

Arms and Armor Errata

It's one of those inescapable facts of the publishing business that no matter how hard you try and release a perfect product, forces conspire against you to ensure that mistakes creep into a product. Some of these errors crept in during typesetting, while others were just missed by both us and our playtesters. We apologize for the inconvenience of having to refer to this errata, and we'll work to correct these errors in the event of a reprint of *Arms & Armor*.

Non-magical Weapons:

1. The following entries in the charts were not included:

~~Simple Weapons—Melee~~

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Large										
Telescopic Staff	85 gp	1d6/1d6	x2	—	5 lb.	Bludgeoning	5 ft.	—	—	Yes

~~Martial Weapons—Melee~~

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Small										
Duck Spade	15 gp	1d6	19-20/x2	—	3 lb.	Slashing	5 ft.	Yes	—	—

2. The following entries were garbled in the chart:

- Double Flying Claw was listed as Double Flying Sword.
- Double-headed Axe was listed as Double-headed Sword.
- Double-headed Spear was listed as simply Double-headed.

The proper entries are listed below:

~~Exotic Weapons—Melee~~

Weapon	Cost	Damage	Critical	Range	Weight	Type	Reach	Disarm	Trip	Double
Medium-size										
Double-bladed Sword	60 gp	1d10	19-20/x2	—	8 lb.	Slashing	5 ft.	—	—	—
Double Flying Claw	18 gp	1d6/1d6	x2	—	4 lb.	Slashing	5 ft.	+2	base	Yes
Double-headed Axe	40 gp	1d10	x3	—	15 lb.	Slashing	5 ft.	—	—	—
Large										
Double-headed Spear	5 gp	1d8/1d8	x3	20 ft.	6 lb.	Piercing	5 ft.	—	—	Yes

3. The damage for a blowgun should be 1, not 0.

4. The Descriptions for the blowgun got deleted.

Blowgun: This simple device has been used throughout the ages as an effective tool for poisoning one's enemies. The blowgun is a short (10 inches) long hollow tube. A dart is placed in the tube, and flies out the end when someone blows into the loaded gun. The darts fired by the blowgun are small and do little physical damage. However, they are sufficient to convey a single dose of poison to a struck target.

5. There are inconsistencies with some items in the charts and their descriptions:

- Iron Brush should be the Iron Comb, as its is listed in the description.
- Nine-teeth Hammer should be Nine-teeth Hook, as it is in the description.
- Heaven and Sun and Moon sword should be named Heaven and Earth Sun and Moon Sword, as it is in the description.
- Heaven Lotus Phoenix Sword should be named Heaven Lotus Phoenix Tail, as it is in the description.

New Weapon Qualities

6. The following description completely disappeared from the book:

Bardic Melody: A weapon of bardic melody can be commanded to sing up to three times per day during battle. This song grants the bearer an aura of protection from chaos/evil/good/law (the creator must choose one). In the hands of a bard, this weapon has the added ability of being able to sing along with the bard's Bardic Music. When doing so, the weapon grants a +2 bonus to its owner's perform check, and allows the song's effects to last for an additional 5 rounds after the bard stops singing (10 instead of the normal 5 rounds). Also, when the weapon is singing with the bard, the bard himself gains the song's benefits, instead of just his allies. There is no limit to the number of times the sword can sing along with a bard, except for the bard's own daily limit of songs.

Caster Level: 7th; *Prerequisites:* Craft Magic Arms and Armor, protection from good/evil/law/chaos;
Market Price: +2 bonus.

Blinking: While holding a blinking *weapon*, the wielder, at the utterance of a command word, is affected by the *blink* spell. This includes all bonuses and penalties associated with the spell. A separate command word turns off the effect. The *blink* effect may be turned on and off at will, but cannot be used for a total of more than ten minutes in a single day.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *blink*; *Market Price:* +3 bonus.

Bone, Celestial: Weapons possessing this quality have not only their appearances altered, but their entire composition. This powerful enchantment literally changes the weapon from one of wood, metal, or stone to one of celestial bone – the very essence of goodness and light. Weapons converted to celestial bone retain all prior bonuses and abilities, but with a few additional exceptional properties.

These items shine with a divine light, constantly radiating as if a *daylight* spell had been cast upon them. These weapons cannot be broken by any mortal means (although spells such as *disintegrate* and *Mordenkainen's disjunction* do have a chance of destroying them). In addition, a *celestial bone* weapon confers the following powers upon its wielder once per day: *bless*, *shield of faith*, and *holy smite*. Clerics or paladins possessing these weapons also can add the weapon's enchantment bonus to their turn undead checks.

Any non-good creature that picks up the weapon gains two negative levels that cannot be overcome in any way, although they never result in actual level loss and disappear when the weapon is set down again.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *gentle repose*, *planar ally*; *Market Value:* +3 bonus.

Specific Magical Weapons

7. The following items were priced incorrectly:

- Harp Bow
Market Price: 19,325 gp; *Cost to Create:* 9,825 gp + 760 XP.
- Martial Gloves
+1 - *Market Price:* 2,050 gp; *Cost to Create:* 1,050 gp + 80 XP.
+2 - *Market Price:* 8,050 gp; *Cost to Create:* 4,050 gp + 320 XP.
+3 - *Market Price:* 18,050 gp; *Cost to Create:* 9,050 gp + 720 XP.
+4 - *Market Price:* 32,050 gp; *Cost to Create:* 16,050 gp + 1280 XP.
+5 - *Market Price:* 50,050 gp; *Cost to Create:* 25,050 gp + 2000 XP.
- Trickle Sword
Market Price: 36,315 gp; *Cost to Create:* 18,315 gp + 1440 XP.
- Serpentine Sword
Market Price: 15,815 gp; *Cost to Create:* 7,565 gp + 620 XP.

8. The Evil, Good, Fire, and Law Rods have a typo in their creation cost: The listed 555,812gp should be 55,812gp.

9. Picker Picker

The text should mention that if the blade does damage to someone, the key end will automatically open any lock that that person has used in the past 24 hours.

Throughout

10. Many items were listed with the wrong creation feat:

- Domain Rods, All – Feat should be Craft Rod
- Loremaster's Aid - Feat should be Craft Staff
- School Staves, All – Feat should be Craft Staff
- Necklace of Seeing (listed under Arrow of Seeing) - Feat should be Craft Wondrous Item
- Guiding Ring (listed under guided arrow) - Feat should be Forge Ring
- Sash of the Master - Feat should be Craft Wondrous Item
- Leggings, All - Feat should be Craft Wondrous Item
- Gadlings, All - Feat should be Craft Wondrous Item
- Orle of Dominion - Feat should be Craft Wondrous Item

11. A few pages somehow received a Double printing and are blurred. These are Pages 24, 28, and 32. This appears to be a fault of the printer, but we feel the error is not bad enough to warrant a reprinting of the book.