

## ====**Table 1: Simple Weapons**—Melee===== Cost Damage Critical Range Weight Type Reach

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
<b>Unarmed Attacks</b>										
Brass Knuckles*	5 sp	1d4	x2	_	1 lb.	B1	0 ft.	_	_	_
Chain, Ladies	5 gp	1d3	x2	_	1/4 lb	B1	0 ft.	_	_	_
Knife, Push	1 gp	1d3	x3	_	½ lb.	P	0 ft.	_	_	_
Razor, Fixed	3 sp	1d3	x2	_	½ lb.	Sl	0 ft.	_	_	_
Tiny	40	1 14.1	10.00/.0	10.6	4 11	D	- c.			
Dagger, Carvet	40 gp	1d4+1 1d4	$19-20/x^2$	10 ft.	1 lb. 1 lb.	P P	5 ft. 5 ft.	_	_	_
Dagger, Leeching Daggers, Ta Mo Hidden	10 gp 6 gp	1d4 1d4	19-20/x2 19-20/x2	_ 10 ft.	2 lb.	r P	5 ft.	_	_	_
Dirk	2 gp	1d4	$19-20/x^2$	10 ft.	1 lb	P	5 ft.	_	_	_
Gutblade	5 gp	1d4	$18-20/x^2$	_	1 lb.	P	5 ft.	_	_	_
Iron brush	2 gp	1d4	x3	_	1 lb.	P	5 ft.	_	_	_
Knife, Black	2 gp	1d3	19-20/x2	10 ft.	½ lb.	P	5 ft.	_	_	_
Wire, Strangling	$2 \mathrm{sp}$	1d2	_	_	1/4 lb	SL	5 ft.	_	_	_
Small										
Club, Small		1d4	x2	10 ft.	2 lb.	B1	5 ft.	-	_	_
Claw, Fighting	5 gp	1d6	x3	_	2 lb.	P	5 ft.	_	_	_
Iron flute Machete	5 gp	1d4	x2	10.6	1 lb. 2 lb.	Bl Sl	5 ft. 5 ft.	_	_	_
	5 gp	1d6	x2	10 ft	Z 1D.	51	3 II.	_	_	_
Medium-size	15	1.10	. 0		1 / 11.	D1	F (1			
Hammer, Golden Melon	15 gp	1d8 1d6	x3 x2	_	14 lb. 2 lb.	Bl Bl	5 ft. 5 ft.	_	_	_
Iron pipe Mace, Chained	5 gp 75 gp	1d8	x2 x2	_	12 lb.	Bl	5 ft.	+2	base	_
Shortstaff	70 gp	1d4/1d4	x2	_	2 lb.	Bl	5 ft.	_	_	Yes
Large		. ,								
Master's Hand	12 gp	1d8	x2	_	7 lb.	B1	10 ft.	_	_	_
Rake	10 gp	1d8	x3	_	7 lb.	Bl, P	10 ft.	_	_	_
Staff, Lashing	3 gp	1d8	x2	_	5 lb.	Bl	5 ft.	_	_	_
Staff, Telescopic	85 gp	1d6/1d6	x2	_	5 lb.	B1	5 ft.	_	_	Yes
	====	=Table	2: Martic	al Wear	ons—/	Melee=	====			
Weapon	Cost	Damage	Critical	Range	Weight			Disarm	Trip	Double
Small				. 8	0	JI			r	
Bushknife	10 gp	1d6	19-20/x2	_	4 lb.	S	5 ft.	_	_	_
Cinqueda	15 gp	2d3	x3	_	3 lb.	P	5 ft.	_		_
Flail, small	8 gp	1d6	x2	_	3 lb.	Bl Cl	5 ft.	+2	base	_
Longsword, small Rapier, small	15 gp	1d6 1d4	19-20/x2 18-20/x2	_	3 lb. 2 lb.	Sl P	5 ft. 5 ft.	_	_	_
Saber, Fencing	20 gp			_		Sl		_	_	_
	20 on	1d6	$18-20/x^2$	_	3 lb		5 ft	_	_	_
	20 gp 15 gp	1d6 1d6	18-20/x2 19-20/x2	_	3 lb. 3 lb.		5 ft. 5 ft.	– Yes	_	_ _
Spade, Duck Medium-size	20 gp 15 gp	1d6 1d6	18-20/x2 19-20/x2	_	3 lb. 3 lb.	Sl	5 ft. 5 ft.	– Yes	_	<del>-</del> -
Spade, Duck  Medium-size  Backsword, Basket-hilted	15 gp 20 gp	1d6 1d6	19-20/x2 18-20/x2	_ _ _	3 lb. 6 lb.	Sl Sl, B	5 ft. 5 ft.	Yes	- -	_ _ _
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged	15 gp 20 gp 450 gp	1d6 1d6 1d8+1	19-20/x2 18-20/x2 19-20/x2	_	3 lb. 6 lb. 3 lb.	Sl, B Sl	5 ft. 5 ft. 5 ft.	_ _	_ _ _	_ 
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao	15 gp 20 gp 450 gp 25 gp	1d6 1d6 1d8+1 1d6	19-20/x2 18-20/x2 19-20/x2 19-20/x3	- - -	3 lb. 6 lb. 3 lb. 5 lb.	SI, B SI SI	5 ft. 5 ft. 5 ft. 5 ft.	_ _ _	- - - -	- - - -
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace	15 gp 20 gp 450 gp 25 gp 65 gp	1d6 1d6 1d8+1 1d6 1d8	19-20/x2 18-20/x2 19-20/x2 19-20/x3 x2	_ _ _ 20 ft.	3 lb. 6 lb. 3 lb. 5 lb. 12 lb.	Sl, B Sl Sl Sl Bl or P	5 ft. 5 ft. 5 ft. 5 ft. 5 ft.	- - -	_	_
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword	15 gp 20 gp 450 gp 25 gp	1d6 1d6 1d8+1 1d6	19-20/x2 18-20/x2 19-20/x2 19-20/x3	- - -	3 lb. 6 lb. 3 lb. 5 lb.	SI, B SI SI	5 ft. 5 ft. 5 ft. 5 ft.	_ _ _		- - - -
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace	15 gp 20 gp 450 gp 25 gp 65 gp 20 gp	1d6 1d6 1d8+1 1d6 1d8	19-20/x2 18-20/x2 19-20/x2 19-20/x3 x2 19-20/x2	_ _ _ 20 ft.	3 lb. 6 lb. 3 lb. 5 lb. 12 lb.	Sl, B Sl Sl Sl Bl or P	5 ft. 5 ft. 5 ft. 5 ft. 5 ft.	- - -	_	_
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore	15 gp 20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 60 gp	1d6  1d6 1d8+1 1d6 1d8 1d6 1d10 1d12	19-20/x2 18-20/x2 19-20/x2 19-20/x3 x2	_ _ _ 20 ft. _	3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb.	SI, B SI SI BI or P SI or P	5 ft.	- - -	_	_
Spade, Duck  Medium-size  Backsword, Basket-hilted  Blade, Fanged  Dadao  Dart Mace  Straightsword  Large  Broadsword, Ghost Head  Claymore  Claw	15 gp 20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 60 gp 15 gp	1d6  1d6 1d8+1  1d6 1d8 1d6  1d10 1d12 1d8	19-20/x2 18-20/x2 19-20/x2 19-20/x3 x2 19-20/x2 18-20/x2 19-20/x2 x2		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17 lb. 15 lb. 7 lb.	SI, B SI, SI SI or P SI or P	5 ft.	- - - -	_	_
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore Claw Cleaver, Nightling	15 gp 20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 60 gp 15 gp 35 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10	19-20/x2 18-20/x2 19-20/x2 19-20/x3 x2 19-20/x2 18-20/x2 x2 18-20/x2 18-20/x2		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17 lb. 15 lb. 7 lb. 20 lb.	SI, B SI SI BI or P SI or P	5 ft.	- - - -	- - - - -	- - - - -
Spade, Duck  Medium-size  Backsword, Basket-hilted  Blade, Fanged  Dadao  Dart Mace  Straightsword  Large  Broadsword, Ghost Head  Claymore  Claw  Cleaver, Nightling  Club, Wolf Teeth	15 gp 20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 60 gp 15 gp 35 gp 8 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8	19-20/x2 18-20/x2 19-20/x2 19-20/x3 x2 19-20/x2 18-20/x2 x2 18-20/x2 x3		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17 lb. 15 lb. 7 lb. 20 lb. 5 lb.	SI, B SI SI BI or P SI or P SI SI SI SI BI and P	5 ft.	- - - - - -	- - - -	- - - -
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore Claw Cleaver, Nightling Club, Wolf Teeth Cudgel, Monk's	15 gp 20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 60 gp 15 gp 35 gp 8 gp 12 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4	19-20/x2 18-20/x2 19-20/x2 19-20/x3 x2 19-20/x2 18-20/x2 x2 18-20/x2 x2 18-20/x2 x3 x2		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb.	SI, B SI, SI SI or P SI or P SI SI SI SI BI and P	5 ft. 10 ft.	- - - - - -	_ _ _ _ _	- - - - - -
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore Claw Cleaver, Nightling Club, Wolf Teeth Cudgel, Monk's Fork, Dragon Whisker	15 gp 20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 60 gp 15 gp 35 gp 8 gp 12 gp 20 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4 2d4	19-20/x2 18-20/x2 19-20/x3 x2 19-20/x2 18-20/x2 19-20/x2 x2 18-20/x2 x3 x2 x2		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb. 7 lb.	SI, B SI, SI SI or P SI or P SI SI SI SI BI and P BI P	5 ft.			- - - - -
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore Claw Cleaver, Nightling Club, Wolf Teeth Cudgel, Monk's	15 gp 20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 60 gp 15 gp 35 gp 8 gp 12 gp 20 gp 7 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4	19-20/x2 18-20/x2 19-20/x3 x2 19-20/x2 18-20/x2 18-20/x2 x2 18-20/x2 x3 x2 x2 x3		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb.	SI, B SI, SI SI or P SI or P SI SI SI SI BI and P	5 ft. 10 ft.		_ _ _ _ _	- - - - - -
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore Claw Cleaver, Nightling Club, Wolf Teeth Cudgel, Monk's Fork, Dragon Whisker Pike	15 gp 20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 60 gp 15 gp 35 gp 8 gp 12 gp 20 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4 2d4 1d8 1d8 1d8	19-20/x2 18-20/x2 19-20/x3 x2 19-20/x2 19-20/x2 18-20/x2 x2 18-20/x2 x3 x2 x2 x3 x3 x2		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb. 7 lb. 13 lb. 7 lb. 13 lb. 7 lb.	SI, B SI SI BI or P SI or P SI SI SI BI and P BI P P BI or SI	5 ft. 10 ft. 10–15 ft. 10 ft.	- - - - - - - -		- - - - - -
Spade, Duck  Medium-size  Backsword, Basket-hilted  Blade, Fanged  Dadao  Dart Mace  Straightsword  Large  Broadsword, Ghost Head  Claymore  Claw  Cleaver, Nightling  Club, Wolf Teeth  Cudgel, Monk's  Fork, Dragon Whisker  Pike  Pike, Choke  Spade, Gold Coin  Spear, Hooked	20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 15 gp 35 gp 8 gp 12 gp 20 gp 7 gp 8 gp 20 gp 7 gp 8 gp	1d6  1d6 1d8+1  1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4 2d4 1d8 1d8 1d8	19-20/x2 18-20/x2 19-20/x3 x2 19-20/x2 19-20/x2 18-20/x2 x2 18-20/x2 x3 x2 x3 x3 x2 x3		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb. 7 lb. 13 lb. 7 lb. 15 lb. 15 lb. 15 lb. 15 lb.	SI, B SI SI BI or P SI or P SI SI SI BI and P BI P P BI or SI P	5 ft. 10 ft. 10-15 ft. 10 ft. 10 ft.	- - - - - - - -		- - - - - - - - -
Spade, Duck  Medium-size  Backsword, Basket-hilted  Blade, Fanged  Dadao  Dart Mace  Straightsword  Large  Broadsword, Ghost Head  Claymore  Claw  Cleaver, Nightling  Club, Wolf Teeth  Cudgel, Monk's  Fork, Dragon Whisker  Pike  Pike, Choke  Spade, Gold Coin  Spear, Hooked  Staff, Battle	20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 15 gp 35 gp 8 gp 12 gp 20 gp 7 gp 8 gp 20 gp 7 gp 8 gp 10 gp	1d6  1d6 1d8+1  1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4 2d4 1d8 1d8 1d8 1d8 1d8	19-20/x2 18-20/x2 19-20/x3 x2 19-20/x2 18-20/x2 18-20/x2 x2 18-20/x2 x3 x2 x3 x3 x2 x3 x2		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb. 7 lb. 13 lb. 14 lb. 7 lb. 5 lb.	SI, B SI SI BI or P SI or P SI SI SI BI and P BI P P BI or SI P BI	5 ft. 10 ft. 10 ft. 10 ft. 10 ft. 5 ft.	- - - - - - - - - - - - - - - - - - -	  base  base 	- - - - - - - -
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore Claw Cleaver, Nightling Club, Wolf Teeth Cudgel, Monk's Fork, Dragon Whisker Pike Pike, Choke Spade, Gold Coin Spear, Hooked Staff, Battle Sword, 3-point double blade	20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 15 gp 35 gp 12 gp 20 gp 7 gp 8 gp 20 gp 7 gp 8 gp 10 gp 15 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4 2d4 1d8	19-20/x2 18-20/x2 19-20/x3 x2 19-20/x2 19-20/x2 18-20/x2 x2 18-20/x2 x3 x2 x3 x2 x3 x2 x3 x2 x3 x2 x3 x2 x3		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb. 7 lb. 15 lb. 15 lb. 16 lb. 17 lb. 17 lb. 18 lb. 19 lb. 19 lb. 19 lb. 19 lb. 10 lb. 10 lb. 11 lb. 15 lb.	SI, B SI SI BI or P SI or P SI SI SI BI and P BI P P BI or SI P BI SI or P	5 ft. 10 ft. 10-15 ft. 10 ft. 10 ft. 5 ft. 10 ft.	- - - - - - - - - - - - - - - - - - -		- - - - - - - - - - - - - - - - - - -
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore Claw Cleaver, Nightling Club, Wolf Teeth Cudgel, Monk's Fork, Dragon Whisker Pike Pike, Choke Spade, Gold Coin Spear, Hooked Staff, Battle Sword, 3-point double blade Sword, Executioner's	20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 15 gp 35 gp 12 gp 20 gp 7 gp 8 gp 20 gp 4 gp 10 gp 15 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4 2d4 1d8 1d8 1d8 1d8 1d8 1d8 1d8 1d8 1d8/1d8 2d4 1d12	19-20/x2 18-20/x2 19-20/x3 x2 19-20/x2 18-20/x2 19-20/x2 x2 18-20/x2 x3 x2 x3 x2 x3 x2 x3 x4		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb. 7 lb. 13 lb. 14 lb. 7 lb. 15 lb. 15 lb. 18 lb.	SI, B SI SI SI BI or P SI or P SI SI SI BI and P BI P P BI or SI P BI SI or P	5 ft. 10 ft. 10 -15 ft. 10 ft. 10 ft. 5 ft.			- - - - - - - - - - - - - - - - - - -
Spade, Duck  Medium-size  Backsword, Basket-hilted  Blade, Fanged  Dadao  Dart Mace  Straightsword  Large  Broadsword, Ghost Head  Claymore  Claw  Cleaver, Nightling  Club, Wolf Teeth  Cudgel, Monk's  Fork, Dragon Whisker  Pike  Pike, Choke  Spade, Gold Coin  Spear, Hooked  Staff, Battle  Sword, 3-point double blade  Sword, Executioner's  Tiger Fork	20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 15 gp 35 gp 8 gp 12 gp 20 gp 7 gp 8 gp 20 gp 4 gp 10 gp 15 gp 5 gp	1d6  1d6 1d8+1  1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4 2d4 1d8 1d8 1d8 1d8 1d8 1d8 1d8 1d8 1d8/1d8 2d4 1d12 1d10	19-20/x2  18-20/x2 19-20/x3 x2 19-20/x2 19-20/x2 18-20/x2 x2 18-20/x2 x3 x2 x2 x3 x3 x2 x3 x4 x2		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb. 7 lb. 13 lb. 14 lb. 7 lb. 15 lb. 15 lb. 15 lb. 15 lb. 15 lb.	SI, B SI SI SI BI or P SI or P SI SI SI BI and P BI P P BI or SI P BI SI or P	5 ft. 10 ft. 10 -15 ft. 10 ft. 10 ft. 5 ft. 10 ft. 5 ft.	- - - - - - - - - - - - - - - - - - -	- - - - - - - base - - - - base	- - - - - - - - - - Yes
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore Claw Cleaver, Nightling Club, Wolf Teeth Cudgel, Monk's Fork, Dragon Whisker Pike Pike, Choke Spade, Gold Coin Spear, Hooked Staff, Battle Sword, 3-point double blade Sword, Executioner's	20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 15 gp 35 gp 8 gp 12 gp 20 gp 7 gp 8 gp 20 gp 4 gp 10 gp 15 gp 20 gp 4 gp 10 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4 2d4 1d8 1d8 1d8 1d8 1d8 1d8 1d8 1d8 1d8/1d8 2d4 1d12	19-20/x2  18-20/x2 19-20/x3 x2 19-20/x2 19-20/x2 18-20/x2 18-20/x2 x2 18-20/x2 x3 x2 x2 x3 x3 x2 x2 x3 x4 x2 x2 x2		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb. 7 lb. 13 lb. 14 lb. 7 lb. 15 lb. 15 lb. 18 lb.	SI, B SI SI SI BI or P SI or P SI SI SI BI and P BI P P BI or SI P BI SI or P	5 ft. 10 ft. 10 -15 ft. 10 ft. 10 ft. 5 ft.			- - - - - - - - - - - - - - - - - - -
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore Claw Cleaver, Nightling Club, Wolf Teeth Cudgel, Monk's Fork, Dragon Whisker Pike Pike, Choke Spade, Gold Coin Spear, Hooked Staff, Battle Sword, 3-point double blade Sword, Executioner's Tiger Fork Trident, Spiked Wolf Teeth	20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 15 gp 35 gp 8 gp 12 gp 20 gp 7 gp 8 gp 20 gp 4 gp 10 gp 15 gp 5 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4 2d4 1d8	19-20/x2  18-20/x2 19-20/x3 x2 19-20/x2 19-20/x2 18-20/x2 x2 18-20/x2 x3 x2 x2 x3 x3 x2 x3 x4 x2		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb. 7 lb. 15 lb. 16 lb. 17 lb. 17 lb. 18 lb. 19 lb.	SI, B SI, SI SI SI or P SI or P SI SI SI SI BI and P BI P P BI or SI P BI SI or P SI P P P And S SI	5 ft. 10 ft. 5 ft. 10 ft. 10 ft. 5 ft. 10 ft. 5 ft. 10 ft. 5 ft. 5 ft. 10 ft. 5 ft. 10 ft. 5 ft.		base	- - - - - - - - - - Yes
Spade, Duck Medium-size Backsword, Basket-hilted Blade, Fanged Dadao Dart Mace Straightsword Large Broadsword, Ghost Head Claymore Claw Cleaver, Nightling Club, Wolf Teeth Cudgel, Monk's Fork, Dragon Whisker Pike Pike, Choke Spade, Gold Coin Spear, Hooked Staff, Battle Sword, 3-point double blade Sword, Executioner's Tiger Fork Trident, Spiked Wolf Teeth War Fork	20 gp 450 gp 25 gp 65 gp 20 gp 80 gp 15 gp 35 gp 8 gp 12 gp 20 gp 7 gp 8 gp 20 gp 10 gp 15 gp 20 gp 15 gp 20 gp 20 gp 20 gp	1d6  1d6 1d8+1 1d6 1d8 1d6  1d10 1d12 1d8 1d10 1d8 2d4 2d4 1d8	19-20/x2  18-20/x2 19-20/x3 x2 19-20/x2 19-20/x2 18-20/x2 x2 18-20/x2 x3 x2 x2 x3 x3 x2 x3 x4 x2 x2 19-20/x2		3 lb. 6 lb. 3 lb. 5 lb. 12 lb. 2 lb. 17lb. 15 lb. 7 lb. 20 lb. 5 lb. 13 lb. 7 lb. 13 lb. 7 lb. 15 lb. 15 lb. 7 lb. 15 lb. 16 lb. 17 lb. 18 lb. 15 lb. 17 lb. 18 lb. 15 lb.	SI, B SI SI SI BI or P SI or P SI SI SI BI and P BI P P BI or SI P BI SI or P SI P P And S	5 ft. 10 ft. 5 ft. 10 ft. 10 ft. 5 ft. 10 ft. 5 ft.		base	- - - - - - - - - - Yes

Table 3: Exotic Weapons-Melee

table 3: Exotic Weapo	)I)S—/VI	letee								
Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Tiny	_	4.10		40.6	4 / 11	ъ	= 0			
Brush, Scholar's	2 gp	1d3	x2	10 ft.	½ lb.	P	5 ft.	_	_	_
Cat Gloves	5 gp	1d4	x2		2 lb.	Sl	5 ft.	_	_	_
Dagger, Ribbon	1 gp	1d3	x2	20 ft	0.2 lb.	P	5 ft.	_	_	_
Emei Piercer	2 gp	1d3	x3	_	½ lb.	P	5 ft.	_	_	_
Hairpin, poisoned	15 gp	1d2	x2	_	0.1 lb.	P	5 ft.	_	_	_
Small										
Blade, Buckler	30 gp	1d6	<b>x</b> 3	_	4 lb.	P	5 ft.	_	_	_
Blade, Duck	12 gp	1d6	<b>x</b> 3	_	2 lb.	Sl	5 ft.	_	_	_
Blade, Ring	25 gp	1d6	<b>x</b> 3	_	4 lb.	Sl	5 ft.	_	_	_
Blade, Rooster	16 gp	1d6	<b>x</b> 3	_	2 lb.	P	5 ft.	_	_	_
Gauntlet, Battle	25 gp	1d6	x2	_	5 lb.	Bl	5 ft.	_	_	_
Halberd, Horse	5 gp	1d6	x2	_	2 lb.	P	5 ft.	_	_	_
Hokk	10 gp	1d6	<b>x</b> 3	_	3 lb.	Sl	5 ft.	base	_	_
Hook, Combat	10 gp	1d6	<b>x</b> 3	_	3 lb.	P	5 ft.	base	base	_
Ring, Snake	14 gp	1d4	19-20/x2	_	2 lb.	Sl or P	5 ft.	_	_	_
Sword, Gauntlet	55 gp	1d6	19-20/x2	_	3 lb.	P	5 ft.	_	_	_
Sword, Unicorn Horn	15 gp	1d6	19-20/x2	_	2 lb.	Sl	5 ft.	_	_	_
Wheel, Wind and Fire	16 gp	1d6	x3	_	2 lb.	Sl	5 ft.	_	_	_
ŕ	OI									
Medium-size										
Axe, Chained	15 gp	1d8	x3	_	15 lb.	Sl	5 ft.	+2	base	_
Axe, Double-bladed	60 gp	1d10	19-20/x2	_	8 lb.	Sl	5 ft.	_	_	_
Axe, Double-chained	30 gp	1d8/1d8	x3	_	20 lb.	Sl	5 ft.	+2	base	Yes
Axe-Hammer, Double-bladed		1d8/1d8	x3	_	8 lb.	Bl and Sl	5 ft.	_	_	_
Hammer, Meteor	8 gp	•	19-20/x2	_	3 lb.	Bl	5–15 ft.	+1	+1	Yes
Hammer, Nine Teeth	18 gp	1d6	x3	_	3 lb.	Sl or Pi	5 ft.	base	base	_
Hook, Tiger	15 gp	1d6	19-20/x2	_	3 lb.		ft. or10f		+2	_
Lance, Sky	1,060 gp	1d12	x3	_	10 lb.	P	30 ft.	_	_	_
Ribbon Sword	15 gp	1d8	x3	_	3 lb.	Sl	5 ft.	+1	_	_
Scarf Chain	10 gp	1d4	x3	_	1 lb.	Sl	5 ft.	+1	+1	_
Shield, Water Parting	10 gp 12 gp	1d4 1d6	19-20/x2	_	3 lb.	Sl	5 ft.	_	_	_
Stick, Dragon Head	12 gp 10 gp	1d4/1d4		_	3 lb.	Bl or P	5 ft.	+2	base	Yes
Sword, Double Flying	10 gp 18 gp	1d4/1d4 1d6/1d6			4 lb.	Sl	5 ft.	+2	base	Yes
Sword, Double-Headed	40 gp	1d10	x3	_	4 10. 15 lb.	Sl	5 ft.	_	base	
Sword, Pole	10 gp	1d8	19-20/x2	 5 ft.	5 lb.	Sl	5 ft.		- base	_
War cleaver	10 gp	2d4	$19-20/x^2$		10 lb.	Sl	5 ft.	_	base	_
	50 gp	204 1d6		– 10 ft.	10 lb. 1 ½ lb.	Bl	5-15 ft.	_ _1	_ _1	_
Weight, Flying	5 gp	100	19-20/x2	10 11.	1 ½ 1D.	DI	3-13 It.	+1	+1	_
Laure										
Large	75	1 10 /1 10	2/2		OF 11.	C1 D1	F (1			<b>V</b>
Axe, Crushing	75 gp	1d8/1d8	•	_	25 lb.	Sl, Bl	5 ft.	_	_	Yes
Bloodaxe	50 gp	2d8	x3	_	20 lb.	Sl	5 ft.	_	1	
Chain, Balled	20 gp	1d8/1d8	x2	_	18 lb.	Bl, P	5–10 ft.	+2	base	Yes
Flail, Hook	15 gp	1d8	19-20/x2	_	20 lb.	Bl, Sl	5 ft.	+3	base	_
Hammer, Mother and Son	7 gp		19-20/x2	_	7 lb.	Bl DL D	5–10 ft.	+1	+1	Yes
Hammer, Wolf Teeth	12 gp	1d8	x2	_	5 lb.	Bl, P	5–15 ft.	+1	+1	_
Mace, Double	70 gp	1d8/1d8	x2	_	22 lb.	Bl	5 ft.	_	_	Yes
Maul, War	75 gp	2d8	x3	_	30 lb.	Bl	5 ft.	_	_	_
Pen	15 gp	1d6	18-20/x2	_	5 lb.	P	10 ft.	_	_	_
Sickle, Four Section	12 gp	2d4	x3	_	11 lb.	Bl, Sl	5 ft.	_	_	Yes
Spade, Monk's	30 gp	1d10/2d4		<u> </u>	11 lb.	Sl	5 ft.	+1	_	Yes
Spear, Bane	50 gp	1d8/1d8	x3/x2	20 ft.	7 lb.	P, Bl	5 ft.	_	_	Yes
Spear, Double-headed	5 gp	1d8/1d8	x3	20 ft.	6 lb.	P	5 ft.	_	_	Yes
Spear, Jump	8 gp	1d8	<b>x</b> 3	_	7 lb.	P	5 ft.	_	_	_
Sword, Cicada Wing	120 gp	1d6/1d6	19-20/x2	_	10 lb.	Sl	5 ft.	_	_	Yes
Sword, Heaven/Sun/Moon	120 gp		19-20/x2	_	10 lb.	Sl	5 ft.	_	_	Yes
Sword, Heaven LotusPhoenis		1d8/1d8	x3	20 ft.	11 lb.	P, Sl	5 ft.	_	_	Yes
Sword, Horse Hacking	30 gp	1d6/1d4		_	8 lb.	Sl, Bl	5 ft.	_	_	Yes
Tripbag		.d8 (subdu		_	20 lb.	Bl	5 ft.	_	+4	_
1 0	or -	(	,			•			-	

#### Table 4: Simple Weapons—Ranged

Weapon Tiny	Cost	Damage	Critical	Range	Weight	Type
Knife, Throwing	1 gp	1d3	x2	10 ft.	½ lb.	P
Sling, Sand	2 gp	_	_	15 ft.	1 lb.	_
Small Arrow, Piercing (20) Bullets, spiked (10)	2 gp 5 sp	1d8 1d4 +1	x3 x2	Per Bow	3 lb. 5 lb.	P Bl
Medium-size Flask Launcher	50 gp	_	19-20/x2	60 ft.	8 lb.	Sl

### Table 5: Martial Weapons—Ranged

Weapon	Cost	Damage	Critical	Range	Weight	Type
Medium-size Arrows, barbed	2 gp	1d8	19-20/x2	Per Bow	3 lb.	P

### Table 6: Exotic Weapons—Ranged

Weapon Small	Cost	Damage	Critical	Range	Weight	Type	
Blowgun	1 gp	_	_	30 ft.	½ lb.	Р	
Darts, Blowgun	1 sp	_	_	<del>-</del>	0.1 lb.	_	
Flutegun	15 gp	_	_	30 ft.	3 lb.	P	
Net, Small	20 gp	_	_	10 ft.	5 lb.	_	
Slingstick	10 gp	1d4	x2	50 ft.	1 lb.	В	
Medium-size	01						
Crossbow, Dual	150 gp	1d8	19-20/x2	80 ft.	9 lb.	P	
Cloak, Dueling	15 gp	_	_	10 ft.	3 lb.	_	
Razor Disk Launcher	1 gp	1d10	19-20/x2	30 ft.	2 lb.	Sl	
Razor Disk	5 gp	_	_	_	1 lb.	_	





### =====Table 10: Armor Qualities=====

			-tuble 10: Atmot Qualities	<b>.</b> 9	
Minor	Medium	Major	<b>Armor Quality</b>	Armor Type	<b>Market Price Mod</b>
_	_	_	Custom Fit	Armor	+0
01-02	_	_	Bashing*	Shield	+1
03-04	_	_	Blinding*	Shield	+1
05-06	_	_	Bludgeoning Resistance	Armor	+1
07-08	_	_	Buoyant	Armor	+1
09-10	_	_	Clamping	Shield	+1
11-12	_	_	Fortification, Light*	Any	+1
13-14	_	_	Gaze Protection	Shield	+1
15-16	_	_	Glamered*	Armor	+1
17-18	_	_	Healing	Any	+1
19-20	_	_	Inspiration	Any	+1
21-22	_	_	Piercing Resistance	Armor	+1
23-24	_	_	Quick Don	Any	+1
25-26	_	_	Quick Release	Any	+1
29-30	_	_	Rust Prooof	Any	+1
31-32			Shadow*	Armor	+1
33-34	_	_	Silent Moves*	Armor	+1
	_	_			
35-36	_	_	Slashing Resistance	Armor	+1
37-38	_	_	Slick*	Armor	+1
39-40	_	_	Spell Storing	Any	+1
41-42	_	_	Spellcasting	Any	+1
43-44	_	_	Undetectable	Any	+1
45-46	_	_	Variant	Any	+1
47-48	_	_	Viscid	Any	+1
49-50	01-02	_	Animated*	Shield	+2
51-52	03-04	_	Aquan	Armor	+2
53-54	05-06	_	Arrow Deflection*	Shield	+2
55-56	07-08	_	Barbed/Bladed	Any	+2
57-58	09	_	Bear's Armor +2 Con	Any	+2
59-60	10	_	Bull's Armor +2 Str	Any	+2
61-62	11	_	Cat's Armor +2 Dex	Any	+2
63-64	12-13	_	Dark	Any	+2
65-66	14-15	_	Dopple	Any	+2
67-68	16-17	_	Glimmer	Any	+2
69-70	18-19	_	Grotesque	Any	+2
71-72	20-21	_	Healing, Greater	Any	+2
73-74	22-23	_	Imprinted	Any	+2
75-76	24-25	_	Magnetic	Any	+2
77-78	26-27	_	Morphic	Any	+2
79-80	28-29	_	Muse	Any	+2
81	30	_	Owl's Armor +2 Wis	Any	+2
82	31	_	Raven's Armor +2 Int	Any	+2
83-84	32-33	_	Reflection, Spell	Any	+2
85-86	34		Reinvigorating	Armor	+2
87-88	35-36	_	Solace		+2
89-90	35-36 37	_		Any	+2
			Solace, Dark	Any	
91-92	38		Spell Resistance (13)*	Any	+2
93-94	39-40	_	Stowing	Any	+2
95-96	41-42	_	Water Breathing	Any	+2
97-98	43-44	_	Weightless	Any	+2
99	45	_	Wolverine's Armor +2 Cha	Any	+2

Sword of Power

#### =====Table 10: Armor Qualities=====

- 48-49 03-04 Absorption, Spell Any +3 - 48-49 03-04 Acid Resistance* Any +3 - 50-51 05 Auran Armor +3 - 52 06 Bear's Armor +4 Str Any +3 - 53 07 Bull's Armor +4 Str Any +3 - 53 07 Bull's Armor +4 Str Any +3 - 53 07 Bull's Armor +4 Str Any +3 - 55-56 9-10 Cold Resistance* Any +3 - 57-58 11 Dark Greater Any +3 - 59-60 12 Deathwarding Any +3 - 61-62 13 Fire Resistance* Any +3 - 61-62 13 Fire Resistance* Any +3 - 65-64 14-15 Firm Faith Any +3 - 65 16 Forthfication, Moderate* Any +3 - 66-67 17-18 Gnot Touch* Any +3 - 68 19-20 Impact Resistance Any +3 - 69-70 21-22 Invulnerability* Armor +3 - 71-72 23-24 Lightning Resistance* Any +3 - 73 25 Ovi's Armor +4 Int Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Picker Any +3 - 77-78 30 Resistance Any +3 - 77-78 30 Resistance Any +3 - 79-80 31-32 Rusting Armor +3 - 81 33 Sonic Resistance* Any +3 - 81 33 Sonic Resistance Any +3 - 81 33 Sonic Resistance Any +3 - 83-84 35 Spell Resistance Any +3 - 83-84 35 Spell Resistance Any +3 - 83-84 35 Spell Resistance Any +3 - 88-89 40-41 Thomy Any +3 - 94-95 47-48 WyrdWeave Any +4 - 92 44-45 Vampiric Armor +4 - 94-95 Bone, Erentish Any +4 - 94-96 Fortification, Heavy* Any +4 - 94-96 60-61 Recall Any +4 - 94-97 Fortification, Heavy* Any +4 - 94-98 Fortification, Heavy* Any +5 - 98-99 Shifting Greater						
- \$0.51 05 05 Auran Armor +3 - \$0.51 05 Auran Armor +43 - \$0.52 06 Bear's Armor +4 Con Any +3 - \$0.53 07 Bull's Armor +4 Str Any +3 - \$1.54 08 Cat's Armor +4 Dex Any +3 - \$1.55.56 9.10 Cold Resistance* Any +3 - \$1.57.58 11 Dark Greater Any +3 - \$1.59.60 12 Deathwarding Any +3 - \$1.60.61 12 Deathwarding Any +3 - \$1.60.62 13 Fire Resistance* Any +3 - \$1.60.64 14.15 Firm Faith Any +3 - \$1.60.65 16 Fortification, Moderate* Any +3 - \$1.60.66 17.18 Chost Touch* Any +3 - \$1.60.67 17.18 Chost Touch* Any +3 - \$1.60.67 17.18 Chost Touch* Any +3 - \$1.60.70 21.22 Invulnerability* Armor +3 - \$1.71.72 23.24 Lightning Resistance Any +3 - \$1.71.72 23.24 Lightning Resistance* Any +3 - \$1.73 25 Owl's Armor +4 Wis Any +3 - \$1.75 28 Picker Armor +4 Int Any +3 - \$1.76 29 Raven's Armor +4 Int Any +3 - \$1.77.78 30 Resisting, Enhanced Spell Any +3 - \$1.77.78 30 Resisting, Enhanced Spell Any +3 - \$1.79.80 31.32 Rusting Armor +4 - \$1.81 33 Sonic Resistance* Any +3 - \$1.82 44 35 Spell Resistance* Any +3 - \$1.83 44 35 Spell Resistance* Any +3 - \$1.84 35 Spell Resistance* Any +3 - \$1.85 44 35 Spell Resistance* Any +3 - \$1.87 89.80 40-41 Thorny Any +3 - \$1.89 90 Ferrain Armor +3 - \$1.90.91 42-43 Totem Any +4 - \$1.90	Medium	Major	Armor Quality	Armor Type	Market Price Mod	
50-51	_				Any	
52	_	48-49	03-04	Acid Resistance*	Any	+3
53	_	50-51	05	Auran	Armor	+3
- 53 07 Bull's Armor +4 Str Any +3 - 54 08 Cat's Armor +4 Dex Any +3 - 55-56 9-10 Cold Resistance* Any +3 - 57-58 11 Dak, Greater Any +3 - 59-60 12 Deathwarding Any +3 - 61-62 13 Fire Resistance* Any +3 - 63-64 14-15 Firm Faith Any +3 - 65 16 Fortification, Moderate* Any +3 - 66-67 17-18 Ghost Touch* Any +3 - 68 19-20 Impact Resistance Any +3 - 69-70 21-22 Imulnerability* Armor +3 - 71-72 23-24 Lightning Resistance* Any +3 - 71-72 23-24 Lightning Resistance* Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Picker Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 77-80 31-32 Rusting Armor +4 Int Any +3 - 81-83-84 35 Spell Resistance* Any +3 - 82 34 Spell Resistance* Any +3 - 83-84 35 Spell Storing, Greater Any +3 - 87-89 40-41 Thorny Any +3 - 89-90 Fortification Any +3 - 99-91 42-43 Totem Any +3 - 99-91 42-43 Totem Any +3 - 99-91 42-43 Totem Any +3 - 99-95 Any +3 - 99-95 Any +4 51-52 Bone, Celestial Any +4 51-52 Bone, Celestial Any +4 51-52 Bone, Celestial Any +4 51-52 Robert Any +3 - 99-95 Any +3 - 99-96 Any +3 - 99-97 Any +3 - 99-97 Any +3 - 99-98 Any +3 - 99-98 Any +3 - 99-99 Any +4 51-52 Bone, Celestial Any +4 51-52 Bone, Fiendish Any +4 70 Spell Resistance (17)* Any +4 70 Spell Resistance (17)* Any +4 71-72 Total Any +4 71-72 Total Any +4 71-72 Fiendish Any +4 71-73 Fiendish Any +4 71-74 Fiendish Any +4 71-75 Fiendish Any +4 71-	_	52	06	Bear's Armor +4 Con	Any	+3
- 55-56	_	53	07	Bull's Armor +4 Str	•	
- 55-56 9-10 Cold Resistance* Any +3 - 57-58 11 Dark Greater Any +3 - 59-60 12 Deathwarding Any +3 - 61-62 13 Fire Resistance* Any +3 - 63-64 14-15 Firm Faith Any +3 - 65 16 Fortification, Moderate* Any +3 - 65 16 Fortification, Moderate* Any +3 - 68 19-20 Impact Resistance Any +3 - 68 19-20 Impact Resistance* Any +3 - 69-70 21-22 Invulnerability* Armor +3 - 71-72 23-24 Lightning Resistance* Any +3 - 71-72 23-24 Lightning Resistance* Any +3 - 73 25 Owl's Armor +4 Wis Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Ficker Any +3 - 76 29 Raven's Armor +4 Int Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 79-80 31-32 Rusting Armor +3 - 81 33 Sonic Resistance Any +3 - 81 33 Sonic Resistance Any +3 - 82 34 Spell Resistance (15)* Any +3 - 83-84 35 Spell Storing, Greater Any +3 - 85-86 36-37 Summoned Any +3 - 88-89 40-41 Thorny Any +3 - 88-89 40-41 Thorny Any +3 - 90-91 42-43 Totem Any +3 - 90-91 42-43 Totem Any +3 - 90-91 42-48 WyrdWeave Any +3 - 94-95 47-48 WyrdWeave Any +3 - 94-95 47-48 WyrdWeave Any +4 51-52 Bone, Fiendish Any +4 55-7 Living Any +4 55-7 Living Any +4 56-69 Solace, Greater Dark Any +4 57-78 Ender Any +4 66-61 Recall Any +4 79-80 Solace, Greater Dark Any +4 79-77-8 Fiberolaces Any +4 79-80 Solace, Greater Dark Any +4 79-80 Solace, Greate	_					
- 57-58 11 Dark Greater Any +3 59-60 12 Deathwarding Any +3 - 61-62 13 Fire Resistance* Any +3 - 63-64 14-15 Firm Faith Any +3 - 63-64 14-15 Firm Faith Any +3 - 66-67 17-18 Ghost Touch* Any +3 - 66-67 17-18 Ghost Touch* Any +3 - 68 19-20 Impact Resistance Any +3 - 69-70 21-22 Invulnerability* Armor +3 - 71-72 23-24 Lightning Resistance* Any +3 - 73 25 Owl's Armor +4 Wis Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Picker Any +3 - 76 29 Raven's Armor +4 Int Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 79-80 31-32 Rusting - 81 33 Somic Resistance* Any +3 - 88-84 35 Spell Resistance* Any +3 - 88-84 35 Spell Storing, Greater Any +3 - 88-86 36-37 Summond Any +3 - 88-89 40-41 Thorny Any +3 - 88-89 40-41 Thorny Any +3 - 99-91 42-43 Totem Any +3 - 99-92 44-45 Vampiric Armor +4 - 99-93 46 Wolverine's Armor +4 Cha Any +3 - 99-91 42-43 Totem Any +4 - 99-92 44-45 Vampiric Armor +4 - 99-93 46 Wolverine's Armor +4 Cha Any +4 - 99-94 49-50 Bone, Celestial Any +4 - 99-95 47-48 WyrdWeave Any +3 - 99-96 47-48 WyrdWeave Any +3 - 99-97 49-50 Bone, Celestial Any +4 - 99-98 Any +4 - 99-98 Nagley Armor +4 - 99-99 Any +5 - 99-99 Any +5 - 99-99 Bolication, Greater Dark - 99-99 Any +5 - 99-9	_				2	
- 59-60 12 Deathwarding Any +3 - 61-62 13 Fire Resistance* Any +3 - 63-64 14-15 Firm Faith Any +3 - 65 16 Fortification, Moderate* Any +3 - 66-67 17-18 Ghost Touch* Any +3 - 68 19-20 Impact Resistance Any +3 - 69-70 21-22 Invulnerability* Armor +3 - 71-72 23-24 Lightning Resistance* Any +3 - 71-72 23-24 Lightning Resistance* Any +3 - 73 25 Owl's Armor +4 Wis Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Picker Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 79-80 31-32 Rusting Armor +3 - 81 33 Sonic Resistance Any +3 - 81 33 Sonic Resistance Any +3 - 82 34 Spell Resistance (15)* Any +3 - 83-84 35 Spell Storing, Greater Any +3 - 85-86 36-37 Summoned Any +3 - 88-89 40-41 Thorny Any +3 - 90-91 42-43 Totem Any +3 - 90-91 42-43 Totem Any +3 - 91-44-45 Vampiric Armor +3 - 94-95 47-48 WyrdWeave Any +3 - 94-95 47-48 WyrdWeave Any +3 - 94-95 47-48 WyrdWeave Any +4 51-52 Bonc, Fiendish Any +4 55-7 Living Any +4 56-67 Living Any +4 56-67 Solace, Greater Dark Any +4 70 Spell Resistance (17)* Any +4 77-78 Fiendish Any +4 79-78 Fiendish Any +4 70 Spell Resistance (17)* Any +4 77-78 Fiendish Any +4 77-78 Fiendish Any +4 77-78 Fiendish Any +4 70 Spell Resistance (17)* Any +4 77-78 Fiendish Any +4 70 Spell Resistance (17)* Any +4 77-78 Fiendish Any +5 88-86 Reflection, Greater Sell Any +5 88-86 Reflection, Greater Sell Any +5 88-86 Reflection,	_					
- 61-62 13 Fire Resistance* Any +3 - 63-64 14-15 Firm Faith Any +3 - 65 16 Fortification, Moderate* Any +3 - 66-67 17-18 Ghost Touch* Any +3 - 68-8 19-20 Impact Resistance Any +3 - 69-70 21-22 Invulnerability* Armor +3 - 71-72 23-24 Lightning Resistance* Any +3 - 71-72 23-24 Lightning Resistance* Any +3 - 73 25 Owl's Armor +4 Wis Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Phoenix Armor +3 - 76 29 Raven's Armor +4 Int Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 77-78 31-32 Rusting, Enhanced Spell Any +3 - 79-80 31-32 Rusting Armor +3 - 81 33 Sonic Resistance* Any +3 - 81 33 Sonic Resistance (15)* Any +3 - 83-84 35 Spell Resistance (15)* Any +3 - 85-86 36-37 Summoned Any +3 - 85-86 36-37 Summoned Any +3 - 85-86 36-39 Terran Armor +3 - 87 38-39 Terran Armor +3 - 90-91 42-43 Totem Any +3 - 90-91 42-43 Totem Any +3 - 92 44-45 Vampiric Armor +3 - 93 46 Wolverine's Armor +4 Cha Any +3 - 94-95 47-48 WyrdWeave Any +3 - 94-95 47-48 WyrdWeave Any +3 - 94-95 47-48 MyrdWeave Any +4 51-52 Bone, Fiendish Any +4 55-51 Living Armor +4 56-67 Solace, Greater Any +4 58-59 Nagley Armor +4 58-59 Nagley Armor +4 58-59 Nagley Armor +4 64-65 Shifting Any +4 77-78 Estenach The Any +5 88-86 Reflection, Greater Shill Any +5 88-86 Reflection, Greater Spell Any +5 88-86 Reflection, Greater Spell Any +5 88-88 Spell Resistance (19)* Any +5 88-89 Spell Resistance (19)* Any +5						
- 63-64 14-15 Firm Faith Any +3 - 65 16 Fortification, Moderate* Any +3 - 66-67 17-18 Ghost Touch* Any +3 - 68 19-20 Impact Resistance Any +3 - 69-70 21-22 Invulnerability* Armor +3 - 71-72 23-24 Lightning Resistance* Any +3 - 71-72 23-24 Lightning Resistance* Any +3 - 73 25 Owl's Armor +4 Wis Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Picker Any +3 - 76 29 Raven's Armor +4 Int Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 79-80 31-32 Rusting Armor +3 - 81 33 Sonic Resistance* Any +3 - 82 34 Spell Resistance (15)* Any +3 - 83-84 35 Spell Storing, Greater Any +3 - 83-84 35 Spell Storing, Greater Any +3 - 85-86 36-37 Summoned Any +3 - 87 38-39 Terran Armor +3 - 88-89 40-41 Thorny Any +3 - 90-91 42-43 Totem Any +3 - 992 44-45 Vampric Armor +4 Cha Any +3 - 94-95 47-48 WyrdWeve Any +3 - 94-95 47-48 WyrdWeve Any +4 51-52 Bone, Fiendish Any +4 51-52 Bone, Fiendish Any +4 56-67 Living Any +4 58-59 Nagley Armor +4 58-59 Nagley Armor +4 60-61 Recall Any +4 60-61 Recall Any +4 70 Spell Resistance (17)* Any +4 70 Spell Resistance (17)* Any +4 70 Spell Resistance (17)* Any +4 70 Spell Resistance Any +5 88-86 Reflection, Greater Spell Any +5 88-86 Reflection, Greater Spell Any +5 88-86 Reflection, Greater Spell Any +5	_				•	
- 65 16 Fortification, Moderate* Any +3 - 66-67 17-18 Ghost Touch* Any +3 - 68 19-20 Impact Resistance Any +3 - 69-70 21-22 Invulnerability* Armor +3 - 71-72 23-24 Lightning Resistance* Any +3 - 71-72 23-24 Lightning Resistance* Any +3 - 73 25 Owl's Armor +4 Wis Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Picker Any +3 - 76 29 Raven's Armor +4 Int Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 79-80 31-32 Rusting Armor +3 - 81 33 Sonic Resistance* Any +3 - 82 34 Spell Resistance* Any +3 - 83-84 35 Spell Storing, Greater Any +3 - 85-86 36-37 Summoned Any +3 - 85-86 36-37 Summoned Any +3 - 88-89 40-41 Thorny Any +3 - 90-91 42-43 Totem Any +3 - 90-91 42-43 Totem Any +3 - 91-92 44-45 Vampiric Armor +3 - 93 46 Wolverine's Armor +4 Cha Any +3 - 94-95 47-48 WyrdWeave Any +3 - 94-95 47-48 WyrdWeave Any +3 - 95-92 44-45 None, Celestial Any +4 51-52 Bone, Fiendish Any +4 55-5 Ignan Armor +4 58-59 Nagley Armor +4 58-59 Nagley Armor +4 75-6-57 Living Any +4 75-6-50 Solace, Greater Any +4 70 Spell Resistance (17)* Any +4 77-78 Restorative Any +4 77-78 Restorative Any +4 77-78 Restorative Any +4 77-78 Etherealness* Armor +5 - 88-86 Reflecting* Shield +5 88-86 Shield	_				•	
- 66-67 17-18 Ghost Touch* Any +3 - 68 19-20 Impact Resistance Any +3 - 69-70 21-22 Invulnerability* Armor +3 - 71-72 23-24 Lightning Resistance* Any +3 - 73 25 Owl's Armor +4 Wis Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Picker Any +3 - 76 29 Raven's Armor +4 Int Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 79-80 31-32 Rusting Armor +3 - 81 33 Sonic Resistance* Any +3 - 81 33 Sonic Resistance (15)* Any +3 - 83-84 35 Spell Resistance (15)* Any +3 - 83-84 35 Spell Resistance (15)* Any +3 - 88-89 40-41 Thomy Any +3 - 99-91 42-43 Totom Any +3 - 99-91 42-43 Totom Any +3 - 99-91 42-43 Totom Any +3 - 99-95 47-48 WyrdWeave Any +3 - 91-95 47-48 WyrdWeave Any +4 - 9-55 Ignan Armor +4 - 9-55-57 Living Any +4 - 9-55-59 Nagley Armor +4 - 9-66-67 Solace, Greater Dark - 9-77-78 Solace, Greater Any +4 - 9-66-67 Solace, Greater Any +4 - 9-77-78 Getter Dark - 9-77-78 Any +4 - 9-77-78 Getter Dark - 9-77-78 Any +4 - 9-75-76 Contingency Any +4 - 9-77-78 Etherealness* Armor +4 - 9-77-78 Etherealness* Armor +5 - 9-88-86 Reflection, Greater Spell Any +5 - 9-88-89 Spell Resistance (19)* A	_				. • • • • • • • • • • • • • • • • • • •	
−         68         19-20         Impact Resistance         Any         +3           −         71-72         23-24         Lightning Resistance*         Any         +3           −         73         25         Owl's Armor +4 Wis         Any         +3           −         74         26-27         Phoenix         Armor         +3           −         75         28         Picker         Any         +3           −         76         29         Raver's Armor +4 Int         Any         +3           −         77-78         30         Resisting, Enhanced Spell         Any         +3           −         77-78         30         Resisting, Enhanced Spell         Any         +3           −         81         33         Sonic Resistance*         Any         +3           −         81         33         Sonic Resistance*         Any         +3           −         82         34         Spell Storing, Greater         Any         +3           −         85-86         36-37         Summoned         Any         +3           −         87         38-39         Terran         Armor         +3           8	_				•	
−         69-70         21-22         Invulnerability*         Armor         +3           −         71-72         23-24         Lightning Resistance*         Any         +3           −         73         25         Own's Armor +4 Wis         Armor         +3           −         75         28         Picker         Armor         +3           −         76         29         Raven's Armor +4 Int         Any         +3           −         79-80         31-32         Rusting         Armor         +3           −         79-80         31-32         Rusting         Armor         +3           −         81         33         Sonic Resistance (15)*         Any         +3           −         82         34         Spell Resistance (15)*         Any         +3           −         88-84         35         Spell Storing, Greater         Any         +3           −         88-86         36-37         Summoned         Any         +3           −         88-89         40-41         Thorny         Any         +3           −         88-89         40-41         Thorny         Any         +3           − <td>_</td> <td></td> <td></td> <td></td> <td></td> <td></td>	_					
- 71-72 23-24 Lightning Resistance* Any +3 - 73 25 Owl's Armor +4 Wis Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Picker Any +3 - 76 29 Raven's Armor +4 Int Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 78-80 31-32 Rusting Armor +4 Int Any +3 - 81 33 Sonic Resistance* Any +3 - 82 34 Spell Resistance (15)* Any +3 - 83-84 35 Spell Storing, Greater Any +3 - 85-86 36-37 Summoned Any +3 - 87 38-39 Terran Armor +3 - 88-89 40-41 Thorny Any +3 - 90-91 42-43 Totem Any +3 - 90-91 42-43 Totem Any +3 - 92 44-45 Vampiric Armor +3 - 93 46 Wolverine's Armor +4 Cha Any +3 - 94-95 47-48 WyrdWeave Any +3 - 94-95 Bone, Clestial Any +4 51-52 Bone, Fiendish Any +4 51-52 Bone, Fiendish Any +4 55-5 Ignan Armor +4 55-5 Ignan Armor +4 56-67 Living Any +4 58-59 Nagley Armor +4 60-61 Recall Any +4 60-61 Recall Any +4 60-61 Recall Any +4 7- 75-76 Contingency Any +4 7- 77-78 Etheraches* Armor Headed Any +4 77-78 Etheraches* Armor Headed Any +5 88-86 Reflecting* Shield Headed Any +5 88-86 Reflecting* Shield Headed Any +5 88-86 Spell Resistance (19)* Any +5 88-86 Spell Resistance (19)* Any +5 88-86 Spe	_				Any	
- 73 25 Owl's Armor +4 Wis Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Picker Any +3 - 76 29 Raven's Armor +4 Int Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 79-80 31-32 Rusting Armor +3 - 81 33 Sonic Resistance* Any +3 - 82 34 Spell Resistance (15)* Any +3 - 83-84 35 Spell Storing, Greater Any +3 - 85-86 36-37 Summoned Any +3 - 88-89 40-41 Thorny Any +3 - 99-91 42-43 Totem Any +3 - 99 44-45 Vampiric Armor +3 - 99 49-5 47-48 WyrdWeave Any +3 - 99-95 47-48 WyrdWeave Any +3 - 49-50 Bone, Celestial Any +4 51-52 Bone, Fiendish Any +4 55-5 Ignan Armor +4 56-57 Living Any +4 58-59 Nagley Armor +4 58-59 Nagley Armor +4 66-61 Recall Any +4 66-67 Solace, Greater Any +4 66-67 Solace, Greater Any +4 70 Spell Resistance (17)* Any +4 71-72 Tentacled Any +4 77-78 Etherealnes* Any +4 77-78 Etherealnes* Any +4 77-78 Etherealnes* Any +4 77-78 Etherealnes* Any +5 87-88 Spell Resistance (17)* Any +5 88-88 Spell Resistance (17)* Shifting Creater Any +5 88-88 Relecting* Shifting Creater Any +4 77-78 Etherealnes* Any +4 77-78 Etherealness* Any +5 88-88 Spell Resistance (19)* Any +5	_			Invulnerability*	Armor	+3
- 73 25 Owl's Armor +4 Wis Any +3 - 74 26-27 Phoenix Armor +3 - 75 28 Picker Any +3 - 76 29 Raven's Armor +4 Int Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 79-80 31-32 Rusting Armor +3 - 81 33 Sonic Resistance* Any +3 - 82 34 Spell Resistance (15)* Any +3 - 83-84 35 Spell Storing, Greater Any +3 - 85-86 36-37 Summoned Any +3 - 88-89 40-41 Thorny Any +3 - 99-91 42-43 Totem Any +3 - 99 44-45 Vampiric Armor +3 - 99 49-5 47-48 Wyrdwave Any +3 - 49-50 Bone, Celestial Any +3 - 49-50 Bone, Fiendish Any +4 51-52 Bone, Fiendish Any +4 58-59 Nagley Armor +4 56-57 Living Any +4 58-59 Nagley Armor +4 66-61 Recall Any +4 66-67 Solace, Greater Any +4 64-65 Shifting Any +4 70 Spell Resistance (17)* Any +4 71-72 Tentacled Any +4 77-78 Etherealtesh Any +5 87-88 Spell Resistance (17)* Any +5 88-88 Spell Resistance (19)* Any +5	_	71-72	23-24	Lightning Resistance*	Any	+3
-         74         26-27         Phoenix         Armor         +3           -         75         28         Picker         Any         +3           -         76         29         Raven's Armor +4 Int         Any         +3           -         77-78         30         Resisting, Enhanced Spell         Any         +3           -         79-80         31-32         Rusting         Armor         +3           -         81         33         Sonic Resistance (15)*         Any         +3           -         82         34         Spell Storing, Greater         Any         +3           -         82.84         35         Spell Storing, Greater         Any         +3           -         85-86         36-37         Summoned         Any         +3           -         87         38-39         Terran         Armor         +3           -         87         38-39         Terran         Armor         +3           -         88-89         40-41         Thorny         Any         +3           -         90-91         42-43         Totem         Any         +3           -         92	_	73	25	Owl's Armor +4 Wis	•	+3
−         75         28         Picker         Any         +3           −         76         29         Raven's Armor +4 Int         Any         +3           −         77-78         30         Resisting, Enhanced Spell         Any         +3           −         79-80         31-32         Rusting         Armor         +3           −         81         33         Sonic Resistance*         Any         +3           −         82         34         Spell Resistance (15)*         Any         +3           −         83-84         35         Spell Storing, Greater         Any         +3           −         85-86         36-37         Summoned         Any         +3           −         88-89         40-41         Thorny         Any         +3           −         90-91         42-43         Totem         Any         +3           −         90-91         42-43         Totem         Any         +3           −         94-95         47-48         Wydverine's Armor+4 Cha         Any         +3           −         94-95         47-48         Wydverine's Armor+4 Cha         Any         +3           −<	_					+3
- 76 29 Raven's Armor +4 Int Any +3 - 77-78 30 Resisting, Enhanced Spell Any +3 - 79-80 31-32 Rusting Armor +3 - 81 33 Sonic Resistance* Any +3 - 82 34 Spell Resistance (15)* Any +3 - 83-84 35 Spell Storing, Greater Any +3 - 85-86 36-37 Summoned Any +3 - 87 38-39 Terran Armor +3 - 88-89 40-41 Thorny Any +3 - 90-91 42-43 Totem Any +3 - 90-91 42-43 Totem Any +3 - 99-91 44-45 Wolverine's Armor +4 Cha Any +3 - 94-95 47-48 WyrdWeave Any +3 - 94-95 47-48 WyrdWeave Any +3 51-52 Bone, Fiendish Any +4 51-52 Bone, Fiendish Any +4 55-57 Living Any +4 55-57 Living Any +4 58-59 Nagley Armor +4 62-63 Restorative Any +4 60-61 Recall Any +4 64-65 Shifting Any +4 66-67 Solace, Greater Any +4 68-69 Solace, Greater Dark Any +4 70 Spell Resistance (17)* Any +4 73-74 Totem, Dire Any +4 77-78 Etherealness* Armor +5 - 77-78 Etherealness* Armor +5 85-86 Reflection, Greater Spell Any +5 88-88 Spell Resistance (19)* Any +5 87-88 Spell Resistance (19)* Any +5 88-89 Shifting, Greater Any +5 88-88 Spell Resistance (19)* Any +5 88-89 Spell Resistance (19)* Any +5	_					
−         77.78         30         Resisting, Enhanced Spell         Any         +3           −         81         33         Sonic Resistance*         Any         +3           −         82         34         Spell Resistance (15)*         Any         +3           −         83-84         35         Spell Storing, Greater         Any         +3           −         85-86         36-37         Summoned         Any         +3           −         87         38-39         Terran         Armor         +3           −         87         38-39         Terran         Armor         +3           −         88-89         40-41         Thorny         Any         +3           −         90-91         42-43         Totem         Any         +3           −         90-91         42-43         Totem         Any         +3           −         94-95         47-48         WydrydWeave         Any         +3           −         94-95         44-48         WydrydWeave         Any         +4           −         -         51-52         Bone, Fiendish         Any         +4           −         -	_				2	
-         79-80         31-32         Rusting         Armor         +3           -         81         33         Sonic Resistance* (15)*         Any         +3           -         82         34         Spell Resistance (15)*         Any         +3           -         83-84         35         Spell Storing, Greater         Any         +3           -         85-86         36-37         Summoned         Any         +3           -         87         38-39         Terran         Armor         +3           -         88-89         40-41         Thorny         Any         +3           -         90-91         42-43         Totem         Any         +3           -         92         44-45         Vampiric         Armor         +3           -         93         46         Wordweine's Armor +4 Cha         Any         +3           -         94-95         47-48         WyrdWeave         Any         +3           -         94-95         47-48         WyrdWeave         Any         +3           -         -         51-52         Bone, Fiendish         Any         +4           -         -	_					
−         81         33         Sonic Resistance*         Any         +3           −         82         34         Spell Resistance (15)*         Any         +3           −         83-84         35         Spell Storing, Greater         Any         +3           −         85-86         36-37         Summoned         Any         +3           −         87         38-39         Terran         Armor         +3           −         88-89         40-41         Thorny         Any         +3           −         90-91         42-43         Totem         Any         +3           −         92         44-45         Vampiric         Armor         +3           −         93         46         Wolverine's Armor +4 Cha         Any         +3           −         94-95         47-48         WyrdWeave         Any         +3           −         94-95         47-48         WyrdWeave         Any         +4           −         94-95         Bone, Celestial         Any         +4           −         -         51-52         Bone, Fiendish         Any         +4           −         -         55-5	_				2	
−         82         34         Spell Resistance (15)*         Any         +3           −         85-84         35         Spell Storing, Greater         Any         +3           −         85-86         36-37         Summoned         Any         +3           −         87         38-39         Terran         Armor         +3           −         88-89         40-41         Thorny         Any         +3           −         90-91         42-43         Totem         Any         +3           −         92         44-45         Vampiric         Armor         +3           −         93         46         Wolverine's Armor +4 Cha         Any         +3           −         94-95         47-48         WyrdWeave         Any         +3           −         94-95         47-48         WyrdWeave         Any         +3           −         94-95         Bone, Celestial         Any         +4           −         -         51-52         Bone, Fiendish         Any         +4           −         -         53-54         Dopple, Greater         Any         +4           −         -         56-57	_					
−         83-84         35         Spell Storing, Greater         Any         +3           −         85-86         36-37         Summoned         Any         +3           −         87         38-39         Terran         Armor         +3           −         88-89         40-41         Thorny         Any         +3           −         90-91         42-43         Totem         Any         +3           −         92         44-45         Vampiric         Armor         +3           −         93         46         Wolverine's Armor +4 Cha         Any         +3           −         94-95         47-48         WyrdWeave         Any         +3           −         94-95         47-48         WyrdWeave         Any         +3           −         94-95         Bone, Celestial         Any         +4           −         -         51-52         Bone, Fiendish         Any         +4           −         -         51-52         Bone, Fiendish         Any         +4           −         -         55-51         Ignan         Armor         +4           −         -         56-57         L	_				•	
- 85-86 36-37 Summoned Any +3 - 87 38-39 Terran Armor +3 - 88-89 40-41 Thorny Any +3 - 90-91 42-43 Totem Any +3 - 92 44-45 Vampiric Armor +3 - 93 46 Wolverine's Armor +4 Cha Any +3 - 94-95 47-48 WyrdWeave Any +3 49-50 Bone, Celestial Any +4 51-52 Bone, Fiendish Any +4 53-54 Dopple, Greater Any +4 55 Ignan Armor +4 55 Ignan Armor +4 56-57 Living Any +4 58-59 Nagley Armor +4 60-61 Recall Any +4 60-61 Recall Any +4 62-63 Restorative Any +4 64-65 Shifting Any +4 68-69 Solace, Greater Any +4 68-69 Solace, Greater Any +4 70 Spell Resistance (17)* Any +4 71-72 Tentacled Any +4 73-74 Totem, Dire Any +4 75-76 Contingency Any +5 79-80 Fortification, Heavy* Any +5 88-86 Reflecting* Shield +5 88-86 Reflecting, Creater Spell Any +5 88-86 Reflection, Greater Spell Any +5 87-88 Spell Resistance (19)* Any +5	_				•	
-       88       88       40.41       Thorny       Any       +3         -       90.91       42.43       Totem       Any       +3         -       92       44.45       Vampiric       Armor       +3         -       93       46       Wolverine's Armor +4 Cha       Any       +3         -       94.95       47.48       WyrdWeave       Any       +3         -       -       49.50       Bone, Celestial       Any       +4         -       -       49.50       Bone, Celestial       Any       +4         -       -       51.52       Bone, Fiendish       Any       +4         -       -       56.57       Living       Any       +4         -       -       56.657       Living       Any       +4         -       -       60.61 <td>_</td> <td></td> <td></td> <td></td> <td></td> <td></td>	_					
-       88-89       40-41       Thorny       Any       +3         -       90-91       42-43       Totem       Any       +3         -       92       44-45       Vampiric       Armor       +3         -       93       46       Wolverine's Armor +4 Cha       Any       +3         -       94-95       47-48       WyrdWeave       Any       +3         -       -       49-50       Bone, Celestial       Any       +4         -       -       49-50       Bone, Fiendish       Any       +4         -       -       51-52       Bone, Fiendish       Any       +4         -       -       53-54       Dopple, Greater       Any       +4         -       -       55-57       Living       Any       +4         -       -       58-59       Nagley       Armor       +4         -       -       60-61       Recall       Any       +4         -       -       62-63       Restorative       Any       +4         -       -       64-65       Shifting       Any       +4         -       -       66-67       Solace, Greater Dar	_			Summoned	Any	
−         90.91         42.43         Totem         Any         +3           −         92         44.45         Vampiric         Armor         +3           −         94.95         47.48         WyrdWeave         Any         +3           −         −         49.50         Bone, Celestial         Any         +4           −         −         51.52         Bone, Fiendish         Any         +4           −         −         55.54         Dopple, Greater         Any         +4           −         −         55.5         Ignan         Armor         +4           −         −         56.57         Living         Any         +4           −         −         56.57         Living         Any         +4           −         −         56.57         Living         Any         +4           −         −         66.67         Nagley         Armor         +4           −         −         60.61         Restorative         Any         +4           −         −         64.65         Shifting         Any         +4           −         −         64.65         Shifting	_	87	38-39	Terran	Armor	+3
-         92         44-45         Vampiric         Armor         +3           -         93         46         Wolverine's Armor +4 Cha         Any         +3           -         94-95         47-48         WyrdWeave         Any         +3           -         -         49-50         Bone, Celestial         Any         +4           -         -         51-52         Bone, Fiendish         Any         +4           -         -         51-52         Bone, Fiendish         Any         +4           -         -         53-54         Dopple, Greater         Any         +4           -         -         55         Ignan         Armor         +4           -         -         58-59         Nagley         Armor         +4           -         -         60-61         Recall         Any         +4           -         -         60-61         Restorative         Any         +4           -         -         64-65         Shifting         Any         +4           -         -         66-67         Solace, Greater Dark         Any         +4           -         -         68-69	_	88-89	40-41	Thorny	Any	+3
-         92         44-45         Vampiric         Armor         +3           -         93         46         Wolverine's Armor +4 Cha         Any         +3           -         94-95         47-48         WyrdWeave         Any         +3           -         -         49-50         Bone, Celestial         Any         +4           -         -         51-52         Bone, Fiendish         Any         +4           -         -         53-54         Dopple, Greater         Any         +4           -         -         55         Ignan         Armor         +4           -         -         56-57         Living         Any         +4           -         -         58-59         Nagley         Armor         +4           -         -         60-61         Recall         Any         +4           -         -         60-61         Restorative         Any         +4           -         -         64-65         Shifting         Any         +4           -         -         68-69         Solace, Greater Dark         Any         +4           -         -         70         Spel	_	90-91	42-43	Totem	Any	+3
-       93       46       Wolverine's Årmor +4 Cha       Any       +3         -       94-95       47-48       WyrdWeave       Any       +3         -       -       49-50       Bone, Celestial       Any       +4         -       -       51-52       Bone, Fiendish       Any       +4         -       -       53-54       Dopple, Greater       Any       +4         -       -       55       Ignan       Armor       +4         -       -       56-57       Living       Any       +4         -       -       58-59       Nagley       Armor       +4         -       -       60-61       Recall       Any       +4         -       -       62-63       Restorative       Any       +4         -       -       64-65       Shifting       Any       +4         -       -       66-67       Solace, Greater       Any       +4         -       -       68-69       Solace, Greater Dark       Any       +4         -       -       71-72       Tentacled       Any       +4         -       -       75-76       Contingency <td>_</td> <td>92</td> <td>44-45</td> <td>Vampiric</td> <td>-</td> <td>+3</td>	_	92	44-45	Vampiric	-	+3
-       94-95       47-48       WyrdWeave       Any       +3         -       -       49-50       Bone, Celestial       Any       +4         -       -       51-52       Bone, Fiendish       Any       +4         -       -       53-54       Dopple, Greater       Any       +4         -       -       55       Ignan       Armor       +4         -       -       56-57       Living       Any       +4         -       -       58-59       Nagley       Armor       +4         -       -       60-61       Recall       Any       +4         -       -       62-63       Restorative       Any       +4         -       -       64-65       Shifting       Any       +4         -       -       66-67       Solace, Greater       Any       +4         -       -       68-69       Solace, Greater Dark       Any       +4         -       -       70       Spell Resistance (17)*       Any       +4         -       -       71-72       Tentacled       Any       +4         -       -       75-76       Contingency	_					
49-50 Bone, Celestial Any +4 51-52 Bone, Fiendish Any +4 53-54 Dopple, Greater Any +4 55 Ignan Armor +4 56-57 Living Any +4 58-59 Nagley Armor +4 60-61 Recall Any +4 62-63 Restorative Any +4 64-65 Shifting Any +4 66-67 Solace, Greater Any +4 66-67 Solace, Greater Any +4 70 Spell Resistance (17)* Any +4 70 Spell Resistance (17)* Any +4 77-78 Etherealness* Armor +5 79-80 Fortification, Heavy* Any +5 83-84 Reflecting* Shield +5 85-86 Reflection, Greater Spell Any +5 87-88 Spell Resistance (19)* Any +5	_				•	
-   51-52   Bone, Fiendish   Any   +4   -   53-54   Dopple, Greater   Any   +4   -   555   Ignan   Armor   +4   -   56-57   Living   Any   +4   -   58-59   Nagley   Armor   +4   -   60-61   Recall   Any   +4   -   60-61   Recall   Any   +4   -   62-63   Restorative   Any   +4   -   64-65   Shifting   Any   +4   -   66-67   Solace, Greater   Any   +4   -   68-69   Solace, Greater   Any   +4   -   70   Spell Resistance (17)*   Any   +4   -   71-72   Tentacled   Any   +4   -   71-72   Tentacled   Any   +4   -   73-74   Totem, Dire   Any   +4   -   75-76   Contingency   Any   +5   -   79-80   Fortification, Heavy*   Any   +5   -   81-82   Patchwork**   Any   +5   -   83-84   Reflecting*   Shield   +5   -   85-86   Reflection, Greater   Spell   Any   +5   -   87-88   Spell Resistance (19)*   Any   +5   -   87-88   Spell Resistance (19)*   Any   +5   -   87-88   Spell Resistance (19)*   Any   +5	_	_			•	
-         -         53-54         Dopple, Greater         Any         +4           -         -         55         Ignan         Armor         +4           -         -         56-57         Living         Any         +4           -         -         58-59         Nagley         Armor         +4           -         -         60-61         Recall         Any         +4           -         -         62-63         Restorative         Any         +4           -         -         64-65         Shifting         Any         +4           -         -         66-67         Solace, Greater         Any         +4           -         -         68-69         Solace, Greater Dark         Any         +4           -         -         70         Spell Resistance (17)*         Any         +4           -         -         71-72         Tentacled         Any         +4           -         -         73-74         Totem, Dire         Any         +5           -         -         77-78         Etherealness*         Armor         +5           -         -         79-80         Fortific					•	
55 Ignan Armor +4 56-57 Living Any +4 58-59 Nagley Armor +4 60-61 Recall Any +4 62-63 Restorative Any +4 64-65 Shifting Any +4 66-67 Solace, Greater Any +4 68-69 Solace, Greater Dark Any +4 70 Spell Resistance (17)* Any +4 71-72 Tentacled Any +4 73-74 Totem, Dire Any +4 75-76 Contingency Any +5 77-78 Etherealness* Armor +5 79-80 Fortification, Heavy* Any +5 81-82 Patchwork** Any +5 83-84 Reflecting* Shield +5 87-88 Spell Resistance (19)* Any +5 88-90 Shifting, Greater Any +6	_	_			•	
56-57 Living Any +4 58-59 Nagley Armor +4 60-61 Recall Any +4 60-61 Recall Any +4 62-63 Restorative Any +4 64-65 Shifting Any +4 66-67 Solace, Greater Any +4 68-69 Solace, Greater Dark Any +4 70 Spell Resistance (17)* Any +4 71-72 Tentacled Any +4 73-74 Totem, Dire Any +4 75-76 Contingency Any +5 77-78 Etherealness* Armor +5 79-80 Fortification, Heavy* Any +5 81-82 Patchwork** Any +5 83-84 Reflecting* Shield +5 85-86 Reflection, Greater Spell Any +5 87-88 Spell Resistance (19)* Any +5 87-88 Spell Resistance (19)* Any +5 87-88 Spell Resistance (19)* Any +5 89-90 Shifting, Greater Any +6	_	_			-	
58-59	_	_				
-       -       60-61       Recall       Any       +4         -       -       62-63       Restorative       Any       +4         -       -       64-65       Shifting       Any       +4         -       -       66-67       Solace, Greater       Any       +4         -       -       68-69       Solace, Greater Dark       Any       +4         -       -       70       Spell Resistance (17)*       Any       +4         -       -       71-72       Tentacled       Any       +4         -       -       73-74       Totem, Dire       Any       +5         -       -       75-76       Contingency       Any       +5         -       -       77-78       Etherealness*       Armor       +5         -       -       79-80       Fortification, Heavy*       Any       +5         -       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88 </td <td>_</td> <td>_</td> <td></td> <td></td> <td>. •</td> <td></td>	_	_			. •	
-       -       62-63       Restorative       Any       +4         -       -       64-65       Shifting       Any       +4         -       -       66-67       Solace, Greater       Any       +4         -       -       68-69       Solace, Greater Dark       Any       +4         -       -       70       Spell Resistance (17)*       Any       +4         -       -       71-72       Tentacled       Any       +4         -       -       73-74       Totem, Dire       Any       +5         -       -       75-76       Contingency       Any       +5         -       -       77-78       Etherealness*       Armor       +5         -       -       79-80       Fortification, Heavy*       Any       +5         -       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -	_	_		Nagley		
64-65 Shifting Any +4 66-67 Solace, Greater Any +4 68-69 Solace, Greater Dark Any +4 70 Spell Resistance (17)* Any +4 71-72 Tentacled Any +4 73-74 Totem, Dire Any +4 75-76 Contingency Any +5 77-78 Etherealness* Armor +5 79-80 Fortification, Heavy* Any +5 81-82 Patchwork** Any +5 83-84 Reflecting* Shield +5 85-86 Reflection, Greater Spell Any +5 87-88 Spell Resistance (19)* Any +5 89-90 Shifting, Greater Any +6	_	-				
-       -       66-67       Solace, Greater       Any       +4         -       -       68-69       Solace, Greater Dark       Any       +4         -       -       70       Spell Resistance (17)*       Any       +4         -       -       71-72       Tentacled       Any       +4         -       -       73-74       Totem, Dire       Any       +5         -       -       75-76       Contingency       Any       +5         -       -       77-78       Etherealness*       Armor       +5         -       -       79-80       Fortification, Heavy*       Any       +5         -       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_				
-       -       68-69       Solace, Greater Dark       Any       +4         -       -       70       Spell Resistance (17)*       Any       +4         -       -       71-72       Tentacled       Any       +4         -       -       73-74       Totem, Dire       Any       +4         -       -       75-76       Contingency       Any       +5         -       -       77-78       Etherealness*       Armor       +5         -       -       79-80       Fortification, Heavy*       Any       +5         -       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflecting*       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_			•	
-       -       70       Spell Resistance (17)*       Any       +4         -       -       71-72       Tentacled       Any       +4         -       -       73-74       Totem, Dire       Any       +4         -       -       75-76       Contingency       Any       +5         -       -       77-78       Etherealness*       Armor       +5         -       -       79-80       Fortification, Heavy*       Any       +5         -       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_	66-67	Solace, Greater	Any	+4
-       -       70       Spell Resistance (17)*       Any       +4         -       -       71-72       Tentacled       Any       +4         -       -       73-74       Totem, Dire       Any       +4         -       -       75-76       Contingency       Any       +5         -       -       77-78       Etherealness*       Armor       +5         -       -       79-80       Fortification, Heavy*       Any       +5         -       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_	68-69	Solace, Greater Dark	Any	+4
—       —       71-72       Tentacled       Any       +4         —       —       73-74       Totem, Dire       Any       +4         —       —       75-76       Contingency       Any       +5         —       —       77-78       Etherealness*       Armor       +5         —       —       79-80       Fortification, Heavy*       Any       +5         —       —       81-82       Patchwork**       Any       +5         —       —       83-84       Reflecting*       Shield       +5         —       —       85-86       Reflection, Greater Spell       Any       +5         —       —       87-88       Spell Resistance (19)*       Any       +5         —       —       89-90       Shifting, Greater       Any       +6	_	_	70		2	+4
-       -       73-74       Totem, Dire       Any       +4         -       -       75-76       Contingency       Any       +5         -       -       77-78       Etherealness*       Armor       +5         -       -       79-80       Fortification, Heavy*       Any       +5         -       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_		± , ,	2	+4
-       -       75-76       Contingency       Any       +5         -       -       77-78       Etherealness*       Armor       +5         -       -       79-80       Fortification, Heavy*       Any       +5         -       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_			•	
-       -       77-78       Etherealness*       Armor       +5         -       -       79-80       Fortification, Heavy*       Any       +5         -       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6		_			•	
-       -       79-80       Fortification, Heavy*       Any       +5         -       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_			•	
-       -       81-82       Patchwork**       Any       +5         -       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_				
-       -       83-84       Reflecting*       Shield       +5         -       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_				
-       -       85-86       Reflection, Greater Spell       Any       +5         -       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_				
-       -       87-88       Spell Resistance (19)*       Any       +5         -       -       89-90       Shifting, Greater       Any       +6	_	_		O		
– – 89-90 Shifting, Greater Any +6	_	_			•	
O ,	_	_			•	
100 04 100 01 100 Poll trices again	_	_			Any	+6
100 90-100 91-100 KOII twice again — — —	100	96-100	91-100	Roll twice again	_	_

*Note*: Reroll if you get a duplicate quality, or if the quality rolled is incompatible with the armor type or with a quality already rolled.

<sup>\*</sup> This quality is detailed in the DMG \*\* Roll one major and one minor or one medium and two minor qualities to determine patchwork armor properties

#### OPEN GAME LICENSE Version 1.0a



The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- 1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- 2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- 3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- 4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- 6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

- 7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
- 8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- 9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- 11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.  $Arms\ &\ Armor\ Copyright\ 2001$ , Bastion Press, Inc.

# Bastion Press Open Gaming Content

The entire contents of *Arms & Armor* is considered Open Content, except for the cover, artwork, and other graphic elements. The cover, artwork, and other graphic elements are Product Identity and owned solely by Bastion Press, Inc.