Arms and Equipment Guide™

Credits

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INTRODUCTION

This book contains mundane, alchemical, and magic items for your DUNGEONS & DRAGONS® game. We have carefully scrutinized them for game balance and obedience to the rules. Nevertheless, we urge DMs and players to discuss these items before their first appearance, because each D&D campaign is unique. An adventure set in an extremely cold region might go awry if characters have access to new items that do fire damage, because many opponents are vulnerable to fire, for example.

INCORPORATING ITEMS INTO YOUR CAMPAIGN

The simplest way to add the new equipment in this book to your game is to just do it: add the items without explaining where they came from and why characters are just learning about them. Everyone around the table agrees to simply adopt the fiction that the items have always been available. Maybe mundane and alchemical items were always for sale in shops and bazaars the player characters never happened to visit. One day the PCs meet a new merchant in the marketplace and gain access to new items.

If that stretches credulity too far, DMs may instead encourage player characters to develop or design new items as they need them. For instance, the first time characters need a flexible, collapsible ladder, they can design and build the spider poles described in Chapter 2: Adventuring Gear.

DMs may gradually introduce new equipment as NPCs discover, design, and build the new items.

Player characters may discover new items when they travel to new regions. For example, if they travel to an oasis on the edge of the desert, they'll probably encounter merchants selling the desert outfits described in Chapter 2: Adventuring Gear.

Finally, DMs can take a long-term approach, adding the equipment from this book gradually and sparingly. To start, plant rumors and legends about strange magic items. As the characters gain levels and venture into more dangerous places, they uncover fragments of lost tales, including information about the magic items in this book. When the PCs finally find new magic items in a dragon hoard or similar treasure trove, they'll already know them by reputation.

WHAT'S IN THIS BOOK

The *Arms and Equipment Guide*, as you might expect, is devoted mainly to descriptions of new weapons, armor, and gear that characters and creatures can pos-

sess. However, this book is much more than a catalog of new items. Chapter by chapter, here's a summary of what you'll find inside.

Chapter 1: Weapons and Armor introduces dozens of new nonmagical weapons and types of armor. Here you'll also find discussions of which weapons and armor types should be available during certain technological eras, if the technology in your campaign is more primitive than in the historical medieval era.

Chapter 2: Adventuring Gear greatly expands the equipment and accoutrements available to characters and creatures, including adventuring gear, clothing, jewelry, edible items, alchemical items, superior items, and commodities. This chapter also features a long list of new poisons and their game statistics.

Chapter 3: Vehicles opens with a general discussion of the characteristics of vehicles and how to handle vehicles in play, particularly during combat and in the event of a collision. The chapter has a section on vehicle augmentations—magical and mundane accessories that characters can purchase to customize their vehicles or expand their capabilities. The last part of the chapter contains game statistics and other information about more than two dozen vehicles—including special modes of transport such as the dwarven tunneler and the shadow carriage.

Chapter 4: Hirelings and Creatures provides rules for finding hirelings and determining how much they charge to perform the work they're good at, including costs for hiring someone to cast a spell on your behalf. Those who want to assemble a fighting force will make use of this chapter's rules for hiring mercenaries and the advice on which kinds of monsters make the best exotic troops.

This chapter continues with a discussion of creatures that can serve as companions, pets, mounts, and guard creatures. New creatures described in this chapter include the climbdog, thudhunter, axebeak, hippocampus, equine golem, zaratan, soarwhale, giant dragonfly, and giant firefly.

Chapter 5: Magic Items takes up more than one fourth of this book. Following the format of Chapter 8 in the *DUNGEON MASTER's Guide*, this chapter provides new special abilities for magic armors, shields, and weapons; several new types of magic armor and shields; more than 150 new specific magic weapons; and separate sections for new potions, rings, rods, staffs, and wondrous items.

Chapter 6: Special Magic Items presents new material on intelligent items, cursed magic items, and artifacts, also in the format of Chapter 8 in the *DUNGEON MASTER's Guide*.

Appendix: Treasure Tables is a compilation of tables that can be used to randomly generate items of treasure from among those presented in this book.

CHAPTER 1: WEAPONS AND ARMOR

The two most important pieces of equipment many D&D characters will ever own are their primary weapon and the armor that protects them. The new weapons and armor described here, which supplement the gear available in Chapter 7 of the *Player's Handbook,* are designed for Medium-size creatures.

LARGER AND SMALLER WEAPONS

Some creatures, such as giants and pixies, wield weapons with different sizes than those presented in the *Player's Handbook.* These unusually sized weapons have different characteristics, including damage, weight, cost, range increment, and reach.

Size and Damage: If you design a version of a particular weapon that is larger or smaller than the standard presented in the *Player's Handbook,* you'll need to recalculate how much damage it deals. To determine the damage a larger or smaller weapon deals, first determine how many size categories it varies from the standard. A longsword (normally Medium-size and commonly used by Medium-size beings) suited for a

Huge cloud giant is two size categories bigger. Consult Table 1–1: Damage for Larger Weapons or Table 1–2: Damage for Smaller Weapons, finding the weapon's original damage in the left column and reading across to the right to find its new damage. For example, the cloud giant's longsword is increased twice from its base damage of 1d8, so it deals 3d6 points of damage.

Light and Heavy Crossbows: These weapons use the rules above. They follow the same cost and weight changes as other weapons, but are called out on Table 1–3: Damage for Larger and Smaller Crossbows.

Size, Weight, and Price: If you're designing a weapon larger than the standard, its weight increases by 50% for each size category increase. Its cost increases at the same rate. So if you design a Large version of a throwing axe (ordinarily a Small weapon weighing 4 pounds) it will weigh 9 pounds: A Medium-size version weighs 6 pounds, and a Large version increases the weight by a further 50%. Its cost increases by the same amount, so a Large throwing axe would cost 18 gp.

Weights decrease by 25% per size category decrease if you're designing a smaller version of a weapon. A throwing axe weighs only 3 pounds if you make a Tiny version of it. Costs also decrease by 25% per size category decrease, so a Tiny throwing axe would cost only 6 gp.

Size and Range: Larger and smaller versions of ranged weapons have correspondingly longer or shorter range increments. Each time you increase a

TABLE 1–1: DAMAGE FOR LARGER WEAPONS

Original Damage	First Increase	Second Increase	Third Increase	Fourth Increase	Fifth Increase	Sixth Increase
1	1d2	1d3	1d4	1d6	1d8	2d6
1d2	1d3	1d4	1d6	1d8	2d6	3d6
1d3	1d4	1d6	1d8	2d6	3d6	4d6
1d4	1d6	1d8	2d6	3d6	4d6	6d6
1d6	1d8	2d6	3d6	4d6	6d6	8d6
2d4	2d6	3d6	4d6	6d6	8d6	12d6
1d8	2d6	3d6	4d6	6d6	8d6	12d6
1d10	2d8	3d8	4d8	6d8	8d8	12d8
1d12	3d6	4d6	6d6	8d6	10d6	16d6
1d20	4d6	6d6	8d6	12d6	16d6	24d6

TABLE 1–2: DAMAGE FOR SMALLER WEAPONS

Original Damage	First Decrease	Second Decrease	Third Decrease	Fourth Decrease	Fifth Decrease	Sixth Decrease
1d2	1	—	—	—	—	—
1d3	1d2	1	—	—	—	—
1d4	1d3	1d2	1	—	—	—
1d6	1d4	1d3	1d2	1	—	—
2d4	1d6	1d4	1d3	1d2	1	—
1d8	1d6	1d4	1d3	1d2	1	—
1d10	1d8	1d6	1d4	1d3	1d2	1
1d12	1d10	1d8	1d6	1d4	1d3	1d2

TABLE 1–3: DAMAGE FOR LARGER AND SMALLER CROSSBOWS

Crossbow Type	Fine	Diminutive	Tiny	Small	Medium-Size	Large	Huge	Gargantuan	Colossal
Light	1d2	1d3	1d4	1d6	1d8	2d6	3d6	4d6	6d6
Heavy	1d3	1d4	1d6	1d8	1d10	2d8	3d8	4d8	6d8

weapon's size, lengthen its range increment by 25%. For example, Huge longbows, such as those wielded by ogre mages, have a range increment of 125 feet.

Each time you decrease a weapon's size, shorten its range increment by 25%. A Medium-size longbow in the hands of a halfling has a range increment of 75 feet.

Size and Reach: Most weapons keep the same effective reach no matter what their size (although the reach of their potential wielders certainly changes). However, weapons that normally have a reach of greater than 5 feet have different reaches when you design them at different sizes. If you're designing a larger version of such a weapon, increase its reach by 5 feet for each size category it increases. A Huge guisarme has a reach of 15 feet, for example, while a Gargantuan guisarme has a reach of 20 feet.

Designing smaller versions of reach weapons quickly makes reach irrelevant. A reach of 5 feet is normal for Medium-size and Small creatures. The important difference is that Tiny creatures using Small reach weapons can fight in melee as if they had 5 feet of reach, meaning they do not have to enter an opponent's space to attack.

NEW WEAPONS

The following weapons—mostly exotic weapons and new ammunition for ranged weapons—are suitable for a broad variety of D&D campaigns. Many are of Asian origin in the real world, but in your game, they can come from anywhere.

Monk Weapon List: Add the following weapons to the monk's weapon list: butterfly sword, sai, tiger claw, tonfa, three-section staff, and war fan. All except the three-section staff can be used with the monk's unarmed base attack bonus, including her more favorable number of attacks per round (see Table 3–10 in Chapter 3 of the *Player's Handbook*). Her damage, however, is standard for the weapon, not her unarmed damage. The weapon must be light, so a Small monk must use Tiny versions of these weapons in order to use the more favorable base attack bonus (see Larger and Smaller Weapons above).

A monk can also use her more favorable unarmed base attack bonus and number of attacks per round with the three-section staff, provided she takes the Exotic Weapon Proficiency feat for the weapon (due to its Large size). Small monks must use a Medium-size version of the three-section staff.

Ammunition and Weapon Proficiencies: Ammunition for ranged weapons requires no particular proficiency to use, although the weapons that propel the ammunition (usually bows) do. The Exotic Weapon Proficiency feat isn't required to use any item in the Ammunition category on Table 1–4: Weapons and the descriptive text below.

Weapon Descriptions

The weapons found on Table 1–4: Weapons are described below.

Arrow, Alchemist's: Each of these projectiles carries a deadly load of alchemist's fire in its hollow shaft. When it strikes a target, the arrow's shaft shatters, releasing the alchemist's fire directly onto the target. One round after impact, the alchemist's fire ignites, dealing 1d4 points of damage. The target can use a full-round action to attempt to extinguish the flames before taking this damage. It takes a successful Reflex saving throw (DC 15) to extinguish the flames. Rolling on the ground earns the target a +2 bonus on the save. Submerging (such as by leaping into a lake) or magically extinguishing the flames automatically kills the flames.

Arrow, Blunt: These arrows have wooden tips specially crafted to deal subdual damage instead of normal damage.

Arrow, Flight: The light shaft and special design of this masterwork arrow increases a bow's range increment by 25 feet.

Arrow, Signal: This arrow is specially designed to emulate a bird's call when fired. Elven fletchers craft these arrows to make calls that will be recognized as signals by the elves of the community. For example, a hawk's cry might signal an attack, and an owl's screech might signal a stealthy advance. A successful Wilderness Lore check (DC 20) determines whether the sound comes from a bird or another source. The intricate carving on the arrow shafts makes them clumsy in flight, imposing a –2 circumstance penalty on attack rolls.

Arrow, Thunder: Thunder arrows are tipped with thunderstones (see Chapter 7 of the *Player's Handbook*). A hit from a thunder arrow deals no damage but triggers the thunderstone's sonic attack. Thunder arrows that miss should be treated as attacks with a grenadelike weapon (see Chapter 8 of the *Player's Handbook*).

Battlepick, Gnome: A gnome battlepick is crafted and weighted to be used by creatures of Small size. A Small character can use a gnome battlepick two-handed as a martial weapon.

Bladed Gauntlet: Unlike with a standard gauntlet, an attack with a bladed gauntlet is not considered an unarmed attack. The bladed gauntlet has two blades that extend from the back of the wrist following the line of the forearm. The cost and weight are for a single gauntlet.

Bolas, Two-Ball: A set of two-ball bolas consists of two heavy wooden spheres connected by lengths of cord. It is a ranged weapon used to trip an opponent. When you throw a set of bolas, you make a ranged touch attack against your opponent. If you hit, your opponent must succeed on a Dexterity or Strength check opposed by your Strength check or be tripped.

Table 1–4: Weapons

Martial Weapons—Melee

Item	Cost	Damage	Crit	Range Increment	Weight	Type [2]
Large						
Lucerne hammer [3]	12 gp	2d4	×4	—	10 lb.	Piercing
Maul	15 gp	1d10	×3	—	20 lb.	Bludgeoning

Exotic Weapons—Melee

Item	Cost	Damage	Crit	Range Increment	Weight	Type [2]
Tiny						
Claw bracer [1]	30 gp	1d4	19–20/×2	—	2 lb.	Piercing
Panther claw [1]	75 gp	1d4	×3	—	3 lb.	Piercing, slashing
Stump knife [1]	8 gp	1d4	19–20/×2	—	2 lb.	Piercing
Tiger claws [1]	5 gp	1d4	×2	—	2 lb.	Piercing
Triple dagger [1]	10 gp	1d4	19–20/×2	—	1 lb.	Piercing
Ward cestus [1]	10 gp	Special [1]	Special [1]	—	4 lb.	Bludgeoning
Small						
Battlepick, gnome	10 gp	1d6	×4	—	5 lb.	Piercing
Gauntlet, bladed	30 gp	1d6	19–20/×2	—	4 lb.	Slashing
Sai [1]	1 gp	1d4	×2	—	2 lb.	Piercing
Sapara [1]	15 gp	1d6	19–20/×2	—	6 lb.	Slashing
Sword, butterfly	10 gp	1d6	19–20/×2	—	2 lb.	Slashing
Tonfa	2 sp	1d6	×2	—	2 lb.	Bludgeoning
War fan [1]	30 gp	1d6	×3	—	3 lb.	Slashing
Medium-size						
Chain-and-dagger [1]	4 gp	1d4	19–20/×2	—	4 lb.	Piercing
Khopesh [1]	20 gp	1d8	19–20/×2	—	12 lb.	Slashing
Longsword, mercurial [1]	400 gp	1d6	×4	—	6 lb.	Slashing
Large						
Duom [3]	20 gp	1d8	×3	—	8 lb.	Piercing
Greatsword, mercurial [1]	600 gp	2d6	×4	—	17 lb.	Slashing
Gyrspike [1] [4]	90 gp	1d8/1d8	19–20/×2	—	20 lb.	Bludgeoning, slashing
Mace, double [4]	125 gp	1d8/1d8	×2	—	25 lb.	Bludgeoning
Manti [1]	15 gp	1d8	×3	—	9 lb.	Piercing
Scimitar, double [4]	125 gp	1d6/1d6	18–20/×2	—	15 lb.	Slashing
Three-section staff	4 gp	1d8	×3	—	8 lb.	Bludgeoning
Huge						
Fullblade [1]	100 gp	2d8	19–20/×2	—	23 lb.	Slashing

Bolas can only trip Medium-size or smaller targets. Your opponent cannot trip you when you make a trip attack with a set of two-ball bolas.

Bolt, Tumbling: A tumbling bolt resembles a standard crossbow bolt except for a few minuscule holes and vents along the shaft. A channel allows air to pass through the bolt, which causes the bolt to tumble when fired. The bolt deals +2 damage but only has one-half its normal range increment due to the way the projectile moves through the air.

Calculus, Gnome: This oversized sling is made to fire flasks filled with liquid. Common ammunition includes acid, alchemist's fire, and other alchemical substances. Alchemical ammunition deals damage according to its properties, but it gains the range increment of the gnome calculus.

Chain-and-Dagger: When wielding the chain-and-dagger, you gain a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed yourself, if you fail to disarm your foe). You can also use this weapon to make trip attacks, gaining a +2 bonus on

your trip attempt. If you are tripped during your own trip attempt, you can opt to drop the chain-and-dagger instead of being tripped.

Chakram: The chakram is a throwing disk or quoit about 1 foot in diameter, with a sharpened outer rim.

Claw Bracer: A claw bracer is a metal armband with three steel claws projecting from the top, extending about 4 inches beyond the tip of the wearer's extended fingers. The wearer can cast spells normally while wearing the bracer and cannot be disarmed. Many claw bracers are enhanced as magic weapons.

Crossbow, Great: A great crossbow requires two hands to use effectively, regardless of the user's size. You draw a great crossbow back by turning a winch. Loading a great crossbow is a full-round action that provokes an attack of opportunity.

A Medium-size character cannot shoot or load a great crossbow with one hand at all. With training, a Large creature can shoot, but not load, a great crossbow with one hand at a –4 penalty. If a Large creature attempts to fire a separate great crossbow in each