of this weapon for special rules.

The weapon deals subdual damage rather than normal damage.

Item	Cost	Weight
Aquatic Quiver	5 gp	1 lb.
Atl-Atl	2 gp	1 lb.
Bones	1 sp	**
Brilliant Oil	50 gp	1 lb.
Builder's Kit	5 gp	5 lb.‡
Builder's Kit, Masterwork	55 gp	5 lb.‡
Burning Oil	20 gp	1 lb.
Cards	10 gp	**
Figurine	1 gp	**
Folding Brace	70 gp	10 lb.
Folding Stool	10 gp	2 lb.‡
Hand Bore	1 gp	5 lb.‡
Hand Ram	2 gp	15 lb.‡
Hardening Oil	50 gp	2 lb.
Jacks	2 gp	½ lb.
Memory Stones	1 sp	½ lb.
Officers Outfit	30 gp	7 lb.‡
Personal Banner	2 gp	½ lb.
Portable Ram	10 gp	20 lb.‡
Portable Shelter	25 gp	40 lb.‡
Quicklime (Per Month)	100 gp	2,000 lb.
Rosin Bag	12 gp	**
Rusting Oil	10 gp	1 lb.
Rustproofing Oil	10 gp	1 lb.
Sapper's Kit	5 gp	5 lb.‡

Ammunition	Cost	Weight
Acid, Siege (1)	150 gp	50 lb.
Acid, Sling (10)	150 gp	5 lb.
Blinding, Siege (1)	100 gp	40 lb.
Blinding, Sling (10)	100 gp	4 lb.
Deafening, Siege (1)	450 gp	60 lb.
Deafening, Sling (10)	450 gp	5 lb.
Disease-Bearing, Siege (1)	50 gp	45 lb.

Sapper's Kit, Masterwork	55 gp	5 lb.‡
Scabbard	4 gp	1 lb.
Scabbard, Container	6 gp	1 lb.
Scabbard, Dagger	12 gp	2 lb.
Scabbard, Fancy	1d6 x 100 gp	2 lb.
Scabbard, Secret Container	9 gp	1 lb.
Scatter Sticks	2 cp	½ lb.
Sharpening Stone, Personal	10 gp	2 lb.
Sharpening Stone, Wheel	200 gp	150 lb.
Signal Banner	5 gp	5 lb.
Sleeping Draught	1 gp	**
Smoke Powder	5 gp	2 lb.
Soldier's Outfit	5 gp	7 lb.‡
Spices	5 gp	1 lb.
Standard	500 gp	10 lb.‡
Sticky Oil	25 gp	2 lb.
Travel Coins	1 gp	½ lb.
Turtle	500 gp	500 lb.‡
Umbrella Hat	1 cp	2 lb.‡
Waterproofing Oil	5 gp	½ lb.
Weapon Harness	5 gp	5 lb.‡

* No weight worth noting.

** Ten of these items together weight 1 pound.

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

Hot Oil, Siege (1)	50 gp	100 lb.
Hot Sand, Siege (1)	50 gp	45 lb.
Incendiary, Siege (1)	500 gp	50 lb.
Incendiary, Sling (10)	500 gp	5 lb.
Shrapnel, Siege (1)	200 gp	50 lb.
Smoke, Siege (1)	150 gp	50 lb.
Smoke, Sling (10)	150 gp	5 lb.
Tangle, Siege (1)	800 gp	75 lb.
Tangle, Sling (10)	800 gp	5 lb.

TOOLS FROM THE ORIENT

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed		Weight‡
Do*								
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	10 lb.
Metal	75 gp	+3	+5	0	15%	30 ft.	20 ft.	15 lb.
Haidate*								
Leather	10 gp	+1	-1	-1	0%	25 ft.	15 ft.	5 lb.
Metal	50 gp	+2	-2	2	5%	20 ft.	10 ft.	10 lb.
Kabuto*	50 gp	+1	—	-1	5%	—	—	5 lb.
Kote*								
Leather	10 gp	+1	-1	-1	5%	—	—	3 lb.
Metal	50 gp	+2	-1	-1	10%	—	—	6 lb.
Mempo*	25 gp	—	—	—	—	—	—	2 lb.
Sode*	30 gp	+1	—	-1	5%	—	—	5 lb.
Sune-Ate*								
Leather	15 gp	+1	-1	-1	—	—	—	5 lb.
Metal	50 gp	+2	-2	-2	—	—	—	10 lb.
Wakibiki*	10 gp	+1	-1	-1	5%	—	—	5 lb.
Yugake*	10 gp	—	—	—	—	—	—	1 lb.
Shields								
Studded Bracers*	5 gp	—	—	—	—	—	—	1 lb.

* See the description of this armour for special rules.

‡ Armour fitted for Small characters weighs half as much.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny Simple Weapons – Melee						
Bladed Boot*	20 gp	1d4	19-20/x2	—	2 lb.	Piercing
Climbing Claws*	5 gp	1d3	x2	—	1 lb.	Piercing
Foot spikes*	10 gp	1d3	x2	—	2 lb.	Piercing
Sling-Out Baton, Lesser*	10 gp	1d6	x2	—	6 lb.	Bludgeoning
Small Simple Weapons – Melee						
Sling-Out Baton, Greater*	20 gp	1d8	x2	—	10 lb.	Bludgeoning
Medium-size Simple Weapons – Melee						
Tonfa, Metal*	12 gp	1d6/1d8	x2	—	12 lb.	Bludgeoning
Tonfa, Wooden*	3 gp	1d4/1d6	x2	—	4 lb.	Bludgeoning
Large Simple Weapons – Melee						
Telescopic Staff*‡	85 gp	1d6/1d6	x2	—	5 lb.	Bludgeoning
Medium-size Martial Weapons – Ranged						
Yumi	75 gp	1d8	x3	70 ft.	3 lb.	Piercing
+1 Mighty	150 gp	—	—	—	—	—
+2 Mighty	250 gp	—	—	—	—	—
+3 Mighty	350 gp	—	—	—	—	—

RULES SUMMARY

+4 Mighty	450 gp	—	—	—	—	—
+5 Mighty	550 gp	—	—	—	—	—
Ya (20)	1 gp	—	—	—	2 lb.	—

Large Martial Weapons – Ranged

Daikyu	100 gp	1d8	x3	110 ft.	5 lb.	Piercing
+1 Mighty	200 gp	—	—	—	—	—
+2 Mighty	300 gp	—	—	—	—	—
+3 Mighty	400 gp	—	—	—	—	—
+4 Mighty	500 gp	—	—	—	—	—
+5 Mighty	600 gp	—	—	—	—	—
Ya (20)	1 gp	—	—	—	2 lb.	—

Tiny Exotic Weapons – Melee

Leaden Sleeve*	5 gp	1d4	x2	—	2 lb.	Bludgeoning
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Small Exotic Weapons – Melee

Wakizashi*	100 gp	1d6	19-20/x2	—	3 lb.	Slashing
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Medium-size Exotic Weapons – Melee

Katana*	N/A	1d10	19-20/x2	—	6 lb.	Slashing
Prayer Beads*	5 gp	1d8	x2	—	2 lb.	Bludgeoning

Large Exotic Weapons – Melee

Kusari Gama*‡	35 gp	1d6/1d8	x2	—	15 lb.	Slashing/ Bludgeoning
Manriki Gusari*‡	40 gp	1d8/1d8	x2	—	18 lb.	Bludgeoning
Shogi*‡	30 gp	1d6/1d4	x2	—	12 lb.	Slashing/ Bludgeoning
Siangham Walking Cane*	5 gp	1d4/1d6	x2	—	2 lb.	Bludgeoning /Piercing
Staff, Balancing*‡	5 gp	1d4/1d4	x2	—	4 lb.	Bludgeoning
Staff, Blowgun*‡	25 gp	1d6/1d6	x2	10 ft.	4 lb.	Bludgeoning
Darts (10)	3 gp	1d3	x2	—	1 lb.	Piercing
Staff, Ladder*‡	10 gp	1d6/1d6	x2	—	6 lb.	Bludgeoning

Tiny Exotic Weapons – Ranged

Throwing Quill*	2 gp	1	x2	10 ft.	1/10 lb.	Piercing
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Medium-size Exotic Weapons – Ranged

Blowgun, Repeating, Lesser*	50 gp	1	x2	10 ft.	2 lb.	Piercing
Dart Cartridge	1 gp	—	—	—	1/10 lb.	—

Large Exotic Weapons – Ranged

Blowgun, Greater	20 gp	1d3	x2	10 ft.	4 lb.	Piercing
Dart (10)	3 gp	—	—	—	1 lb.	—
Dart, Explosive*	2 gp	1	x2	—	1/10 lb.	Bludgeoning
Dart, Stun*	1 sp	1d4#	x2	—	1/10 lb.	Bludgeoning

Blowgun, Repeating, Greater*	100 gp	1d3	x2	10 ft.	4 lb.	Piercing
Dart Cartridge	2 gp	—	—	—	1/10 lb.	—

Arrowheads

Karimata (1)*	+1 gp	1d10	x3	-20 ft.	—	—
Togari-Ya (1)*	+1 gp	1d6	x3	—	—	—
Yanagi-Ba (1)*	+1 gp	1d12	x2	—	—	—
Watakusi (1)*	+1 gp	1d10	x3	-10 ft.	—	—
Demonslayer*	+2 gp	1d10	x3	As Arrowhead	—	—

* See the description of this weapon for special rules.

** The weapon deals subdual damage rather than normal damage.

‡ Double weapon.

Item	Cost	Weight			
Acupuncture Kit	30 gp	½ lb.	Saddle, Masterwork	100 gp	25 lb.
Animal Fat	1 cp	*	Signal Mirror, Hand	5 gp	1 lb.
Armourer Kit	50 gp	10 lb.	Signal Mirror, Tower	100 gp	20 lb.
Battle Fan	10 gp	1 lb.	Tabi	10 gp	1 lb.‡
Dragon Sweat	10 gp	*	Tear Away Robes	6 gp	3 lb.‡
Dragon Tail Tassel	5 gp	½ lb.	Tsuru	1 gp	*
Explosive Egg	10 gp	½ lb.	Tsuru, Masterwork	20 gp	*
Fudeko (8 Oz.)	2 gp	*	Tsurumaki	5 gp	*
Knockout Powder (Per Vial)	100 gp	½ lb.	Yazutsu	10 gp	1 lb.
Leather Fist Straps	1 sp	½ lb.	Yumibukuro	20 gp	*
Monk's Outfit	5 gp	2 lb.‡			
Padded Boxing Gloves	1 gp	1 lb.‡			

* No weight worth noting.

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

TOOLS, TRADES AND CRAFTS

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight‡
Tarred Armour*	+25 gp	+1	—	—	—	—	—	+1 lb.

* See the description of this armour for special rules.

‡ Armour fitted for Small characters weighs half as much.

RULES SUMMARY

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Tiny Simple Weapons – Melee						
Belaying Pin	—	1d3	x2	—	2 lb.	Bludgeoning

Small Simple Weapons – Melee

Carpenter's Axe	1 gp	1d4	x3	—	2 lb.	Slashing
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Medium-size Simple Weapons – Melee

Pitchfork	1 gp	1d6	x2	5 ft.	5 lb.	Piercing
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Small Martial Weapons – Melee

Woodsman's Axe	4 gp	1d6	x2	—	5 lb.	Slashing
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Medium-size Martial Weapons – Melee

Ankus*	2 gp	1d4	x2	—	3 lb.	Piercing
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* See the description of this weapon for special rules.

Item	Cost	Weight		
Artisan's Outfit	1 gp	4 lb.‡	Horse, Heavy	200 gp —
Barrel (Empty)	2 gp	30 lb.	Horse, Light	75 gp —
Basket (Empty)	4 sp	1 lb.	Hourglass	25 gp 1 lb.
Bell	1 gp	*	Iron	1 sp 1 lb.
Bit And Bridle	2 gp	1 lb.	Jug, Clay	3 cp 9 lb.
Block And Tackle	5 gp	5 lb.	Ladder, 10-Foot	5 cp 20 lb.
Bottle, Wine, Glass	2 gp	*	Linen (Sq. Yd.)	4 gp 1 lb.
Branding Iron	6 gp	1 lb.	Magnifying Glass	100 gp *
Bucket (Empty)	5 sp	2 lb.	Manacles	15 gp 2 lb.‡
Cart	15 gp	200 lb.	Manacles, Masterwork	50 gp 2 lb.‡
Chain (10 ft.)	30 gp	2 lb.	Mirror, Small Steel	10 gp ½ lb.
Chastity Belt	—	—	Mug/Tankard, Clay	2 cp 1 lb.
(Open Locks DC 20)	60 gp	6 lb.‡	Peasant's Outfit	1 sp 2 lb.‡
(Open Locks DC 25)	120 gp	6 lb.‡	Pick, Miner's	3 gp 10 lb.
(Open Locks DC 30)	240 gp	6 lb.‡	Pitcher, Clay	2 cp 5 lb.
(Open Locks DC 40)	450 gp	6 lb.‡	Pole, 10-Foot	2 sp 8 lb.
Chest (Empty)	2 gp	25 lb.	Pony	30 gp —
Copper	5 sp	1 lb.	Pot, Iron	5 sp 10 lb.
Crowbar	2 gp	5 lb.	Rope, Hemp (50 ft.)	1 gp 10 lb.
Dice Set, Bone	6 cp	*	Rope, Silk (50 ft.)	10 gp 5 lb.
Dice Set, Ivory	8 sp	*	Sack (Empty)	1 sp ½ lb.
Dice Set, Silver	4 gp	*	Saddle, Amazon	12 gp 20 lb.
Dog	25 gp	—	Saddle, Cutting	15 gp 30 lb.
Dog, Riding	150 gp	—	Saddle, Exotic	x3 x1.3
Donkey or Mule	8 gp	—	Saddle, Fitted	+5 gp +5 lb.
Feed (Per Day)	5 cp	10 lb.	Saddle, Light Cavalry	12 gp 20 lb.
Flask	3 cp	*	Saddle, Military	20 gp 30 lb.
Gold	50 gp	1 lb.	Saddle, Pack	5 gp 15 lb.
Grindstone	25 gp	21 lb.	Saddle, Riding	10 gp 25 lb.
Grindstone, Extra Large	100 gp	200 lb.	Saddle, Travel	10 gp 25 lb.
Hammer	5 sp	2 lb.	Saddlebags	4 gp 8 lb.
			Sailor's Wax	10 gp *

Scale, Merchant's	2 gp	1 lb.
Scholar's Outfit	5 gp	6 lb.‡
Sea Chest	25 gp	30 lb.
Sealing Wax	1 gp	1 lb.
Sewing Needle	5 sp	*
Signet Ring‡	5 gp	*
Silk (2 Sq. Yd.)	20 gp	1 lb.
Silver	5 gp	1 lb.
Sled	20 gp	300 lb.
Smithy	600 gp	1,250 lb.
Soap (Per lb.)	5 sp	1 lb.
Spade or Shovel	2 gp	8 lb.
Stabling (Per Day)	5 sp	—
Stocks	25 gp	48 lb.‡
Target, Archer's	18 gp	22 lb.

Toolkit, Bowyer/Fletcher's	20 gp	2 lb.
Toolkit, Coinsmith's	N/A	200 lb.
Toolkit, Keymaker's	95 gp	1 lb.
Toolkit, Leatherworker's	70 gp	175 lb.
Toolkit, Mapmaker's	12 gp	1 lb.
Toolkit, Navigator's	250 gp	8 lb.
Toolkit, Surgeon's	30 gp	1 lb.
Vial, Ink or Potion	1 gp	*
Wagon	35 gp	400 lb.
Warhorse, Heavy	400 gp	—
Warhorse, Light	150 gp	—
Warpony	100 gp	—
Whetstone	2 cp	1 lb.

* No weight worth noting.

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

CARRYING CAPACITIES

Item	Holds or Carries
Dry Goods	
Backpack	1 Cu. ft.
Barrel	10 Cu. ft.
Basket	2 Cu. ft.
Bucket	1 Cu. ft.
Chest	2 Cu. ft.
Pouch, Belt	1/5 Cu. ft.
Sack	1 Cu. ft.
Saddlebags	5 Cu. ft.
Spell Component Pouch	1/8 Cu. ft.

Liquids	
Bottle, Wine, Glass	1 1/2 Pint
Flask	1 Pint
Jug, Clay	1 Gallon
Mug/Tankard, Clay	1 Pint
Pitcher, Clay	1/2 Gallon
Pot, Iron	1 Gallon
Vial, Ink or Potion	1 Ounce
Waterskin	1/2 Gallon

Vehicles	
Cart	1/2 Ton
Sled	1 Ton
Wagon	2 Tons

FEATS

Feat	Prerequisites
General	
Exotic Device (swift feet)	Dexterity 12+
Psionic	
Attunement	Three Metacreativity feats, two Psychometabolism powers, Psychic Bastion
Inscribe Psychic Tattoo	Manifester level 1+, Craft (tattooing) 8 ranks

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US \$34.95

ISBN 1-903080-83-2



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