

D&D 3.5 – EQUIPMENT

This is a summary of Chapter 7 (*Equipment*) in the *D&D 3.5 Player's Handbook* (PHB). I have compared it with the corresponding chapter in the 3.0 PHB (second printing, with the official errata applied), and highlighted the significant changes in blue text.

There are no significant changes in the general material at the beginning of the chapter, or in the *Wealth and Money* section (p. 112).

WEAPONS

Weapon Categories (p. 112)

- **Simple, Martial and Exotic Weapons**
 - Anybody but a druid, monk, **rogue** or wizard is proficient with all simple weapons. Barbarians, fighters, paladins and rangers are proficient with all simple and all martial weapons. Characters of other classes are proficient with an assortment of mainly simple weapons and possibly some martial or even exotic weapons.
 - A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.
- **Melee and Ranged Weapons**
 - **Reach weapons:** A reach weapon **doubles its wielder's natural reach**. A typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. **A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.** Exceptions: spiked chain and whip allow their wielders to attack any opponent within reach.
 - **Double weapons:** A character can fight with both ends of a double weapon as if fighting with two weapons, but incurs all the normal attack penalties for fighting with two weapons, as though the character were wielding a one-handed weapon and a light weapon. **The character can also choose to use a double weapon two-handed, attacking with only one end of it.** A creature wielding a double weapon in one hand can't use it as a double weapon – only one end of the weapon can be used in any given round.
 - **Thrown weapons:** ~~Thrown weapons can only be thrown one-handed. Throwing a two-handed thrown weapon is a full-round action.~~ The wielder's STR modifier applies to damage from thrown weapons (except for splash weapons). **It is possible to throw a weapon that isn't designed to be thrown, with a range increment of 10 ft. and a critical threat range of 20/x2, but at a –4 penalty on the attack roll. Such an attack is a standard action (for light or one-handed weapons) or a full-round action (for two-handed weapons).**
 - **Projectile weapons:** Most require two hands to use. A character gets no STR bonus on damage rolls unless the weapon is a composite shortbow, composite longbow, **or sling**. If the character has a penalty for low STR, apply it to damage rolls when using a bow or a sling.
 - **Ammunition:** When using a bow, a character can draw ammunition as a free action; crossbows **and slings** require an action for reloading. Ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.
- **Light, One-Handed and Two-Handed Melee Weapons**
 - These designations indicate how much effort a melee weapon, **when wielded by a character of the weapon's size category (see below),** takes to wield in combat. A light weapon is used in one hand, and can be used while grappling. A two-handed weapon requires two hands to be used effectively.
 - A wielder's STR bonus (if any) is added to damage rolls from a melee weapon depending on how it is wielded, as shown in the table at right.
- **Weapon Size**
 - Every weapon has a size category (e.g. Small, Medium or Large) indicating the size of the creature for which the weapon was designed. **This is not the same as the weapon's size as an object: in general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller, and a two-handed weapon is an object of the same size category as the wielder.**
 - A cumulative –2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of the actual wielder. If the creature isn't proficient with the weapon, a –4 nonproficiency penalty also applies.
 - The measure of how much effort it takes to use a weapon (light, one-handed or two-handed) is altered by one step for each size category of difference between the size of its intended wielder and the size of the actual wielder. If a weapon's designation would be changed to something other than light, one-handed or two-handed by this alteration, the creature can't wield the weapon at all.
- **Improvised Weapons**
 - Any creature using an improvised weapon in combat takes a –4 nonproficiency penalty on attack rolls. The weapon's size category and damage are determined by the DM (find the closest match to one of the listed weapons). **An improvised weapon has a critical threat range of 20/x2.**

	Off hand	Primary hand	Both hands
Light	STR × ½	STR × 1	STR × 1
One-Handed	STR × ½	STR × 1	STR × 1½
Two-Handed	(needs both hands)		STR × 1½

Weapon Qualities (p. 114) (These are the column headings in the Weapon Descriptions tables below.)

- **Cost**
 - Cost of the weapon in gold pieces, including associated miscellaneous gear (e.g. scabbard or quiver). **The cost is the same for a Small or Medium version of the weapon. A Large version costs twice as much.**
- **Damage**
 - Damage dealt on a successful hit, **by either Small or Medium wielders.** See PHB p. 114 for how damage is modified for Tiny or Large wielders. Two damage ranges are given for double weapons.
- **Critical**
 - How the weapon threatens and multiplies damage on a critical hit. Extra damage over and above a weapon's normal damage (e.g. from a sneak attack or the special ability of a flaming sword) is not multiplied on a critical hit.
- **Range Increment**
 - Each full range increment causes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments; a projectile weapon has a maximum range of ten range increments.
- **Weight**
 - The weight of a Medium version of the weapon. **Halve this number for Small weapons, and double it for Large weapons.**
- **Type**
 - The type of damage dealt by the weapon: bludgeoning (B), piercing (P), or slashing (S).
 - If a weapon deals damage of multiple types (e.g. a morningstar, which deals bludgeoning and piercing damage), the damage is not half one type and half another; all of it is of both types. A creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.
 - If a weapon can deal either of two types of damage (e.g. a dagger, which deals either piercing or slashing damage), in a situation where the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

Masterwork Weapons (p. 122)

- A masterwork weapon provides a +1 enhancement bonus on attack rolls.
- **The masterwork quality can't be added to a weapon after it is created; it must be crafted as a masterwork weapon.** The masterwork quality adds 300 gp to the cost of a normal weapon (600 gp for a double weapon), or 6 gp to the cost of a single unit of ammunition.
- Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition **does not stack** with any enhancement bonus of the projectile weapon firing it.
- All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality does not stack with the enhancement bonus provided by the weapon's magic.
- **Even though some types of armor and shields (e.g. spiked shields) can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. (Masterwork armor and shields have lessened armor check penalties instead.)**

Weapon Descriptions (p. 114)

The symbol ‘-’ in the left hand margin signifies a weapon whose details have changed (other than the provision of a second damage amount for Small wielders); ‘*’ signifies a new weapon; and ‘+’ signifies a weapon which has changed its designation (e.g. from exotic to martial).

(C) If you use a ready action to set this weapon against a charge, it deals double damage on a successful hit against a charging character.

(D) This is a double weapon (see *Double Weapons*, above).

(R) This is a reach weapon (see *Reach Weapons*, above).

(N) This weapon deals nonlethal rather than lethal damage.

Simple Weapons

Name	Cost (gp)	Damage (Small)	Damage (Med.)	Critical	Range Inc.	Weight	Type	Special	Pg.
Unarmed Attacks									
Unarmed strike (N)		1d2	1d3	20/x2			B	<ul style="list-style-type: none"> An unarmed strike is always considered a light weapon, so the Weapon Finesse feat can be used with it. A monk or any character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with her unarmed strikes, at her option. 	121
Gauntlet	2	1d2	1d3	20/x2		1 lb.	B	<ul style="list-style-type: none"> Allows you to deal lethal rather than nonlethal damage with unarmed strikes. Cost and weight given are for a single gauntlet. An attack with a gauntlet is otherwise considered an armed attack. 	117
Light Melee Weapons									
Dagger	2	1d3	1d4	19-20/x2	10 ft.	1 lb.	P or S	<ul style="list-style-type: none"> You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body. 	116
Dagger, punching	2	1d3	1d4	20/x3		1 lb.	P		116
Gauntlet, spiked	5	1d3	1d4	20/x2		1 lb.	P	<ul style="list-style-type: none"> Your opponent cannot use a disarm action to disarm you of spiked gauntlets. Cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed attack. 	118
Mace, light	5	1d4	1d6	20/x2		4 lb.	B		119
Sickle	6	1d4	1d6	20/x2		2 lb.	S	<ul style="list-style-type: none"> Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped. 	121
One-Handed Melee Weapons									
Club		1d4	1d6	20/x2	10 ft.	3 lb.	B		115
Mace, heavy	12	1d6	1d8	20/x2		8 lb.	B		119
Morningstar	8	1d6	1d8	20/x2		6 lb.	B and P		119
Shortspear (halfspear)	1	1d4	1d6	20/x2	20 ft.	3 lb.	P		121
Two-Handed Melee Weapons									
Longspear (R)(C)	5	1d6	1d8	20/x3		9 lb.	P		119
Quarterstaff (D)		1d4	1d6	20/x2		4 lb.	B	<ul style="list-style-type: none"> The quarterstaff is a special monk weapon. A monk may mix strikes from a quarterstaff with unarmed strikes when using her flurry of blows ability. 	120
Spear (C) (shortspear)	2	1d6	1d8	20/x3	20 ft.	6 lb.	P		121
Ranged Weapons									
Crossbow, heavy	50	1d8	1d10	19-20/x2	120 ft.	8 lb.	P	<ul style="list-style-type: none"> Normally, operating a heavy crossbow requires two hands. A Medium-size-or-larger character can shoot, but not load, a heavy crossbow with one hand at a -4 penalty on attack rolls. A Medium-size-or-larger character can shoot a heavy crossbow with each hand, taking a penalty on attack rolls as if attacking with two one-handed weapons. This penalty is cumulative with the penalty for one-hand firing. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity. 	115
Crossbow, light	35	1d6	1d8	19-20/x2	80 ft.	4 lb.	P	<ul style="list-style-type: none"> Normally, operating a light crossbow requires two hands. A Small-or-larger character can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. A Small-or-larger character can shoot a light crossbow with each hand, taking a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-hand firing. Loading a light crossbow is a move action that provokes attacks of opportunity. 	115
Dart	½	1d3	1d4	20/x2	20 ft.	½ lb.	P		116
Javelin	1	1d4	1d6	20/x2	30 ft.	2 lb.	P	<ul style="list-style-type: none"> Can be used in melee, but at a -4 nonproficiency penalty on attack rolls. 	118
Sling		1d3	1d4	20/x2	50 ft.		B	<ul style="list-style-type: none"> Loading a sling is a move action that requires two hands and provokes attacks of opportunity. You can hurl ordinary stones with a sling, but you take a -1 penalty on attack rolls and the stones deal damage as if the weapon were designed for a creature one size category smaller than you. 	121

Martial Weapons

Name	Cost (gp)	Damage (Small) (Med.)		Critical	Range Inc.	Weight	Type	Special	Pg.
Light Melee Weapons									
Axe, throwing	8	1d4	1d6	20/x2	10 ft.	2 lb.	S		114
Hammer, light	1	1d3	1d4	20/x2	20 ft.	2 lb.	B		118
Handaxe	6	1d4	1d6	20/x3		3 lb.	S		118
Kukri	8	1d3	1d4	18-20/x2		2 lb.	S		118
Lance, light ▶ lance									
Pick, light	4	1d3	1d4	20/x4		3 lb.	P		120
Sap (N)	1	1d4	1d6	20/x2		2 lb.	B		120
Shield, light (*see PHB p.123 for costs and weights of shields)	*	1d2	1d3	20/x2		*	B	<ul style="list-style-type: none">Can be used as an off-hand weapon to make shield bash attacks.If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round).An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.	125
Spiked armor (add the cost and weight to that of the base armor)	+50	1d4	1d6	20/x2		+10 lb.	P	<ul style="list-style-type: none">Armor spikes deal extra piercing damage on a successful grapple attack. If you are not proficient with them, you take a −4 penalty on grapple checks when you try to use them.You can also make a regular melee attack (or off-hand attack) with the spikes. You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.	124
Spiked shield, light (add the cost and weight to that of the base shield)	+10	1d3	1d4	20/x2		+5 lb.	P	<ul style="list-style-type: none">Can be used to make bash attacks as for light shield (see above), but with increased damage.The damage dealt by a shield bash is as if the shield were designed for a creature one size category larger than you.	125
Sword, short	10	1d4	1d6	19-20/x2		2 lb.	P		121
One-Handed Melee Weapons									
Battleaxe	10	1d6	1d8	20/x3		6 lb.	S		115
Flail (flail, light)	8	1d6	1d8	20/x2		5 lb.	B	<ul style="list-style-type: none">You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.	117
Lance, heavy ▶ lance									
Longsword	15	1d6	1d8	19-20/x2		4 lb.	S		119
Pick, heavy	8	1d4	1d6	20/x4		6 lb.	P		120
Rapier	20	1d4	1d6	18-20/x2		2 lb.	P	<ul style="list-style-type: none">You can use the Weapon Finesse feat with a rapier sized for you (even though it isn't a light weapon for you).You can't wield a rapier in two hands in order to apply 1½ times your STR bonus to damage.	120
Scimitar	15	1d4	1d6	18-20/x2		4 lb.	S		119
Shield, heavy (*see PHB p.123 for costs and weights of shields)	*	1d3	1d4	20/x2		*	B	<ul style="list-style-type: none">Can be used as an off-hand weapon to make shield bash attacks.If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round).An enhancement bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.	125
Spiked shield, heavy (add the cost and weight to that of the base shield)	+10	1d4	1d6	20/x2		+10 lb.	P	<ul style="list-style-type: none">Can be used to make bash attacks as for heavy shield (see above), but with increased damage.The damage dealt by a shield bash is as if the shield were designed for a creature one size category larger than you.	125
Trident (C)	15	1d6	1d8	20/x2	10 ft.	4 lb.	P		121
Warhammer	12	1d6	1d8	20/x3		5 lb.	B		121
Two-Handed Melee Weapons									
Falchion	75	1d6	2d4	18-20/x2		8 lb.	S		117
Flail, heavy	15	1d8	1d10	19-20/x2		10 lb.	B	<ul style="list-style-type: none">You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.	117
Glaive (R)	8	1d8	1d10	20/x3		10 lb.	S		118
Greataxe	20	1d10	1d12	20/x3		12 lb.	S		118
Greatclub	5	1d8	1d10	20/x2		8 lb.	B		118
Greatsword	50	1d10	2d6	19-20/x2		8 lb.	S		118
Guisarme (R)	9	1d6	2d4	20/x3		12 lb.	S	<ul style="list-style-type: none">Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.	118

-	Halberd	(C)	10	1d8	1d10	20/x3		12 lb.	P or S	• Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.	118
-	Lance	(R)(C)	10	1d6	1d8	20/x3		10 lb.	P	• A lance deals double damage when used from the back of a charging mount. • While mounted, you can wield a lance with one hand.	118
Longspear ► Simple weapons											
-	Ranseur	(R)	10	1d6	2d4	20/x3		12 lb.	P	• You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).	120
-	Scythe		18	1d6	2d4	20/x4		10 lb.	P or S	• Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the scythe to avoid being tripped.	120
Ranged Weapons											
	Longbow		75	1d6	1d8	20/x3	100 ft.	3 lb.	P	• Cannot be used while mounted.	118
-	Longbow, composite		100+	1d6	1d8	20/x3	110 ft.	3 lb.	P	• Can be used while mounted provided you are Medium-size or larger . • You can add your STR bonus, up to the strength rating of the bow (the default composite longbow has a strength rating of +0), to the damage dealt with it. • If your STR bonus is less than the bow's strength rating, you take a -2 penalty on attacks with it. • Each point of strength bonus granted by the bow adds 100gp to its cost. • For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.	119
-	Shortbow		30	1d4	1d6	20/x3	60 ft.	2 lb.	P	• Can be used while mounted provided you are Medium-size or larger .	120
-	Shortbow, composite		75+	1d4	1d6	20/x3	70 ft.	2 lb.	P	• Can be used while mounted provided you are Small or larger . • You can add your STR bonus, up to the strength rating of the bow (the default composite shortbow has a strength rating of +0), to the damage dealt with it. • If your STR bonus is less than the bow's strength rating, you take a -2 penalty on attacks with it. • Each point of strength bonus granted by the bow adds 75gp to its cost. • For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.	120

Exotic Weapons

	Name	Cost (gp)	Damage		Critical	Range Inc.	Weight	Type	Special	Pg.
			(Small)	(Med.)						
-	Light Melee Weapons <ul style="list-style-type: none">The kama, nunchaku, sai and siangham are special monk weapons. A monk may mix strikes from these weapons with unarmed strikes when using her flurry of blows ability.The halfling kama, halfling nunchaku and halfling siangham are now included as Small versions of the applicable base weapon rather than as separate weapons.									
	Kama	2	1d4	1d6	20/x2		2 lb.	S	<ul style="list-style-type: none">Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.	118
	Kukri ► <i>Martial Weapons</i>									
	Nunchaku	2	1d4	1d6	20/x2		2 lb.	B	<ul style="list-style-type: none">You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).	120
*	Sai	1	1d3	1d4	20/x2	10 ft.	1 lb.	B	<ul style="list-style-type: none">You gain a +4 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).	120
	Siangham	3	1d4	1d6	20/x2		1 lb.	P		121
-	One-Handed Melee Weapons									
-	Sword, bastard	35	1d8	1d10	19-20/x2		6 lb.	S	<ul style="list-style-type: none">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.	121
-	Waraxe, dwarven	30	1d8	1d10	20/x3		8 lb.	S	<ul style="list-style-type: none">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.A dwarf treats a dwarven waraxe as a martial weapon even when using it in one hand.	121
-	Whip (N)(R)	1	1d2	1d3	20/x2		2 lb.	S	<ul style="list-style-type: none">A whip deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. It is treated as a melee weapon with a 15-ft. reach, although you don't threaten the area into which you can make an attack. Unlike most other reach weapons, you can use it against adjacent foes.Using a whip provokes attacks of opportunity (just as if you had used a ranged weapon).You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped.You can use Weapon Finesse with a whip sized for you (even though it isn't a light weapon for you).	121

Two-Handed Melee Weapons										
-	Axe, orc double (D)	60	1d6	1d8	20/x3	15 lb.	S			115
			1d6	1d8						
-	Chain, spiked (R)	25	1d6	2d4	20/x2	10 lb.	P	<ul style="list-style-type: none"> Can also be used against an adjacent foe (unlike most other reach weapons). You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the chain to avoid being tripped. You can use Weapon Finesse with a spiked chain sized for you (even though it isn't a light weapon for you). 		115
-	Flail, dire (D)	90	1d6	1d8	20/x2	10 lb.	B	<ul style="list-style-type: none"> You gain a +2 bonus on the opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped. 		117
			1d6	1d8						
-	Hammer, gnome hooked (D)	20	1d6	1d8	20/x3	6 lb.	B	<ul style="list-style-type: none"> You can use either head as the primary weapon. The other head is the off-hand weapon. Can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the gnome hooked hammer to avoid being tripped. Gnomes treat gnome hooked hammers as martial weapons. 		118
			1d4	1d6	20/x4		P			
-	Sword, two-bladed (D)	100	1d6	1d8	19-20/x2	10 lb.	S			121
			1d6	1d8						
-	Urgrosh, dwarven (C)(D)	50	1d6	1d8	20/x3	12 lb.	S	<ul style="list-style-type: none"> You can use either head (axe or spear) as the primary weapon. The other head is the off-hand weapon. If you use an urgrosh against a charging character, the spearhead is the part of the weapon that deals damage. 		121
			1d4	1d6			P	<ul style="list-style-type: none"> Dwarves treat dwarven urgroshes as martial weapons. 		
Ranged Weapons										
* -	Bolas (N)	5	1d3	1d4	20/x2	10 ft.	2 lb.	B	<ul style="list-style-type: none"> Can be used to make ranged trip attacks. You can't be tripped during your own trip attempt. 	115
-	Crossbow, hand	100	1d3	1d4	19-20/x2	30 ft.	2 lb.	P	<ul style="list-style-type: none"> You can shoot, but not load, a hand crossbow with one hand at no penalty. You can shoot a hand crossbow with each hand, taking a penalty on attack rolls as if attacking with two light weapons. Loading a hand crossbow is a move action that provokes attacks of opportunity. 	115
* -	Crossbow, repeating heavy	400	1d8	1d10	19-20/x2	120 ft.	12 lb.	P	<ul style="list-style-type: none"> As long as it holds bolts, you can reload a repeating crossbow as a free action. You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as for a normal crossbow of the same size. However, you must fire the weapon with two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts. Loading a new case of 5 bolts is a full-round action that provokes attacks of opportunity. 	116
-	Crossbow, repeating light	250	1d6	1d8	19-20/x2	80 ft.	6 lb.	P		
-	Net	20				10 ft.	6 lb.		<ul style="list-style-type: none"> Make a ranged touch attack (max. range 10 ft.) to entangle an opponent. If you control the trailing rope by succeeding on an opposed STR check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must succeed at a DC 15 Concentration check or lose the spell. An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hp and can be burst with a DC 25 Strength check (also a full-round action). A net is only useful against creatures within one size category of you. After the net is unfolded, you take a -4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that for a nonproficient one to do so. 	119
-	Shuriken (5)	1	1	1d2	20/x2	10 ft.	½ lb.	P	<ul style="list-style-type: none"> A shuriken is a special monk weapon. A monk may use shuriken with her flurry of blows ability. Do not apply your STR modifier to damage with shuriken. A shuriken can't be used as a melee weapon. Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them, and what happens to them after they are thrown. 	121

Ammunition

	Name	Cost (gp)	Weight	Notes	Pg.
-	Arrows (20)	1	3 lb.	<ul style="list-style-type: none"> Used for all types of bows (shortbow, composite shortbow, longbow, composite longbow). An arrow used in melee is treated as an improvised light weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). 	114
-	Bolts (10)	1	1 lb.	<ul style="list-style-type: none"> Used for light, heavy and hand crossbows. A crossbow bolt used in melee is treated as an improvised light weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). 	115
	Bolts, repeating (5)	1	1 lb.	Used for repeating crossbows (case of five bolts).	116
	Bullets, sling (10)	0.1	5 lb.	Used for slings.	115
	Shuriken (5)	1	½ lb.	See shuriken description, above.	121

ARMOR

Only subsections with significant changes are noted here.

Armor Qualities (p. 122)

- **Armor/Shield Bonus**
 - Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus (e.g. the *mage armor* spell or *bracers of armor*). Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus (e.g. the *shield* spell).
- **Armor Check Penalty**
 - Double the normal armor check penalty is applied to Swim checks.
 - *Nonproficient with Armor Worn*: A character who wears armor and/or uses a shield with which he or she is not proficient takes the armor's and/or shield's armor check penalty on attack rolls and on all STR- and DEX-based ability and skill checks. The penalty for nonproficiency with armor stacks with the penalty for nonproficiency with shields.
 - *Sleeping in Armor*: A character who sleeps in medium or heavy armor is automatically fatigued the next day (–2 penalty on STR and DEX, can't charge or run). Sleeping in light armor does not cause fatigue.
- **Arcane Spell Failure**
 - Bards can wear light armor without incurring any arcane spell failure chance for their bard spells.
- **Speed**
 - A dwarf's land speed remains 20 ft. even in medium or heavy armor or when carrying a medium or heavy load.

Getting Into and Out of Armor (p. 123)

- **Don**
 - Ready (strapping on) a shield is only a move action.
- **Remove**
 - Loosing a shield (removing it from the arm and dropping it) is only a move action.

Armor Descriptions (p. 124)

- **Shield, heavy** (wooden or steel)
 - See the *Weapon Descriptions* tables above for the use of a shield as a weapon.
- **Shield, light** (wooden or steel)
 - See the *Weapon Descriptions* tables above for the use of a shield as a weapon.
- **Shield, tower**
 - Normally, a tower shield provides a +4 shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding.
 - You cannot bash with a tower shield, nor can you use your shield hand for anything else.
 - When employing a tower shield in combat, you take a –2 penalty on attack rolls because of the shield's encumbrance.

Masterwork Armor (p. 125)

- A masterwork suit of armor or shield has its armor check penalty reduced by 1.
- The masterwork quality can't be added to armor or a shield after it is created; it must be crafted as a masterwork item. The masterwork quality adds 150 gp to the normal cost of that armor or shield.
- All magic armors and shields are automatically considered to be of masterwork quality.
- The masterwork quality of a suit of armor or a shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

GOODS AND SERVICES

Only subsections with significant changes are noted here.

Adventuring Gear (p. 126)

- **Crowbar**
 - Grants a +2 circumstance bonus on STR checks made for the purpose of prying open doors or chests, shattering chains, etc.
 - If used in combat, treat as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.
- **Grappling hook**
 - Throwing a grappling hook successfully requires a Use Rope check (DC 10, +2 per 10 ft. of distance thrown).
- **Flask**
 - Weight 1½ lb. (when empty).
- **Hammer**
 - If used in combat, treat as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.
- **Lamp, common**
 - Provides clear illumination in a 15-ft. radius and shadowy illumination out to a 30-ft. radius.
- **Lantern, bullseye**
 - Provides clear illumination in a 60-ft. cone and shadowy illumination in a 120-ft. cone.
- **Lantern, hooded**
 - Provides clear illumination in a 30-ft. radius and shadowy illumination out to a 60-ft. radius.
- **Pouch, belt**
 - Weight ½ lb. (when empty).
- **Torch**
 - Provides clear illumination in a 20-ft. radius and shadowy illumination out to a 40-ft. radius.
 - If used in combat, treat as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.
- **Vial, ink or potion**
 - Weight 0.1 lb.

Special Substances and Items (p. 128)

- **Everburning torch** (cost 110 gp, weight 1 lb.)
 - This otherwise normal torch has a *continual flame* spell cast upon it. It clearly illuminates a 20-ft. radius and provides shadowy illumination out to a 40-ft. radius.
- **Smokestick**
 - The smoke fills a 10-ft. cube (treat the effect as a *fog cloud* spell, except that a moderate or stronger wind dissipates the smoke in 1 round).
- **Sunrod**
 - Provides clear illumination in a 30-ft. radius and shadowy illumination out to a 60-ft. radius.
- **Tanglefoot bag**
 - Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but must make a DC 15 Reflex save or be unable to fly (assuming it uses wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.
 - A creature glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon.
 - The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of *universal solvent* to a stuck creature dissolves the alchemical goo immediately.

- **Thunderstone**
 - Each creature within a 10-ft. radius spread must make a DC 15 Fortitude save or be deafened for 1 hour.
 - You can simply aim at a particular 5-ft. square rather than at a specific target. Treat the target square as AC 5; if you miss, roll as normal for thrown splash weapons (PHB p.158) to determine where the thunderstone lands.

Tools and Skill Kits (p. 127)

- **Alchemist's Lab**
 - Provides a +2 circumstance bonus on Craft (alchemy) checks.
- **Spellbook, wizard's**
 - Each spell takes up one page per spell level (one page each for 0-level spells).
- **Spell component pouch**
 - Weight 2 lb.

Transport (p. 132)

- *Descriptions for the various types of ships were copied here from the Expanded Equipment List in the D&D 3.0 DMG (p.150).*
- **Carriage** (cost 100 gp, weight 600 lb.)
 - This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Spellcasting and Services (p. 132)

- *Descriptions for various types of services were copied here from the Expanded Equipment List in the D&D 3.0 DMG (p.150).*