

## INTRODUCTION TO V2.0

Version 2.0 adds 30 items from DUNGEON MAGAZINE starting with issue #100. There was no “official” launch magazine for 3.5 for DUNGEON MAGAZINE, meaning, there was no single issue that had stamped “First Issue D&D 3.5” the way DRAGON MAGAZINE did. However, DRAGON MAGAZINE’s first 3.5 issue was released in June of 2003, therefore, I assumed DUNGEON MAGAZINE 100, which was released in the same month, to be the first 3.5 issue.

In addition to the items from DUNGEON MAGAZINE, Grimoires from DRAGON MAGAZINE #338 were added.

## INTRODUCTION

The Complete Dragon Magazine 3.5 Arms and Equipment compilation is the fourth in a series of compilations that seek to combine all like information in the 3.5 Dragon Magazine run. Collected here is every bit of non-magical adventuring gear, alchemical item, ammunition, armor and armor material, clothing, drug, equipment array, gunpowder weapon and artillery, herb, mount related gear, plant, poison, siege engine, skill kit, tool, toxin, transport related gear, transport, trap, weapon and weapon material. It is, in essence, the 3.5 Arms and Equipment Guide.

Every item here has been entered by OCR and painstakingly proofread. In some cases, the OCR was so bad that entire items were completely typed in. Most items appear as they did in the magazine with one exception:

- Text that was simply informational (i.e. had no bearing on game play), was broken out and moved to a section called “Lore”. Sometimes the lore was woven into the item description and breaking it out would force an entire re-write. In those cases, the informational text was left alone.

If for any reason you do not trust my judgment, feel free to reference the actual magazine. However, I feel confident everything has been entered relatively correctly.

## ITEM DESCRIPTIONS

The items listed in this compilation have the following properties:

**Name:** Each item has a description as well as a listing in the appropriate table. Item names do not appear in larger, capitalized font like they do for magic items. Instead they appear only in bold. This was done to mimic how they appear in the PLAYER’S HANDBOOK and the ARMS AND EQUIPMENT GUIDE.

**Suggested Class:** If an item was taken from an article that was geared toward a specific class, such as items from a “Class Acts” article, then this special note is added to the description. This was done to keep the original target class or race intact. This is, however, just a suggestion as to who might use these items, it is not a prerequisite.

**Dragon Magazine #:** Which issue and article the information was taken from.

## IMAGES

Most of the items did not come with images or they were lumped together in one large image. Therefore, item images do not often appear near the item itself. Images are tagged with the item name or the item name appears in the short description accompanying the image. All images come from Dragon Magazine and have only been altered to clean them up for use in this compilation.

## VERSIONS

1.0: The initial release.

2.0: Added items from DUNGEON MAGAZINE and Grimoires from DRAGON MAGAZINE #338.

## WHO AM I?

Plain and simple: nobody. I’m not a graphic artist. I do not design layouts for magazines or newsletters of any sort. While I would love to say who I am, I’d rather not be hassled for creating this compilation for the gaming community. I often go by the name of EldritchHorror or some variation and sometimes can be found as Strider.

Look for my other compilations:

Magic Items, Feats and Flaws  
and Spells.



A dragon hunter arms himself with a carapace vest, liquid courage, plate thinner, a snout snare, sugar bombs, and wing clips

## WEAPONS AND ARMOR

This chapter lists all the various weapons and armor found in the pages of Dragon Magazine issues 309-362. All items are designed for Medium-size creatures unless otherwise noted.

Some of the weapons on the table do not have corresponding descriptions. These items can be found in the *PLAYER'S HANDBOOK* and are included on the table for strangulation statistics (see the "Strangulation" sidebar on page 18 for more information)

### WEAPONS

**Adamantine Arrows and Bolts:** Ammunition fashioned from adamantine has a natural ability to bypass hardness when sundering weapons or attack objects, ignoring hardness less than 20. Adamantine is so costly that ammunition made from it is always of masterwork quality. Thus, adamantine ammunition has a +1 enhancement bonus on attack rolls.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Alchemical Silver Arrows and Bolts:** A complex process involving metallurgy and alchemy can bond silver to a weapon made of steel so that it bypasses the damage reduction of creatures such as lycanthropes. On a successful attack with a silvered weapon, the wielder takes a -1 penalty on the damage roll (with the usual minimum of 1 point of damage).

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Ankus:** The ankus is made up of a long dull hook along with a blunt point attached to a pole. An ankus has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can use an ankus to make trip attacks. If you are tripped during your own trip attempt, you can drop the ankus to avoid being tripped.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Arrow, Alchemist's Fire:** Each of these projectiles carries a deadly load of alchemist's fire in its hollow shaft. When it strikes a target, the arrow's shaft shatters, releasing the alchemist's fire directly onto the target. One round after

impact, the alchemist's fire ignites, dealing 1d4 points of fire damage. The target can use a full-round action to attempt to extinguish the flames before taking this damage. It takes a successful DC 15 Reflex save to extinguish the flames. Rolling on the ground earns the target a +2 bonus on the save. Fully submerging in water automatically extinguishes the flames.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Arrow, Alchemist's Frost:** Similar in design to the alchemist's fire arrow, this arrow instead carries an alchemical compound that creates a spray or intense cold. If the arrow strikes a target, the arrow immediately shatters and deals 1d4 points of cold damage.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Arrow, Blunt:** These projectiles have blunt tips wrapped in leather instead of pointed arrowheads. They have a shorter range increment than normal arrows and deal nonlethal damage.

*Note:* A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Arrow, Dragonsbreath:** A dragonsbreath arrow has a shaft soaked in resin or pitch and a slightly enlarged head filled with a dab of alchemist's fire. Slots in the head force air into the chamber when the arrow is fired, igniting the alchemist's fire and the shaft as well. The slots in the head emit a low screech as the arrow flies through the air. A dragonsbreath arrow deals an extra 1 point of fire damage when it hits a target, and that target must make a DC 15 Reflex save or catch on fire. A dragonsbreath arrow can't be saved on a miss.

*Note:* A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Arrow, Dyed Fletching:** While colored fletching has long existed, Roberd developed a cheap and easy way to dye them. Fletching can be a solid color or marked with symbols – Roberd favored a distinctive green.

Anyone studying an arrow with a distinctive dyed fletching

Table 1-1: Weapons

Simple Weapons	Market Price	DMG (S)	DMG (M)	Critical	Range Increment	Weight <sup>10</sup>	Type <sup>11</sup>
<i>Light Melee Weapons</i>							
Disguised dagger	+50 gp	as base	as base	as base	as base	as base	as base
Hook	8 gp	1d3	1d4	x4	--	1 lb.	Piercing
Poison ring	45 gp	1	1	20	--	--	Piercing
Sharktooth gauntlets	10 gp	1d3	1d4	18-20	--	1 lb.	Piercing or slashing
<i>Two-Handed Melee Weapons</i>							
Chain (5 ft.)	15 gp	1d4 <sup>2</sup>	1d6 <sup>2</sup>	--	--	1 lb.	Strangulation <sup>14</sup>
Cord (5 ft.)	1 sp	1d4 <sup>2</sup>	1d6 <sup>2</sup>	--	--	1/10 lb.	Strangulation <sup>14</sup>
Crossbow, bladed	150 gp	1d3	1d4	19-20/x2	--	8 lbs.	Piercing or slashing
Fauchard <sup>3</sup>	7 gp	1d6	1d8	x3	--	10 lbs.	Slashing
Longspear <sup>3,4</sup>	5 gp	1d6	1d8	x3	--	9 lbs.	Piercing
Quarterstaff <sup>7</sup>	--	1d4/1d4	1d6/1d6	x2	--	4 lbs.	Bludgeoning
Rope	varies	1d3 <sup>2</sup>	1d4 <sup>2</sup>	--	--	varies	Strangulation <sup>14</sup>
Sling	1 gp	1d2 <sup>2</sup>	1d3 <sup>2</sup>	--	--	--	Strangulation <sup>14</sup>
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lbs.	Piercing
Steel cable (5 ft.)	60 gp	1d6 <sup>2</sup>	1d8 <sup>2</sup>	--	--	1 lb.	Strangulation <sup>14</sup>
Wire (5 ft.)	25 gp	1d4 <sup>2</sup>	1d6 <sup>2</sup>	--	--	--	Strangulation <sup>14</sup>
<i>Ranged Weapons</i>							
Crossbow, bladed	150 gp	1d6	1d8	19-20/x2	80 ft.	8 lbs.	Piercing
Crossbow, double	100 gp	1d6	1d8	19-20/x2	80 ft.	8 lbs.	Piercing
Crossbow, grapple-firing	70 gp	1d2	1d3	x2	120 ft.	12 lbs.	Piercing
Crossbow, heavy	50 gp	1d8	1d10	19-20/x2	120 ft.	8 lbs.	Piercing
Crossbow, light	35 gp	1d6	1d8	19-20/x2	80 ft.	4 lbs.	Piercing
Prodd	20 gp	1d3	1d4	x2	80 ft.	4 lbs.	Bludgeoning

# Complete Dragon Magazine 3.5 Arms and Equipment - Weapons

Table 1-1: Weapons (cont.)

Martial Weapons	Market Price	DMG (S)	DMG (M)	Critical	Range Increment	Weight <sup>10</sup>	Type <sup>11</sup>
<i>Light Melee Weapons</i>							
Cutlass	15 gp	1d4	1d6	19-20/x2	--	3 lbs.	Piercing and slashing
<i>Two-Handed Melee Weapons</i>							
Bardiche	9 gp	1d8	1d10	x3	--	12 lbs.	Slashing
Duom <sup>3</sup>	20 gp	1d6	1d8	x3	--	8 lbs.	Piercing
Executioner's Mace	75 gp	1d10	2d6	x3	--	12 lbs.	Bludgeoning and piercing or bludgeoning and slashing
Glaive <sup>3</sup>	8 gp	1d8	1d19	x3	--	10 lbs.	Slashing
Guisarme <sup>3, 5</sup>	9 gp	1d6	2d4	x3	--	12 lbs.	Slashing
Halberd <sup>4, 5</sup>	10 gp	1d8	1d10	x3	--	12 lbs.	Piercing or slashing
Lucerne hammer <sup>3</sup>	12 gp	1d6	2d4	x4	--	10 lbs.	Bludgeoning or piercing
Naginata <sup>3</sup>	10 gp	1d8	1d10	x3	--	15 lbs.	Slashing
Partisan <sup>3</sup>	12 gp	1d6	2d4	x3	--	12 lbs.	Piercing or slashing
Pilum <sup>3</sup>	5 gp	1d6	1d8	x3	20 ft.	6 lbs.	Piercing
Ranseur <sup>3, 6</sup>	10 gp	1d6	2d4	x3	--	12 lbs.	Piercing
Spetum <sup>6</sup>	10 gp	1d6	2d4	x3	--	8 lbs.	Piercing
Voulge <sup>3</sup>	10 gp	1d8	1d10	x3	--	14 lbs.	Slashing
<i>Ranged Weapons</i>							
Handbow	15 gp	1d3	1d4	19-20/x2	30 ft.	1 lbs.	Piercing
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lbs.	Piercing
Longbow, aquatic	400 gp	1d6	1d8	x3	60 ft. (10 ft.)	3 lbs.	Piercing
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lbs.	Piercing
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lbs.	Piercing
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lbs.	Piercing
<i>Exotic Weapons</i>							
<i>Light Melee Weapons</i>							
Braid blade	10 gp	1d2	1d3	18-20/x2	--	1/2 lb.	Slashing
Garrote ring	50 gp	1d6 <sup>2</sup>	1d8 <sup>2</sup>	18-20	--	--	Slashing
Japute	20 gp	1d3	1d4	19-20/x2	--	2 lbs.	Slashing
Ribbon Dagger	50 gp	1d3	1d4	x4	--	1 lb.	Slashing
Shimalo'koa	10 gp	1d6	1d8	x2	--	3 lbs.	Slashing
Spring dart boots	65 gp	1d2	1d2	20	10 ft.	2 lbs.	Piercing
Stone handaxe <sup>9</sup>	5 sp	1d4	1d6	x2	--	2 lbs.	Slashing
Wristlancet	100 gp	1d2	1d2	x3	--	1 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Dragonclaw Gauntlet	450 gp	1d4	1d6	x2	--	1 lb.	Slashing
Flindbar	30 gp	2d4	2d4	19-20/x2	--	2 lbs.	Bludgeoning
Ghost spike <sup>7</sup>	320 gp	1d4/1d4	1d6/1d6	19-20/x2/x3	--	2 lbs.	Piercing
Stone celt <sup>9</sup>	5 sp	1d6	1d8	19-20/x2	--	10 lbs.	Bludgeoning
Tiger hook sword	35 gp	1d6	1d8	x2	--	6 lbs.	Slashing
Whip-dagger	Unknown	--	1d6	19-20	--	2 lbs.	Slashing
<i>Two-Handed Melee Weapons</i>							
Ankus <sup>3, 5</sup>	15 gp	1d6	2d4	x2	--	15 lbs.	Bludgeoning
Awl pike <sup>4</sup>	10 gp	1d6	1d8	x3	--	10 lbs.	Piercing
Axe, orc double <sup>7</sup>	60 gp	1d6/1d6	1d8/1d8	x3	--	15 lbs.	Slashing
Bec de corbin <sup>3, 4</sup>	28 gp	1d6	2d4	x4	--	14 lbs.	Piercing
Bola	5 gp	1d3 <sup>2</sup>	1d4 <sup>2</sup>	--	--	2 lbs.	Strangulation <sup>14</sup>
Chain, spiked	25 gp	1d6 <sup>2</sup>	1d8 <sup>2</sup>	--	--	10 lbs.	Strangulation <sup>14</sup>
Flail, dire	90 gp	1d4 <sup>2</sup>	1d6 <sup>2</sup>	--	--	10 lbs.	Strangulation <sup>14</sup>
Goad	8 gp	1d6	2d4	x2	--	10 lbs.	Bludgeoning or piercing
Greatcleaver <sup>3</sup>	40 gp	2d6	2d8	x3	--	15 lbs.	Slashing
Greatspear <sup>3</sup>	25 gp	1d10	2d6	x3	10 ft.	9 lbs.	Piercing
Gyrspike	90 gp	1d6/1d6	1d8/1d8	19-20/x2	--	15 lbs.	Bludgeoning and slashing
Kaua'koi	5 gp	1d4/1d4	1d6/1d6	x2	--	5 lbs.	Bludgeoning, piercing, or slashing
Lochaber axe <sup>3, 5</sup>	18 gp	1d8	1d10	x3	--	15 lbs.	Slashing
Longspear, microlith barbed <sup>3, 9</sup>	5 gp	1d8	1d10	x3	--	9 lbs.	Piercing
Longstaff <sup>7</sup>	15 gp	1d4/1d4	1d6/1d6	x2	--	6 lbs.	Bludgeoning
Meteor hammer	3 gp	1d3	1d4	x2	--	4 lbs.	Bludgeoning
Poleaxe, heavy <sup>3</sup>	20 gp	1d10	2d6	x3	--	15 lbs.	Piercing or slashing
Ritiik	5 gp	1d6	1d8	x3	--	6 lbs.	Piercing
Rope dart	3 gp	1d3	1d4	x2	--	4 lbs.	Piercing
Sasumata <sup>3, 5</sup>	8 gp	1d3 <sup>5</sup>	1d4 <sup>5</sup>	x2	--	8 lbs.	Bludgeoning
Sharrash, Telenta <sup>3</sup>	18 gp	1d8	1d10	19-20/x4	--	10 lbs.	Slashing
Sodegarami <sup>3</sup>	4 gp	1d3	1d4	x2	--	5 lbs.	Piercing
Stingbox	varies	--	1d3+1d8 electrical	x2	--	4 lbs.	Slashing
Urgrosh, dwarven <sup>4, 7</sup>	50 gp	1d6/1d4	1d8/1d6	x3	--	12 lbs.	Piercing or slashing
Warpike, dwarven <sup>3, 4, 5</sup>	45 gp	1d8	2d6	x3	--	15 lbs.	Piercing or slashing
Whip (5 ft.)	1 gp	1d6 <sup>2</sup>	1d8 <sup>2</sup>	--	--	2 lbs.	Strangulation <sup>14</sup>
Yuan-ti serpent bow	150 gp	1d4	1d6	19-20/x2	--	5 lbs.	Slashing

# Complete Dragon Magazine 3.5 Arms and Equipment - Weapons

Table 1-1: Weapons (cont.)

Exotic Weapons	Market Price	DMG (S)	DMG (M)	Critical	Range Increment	Weight <sup>10</sup>	Type <sup>11</sup>
<i>Ranged Weapons</i>							
Atlatl	4 gp <sup>9</sup>	--	--	--	--	2 lbs.	--
Atlatl dart	5 sp <sup>9</sup>	1d4	1d6	19-20/x2	80 ft.	1/2 lb.	Piercing
Atlatl javelin	1 gp <sup>9</sup>	1d6	1d8	x3	120 ft.	1/2 lb.	Piercing
Blowgun	1 gp	--	--	--	--	--	--
Blowgun, needles	1 gp	1	1	x2	10 ft.	2 lbs.	Piercing
Blowgun, repeating	100 gp	1d2	1d3	x2	40 ft.	1 lb.	Piercing
Bone bow	250 gp	1d8	1d10	x3	120 ft.	4 lbs.	Piercing
Boomerang, hunting	15 gp <sup>9</sup>	1d4	1d6	x2	25 ft.	2 lbs.	Bludgeoning
Chakri	10 gp	1d4	1d6	x2	20 ft.	1 lbs.	Slashing
Crossbow, aquatic	250 gp	1d6	1d8	19-20/x2	40 ft. (40 ft.) <sup>15</sup>	4 lbs.	Piercing
Crossbow, great	150 gp	2d6	2d8	18-20/x2	120 ft.	14 lbs.	Piercing
Crossbow, hand	100 gp	1d3	1d4	19-20/x2	30 ft.	2 lbs.	Piercing
Crossbow, orz fishing	75 gp	--	1d8	19-20/x2	80 ft. (40 ft.) <sup>15</sup>	20 lbs.	Piercing
Crossbow, repeating heavy	400 gp	1d8	1d10	19-20/x2	120 ft.	12 lbs.	Piercing
Crossbow, repeating light	250 gp	1d6	1d8	19-20/x2	80 ft.	6 lbs.	Piercing
Double axehead	30 gp	2d3	2d4	x2	20 ft.	2 lbs.	Slashing
Double bow, elven	1,000 gp	1d6	1d8	x3	90 ft.	3 lbs.	Slashing
Footbow	150 gp	1d6	1d8	x3	110 ft.	3 lbs.	Piercing
Greatbow	150 gp	1d8	1d10	x3	120 ft.	6 lbs.	Piercing
Greatbow, composite	200 gp	1d8	1d10	x3	130 ft.	6 lbs.	Piercing
Icechucker	150 gp	1d10	1d12	x3	30 ft.	12 lbs.	Piercing
Mountain chain	25 gp	--	--	--	1/2	2 lbs.	--
Riverbow	200 gp	1d10	2d6	19-20/x3	40 ft.	14 lbs.	Slashing
Wing clip	40 gp	--	--	--	10 ft.	14 lbs.	--
Yuan-ti serpent bow	150 gp	1d6	1d8	x3	80 ft.	5 lbs.	Piercing
<i>Ammunition</i>							
Arrow, alchemist's fire (1)	75 gp	1d4 <sup>12</sup>	1d4 <sup>12</sup>	x2	x 3/4 <sup>13</sup>	1/5 lb.	Fire
Arrow, alchemist's frost (1)	75 gp	1d4 <sup>12</sup>	1d4 <sup>12</sup>	x2	x 3/4 <sup>13</sup>	1/5 lb.	Cold
Arrow, blunt (20)	1 gp	1d6 <sup>8,12</sup>	1d8 <sup>8,12</sup>	x2	x1/2 <sup>13</sup>	3 lbs.	Bludgeoning
Arrow, dragonsbreath (20)	50 gp	1d4 <sup>12</sup>	1d6 <sup>12</sup>	x3	as weapon	3 lbs.	Piercing
Arrow, flight (20)	8 gp	1d6 <sup>12</sup>	1d8 <sup>12</sup>	x3	x1-1/4 <sup>13</sup>	3 lbs.	Piercing
Arrow, hardwood (20)	10 gp	--	--	--	--	5 lbs.	Piercing
Arrow, pungent (20)	5 gp	--	--	--	--	3 lbs.	--
Arrow, serpentstoung (20)	3 gp	1d6 <sup>12</sup>	1d8 <sup>12</sup>	x3	as weapon	3 lbs.	Piercing and slashing
Arrow, signal (20)	5 gp	1d6 <sup>12</sup>	1d8 <sup>12</sup>	x3	as weapon	4 lbs.	Piercing
Arrow, singing (20)	20 gp	--	--	--	--	3 lbs.	Piercing
Arrow, smoking (1)	30 gp	1d3 <sup>12</sup>	1d4 <sup>12</sup>	x2	x1/2 <sup>13</sup>	3 lbs.	Bludgeoning
Arrow, star (20)	10 gp	--	--	--	--	3 lbs.	Piercing
Arrow, swiftwing (20)	20 gp	1d4	1d6	x3	as weapon	3 lbs.	Piercing
Arrow, thundering (1)	2 gp	Special	Special	--	as weapon	1/3 lb.	Sonic
Arrow, zigzag (20)	3 gp	--	--	--	--	3 lbs.	Piercing or slashing
Bolt, exploding	60 gp	2d12	2d12	--	3/4	2 lbs.	Fire
Bolt, grapple (10)	200 gp	--	--	--	as weapon	8 lbs.	--
Bolt, splintering (1)	30 gp	1d4 <sup>12</sup>	1d6 <sup>12</sup>	--	30 ft. (30 ft. cone)	1/5 lb.	Piercing
Bolt, tanglefoot (1)	60 gp	Special	Special	--	x1/2 <sup>13</sup>	4 lbs.	--
Bolt, tumbling (1)	5 gp	1d6 <sup>12</sup>	1d8 <sup>12</sup>	19-20/x2	x1/2 <sup>13</sup>	1/5 lb.	Piercing
Dart, fletched (20)	1 gp	--	--	--	as weapon	1/2 lb.	--
<i>Special Materials, Constructions, and Enhancements</i>							
Dyed fletching (20)	8 sp						
Engraved shaft (20)	1 gp						
Adamantine	+60 gp per arrow/bolt						
Cold Iron	x2 per arrow/bolt						
Elvencraft (bows only)	+300 gp						
Silvered	+6 gp per arrow/bolt						
Steel (crossbows only)	+300 gp						
<i>Special</i>							
Folding bow	+75 gp	as base	as base	as base	as base	as base	as base
Modular weapon	+150	as base	as base	as base	as base	as base	as base

<sup>1</sup> Total weight as base weapon. Each individual component weighs 1/5 of the total weapon weight.

<sup>2</sup> This damage is strangulation damage and only applies if using the optional hit point strangulation rules (see the Strangulation side bar for more information).

<sup>3</sup> This weapon has reach; you can use it to strike foes 10 feet away, but not adjacent foes.

<sup>4</sup> This weapon deals double damage when readied against a charge.

<sup>5</sup> You can use this weapon to make trip attacks. If you are tripped during the attempt, you may drop the weapon to avoid being tripped in return.

<sup>6</sup> This weapon grants a +2 bonus on disarm attacks.

<sup>7</sup> Double weapon.

<sup>8</sup> This weapon deals nonlethal damage.

<sup>9</sup> The cost is provided for the purpose of creating the items using the Craft (weaponsmithing) skill. They are rarely available for purchase in any settlement larger than a village.

<sup>10</sup> Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

<sup>11</sup> When two types are given, the weapon is both types if the entry specifies "and", or either type (player's choice at time of attack) if the entry specifies "or".

<sup>12</sup> Weapon damages assume a longbow or composite longbow. If using a shortbow or composite shortbow, reduce the damage die one step (1d8, 1d6, 1d4, 1d3, 1d2).

<sup>13</sup> Round the range increment up to the nearest 10-foot increment.

<sup>14</sup> See the Strangulation side bar or the weapon description for more information including a strangle bonus.

<sup>15</sup> Range increment underwater.



## Complete Dragon Magazine 3.5 Arms and Equipment – Weapons and Armor

that bears the known marks of a famous (or infamous) archer gains a +1 circumstance bonus on Knowledge (local), Knowledge (nobility and royalty), or bardic knowledge checks to determine the owner of the arrow. The fletching pattern must be unique to the archer seeking notoriety.

*Note:* See the “Flights of Fancy” sidebar on page 9 for more information on the notorious ranger Roberd.

*Suggested Class:* Rangers

Dragon Magazine #: 330 (Class Acts – Flights of Fancy)

**Arrow, Engraved Shaft:** Designs along the shaft make an arrow distinctive without impairing its flight.

Anyone studying an arrow with a distinctive engraved shaft that bears the known marks of a famous (or infamous) archer gains a +1 circumstance bonus on Knowledge (local), Knowledge (nobility and royalty), or bardic knowledge checks to determine the owner of the arrow. The engravings must be unique to the archer seeking notoriety.

*Lore:* Roberd would often carve two lines on his arrow shaft just before the nock.

*Note:* See the “Flights of Fancy” sidebar on page 9 for more information on the notorious ranger Roberd.

*Suggested Class:* Rangers

Dragon Magazine #: 330 (Class Acts – Flights of Fancy)

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

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Arrow, Hardwood:** Hardwood shafts are simultaneously stronger and more flexible than a regular arrow's. A hardwood arrow that misses its target has only a 25% chance of being destroyed instead of 50%.

*Suggested Class:* Rangers

Dragon Magazine #: 330 (Class Acts – Flights of Fancy)

**Arrow, Pungent:** Similar to powder arrows, these arrowheads deal no damage and contain a sticky, foul-smelling substance. Anyone tracking a person marked by a pungent arrow gains a +1 circumstance bonus on Survival checks made to track (+4 if the tracker has the scent ability) for one hour. The substance washes off in 5 minutes with ample water.

*Suggested Class:* Rangers

Dragon Magazine #: 330 (Class Acts – Flights of Fancy)

**Arrow, Serpentstongue:** Arrows aren't very useful for attacking objects, so elves developed the serpentstongue arrows. These arrows have sharp edges on the tips and inside the prongs. A skilled archer can neatly sever a rope or leather strap with a serpentstongue arrow. A serpentstongue arrow deals both piercing and slashing damage, and it deals full damage (rather than the usual half damage) to objects with a hardness of 5 or less.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Arrow, Signal:** This arrow is specially designed to emulate a bird's call when fired. A successful DC 20 Knowledge (nature) check determines whether the sound comes from a bird or another source. The intricate carvings on the arrow's shaft make it clumsy in flight, imposing a -2 penalty on attack rolls.

*Note:* A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Arrow, Singing:** Roberd borrowed this technique from the elves. The elves carved a series of notches along their arrows so that, when fired, they emitted a distinctive series of notes. Elven troops firing in sequence could create chords or even whole songs this way. Roberd was content to design a single distinctive whistle for his own arrows.

*Note:* See the “Flights of Fancy” sidebar on page 9 for more information on the notorious ranger Roberd.

*Suggested Class:* Rangers

Dragon Magazine #: 330 (Class Acts – Flights of Fancy)

**Arrow, Smoking:** The front portion of this arrow is made of the same substance used to make smokesticks. It is commonly used as a signaling device. When lit and fired within the same round, it leaves behind a trail of thick, black smoke (too thin to obscure sight). When the arrow hits, it deals no damage, but fills a 10-foot cube with smoke as a smokestick.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Arrow, Star:** A star arrow glows with a dim colored light when fired. The arrows shed bright light in a 5-foot radius and shadowy light in a 15-foot radius.

*Lore:* Through much experimentation, Roberd developed an alchemical compound that phosphored under particular conditions.

*Note:* See the “Flights of Fancy” sidebar on page 9 for more

information on the notorious ranger Roberd.

*Suggested Class:* Rangers

Dragon Magazine #: 330 (Class Acts – Flights of Fancy)

**Arrow, Swiftwing:** These arrows are made slightly longer than normal, with a small, aerodynamic head and enlarged fletching for extra stability and accuracy on long shots. A swiftwing arrow incurs only half the usual penalty for attacking at range (-1 per range increment rather than the usual -2).

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Arrow, Thundering:** Thundering arrows are tipped with thunderstones (PLAYER'S HANDBOOK, 129). A hit from a thundering arrow deals no damage but triggers the thunderstone's sonic attack. Thundering arrows that miss should be treated as an attack with a thrown splash weapon (PLAYER'S HANDBOOK, 158).

*Note:* A picture of this weapon appears on page 8.



Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Arrow, Zigzag:** Anyone firing a zigzag arrow takes a -4 penalty on attack rolls, but the arrow deals double damage to objects with a hardness of 0.

*Love:* Roberd designed this forked arrowhead to make the arrow loop and spin crazily when fired. Later he realized the arrowhead was perfect for severing ropes and used them to save several innocents from hanging.

*Note:* See the “Flights of Fancy” sidebar on page 9 for more information on the notorious ranger Roberd.

*Suggested Class:* Rangers

Dragon Magazine #: 330 (Class Acts – Flights of Fancy)

**Arrows and Bolts:** An arrow or bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier x2). Arrows come in leather quivers that hold 20 arrows; bolts come in cases that hold 10 bolts. An arrow or bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Atlatl:** This tool, a flexible wooden stick about 2 feet long, enables a stone-tipped dart to fly a greater distance and to strike for greater damage. It is the barbarian's first choice against creatures of size Large or greater, and some attribute its nearly universal use among prehistoric peoples as a factor in the hunting of the great mammals to extinction. The atlatl shaft is sometimes decorated with elaborate carvings.

The atlatl usually has a small stone attached to the shaft that acts as a counterweight. The projectile is either a stone-tipped dart or a stone-tipped javelin. The dart's butt is placed in a hooked groove at the end of the atlatl. The thrower snaps his forearm forward, launching the dart. A character trying to use the atlatl without proficiency suffers a -2 penalty on attack rolls in addition to the normal -4 non-proficiency penalty.

*Special:* A barbarian can give up proficiency with all metal martial weapons in order to gain proficiency with this weapon.

*Suggested Class:* Barbarian

Dragon Magazine #: 331 (Class Acts – Archaic Armaments)

**Awl Pike:** Built similarly to a longspear, the awl pike is almost 15 feet long. You can strike opponents 15 feet away with it, but you can't use it against foes closer than that. If you use a ready action to set an awl pike against a charge, you deal double damage on a successful hit against a charging character.

*Note:* A picture of this weapon appears on page 11.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Axe, Orc Double:** The orc double axe consists of a pair of large double-sided axe heads mounted on both ends of a pole. An orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding an orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Bardiche:** This weapon combines a pole with long curving cleaver blade, mounted near the tip. A bardiche is cumbersome and unwieldy but devastating when it strikes.

*Note:* A picture of this weapon appears on page 11.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Bec de Corbin:** Also called a "raven's beak," the bec de corbin has both the head of an exceptionally heavy pick and a spear blade. A bec de corbin has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a bec de corbin against a charge, you deal double damage on a successful hit against a charging character.

*Note:* A picture of this weapon appears on page 11.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Blowgun:** The blowgun is most often used by primitive tribes to deliver poison to an unfortunate target. This weapon requires two hands to use. Loading a blowgun is a move-equivalent action that provokes attacks of opportunity.

*Special:* A blowgun is an exotic weapon, but any native Maztican may treat it as a martial weapon.

*Note:* This description comes from Dragon Magazine #275 and while not officially 3.5, it is the only description available that contains game rule information. The Blowgun also appears in MASTERS OF THE WILD and ORIENTAL ADVENTURES.

*Suggested Class:* Assassin

Dragon Magazine #: 312 (Assassin – Specialty Prestige Classes)

**Blowgun, Repeating:** This blowgun includes a sliding mechanism that resembles a six-note pan pipe. Each pipe is preloaded with a blowgun dart, allowing the user to fire up to two blowgun darts per round rather than the usual one per round (assuming the user has the ability to make at least two attacks in a round).

The repeating blowgun holds six blowgun darts. As long as it holds darts, you can reload it by pushing the cartridge up as a free action and take a second shot. Loading a new cartridge of six darts requires a full-round action that provokes attacks of opportunity.

You can fire a repeating blowgun with one hand but you can only fire one per round. You must use two hands to load a new cartridge.

Dragon Magazine #: 348 (Class Acts – Mountain Ghosts)

**Bolt, Exploding Crossbow:** These powerful and extremely dangerous alchemical bolts contain reactive agents that explode in a 5-foot radius when they strike. The explosion deals 2d12 points of fire damage. A creature struck by the bolt strikes can make a DC 20 Reflex save for half; those caught in the explosion can make a DC 15 Reflex save to negate the damage.

The formula for exploding crossbow bolts is unknown outside the strongholds of the mountain ghosts, but they are sometimes sold to "reliable" allies for five times the listed cost, typically in small lots of no more than four to six bolts at a time.

Because of their awkward shape and weight, an exploding crossbow bolt can only be fired from a heavy crossbow and its range increment is reduced to 3/4 normal.

Dragon Magazine #: 348 (Class Acts – Mountain Ghosts)



**Bolt, Splintering:** A splintering bolt is actually a dozen smaller bolts loosely bound together and designed to come apart from the force of being fired. When fired, the bolts separate, creating a 30-foot cone of metal-tipped splinters. No attack roll is required. Creatures in the cone take 1d6 points of damage (1d4 points of damage for a Small crossbow). This damage is reduced by half with a DC 15 Reflex save.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Bolt, Tanglefoot:** Tanglefoot bolts are tipped with a large, round ball that contains a tanglefoot bag (PLAYER'S HANDBOOK, 128). A hit from a tanglefoot bolt deals no damage but triggers the tanglefoot bag's ensnarement. Tanglefoot bolts that miss should be treated as an attack with a thrown splash weapon (PLAYER'S HANDBOOK, 158).

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Bolt, Tumbling:** A tumbling bolt resembles a standard crossbow bolt save for a few tiny holes and vents along the shaft. A tiny channel allows air to pass through the bolt when it is fired which causes the bolt to tumble through the air. Opponents targeted by a tumbling bolt can apply only half their Dexterity modifier to their AC (if positive, rounded down) due to the unpredictable tumble of the approaching missile. A tumbling bolt has only one-half its normal range increment.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Bone Bow:** This powerful oversized bow is designed to fire exceptionally large arrows specially made for it. A bone bow functions as a composite longbow with regard to applying the user's Strength bonus to damage dealt with arrows fired from it. The bow has a long, thick spike protruding from both arms; these spikes are used to brace against a solid object (either the ground or overhanging protrusion or ceiling) to aid in drawing the bow's string. A character may use a bone bow as a martial weapon, but doing so imparts a -4 penalty on attack rolls, and firing an arrow from the bow requires a full-round action.

For purposes of feats such as Weapon Focus and Weapon Specialization, a bone bow is treated as if it were a longbow; thus if you have Weapon Focus (longbow), that feat applies to bone bows as well.

*Note:* See the "Bows and Strength Ratings" sidebar on page 11 for more information on Strength Ratings.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Boomerang, Hunting:** Similar in shape to the boomerang from page 155 of the COMPLETE WARRIOR, this weapon does not return to the thrower, has slightly greater range, and deals lethal damage.

*Special:* A barbarian can give up proficiency with all metal martial weapons in order to gain proficiency with this weapon.

*Suggested Class:* Barbarian

## FIRING CROSSBOWS

Unless otherwise noted, you can fire a crossbow with both hands without penalty. You can shoot, but not load, a crossbow with one hand at a -4 penalty on attack rolls. You can shoot a crossbow with each hand, but you take a penalty on attack rolls as if you attacking with two one-handed weapons (see page 160 of the PLAYER'S HANDBOOK). These penalties are cumulative with the penalty for firing the crossbow one-handed.

Dragon Magazine #: 331 (Class Acts – Archaic Armaments)

**Bow, Elvencraft:** One of the biggest problems facing any archer is deciding what to do when a foe gets within melee reach. Elven bowyers have simplified the choice by crafting bows that can stand up to melee combat. Thanks to elven ingenuity, these weapons work just as well as melee weapons as they do as ranged weapons.

An elvencraft bow is thicker and heavier than a normal bow. Elvencraft shortbows function as clubs when wielded as melee weapons, while elvencraft longbows function as quarterstaves when wielded as melee weapons. The wielder incurs no penalty on attack rolls when using an

elvencraft bow as a melee weapon.

A character wielding an elvencraft bow can freely interchange melee and ranged attacks during the same round. When wielding an elvencraft bow, the user threatens the squares around him no matter how he last used the weapon. Magical enhancements to an elvencraft bow only affect its use as a bow. Enhancements to the melee capabilities of the weapon must be added separately.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Braid Blade:** A braid blade is a small dagger-like blade that can be woven into the end of a long braid of hair. While a braid blade doesn't inflict much damage, it grants those proficient in its use an additional attack that, when combined with sneak attacks, poison, or similar augmentations can become quite deadly.

You can attack with a braid blade as a regular weapon, leaving both hands free for other pursuits. When you make a full-attack action, you may make one additional attack with your braid blade, although you suffer a -5 penalty on the attack roll unless you also have at least 5 ranks in Tumble, in which case the penalty is reduced to -2.

A braid blade grants a +2 circumstance bonus on any Bluff checks made to feint an opponent in combat.

Dungeon Magazine #: 119 (The Obsidian Eye)

**Chakri:** The chakri are disc-bladed throwing weapons that can also serve as ammunition for a riverbow. This weapon is of cactacae origin; see the Dragon Magazine issue for more information on cactacae.

Dragon Magazine #: 352 (People of Bas-Lag)

**Cord:** Cord has hardness 0, 2 hit points, and a break DC of 20. When used as a strangling weapon, it provides a +1 strangle bonus.

*Note:* See the "Strangulation" side bar on page 18 for more information on strangulation attacks and weapons.

Dragon Magazine #: 355 (Class Acts: Strangulation)

**Crossbow, Aquatic:** This special version of a light crossbow is strung especially taut with thicker string and reinforced so as not to snap under the increased tension. The aquatic crossbow is not subject to the normal -2 penalty on ranged attack rolls for every 5 feet of distance (see Ranged Attacks Underwater; page



A braid blade is woven into Mio's hair



## Complete Dragon Magazine 3.5 Arms and Equipment – Weapons and Armor

93 of the DUNGEON MASTER'S GUIDE), and uses its normal range increment of 40 feet both in and out of the water. Aquatic crossbows are favored by aventi, merfolk, and tritons.

*Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Crossbow, Bladed:** This light crossbow is crafted entirely from metal to make it as strong as possible. A small blade sits beneath the prod, allowing the crossbow to be wielded in melee combat. A bladed crossbow functions as a dagger when wielded as a melee weapons. The wielder incurs no penalty on attack rolls when using a bladed crossbow as a melee weapon.

A character wielding a bladed crossbow can freely interchange melee and ranged attacks during the same round. When wielding a bladed crossbow, the user threatens the squares around him no matter how he last used the weapon. Magical enhancements to a bladed crossbow only affect its use as a ranged weapon. Enhancements to the melee capabilities of the weapon must be added separately.

*Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows.

*Note:* A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A

Comprehensive Guide to Bows and Crossbows)

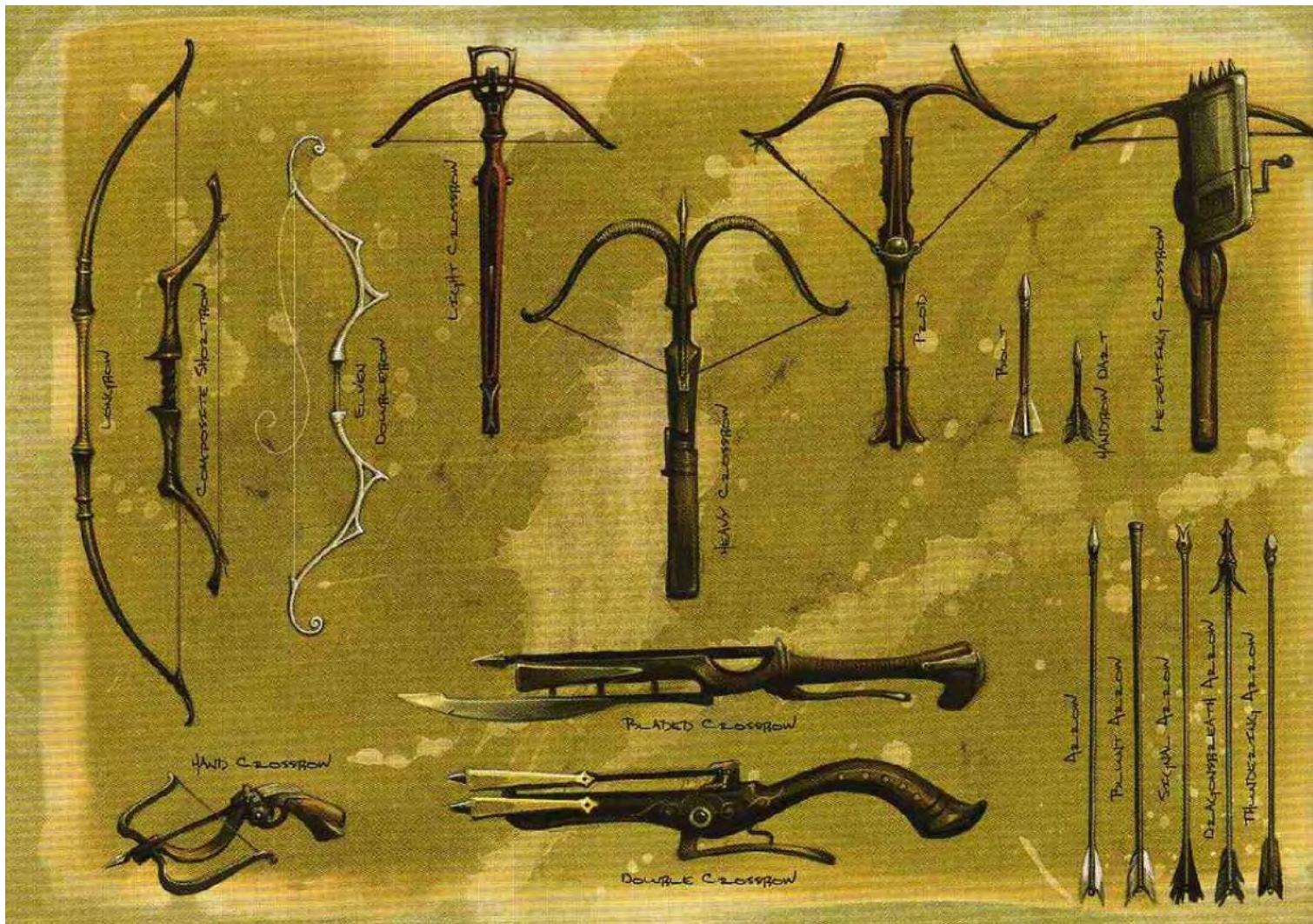
**Crossbow, Double:** A double crossbow has two sets of prods and strings, one above and one below—it has the strength of a light crossbow, but the weight of a heavy crossbow. The bottom bolt sits inside a covered channel, preventing it from falling out. A separate lever is used to cock each string. Normally, operating a double crossbow requires two hands.

If the double crossbow is fully loaded, you can shoot both bolts at a single target. You make one attack roll at -2 penalty to determine whether or not both bolts strike the target. If the attack is a critical hit, only one bolt deals extra damage. Extra sneak attack damage is also only applied once.

*Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows. A picture of this weapon appears on this page.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Crossbow, Grapple-Firing:** This device helps adventurer's scale walls, bridge chasms, escape down sheer cliffs, and the like. A grapple-firing crossbow is a heavy crossbow modified to fire a special, grapple-headed metal bolt attached to 100 feet of thin, light rope. A successful shot at an appropriate target indicates that the grapple has hooked onto something, anchoring the rope firmly enough for a character to ascend it



An assortment of new bows, crossbows and ammunition



## FLIGHTS OF FANCY

The notorious ranger Roberd of the Wood gained much fame for his deeds, his wild and generous spirit, and his unparalleled archery skills. Over the course of his career he developed several new types of arrows (hardwood, pungent, singing, star, and zigzag) to aid him in his attempts to free the unjustly imprisoned and punish oppressors. His innovations spread quickly and many adventurers now use the arrows he designed.

with a successful DC 15 Climb check. Failure brings one of three results: the grapple simply failed to snag anything, it has lodged but is not secure enough to support a characters weight, or there's simply nothing there for it to catch. In the first case, the user can simply recoil the rope and try again. In the second case, a successful DC 15 Use Rope check made before anyone tries to climb reveals the instability. The user cannot free the grapple but may fire another. Should anyone try to climb the unstable rope; the grapple gives way after the climber has progressed 2d10 feet. Determine damage normally for the resulting fall. In the third case, retries automatically fail. *Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Crossbow, Great:** You draw a great crossbow by turning a winch. Loading a great crossbow is a full-round action that provokes an attack of opportunity. Normally, operating a great crossbow requires two hands.

*Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Crossbow, Hand:** This exotic weapon is common among rogues and others who favor stealth over power. You can draw a hand crossbow back by using two hands. Loading a hand crossbow is a move action that provokes attacks of opportunity. You can shoot, but not load, a hand crossbow with one hand at no penalty. When shooting with a hand crossbow in each hand, you take a penalty on attack rolls as if attacking with two light weapons (see Table 8-10: Two Weapon Fighting Penalties, page 160 in the *PLAYER'S HANDBOOK*),

*Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows. A picture of this weapon appears on this page.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Crossbow, Heavy:** You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action that provokes attacks of opportunity. Normally, operating a heavy crossbow requires two hands.

*Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows. A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Crossbow, Light:** You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. You can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls. When shooting with a light crossbow in each hand, you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

*Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows. A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Crossbow, Orz Fishing:** This modified light crossbow can fire a barbed bolt in the air and underwater. If the barbed bolt strikes a fleshy target, a DC 10 Heal check is required to remove it without inflicting a further 1d4 damage. A thin fishing line can be tied to the bolt, which, if yanked out of a victim, inflicts a further 1d4 points of damage.

Dungeon Magazine #: 109 (Polyhedron – Hardby: City of the Scorned)

**Crossbow, Repeating:** The repeating crossbow (whether heavy or light) holds five crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a free action). Loading a new case of five bolts is a full-round action that provokes attacks of opportunity. You can fire a repeating crossbow with one hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. You must fire the weapon with two hands in order to use the reloading lever, however, and you must use two hands to load a new case of bolts.

*Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows. A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Crossbow, Steel:** Steel crossbows are crafted entirely from metal and made to withstand being used as a melee weapon. A steel crossbow is heavier than a normal crossbow. In melee, a light steel crossbow functions as a light mace and a heavy steel crossbow functions as a heavy mace. The wielder incurs no penalty on attack rolls when using a steel crossbow as a melee weapon.

A character wielding a steel crossbow can freely interchange melee and ranged attacks during the same round. When wielding a steel crossbow, the user threatens the squares around him no matter how he last used the weapon. Magical enhancements to a steel crossbow only affect its use as a crossbow. Enhancements to the melee capabilities of the weapon must be added separately.

*Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Cutlass:** Popular with many sailors, the cutlass is a short, heavy, slightly curved blade useful for both stabbing and slashing. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed. The cutlass first appeared in the *FORGOTTEN REALMS*



Cutlass

## Complete Dragon Magazine 3.5 Arms and Equipment – Weapons and Armor

### CAMPAIGN SETTING

Dragon Magazine #: 318 (X Marks the Spot: Setting Sail with Saber and Spell)

**Dart, Fletched:** This ammunition is used exclusively with the handbow. Fletched darts are smaller than arrows and lighter than conventional darts—the fletching gives them stability when fired. Fletched darts are too small and fragile to be used as improvised weapons in melee.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Disguised Dagger:** This weapon is a dagger with a stiletto-like blade disguised to look like an ordinary object, such as a ladies hair comb or an ink pen. In addition to being easy to smuggle into well-guarded areas, a character receives a +5 bonus on Sleight of Hand checks to conceal the weapon, in addition to the dagger's usual +2 bonus. Dedicated spies even have masterwork or magical disguised daggers made for them.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Double Axehead:** The mountain ghosts jealously guard their technique in throwing these thin, double-bladed axeheads with no handles. The weapons have better range and damage than simple hand axes.

Dragon Magazine #: 348 (Class Acts – Mountain Ghosts)

**Double Bow, Elven:** This double-stringed longbow can be used as a longbow by anyone proficient in that weapon. Characters with Exotic Weapon Proficiency (elven double bow) can use the bow to fire two arrows at once. Nocking an arrow on the second string requires a move-equivalent action. Once the wielder has taken an action to load the second string, his next attack is a double shot that launches both arrows simultaneously at the same target. The wielder makes one attack roll at a -2 penalty to determine whether or not both arrows strike the target. If the attack is a critical hit, only one arrow deals extra damage. Extra sneak attack, sudden strike, and skirmish damage is also only applied once.

*Note:* A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Dragonclaw Gauntlet:** A dragon's claws are sharp and deadly, but the damage done by a single claw is often negligible. However, enterprising dragoncrafters have found a way to use the entire foot as a weapon. Hollowed out and fitted with a special grip and straps, a dragonclaw gauntlet is an exotic one-handed melee weapon of a size equal to the dragon from which the foot was harvested. Such a weapon deals 1d4 points of slashing damage if from a Small dragon and 1d6 points of slashing damage if from a Medium dragon, and has a x2 critical multiplier. Harvesting a claw for this purpose requires 1 hour and a successful DC 15 Survival check (see the "Cutting Up The Dragon" sidebar on page 60 for more information on harvesting dragon parts). Druids are proficient with this weapon.

You can also use dragonclaw gauntlets to make trip attacks. If you are tripped during your own trip attempt, you can drop the dragonclaw gauntlet to avoid being tripped. While wearing a dragonclaw gauntlet, you receive a +2 circumstance bonus on Climb checks. Dragonclaw gauntlets are always masterwork weapons and the masterwork cost is included in the price.

*Note:* This item can be crafted using the Dragoncrafter feat (see DRACONOMICON) using the following information: Dragon Part: dragon claw; Skill: Craft (weaponsmith).

Dragon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes)

**Duom:** The duom is a longspear with a standard spearhead, as well as two blades curved so that they point backward along the shaft. The weapon has reach, allowing you to strike opponents 10 feet away with it. Those proficient with the duom can also attack adjacent foes with the reversed heads using a practiced "reversed strike." Apply a -2 penalty on the attack roll if you use the duom to attack a second adjacent opponent in the same round you attacked the first opponent.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Executioner's Mace:** This martial two-handed weapon was the favored weapon of executioners in Kyuss' ancient city of Kuluth-Mar. Kyuss himself wielded one of these terrible weapons, further increasing its popularity among his followers. An executioner's mace is a combination axe and mace fitted with a long spike, giving the wielder wide versatility in damage type.

Dungeon Magazine #: 135 (Age of Worms: Dawn of a New Age)

**Fauchard:** A simple pole arm with a curved, slashing blade, not unlike a gently curved sickle. A fauchard has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

*Note:* A picture of this weapon appears on page 11.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Flindbar:** A flindbar resembles a pair of chain-linked iron bars, not unlike a flail. Flinds treat a flindbar as a martial weapon instead of an exotic weapon.

The wielder of a flindbar gains a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

If a proficient wielder threatens a critical hit, he can make a free disarm attempt against that opponent before confirming the critical hit (this disarm attempt doesn't provoke an attack of opportunity).

Dungeon Magazine #: 119 (Tomb of Aknar Ratalla)

**Folding Bow:** This bow has a joint in the middle that allows it to fold in half when unstrung, making it easier to conceal. A character can make a Sleight of Hand check to conceal a folded folding bow as if it were a small object. Only non-composite bows can be made into folding bows. Assembling or disassembling a folding bow is a standard action that provokes an attack of opportunity.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Footbow:** This exotic weapon functions as a composite longbow but its design allows it to be used in flight, with the archer holding the bow in her feet and drawing it with one or both hands.

*Note:* See the "Bows and Strength Ratings" sidebar on page 11 for more information on Strength Ratings.



A flindbar is deadly in the hands of T'kes Deathhand



Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Garrote Ring:** The wearer of this large, ostentatious ring can detach the gem atop it and pull forth a length of extremely fine, tough wire that can be used to strangle an opponent. Pulling out the wire is a free action, but rewinding it requires a full-round action. For more information on using garrotes, see the “Strangulation” sidebar on page 18 or the description of garrotes in SONG AND SILENCE.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Ghost Spike:** These masterwork shortwords, forged with techniques held secret by the mountain ghost clan, all possess individual names. Each weapon is typically made from silver or cold iron, and its form resembles a short sword with a spike in place of the pommel. Ghost spike names include the Dwarven equivalents of Firetooth, Greyjoy, Whiteheart, and Widow.

A ghost spike is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. Both ends deal piercing damage. You can use either head as the primary weapon. The other head is the off-hand weapon.

Ninjas and assassins are automatically proficient with ghost spikes; other classes treat them as exotic weapons.

Dragon Magazine #: 348 (Class Acts – Mountain Ghosts)

**Glaive:** The glaive is little more than a single-edged blade at the end of a long pole. A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Goad:** A goad is a long, thin wooden pole mounted with a heavy stone or metal weight and a large spike at one end. Primarily intended as a tool to direct the movement of large animals, a goad makes a solid weapon in a pinch. When you attack with a goad, you must decide if you are attacking with the spike to deal piercing damage or the weight to deal bludgeoning damage. The flexibility of the goad's shaft absorbs much of the force behind blows made with the bludgeoning head, and all bludgeoning damage dealt by a goad is nonlethal as a result. Piercing damage remains lethal.

If you are proficient with its use, the goad grants a +2 circumstance bonus on all Handle

## BOWS AND STRENGTH RATINGS

All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency. A composite longbow can be made with a high strength rating (representing an especially heavy pull) to take advantage of an above-average Strength score; this feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp for composite longbows and 75 gp for composite shortbows to its cost. For instance, a composite longbow (+1 Str bonus) costs 200 gp, while a composite longbow (+4 Str bonus) costs 500

Animal checks made against animals of size Huge or larger (such as elephants).

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Greatbow:** Largest of all the bows, a greatbow sized for a Medium character is 6 feet or more in length when strung. A greatbow is too unwieldy to use while mounted.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Greatbow, Composite:** Similar to other bows, a greatbow follows all the normal rules for composite bows. Each point of Strength bonus granted by the bow adds 200 gp to the cost.

**Greatcleaver:** The greatcleaver is a slashing, two-handed melee weapon with 10-foot reach. This weapon is of cactacae origin; see the Dragon Magazine issue for more information

on cactacae.

Dragon Magazine #: 352 (People of Bas-Lag)

**Greatspear:** This heavy spear has a broad flat blade. A greatspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Guisarme:** The guisarme is a curving blade that bends back far enough to form a hook. A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the guisarme to avoid being tripped.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Gyrspike:** A gyrspike is a double weapon. A stout shaft holds a flail on one end and a longsword on the other. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties for two-weapon fighting, as if you were using a one-handed weapon and a light weapon.

You get a +2 bonus on your opposed attack roll when attempting to disarm an enemy with a gyrspike (including the opposed attack roll to avoid being disarmed yourself if you fail to disarm your enemy).

You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the gyrspike to avoid being tripped.

A gyrspike is a two-handed exotic melee weapon, Dungeon Magazine #: 126 (Campaign Workbook – Critical Threat: Girdrex: Savage Duelist)

**Halberd:** The halberd consists of a curving axe head combined with a long spear tip mounted onto an 8-foot-long pole. If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.



Girdrex is an expert gyrspike duelist



## Complete Dragon Magazine 3.5 Arms and Equipment – Weapons and Armor

You can use the hook on the back of a halberd to make trip attacks. If you are tripped during your own trip attempt, you can drop the halberd to avoid being tripped.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Handbow:** A handbow is a tiny bow designed mostly for concealment and stealth rather than power and uses fletched darts rather than arrows. Wielders commonly employ poisoned darts in conjunction with a handbow. Handbows cannot be made with an increased Strength rating.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Hook:** A hook is a prosthetic appendage securely attached in place of a missing hand. A character using a hook cannot be disarmed. To attach a hook, a character must first be missing a hand (either right or left). Note that anyone with a hook suffers a -2 penalty on all skill checks requiring the use of hands. Note that attacks made with hook grafts count as natural attacks.

Dragon Magazine #: 318 (X Marks the Spot: Setting Sail with Saber and Spell)

**Icechucker:** The icechucker appears to be a large crossbow at a casual glance, larger even than a heavy crossbow. Its launching mechanism is designed to fire large shards of ice (usually icicles) rather than regular crossbow bolts. You draw an icechucker by pulling on a thick lever on the underside of the weapon. Loading an icechucker is a full-round action that provokes attacks of opportunity. If icicles aren't handy to load into an icechucker, it can also be used to fire a javelin,

dealing the same damage.

*Note:* See the “Firing Crossbows” sidebar on page 7 for more information on using crossbows.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Japute:** The talon of a pterodactyl deinonychus or other powerful predator is mounted onto a wooden handle with several leather straps attached. The japute is then wound onto the wielder's wrist and forearm with the strips of leather. Properly equipping or removing a japute requires a full-round action that provokes attacks of opportunity.

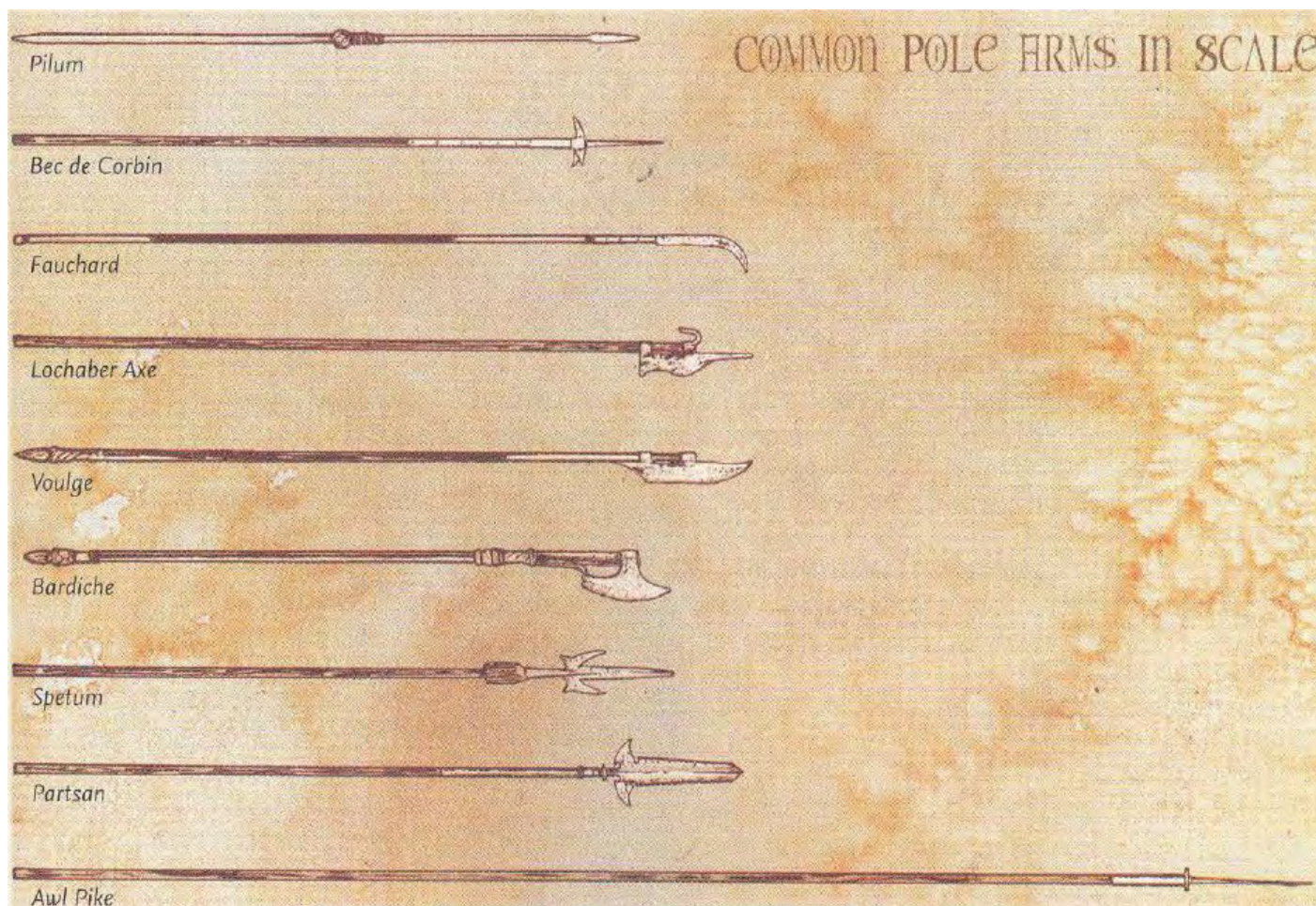
While wielding a japute, you gain a +6 bonus on any roll made to keep from being disarmed in combat and a +2 bonus on Climb checks.

The japute is an Olman weapon; see the Dragon Magazine Issue for more information.

Dragon Magazine #: 352 (Savage Tidings – Braving the Isle of Dread)

**Kaua'koi:** This vicious scrimshaw weapon is fashioned from large lengths of bone harvested from Huge creatures. Several hand-notches are carved all over the bone, while the rest is sculpted into spurs, blades, and polished nodules. Fighting with a kaua'koi is a high art, involving constantly switching grips to make the most of this versatile weapon. In many tribes, carving one's own kaua'koi is a rite of passage marking a young Olman's mastery of war arts (see the Dragon Magazine Issue for more information on Olmans).

A kaua'koi is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the



A selection of new pole arms



normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon (see Two-Weapon Fighting, on page 160 of the *PLAYER'S HANDBOOK*). A creature wielding a kaua'koi in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

If proficient with a kaua'koi, you may choose the type of damage you deal with each attack.

Dragon Magazine #: 352 (Savage Tidings – Braving the Isle of Dread)

**Lochaber Axe:** An axe-headed weapon with a hook for tripping, the lochaber axe is essentially a larger halberd lacking the top-spike. A lochaber axe has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

You can also use a lochaber axe to make trip attacks. If you are tripped during your own trip attempt, you can drop the lochaber axe to avoid being tripped.

*Note:* A picture of this weapon appears on page 11.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Longbow:** Longbows are among the most common weapons available. A longbow is too unwieldy to use while mounted.

*Note:* A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Longbow, Aquatic:** Made by aquatic elves, the aquatic longbow functions as a normal ranged weapon out of the water, with a 60-foot range increment. Underwater, it has a range increment of 10 feet, but it does not take the normal penalty for a ranged attack through water. If you have the Aquatic Shot feat (*STORMWRACK*, 90), the aquatic longbow's range increment improves to 30 feet underwater.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Longbow, Composite:** You can use a composite longbow while mounted. Composite bows are built with a recurve, meaning that the bow remains bow-shaped even when unstrung. For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow. Thus, if you have Weapon Focus (longbow), that feat applies both to longbows and composite longbows.

*Note:* See the “Bows and Strength Ratings” sidebar on page 11 for more information on Strength Ratings.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Longspear, Microlith Barbed:** Microliths are small triangular-shaped stones with sharp edges wedged into the shaft of a spear just beneath the tip. This effectively creates a serrated edge, causing more damage than the normal longspear. A microlith barbed longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

*Special:* A barbarian can give up proficiency with all metal martial weapons in order to gain proficiency with this weapon.

*Suggested Class:* Barbarian

Dragon Magazine #: 331 (Class Acts – Archaic Armaments)

**Longspear:** At its simplest, a longspear is little more than a sharp pointed blade mounted on the end of a 10-foot-long pole. A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Longstaff:** Longer than a quarterstaff, a longstaff is much more difficult to use, but skilled wielders are better able to protect themselves from multiple attackers when fighting cautiously.

If you are proficient with the longstaff and you fight defensively or employ the total defense combat maneuver, you cannot be flanked for the rest of the round. This benefit also applies if you are proficient in the weapon, have the

Combat Expertise feat, and shift at least 2 points of your attack bonus to Armor Class for the round.

The longstaff is a double weapon and a special monk weapon just like the quarterstaff (see that description for details).

Characters proficient with the longstaff can treat it as a quarterstaff for the purposes of the following feats: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, and Weapon Specialization.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Lucerne Hammer:** The lucerne hammer is similar to the halberd, but with a longer spike and a smaller three-pronged hammerhead instead of an axe blade. A lucerne hammer has reach.

You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Meteor Hammer:** see Rope Dart.

Dragon Magazine #: 319 (Warriors of the Animal Fist – Crouching Panther,

Slashing Dragon)

**Modular Weapon:** Extremely popular with assassins and spies alike, a modular weapon can be carried on the owner's person without drawing attention. A modular weapon is made up of several tiny and innocuous-looking components that snap, twist, or screw together to make a fully functioning weapon. Any simple or martial melee weapon that weighs 5 pounds or less may be made modular, as can hand crossbows, darts, and slings.

A modular weapon has two modular components for each pound of its weight. Each component is designed to appear as an article of clothing, jewelry, or almost any other ordinary wearable object. To recognize parts of a modular weapon, an observer must make a DC 20 Intelligence check. A +1 bonus applies to this check for every two components of the modular weapon that the viewer can see.

Assembling or disassembling a modular weapon takes 1 minute. Redistributing the individual pieces into their



proper, disguised locations after disassembly requires 1 additional minute. If any components are missing, the weapon cannot be assembled.

Because they are not whole and solid, modular weapons tend to fall apart when subjected to serious abuse. Whenever the wielder rolls a natural 1 on an attack roll with the weapon, it breaks and falls apart, dealing no damage for the attack.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Mountain Chain:** Comprised of three balls linked by stout chain, a mountain chain resembles a set of bolas. You must fire a mountain chain from a light or heavy crossbow. The chain is made in such a way that it can be fired from a normal crossbow without penalty.

You can use this weapon to make a ranged trip attack against an opponent. You can't be tripped during your own trip attempt when using a set of mountain chain. It deals only nonlethal damage.

Because of the mountain chain's awkward shape, a crossbow firing it has its range increment reduced to 1/2 normal.

Dragon Magazine #: 348 (Class Acts – Mountain Ghosts)

**Naginata:** Similar to a fauchard in design, the naginata is a heavy curved blade on the end of a long pole. A naginata has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Partisan:** The partisan consists of a central spike with two slashing axelike spikes protruding from the sides of the main blade. A partisan has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. A partisan is sometimes called a "bohemian ear-spoon."

*Note:* A picture of this weapon appears on page 11.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Pilum:** A thin spear, over a foot of its length is metal. A pilum can be used to attack an enemy's shield (and only a shield) as a sunder attempt. This attempt can be made at range. If attempted in melee combat, this draws an attack of opportunity unless you have the Improved Sunder feat. If the pilum deals more damage than the shield's hardness, the spear is stuck in the shield. This deals only 1 point of damage to the shield regardless of how much damage was actually done over the hardness. Removing a pilum takes 2d4 rounds. While the pilum is attached to a shield, the target must drop the shield or suffer a -2 circumstance penalty to Armor Class and on attack rolls and Reflex saves due to the added weight and awkwardness. Obviously, you lose use of the pilum while it is attached in this way.

*Note:* A picture of this weapon appears on page 11.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Poison Ring:** This large but stylish ring has a reservoir that can hold a single dose of poison (injury only). To deliver the poison, the wearer must flip down a tiny, hollow needle so that it protrudes from the palm side of the ring, then make a successful touch attack against her target. Locking the needle into place requires a standard action, but the wearer tends to look rather suspicious fussing with her ring. Alternatively, the wearer can attempt to position the needle one-handed with a DC 15 Dexterity check, but failing by 5 or more indicates that she has pricked herself with the needle and is

subject to the poison. An observer can notice the needle protruding from the wearer's palm with a successful DC 30 Spot check.

The ring deals 1 point of damage on a successful touch attack, plus the poison's normal damage. The victim may have to make a DC 10 Wisdom check to recognize the source of the attack if not in combat.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Poleaxe, Heavy:** This weapon has a massive axe blade set onto a long pole. A heavy poleaxe has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a heavy poleaxe against a charge, you deal double damage on a successful hit against a charging character.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Prodd:** The prodd resembles a light crossbow but is designed to fire the same lead bullets used in slings. It deals less damage than a regular crossbow, but ammunition is cheap and rocks may be used in a pinch. You draw a prodd back by pulling a lever. Loading a prodd is a move action that provokes attacks of opportunity. Normally, operating a prodd requires two hands. You can shoot, but not load, a prodd with one hand, incurring a -2 penalty on attack rolls. When shooting with a prodd in each hand, you take a penalty on attack rolls as if attacking with two light weapons.

This penalty is cumulative with the penalty for one-handed firing. You can fire ordinary stones with a prod, but the stones are not as dense or as round as bullets. Thus, such an attack deals damage as if the weapon were designed for a creature one size category smaller than you (for instance, 1d3 instead of 1d4, or 1d2 instead of 1d3). Due to the velocity of the shot, there is no penalty to attack rolls when using rocks in this manner.

*Note:* See the "Firing Crossbows" sidebar on page 7 for more information on using crossbows. A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Quarterstaff:** The favored weapon of many common folk, the quarterstaff is a simple 6-foot-long pole. A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Ranseur:** A ranseur consists of a central spike flanked by two smaller prongs and backward-facing hooks. A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. With a ranseur, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)



**Ribbon Dagger:** A ribbon dagger is a light exotic weapon crafted from kaorti resin. It consists of a resin handle to which is attached a long flexible strip of razor-sharp resin. A creature properly trained in the dagger's use can cause it to wrap around objects with ease like a strip of leather or to slash like a standard metal blade as he sees fit. When using a ribbon dagger, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

Dungeon Magazine #: 118 (Shadow of the Abyss)

**Ritiik:** A ritiik is a spearlike weapon with an additional hooked blade protruding from the base of the spear head. When you successfully hit a target with a ritiik, you can twist the weapon and hook this blade into the target's flesh if the target fails a Reflex saving throw (DC 10 + the damage dealt). If you hook the target, you can immediately make a trip attack against the target. If you fail, you can let go of the ritiik to avoid the retaliatory trip attack.

The damaged creature can pull the ritiik from its wound if it has two free hands and takes a full-round action to do so, but it deals damage to itself equal to the initial damage the ritiik dealt. A character who succeeds on a DC 15 Heal check can remove a ritiik without further damage.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Riverbow:** The riverbow is the best-known of the cactacae weapons (see the DRAGON MAGAZINE issue for more information on cactacae). It is an enormous crossbow that fires large spinning buzz blades. Because the cactacae lavish such attention and resources on this weapon, masterwork riverbows are actually relatively easy to find.

Dragon Magazine #: 352 (People of Bas-Lag)

**Rope Dart:** A rope dart consists of a spike or piercing blade attached to a 20-foot length of rope. Propelled by precise strikes from the hands, feet, elbows, and knees, combined with intricate coiling of the rope around every part of the body, the rope dart can stab at opponents from every direction and angle at incredible speed.

A rope dart has a long reach, so you can strike opponents 15 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

Because the rope dart can wrap around an enemy's leg or other limb, you can make trip attacks with it. If you are tripped during your own trip attempt, you can drop the rope dart to avoid being tripped.

When using a rope dart, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rope dart sized for you, even though it isn't a light weapon for you.



A riverbow fires large spinning buzz blades

Monks are not automatically proficient with the rope dart, but if they take the feat Exotic Weapon Proficiency (rope dart), they can use the rope dart when making attacks with their flurry of blows ability.

A variation of the rope dart called the meteor hammer exists, replacing the dart with a solid metal bail that does bludgeoning damage rather than piercing damage. A character proficient with the rope dart is proficient with the meteor hammer.

Dragon Magazine #: 319 (Warriors of the Animal Fist – Crouching Panther, Slashing Dragon)

**Sasumata:** A dull crescent-moon blade placed atop a long pole, the sasumata is a pole arm designed to capture opponents with a minimum of harm. A wielder who hits a Small or Medium opponent with a sasumata can immediately initiate a grapple as a free action without provoking an attack of opportunity. (See Grapple in Chapter 8 of the PLAYER'S HANDBOOK for more information.) In addition to the normal options available to a grappler, the wielder of the sasumata can attempt to pull his target to the ground (the equivalent of a trip attack, though no attack roll is necessary).

A sasumata has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. A sasumata is also known as a grasping pole in the BOOK OF EXALTED DEEDS.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Sharktooth Gauntlets:** The sharktooth gauntlet is the favored weapon of the shark cultist (see Dragon Magazine #315 – *Taladas – Angry Dead Gnomes and Sinister Walking Sharks*). This exotic weapon consists of thick leather gauntlets made from sharkskin. Numerous large shark's teeth are embedded in the backs of the gauntlets so that when the wearer makes a fist, the teeth splay outward from the knuckles. The cost and weight are given for a single gauntlet. An attack with a sharktooth gauntlet is considered an armed attack. Sharktooth gauntlets cannot be disarmed by an opponent. Sharktooth gauntlets are light melee weapons.

Dragon Magazine #: 315 (Taladas – Angry Dead Gnomes and Sinister Walking Sharks)

**Sharrash, Talenta:** Developed by the halflings of EBERRON's Talenta Plains, this weapon consists of a long curved blade mounted at the end of a long pole. A Talenta sharrash has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

Due to its curved blade, you can use a Talenta sharrash to make trip attacks. If you are tripped during your own trip attempt, you can drop the Talenta sharrash to avoid being tripped.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Shimalo'koa:** This hard piece of koa wood studded with rows of razor sharp shark's teeth



A shark cultist wearing a pair of sharktooth gauntlets

tears opponents to shreds. Koa is remarkably light, yet stronger than most other woods.

The shimalo'koa is an Olman weapon; see the Dragon Magazine Issue for more information.

Dragon Magazine #: 352 (Savage Tidings – Braving the Isle of Dread)

**Shortbow:** Shortbows are among the most common weapons available. You can use a shortbow while mounted.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Shortbow, Composite:** You can use a composite shortbow while mounted. Composite bows are built with a recurve, meaning that the bow remains bow-shaped even when unstrung. For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow. Thus, if you have Weapon Focus (shortbow), that feat applies both to shortbows and composite shortbows.

*Note:* See the “Bows and Strength Ratings” sidebar on page 11 for more information on Strength Ratings. A picture of this weapon appears on page 8.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

**Sodegarami:** The sodegarami, or sleeve-tangler, is a highly specialized weapon used to catch and entangle an opponent without causing great harm. It is normally used to hook and catch the clothing of an opponent. When you use a sodegarami in this way, you make a grapple attack without provoking an attack of opportunity. You make a melee touch attack with the weapon to “grab” the target’s clothing. This attack does not work against a character in heavy armor, or against most monsters that do not wear clothing. If the touch attack is successful, you make an opposed grapple check with a +4 bonus on the check (you gain no bonus for your size but still suffer any penalties you might have). If you win the opposed check, you have a hold on the target but do not deal any damage. If you lose, you fail to start a grapple.

To maintain the grapple, you do not need to move into your opponent’s space. The sodegarami holds your opponent 10 feet away from you. While you maintain the grapple, you do not have the option to damage or pin your opponent. Your opponent can try to escape or wriggle free, attack with a light weapon, or cast a spell with no somatic components and a casting time of 1 standard action.

A sodegarami can also be used as a normal weapon, dealing damage as shown on Table 1-1. A sodegarami has reach. You can strike opponents 10 feet away with it, but you can’t use it against an adjacent foe. The sodegarami is identical to the entangling pole found in the BOOK OF EXALTED DEEDS.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Spear:** Shorter than a longspear, the spear’s design is essentially the same. A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Spetum:** A spetum is similar to a ranseur but on a shorter pole. With a spetum, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

*Note:* A picture of this weapon appears on page 11.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Spring Dart Boots:** The heels of these boots are slightly oversized so that each can accommodate a small, spring-loaded dart launcher equipped with a single dart. Firing the dart requires a full-round action. Because the dart deals only minimal damage, most users either coat it with poison (which must be purchased separately) or use the attack as a distraction.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Steel Cable:** Steel cable has hardness 8, 8 hit points, and a break DC of 26. When used as a strangling weapon, it provides a +3 strangle bonus.

*Note:* See the “Strangulation” side bar on page 18 for more information on strangulation attacks and weapons.

Dragon Magazine #: 355 (Class Acts: Strangulation)

**Stingbox:** This metaclockwork device is only found among the khepri, who use it to electrocute or stun their targets (see the Dragon Magazine issue for more information on khepri).

The stingbox resembles a squared-off box with a handle at one end and two whiplike flails at the other; the flails have a reach of 20 feet. These ends are extendable and are whipped out to catch the enemy, and then a powerful electrical charge is sent through the line. While the base damage it deals is minimal (1 or 1d3 points of damage), each strike also deals 1d8 points of electrical damage. Creatures struck by a stingbox must make an immediate DC 13 Fortitude save or be stunned for 1d3 rounds.

Using a stingbox without penalty requires an Exotic Weapon Proficiency; in addition to the usual non-proficiency penalty, any untrained user of a stingbox who rolls a 1 on an attack roll shocks himself for normal damage and must save or be stunned.

Stingboxes are charged items and must be recharged after twelve successful attacks. Stingbox charges are sold only by khepri merchants to those they trust, and cost 10 gp per

box charge.

Dragon Magazine #: 352 (People of Bas-Lag)

**Stone Celt:** This L-shaped wood club has a stone head attached, making it the forerunner of the heavy mace.

*Special:* A barbarian can give up proficiency with all metal martial weapons in order to gain proficiency with this weapon.

*Suggested Class:* Barbarian

Dragon Magazine #: 331 (Class Acts – Archaic Armaments)

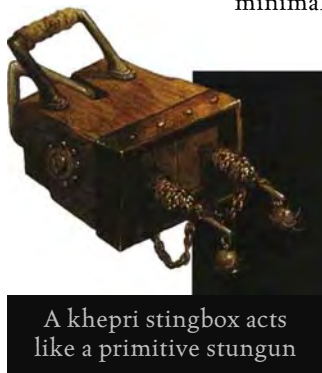
**Stone Handaxe:** This stone has a chipped edge for cutting that fits into the palm. Warriors carry stone handaxes for sentimental or superstitious reasons even after flint-edge knives and steel daggers have made them obsolete. Upon passing an initiation into adulthood, a young man receives a stone handaxe from a village elder. The ceremonial first cut after a kill is usually done with a stone handaxe to emphasize the hunter’s bonds to community and nature.

*Special:* A barbarian can give up proficiency with all metal martial weapons in order to gain proficiency with this weapon.

*Suggested Class:* Barbarian

Dragon Magazine #: 331 (Class Acts – Archaic Armaments)

**Tiger Hook Sword:** A tiger hook sword is the size of a longsword, but the first quarter of the blade is curved forward like a fishhook. The hilt comes to a sharp point, and an



A khepri stingbox acts like a primitive stungun



outward pointing crescent blade serves as a hand guard and stinking surface.

A tiger hook sword grants a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

You can make trip attacks with it, and you gain a +2 bonus to trip attempts made with the weapon. If you are tripped during your own trip attempt, you can drop the tiger hook sword to avoid being tripped.

Monks are not automatically proficient with the tiger hook sword, but if they take the feat Exotic Weapon Proficiency (tiger hook sword), they can use the tiger hook sword when making attacks with their flurry of blows ability.

Dragon Magazine #: 319 (Warriors of the Animal Fist – Crouching Panther, Slashing Dragon)

**Urgosh, Dwarven:** Also known as the spear-axe, this weapon is made up of a spear tip and an axe head mounted on opposite ends of a sturdy pole. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The urgosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon. The other is the off-hand weapon. A creature wielding a dwarven urgosh in one hand can't use it as a double weapon only one end of the weapon can be used in any given round.

If you use a ready action to set an urgosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgosh against a charging character, the spear head is the part of the weapon that deals damage. Dwarves treat dwarven urgoshes as martial weapons.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Voulge:** The voulge is simply a long cleaver blade mounted on the end of a long pole. A voulge has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

*Note:* A picture of this weapon appears on page 11.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Warpike, Dwarven:** The dwarven warpike resembles a halberd with a greatly elongated shaft, and a counterweight at the other end. A dwarven warpike has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

If you use a ready action to set a dwarven warpike against a charge, you deal double damage on a successful hit against a charging character.

You can use the hook on the back of a dwarven war pike to make trip attacks. If you are tripped during your own trip attempt, you can drop the dwarven warpike to avoid being tripped.

Dragon Magazine #: 331 (The Point of Pole Arms – A Comprehensive Guide)

**Whip-dagger:** Anyone who has Exotic Weapon (whip) is also proficient in the whip-dagger, a whip fitted with a short blade at its end. Unlike standard whips, the whip-dagger's ability to deal damage is unhindered by armor bonuses and natural armor bonuses. A Medium whip-dagger inflicts 1d6 damage on a hit and threatens a critical hit on a 19-20, and is otherwise treated as a standard whip.

Dungeon Magazine #: 134 (And Madness Followed)

**Wing Clip:** A wise old orc woman invented these dragon hunting staples when a fierce adult red terrorized her clan. She set the clan's warriors to crafting steel-toothed clamps like narrow bear traps. The next time the dragon swooped low, the ores, threw the clamps onto its back, pulling it from the sky.

Wing clips measure 3 feet in diameter when open. It takes a move action to ready a wing clip. Throwing one is a ranged attack with a 10-foot range increment. A wing clip is an exotic weapon, and because of the item's awkwardness it imposes a further -2 penalty on all attack rolls made with it (thus, a nonproficient user takes a -6 penalty on his attack roll with a wing clip). On a failed attempt, the wing clip snaps shut but does not penetrate a dragon's tough hide; the clip bounces off and must be reset (most wing clips come with a 100-foot trailing cord so the thrower can easily retrieve the clip).

On a successful ranged attack, a wing clip clamps down on a dragon's wing and impairs its flight ability. Dragons are lighter than land-bound creatures of their size, but they still require a great deal of power and momentum to lift them off the ground. A single wing clip reduces the dragon's fly speed by 30 feet and decreases its maneuverability by one category. Additional wing clips slow the dragon by 30 feet each and reduce its maneuverability by an additional category (to a minimum of clumsy). A dragon can no longer fly if its movement is reduced to 0 feet. Dragons smaller than Medium cannot be affected by wing clips (they are too small), while Medium and larger dragons can be affected by a number of wing clips equal to one plus one per size category larger than Medium (minimum of one for each wing). Dragons without wings are immune to wing clips.

A dragon can remove one wing clip with a standard action or all wing clips attached to it as a full-round action. Wing clips can affect any creature that flies with wings (as opposed to magical flight, such as that possessed by beholders).

Crafting a wing clip requires a DC 18 Craft (Weaponsmithing) check.

*Suggested Class:* Warrior

Dragon Magazine #: 344 (Class Acts – Hunting the Wyrms)

**Wire:** Most wire garrotes come with grips at the ends. Using a wire garrote without grips or some kind of hand protection deals 1d3 points of damage per round to you. Wire has hardness 4, 5 hit points, and a break DC of 24.

When used as a strangling weapon, it provides a +3 strangle bonus.

*Note:* See the "Strangulation" side bar on page 18 for more information on strangulation attacks and weapons.

Dragon Magazine #: 355 (Class Acts: Strangulation)

**Wristlancet:** This purple device is worn on the wrist and triggered by a flexible stalk that protrudes from its midsection. At one end, a flexible resin sac can store poison or disease-laced fluid, while protruding from the other end is a rigid hollow spine. When triggered as a standard action, the spine shoots out to a distance of up to 2 feet and the fluid within is dispensed reflexively. A kaorti can use this device to inject a target with whatever fluid stored inside by successfully hitting a target with the device. Its wrist-mounted straps make it difficult to disarm, granting the wielder a +4 bonus on checks made to resist being disarmed.



Likewise, it leaves the user's hand free to hold other weapons or tools.

Dragon Magazine #: 358 (Ecology – The Ecology of the Kaorti)

**Yuan-ti Serpent Bow:** Made from a long, curving piece of exotic wood, this bow is carved in the likeness of a serpent whose tail ends in a short metal blade. You can use a Yuan-ti serpent bow either to make ranged attacks or melee attacks with the serpent blade. When wielding a yuan-ti serpent bow, you can freely interchange melee and ranged attacks during the same round. You threaten the squares within your reach

no matter how you last used the weapon. A yuan-ti serpentbow is treated like a double weapon for the purpose of determining the cost of a masterwork version and enhancements. Weapon special abilities and enhancement bonuses for the bow portion of the weapon apply only to ranged attacks made with the serpent bow and not attacks made with the serpent blade. Special abilities and enhancements for the blade portion apply only to melee attacks.

Dragon Magazine #: 349 (Hitting the Bullseye – A Comprehensive Guide to Bows and Crossbows)

## STRANGULATION

The special attack of garroting first appeared in SONG AND SILENCE (*editor's note*: it also appears in Dragon Magazine #316). Attempting to strangle someone is a form of grappling, and follows all the normal rules for a grapple, except as follows.

Strangulation doesn't work against any creature that does not breathe (such as constructs, deathless, elementals, and undead), nor against oozes, plants, vermin, incorporeal, or ethereal creatures. Your DM might designate other creatures immune to strangulation as well.

When you are grappling, in addition to the other actions you can take (PLAYER'S HANDBOOK, 156) you may attempt to gain a strangle hold on your opponent by making a special melee touch attack. If you succeed at this special melee touch attack, you grab hold of your opponent's throat (or slip a garrote around his neck) and can begin to strangle him on the following round. You do not ignore all of your opponent's armor bonus to his AC when making this attack, as shown on the accompanying chart.

To strangle your opponent you must win an opposed grapple check every round (made in place of an attack). If you use only your hands in the strangle attempt (and not a garrote or other appropriate weapon) you take a -4 penalty on the initial opposed grapple check (but not on any subsequent grapple checks) and cannot strangle a creature larger than yourself. You must use both hands to strangle (unless you have a locking garrote) and cannot take any of the following grapple actions: attack your opponent, draw a light weapon, pin an opponent, retrieve a spell component, or use an opponent's weapon. A creature being strangled cannot attempt to pin an opponent, take an opponent's weapon used to garrote him, speak, or take any vocal actions (such as casting a spell with a verbal component),

If you succeed at your strangle attempt, your opponent can no longer breathe but can still hold breath for up to 2 rounds per point of Constitution (beginning that same round). After this period of time, the creature must make a DC 10 Constitution check to continue holding his breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the strangled creature fails one of these Constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the following round, he drops to -1 hit points and is dying. On the third round, he suffocates. If you stop strangling your opponent once he falls unconscious he remains unconscious for 2d6 minutes. An opponent who drops to -1 hit points before you release your strangle hold is automatically stable at -1 hit points. A strangled creature may pretend to fall unconscious by making a successful Bluff check.

**Hit Point Strangulation:** As an optional rule, you may have strangling deal damage instead of, or even in addition to, causing suffocation. In this case, for each round you maintain a strangle hold you deal 1d3 points of nonlethal damage (Small creatures deal 1d2) plus 1-1/2 times your Strength modifier. You can make this damage lethal with a -4 penalty on your opposed grapple checks, if you have the Improved Unarmed Strike feat, or if you use a garrote.

### AC VERSUS STRANGULATION

Armor Type	Target's AC Modifier Against Strangulation Attack
Natural armor	Provides normal protection (equal to the bonus of the natural armor)
Full plate	Provides a +4 armor bonus
Leather collar	Provides a +4 bonus
Gorget	Provides a +10 bonus

### GARROTING WEAPONS

Weapon	Strangle Bonus
Bola, Cord (5 ft.), Rope, Sling	+1
Chain (5 ft.), Dire flail, Spiked chain,	+2
Steel cable (5 ft.), Wire (5 ft.), Whip	+3





**MAZTICAN ARMOR**

Even if the Mazticans could make metal armor, the tropical heat that pervades the area makes such protection impractical. Most Maztican characters wear either padded armor or stiffened fiber armor (treat as leather). Eagle and jaguar knights (see Dragon Magazine #315 – *Maztica – The New (Fantasy) World*) have earned the right to wear heavier armor specific to their orders. Knight armor comes in two varieties, one for each type of Maztican knight. The two armors have the statistics of masterwork hide armor but differ in appearance and construction. Both types cover nearly all of the wearer's body, exposing only the face, hands, and feet. Each suit of knight armor is fitted to the wearer by a master armorsmith. Only a knight of the appropriate order is allowed to wear knight armor. The punishment for wearing armor one is not entitled to is death.

**ARMOR**

**Eagle Knight Armor:** This armor consists of cloth woven with eagle feathers and placed over multiple layers of padding. The coif, which is decorated as an eagle's head, frames the knight's face with a beaklike visor. The leggings are often fashioned with decorative talons.

*Note:* See the Maztican Armor sidebar for more information.

Dragon Magazine #: 315 (*Maztica – The New (Fantasy) World*)

**Gorget:** A gorget is a metal collar that provides a +10 armor bonus against strangulation attacks. A gorget has hardness 10 and 5 hit points. It must be custom-made for its wearer and imposes a -4 penalty on checks made to perform physical actions over a period of time (running, swimming, breath-holding, and so on).

*Note:* See the "Strangulation" side bar on page 18 for more information on strangulation attacks and weapons.

Dragon Magazine #: 355 (*Class Acts: Strangulation*)

**Jaguar Knight Armor:** Jaguar knight armor is made from the pelts of one or more jaguars placed over layers of padding. The coif, which is actually made from the skull of a jaguar, frames the knight's face in the great cat's jaws.

*Note:* See the Maztican Armor sidebar for more information.

Dragon Magazine #: 315 (*Maztica – The New (Fantasy) World*)

**Lead-lined Breastplate:** A thin layer of soft lead added to the interior of this breastplate (and often to a skullcap as well) helps protect the mountain ghosts from divinations and

mind-affecting enchantments. This armor provides a +1 circumstance bonus on saving throws made to resist such spells.

Dragon Magazine #: 348 (*Class Acts – Mountain Ghosts*)

**Leather Collar:** This simplified leather gorget provides a +4 armor bonus against strangulation attacks. A leather collar has hardness 3 and 1 hit point. It must be custom-made for its wearer. A leather collar imposes a -2 penalty on checks made to perform physical actions that extend over a period of time.

*Note:* See the "Strangulation" side bar on page 18 for more information on strangulation attacks and weapons.

Dragon Magazine #: 355 (*Class Acts: Strangulation*)

**Resin Suit:** A kaorti resin suit consists of thin strips of alchemically treated resin wrapped fully around the body, similar to a mummy's wrappings. Many kaorti resin suits also feature complex ridges and designs on the legs and arms. Non-kaorti can wear resin suits, but for most creatures contact with the resin results in rashes or hives (these hives have no in-game effect). A kaorti in a resin suit is protected from the natural world and does not suffer the effects of its Material vulnerability.

Dungeon Magazine #: 118 (*Shadow of the Abyss*)

**Twisted Silk:** Rare and valuable, twisted silk armor uses silk wound around strands of mithral to generate protection with very little weight. It

superficially resembles a very well made form of padded armor but offers much greater defense. The silk keeps it silent and the twisted strands are surprisingly durable.

Dragon Magazine #: 348 (*Class Acts – Mountain Ghosts*)



Table 1-2: Armor

Armor	Market Price	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	-- Speed --		Weight <sup>1</sup>
						(30 ft.)	(20 ft.)	
<i>Light armor</i>								
Resin Suit	250 gp	+4	+3	-4	25%	30 ft.	30 ft.	20 lbs.
Twisted silk	400 gp	+3	+7	0	5%	30 ft.	20 ft.	15 lbs.
<i>Medium armor</i>								
Eagle knight armor	165 gp	+3	+4	-2	20%	20 ft.	15 ft.	25 lbs.
Jaguar knight armor	165 gp	+3	+4	-2	20%	20 ft.	15 ft.	25 lbs.
Lead-lined breastplate	200 gp	+5	+3	-4	25%	20 ft.	15 ft.	35 lbs.
<i>Other</i>								
Gorget	10 gp	+10 <sup>2</sup>	--	-4 <sup>3</sup>	--	--	--	5 lbs.
Leather Collar	2 gp	+4 <sup>2</sup>	--	-2 <sup>3</sup>	--	--	--	2 lbs.

<sup>1</sup> Armor fitted for Small characters weighs half as much.

<sup>2</sup> This bonus is against strangulation attacks only.

<sup>3</sup> This penalty is imposed against physical actions over a period of time (running, swimming, breath-holding, and so on).

## WEAPON AND ARMOR MATERIALS

Collected here is the different types of materials that can be used to make weapons and armor.

**Astral Driftmetal:** This extraordinarily rare mineral is mined only on Tu'narath and other islands of matter floating on the Astral Plane. It is very similar to iron but has a single remarkable feature: It has a 25% chance of being effective against an incorporeal attack, as if it were made of force. It is not malleable enough to be worked into chainmail or scale mail; only a breastplate, shield, or any form of heavy armor can be made from Astral driftmetal.

A suit of driftmetal armor weighs 5 pounds more than the same armor made of steel, but the other statistics of the armor (maximum Dexterity bonus, armor check penalty, spell failure chance) are unchanged.

Astral driftmetal has a hardness of 12 and 30 hit points per inch of thickness.

Dungeon Magazine #: 101 (The Lich-Queen's Beloved)

**Byeshk:** Mined in the Byeshk and Graywall Mountains bordering Droaam, this rare metal is prized by smiths for use in jewelry and weapons. It has a lustrous purple sheen and is hard and dense.

A bludgeoning weapon whose head is made of byeshk has a +1 enhancement bonus on damage rolls. In addition, byeshk weapons of any type are able to bypass the damage reduction of daelkyr and some of their creations (enhanced creatures encountered in "The Queen With the Burning Eyes" in DUNGEON MAGAZINE #113). The market price modifier of a byeshk weapon is +1,500 gp, and such a weapon weighs 50% more than the same item made of iron.

**Coldwood:** Many fey creatures have a special susceptibility to cold iron. This weakness has led alchemists and arcane



A warhammer forged from Byeshk.

gardeners among the fey to develop coldwood. First adapted from natural hickory, coldwood replaces iron in most ways, allowing fey smiths to craft strong weapons and sturdy armors. Coldwood also allows druids to wear armor types usually made of metal.

Coldwood grows very much like hickory, only slightly slower, reaching its mature size in roughly two decades. The timber of the coldwood can be used for the crafting of any item normally made from steel, resulting in an object with the same hardness, strength, weight, and edge-holding properties of good-quality steel. Coldwood is difficult to work and harder still to cultivate, making it and the items made from it extremely expensive. The DC of any item crafted of coldwood is always 8 higher than the same item made from steel.

Weapons or armors fashioned from coldwood are always masterwork items (the masterwork cost is included in the prices given below). Harvesting viable coldwood from a coldwood tree requires a DC 20 Knowledge (nature) or DC 15 Profession (logger) check. A successful check provides 1 pound of material per five years of growth (to a maximum of

Table 1-3: Weapons and Armor Material and Qualities

Item Material/Quality	– Cost –			Shield <sup>1</sup>	Weapon	Other	Craft DC	Restriction
	Light	Medium	Heavy					
Acid washed	+100 gp	+200 gp	+200 gp		+100 gp	--	+5	--
Astral Driftmetal	+1,000 gp	+1,000 gp	+1,000 gp	+1,000 gp	--	--	--	Armor (see text)
Basket hilt	--	--	--	--	+50 gp	--	+3	Swords
Blood groove	--	--	--	--	+100 gp	--	+5	Swords
Byeshk	--	--	--	--	+1,500 gp	--	--	Weapons
Caster armor	+400 gp	+800 gp	+1,000 gp	--	--	--	+7	Armor
Ceremonial Armor	x2	x2	x2	x2	--	--	--	Armor
Coldwood	+500 gp	+2,000 gp	+4,500 gp	+500 gp	+2,000 gp <sup>3</sup>	+250 gp/lb.	--	--
Deceptive	--	--	--	--	+800 gp	--	+7	Weapons
Eggshell Metal	+100 gp/lb.	+100 gp/lb.	+100 gp/lb.	+100 gp/lb.	+100 gp/lb.	+100 gp/lb.	+5	Any
Enhanced bracing	--	--	--	--	+100 gp	--	+3	Spears, polearms
Environmentally designed	+100 gp	+100 gp	+100 gp	--	--	--	+5	Armor
Fluidstone	--	--	--	--	--	--	--	--
Folded metal	--	--	--	--	+200 gp	--	+7	Metal weapons
Fyrite	+200 gp	+400 gp	+900 gp	--	--	+50 gp/lb.	--	--
Lightweight	+200 gp	+200 gp	+500 gp	--	--	--	+7	Armor
Long-range	--	--	--	--	+100 gp	--	+3	Bows, crossbows
Oerthblood	+10,000 gp	+20,000 gp	+30,000 gp	+10,000 gp	+6,000 gp <sup>2</sup>	--	--	--
Ornate	+400 gp	+600 gp	+600 gp	--	+500 gp	--	+5	--
Perfect balance	--	--	--	--	+100 gp	--	+5	Melee
Pure Ore	+800 gp	+3,000 gp	+7,000 gp	--	--	+400 gp/lb.	--	--
Razor sharp	--	--	--	--	+1,000 gp	--	+6	Bladed slashing
Red steel	+2,000 gp	+4,000 gp	+10,000 gp	+1,500 gp	+3,000 gp	+600 gp/lb.	--	--
Reinforced	+800 gp	+1,000 gp	+1,200 gp	--	--	--	+10	Armor
Resilient	+200 gp	+200 gp	+200 gp	--	+200 gp	--	+5	--
Segmented	+200 gp	+200 gp	+300 gp	--	--	--	+5	Armor
Serrated	--	--	--	--	+600 gp	--	+5	Piercing, slashing
Stone, Maztican	--	--	--	--	--	--	--	--
Vital coverage	+200 gp	+400 gp	+1,000 gp	--	--	--	+7	Armor

<sup>1</sup> Shield prices were not given for most of these items, however there probably should be a cost associated with them. It is up to the DM, but it is recommended that shields carry the same additional cost as light armor except where noted.

<sup>2</sup> Ammunition costs only +150 gp.

<sup>3</sup> Ammunition costs only +50 gp.



100 pounds of coldwood).

For a coldwood tree to thrive it requires regular attention. Transplanting a coldwood tree or taking a viable cutting from one requires a DC 25 Knowledge (nature) or Profession (gardener) check.

A single healthy coldwood sapling sells for 500 gp. Properly tended, a coldwood tree can live for thousands of years.

Type of Coldwood Item	Item Cost Modifier
Ammunition	+50 gp
Light armor	+500 gp
Medium armor	+2,000 gp
Heavy armor	+4,500 gp
Shield	+500 gp
Weapon	+2,000 gp
Other items	+250 gp/lb.

*Note:* See the “Arcane Botanica” sidebar on page 55 for more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Fluidstone:** Fluidstone is found only on the Elemental Plane of Water. Taking on the appearance of a dark blue glass when heated, in its natural state fluidstone consists of a black oily tar that feels slimy to the touch. Heating it to boiling hardens fluidstone, and right before it completely solidifies it can be shaped like clay. In light, solid fluidstone appears to contain liquid inside.

A sculptor can work fluidstone with ease, gaining a +2 bonus on any Craft (sculpting) check made to form nearly hardened fluidstone. Some aquatic humanoids make fluidstone into armor. Treat this as steel armor that grants a +2 bonus on Swim checks, thanks to its natural buoyancy. Solid fluidstone taken from water immediately evaporates and is destroyed.

Fluidstone appears in 1-5 pound globs. To determine the price of a fluidstone item, use the original weight but add 8 gp per pound to the price of a masterwork version of that item. Solid fluidstone looks like glass but has hardness 10 and 5 hit points per inch of thickness.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Fyrite:** On the Plane of Fire, veins of fyrite ore forms near pools of cerulean magma, which is also the only substance a blacksmith can use to work it. This glittering red ore always feels cool to the touch.

Normal fire and forges cannot soften fyrite enough to shape it, but the intense heat of cerulean lava breaks it down enough that a blacksmith can use it. Fyrite armors (and weapons) are immune to all fire and heat, but take double damage from cold sources. Fyrite armor does not grant its wearer any kind of protection from fire or heat; only the armor itself is immune. Fyrite items are automatically masterwork (the cost of which is included in the following price) and otherwise have the normal properties of the same items made from steel.

Type of Fyrite Item	Item Cost Modifier
Light armor	+200 gp
Medium armor	+400 gp

Heavy armor	+900 gp
Other items	+50 gp/lb.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Oerthblood:** Oerthblooded iron, so-called “blood-iron,” is an exceedingly rare and precious material, created from an amalgam of iron and oerthblood. Discovered as early as the age of Queen Eshlissa, oerthblood is a highly magical element found only on Oerth and thought by some to be the residue of creation. Oerthblood is extremely rare even on Oerth, and Irongate is one of the few locations where it can be found and forged (see Dragon Magazine #351 – *Greyhawk Adventures – Irongate: City of Stairs* for more information). By reputation, it’s as strong as adamantine and just as effective. Shimmering black flecks on their surface distinguishes Oerthblooded items.

Items made from Oerthblooded metals are more easily enhanced than other substances, requiring 25% less time and XP. Due to the cost and rarity of Oerthblooded items, all are considered to be masterwork. They have twice the hardness of the base metal the Oerthblood is alloyed with (oerthblooded iron, mithral, and steel have a Hardness of 20). Oerthblooded metal items have hit points equal to 1.5 times the hit points for a normal item of the base metal’s type.

Weapons and armor must be made of a specific alloy of Oerthblood, known mostly to the artificers and smiths of Irongate, to gain the following benefits. Only primarily metallic objects gain these bonuses.

**Weapons:** Weapons made primarily from Oerthblood grant a +1 luck bonus on attack and damage rolls. A target that takes damage from an oerthblooded weapon takes a -1 penalty on all saves made against magical effects for 1 round. Penalties from multiple hits stack.

**Armor:**

Light Armor: DR 1/–, +1 luck bonus on saves vs. magic effects.

Medium Armor: DR 2/–, +2 luck bonus on saves vs. magic effects.

Heavy Armor: DR 3/–, +3 luck bonus on saves vs. magical effects.



A suit of armor constructed from Oerthblood.

Type of Oerthblood Item	Item Cost Modifier
Ammunition	+150 gp
Light armor or shield	+10,000 gp
Medium armor	+20,000 gp
Heavy armor	+30,000 gp
Weapon	+6,000 gp

Dragon Magazine #: 351 (Greyhawk Adventures – Irongate: City of Stairs)

**Pure Ore:** Ores on the Material Plane have purer counterparts on the Elemental Plane of Earth. Items made of metal forged with at least an ounce of pure ore are of masterwork quality (included in the cost of the ore) and have twice as many hit points and double the hardness of items made only from normal ore.

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Type of Pure Ore Item	Item Cost Modifier
Light armor	+800 gp
Medium armor	+3,000 gp
Heavy armor	+7,000 gp
Other items	+400 gp/lb.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Red Steel:** Several wars have been fought over red steel, and many lands beyond the Savage Coast actively seek agents willing to export this precious metal. Red steel is the substance remaining after the protective qualities of cinnabryl have been depleted (cinnabryl is lumbent red metal that flickers with blood-red light and is used to protect against the Red Curse – see Dragon Magazine #315 – *Red Steel – Cinnabar, Red Steel, and the Red Curse*). This hard, dull-red metal does not glow the way cinnabryl does, but when struck, it flickers vivid crimson, as if red lightning were flashing deep within it.

Red steel holds an edge and a shape much better than cinnabryl does—so well, in fact, that red steel weapons and armor are always masterwork items. Red steel's greatest value, however, is its ability to take enchantment. An artificer who crafts a magic weapon or armor from red steel pays only 75% of the normal XP cost. This benefit does not stack with other effects, such as the Magical Artisan feat (see the Forgotten Realms Campaign Setting).

Red Steel has 30 hit points per inch of thickness and hardness 15. More expensive even than mithral, its pricing depends on the item made from it, as indicated on the table below.

Dragon Magazine #: 315 (Red Steel – Cinnabar, Red Steel, and the Red Curse)

Type of Red Steel Item	Item Cost Modifier
Light armor	+2,000 gp
Medium armor	+4,000 gp
Heavy armor	+10,000 gp
Shield	+1,500 gp
Weapon	+3,000 gp
Other items	+600 gp/lb.

**Stone, Maztican:** Mazticans do not forge hard metals, so they must construct their weapons out of wood and stone (generally flint or obsidian). Stone-edged weapons are just as effective as metal ones (obsidian in particular holds a wicked edge), but they are more prone to wear and tear. A natural 1 result on an attack roll means the character has not only missed but also blunted his weapon (if standard) or lost the +1 bonus (if masterwork). A second natural 1 result blunts a formerly masterwork weapon. Subsequent natural 1 results

have no further effect on a blunted weapon. A blunted weapon imposes a -1 penalty on damage rolls until repaired with a successful Craft (weaponsmithing) check (see Repairing Items in the Craft skill description).

Dragon Magazine #: 315 (Maztica – The New (Fantasy) World)

### WEAPON AND ARMOR QUALITIES

The system of custom item creation presented here revolves around adding new special item qualities to weapons and armor produced by a particular craftsman. Both player characters and NPCs can make use of this system simply by putting ranks in a specific Craft skill and taking the Artisan Craftsman feat (see below).

In order to apply a special item quality to a crafted item, the item must be crafted with the masterwork component. Each item quality modifies the cost and Craft DC of the masterwork component in some way. Whenever a craftsman creates a masterwork item, he may select any number of item qualities to add, each one modifying the cost and Craft DC of the masterwork component in-turn. The chosen item qualities are imbued when the masterwork component is crafted.

**Acid Washed:** Swords made from two or more metals are acid washed in order to bring out the contrast in appearance between the two metals. Although typically performed on bladed weapons, some experimental craftsmen have attempted to mimic the process with other metal weapons and armor. Acid washing creates elaborate and beautiful patterns on the surface of the weapon. Items created with the acid washed quality gain a +4 bonus on saving throws made against acid, rust, or disintegration.

**Restriction:** May only be applied to metal weapons and armor.

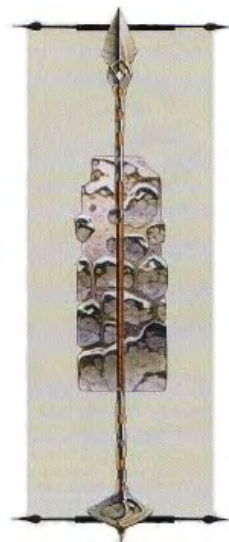
**Additional Cost:** +100 gp (light and weapons), +200 gp (medium and heavy); +5 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Basket Hilt:** A basket hilt is an elaborate guard piece that serves to protect the hand holding the sword against attacks. Basket hilts come in many forms, from a nearly solid curved shield of metal to an elaborate woven pat-tern. Regardless of its appearance, a basket hilt grants a +4 bonus on opposed attack rolls made to resist disarm attempts.

**Restriction:** May only be applied to swords.

**Additional Cost:** +50 gp; +3 to Craft DC of masterwork



Acid Washed armor

### ARTISAN CRAFTSMAN [GENERAL]

Your craftsmanship is unique, imprinting every item you create with your signature style.

**Prerequisite:** Craft (armorsmithing, bowmaking, or weaponsmithing) 4ranks.

**Benefit:** Choose one of the following Craft skills in which you have at least 4 ranks: armorsmithing, bowmaking, or weaponsmithing. Whenever you craft a masterwork item using the chosen skill, you may apply any or all of the item qualities you know to the item.

You know one item quality plus one additional item quality per 5 ranks in the chosen skill, to a maximum of five item qualities at 20 ranks. Once you select an item quality you may not exchange it later for a different one.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different Craft skill.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)



component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Blood Groove:** The fuller, also known as the blood groove, is a furrow that travels down the length of the blade from the hilt to just before the tip, designed to reduce the weight of the blade and increase its strength. This allows the craftsman to create a lighter blade without diminishing the strength of the weapon, a process difficult to perfect but, when successful, produces a weapon both strong and light. The fuller reduces weight of the weapon by 20%, or 1/2 pound, whichever is greater, and increase the Hardness by +2.

*Restriction:* May only be applied to swords.

*Additional Cost:* +100 gp; +5 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Caster Armor:** Most common in magic-rich societies, some armorsmiths specialize in creating suits of armor specifically designed to the needs of spellcasters. Craftsman occasionally create more flexible armor that allows for the complicated movements of somatic components. A suit of armor with this item quality reduces the chance of arcane spell failure by 5%, making it easier for a caster to wear without interrupting spell casting.

*Restriction:* May only be applied to armor with an arcane spell failure chance.

*Additional Cost:* +400 gp (light), +800 gp (medium), +1,000 gp (heavy); +7 Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Ceremonial Armor:** Ceremonial armor is typically worn not for combat but for show, or to intimidate or impress. A suit of ceremonial armor costs twice as much as normal masterwork armor (but is not necessarily itself masterwork), and consists of about half the actual armor of a normal suit. Ceremonial armor weighs half as much as the normal armor, and provides half the armor bonus of the standard armor, rounded down. The maximum Dexterity bonus for ceremonial armor increases by +1, the armor check penalty is reduced by 2 points to a minimum penalty of 0, and it does not impact the wearer's speed. Arcane spell failure chances for ceremonial armor are half normal. Despite these changes, the category of a suit of ceremonial armor (light, medium, or heavy) does not change; although a suit of ceremonial full plate may only provide the same protection as a regular chain shirt, it still requires the Heavy Armor Proficiency feat to wear properly.

Dungeon Magazine #: 105 (Critical Threats – Warduke: Hierarch of the Horned Society)

**Deceptive:** Although the technique is frowned upon by many, especially law-abiding citizens and city guards, some craftsmen perfect the technique of making a weapon look like another item entirely. For instance, a bow might be made to slide into a wooden container that resembles a walking stick, or a sword and its sheath might appear as a cane. A deceptive weapon grants its bearer a +4 circumstance bonus on Sleight of Hand checks made to hide or otherwise disguise the weapon.

*Restriction:* May only be applied to weapons.

*Additional Cost:* +800 gp; +7 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Eggshell Metal:** When dragons hatch, they eat their eggshells. If present for the hatching a character can easily recover most of the eggshell so long as he deals with the baby dragon. Harvesting dragon eggshell does not require a Survival check and only takes a full-round action to pick up the pieces (see the “Cutting Up The Dragon” sidebar on page 60 for more information on harvesting dragon parts).

While an eggshell fragment is brittle (Hardness 1, 1 hp, it is immune to the same energy type the dragon is (fire, cold, sonic, electrical, or acid). Shells from a red dragon can be placed in the hottest fire and take no damage. As such, they make fine pots and bowls.

Crumbled dragon eggshells, when added to any metal during the forging process, grants the finished product energy resistance 5 against the appropriate element. This protection does not extend to the item's wielder, unless the item grants total cover. Only one type of eggshell can be mixed into a given metal item. Adding eggshell to a metal object increases the Craft DC for that item by +5, with a minimum of DC 25.

*Note:* This item can be crafted using the Dragoncrafter feat (see DRACONOMICON) using the following information: Dragon Part: dragon eggshell; Skill: as per the item.

Dragon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes)

**Enhanced Bracing:** Weaponsmiths in areas with large, open terrain frequently learn to create spears and polearms specifically designed to withstand a charge from mounted cavalry or raging opponents. These weapons use special bases designed to dig into the ground, in order to prevent the weapon from becoming dislodged when striking a charging foe. A weapon with this item quality provides a +2 circumstance bonus on damage rolls when set against a charge.

*Restriction:* May only be applied to spears and polearms that can be braced against a charge.

*Additional Cost:* +100 gp; +3 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Environmentally Designed:** Armorsmiths who ply their trade in locales known for extreme weather learn ways to adapt their styles to produce armor specially suited for the environment. In hot locales, armorsmiths create well-ventilated suits of armor to prevent overheating, while in cold climates the craftsmen insulate their armor in order to help keep in body heat. A suit of armor with this item quality provides a +2 circumstance bonus on saving throws against harsh environmental conditions in either extreme heat or extreme cold (determined at the time the armor is created).

*Restriction:* May only be applied to armor.

*Additional Cost:* +100 gp; +5 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Folded Metal:** A technique perfected by blacksmiths to increase the strength of their creations, the folded metal technique makes for highly durable weapons. This process involves folding two or more heated metals onto each other numerous times during forging. A weapon crafted with this item quality gains a +4 bonus to its hardness.

*Restriction:* May only be applied to metal weapons.

*Additional Cost:* +200 gp; +7 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Lightweight:** One of the most valuable techniques an armorsmith can learn is how to reduce the overall weight of the armor without sacrificing any of the protection it provides. Lightweight armors are extremely valuable and are sought after by adventurers and soldiers. The overall weight of a suit of armor with this item quality is reduced by 20%, or 1 pound, whichever is greater.

*Restriction:* May only be applied to armor.

*Additional Cost:* +200 gp (light and medium), +500 gp (heavy); +7 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Long-Range:** After long trials and many errors, bowyers and crossbow makers learned the secrets to making long-ranged weapons. Although not a difficult process once the trick is known, discovering how to increase the range on a weapon can often be an arduous task. A weapon with the long-range item quality increases its range increment by +20 feet.

*Restriction:* May only be applied to bows and crossbows.

*Additional Cost:* +100 gp; +3 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Ornate:** Although most soldiers in the field care little for the decorative aspect of a weapon or suit of armor, many craftsmen come to pride themselves on the ability to make an item both utilitarian and beautiful. An ornate weapon or suit of armor brings with it a certain amount of prestige, especially since quality decoration is often a sign of great honor or station. Ornate weapons and armor grant the owner a +2 circumstance bonus on Diplomacy or Intimidate checks (chosen when the weapon or armor is crafted) when wielded or worn in an appropriate setting.

*Restriction:* May be applied to any weapon or suit of armor.

*Additional Cost:* +400 gp (light), +600 gp (medium and heavy), +500 gp (weapon); +5 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Perfect Balance:** Weaponsmiths know the value of stability, and they often strive for the perfect balance point in every weapon they create. While a poorly balanced weapon can make the wielder clumsy and awkward in combat, a weapon with perfectly distributed weight can help a combatant remain effective even when unstable. A melee weapon with the perfect balance quality grants its wielder an additional +1 bonus to AC when taking the total defense action.

*Restriction:* May only be applied to melee weapons.

*Additional Cost:* +100 gp; +5 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Razor Sharp:** Some craftsmen can coax a superior edge from a blade. Swordsmen consider such weapons extremely valuable, as such blades not only slice into opponents

more easily but they also stick within such foes less frequently. A bladed weapon with this item quality deals an extra +1 point of damage.

*Restriction:* May only be applied to bladed slashing weapons.

*Additional Cost:* +1,000 gp; +6 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Reinforced:** One of the most challenging qualities to apply to a suit of armor, reinforcement is also one of the most highly sought after. Few craftsmen can ever perfect the technique. Reinforcing a suit of armor effectively changes the armor's value, often making what some would consider lesser armor into something significantly more useful.

By lining the armor with toughened leather, small metal plates, or other hardened material, the armorsmith provides a little extra defense without compromising flexibility. Armor with this item quality increases its armor bonus by +1, but it weighs 10% more (minimum 2 pounds),

*Restriction:* May only be applied to armor.

*Additional Cost:* +800 (light), +1,000 gp (medium), +1,200 gp (heavy); +10 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Resilient:** Adventurers, more than people in any other profession, see the value in durable weapons and armor. Those craftsmen who learn to create items that can stand up to damage as well as normal wear and tear find their skills in high demand, as constant usage can dull and break valuable items. For this reason, many Craftsmen take the extra time to create weapons and armor that can stand up to even the most extreme conditions and gain a reputation for producing excellent wares. Weapons and armors with this item quality have 5 more hit points (regardless of the original material they were made from) than standard items of the same type.

*Restriction:* May be applied to all weapons and armor.

*Additional Cost:* +200 gp; +5 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Segmented:** One of the tricks armor crafters use to make their armor more attractive to prospective buyers is to increase the flexibility. Heavy armor does many warriors little good when they rely at least as much on their agility as their raw physical might. Thus, many craftsmen learn to segment armor in order to create more points of articulation. A suit of armor with this item quality increases its maximum Dexterity bonus by +1.

*Restriction:* May only be applied to armor.

*Additional Cost:* +200 gp (light and medium), +300 gp (heavy); +5 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Serrated:** Dealing particularly nasty wounds, a serrated weapon possesses small notches along its edge that tear the flesh, much like a saw. Often used both on swords as well as the tips of arrows, the serrated quality can cause excessive bleeding beyond the initial damage. Weapons with this item



A suit of segmented armor



quality deal 1 point of damage each round for 1d4 rounds following a successful critical hit. This repeating damage does not apply to creatures immune to critical hits.

**Restriction:** May only be applied to piercing or slashing weapons.

**Additional Cost:** +600 gp; +5 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)

**Vital Coverage:** One of the greatest flaws facing armor are large numbers of vulnerable points. Although no suit of armor can completely protect a wearer, some craftsmen make sure to reinforce the armor near vital organs, provide flaps and panels that block attacks against exposed flesh, and generally seal up any vulnerabilities that could lead to a devastating attack. Any suit of armor with this item quality grants an additional +2 armor bonus against attacks made to confirm critical hits.

**Restriction:** May only be applied to armor.

**Additional Cost:** +200 gp (light), +400 gp (medium), +1,000 gp (heavy); +7 to Craft DC of masterwork component.

Dragon Magazine #: 358 (Master's Forge – Crafting Legends)



Vital coverage armor



## ADVENTURING GEAR

This chapter lists all the gear and tools adventures need to survive the wild. Included here is anything that isn't categorized as a weapon, armor, alchemical item, drug, or poison.

**Acid Injector:** This simple device resembles a long funnel (generally made of glass or some other acid-resistant material) with a narrow tube at one end and a large storage container at the other. It delivers a powerful acid to burn through the hinges or locks of chests, safes, and other containers, without wasting acid or damaging the contents of these containers. It takes 2 minutes to use an acid injector to apply acid to a surface. When you use it to bypass a lock, hinge, or other vulnerable point on an object's surface, the precise delivery doubles the damage of the acid used.

Dragon Magazine #: 359 (Class Acts – The Universal Key)

**Adamantine Bolt Cutter:** This resembles an oversized pair of pruning shears with a serrated inner blade. It is specifically designed to cut through metal bars, bolts, and other obstructions with ease, and allows the wielder to attempt to cut through any bar less than 2 inches in diameter with a hardness less than 20. Adamantine bolt cutters deal 20 points of damage plus 1-12 times the wielder's Strength modifier per round. Bolt cutters make poor weapons, serving only as clumsy clubs (-2 on attack rolls).

Dragon Magazine #: 359 (Class Acts – The Universal Key)

**Adamantine Sledge:** For the serious basher, this simple sledgehammer is perfectly balanced and crafted from solid adamantine. When you use it to attack a door, wall, container, or other object, it is a 2-handed weapon that deals 1d10 points of damage to the object and ignores any hardness less than 20. Despite its force, however, it is difficult to use as a weapon in combat and you suffer a -2 penalty on attack rolls with it.

Dragon Magazine #: 359 (Class Acts – The Universal Key)

**Adamantine Toolkit:** This kit contains an adamantine file, an adamantine drill (with bits of varying sizes), and a small adamantine hacksaw. It is specifically designed to allow nonprofessionals to bypass locked doors and open locked chests, and the tools are simple and straightforward (if somewhat slow). The drill in this kit allow a character to bore a 1/2-inch-diameter hole in any object 3 inches thick or less and with a hardness less than 20 with a standard action. This is often sufficient to remove the locking mechanism from a door or container. The hacksaw saw through up to 1 inch of material with hardness less than 20 with a standard action.

Dragon Magazine #: 359 (Class Acts – The Universal Key)

**Birdcage, Small:** Used to hold small birds, often canaries for use in mines.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)

**Breathing Masks:** To avoid the hacking conclusion of black lung or grinders disease, many miners wear breathing masks: cloth face and nose covers filled with linen strips and thick leaves, tied behind the head with a leather strap.

Wearing a breathing mask provides a +1 circumstance bonus on saves made against inhaled poisons.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)

**Canaries:** Canaries possess the same statistics as thrushes (found on page 203 of the DUNGEON MASTER'S Guide), except that their Constitution scores are merely 1 and thus their Fortitude saves are made at a -3 penalty. Miners regularly

Table 2-1: Adventuring Gear

Item	Cost	Weight
Acid injector	75 gp	2 lbs.
Adamantine bolt cutter	250 gp	2 lbs.
Adamantine sledge	2,500 gp	15 lbs.
Adamantine toolkit	750 gp	5 lbs.
Birdcage, small	20 sp	1 lb.
Breathing mask	6 gp	1/2 lb.
Canary	1 sp	--
Collapsible Grappling Hook <sup>2</sup>	3 gp	2 lb.
Compass, magnetic	100 gp	1/2 lb.
Drop sheath	600 gp	--
Eyesting cylinder	30 gp	1 lb.
False scabbard	15 gp	1
Finger chain saw	5 gp	--
Glass-cutting ring	500 gp	--
Gunman's Bandolier	2 gp	1 lb.
Gunrest	2 gp	5 lbs.
Heavy hand manacles	95 gp	15 lbs.
Kayak, inflatable	150 gp	35 lbs.
Keymaking set	50 gp	1 lb.
Keymaking set, masterwork	110 gp	1 lb.
Lantern, crookneck	9 gp	1 lb.
Lantern, silver, bullseye	22 gp	3 lbs.
Lantern, silver, hooded	17 gp	2 lbs.
Listening cone	10 gp	--
Locking mechanism	Unknown	Unknown
Mummy mites	75 gp	1 lb.
Perfume, cheap	2 sp	--
Perfume, neutral	2 gp	--
Perfume, expensive	15 gp	--
Perfume, masterwork	50 gp	--
Pickaxe	8 gp	6 lbs.
Portable pyre	10 gp	15 lbs.
Powder keg <sup>1</sup>	250 gp	20 lbs.
Powderhorn <sup>1</sup>	35 gp	2 lbs.
Reinforced sheath	10 gp	2 lbs.
Rockhammer	6 gp	10 lbs.
Smuggler's belt	4 gp	--
Snout snare	30 gp	6 lbs.
Snout snare, replacement lasso	7 gp	1 lb.
Snout snare, masterwork	80 gp	5 lbs.
Spider	50 gp	--
Spider wire	10 gp	--
Spy button (flash)	50 gp	1/2 lb.
Spy button (smoke)	30 gp	1/2 lb.
Spy button (thundering)	40 gp	1/2 lb.
Torch, iron coal	7 sp	1 lb.
Toxin holder	20 gp	1 lb.
Tracing dust (with agent)	20 gp	--
Tracing vellum (1 sheet)	10 gp	--
Wax impression block	5 sp	1/2 lb.

<sup>1</sup>These items originally appear in the DUNGEON MASTER'S GUIDE

<sup>2</sup>This item first appeared in the Dungeons & Dragons Arms and Equipment Guide

carry canaries in small cages into the mines with them, hoping that any poisons in the air affect their bird first and warn them of danger.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)



**Collapsible Grappling Hook:** This small grappling hook has flat, retractable tines that fold out. Because it can be collapsed to a small size when not in use, the DC for Search checks made to find it when it is folded and hidden among a person's garments increases by +4.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Compass, Magnetic:** This palm-sized device is made up of a wooden block with a metal needle mounted on a tiny metal post. The needle spins freely, and always points north unless obstructed or within 10 feet of 50 pounds or more of ferrous metal (such as iron and steel).

*Suggested Class:* Rangers, Druids, Rogues

Dragon Magazine #: 323 (Class Acts – Gear for Greeners)

**Drop Sheath:** This sheath affixes to the arm, allowing the wearer to conceal a light weapon in a sleeve and draw it quickly. The sheath gives the wearer a +5 circumstance bonus to Sleight of Hand checks to conceal a light melee weapon. In addition, the wearer can draw this weapon as a free action as if he had the Quick Draw feat (for this weapon only while sheathed in the drop sheath).

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Eyesting Cylinder:** Eyesting cylinders are fragile tubes filled with an airborne irritant that causes the eyes to fill with tears and reflexively close.

Eyesting cylinders are treated as thrown splash weapons in that they may target creatures or specific grid intersections and can affect multiple creatures (see page 158 of the *PLAYER'S HANDBOOK*). Upon striking its target, an eyesting cylinder breaks, filling the adjacent squares with a cloud of dust. Anyone caught in or entering this area must make a DC 15 Fortitude save or be blinded for 1d6 rounds. A moderate; or stronger wind dissipates the cloud in 1 round, otherwise the cloud dissipates in 4 rounds on its own.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**False Scabbard:** This device is simply a scabbard that is made to be longer than the blade it holds. Concealed in the extended space is a secret compartment that serves a purpose similar to hollow boots. A DC 20 Search check is required to reveal the sheath's hidden space.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Finger Chain Saw:** A narrow-gauge steel chain covered with small teeth links a metal loop on either end of it. The user simply throws the chain over a branch and pulls back and forth on each end of the chain. It cuts through 2 inches of soft wood and 1 inch of hard wood in 1 round. A finger chain saw is ineffective as a weapon.

*Suggested Class:* Rangers, Druids, Rogues

Dragon Magazine #: 323 (Class Acts – Gear for Greeners)

**Glass-Cutting Ring:** This appears to be a normal diamond ring, but the stone is attached to a special hinge that allows it to be flipped in its setting, revealing a point that can be used to cut panes of glass (up to 1 inch thick) for the purposes of breaking and entering. Curling glass can be a time consuming process. It takes 1 minute per quarter-inch thickness to cut a hole large enough for a Medium character to slip through.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Gunman's Bandolier:** A gunman's bandolier is a wide belt worn diagonally across the chest that developed as a replacement for the archer's quiver.

A gunman's bandolier has space for five items about the size of a potion, powderhorn, or bayonet. These items are readily available, allowing an item on a gunman's bandolier to be retrieved as a move action that does not provoke attacks of opportunity. A character may wear a maximum of two gunman's bandolier at once, although the second hold only four items (a space is lost where one gunman's bandolier overlaps the other).

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Gunrest:** Used by musketeers to keep their weapons level during long battles, gunrests look something like slender, two-pronged pitchforks.

Planting a gunrest firmly in the ground and taking aim requires a standard action but gives the user a +2 circumstance bonus on his attack roll when using a two-handed firearm for as long as he remains stationary. Gunrests cannot be used with one-handed firearms or other ranged weapons.

*Note:* See the Gunpowder Weapons chapter for more information on firearms.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Heavy Hand Manacles:** These

restraints are designed to prevent arcane spellcasters from casting spells, while still allowing them to use their hands for simple tasks such as eating.

At a glance, heavy hand manacles look like the arms from a suit of plate mail: steel gauntlets and thick sheathes for the forearm and upper arm, bound together with chains lashed across the front and back of the wearer's torso. Additional chains connect the elbows and wrists, preventing the wearer from moving his arms more than 18 inches apart.

Heavy hands are considered to be medium armor. They provide a +1 armor bonus to AC, with a maximum Dex bonus of +2, an arcane spell failure chance of 80%, and an armor check penalty of -4 (increased to -8 for Sleight of Hand). A wearer also takes a -3 penalty on all attack rolls requiring the use of his hands.



A master spy with an array of stealthy equipment

A character can escape a set of heavy hand manacles with a DC 40 Escape Artist check. Breaking free of the restraints requires a DC 30 Strength check. The chain harness must be bound with a lock, which is not included in the cost of the item.

Dragon Magazine #: 344 (Web Supplement – Dreadhold)

**Kayak, Inflatable:** Made of thick but pliant leather forming several air bladders, this vessel looks and acts like a normal kayak once inflated. One character can inflate the kayak in 20 minutes. There are two inflating tubes, so two characters can inflate it in 10 minutes. The inflatable kayak holds one Medium creature plus 100 pounds of gear. By pulling the plugs on the air bladders, the kayak deflates in 5 minutes and can then be folded and carried in a standard backpack.

The inflatable kayak comes with a short paddle that breaks down for easy storage.

*Suggested Class:* Rangers, Druids, Rogues

Dragon Magazine #: 323 (Class Acts – Gear for Greeners)

**Keymaking Set:** Sometimes a spy devises the means to acquire a key necessary to his work, but must return it later in order to avoid arousing suspicion. Making copies of keys allows a spy continued access to restricted areas without fearing that the locks will be changed. This set includes all the tools necessary for a spy to make a working copy of a key in his possession or of which he has obtained an impression. All keymaking sets include two wax impression blocks (see below), as well as an assortment of small, incredibly sharp knives, blank keys, tiny files of all shapes, and polishing cloths of different coarseness. A character attempting to use the set must still make a DC 20 Open Lock check to make a key. Masterwork key making sets grant a +2 bonus to this check.

Making a key requires 10 minutes of uninterrupted work. For every 5 points the check exceeds the DC, it takes 1 minute less to copy the key.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Lantern, Crookneck:** This leather-wrapped metal tube has a shorter glass-covered metal tube at one end. Small mirrors inside the lantern reflect and intensify the light shed by the candle held within the main body. Shrouded air holes line the top and bottom of both tubes. The crookneck lantern also has a weight at the bottom of the main tube so it can be set down and not fall over. The crookneck lantern illuminates a 60-foot-long, 5-foot-wide line and provides shadowy illumination in a 100-foot cone (with the illuminating line in the center of the cone). A single candle burns for 1 hour.

*Suggested Class:* Rangers, Druids, Rogues

Dragon Magazine #: 323 (Class Acts – Gear for Greeners)

**Lantern, Silvern:** A silvern lantern resembles an ordinary bullseye or hooded lantern, but glass plates set in the interior of the lantern cause it to cast a brilliant silver light instead of

the ordinary yellow glow. Travelers who see such a glow at night can assume that the party bearing the light will be peaceful and offer assistance to those in need. Temples carefully guard the method for creating silvern lanterns, and knights destroy their own rather than risk them falling into unscrupulous hands. Silvern lanterns generate the same light radius as a regular bullseye or hooded lantern, depending on the style.

*Suggested Class:* Paladin

Dragon Magazine #: 331 (Class Acts – Knightly Effects)

**Listening Cone:** This simple cone is typically constructed of brass or a similarly inexpensive metal. When used to listen at a door, wall, or similar obstacle, the user receives a +5 bonus to Listen checks to hear through the obstruction. The user suffers a -2 penalty to any other Listen checks made as long as he listens at the door. The cone has the added benefit of protecting the user from defenses that may not be visible to the naked eye, such as contact poison.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Locking Mechanism:** A locking mechanism consists of a pair of handles that attach to any thin, supple item (such as a rope, steel cable, wire, and so on). The handles slide along the garroting material freely, but when brought together they can lock in place together. Once you secure the garrote you can lock the garrote in place with a move action. This maintains strangling pressure on your opponent even after you let go. The garroted creature continues to make grapple checks (each one opposed by the last grapple check you made) until freed or unconscious. Unlocking the handles from each other is a free action. Adding a locking mechanism to a garrote makes the garrote an exotic weapon.

The DC for a Disable Device check made to remove a locked garrote is 10 if the character has Exotic

Weapon Proficiency (locking garrote) or 25 if she does not. If someone other than the victim makes the attempt, a -5 penalty applies unless the garroted character is held, unconscious, or otherwise kept from moving. A character attempting to remove a locked garrote from around his own neck takes a -5 penalty for working blindly. A character cannot take 10 or take 20 on this check unless the creature garroted is already dead. Failing a Disable Device check by 5 or more causes the victim to lose an additional round's worth of air (or deals a round's worth of damage, if using those rules).

*Note:* See the “Strangulation” side bar on page 18 for more information on strangulation attacks and weapons.

Dragon Magazine #: 355 (Class Acts: Strangulation)

**Mummy Mites:** These ant-sized insects voraciously feed on dead flesh. No one knows whether these ravenous vermin are natural creatures or magically manipulated creations, but regardless, they make formidable weapons against all kinds of

<b>Mummy Mites</b>	<b>CR 1</b>
N Fine vermin (swarm)	
<b>Init</b> +4; <b>Senses</b> darkvision 60 ft., Listen +4, Spot +4	
<hr/>	
<b>AC</b> 22, touch 22, flat-footed 18	
<b>hp</b> 9 (2 HD)	
<b>Immune</b> weapon damage	
<b>Fort</b> +3 <b>Ref</b> +4 <b>Will</b> +0	
<hr/>	
<b>Speed</b> 20 ft.	
<b>Melee</b> swarm +1 (1d6)	
<b>Space</b> 10 ft.; <b>Reach</b> –	
<b>Base Atk</b> +1; <b>Grp</b> –	
<b>Special Actions</b> distraction	
<hr/>	
<b>Abilities</b> Str 1, Dex 18, Con 10, Int –, Wis 10, Cha 1	
<b>SA</b> distraction	
<b>SQ</b> swarm traits, vermin traits	
<b>Skills</b> Listen +4, Spot +4	
<hr/>	
<b>Distraction (Ex):</b> Any living creature that begins its turn in the same space as a mummy mite swarm must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.	
<b>Skills:</b> A mummy mite swarm has a +4 racial bonus on Listen and Spot checks.	



corporeal undead. Mummy mites are often stored in glass flasks as tiny, gray inert eggs. These flasks are treated as thrown splash weapons.

Upon hitting a target, a flask of mummy mites breaks, spilling eggs over a 5-foot square. These eggs do not react to living creatures, but if they land within 5 feet of dead flesh, they immediately hatch and attack on the next round. Active mummy mites prey upon necrotic flesh, regardless of whether it's moving, and attack any corpse or corporeal undead creature nearby. Once they find a body to attack, they feast on it to the exclusion of all other food sources for 1 minute, after which they die. Although mummy mites do not attack living creatures, those who occupy the same space as a mummy mite swarm are distracted as normal.

Dragon Magazine #: 324 (Exorcising Equipment – Items Every Undead Hunter Needs)

**Perfume:** Perfumes are available in a wide variety of scents, from the cheapest oils meant to cover even less pleasant smells, to the delicate and complex scents favored at the royal court. Cheap perfume replaces a smelly character's social penalties with a flat -1 penalty on Diplomacy and Bluff checks. More expensive and subtle perfumes negate these penalties completely or grant a bonus in interactions with characters that find them appealing. Cheap perfume grants a +10 circumstance bonus on any attempt made to track the wearer by scent, while other types of perfume grant a +4 circumstance bonus.

Each dose of perfume lasts for 24 hours.

Perfume	Social Modifiers
Cheap perfume	-1 penalty
Neutral perfume	None
Expensive perfume	+1 bonus
Masterwork perfume	+2 bonus

Dragon Magazine #: 124 (Campaign Workbook – The City: Smells of the City)

**Pickaxe:** Crashing and clapping as they chip away at rock and iron within sweltering mines, pickaxes hardly make useful weapons. Top-heavy and unwieldy, these crude tools are a far cry from the heavy and light picks crafted for military purposes (detailed in the *PLAYER'S HANDBOOK*). When used as a weapon, treat a pick-axe as a heavy pick with a -2 penalty on attack rolls.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)

**Portable Pyre:** A good undead hunter takes advantage of the absolute stupidity of mindless undead. A portable pyre is essentially a bundle of oil-soaked logs and tindertwigs bound together. When untied and quickly rolled out over an empty 5-foot square, a standard action that provokes attacks of opportunity, the tindertwigs immediately ignite the highly flammable kindling. A portable pyre can also be unrolled more carefully so it does not ignite, an act that takes a full-round action that provokes attacks of opportunity. Once laid out in this manner, the roll ignites if exposed to fire.

Creatures that enter the same square as a lit portable pyre suffer 1d6 points of fire damage for each round they remain in the square. A portable pyre burns for 10 minutes, although 10 gallons of water extinguish the flames. It cannot be used again after being unrolled. Portable pyres cannot be wielded as weapons and are only effective when laid upon a flat sur-

face, making them particularly useful in small hallways or when placed in the path of turned undead.

Creating a portable pyre requires a DC 15 Craft (alchemy) check.

Dragon Magazine #: 324 (Exorcising Equipment – Items Every Undead Hunter Needs)

**Powder Keg:** These small kegs hold 15 pounds of gunpowder. As a firearm requires 1 ounce of gunpowder every time it is reloaded, powder kegs contain enough gunpowder to fire 240 shots from most firearms. Powder kegs are not waterproof and gunpowder exposed to water cannot be used to fire a bullet.

Because powder kegs are considerably more awkward than powderhorns, a move action is required to draw an amount of gunpowder that can be used in loading a firearm. This is in addition to however long it normally takes to reload a firearm.

*Note:* This item originally appeared in the *DUNGEON MASTER'S GUIDE*. See the Gunpowder Weapons chapter for more information on firearms.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Powderhorn:** These shoulder-strung horns or leather flasks are filled with 2 pounds of gunpowder. As a firearm requires 1 ounce of gunpowder every time it is reloaded, powderhorns contain enough gunpowder to fire 32 shots from most firearms. Drawing gunpowder from a powderhorn to reload a weapon is a free action.

*Note:* This item originally appeared in the *DUNGEON MASTER'S GUIDE*. See the Gunpowder Weapons chapter for more information on firearms.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Reinforced Sheath:** A reinforced sheath turns a bladed slashing or piercing weapon into a bludgeoning weapon. To accomplish this, the blade remains in the reinforced sheath, imposing a -2 penalty on all attack rolls made with the now top-heavy weapon. Originally developed for swords, reinforced sheaths can be specially made for practically any slashing or piercing weapons. Attacks made with magic weapons do not convey their properties through a reinforced sheath, although masterwork reinforced sheaths can be created and enhanced separately.

Creating a reinforced sheath requires a DC 25 Craft (weaponsmithing) check.

Dragon Magazine #: 324 (Exorcising Equipment – Items Every Undead Hunter Needs)

**Rockhammer:** Little more than chunks of pig-iron affixed to splintering hafts, rockhammers serve miners in breaking apart and molding dense rocks and metals. When put to use on more mobile targets these massive hammers prove incredibly awkward, yet provide passingly destructive effects to warrant their occasional use as weapons. When used as a weapon, treat a rockhammer as a warhammer with a -2 penalty on attack rolls.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)

**Smuggler's Belt:** Both smugglers and spies routinely use this wide cloth belt to hide small items beneath their



clothing. A smuggler's belt can hold up to 1 pound of small items, such as papers, coins, or even a slender dagger. Anyone searching the wearer needs a successful DC 20 Search check to notice the presence of a smuggler's belt.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Snout Snare:** A snout snare is a 10-foot-long pole topped with a giant hoop holding open a massive lasso. The pole telescopes to 20 feet in length and a sliding lever tightens the noose. A snout snare requires two hands to use properly.

The wielder uses a snout snare to lasso a dragon's snout, pinning its jaws shut and rendering it unable to use its breath weapon or bite attack. As most dragons are exceptionally powerful, snout snares only inconvenience the beasts for a short time. In dragon hunting, though, every second counts.

A snout snare has a reach of up to 15 feet and can be used against an adjacent foe as well. The wielder must successfully grapple the dragon with the snout snare (this particular grapple attempt does not provoke an attack of opportunity) and achieve a hold. The snout snare allows the wielder to successfully hold a creature of any size, although it deals no damage. Most wielders drop the pole after successfully snaring a dragon's snout. Alternatively, the wielder can choose to keep hold of the pole and try to control the dragon. In that case, the dragon and the wielder make opposed Strength checks each round as free actions. If the dragon wins the opposed Strength check it can move as it wills. If the wielder wins, the dragon remains snared and cannot move farther than the pole's reach.

To break free of the snout snare, a dragon can attempt a DC 17 Strength check (DC 21 for masterwork snout snares) as a free action once per round. The dragon can also elect to use a standard action to automatically remove the snout snare as long as it can use its front claws. A dragon three or more size categories larger than the snout snare's wielder and who succeeds on its opposed Strength check can fly, swim, or move normally, even if the wielder continues to dangle from the snare's pole.

If used as a weapon to strike a creature, the snout snare breaks apart on a successful hit and deals no damage.

Crafting a snout snare requires a DC 18 Craft (Weaponsmithing) check or a DC 20 Craft (Weaponsmithing) check to create a masterwork snout snare. Crafting a replacement lasso for a snout snare requires a DC 10 Craft (Weaponsmithing) check.

*Suggested Class:* Warrior

*Lore:* A gnome inventor discovered that webbing from giant spiders made an incredibly strong, sticky rope when treated with the proper chemicals. He then added a sliding pole, creating the first snout snare.

Dragon Magazine #: 344 (Class Acts – Hunting the Wyrms)

**Spider:** Also known as a house-breaker's harness, this standard climbing harness can be worn over light armor and

comes with up to eight straps of leather attached to it. These straps vary in length but are generally up to 2 feet long and have metal rings attached at the ends that can be used for myriad purposes. Pieces of equipment can be hung on them for use while climbing, and ropes can be strung through one or more rings in such a way as to allow the climber to ascend but not descend, allowing her to let go of the rope without fear of falling. Additionally, climbing spikes can be hammered through the rings of two straps on either side of a window, giving a spy extra leverage to effect a break-in or simply observe whatever transpires inside.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Spider Wire:** This extremely fine wire is typically stretched low across passageways to trip passers-by, or up high to cut the neck of anyone unlucky enough to blunder into it. For either application, the user must take a full-round action to secure each end of a length of spider wire to a solid object.

Any creature that enters a square equipped with low-slung spider wire must make a DC 15 Reflex save or trip over it.

Creatures with more than two legs receive a +4 bonus to this save. A creature that moved at least 50 feet that round also takes 1d3 points of damage, plus 1d3 points per 10 feet of movement beyond 50. Locating a spider wire trip wire requires a DC 15 Spot check under normal lighting conditions.

Any creature that enters a square equipped with a neck-height spider wire must make a DC 15 Reflex save or take 1d6 points of damage, provided that the wire is positioned at the correct height to make contact with its neck. A creature one size category smaller than the intended larger can pass freely under the wire, and a creature one or more size categories larger is

affected as if by the trip wire version. For each 10 feet of movement beyond 30 that the creature moved, it takes an additional 1d6 points of damage. Noticing a spider wire placed at this height requires a DC 10 Spot check under normal lighting conditions.

Spider wire comes on a spool in a 10-foot length. It has hardness 2 and 2 hp, and only slashing weapons can damage it. It has a break DC of 16. Spider wire can also be used to make a garrote attack (see the Garrote Attacks sidebar).

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Spy Button:** Several versions of these specially designed buttons exist. They can be fancy or plain and are made to blend in with the clothing that they are sewn onto. To use a spy button, the wearer must rip it free from the article of clothing to which it is attached (no Strength check required) and throw it against a hard surface. The most common types of spy buttons are as follows.

**Flash:** This button creates a brilliant burst of light on impact. If a flash button detonates within 5 feet (1 square) of





a creature, it must make a DC 15 Fortitude save or be dazzled for 1d3 rounds. Sightless creatures are not affected.

**Smoke:** This button produces a cloud of impenetrable black smoke that fills a 10-foot cube. It dissipates in 2 rounds, or a single round if affected by moderate or stronger winds.

**Thundering:** This button mimics the effect of a thunderstone, as described in the *PLAYER'S HANDBOOK*.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Torch, Iron Coal:** A torch made with an iron coal tip burns for 5 hours and costs 7 sp. Iron Coal can only be found on the Elemental Plane or Earth.

See the Iron Coal description under Alchemical Items for more information.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Toxin Holder:** The toxin holder looks like a brass-topped sunrod that holds enough lantern oil to burn 10 doses of ophiotoxin (see ophiotoxin's under the Alchemical Items, Herbs, and Toxins section), but it can hold only 1 dose at a time. Refilling the toxin holder with ophiotoxin requires a full-round action. The holder does not go out if dropped but can be extinguished normally.

Dragon Magazine #: 355 (Savage Tidings: The Market is Bad)

**Tracing Dust:** Ordinarily invisible to the naked eye, this powder adheres to anything it touches (or that touches it). When sprayed with an accompanying solution, a chemical reaction causes the powder to turn bright blue. Spies sprinkle this powder over various items in order to track who has handled them. When someone touches a treated item, the dust sticks to their hands and can be revealed if sprayed with the revealing agent. Tracing dust is sold in small jar-shaped containers with perforated lids that function like saltshakers.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Tracing Vellum:** This finely crafted vellum is so thin as to be almost transparent, and it comes in 1-foot square sheets. Spies use tracing vellum to copy maps and other sensitive documents quickly.

When placed over a map, book, or other writing, a sheet of this paper allows the user to trace the image with great precision. The time required for tracing varies, but it usually takes 1 minute for a simple image, 10 minutes for an image of moderate complexity, and 1 hour for a complicated drawing. Tracing vellum grants a +2 circumstance bonus on Forgery checks made to reproduce text, maps, or pictures.

The price of tracing vellum reflects the difficulty inherent in creating such thin, fine sheets.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Wax Impression Block:** When a key is pressed into this block of soft wax, a qualified craftsman can use the impression to make a working copy without having the actual key in hand. Since using a keymaking set requires special equipment and skill, it is often more cost effective to pay an outside party to craft a copy. In either case, it is simply inconvenient for a spy on a deep cover assignment to carry a keymaking set without arousing suspicion. The wax impression block allows a spy to carry the shape of a key to a location of solitude where the key itself can be created.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Table 2-2: Tools and Skill Kits**

Item	Cost	Weight
Book of prayers	50 gp	3 lbs.
Cartulary	10 gp	1 lb.
Deceiver's kit		
Artisan	341 gp	13 lbs.
Common	266 gp	14 lbs.
Courtier	501 gp	6 lbs.
Dragonsong Instrument	--	--
Deeper Fascinate	+600 gp <sup>†</sup>	as base
Extended Courage	+400 gp <sup>†</sup>	as base
Greater Suggestion	+2,600 gp <sup>†</sup>	as base
Improved Countersong	+1,000 gp <sup>†</sup>	as base
True Heroics	+18,000 gp <sup>†</sup>	as base
Grimoire, Dimensions of Evil: A Guidebook to the Nether Realms	75 gp	3 lbs.
Grimoire, Dwellings of the Ancients	140 gp	3 lbs.
Grimoire, Slaying Dragons	100 gp	3 lbs.
Grimoire, The Theory and Application of Force Magic	55 gp	3 lbs.
Harvester's Field Kit	60 gp	3 lbs.
Holy or Unholy candle	75 gp	--
Holy symbol, air	100 gp	--
Holy symbol, animal	100 gp	-
Holy symbol, chaos	100 gp	--
Holy symbol, death	100 gp	--
Holy symbol, destruction	100 gp	--
Holy symbol, earth	100 gp	-
Holy symbol, evil	100 gp	--
Holy symbol, fire	100 gp	--
Holy symbol, good	100 gp	--
Holy symbol, healing	100 gp	--
Holy symbol, knowledge	100 gp	--
Holy symbol, law	100 gp	-
Holy symbol, luck	100 gp	-
Holy symbol, magic	100 gp	--
Holy symbol, plant	100 gp	--
Holy symbol, protection	100 gp	-
Holy symbol, strength	100 gp	--
Holy symbol, sun	100 gp	--
Holy symbol, travel	100 gp	--
Holy symbol, trickery	100 gp	-
Holy symbol, war	100 gp	--
Holy symbol, water	100 gp	-
Holy Wafers (10)	2 sp	--
Infiltrator's kit	50 gp	13 lbs.
Patents of nobility	250 gp	--
Second story kit	216 gp	24 lbs.
Tabard, knights	5 gp	--

<sup>†</sup>In addition to the cost of the masterwork instrument

## TOOLS AND SKILL KITS

This equipment is particularly useful if you have certain skills or are of a certain class.

**Book of Prayers:** A book of prayers is an ornately illustrated tome, consecrated to a specific god. With book in hand, a character who worships the same deity as the one the book is devoted to can take a full round action to pray, chanting scriptures from the book of prayers. The character reading aloud from the text may make a DC 10 Charisma check to aid a cleric of the book's deity in her attempt to turn

cleric a +2 bonus on her turning check. A cleric can only be aided by one other character using a book of prayers. If a character attempts to use a book of prayers and is not a member of the faith to which the book is consecrated, his attempts to use it always fail.

Creating a book of prayers requires 1 rank of Knowledge (religion) and a DC 20 Craft (writing) check.

Dragon Magazine #: 324 (Exorcising Equipment – Items Every Undead Hunter Needs)

**Cartulary:** Some paladins find it comforting to have their code of honor recorded in physical form. A cartulary is a bound book of inspirational religious texts, church documents, and prayers. It is not a complete scripture such as the prayer books clerics might carry, but a more personal document that illustrates and reinforces the tenets of the paladin's code. A paladin sometimes carries multiple cartularies so she can hand out copies to souls in need of guidance.

*Suggested Class:* Paladin

Dragon Magazine #: 331 (Class Acts – Knightly Effects)

**Deceiver's Kit:** The deceiver's kit is designed to load down the spy with enough hidden weapons and gadgets to accomplish his mission while making him appear to be an ordinary person. The three different types of deceiver's kits are as follows.

*Artisan's Deceiver Kit:* This kit allows a spy to impersonate an artisan of the desired sort but still carry hidden weapons and other spy gear. It includes an artisan's outfit, masterwork artisan's tools of the appropriate type, spring dart boots, a spool of spider wire, a garrote ring, and a modular short sword.

*Commoner's Deceiver Kit:* This kit comes with a peasant's outfit, two spy buttons (one thundering and one smoke) of plain styling, a modular long sword, a dagger, a quarterstaff, a pair of climbing boots, and a smuggler's belt.

*Courtier's Deceiver Kit:* This kit comes with a noble's outfit equipped with three elaborately styled spy buttons (one flash, one smoke, and one thundering), a poison ring, a signet ring, a modular hand crossbow, ten hand crossbow bolts, a cord shirt, three sheets of tracing vellum, ink pen and ink, and a pair of spring dart boots.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Dragonsong Instruments:** The vocal chords of dragons, if properly treated, aid in bardic music. This requires a full set to be removed and used as part of a string instrument, such as a fiddle, harp, lute, or mandolin. The effect granted depends upon the size of the dragon and only applies to bardic music performed using a string instrument. An instrument can only gain one of the following traits.

Removing vocal cords for this purpose requires 1 hour of work and a DC 20 Survival check (see the “Cutting Up The Dragon” sidebar on page 60 for more information on harvesting dragon parts). If you fail the Craft (musical instrument) check by more than 5 you damage the material, forcing you to treat the dragon as one size category smaller for the purpose of what traits the vocal cords grant. If the dragon was size Small or smaller, the vocal chords are entirely ruined by a failed check.

*Deeper Fascinate:* A string instrument with this trait requires the vocal cords of a size Large or larger dragon. A bard playing a dragonsong instrument with this trait gains a +2 competence bonus on Perform checks made to use the *fascinate* ability.

*Extend Courage:* Vocal cords of any size can be used to extend the inspire courage form of bardic music. This trait extends the amount of time the effect lasts to 8 rounds after the bard ceases playing.

*Greater Suggestion:* Using the vocal cords of a size Huge or larger dragon, a dragonsong instrument with this trait makes its wielder seem more trustworthy. A bard using the *suggestion* or *mass suggestion* ability while playing a dragonsong instrument with this trait increases the DC to save against these abilities by +2.

*Improved Countersong:* The vocal cords of a size Medium or larger dragon can be used to craft a string instrument that increases the power of a bard's countersong bardic music ability. A bard playing a dragonsong instrument with this trait gains a +4 competence bonus on Perform checks made to use the countersong ability.

*True Heroics:* Using the vocal cords of a size Gargantuan or Colossal dragon, a dragonsong instrument with this trait can bring out the true heart of a hero in those who listen to its deep, resounding notes. A bard playing a dragonsong instrument with this trait while using the inspire heroics ability can affect one additional target and grant a +5 morale bonus on saving throws and a +5 dodge bonus to AC, instead of the usual +4.

*Note:* These items can be crafted using the Dragoncrafter feat (see DRACONOMICON) using the following information: Dragon Part: dragon vocal cords (see item for size); Skill: Craft (musical instrument). See the “Cutting Up The Dragon” sidebar on page 60 for more information on harvesting dragon parts.

Dragon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes)

**Grimoires:** The wizard library is an archetypal image in fantasy. Whether tilled with towering bookcases carefully arranged by subject or slipshod piles spilling over into living spaces, all wizard libraries have one thing in common; vast numbers of books. What do these tomes and librums contain? Obviously they cannot all be grimoires. Mundane works on subjects pertaining to the wizard's interests and magical studies constitute the majority of books in a wizard's library.

Some works provide such value that wizards from across the multiverse attempt to acquire copies of them and libraries must occasionally guard their copies from theft. The books presented here represent a sample of such popular works. While these books vary in general appearance, each weighs roughly 3 pounds. All of the writing and illustrations inside are hand written and drawn, either by the author in the case of an original manuscript) or by a scribe who copied the work. None contain spells, but as reference works they provide +2 circumstance bonuses to the listed skills.

*Dimensions of Evil: A Guidebook to the Nether Realms:* This tome provides its bonus on checks relating to the Lower Planes. Due to its subject matters several faiths of good deities have banned this book and attempt to confiscate any copies that appear. Others encourage their followers to read the book, going so far as to create multiple copies. *Dimensions of Evil* paints a fairly accurate and unflattering view of the Lower Planes and its inhabitants.

This grimoire is written in Infernal and provides a +2 circumstance bonus to Knowledge (the planes).

*Dwelling of the Ancients:* This tome provides its bonuses on checks relating to ancient ruins and inscriptions. Considered a definitive treatise on the subject of ancient civilizations and ruins, this book documents how several ancient cultures



constructed their buildings and offers translations of several famous inscriptions found therein. The book, written by acclaimed antiquarian Naniel ibn-Nurth, also provides a short section on ancient scripts and languages, which can be quite helpful when attempting to decipher similar writings.

This grimoire is written in Dwarven and provides a +2 circumstance bonus to both Knowledge (architecture) and Decipher Script.

**Slaying Dragons:** This tome provides its bonus on checks relating to dragons. A hefty tome wrapped in leather created from the skin of a black dragon, *Slaying Dragons* presents impassioned reasons and techniques for hunting some of the most deadly creatures in all creation. It is somewhat ironic, however, that proclaimed dragon hater and the author of this tome, one Cevinar of the Saffron Robes, died a very public death on the claws of a red wyrm some eighty years ago. Despite his untimely demise the wizard was thorough in his research, his surviving work being a testament to that.

This grimoire is written in Common and provides a +2 circumstance bonus to Knowledge (arcana).

**The Theory and Application of Force Magic:** This tome provides its bonuses on checks relating to spells with the force descriptor. Many wizards consider Aeroth Blith's book the best reference about force magic ever written. Well organized and clearly written, if a little dry and analytical in places, the tome examines force magic as a mysterious power akin to a fifth element. Copies of this book can often be found in universities and larger libraries that cater to war wizards and battle mages.

This grimoire is written in Common and provides a +2 circumstance bonus to Knowledge (arcana) and Spellcraft.

*Suggested Class:* Wizard

Dragon Magazine #: 338 (Class Acts: Grimoires)

**Harvester's Field Kit:** An initial inspection of one of these thick leather satchels reveals what looks to be the contents of a particularly well-stocked healer's kit. However, among the various cutting implements (varying from bone saws to scalpels), serrated pins, tongs, pliers, unguents, oils, and culture jars, there is no evidence of any materials to clean or bandage a subject after the implied surgery.

Perfect for the swift and precise extraction of organs and other bodily materials, this grim toolkit provides a +2 circumstance bonus on all Survival checks made to extract power components and to Craft (alchemy) checks to prepare or preserve them.

Dragon Magazine #: 317 (Eye of Newt and Toe of Frog – Using Power Components)

**Holy or Unholy Candle:** The wax of this alchemically treated candle is infused with spiritual incenses and soaked in holy or unholy water for three nights before it is used to create a candle. Holy candles shed a pure yellow-white illumination, while unholy candles cast a flickering, deep purple glow. Each radiates light in a 5-foot radius and burns for 1 hour.

Clerics standing within the illumination of a holy candle gain a +2 bonus on their turning check results when attempting to turn or rebuke undead.

Clerics who stand in the light of an unholy candle gain a +2 bonus on their turning check results when commanding or rebuking undead. A cleric can only be aided by one burning candle at a time.

Creating a holy or unholy candle requires 1 rank of Knowledge (religion) and a DC 25 Craft (alchemy) check.

Dragon Magazine #: 324 (Exorcising Equipment – Items Every Undead Hunter Needs)

**Holy Symbol, Air:** No crystal or precious metal seems to hold together this circlet. Made of a wispy, swirling convergence of barely-visible blue and white ribbons, it seems to magically hover over the cleric's brow. The gossamer ribbons feel soft and feather light to the touch. Bearing this circlet grants a cleric a +1 sacred bonus on Jump checks made to perform high jumps.

*Note:* See the "Tokens of Faith" sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 329 (Class Acts – Tokens of Faith II)

**Holy Symbol, Animal:** Four finger holes in this thin piece of wood allow the cleric to wear it over his knuckles. The smooth and polished wood supports four small claws jutting out over the cleric's fingers when he wears the item. The symbol is sometimes decorated with feathers, beads, or etchings of animals. Wearing this symbol allows the cleric to use his domain's *speak with animals* spell-like ability at +1 caster level.

*Note:* See the "Tokens of Faith" sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 331 (Class Acts – Tokens of Faith III)

**Holy Symbol, Chaos:** This fist-sized amulet seems geometrically shaped at first glance, but the random placement of straight edges and corners makes it seem a square from one angle, a hexagon from another, and even a circle if turned over and viewed with a squint. It is a mosaic of small tiles made of iridescent seashells, glass beads, and multi-faceted colored crystals. A cleric wearing this holy symbol gains a +1 sacred bonus on all saving throws to resist spells and effects that would change his form, such as *baleful polymorph* or *flesh to stone*.

*Note:* See the "Tokens of Faith" sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 327 (Class Acts – Tokens of Faith)

**Holy Symbol, Death:** This symbol is nothing more than a knotted, ashy-white rope the width of a man's finger. The flesh of a cleric who wears the rope around his neck becomes livid and covered with purple and yellow bruises. The bruises seem to change position slowly, as if creeping across the cleric's skin, but they are not painful and disappear if the cleric removes the rope. Whenever the cleric delivers a coup de grace, this holy symbol increases the DC of the save to avoid death by +2.

*Note:* See the "Tokens of Faith" sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 329 (Class Acts – Tokens of Faith II)

**Holy Symbol, Destruction:** Dust and ash continually swirl within this teardrop-shaped pendant made of dusky gray glass. Small pieces of red glass or gemstones embedded within the amulet catch the light, flaring like small fireballs amidst the churning ashes. A cleric who worships the forces of destruction and wears this holy symbol gains a +1 sacred bonus on attack rolls made to sunder weapons, armor, or equipment worn or carried by another creature.

*Note:* See the "Tokens of Faith" sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 327 (Class Acts – Tokens of Faith)

**Holy Symbol, Earth:** This stone cuisse is cunningly carved to be thin and light yet durable. It is an oval-shaped plate 3 to 10 inches long with a rough exterior surface. Threads of gold and silver wink from the folds of rock, and tiny gems no bigger than a pinhead stud the surface irregularly. The cleric straps the cuisse to his thigh and while wearing it gains a +1 circumstance bonus on Strength checks made to resist a trip attempt.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 331 (Class Acts – Tokens of Faith III)

**Holy Symbol, Evil:** This symbol takes the form of a hood of any color or material. The lining, however, is always of fine black silk. When folded back, the edge of the hood reveals a band of silver runes and one large, bone-white symbol positioned over the cleric's brow. The cleric who wears this hood gains a +1 profane bonus on Knowledge (the planes) checks when dealing with good outsiders.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 331 (Class Acts – Tokens of Faith III)

**Holy Symbol, Fire:** These fingerless gloves are made of crimson leather and extend partway up the forearm. Red glass buttons fasten them and elaborate gold embroidery that suggests flickering flames covers the leather. The palms of the gloves bear the elemental symbol for fire, embroidered in gold, bronze, and copper-colored thread that glints in even the dimmest light. A cleric devoted to the gods of fire who wears these holy symbols gains a +1 bonus on Fortitude saves to resist cold weather and spells with the cold descriptor.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 327 (Class Acts – Tokens of Faith)

**Holy Symbol, Good:** This silver cuff fits snugly around the wrist. A silver flange protrudes from the cuff to the center of the cleric's palm, where it attaches to a round crystal disk. The crystal seems colorless, but emits waves of rainbow colors in bright light. To display his holy symbol, the cleric must turn his palm upwards. When casting a good spell, this symbol adds +1 sacred bonus on Knowledge (the planes) checks when dealing with evil outsiders.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 329 (Class Acts – Tokens of Faith II)

**Holy Symbol, Healing:** Dangling from this leather strap is a cluster of tiny, transparent glass globes, each filled with a mix of colored powders. An arcane symbol for healing or restoration marks each sphere and emits a distinctive, soothing aroma. A worshiper of the powers of healing who uses the scent of this holy symbol in his ministrations adds a

+1 sacred bonus on Heal checks made to administer first aid to stabilize an ally.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 327 (Class Acts – Tokens of Faith)

**Holy Symbol, Knowledge:** Rather than just one pendant, this slender silver chain has numerous objects dangling from it. Small squares of parchment with runes drawn upon them are spaced evenly around the chain. Metallic colored inks of gold, silver, red, violet, and pearly white outline each rune. When worn, the parchment squares overlap and fan around a character's neck like a broad collar. The scholarly cleric who wears this holy symbol receives a +1 sacred bonus on Spellcraft checks made to decipher magic writings.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 327 (Class Acts – Tokens of Faith)

**Holy Symbol, Law:** Dozens of tiny rings made from different types of precious metal form this symbol. The rings link together intricately to form a downward-pointing triangle. A leather collar the cleric wears around his neck attaches to the top edge of the triangle. The wearer of this symbol gains a +1 circumstance bonus on saving throws made to resist spells with the compulsion subtype.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 331 (Class Acts – Tokens of Faith III)

**Holy Symbol, Luck:** This thin belt is made of many small squares of colorful fabric sewn onto a leather backing. The patchwork belt usually has symbols for fortune or for a particular deity known for luck worked into its pattern, and the cleric fastens it with a bright golden buckle. Once per day, the belt's wearer may reroll a percentile die roll made to stabilize.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 331 (Class Acts – Tokens of Faith III)

**Holy Symbol, Magic:** A cleric wraps this long chain of tiny gold and silver coins—each one engraved with a five-pointed star—around his neck several times like a choker. The chain catches light, winking and glittering as if it were made of actual stars. Wearing this holy symbol grants a cleric with the Magic domain a +1 sacred bonus on Spellcraft checks made to determine an aura's school of magic when using the *detect magic spell*.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 327 (Class Acts – Tokens of Faith)

**Holy Symbol, Plant:** This symbol is a chain of leaves made from many different types of trees and worn around the waist. Soft and supple, the living belt's leaves never age or

## TOKENS OF FAITH

A cleric's life revolves around his service and dedication to his god, and for that reason the vague description of holy symbols in the *PLAYER'S HANDBOOK* rarely serves as a personal expression of a cleric's faith. A distinctive holy symbol makes your cleric memorable, and the symbol's history or composition can have interesting in-game effects. Presented here are some examples of alternate holy symbols for your character, categorized by domain.

While each of these symbols grants a minor bonus to a character, they are not magic items and do not take up a slot. To gain the benefit of the item, the user must be a cleric with the domain the symbol is tied to as one of his chosen domains. This bonus is treated as an addition to the domain's granted power. All the holy symbols presented here cost 100 gp.



die, but they change from green in the spring and summer to red in the fall and pure white in the wintertime. A cleric wearing this belt gains a +1 bonus on Knowledge (nature) checks when dealing with plants and plant creatures.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 329 (Class Acts – Tokens of Faith II)

**Holy Symbol, Protection:** A cleric can wear this two inch-long badge in one of three places: on a collar around his neck with the badge against his throat, on a band around his wrist with the badge against the vein, or pinned over his heart. The shield-shaped badge is made of polished cherry-red wood. The cleric who wears this badge gains a +1 circumstance bonus on his attack roll when using the aid another action to grant an ally an Armor Class bonus.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 331 (Class Acts – Tokens of Faith III)

**Holy Symbol, Strength:** This studded bronze band is worn around the arm. Some clerics wear two, one below the shoulder and one above the elbow, although only one bonus is granted. When the cleric activates his Strength domain power, his arm muscles bulge and ripple mightily. The band's wearer gains a +1 bonus on Strength checks made to resist a bull rush.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 329 (Class Acts – Tokens of Faith II)

**Holy Symbol, Sun:** This half-inch-long red, orange, or yellow oval gem adheres magically to the cleric's brow. The gem constantly flashes and glitters while exposed to the sun. A cleric who wears this symbol extends the radius of effect of any spell with the light descriptor he casts by 5 feet.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 329 (Class Acts – Tokens of Faith II)

**Holy Symbol, Travel:** These epaulets are made of dozens of tiny feathers sewn together on a leather backing. The feathers are iridescent black, blue, and green, and are fashioned to look like small, sweeping wings. Worn in pairs, these holy adornments pin securely to a cleric's sleeves. Travel gods bless their followers who wear such symbols with a +1 sacred bonus on Survival checks made to predict the weather or avoid getting lost.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 327 (Class Acts – Tokens of Faith)

**Holy Symbol, Trickery:** One side of this large, square piece of cloth is ordinary gray cotton, while the other side is brilliantly-colored silk (usually crimson or emerald green). A cleric can wear the cloth around his neck as a scarf, on his head as a kerchief, in his pocket as a handkerchief, around a limb as a bandage, or any of a dozen other ways. A cleric who uses the cloth as part of a disguise gains a +1 circumstance bonus on his Disguise check.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 331 (Class Acts – Tokens of Faith III)

**Holy Symbol, War:** This holy symbol is a rectangular steel plate that the cleric holds to his chest with leather straps (even over his armor). Engravings of battling warriors cover the plate, and whenever the cleric enters combat the engraved figures animate and begin fighting each other. After the cleric has worn this item for 24 consecutive hours, he gains a +1 bonus on attack rolls made to confirm a critical threat while wielding his deity's chosen weapon.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 329 (Class Acts – Tokens of Faith II)

**Holy Symbol, Water:** This chain of tiny blue and green beads is long enough for the cleric to loop around his neck several times. The beads, tiny glass spheres filled with both salt and fresh water, rub together to recreate the soft susurrus of the sea. Wearing this symbol allows the cleric to hold his breath for a number of rounds equal to three times his Constitution score.

*Note:* See the “Tokens of Faith” sidebar on page 34 for more information about this alternate holy symbol.

*Suggested Class:* Cleric

Dragon Magazine #: 329 (Class Acts – Tokens of Faith II)

**Holy Wafers:** Holy wafers refer to any food specifically created and sanctified for use in a religious ceremony. Commonly in the form of small, stylized bread wafers impressed with religious images, holy wafers have few uses outside of sacred rituals. However, these unassuming wafers are also one of the most effective methods of dispatching vampires. Destroying a vampire's body is often difficult without access to powerful spells like *disintegration*, and even staking the creature and burning it might prove dangerous if the stake burns first. Yet filling a vampire's mouth with holy wafers and cutting off its head is a relatively simple feat and effectively prevents it from returning to undeath. Divine spells that create food, such as *goodberry*, can also be used to the same effect as holy wafers.

Holy wafers can be purchased at most temples or shrines.

Dragon Magazine #: 324 (Exorcising Equipment – Items Every Undead Hunter Needs)

**Infiltrator's Kit:** While most spies rely on their charm and ability to bluff to get them into secure locations, sometimes a covert entry is required. This kit comes with an infiltrator's outfit, a spool of spider wire, a bag of caltrops, a collapsible grappling hook, and 50 feet of black silk rope.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Patents of Nobility:** The monarch or ruler of a land grants these documents. They contain a stylized family tree notarizing a knight's lineage. A paladin who presents her patents of nobility at court, or in any setting where nobility is present, gains a +1 circumstance bonus on Diplomacy checks made in that setting. The cost listed for this item represents its value to a collector or sage. You cannot purchase a legitimate patent of nobility; it must be given to you.

*Suggested Class:* Paladin

Dragon Magazine #: 331 (Class Acts – Knightly Effects)

**Second-Story Kit:** This kit is designed for spies who need to access targets high off the ground. A second-story kit comes with an infiltrator's outfit, a spider, 100 feet of black silk rope, a collapsible grappling hook, a pair of climbing boots, ten pitons, a hammer, and a set of masterwork thieves' tools (for getting through locked windows at the top of the climb).

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Tabard:** A paladin wears this short, sleeveless tunic over her armor. She usually has her tabard emblazoned with either her family's coat-of-arms or the symbol of her temple, deity, or creed. Anyone viewing a paladin's tabard gains a +2 circumstance bonus on any Knowledge (nobility and royalty) or Knowledge (religion) checks to identify the paladin's allegiance or religion.

A paladin can also procure a tabard for her mount. This works exactly like a knight's tabard, but the circumstance bonuses do not stack.

*Suggested Class:* Paladin

Dragon Magazine #: 331 (Class Acts – Knightly Effects)

**Table 2-3: Clothing**

Item	Cost	Weight
Camouflage clothes	150 gp	6 lbs.
Climbing boots	25 gp	1 lb.
Cord shirt	20 gp	5 lbs.
Dragonskull of Vigilance	12,000 gp	3 lbs.
Duster coat	25 gp	7 lbs.
Hollow boots	15 gp	2 lbs.
Infiltrator's outfit	6 gp	2 lbs.
Mining helmet	1 gp	1 lb.
Mining outfit	3 gp	6 lbs.
Vest, carapace	35 gp	10 lbs.
Vest, tactical	5 gp	2 lbs.

## CLOTHING

Any item that can be specifically worn to protect its wearer from the elements along with any added benefit is listed here. This includes boots, gloves, hats, outfits, and shirts.

**Camouflage Clothes:** Made in three different color combinations, these clothes help to disguise the body's form and make the wearer harder to pick out of his surroundings. These full-body suits grants a +2 circumstance bonus on a wearer's Hide checks while he is in an area the camouflage blends with. The forest pattern has a mix of greens, browns, and blacks that provides its bonus in forest and marsh terrains. The desert pattern consists of dark and light tans with irregular black or blue shapes that provides its bonus in desert and plains terrains. The mountain pattern consists of a white background with black, gray, and green shapes and provides its bonus in hills, mountains, and underground terrains. The listed price for camouflage clothes is for one set suited to a specific terrain (see the DUNGEON MASTER'S GUIDE, Chapter 3, for more information on terrain types).

*Suggested Class:* Rangers, Druids, Rogues

Dragon Magazine #: 323 (Class Acts – Gear for Greeners)

**Climbing Boots:** Built onto the insole and front of each of these sturdy, low-cut leather boots is a set of small, broad blades, which remain hidden until the wearer trips a special latch that causes them to spring forth and lock into place. These blades grant the wearer a +2 bonus on Climb checks made to climb wooden or stone surfaces. They do not hinder movement in any way, but they are too short to deal damage in combat. Deploying or retracting the blades requires a standard action. An observer must make a DC 15 Spot check to spot the blades when they're out or a DC 20 Search check

to notice anything unusual about the boots when the blades are retracted.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Cord Shirt:** This cleverly designed long shirt is made of a single piece of strong, flat, silk cord. It is stitched together in such a way that a tug in the right place unravels it into a 30-foot length of silk rope. Fully unraveling a cord shirt requires a full-round action. It cannot be restitched after it has been used in this manner.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Dragonskull of Vigilance:** A dragon's skull is used in the construction of a special helmet known as a dragonskull of vigilance. The skull must be from a dragon at least two sizes larger than the intended user. Anyone wearing a dragonskull of vigilance is immune to magical sleep and paralysis effects. Harvesting the skull requires 1 hour of work and a DC 15 Survival check (see the "Cutting Up The Dragon" sidebar on page 60 for more information on harvesting dragon parts).

*Note:* This item can be crafted using the Dragoncrafter feat (see DRACONOMICON) using the following information: Dragon Part: dragon skull; Skill: Craft (armorsmith).

Dragon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes)

**Duster Coat:** Made of heavy oiled canvas, the duster is a long coat that reaches to the wearer's ankles. Twin rows of buttons run the length of the front of the coat, and when all of them are fastened the wearer is wrapped in a nearly waterproof shell. A fully fastened duster provides a +2 circumstance bonus on Survival checks made to gain a bonus against the effects of severe weather and on saves against severe weather, but it also imposes a –1 armor check penalty.

*Suggested Class:* Rangers, Druids, Rogues

Dragon Magazine #: 323 (Class Acts – Gear for Greeners)

**Hollow Boots:** The standard form of these boots employs a swiveling heel, inside of which small items can be concealed and secretly carried from one place to another. Using this means, maps, documents, and even small weapons (a garrote, for instance) can be smuggled into or out of restricted areas. Someone searching the wearer of hollow boots must succeed at a DC 24 Search check to discover the hidden compartments.

Hollow boots have also been used as a means of communication between agents and their handlers. The agent ostensibly leaves a pair of boots with a shoemaker to be repaired, secretly containing a message to be relayed to the handler. The handler drops off a similar pair of boots and the shoemaker, working as a cutout, then switches the two pairs, effectively concealing the exchange of information.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Infiltrator's Outfit:** This set of tight-fitting, matte-black clothing includes a long-sleeved shirt, trousers with numerous pockets, soft black shoes, and a black face mask or scarf that can be wrapped around the head. It also includes a cloth bandoleer that supports up to 5 pounds of equipment. Nonmetallic ties ensure secure attachment of items in a manner that minimizes noise.



Dragonskull of Vigilance



Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Mining Helmet:** These metal skull-caps have slight brims and tiny lanterns affixed to the fronts. Such helmets provide wearers with a +1 armor bonus against falling rocks (such as from the traps detailed in Chapter 2 of the DUNGEON MASTER'S Guide). These helmets only aid a character's Armor Class in the case of falling rocks and otherwise do not affect AC. The lantern on a miner's helmet sheds bright illumination to a radius of 10 feet, shadowy illumination to a radius of 20 feet, and lasts 8 hours per pint of oil.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)

**Mining Outfit:** Miners require sturdy clothing capable of protecting them from the bumps and jostles of their daily labor. These sets of clothing include a padded shirt, thick pants, a leather poncholike over-tunic, a wide-brimmed leather hat, and a pair of simple goggles.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)

**Vest, Carapace:** Elven dragon hunters crafted these items after one sage accidentally stepped on a beetle, then lifted his foot to find the insect unharmed. Craftsmen make these vests out of flexible strips of wood, coated multiple times with sap-derived resin. When worn, the carapace vest fits over light or medium armor and forms a bubble of air between the vest and the wearer's chest.

A carapace vest protects the wearer from the worst of a dragon's crush attack. The wearer takes half damage from the dragon's initial crush attack, as the carapace vest shields him from internal injuries. In addition, the protection afforded by the carapace vest allows the wearer to catch his breath and muster a concentrated effort to escape from the dragon's pin, granting him a +4 bonus on his next grapple check (provided that check is made to escape the dragon's pin). After the first round of damage, though, the carapace vest breaks and becomes useless.

Crafting a carapace vest requires a DC 15 Craft (Armorsmithing) check.

*Suggested Class:* Warrior

Dragon Magazine #: 344 (Class Acts – Hunting the Wyrn)

**Vest, Tactical:** This light vest has a number of pouches and loops covering its front and back. A tactical vest is usually made of green or black canvas. It can hold up to 10 pounds of gear, no single item of which can weigh more than 2 pounds. Any item stored in a tactical vest can be retrieved without provoking an attack of opportunity.

*Suggested Class:* Rangers, Druids, Rogues

Dragon Magazine #: 323 (Class Acts – Gear for Greeners)

**Table 2-4: Mounts and Related Gear**

Item	Cost	Weight
Archery saddle	120 gp	30 lbs.
Barding, elvencraft	Special	Special
Barding, grotesque	+50 gp	+10 lbs.
Barding, spiked	Special	Special
Bells	15 gp	1/4 lb.
Claw extenders	20 gp	1 lb.
Climbing harness	7 gp	1 lb.
Collar (spiked)	15 gp	4 lbs.
Curative steaks	Special	1/2 lb.
Dog whistle	20 gp	1/10 lb.
Falcon's hood	2 gp	1/8 lb.

Falconer's glove	10 gp	3 lbs.
Footfirm boots	40 gp	6 lb.
Grooming kit	15 gp	3 lbs.
Lure	15 gp	4 lbs.
Muzzle, false	20 gp	1 lb.
Perch (saddle)	40 gp	8 lbs.
Perch (shoulder)	30 gp	2 lbs.
Perch (stand)	20 gp	15 lbs.
Ram helmet	80 gp	20 lbs.
Rawhide (10 strips)	5 sp	1/4 lb.
Scent blocker	50 gp	1/2 lb.
Steel talons	310 gp	--
Tabard, mount's	7 gp	2 lbs.
Talon tube	30 gp	1/4 lb.
Training arm	5 gp	15 lbs.
Training treats	30 gp	2 lbs.

## MOUNTS AND RELATED GEAR

**Archery Saddle:** An archery saddle can be crafted for any kind of animal, but it is usually made for a horse. These saddles can only be worn by the kind of animal they are designed to fit. The saddle has a high saddlebow (the arched upper front part of a saddle) and back to brace the rider, allowing her to hold a bow with both hands.

A rider gains a +2 bonus on Ride checks made to guide her mount with her knees. In addition, the penalty for using a ranged weapon while on a moving mount is lessened by 1 when using an archery saddle. Thus, you suffer only a -3 penalty on attack rolls when your mount takes a double move (or a -1 penalty if you also have the Mounted Archery feat) and a -7 penalty on attack rolls when your mount runs (or a -3 penalty if you also have the Mounted Archery feat).

*Suggested Class:* Druid, Ranger

Dragon Magazine #: 349 (Class Acts – Animal Battle Gear)

**Barding, Elvencraft:** Elven knights of Corellon Larethian favor fast, graceful ponies and chargers as their steeds. The elves developed appropriately light, supple barding for their special mounts, and they sometimes pass on the technique to worthy knights of other races.

Elvencraft barding costs 150 gp more than regular masterwork barding. The rider of a mount wearing elvencraft barding gains a +2 circumstance bonus on Ride checks when coaxing her mount to make a leap. Elvencraft barding weighs 5 pounds less than regular barding (to a minimum of 5 lb.). Removing and fitting elvencraft barding only takes three times as long as it would take to remove or don regular armor, instead of five times.

*Suggested Class:* Paladin

Dragon Magazine #: 331 (Class Acts – Knightly Effects)

**Barding, Grotesque:** Crafted with horns, scales, and other body parts from devils and demons, grotesque barding is horrible to behold. An animal wearing grotesque barding takes a -1 penalty on attack rolls but automatically attempts to demoralize any creature it attacks, gaining a +2 circumstance bonus on the Intimidate check. This demoralizing check is made as a part of the animal's attack and requires no conscious choice by the animal, nor an additional standard action. Grotesque barding costs 50 gp more than ordinary barding of the same type and weighs an additional 10 pounds.

*Suggested Class:* Druid, Ranger

Dragon Magazine #: 349 (Class Acts – Animal Battle Gear)

**Barding, Spiked:** Much like ordinary armor, barding of all types can be fitted with spikes. An animal wearing spiked barding and who knows the tricks attack and perform can use the spikes to deal extra piercing damage (1d4 for Small, 1d6 for Medium, 1d8 for Large, and 2d6 for Huge) whenever it grapples or is grappled. See page 123 of the *PLAYER'S HANDBOOK* for the cost and weight of adding spikes to barding.

*Suggested Class:* Druid, Ranger

Dragon Magazine #: 349 (Class Acts – Animal Battle Gear)

**Bells:** These metallic spheres fix to the legs with leather straps called bewits. Their unique tone allows a falconer to find his bird should it go missing, get into trouble, or simply fly off. Any falcon equipped with bells has a -8 penalty on all Move Silently checks.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Claw Extenders:** Claw extenders strap to an animal's forelegs and extend about an inch beyond its natural claws. Strapping on the extenders requires 1 minute. An animal with the attack trick is proficient with claw extenders, while one that doesn't know that trick suffers the -4 penalty for nonproficiency. An animal wearing claw extenders deals +1 point of extra damage when making a claw attack (rake attacks do not deal extra damage, as claw extenders only fit over the front claws). Claw extenders only fit animals of the size they were made for and cannot be strapped on to a larger or smaller animal. They can be made of special materials (such as cold iron or adamantine) or be of masterwork quality (and therefore made into magic weapons) like any other weapon, with the normal additional costs. Requires a Handle Animal DC 15 (attack trick) to train the animal to use the item (and the trick it needs to learn).

*Suggested Class:* Druid

Dragon Magazine #: 334 (Class Acts – Animal Accessories)

**Climbing Harness:** Many animals cannot climb steep slopes or use a rope. This harness, actually composed of two separate sets of straps attached by a rope, allows your character to pull up an animal using a rope. One end of the climbing harness supports the animal's weight at its hips and chest and requires 1 minute to put on. The other part of the harness distributes the animal's weight evenly across the character's chest and shoulders, allowing her to climb and lift the animal safely. While using the harness, the animal's weight (and any gear the animal is wearing or carrying) counts against the character's maximum weight.

Teaching an animal to accept a climbing harness requires the stay trick.

Requires a Handle Animal DC 15 (stay trick) to train the animal to use the item (and the trick it needs to learn).

*Suggested Class:* Druid

Dragon Magazine #: 334 (Class Acts – Animal Accessories)

**Collar (spiked):** A series of sharp 2-inch spikes jut out of this sturdy collar fashioned from black leather. Any creature that successfully grapples or pins a dog wearing one of these collars takes 1 point of piercing damage. A creature can avoid these spikes by taking a -5 penalty on its grapple check.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Curative Steaks:** Curative steaks are thin slabs of uncooked meat soaked in cure potions. They can easily be fed to animal companions on or off the battlefield, and when consumed (requiring a full-round action), they cure an amount of hit points equal to the type of cure potion the meat was soaked in (1d8+1 hit points for a cure light wounds curative steak, 2d8+3 for a cure moderate wounds steak, and so on). To create a curative steak, a character must soak a steak in the contents of a cure potion for at least 8 hours, whereupon the steak absorbs the magical liquid (destroying the potion) and is ready for consumption. The market price of a curative steak is the same as that of its equivalent potion. A curative steak remains fresh and viable for up to fourteen days after creation. After that time the steak spoils and loses its curative properties.

Druids with herbivorous animal companions make similar items from millet and grasses held together with honey.

*Suggested Class:* Druid, Ranger

Dragon Magazine #: 349 (Class Acts – Animal Battle Gear)

**Dog Whistle:** This reedy metal whistle emits a sound that, while inaudible to most humanoids, can be clearly heard by canines. Those who employ this item gain a +2 bonus on Handle Animal checks involving canines. Anyone with a dog whistle can seek to drive away dogs within a 30-foot radius by making a DC 25 Handle Animal check. A

successful check requires canines to make a Will save (DC 10 + 1 for each point the Handle Animal check exceeded 25) to avoid becoming panicked for 1d4 rounds.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Falcon's Hood:** This thin, leather mask, designed to slip over the eyes and upper head of a falcon, simulates night, encourages rest, and calms a bird by limiting sensory stimuli. A hooded bird is unable to see and is more docile, generally making it unwilling to move or attack. A DC 15 Handle Animal check is required to fit a bird with a falcon's hood.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Falconer's Glove:** A thick leather gauntlet designed to serve as both a resting place and launching platform for falcons. It protects the hand from a raptor's razor-sharp talons. It also imposes a -2 penalty on checks with skills demanding precise and careful manipulation of the fingers, including Climb, Disable Device, Forgery, Open Lock, Sleight of Hand, and Use Rope.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Footfirm Boots:** Laces along the top of these hardened leather pads make it easy to secure them around the paws of any Medium or Small dog. The soles are lined with tiny barbs, granting a dog wearing them a +2 bonus on any Climb checks or Strength checks to resist a bull rush.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Grooming Kit:** This simple kit contains various brushes, combs, and sundry items used to groom an animal. Most often, the kind of animal (feline, canine, bird, and so on) determines exactly what is contained within a grooming kit.

*Suggested Class:* Druid



A false muzzle, dog whistle, and rawhide strips are among these animal items



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Dragon Magazine #: 334 (Class Acts – Animal Accessories)

**Lure:** These vaguely bird-shaped bags of leather are attached to long cords, and are used to create the illusion of a prey animal. A falconer who whirls a lure over his head gains a +2 bonus on Handle Animal checks when training raptors new tricks.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Muzzle, False:** At a glance a false muzzle appears exactly like a normal muzzle (as presented on page 22 of the ARMS AND EQUIPMENT GUIDE). A DC 20 Search check reveals the truth, however. When trained, an animal can remove a false muzzle on its own as a move action. The perform trick teaches the animal how to remove the false muzzle on its own. False muzzles always cost the same, regardless of the animal's size for which they were made.

Requires a Handle Animal DC 15 (perform trick) to train the animal to use the item (and the trick it needs to learn).

*Suggested Class:* Druid

Dragon Magazine #: 334 (Class Acts – Animal Accessories)

**Perch (saddle):** Customized to fit on a saddle, this metal semi-circle fitted with a wooden grip allows a falconer to transport his raptor by horse without the need to wear a glove at all times. A falconer must train a bird to make it familiar with landing and riding on such a perch. This takes one day and requires a successful DC 15 Handle Animal check. It does not, however, count as a trick when determining the maximum number of tricks a falcon can learn.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Perch (shoulder):** This elongated pad enables a falconer to carry his raptor on his shoulder, eliminating the need to wear a glove or carry a cumbersome free-standing perch. Cushioned and lined with wood and metal, it protects against the falcon's talons while at the same time giving it a comfortable place to rest when not flying. A falconer must train a bird to make it comfortable landing and riding on such a perch. This takes one day and requires a successful DC 20 Handle Animal check. It does not, however, count as a trick when determining the maximum number of tricks a falcon can learn.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Perch (stand):** The heaviest and most cumbersome kind of perch, this T-shaped, 5-foot-high stand rests upon a secure tripod base. All falcons learn to take off and land from these as part of their early training.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Ram Helmet:** Ironclad wooden helms, ram helmet interiors are thickly padded with leather. The helmet covers the animal's face and head and is set with two large ram's horns that protrude forward. An animal trained to know the attack trick (see page 74 of the PLAYER'S HANDBOOK) may charge a door while wearing the helmet and gains a +2 circumstance bonus on Strength checks made to break open a door. The animal must have 10 feet in which to charge the doorway.

Instead of making a normal attack, an animal wearing a ram helmet and knowing the attack trick can make a gore attack when it charges, as appropriate to its size (1d4 for Small, 1d6 for Medium, 1d8 for Large, and 2d6 for Huge). The animal only makes a gore attack when commanded to charge in this manner (it never willingly makes a gore attack). An animal that already had a gore attack gains no further bonus.

*Suggested Class:* Druid, Ranger

Dragon Magazine #: 349 (Class Acts – Animal Battle Gear)

**Rawhide (10 strips):** Laced with spices, dogs find these strips of sun-dried meat particularly tasty. A character who uses rawhide as a reward when teaching a dog to perform a new trick gains a +2 bonus on his Handle Animal checks for the purposes of teaching it. Thereafter, however, he takes a -2 penalty on Handle Animal checks whenever he orders the dog to perform this trick without simultaneously offering rawhide as a reward.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Scent Blocker:** Rubbing this mixture of herbs into the fur, feathers, or skin of an animal masks its scent for 24 hours, which soothes skittish domestic animals when near a treated predator. A single application of this mixture is large enough to cover one Medium, four Small, or sixteen Tiny or smaller animals. Applying scent blocker requires 1 minute per animal treated.

*Suggested Class:* Druid

Dragon Magazine #: 334 (Class Acts – Animal Accessories)

**Steel Talons:** Steel talons can be fitted to any bird of prey (an eagle, falcon, hawk, owl, or other hunting bird), granting it a +1 circumstance bonus on damage rolls made with its talons. A set of steel talons is always masterwork and must be fitted to each individual bird. A set of steel talons can be enhanced in the same manner as other weapons (a set is treated as a single weapon for the purposes of enhancing it magically). Rarely, steel talons are made from materials other than steel, such as adamantine or cold iron (with the same cost increases as normal for weapons made from the appropriate material).

*Suggested Class:* Druid, Ranger

Dragon Magazine #: 349 (Class Acts – Animal Battle Gear)

**Tabard, Mount:** See Tabard under Tools and Skill Kits.

**Talon Tube:** A small container capable of holding a rolled-up scroll, potion, or other tiny object weighing less than a pound. A talon tube allows an avian to carry an item without impeding its flight or use of natural weapons. It requires a DC 12 Handle Animal check to affix a talon tube to a bird, or either load or retrieve an item from a worn tube.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Training Arm:** This heavily padded glove covers the entire hand and arm up the shoulder with layers of leather and cloth. Designed to help trainers fend off biting dogs, it grants wearers an additional +1 AC bonus when using total defense. Wearing this item makes it impossible to use that particular arm for any other purpose, including wielding a weapon or carrying a shield, but it grants a +4 bonus on Handle Animal checks when teaching canines new tricks. In addition, the wearer takes a -6 penalty on checks with skills demanding



A falconer might make use of these items for training his companion: a lure, shoulder perch, falconer's gloves, and a falcon's hood.



A tiger wearing spiked armor and a ram helmet enjoys a curative steak.

precise and careful manipulation of the fingers, including Climb, Disable Device, Forgery, Open Lock, Sleight of Hand, and Use Rope.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Training Treats:** These small treats come in a variety of flavors. Trainers use them to assist in the training of an animal. When used consistently as a reward system while teaching an animal a new trick, training treats add a +2 circumstance bonus on your Handle Animal check. Treats regularly come in wax paper-lined boxes, and an entire box must be used over the course of the animal's training in order to gain the bonus.

*Suggested Class:* Druid

Dragon Magazine #: 334 (Class Acts – Animal Accessories)

**Table 2-5: Transports and Related Gear**

Item	Cost	Weight
Armor plating	Varies	Varies
Compartmentalizing	2,000 gp	2,000 lbs.
Corvus	10 gp	60 lbs.
Dragon's teeth	100 gp	200 lbs.
Dragonbone boat	--	--
Rowboat	8,000 gp	1
Scully boat	15,000 gp	1
Knarr	30,000 gp	1
Keelboat	60,000 gp	1
Drogue	1 gp	2 lbs.
Hull fortification	200 gp per hull section	200 lbs. per hull section
Masterwork controls	4,800 gp	1,000 lbs.
Olman Light Wood	10,000 gp	--
Rigging Fortification	500 gp	200 lbs.
Stink pot	35 gp	30 lbs.

<sup>1</sup> Weight is the same as ordinary boat of the same type. However, the ordinary weight for a boat is not given anywhere, even in the ARMS AND EQUIPMENT GUIDE.

## TRANSPORTS AND RELATED GEAR

Items from Dragon Magazine #353 (Savage Tidings – Advancing the Wyvern) have had all instances of “Sea Wyvern” replaced with “a ship”. Olman Light Wood had the opening sentence changed in order to be more generic. The original sentence read: “If the PCs have made friendly relations with the Burowao tribe of the Olman, the natives tell them of Samatir, a wood of ordinary strength but weighing only have [sic] as much.”

**Armor Plating:** You can increase the hit points and hardness of a ship by adding armor to any hull section. All statistics below are per inch of thickness. You can layer the same material to get thicker armor or combine different materials if you like. Each layer takes damage separately. Damage left over after an outer layer is destroyed is dealt to the next layer inward; hardness is applied a second time if the new layer is a different material. A hull section is only considered damaged when the innermost layer is reduced to 50% of its hit points or less. When a section is holed, the adjacent sections are reduced to 50% of their normal hit points, including any layers of armor.

*Installation Time:* 1 day per 500 gp of cost. *Installation Cost:* see table. *Skills:* Craft (shipmaking) DC 25. Note that 90% of the cost is for raw materials and only 10% is labor. All Craft checks are applied to the labor cost only when determining completion. *Weight:* see table.

### Armor Plating Costs

Material	HP	Hardness	Cost Per Section	Weight Per Section
Adamantine	40	20	5,000 gp	5,000 lbs.
Darkwood	10	5	3,000 gp	500 lbs.
Iron	30	10	1,000 gp	5,000 lbs.
Mithral	30	15	3,500 gp	3,000 lbs.
Wood	10	5	200 gp	1,000 lbs.

Dragon Magazine #: 353 (Savage Tidings – Advancing the Wyvern)

**Compartmentalizing:** This upgrade enhances the interior walls and doors of a ship, making it harder to sink in case of a hull breach. With compartmentalization in place, the ship does not need to make a sinking check (see STORMWRACK page 32 for details) until it has been holed twice, and all sinking checks are made at a +4 bonus. This upgrade is made to the ship's interior and does not require the ship to be put in dry-dock,

*Installation Time:* 1 week. *Installation Cost:* 2,000. *Skills:* Craft (shipmaking) DC 20. *Weight:* 2,000 lbs.

Dragon Magazine #: 353 (Savage Tidings – Advancing the Wyvern)

**Corvus:** This 15- to 20-foot-long plank has iron spikes affixed to one end and is held in an upright position on the main deck of a ship. When an opposing ship is close enough the crew cuts loose the corvus, which swings down onto the other ship's deck. The plank enables boarders to traverse the space between ships more easily, requiring only a DC 5 Balance check to do so.

*Suggested Class:* Fighters

Dragon Magazine #: 331 (Class Acts – Marine Munitions)

**Dragon's Teeth:** Also called “skeggs,” this row of iron spikes affixes to the prow of a small raiding ship, such as a longboat. When the ship rams another, the dragon's teeth dig into the wood of the other ship, holding the two ships together and making boarding easier. It takes three DC 23 Strength checks made with crowbars to disengage.

*Suggested Class:* Fighters

Dragon Magazine #: 331 (Class Acts – Marine Munitions)

**Dragonbone Boat:** The bones and skull of a size Large or larger dragon can be used to construct the framing for a boat. Such construction also requires almost all the scales and both wings of the dragon. Making a boat leaves nothing available to make a suit of dragonhide armor, shield, or any other dragoncraft item with the following exceptions: the blood,





fundamentum, heart, and vocal cords can all be harvested from a dragon without ruining the parts needed to create a boat. Harvesting a dragon for this purpose takes a minimum of 2 hours, with an additional 2 hours for each size category of the dragon greater than Large (see the “Cutting Up The Dragon” sidebar on page 60 for more information on harvesting dragon parts). The bones and scales of a Large or Huge dragon require a DC 20 Survival check to harvest. The same task performed on a Gargantuan or Colossal dragon requires a DC 25 Survival check.

The DM might rule that a dragon carcass is unsuitable for use in creating a dragonbone boat of the usual size due to the damage dealt to the creature in combat. This damage might reduce the largest size of boat that can be made from the carcass. All boats made from dragon bones and scales have hardness 10 and energy resistance 10 against the element the dragon was immune to. This provides no bonus to anyone in the boat unless the boat provides total cover. The overall hit point total for any given section of the boat increases by 50%. See the keelboat statistics on page 52 of the ARMS AND EQUIPMENT GUIDE.

Crafting a boat made from dragon parts requires a DC 25 craft (shipmaking) check. A Craft (shipmaking) check failed by 5 or more destroys enough material that you must treat the dragon’s body as one size category smaller for the purposes of what size boat can be created. The cost of the carcass represents one-third the final cost of the boat. Any remaining cost represents additional raw materials needed to complete the item.

Dragon Size	Boat Size	Capacity/Cargo	Speed
Large	Rowboat	3 Medium creatures/1,000 lbs.	2 mph
Huge	Scully boat	8 Medium creatures/2 tons	1.5 mph
Gargantuan	Knarr	20 Medium creatures/9 tons	1 mph
Colossal	Keelboat	40 Medium creatures/40 tons	1 mph

Note: This item can be crafted using the Dragoncrafter feat (see DRACONOMICON) using the following information:

Dragon Parts: dragon bones, dragon hide, dragon wings; Skill: Craft (shipmaking).

Dragon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes)

**Drogue:** The drogue is a float, usually a sealed wood drum or an inflated seal skin attached halfway along a harpoon’s 30-foot line (see stats for the harpoon in the ARMS AND EQUIPMENT GUIDE). It works just like a bobber on a fishing line, preventing a creature from diving deep. Instead of the creature making an opposed Strength check against the person holding the harpoon line, it must make a DC 20 Strength check against the float. Each additional drogue adds +5 to the Strength DC. Every Strength check (whether it fails or succeeds) requires a Constitution check (DC 10 + 1 per previous check). After a failed Constitution check the creature becomes fatigued.

Suggested Class: Fighters

Dragon Magazine #: 331 (Class Acts – Marine Munitions)

**Hull Fortification:** This upgrade consists of reinforcements to the inner hull making it more resistant to damage. Hull sections with this upgrade are not considered damaged until they are reduced to 25% of their hit points or less. When destroyed, adjacent hull sections (and their armor plating) are reduced to only 75% of their normal hit points the following round.

Installation Time: 3 days per hull section. Installation Cost: 200 gp per hull section. Skills: Craft (shipmaking) DC 25.

Weight: 200 lbs per hull section.

Dragon Magazine #: 353 (Savage Tidings – Advancing the Wyvern)

**Masterwork Controls:** This upgrade finely tunes the wheel to the rudder and adds additional ropes and pulleys to enhance the captain’s control of the ship. Masterwork controls provide a +2 circumstance bonus on Profession (sailor) checks made by the pilot.

Installation Time: 1 month. Installation Cost: 4,800 gp. Skills: Craft (shipmaking) DC 30. Weight: 1,000 lbs.

Dragon Magazine #: 353 (Savage Tidings – Advancing the Wyvern)

**Olman Light Wood:** Native Burowao tribesmen tell of Samatir, a wood of ordinary strength but weighing only half as much. If all of a ship’s hull sections are replaced by this wood, it makes the vessel ride higher in the water and increases its speed. A vessel using Samatir increases its speed by 10 feet and reduces its draft by 5 feet (minimum 5 feet).

Installation Time: 3 months. Installation Cost: 10,000 gp. Skills: Craft (shipmaking) DC 25. Weight: none.

Dragon Magazine #: 353 (Savage Tidings – Advancing the Wyvern)

**Rigging Fortification:** This upgrade adds redundancy and resilience to a section of rigging. Add 50% to one rigging section’s hit points.

Installation Time: 1 week. Installation Cost: 500 gp. Skills: Craft (shipmaking) DC 20. Weight: 200 lbs.

Dragon Magazine #: 353 (Savage Tidings – Advancing the Wyvern)

**Stink Pot:** This noxious grenade is made by stuffing salt peter, sulfur, a type of gum resin called asafetida, and decayed fish into earthenware jugs. Using the stink pot requires lighting the oxtail wick and hurling it down onto the opposing ship from the maintree (a stand on the main mast). Inhaling the foul mixture forces everyone within 10 feet of where it lands to make a DC 15 Fortitude save or become sickened for 1d4 minutes.

Suggested Class: Fighters  
 Dragon Magazine #: 331 (Class Acts – Marine Munitions)

**Table 2-6: Siege Engines and Ammunition**

Item	Cost	Craft	Weight
		(alchemy)	
		DC	
Burning Dust Pot	100 gp	25	15 lbs.
Fire Pot	100 gp	20	20 lbs.
Fire Pot, Long-burning	150 gp	25	20 lbs.
Siphon Projector, Large	1,500 gp		500 lbs.
Siphon Projector, Small	1,000 gp		200 lbs.
<i>Ammunition</i>			
Siphon Fire	100 gp	20	30 lbs.
Siphon Wet Fire	125 gp	20	30 lbs.

## SIEGE ENGINES AND AMMUNITION

**Burning Dust Pot:** This missile shatters upon impact covering: a 20-foot-radius burst in burning dust (see Burning Dust under Alchemical Items). This ammunition is for heavy catapults only. It is fired just like a normal catapult missile (see page 99 of the DUNGEON MASTER'S GUIDE).

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)

**Fire Pot:** This is a large ceramic container filled with alchemist's fire and sealed with a metal cap. It explodes upon impact, forcing all creatures within a 20-foot radius burst to take 4d6 points of fire damage. A successful DC 15 Reflex save halves this damage. All affected creatures take 2d6 points of damage the following round unless the fire is extinguished (as per normal alchemist's fire). This ammunition is for heavy catapults only. It is fired just like a normal catapult missile (see page 99 of the DUNGEON MASTER'S GUIDE).

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)

**Fire Pot, Long-Burning:** This missile is treated the same as the normal fire pot except that the fire burns for an additional round unless extinguished, dealing another 2d6 points of fire damage. This ammunition is for heavy catapults only. It is fired just like a normal catapult missile (see page 99 of the DUNGEON MASTER'S GUIDE).

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)

**Siphon Fire:** Similar to the alchemist's fire found in the PLAYER'S HANDBOOK, this oil has been formulated to be used in a siphon projector. One barrel of this flammable liquid is enough to fill one large siphon projector once or a small siphon projector three times.

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)

**Siphon Projector, Large:** A siphon projector is a device used for spraying jets of alchemist's fire or wet fire. The engine is made up of several distinct components: a bellows filled with liquid, a leather connecting hose, and a swivel-mounted metal tube. The bellows crew forces liquid through the hose and tube, while the tube operator aims the jet of liquid.

Alchemist's fire or wet fire may be projected in either a 60-foot line or a 30-foot cone depending upon a setting near the nozzle. Changing the setting is a full-round action. Any creature within the cone or line takes 4d6 points of fire

damage (a DC 15 Reflex save results in half damage), and 2d6 points of fire damage on the following round unless the fire is extinguished (DC 15 Reflex save). A full bellows contains enough liquid for six uses. Refueling the weapon takes 3 rounds. When spraying wet fire, water is added to the mixture just before it is expelled, ensuring ignition.

The siphon projector is very combustible. Whenever a siphon projector is subject to fire damage, it must make a Reflex save (DC 10 + fire damage dealt, save bonus +5) or explode. A siphon projector that explodes deals 2d6 points of fire damage per use of liquid that remains inside to every target in a 21 foot-radius burst. A successful DC 15 Reflex save halves this damage.

A large siphon projector takes up a space 10 feet by 10 feet and is usually stationary. Typically moved by a pair of heavy horses, setting up a large siphon projector after it has been moved takes 1 minute.

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)

**Siphon Projector, Small:** Similar to a large siphon projector, this smaller, more portable weapon relies upon a syringe device mounted atop a cart with a plunger at the rear.

Alchemist's fire or wet fire may be projected in either a 40-foot line or a 20-foot cone, depending upon a setting near the nozzle. Changing the setting is a full-round action. Any creature within the cone or line takes 2d6 points of fire damage (a DC 15 Reflex save results in half damage), and 1d6 points of fire damage on the following round unless the fire is extinguished (DC 15 Reflex save). A full tube contains enough liquid for three uses. Refueling the weapon is a full-round action. When spraying wet fire, water is added to the mixture just before it is expelled, ensuring ignition,



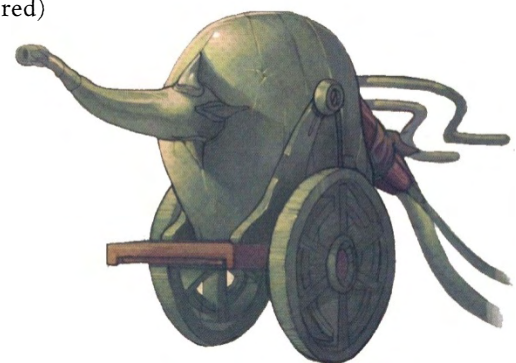
The small siphon projector is not as vulnerable to fire damage as the large projector. A fire attack might destroy a siphon tube, but it results in only a small explosion, dealing 2d6 points of fire damage to all within a 10-foot burst (DC 13 Reflex save for half damage).

A small siphon projector takes up a space 5 feet by 5 feet and is usually stationary. Typically moved by a crew of two or a single heavy horse, setting up a small siphon projector after it has been moved takes 5 rounds.

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)

**Siphon Wet Fire:** Similar to the wet fire listed under Alchemical Items, this flammable oil is specially prepared for use in a siphon projector. One barrel of this flammable liquid is enough to fill one large siphon projector once or a small siphon projector three times.

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)





**Table 2-7: Traps**

Item	Cost	Weight
Alarm Bell Trap	1 gp + 1 sp per 5-foot square	--
Ceramic Mine, Basic	600 gp	--
Ceramic Mine, Green Slime-filled Stalactite	2,500 gp	--
Command Word Bypass	+500 gp	--
Springbox	200 gp	5 lbs.
Whirligig	800 gp	10 lbs.

## TRAPS

**Alarm Bell Trap:** You can set a bell to ring when a door opens, a tripwire breaks, or when an opponent otherwise sets off some sort of trap or lever. You must make a DC 15 Craft (trapmaking) check to set this trap. The trap takes 1 minute to set up per 5-foot square that contains a trigger. The Listen DC to wake up from this trap being sprung is a DC 0 Listen check. Remember to modify the DC for doors, walls, distance, being asleep (a -10 penalty), and other factors.

*Alarm Bell Trap:* CR 0; mechanical; touch trigger; no reset; DC 20 Reflex save avoids; bell rings for one round; Search DC 15; Disable Device DC 20. Market Price: 1 gp + 1 sp per 5-foot square containing a trigger.

Dragon Magazine #: 331 (Bedrolls, Bottles, and Bells – Getting the Most Out of Your Gear)

**Ceramic Mines:** Commonly fashioned as shallow ceramic bowls, ceramic mines are filled with any of a variety of alchemically prepared substances and then sealed. The creation process, which involves firing the ceramic vessel in a kiln, creates a fragile vessel filled with a pressurized gas or liquid that explodes outward when the mine is broken (Hardness 2, 2 hp).

Usually buried in a passageway so that a passing creature treads upon them, some ceramic mines are concealed in walls or (usually stalactites or stalagmites) or even decorative sculptures. Sculpted ceramic mines are commonly placed where they can be dropped on opponents or hidden among kobold treasure hordes to confound thieves (often exploding within packs of stolen loot). Substances often used in the creation of ceramic mines include inhaled poisons, molds, oozes, slimes, vermin eggs, or other alchemical substances.

*Ceramic Mine, Basic:* CR 1; mechanical; touch trigger; no reset; DC 11 Reflex save half damage; 2d6 points of acid, cold, or fire energy damage; single target; Search DC 25; Disable Device DC 15; Market Price 600 gp.

*Ceramic Mine, Green Slime-filled Stalactite:* CR 5; mechanical; location trigger; no reset; Atk +15 (2d6, stalactite; see note); single target Search DC 15; Disable Device DC 15; Note: when targeted square is entered, this stalactite drops from the ceiling, possibly striking the character. Upon impact, the stalactite shatters, covering everything within the target square with a veneer of green slime (see page 76 of the DUNGEON MASTER'S GUIDE for effects); Market Price 2,500 gp.



The ceramic mine is a devious kobold invention.

Dragon Magazine: 332 (Ecology - The Ecology of the Kobold)

**Command Word Bypass:** Command word bypass is a trap property. A command word bypass allows an individual to disable a trap until he desires to reactivate it, or for a designated amount of time determined at the time of the trap's construction.

Adding a command word bypass requires the casting of an *arcane lock* spell at the time of the trap's creation. If the trap is magical, the caster must be able to cast spells the same level or higher than the highest level spell the trap triggers.

A command word bypass requires a Search DC 30 to locate. Those who find the bypass can attempt a DC 35 Use Magic Device check to activate or disable it without using the command word.

A command word bypass increases a trap's cost by 500 gp.

**Springbox:** Gunpowder was a potent battlefield weapon, but it proved more difficult to adapt to defensive purposes. Springboxes were one of the few passive defenses to utilize gunpowder, a simple precursor to the modern landmine that explodes when stepped on. These simple boxes are often covered in dirt or otherwise disguised to blend in with their surroundings.

*Springbox:* CR 1; mechanical; touch trigger; no reset; 20 ft. blast (2d6 fire, DC 20 save half damage); Search DC 22; Disable Device DC 20.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Whirligig:** Although expensive and relatively easy to notice, whirligigs are short cylinders with several loaded muzzles attached to a rotating gear. Effective anti-personnel weapons, these items are essentially portable traps that can easily be rigged to tripwire or other trigger. When activated, the flat cylinder-shaped device spins around, effectively attacking all creatures within 30 feet by spewing pistol shots in all directions.

*Whirligig:* CR 2; mechanical; location trigger; manual reset; Atk +8 ranged (1d10/x3, bullets); multiple targets (all targets within 30 ft.); Search DC 15; Disable Device DC 20.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

# Complete Dragon Magazine 3.5 Arms and Equipment – Alchemical Items, Herbs, Plants and Toxins

## ALCHEMICAL ITEMS, HERBS, PLANTS AND TOXINS

I included plants from Dragon Magazine #357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds) even though some of them have no bearing on game play except for roleplaying purposes.

**Acid, Ironbane:** This special form of acid affects only iron and other metals weaker than adamantine. One flask of this acid deals 3d10 points of damage to a metal object or creature made entirely of metal (such as an iron golem) and ignores hardness. Ironbane acid has no effect on adamantine or magically reinforced or enchanted metal. You can throw ironbane acid as a grenadelike weapon, in which case it deals full damage to any nonmagical metal armor, weapon, or shield that your target might be wearing or wielding.

Dragon Magazine #: 359 (Class Acts – The Universal Key)

**Acid, Stonebreaker:** This special form of acid affects only stone. One flask of this acid deals 3d10 points of damage to a stone object or creature made entirely of stone (such as a stone golem) and ignores hardness. Stonebreaker acid has no effect on magically reinforced or enchanted stone. You can throw stonebreaker acid as a grenadelike weapon, in which case it deals full damage to any nonmagical stone object that your target might be carrying. Stonebreaker acid originally appeared on page 35 of the ARMS AND EQUIPMENT GUIDE.

Dragon Magazine #: 359 (Class Acts – The Universal Key)

**Acid, Woodripper:** This special form of acid affects only wood and plant creatures. One flask of this acid deals 3d10 points of acid damage to a wood object or plant creature and ignores hardness. Woodripper acid has no effect on magically reinforced or enchanted wood. You can throw woodripper acid as a grenadelike weapon, in which case it deals full damage to any nonmagical wooden armor, weapon, or shield that your target might be wearing or wielding.

Dragon Magazine #: 359 (Class Acts – The Universal Key)

**Adamant Algae:** This rare algae grows where small pools of water collect around thick veins of adamantine on the Elemental Plane of Earth. Adamant algae

Table 3-1: Alchemical items, herbs, plants, and toxins

Item Name	Market Price	Skill DC	Weight
Acid, ironbane	30 gp	--	1/4 lb.
Acid, stonebreaker	20 gp	--	1/4 lb.
Acid, woodripper	20 gp	--	1/4 lb.
Adamant algae (ounce)	10 gp	--	--
Aelfengrape (mature)	100 gp	--	--
Alchemical deodorant	5 gp	--	--
Alchemical silence	350 gp	--	1/2 lb.
Alchemist's fire, bullet	20 gp	Alchemy 20	1/2 lb.
Alchemist's fire, long-burning	30 gp	Alchemy 25	1 lb.
Anti-disease tonic	100 gp	Alchemy 25	--
Astral Effluvium	750 gp	--	--
Aura gel (flask)	25 gp	Alchemy 20	--
Bird bomb (dust)	25 gp	Alchemy 20	1/2 lb.
Bird bomb (reek)	40 gp	Alchemy 25	1/2 lb.
Blood thickener	75 gp	Alchemy 25	1 lb.
Brown mold oil	75 gp	Alchemy 25	1 lb.
Burning dust	40 gp	Alchemy 25	1 lb.
Burrfoot's nut brown ale (flagon)	20 gp	Alchemy 20	1 lb.
Catstink	250 gp	--	--
Cerebral grist	500 gp	--	1/2 lb.
Cerebral serum (vial)	150 gp	Alchemy 30	--
Charm, axiomatic/anarchic	30 gp	Alchemy 20 <sup>1</sup>	1 lb.
Charm, cold iron	30 gp	Alchemy 20	1 lb.
Charm, combination	40 gp	Alchemy 25 <sup>1</sup>	1 lb.
Charm, garlic	5 gp	Alchemy 15	1 lb.
Charm, holy/unholy	30 gp	Alchemy 20 <sup>1</sup>	1 lb.
Charm, silver	30 gp	Alchemy 20	1 lb.
Cindershard	100 gp	--	--
Diamond water ale	8 sp	Alchemy 14	--
Diamond water elixir	40 gp	--	--
Djinn blossom (bulb)	10,000 gp	--	--
Djinn blossom (mature)	3,000 gp	--	--
Djinn blossom (perfume)	400 gp	--	--
Djinn fern (mature)	2,000 gp	--	--
Dog smoke	75 gp	Alchemy 25	2 lbs.
Draught, axiomatic/anarchic	50 gp	Alchemy 25 <sup>1</sup>	--
Draught, cold iron	75 gp	Alchemy 25	--
Draught, combination	150 gp	Alchemy 28 <sup>1</sup>	--
Draught, garlic	50 gp	Alchemy 20	--
Draught, holy/unholy	50 gp	Alchemy 25 <sup>1</sup>	--
Draught, silver	75 gp	Alchemy 25	--
Dreamlily	Unknown	Unknown	Unknown
Dwarven grave ale (flagon)	50 gp	Alchemy 25	1 lb.
Ectoplasmic skin (flask)	75 gp	Alchemy 25	1 lb.
Elixir of Blindsense	1,000 gp	Alchemy (--) <sup>5</sup>	1/2 lb.
Ember root	200 gp <sup>3</sup>	--	--
Ember root, juice (ounce)	40 gp <sup>3</sup>	--	--
Evermead (glass)	200 gp	Alchemy 30	1/2 lb.
Fey cherry (sapling)	3,000 gp	--	--
Firebelly (shot)	2 gp	Alchemy 20	1/4 lb.
Flame clove (bulb)	20 gp	--	--
Fleshshiver	--	Survival 20 <sup>2</sup>	--
Fundamentum flask	50 gp <sup>4</sup>	Alchemy (--) <sup>5</sup>	1 lb.
Glowvine (seedling)	500 gp	--	--
Goldencup	--	Survival 25 <sup>2</sup>	--
Goodale (flagon)	10 gp	Alchemy 20	1 lb.
Hardfire (ounce)	150 gp	--	--
Heaven gem	100 gp	--	--
Hound snuff (10 pinches)	90 gp	Alchemy 15	1 lb.



# Complete Dragon Magazine 3.5 Arms and Equipment – Alchemical Items, Herbs, Plants and Toxins

forms a black slime that floats on the surface of the water and secretes a thick, shiny, dark red liquid with a strong acrid smell and metallic taste. This dark red liquid grants creatures who drink it double their normal healing rate for 24 hours (allowing a creature to recover 2 hit points per level after 8 hours of rest). A creature must drink at least one ounce for each 100 pounds of its body weight. A typical pool of water contains 32 ounces of the adamant algae discharge. Natives of the plane call this liquid Blood of the Earth and many battles occur over control of the stuff. An ounce of adamant algae secretion is worth 10 gp. If removed from its pool the algae dies in 1 hour and any of its secretions become diluted and worthless within 10 minutes, although storing it in an adamantine vial (cost 200 gp) keeps it fresh for up to one month.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Aelfengrape:** Originally a true grape, elven wizards modified aelfengrape to use it for a variety of purposes all year round. Aelfengrape closely resembles the terrestrial vines that are its heritage, but rather than all of the grapes coming to maturity in one season, clusters of aelfengrape ripen throughout the year. Thus, flower clusters and ripe grapes appear on the vine in all seasons. The flowers of aelfengrape closely resembles those of a plumeria in both shape and fragrance.

The leaf veins, flowers, and fruits of aelfengrape provide a gentle illumination (equal to a candle). The true magic of the aelfengrape, however, comes in its utility. Aelfengrape fruit is highly nutritious (a handful provides the equivalent nourishment of one meal) and makes a wine of extraordinary potency (if not of a particularly refined taste). The flowers are also edible and make a sweet aromatic tea, while the leaves (raw or cooked) appear in many recipes. Even the woody vine has many applications, finding use in a variety of crafts.

Maintaining the health of an aelfengrape plant requires the monthly application of magical components costing 35 gp. A single healthy mature plant sells for 100 gp. Properly tended, an aelfengrape vine can live up to 700 years. *Note:* This is a magical plant, meaning this plant was created with magical properties, it is not naturally occurring. See the “Arcane Botanica” sidebar on page 55 for

Table 3-1: Alchemical items, herbs, plants, and toxins (cont.)

Item Name	Market Price	Skill DC	Weight
Intuition vapor (vial)	75 gp	Alchemy 30	--
Iron coal	20 gp	--	1 lb.
Kopura shells	100 gp	--	--
Lakeleaf (mature)	20 gp	--	--
Lichbriar (seedling)	5,000 gp	--	--
Liquid courage (bottle)	50 gp	Alchemy 20	1-1/2 lbs.
Liquid courage (glass)	10 gp	Alchemy 20	--
Liquid stone (flask)	25 gp	Alchemy 15	1 lb.
Lish nut	--	Survival 10 <sup>2</sup>	--
Mad foam	25 gp	Alchemy 15	1/4 lb.
Marrow salve	500 gp	Alchemy (--)	1/2 lb.
Mimic clay	30 gp	Alchemy 25	1 lb.
Miner's milk	5 gp	Alchemy 20	--
Nahre lotus (mature)	10,000 gp	--	--
Nahre lotus (seedling or ailing mature)	500 gp	--	--
Nahre lotus (vial)	200 gp	--	--
Netherflame	1,800 gp	--	1 lb.
Nose numb	Unknown	Alchemy 15	1 lb.
Oil of nausea	60 gp	Alchemy 15	1 lb.
Ophiotoxin, bane	400 gp	--	--
Ophiotoxin, hissing choker	750 gp	--	--
Ophiotoxin, ossra blight	1,200 gp	--	--
Orevine plant (base metal)	2,000 gp	--	--
Orevine plant (precious metal)	5,000 gp	--	--
Orevine plant (ultra-rare metal)	10,000 gp	--	--
Plate thinner	25 gp	Alchemy 20	2 lbs
Platinum pearl (inch)	100 gp	--	--
Poison-friend pod	50 gp	Alchemy 25	--
Psi block	25 gp	Alchemy 20	1 lb.
Psionic ichor (flask)	60 gp	Alchemy 30	1 lb.
Rejuvenation essence (vial)	30 gp	Alchemy 20	--
Salamander Orchid (mature)	2,500 gp	--	--
Shadow haze dust	30 gp	Alchemy 20	1 lb.
Shadow veil	40 gp	Alchemy 25	1 lb.
Shadowlight oil (pint)	5 gp	Alchemy 25	1 lb.
Sickstone	Unknown	--	Unknown
Silent bells (set of six)	50 gp	Alchemy 25	Unknown
Silent stone	1,000 gp	--	--
Sky lotus	30 gp	--	--
Slumberweed	500 gp	--	--
Smelling salts	20 gp	--	--
Snakebite	600 gp	--	--
Stoneshroom	20 gp	--	--
Sugar bomb	1 gp	Alchemy 10	--
Tahtoalehti (seed)	25,000 gp	--	--
Tereeka root	--	Survival 30 <sup>2</sup>	--
Tongueloose	150 gp	--	--
Visma paste	--	Survival 15 <sup>2</sup>	--
Waking herbs	30 gp	--	--
Wet fire	25 gp	Alchemy 20	1 lb.
Wolfsbane	5 gp	--	--
Wyrmblood ink	100 gp	Alchemy (--) <sup>5</sup>	1/2 lb.
Xeph's blood (vial)	40 gp	Alchemy 30	--

<sup>1</sup> In addition, ingredients for these items must be blessed by a divine spell caster of the appropriate alignment to function. This involves a simple prayer, not an actual spell.

<sup>2</sup> This herb only grows in a particular terrain. An attempt to locate an herb in the appropriate terrain requires 1 hour and a successful Survival check. See the item description for more information.

<sup>3</sup> The listed price applies to the Elemental Plane of Fire. Its worth elsewhere is unknown.

<sup>4</sup> Per age category of the dragon.

<sup>5</sup> An alchemy check is required to create this item yet no DC was given in the article. It is up to the DM to decide what the Alchemy check should be but a DC 20 check is recommended.

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These various flasks hold the deadly incendiary weapon known as alchemist's fire

more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Alchemical Deodorant:** Alchemical deodorant helps destroy a character's scent, negating any scent-based social penalties a character suffers. Attempts to track the character via scent suffer a -4 penalty. Each dose of lasts for 24 hours.

Dungeon Magazine #: 124 (Campaign Workbook – The City: Smells of the City)

**Alchemical Silence:** When applied to boots and armor, this noise dampening oil provides a +2 alchemical bonus on Move Silently checks. You can throw a flask of alchemical silence as a splash weapon (see Throw Splash Weapon, page 158 of the *PLAYER'S HANDBOOK*). Treat this attack as a ranged touch attack with a range increment of 10 feet.

A creature struck by a thrown flask of alchemical silence cannot speak louder than a whisper, and indeed some of his words become completely muffled. If thrown on a spellcaster, the target suffers a 20% chance of spell failure when casting any spell with a verbal component for 2 rounds. The creature, however, does gain the benefits of the alchemical silence as detailed above.

Dragon Magazine #: 348 (Class Acts – Mountain Ghosts)

**Alchemist's Fire, Bullet:** This small glass sphere contains alchemist's fire and can be used as a sling missile. When it strikes a target, a flame bullet shatters, dealing 1d4 points of fire damage in addition to the normal damage from the sling bullet. The target takes an additional 1d4 points of fire damage on the following round unless the fire is extinguished, as with normal alchemist's fire. These bullets are larger than normal, imposing a -2 penalty on attack rolls made using them.

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)

**Alchemist's Fire, Long-Burning:** This substance has all the standard qualities of alchemist's fire except that it burns for 2 additional rounds after a direct hit instead of 1. The DC to extinguish long-burning alchemist's fire is 17.

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)

**Anti-disease Tonic:** Legends place the tongue of an ottyugh on the ingredients list of this alchemical elixir, which

fortifies the body to withstand disease. It provides a +5 alchemical bonus on the imbiber's saves against disease for one day.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Astral Effluvium:** Imagine the swirling emotions of a thousand hopeless souls trapped in the form of an ephemeral silver liquid tinged with every color of the rainbow. When released on the Astral Plane, this mental effluvium explodes in a 10-foot-radius, mind-affecting burst of psychic energy. Creatures who fail a Will save (DC 20) are overcome by powerful emotions and stunned for 1d4 rounds. A single vial of astral effluvium costs 750 gp and has negligible weight.

Dungeon Magazine #: 100 (The Lich-Queen's Beloved)

**Aura Gel:** To activate this clear, viscous gel, you must first tear away the vial's thin lead covering and expose it to a psionic aura. When within 60 feet of active psionic powers or psi-like abilities, the gel emits a colorful glow, with the color based on the strongest aura within range (lesser auras are ignored). The glow increases or fades as it moves closer to or farther from a psionic aura, regardless of the strength of the strongest aura. After 1 minute of exposure to psionic energy, the gel turns to dust.

Aura gel reacts only to psionic energy; it does not react in the presence of magic.

Discipline	Color
Clairsentience	Yellow
Metacreativity	Gray
Psychokinesis	Red
Psychometabolism	Blue
Psychoportation	Black
Telepathy	White

Dragon Magazine #: 358 (Class Acts – Psionic Alchemy)

**Bird Bomb:** Small, fragile orbs, these containers are crafted to be carried and dropped by flying birds. Two types of bird bombs are most commonly found:

**Dust:** Extracted from the pollen of certain flowers, this luminous maroon powder scatters easily and covers everything it contacts in a thin layer of cloying, glowing dust. Used as a grenadelike weapon by a bird flying overhead, when dropped the bomb shatters in a 5-foot-radius cloud of dust. Any creature in this area must make a DC 15 Reflex save or faintly glow for 1d4 minutes, during which time the creature does not benefit from the concealment normally provided by darkness, *blur*, displacement, or similar effects.

**Reek:** A potent distillation of troglodyte musk and skunk oil, this viscous, amber liquid emits a nearly unbearable smell once exposed to the air, making it very useful for driving enemies away from cover. This glass container can be used as a grenadelike weapon by a bird flying overhead. When dropped, any creature vulnerable to nausea effects within a 10-foot radius of the point of impact must make a DC 15 Fortitude save or become nauseated for as long as it remains within this area, although it suffers no ill effects once it leaves. The smell persists for 2 minute, but is diffused if the area is exposed to strong winds.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)



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**Blood Thickener:** This alchemical substance causes a character's blood to thicken so it moves slower within the body. When ingested, blood thickener causes the character to become slightly sluggish, imposing a -2 penalty to his Dexterity score for 12 hours, but it provides a +2 alchemical bonus to Constitution for that time. Additionally, a dying character (one reduced to between -1 and -9 hit points) loses 1 hit point every 2 rounds instead of every round.

A DC 25 Craft (alchemy) check is required to create blood thickener.

Dragon Magazine #: 324 (Exorcising Equipment – Items Every Undead Hunter Needs)

**Brown Mold Oil:** Brown mold oil is ground brown mold neutralized by a compound of lime and algae. When exposed to air, the compound turns gummy and inert, allowing the brown mold to revive for 1 round to cause cold damage to any creature it touches. A flask or podskin of brown mold oil has a range increment of 10 feet and is used as a thrown splash weapon. A direct hit deals 2d6 points of nonlethal cold damage, while all creatures within 5 feet take 1d6 points of nonlethal cold damage from the splash. Brown mold oil may be created with a successful DC 25 Craft (alchemy) check.

Dragon Magazine #: 322 (Ecology of the Dark Ones – Enigmas Wrapped in Shadows)

**Burning Dust:** Stored in small ceramic containers, this white or ashen dust hampers vision and breathing. This grenade can be thrown at a 5-foot square (AC 5). Any creature within 5 feet of the target square must make a successful DC 12 Fortitude saving throw or be blinded and sickened for 1d6 rounds. Creatures with any resistance to fire or immunity to critical hits are unaffected by burning dust.

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)

**Burrfoot's Nut Brown Ale:** Any individual who drinks at least one pint of Burrfoot's nut brown ale takes a -2 penalty on all Sense Motive checks but gains a +2 alchemical bonus on all Diplomacy checks for the next 30 minutes. If the drinker wishes to resist these effects, he must succeed at a Fortitude save (DC 10 +2 for every additional flagon drunk). The effects are not cumulative.

*Lore:* This full-bodied ale is based on a recipe first attributed to Nedelmeier Burrfoot, a Halfling brewmaster of great renown. Burrfoot's nut brown ale has long been used as a social lubricant among both Halflings and taller races. "Burrfoot's," as it is commonly referred to, is different from standard tavern-fare, as in addition to the regular effects of alcohol, it also produces a mild euphoria in its drinkers. This quality is attributed to the secret recipe that Nedelmeier's descendants still follow faithfully to this day. Halflings claim that a flagon of Burrfoot's will mellow even the most taciturn dwarf, so long as he keeps drinking. Although the qualities of burrfoot's are not as miraculous as its proponents claim, more than one argument has been settled over a flagon or two.

*Note:* See the "Alchemical Brews" sidebar on page 52 for more information on quantities and an optional synergy bonus.

Dragon Magazine #: 334 (Drunkards & Flagons – Fantasy's Deadliest Spirits)

**Catstink:** Given the penchant of the powerful to guard their estates with dogs, more than one spy has



A geometric shape is the telltale sign of an axiomatic charm

had to make a quick getaway pursued by a pack of barking canines. A dose of catstink (which is actually an alchemical compound, not the urine or musk of felines) on your trail temporarily confuses the scent ability of any creature.

The creature must make a successful DC 15 Survival check to regain the scent of any target it pursued before exposure to the catstink. Catstink does not prevent a creature with scent from using the ability in any other way (such as to detect or pinpoint a hidden creature); it only makes it more difficult for the creature to track by scent.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Cerebral Grist:** Grinding the dried brain of an intellect devourer into fine dust and mixing it with various unguents yields this potent white powder. When sprinkled onto the putrefied husk of a dead creature, cerebral grist instantly liquefies the remains, transforming the corpse into a patch of velvety mold imbued with psychic energy. When a living creature touches the patch, it explodes with psychic spores that deal 2d6 points of temporary Intelligence damage (Will save DC 17 negates) to all creatures within a 10-foot radius burst. The damage is doubled (4d6) if the creature from which the mold is created had latent psionic abilities, such as an illithid or githyanki. Sonic energy destroys the patch, while sunlight renders it dormant. A tiny pouch of cerebral grist (enough for a single use) costs 500 gp and weighs 0.5 lb.

Dungeon Magazine #: 100 (The Lich-Queen's Beloved)

**Cerebral Serum:** Few concoctions boast as vile and acrid a taste as cerebral serum. The serum, black as tar and lumpy as oatmeal, helps inoculate the imbiber against psionic mental attacks and effects. If you drink the serum, you gain a +2 alchemical bonus on Will saves against mind-affecting psionic powers and psi-like abilities for 1 hour.

Dragon Magazine #: 358 (Class Acts – Psionic Alchemy)

**Charm, Anarchic:** The anarchic charm commonly looks like a swirling mass of ribbons tied to a colorful leather cord. An anarchic charm can be used to perform a touch attack against a creature vulnerable to chaos. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

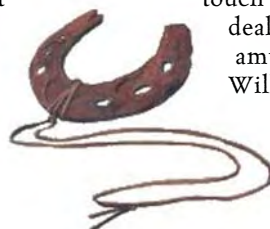
*Note:* See the "Charms and Draughts" sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Charm, Axiomatic:** The opposite of anarchic charms, axiomatic charms are usually geometric shapes secured to a fine steel chain. An axiomatic charm can be used to perform a touch attack against a creature vulnerable to law. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Charm, Cold Iron:** Cold iron lends itself well to charms and draughts used against fey or demons. Often shaped like a horseshoe, a cold iron charm can be used to perform a touch attack against a creature vulnerable to cold iron. This touch deals 1d6 points of



Cold iron charms are often shaped like horseshoes

## CHARMS AND DRAUGHTS



Alchemical charms are nonmagical items that protect their wearer from certain creatures and creature types. Charms protect the bearer by using a substance that harms or suppresses a creature's power. These creatures are considered vulnerable to the substance. Creatures are vulnerable to any substance that repulses them or bypasses their damage reduction. If multiple substances can overcome a creature's damage reduction, that creature is vulnerable to charms of any material that overcomes its damage reduction—unless both are required to overcome its damage reduction (instead of one or the other). For example, a bearded devil has damage reduction 5/silver or good, making it vulnerable to either silver or good. A more powerful creature like a horned devil, which has damage reduction 10/good and silver, is only vulnerable to a charm that is both good and silver.

DMs wishing to add more flavor to their world can assign these vulnerabilities to creatures without damage reduction. For example, cold iron traditionally harms fey, but the weaker varieties lack damage reduction. Feel free to assign the cold iron vulnerability to all fey, or assign one of the existing vulnerabilities to some other creatures.

**Charms:** Small amulets used by common folk to drive off certain creatures, charms are used to perform a touch attack against vulnerable creatures, causing them to burn and blister in response to the contact. They are not considered magical items, however, and thus do not take up an item slot. Charms must be drawn like any other weapon and boil away into nothingness when successfully used.

**Draughts:** Alchemical potions, known as draughts, fortify the imbiber against a creature vulnerable to the draught's specific ingredients. Alchemists use a secret process to combine rare metals or liquids with herbs, oils, and other ingredients to create a potent concoction. Once imbibed, the draught lasts for 1 hour and provides the user a +2 alchemical bonus on saves versus the spells and abilities of creatures vulnerable to it. A person can only be under the effect of one draught at a time.

**Alternatives:** The charms and draughts presented here only uses substances and properties that already exist in the D&D rules; however, DMs are encouraged to add other vulnerabilities. Simple things like fire, salt, or other exotic components—like the hair of a chimera—can all serve to add a unique flair to the campaign world when used as the basis for charms.



damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Charm, Combination:** Charms like silver holy symbols combine the properties of an alchemical metal (silver or cold iron) with the power of an aligned charm (anarchic, axiomatic, holy, or unholy). A combination charm can be used to perform a touch attack against a creature vulnerable to either one or both of the charm's properties. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds. The wealthy turn these symbols into elaborate affairs encrusted with jewels and inlaid with gilt runes.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Charm, Garlic:** The simplest of charms, this item is usually nothing more than a braided strand of garlic bulbs brushed with holy water. It serves as a potent defense against vampires and other creatures repulsed by the herb, making it quite common in areas beset by these undead. A garlic charm can be used to perform a touch attack against a creature repulsed by garlic. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Charm, Holy:** The standard wooden holy symbol of the sort worn by clerics and paladins is also effective against evil creatures such as demons and undead when properly consecrated by one of faith. In addition to serving as a divine focus, a holy charm can be used to perform a touch attack against a creature vulnerable to good. This touch deals 1d6 points of damage to the creature and destroys the symbol. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Charm, Silver:** Alchemists use silver in charms and draughts as protection against devils and the like. A silver charm can be used to perform a touch attack against a creature vulnerable to silver. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Charm, Unholy:** Unholy charms function exactly like holy charms but in reverse, allowing a touch attack against



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creatures vulnerable to evil. This touch deals 1d6 points of damage to the creature and destroys the amulet. In addition, the target must succeed at a DC 14 Will save or be shaken for 1d4 rounds. Unholy charms are often fashioned as unholy symbols, or sometimes merely as a disturbing image, such as a demonic skull.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Cindershard:** These relatively rare crystals glow with a faint pink light, providing illumination equivalent to that of a candle. A typical cindershard crystal is the same size and weight as a dagger, and can be used as an improvised piercing weapon. Cindershards absorb and neutralize sickstone emanations. Any creature carrying a cindershard on his person (but not in an extradimensional area like a *bag of holding*) is immune to the harmful effects of sickstone. Once a cindershard is exposed to sickstone, it “burns out” automatically 24 hours later, turning into a powdery, non-glowing lump of stone.

Dungeon Magazine #: 132 (Caverns of the Ooze Lord)

**Diamond Water Ale:** Created and distilled in much the same way as diamond water elixir, this thick, muddy ale has a chokingly poppy taste (usually riddled with crunchy bits from its imperfect brewing process). Drinking a pint of diamond water ale requires a DC 12 Fortitude save, with those who fail becoming sickened. Sickened drinkers become nauseated, while nauseated drinkers fall unconscious for 1d6 hours.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)

**Diamond Water Elixir:** An herbal remedy made from local vegetation, salts from the mines, and Diamond Lake's tainted water, this concoction is meant to help cure illness. Local sayings about the medicine rightly claim that drinkers “will feel a lot worse before they feel any better.” Despite its name, diamond water elixir is a cloudy brownish mixture. Characters who imbibe a flask of diamond water elixir recover 2 points lost to ability score damage (instead of the usual 1) for that day. However, the user is sickened for 24 hours after consuming this draught.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)

**Djinn Blossoms:** First recorded on the Material Plane in the annals of the elven bard Kyravahne Rhylfahne, djinn blossoms often appear as part of the floral arrangements at royal wedding ceremonies. Djinn blossoms now serve as one of the more common arcane exotics cultivated for display in elven courts.

The mature plant resembles a large fern with branches like those of a quince emerging from between the fernlike fronds. On the Elemental Plane of Air these plants grow to truly enormous sizes, forming the foundation for the floating islands many creatures use as homes. On the Material Plane, the largest djinn blossoms documented grow to roughly 5 feet in diameter (although some sages claim to have raised specimens with diameters of almost 10 feet). Djinn blossoms maintain a strong link to their home plane and, as a result, a



Elven courts often display the exotic Djinn Blossom

perpetual light breeze surrounds them. Rich with the lilac-like scent of the djinn blossom's flowers, these zephyrs form the principal reason the plant remains cultivated. Although the djinn blossom's perfume makes it popular, some cultivators prune the plant in a manner that prevents it from maturing. The stunted plant that results, (sometimes called a djinn fern) looks like a lush tropical fern and takes on a slightly bluish hue. Like djinn blossoms, these plants emit mild breezes in all directions. The winds of the stunted djinn ferns, however, lack scent.

Wearing a plucked djinn blossom flower provides a +2 bonus on all saves to resist inhaled poisons, toxic gasses, and magical spells and effects that rely on gasses, clouds, or fogs (such as *cloudkill*). In addition, the djinn blossom can be made into a perfume with a successful DC 20 Craft (alchemy) check. This perfume grants a +2 bonus on all Charisma-based skill checks. Both a plucked blossom and a dose of perfume last for 24 hours after application.

A djinn blossom grows to its full size in roughly a year, after which time it requires even more careful tending and pruning, lest it shifts back to the Elemental Plane of Air. A gardener caring for a

mature djinn blossom (or djinn fern) must continue to make a check every month, with two failures in a row resulting in the plant returning to the Elemental Plane of Air. Provided a djinn blossom is cared for properly it can live for centuries.

A healthy mature djinn blossom sells for 3,000 gp (a djinn fern for 2,000 gp). A djinn blossom bulb sells for at least 10,000 gp and can produce 1d4+2 plants. A dose of djinn blossom perfume costs 100 gp.

*Note:* This plant is native to the Elemental Plane of Air. See the “Arcane Botanica” sidebar on page 55 for more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Dog Smoke:** When its tab is pulled, a canister of dog smoke releases a sulphurous cloud of choking smoke. You can throw the canister as a grenadelike weapon (with a range increment of 20 feet). Rather than dealing damage to what it hits, the container releases a 10-foot-radius cloud of choking yellow gas, which lasts for 1 minute. Any creature vulnerable to nausea effects (except dogs, wolves, or other canines) must make a DC 15 Fortitude save every round it remains in the cloud or become nauseated. The nausea lasts for as long as the creature remains within the cloud plus 1d4 rounds thereafter. A moderate wind (11+ mph), such as a *gust of wind* spell, disperses the smoke in 4 rounds. A strong wind, (21+ mph) disperses the smoke in 1 round.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Draught, Anarchic:** This item is listed in the chart but no description appears in the article. It is safe to assume that the anarchic draught provides the imbiber a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to chaos and that the effect lasts for 1 hour.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

## Complete Dragon Magazine 3.5 Arms and Equipment – Alchemical Items, Herbs, Plants and Toxins

**Draught, Axiomatic:** This item is listed in the chart but no description appears in the article. It is safe to assume that the anarchic draught provides the imbiber a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to law and that the effect lasts for 1 hour.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Draught, Cold Iron:** This elixir combines small amounts of cold iron with rare herbs and oils. It has a bluish tinge to it and an unpleasant metallic aftertaste. A cold iron draught provides the imbiber a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to cold iron. This effect lasts for 1 hour.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Draught, Combination:** A potent blend of two draughts, the combination draught provides the best of both worlds, protecting the imbiber against creatures vulnerable to both an alchemical metal (silver or cold iron) and the power of an alignment (anarchic, axiomatic, holy, or unholy). A combination draught provides the imbiber a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to either or both of its components. This effect lasts for 1 hour.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Draught, Garlic:** A flavorful brew of garlic and holy water, the garlic draught provides the repelling power of garlic in liquid form. Although hardly a boon in social situations, it proves itself invaluable when combating vampires. A garlic draught provides the imbiber a +2 alchemical bonus on saves made against the spells and abilities of creatures repulsed by garlic. This effect lasts for 1 hour.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Draught, Holy:** A mixture of rare herbs and specially prepared holy water, the holy draught serves as a staple for those who battle the undead. It tastes sweet, almost cloyingly so. A holy draught provides the imbiber a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to good. This effect lasts for 1 hour.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Draught, Silver:** This swirling mix of silver and rare minerals offers the protection of a silver charm in a draught. Frequently imbibed by lycanthrope hunters, it also protects against weaker devils. A

silver draught provides the user a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to silver. It also applies to saves against contracting lycanthropy. This effect lasts for 1 hour.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Draught, Unholy:** Unholy draughts function exactly like holy draughts but in reverse, granting a +2 alchemical bonus on saves made against the spells and abilities of creatures vulnerable to evil for 1 hour.

*Note:* See the “Charms and Draughts” sidebar on page 48 for more information.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Dreamlily:** This powerful liquid opiate from Sarlona draws on the mind of the user and tastes like his favorite beverage. The user feels at peace for 8 hours and not even physical injury will disturb him. The user can operate normally until reduced to -5 hp and is immune to fear and similar supernatural effects. While under the influence, a user can only take a single action per turn.

Dungeon Magazine #: 133 (Chimes at Midnight)

**Dwarven Grave Ale:** Any individual who imbibes at least one flagon of grave ale gains a +2 alchemical bonus on all saves made against fear effects and a +1 alchemical bonus on attack and damage rolls for the next 10 minutes.

*Lore:* When a great dwarven hero dies, skilled brewmasters are commissioned to create a signature ale to commemorate his passing. These recipes are created and brewed only once, and each is tailored specifically to the deceased’s personality and exploits. Once the brew is finished it is stored in specially made barrels embellished with carved scenes of the hero’s famous deeds. These barrels are given to the hero’s friends and family as tokens of remembrance. Highly prized, dwarven grave ale is said to imbue those who drink it with the courage of the dwarven hero to whom it is dedicated.

*Note:* See the “Alchemical Brews” sidebar on page 52 for more information on quantities and an optional synergy bonus.

Dragon Magazine #: 334 (Drunkards & Flagons – Fantasy’s Deadliest Spirits)



Dwarves celebrate the passing of a great hero by imbibing Dwarven grave ale

**Ectoplasmic Skin:** A sealed flask of ectoplasmic skin contains a syrupy, silvery liquid. Once you remove the seal, the liquid begins to crystallize and evaporates within a minute. At any time before then, you may apply the liquid to your skin as a full-round action. The ectoplasm forms a translucent second skin over your body, providing you with damage reduction 2/magic for up to 1 minute. You cannot wear a psychic skin in conjunction with ectoplasmic skin.

Dragon Magazine #: 358 (Class Acts – Psionic Alchemy)

**Elixir of Blindsight:** When drunk, this elixir grants Blindsight up to 60 feet for 3 hours. This allows you to pinpoint creatures within a distance of 60 feet, but opponents you can’t actually see still have total concealment against you (50% miss chance).



## Complete Dragon Magazine 3.5 Arms and Equipment – Alchemical Items, Herbs, Plants and Toxins

*Note:* This item can be crafted using the Dragoncrafter feat (see DRACONOMICON) using the following information: Dragon Part: dragon eyes; Skill: Craft (alchemy). See the “Cutting Up The Dragon” sidebar on page 60 for more information on harvesting dragon parts.

Dragon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes)

**Ember Root:** Ember root grows on the Elemental Plane of Fire under a strange native plant that looks like a shriveled, burnt coconut. The plant itself is poisonous and useless, but its roots hold a juice as close to natural water as can be found on the Elemental Plane of Fire. The liquid inside an ember root is immune to heat (staying at a warm but drinkable 70 degrees no matter its surroundings). The ember root plant (and thus the roots themselves) grows on any solid stone (never lava), but only in areas of extreme heat (in excess of 300 degrees). A single ounce of ember root juice provides nourishment equal to a day's worth of water and a typical ember root holds 1d4 ounces of juice.

On the Elemental Plane of Fire, fresh ember root is worth 200 gp per root while the juice is worth 40 gp per ounce. Finding an ember root plant requires a DC 10 Survival check.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Evermead:** Although appreciated by elves for its taste, evermead is particularly sought after by nonelves for its ability to alleviate the effects of age. Although the drinker does not actually become younger, any individual who imbibes at least one glass of evermead loses all detrimental physical penalties to Strength, Dexterity, and Constitution applied as a result of the drinker's age. Drinking evermead dispels only the negative effects of old age, bonuses accrued as a result of old age to Wisdom, Intelligence, and Charisma, as well as any other positive effects of age (dragon age categories for instance) remain unaffected. Individuals drinking evermead still age naturally and consequently it will not stave off natural death, nor any supernatural aging. This effect lasts for 12 hours per glass drunk.

*Lore:* This pale golden liquor is a favorite of elves, who value it for both its sweet flavorful bouquet as well as its many subtle undertones. Individuals who drink even one glass of evermead are suffused for a short while with youthful vigor, freed from the infirmities of old age. Brewed from honey collected during the early spring from bees allowed access only to certain types of flowers, then combined with a number of wild spices, the brew is left to ferment in the living trees shaped through use of the *wood shape* spell. After no less than a decade of fermentation the tree is tapped and the resulting evermead is strained, bottled, and prepared for consumption.



A giant fey cherry tree makes an ideal home for elves

*Note:* See the “Alchemical Brews” sidebar on page 52 for more information on quantities and an optional synergy bonus.

Dragon Magazine #: 334 (Drunkards & Flagons – Fantasy's Deadliest Spirits)

**Fey Cherry:** The sailors of the great north sea sing of how each race was shaped by the deities from trees: humans from ash and alder, halflings from willows, gnomes from the heartwood of apple trees, dwarves from the roots of a mighty oak, and elves from the boughs of a flowering cherry. Sages speculate that the song might have originated with traders seeing the fey cherry palaces on far-away elven isles.

Valued for their great beauty as well as their utility, fey cherry closely resembles the common cherry trees cultivated in orchards, save only for their enormous size. Properly tended, they can grow larger than a giant sequoia, rising more than 500 feet in height with a trunk diameter of 50 feet at the base. These arboreal giants are much more than merely larger versions of their mundane cousins. Fey cherry trees possess a supernatural strength that makes them ideal platforms for tree-based dwellings. Their relatively narrow but long leaves provide a mystical protection from the weather, moderating the temperature within the tree's canopy and preventing most wind, rain, and snow from pushing through (the canopy reduces wind beneath its boughs by 20 miles per hour. Within the canopy, the temperature never drops below 50 degrees nor rises above 80 degrees. Wood and leaves harvested from a fey cherry do not carry the tree's magic with them, but items made from fey cherry wood cost 10% less gp and XP to enhance magically. While it produces blossoms every year, a fey cherry tree only creates cherries once a decade. A fey cherry provides a creature who eats it with the benefits of a *protection from evil* spell for 5 minutes (CL 5th) once per day. Eating more than one fey cherry per day grants no additional effect. Once picked, a fey cherry retains its magical property for 1 day; after that time it simply becomes a normal cherry. *Gentle repose* lengthens the cherry's magical properties for the duration of the spell.

A fey cherry tree requires little attention. Transplanting a fey cherry tree or taking a viable cutting from one requires a DC 20 Knowledge (nature) or Profession (gardener) check.

A single healthy fey cherry sapling sells for 3,000 gp. Properly tended, a fey cherry tree can live indefinitely.

*Note:* This is a magical plant, meaning this plant was created with magical properties, it is not naturally occurring. See the “Arcane Botanica” sidebar on page 55 for more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)



Elves tap a decade old tree holding sweet, golden evermead liquor

## Complete Dragon Magazine 3.5 Arms and Equipment – Alchemical Items, Herbs, Plants and Toxins

**Firebelly:** A harsh liquor distilled by inhabitants of cold climates, firebelly is prized—by those who can keep it down—for the resistance to frigid temperatures it grants. As a result a bottle or two is considered to be essential gear for any who plan on braving arctic climes. Imbibing one shot of firebelly grants the drinker a +4 alchemical bonus on all Fortitude saves against nonlethal damage dealt by nonmagical cold for the next hour. Drinking additional glasses provides no further enhancement, however the original bonus may be maintained by continuing to drink at least one shot an hour.

*Note:* See the “Alchemical Brews” sidebar on page 52 for more information on quantities and an optional synergy bonus.

Dragon Magazine #: 334 (Drunkards & Flagons – Fantasy’s Deadliest Spirits)

**Flame Clove:** A favorite with travelers, flame clove is a garlic-like herb imbued with energy from the Elemental Plane of Fire.

Raw flame clove contains a mild but unpleasant poison (ingested; Fort DC 13; initial damage 1d6 fire, secondary damage 1 Dex). When boiled in salt water and crushed and blended into food, however, flame clove has a taste similar to garlic and keeps hot food hot for 1d4 days without drying out and with no outside heat source.

Adding a sprig of flame clove to alchemist’s fire (which must be done when crafting the alchemist’s fire originally) makes for a more potent batch. This enhanced alchemist’s fire deals double the damage of normal alchemist’s fire and burns for twice as long.

Flame clove is remarkably easy to grow and reaches maturity a mere five weeks after planting and remains viable for three weeks after that.

A single healthy mature bulb sells for 20 gp.

*Note:* This is a magical plant, meaning this plant was created with magical properties, it is not naturally occurring. See the “Arcane Botanica” sidebar on page 55 for more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Fleshshiver:** The tan-colored fleshshiver mushroom grows in the rich soil between the roots of tropical fruit trees. In their efforts to combat the fevers common to the tropics, the tribes of these steamy regions administer pieces of fleshshiver mixed in a cool mud compress to the head of fever victims. Such compresses give a +2 alchemical bonus on Fortitude saving throws made to resist non-magical diseases and last for one day.

*Note:* This herb grows in a warm forest environment. An attempt to locate this herb in this terrain requires 1 hour and a successful Survival (DC 20) check.

*Suggested Class:* Barbarian

Dragon Magazine #: 336 (Class Acts – Herbal Remedies)

**Fundamentum Flask:** Near the heart of all true dragons is a gland responsible for the beast’s mighty breath weapon called the draconis fundamentum. Those skilled at dragoncraft can use this gland to create an explosive flask full of the wyrm’s deadly breath. After alchemical treatment, the essence of the fundamentum is kept in a glass flask sealed with a metal stopper. You can throw a fundamentum flask as a splash weapon (see Thrown Splash Weapon on page 158 of the *PLAYER’S HANDBOOK*). Treat this attack as a ranged touch

### ALCHEMICAL BREWS

Alchemical brews are made using Craft (alchemy), although DMs might wish to give those with 5 or more ranks in profession (brewing) a +2 synergy bonus on the check. Although these quantities are given in terms of single servings, large batches can easily be produced. A bottle is assumed to hold 2 flagons, 4 glasses, or 12 shots of liquid. A waterskin holds twice this amount. A barrel holds 150 flagons, 300 glasses, or 900 shots of liquid.



attack with a range increment of 10 feet. A direct hit deals 1d6 points of damage per age category of the dragon whose fundamentum was used in the flask’s creation. This damage is of the same type as the dragon’s breath weapon. Every creature within 5 feet of where the flask hits takes half this amount of damage. Those hit by this explosion receive a DC 16 Reflex save for half damage. Harvesting a fundamentum for this purpose requires 2 hours and a DC 25 Survival check. Failing this check by 5 or more results in the destruction of the fundamentum and exposes those attempting the check to the full force of the dragon’s breath weapon as if the dragon were still alive (a save still applies to avoid half this damage or negate the effect).

*Note:* This item can be crafted using the Dragoncrafter feat (see *DRACONOMICON*) using the following information: Dragon Part: dragon fundamentum; Skill: Craft (alchemy). See the “Cutting Up The Dragon” sidebar on page 60 for more information on harvesting dragon parts.

Dragon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes)

**Glowvine:** Mages have long cultivated a number of varieties of glowvine for various types of soil and climates. The root plant for glowvine is the morning glory it so closely resembles, save the nocturnal blossoms.

Opening in the early evening and then closing again with the coming of dawn, the blossoms on each foot-long stretch of glowvine give off the same amount of light as a torch. Glowvine clings to walls and trellises in a manner identical to morning glory plants, and it grows almost as fast.

Glowvine grows 1 foot every two weeks. Once per month, a DC 15 Profession (gardener) check can be attempted to prevent a glowvine from growing for the following month.

A single healthy seedling sells for 500 gp.

*Note:* This is a magical plant, meaning this plant was created with magical properties, it is not naturally occurring. See the “Arcane Botanica” sidebar on page 55 for more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Goldencup:** This oily yellow moss gets its name from its habit of growing in low spots on tundra rocks, where small amounts of water collect. Northern tribes have found that chewing dried goldencup moss creates a mild euphoria that strengthens one’s resolve. These northern tribes tend to chew



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goldencup moss immediately before battle, believing it aids them in combat. Chewing this dried moss for 1 minute grants a +2 alchemical bonus on saving throws against fear and compulsion effects (other than the moss's own *confusion* side-effect) for 30 minutes. However, this benefit is not without its perils. As soon as the imbiber enters combat he must succeed on a DC 10 Will save or suffer the effects of the *confusion* spell for the remaining duration of the herb's protection.

*Note:* This herb grows in a cold plains environment. An attempt to locate this herb in this terrain requires 1 hour and a successful Survival (DC 25) check.

*Suggested Class:* Barbarian

Dragon Magazine #: 336 (Class Acts – Herbal Remedies)

**Goodale:** Drinking a pint of goodale removes all penalties associated with normal fatigue (it has no effect on exhaustion or magically induced fatigue). In addition, a regular daily ration of goodale grants individuals marching overland a +2 alchemical bonus on all Constitution checks made to avoid nonlethal damage from a forced march.

*Lore:* The common name given to a variety of ales brewed in good-aligned monasteries, goodale is valued not only for its light refreshing taste but also its mild recuperative powers. A favorite of travelers, farmers, and pilgrims, goodale is also highly sought after by generals as it allows their troops to march longer distances before becoming tired.

*Note:* See the “Alchemical Brews” sidebar on page 52 for more information on quantities and an optional synergy bonus.

Dragon Magazine #: 334 (Drunkards & Flagons – Fantasy’s Deadliest Spirits)

**Hardfire:** These small red and orange mottled quartzlike rocks are usually found in chunks weighing roughly a pound and form on the banks of cerulean magma pools on the Elemental Plane of Fire. Holding a hardfire stone unprotected deals 1d6 points of fire damage every round.

When removed from the Elemental Plane of Fire, hardfire falls apart at a rate of 1 ounce per week until it completely crumbles into worthless dust. A hardfire stone has hardness 2 and 2 hit points per ounce. If ever reduced to 0 hit points, the hardfire stone explodes in a fireball that deals 1d6 points of fire damage per ounce in a radius equal to 10 feet per ounce. A DC 14 Reflex save halves the damage.

Generally ignored by natives of the plane, efreeti merchants sometimes export hardfire to buyers on other planes where it sells for 150 gp per ounce.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Heaven Gems:** Heaven gems are only found on the Elemental Plane of Air. The clarity of heaven gems, tiny translucent crystals formed from solid air, make them almost completely invisible. Found blowing among the wind currents, a heaven gem provides anyone holding one a +2 bonus on all saving throws made to resist divination magic. If removed from the Elemental Plane of Air, a heaven gem survives for one week before disintegrating into a puff of air.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Hound Snuff:** A single pinch of this fide gray powder, if inhaled by a canine, causes it to sneeze uncontrollably for 1 round during which it is helpless unless it makes a DC 15 Fortitude save. Once the canine finishes sneezing, however,

its sense of smell grows more acute for 1 hour, granting it a +4 bonus on any checks involving the use of its scent ability during this time.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Intuition Vapor:** When you uncork this vial, a cloud of pale yellow vapors billows forth and fills the air with the scent of cinnamon. It contains enough vapors to fill four 5-foot squares. Only creatures with psionic powers or psi-like powers occupying the affected squares gain the vapor's benefits. Each affected creature receives a +4 alchemical bonus on Concentration, Listen, and Search checks for the next 10 minutes.

As a side effect, the vapor slows the reactions of affected creatures for its duration. During that time, each affected creature takes a -2 penalty on Spot and initiative checks.

A psionic creature may make a DC 12 Fortitude save to resist the effects (both positive and negative) of the vapors.

Dragon Magazine #: 358 (Class Acts – Psionic Alchemy)

**Iron Coal:** On the Elemental Plane of Earth, far from any natural fissures or crevasses exists a rare type of coal that burns without smoke, emits light like wood, and uses only a negligible amount of oxygen. Iron coal burns five times longer than an equal amount of wood but gives off just as much heat and light. It fetches prices as high as 20 gp per pound. A torch made with an iron coal tip burns for 5 hours and costs 7 sp.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Kopura Shell:** Large, black clams filled with bitter, Hell-red meat, many kopru spellcasters employ kopura shells in their magic. Any spell with the evil descriptor cast using a kopura shell as an additional material component has its effective caster level increased by +2. The shell is destroyed in the spell's casting. Kopura shells are exceeding rare and cost upward of 100 gp.

Dragon Magazine #: 354 (Ecology – The Ecology of the Kopura)

**Lakeleaf:** This parsleylike herb traces its ancestry back to plants growing along the banks of the River Oceanus.

When crushed and rubbed onto meat, the lakeleaf ensures the meat never dries out, regardless of how overcooked it is and even if set on fire. Chefs with expertise in blackened dishes favor the flavorless lakeleaf in their recipes.

Using sprig of lakeleaf when casting *gentle repose* double's the spell's duration. This increase does not stack with the effects of the Extend Spell feat.

Lakeleaf reaches maturity fourteen weeks after planting and remains viable for five weeks after that.

A single healthy mature sprig sells for 20 gp.

*Note:* This is a magical plant, meaning this plant was created with magical properties, it is not naturally occurring. See the “Arcane Botanica” sidebar on page 55 for more information on this and other plants.



The inside of a kopura shell yields a hell-red meat

## Complete Dragon Magazine 3.5 Arms and Equipment – Alchemical Items, Herbs, Plants and Toxins

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Lichbriar:** First created by the Lich King Amryn Sul to foster the complete and excruciating destruction of treacherous servants' minds and bodies, lichbriar can thrive only in very specific conditions.

Similar in appearance to bougainvillea, lichbriar—also known as rackthorne, hellroot, and doomrose—can reach a length of up to 50 feet under ideal conditions. Lichbriar grows and spreads as a canelike vine with long, sharp, poisonous thorns and fine hooks (used to cling to almost any surface), covering and spreading much like ivy. Its pale green leaves, marbled with bone-white veins, are vaguely hand shaped, with tips that curl at the end. As the doomrose pseudonym suggests, the blossoms of the lichbriar—which grow densely over all its vines—closely resemble roses with petals of a faintly iridescent white.

In order for a lichthorn to grow, it must sink its myriad hooks into a living creature, and as the vine grows an increasing number of hooks embrace its helpless victim. As the hooks spread, so too do the plant's thorns, with more scratching and impaling themselves in the victim each day, introducing ever-increasing levels of poison. Lichbriar is not a particularly strong plant and has no motive ability. In order for lichbriar to take root and feed, its victim must remain still for at least one day to allow the plant to latch on with its hooks. A victim who is not immobilized can attempt to struggle free on the first day by making a DC 5 Strength check. The DC of the check increases by +5 every day until it reaches DC 20, at which point it increases by +2 per day thereafter. Failing the Strength check results in the victim being pinned, as if grappled. With every attempt a victim makes to escape he takes 1d6 points of damage from the thorns and is injected with poison (injury; Fort DC 14; initial and secondary damage 1d2 Strength + 1d4 Dexterity). Beginning on the second day, as long as the lichbriar remains attached to its victim, it draws away life energy in the form of experience points. On the second day (the first day of XP drain), the lichbriar steals 10 XP. The number of XP drained doubles each day (20 XP on the third day of taking root, 40 XP on the fourth day of taking root, and so on) until the victim is reduced to 0 XP. At that point, the victim dies. This experience drain is permanent and can only be reversed by a *miracle* or *wish*.

Successful handling of lichbriar requires a DC 20 Knowledge (nature) check every round it is touched. A failed check indicates the handler pricked himself with a thorn, taking 1d6 points of damage and injecting himself with the poison.

Lichbriar requires a great deal of water when not feeding off a victim. When attached to a victim, lichbriar is immune to cold and electricity damage and gains fire resistance 10. Planting a seedling, transplanting one, or taking a cutting require a DC 20 Knowledge (nature) or Profession (gardener) check. When feeding off a victim, lichbriar needs no further maintenance or attention, although a DC 30 Profession (gardener) check can be attempted to prevent a lichbriar from growing any larger (and thus draining any additional



The leaves of a lichbriar plant resemble grasping hands

XP). A later DC 20 Profession (gardener) check can restart the plant's growth, allowing it to drain XP again.

A single healthy seedling sells for 5,000 gp.

*Note:* This is a magical plant, meaning this plant was created with magical properties, it is not naturally occurring. See the "Arcane Botanica" sidebar on page 55 for more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Liquid Courage:** A character who imbibes a glass of liquid courage feels brave and arrogant. The bolstering effects of liquid courage last for 1 hour and provides the drinker with a +2 alchemical bonus on saving throws against

extraordinary fear effects (such as a dragon's frightful presence) and a -2 penalty on Dexterity checks and Dexterity-based skill checks.

A bottle of liquid courage holds enough for five glasses.

*Lore:* It should be no surprise that dwarves were the first to distill this potent alcoholic beverage with courage-boosting properties. Dwarves refuse to reveal the exact ingredients, but researchers believe the drink is distilled from several varieties of fungus, including one with hallucinogenic properties.

*Suggested Class:* Warrior

Dragon Magazine #: 344 (Class Acts – Hunting the Wyrms)

**Liquid Stone:** A flask of this substance holds a thick gray liquid with the consistency of watery mud. Even when exposed to air, liquid stone retains its wet consistency for up to 8 hours before turning to powder. When you expend your psionic focus while holding a flask of liquid stone, it slowly hardens into stone over 1 minute, during which time you may sculpt the mud however you choose. Once it dries, liquid stone retains the same properties as normal rock with a hardness of 8 and 15 hit points. It (or anything sealed by it) has a burst DC of 30. A flask of liquid stone covers an area 1 foot-square with an inch of stone.

Dragon Magazine #: 358 (Class Acts – Psionic Alchemy)

**Lish Nut:** Barbaric mountain tribes have long gathered the nut from the small lish tree. A lish tree grows dozens of tiny nuts in bunches of three to five during the spring. The nut is quite nutritious and a mere handful can provide an entire day's worth of sustenance. In addition, the smell of the lish nut repels most vermin. For 2 hours after eating a nut (which requires a full-round action) the consumer emits the nut's odor, forcing attacking vermin to make a DC 11 Will save or become sickened for 2d4 rounds after touching (such as when making a natural attack) the creature.

*Note:* This herb grows in a temperate mountain environment. An attempt to locate this herb in this terrain requires 1 hour and a successful Survival (DC 10) check.

*Suggested Class:* Barbarian

Dragon Magazine #: 336 (Class Acts – Herbal Remedies)

**Mad Foam:** If chewed and swallowed by a canine, these specially treated biscuits interfere with its salivary glands, causing it to produce great quantities of white foam for the next 2d6 minutes. This seeming ferocity grants the canine and any obvious master a +2 bonus on Intimidate checks for the duration of the biscuit's effects.



## ARCANE BOTANICA

Magic courses through and shapes the Great Wheel and all its many worlds, giving rise to no end of wondrous life. Dragons, basilisks, unicorns, and myriad other magical creatures populate the vast and varied existences. Yet, magic's effect on life is not limited to the animal kingdom. In many ways, the natural and magical evolution of flora from mystical energies is more important than the evolution (forced or natural) of fauna. For while arcane mutation has produced a host of interesting monsters, the combination of magical energies and plants has enhanced commerce, created new tools, and in some in hospitable regions even allowed life to thrive.

Many different specialties exist within the study of arcane botany, although all of them divide into one of two schools of scholarly thought: the study and cultivation of plants from other planes and the application of magical development to mundane Material Plane plants.

**Cultivation and Care:** A potential cultivator can successfully plant a seedling with a Knowledge (nature) or Profession (gardener) check at the list DC. After that, most plants require regular care in the form of an additional check (at the same DC) at the listed intervals. Failing one check results in a penalty (in most cases) on the next check. Failing two checks in a row results in the plant's death. The following table lists the DCs, time intervals, and resultant penalties of all plants.

Some particularly robust plants (such as year-old orevine and glowvine) do not require constant care. Other plants have special rules regarding their cultivation and care, as listed under their individual descriptions.

Plant	DC	Frequency	Penalty
Aelfengrape	15	One month	-4
Coldwood	15	One year	-2
Djinn Blossom, (first year)	20	One month	-2
Djinn Blossom, (after first year)	--	--	--
Fey Cherry	15	One decade	-2
Flame Clove	15	One week	--
Glowvine, (planting)	20	--	--
Lakeleaf	15	Two weeks	-2
Lichbriar, (unattached)	30	One day	-4
Nahre Lotus	25	One month	-2
Orevine	30	One month	-4
Salamander Orchid	30	One month	-6
Tahtoalehti, (planting)	40	--	--



**Druids and Magical Plants:** The creation and care of magical plants is almost wholly the purview of arcane spellcasters. Druids—who seem the most likely candidates to breed, cultivate, and adapt magical plants—only occasionally do so. Most nonevil druids find the artificial enhancement and manipulation of plants to serve the needs of mages an extremely heavy-handed and distasteful use of magic.

Druids who come across such altered plants typically try not to interact with them. In the case where the plant's presence unbalances the natural order most druids attempt to either remove the plant or direct it into a more natural cycle.

When queried as to the creation and care of such plants, most druids feign ignorance or try to misdirect the questioner with answers they know to be false.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Marrow Salve:** Using the bone marrow of a young adult or older dragon, a skilled alchemist can create a single dose of salve that *removes disease* as per the spell of the same name. Unfortunately, this salve is also poisonous. As an ingested poison, the salve's initial damage is 1d3 Con and secondary is 1d3 Con. A DC 14 Fortitude save negates this damage.

*Note:* This item can be crafted using the Dragoncrafter feat (see DRACONOMICON) using the following information: Dragon Part: dragon bones; Skill: Craft (alchemy). See the "Cutting Up The Dragon" sidebar on page 60 for more information on harvesting dragon parts.

Dragon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes)

**Mimic Clay:** This substance possesses a dull gray color and the consistency of natural clay. To activate mimic clay, you must touch it and expend your psionic focus. The clay takes on a translucent color and its consistency softens. When you

visualize a hand-sized tool or object, the clay changes shape, texture, and color to duplicate the visualized item within 1 round. The clay retains the same mass and weight regardless of its transformation, so you must use an amount of clay equal to the weight of the object you wish to duplicate.

The clay has the potential to mimic any mundane object of Tiny or smaller size, although it cannot duplicate items with multiple parts or complex, moving pieces. If you wish to duplicate a precise item such as a key, you must make a DC 15 Craft check of the appropriate type (such as blacksmithing).

A successful DC 20 Appraise check reveals an item created using mimic clay as a facsimile. The clay crumbles to dust 1 hour after activation.

Dragon Magazine #: 358 (Class Acts – Psionic Alchemy)

**Miner's Milk:** A syrupy whiskey brewed in several makeshift stills behind the Thirsty Gar, local workers exaggerate that a drop of miner's milk can crack stone. One shot of miner's milk requires a DC 14 Fortitude save. Those

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who succeed gain a +2 alchemical bonus on Fortitude saves made against poison for the next hour, while those who fail fall unconscious for 1d6 hours.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)

**Nahre Lotus:** Said to be the most coveted of all magical plants, these gorgeous water lilies originally appeared on the Material Plane near a place known as the Nahre Wastes (hence their name).

The roots of a Nahre lotus reach into the Elemental Plane of Water and draw fluid across the planes to flow out of their blossoms. A healthy, mature Nahre lotus draws water through to the Material Plane at rates of up to 50 gallons per day. The sultans of Nahre cultivate these precious plants in gigantic reflecting pools carved from polished marble. These pools, and the pure sweet water produced by the mystic plants they host, are the source of life for many in the desert wastes. A Nahre lotus looks very much like a lotus or water lily. The broad leaves of the Nahre lotus stretch approximately 3 feet long and 2 feet across at their widest point, and its blossoms frequently reach the size of a man's head. The leaves are emerald green and refract light much like gently moving water. The petals on the Nahre blossom, which has no stalk but rather rests directly on the leaves, are a brilliant pink and gold, like clouds during a tropical sunset.

Cultivation of these plants requires abundant light and large pools of water (at least 100 gallons per plant). Transporting a Nahre lotus between pools requires another check which, if failed; results in the death of the plant. A dead Nahre lotus left in water for an hour or more creates a blight deadly to other plants (including plant creatures) but only mildly unpleasant to nonplant creatures. The blight functions like a poison that only affects plants (contact; Fort DC 12; initial damage death, secondary damage 2d6 Con) and loses its potency seconds after the dead lotus is removed. A well-tended Nahre lotus can live up to 150 years.

Because of its ability to produce limitless pure water, a healthy and successfully installed mature Nahre lotus plant sells for 10,000 gp. Even an untested seedling or ailing mature plant sells for 500 gp. A dead Nahre lotus plant sealed in a glass vial filled with water (used as a grenade-like weapon against plant creatures) sells for 200 gp.

*Note:* This plant is native to the Elemental Plane of Water. See the “Arcane Botanica” sidebar on page 55 for more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Netherflame:** This nonmagical, charcoal-colored liquid explodes on impact. All living creatures in a 5-foot-radius burst centered at the point of impact are engulfed in horrible black flames that deal 1d6 points of damage per round for 5 rounds. Even creatures that are resistant or immune to fire take full damage. The black flames can be doused only by the touch of a sunrod. A single flask of netherflame costs 1,800 gp and weighs 1 lb.

Dungeon Magazine #: 100 (The Lich-Queen's Beloved)

**Nose Numb:** This cloying yellow paste, if daubed directly on the nose of a creature with scent removes its ability to smell for 1d4 hours (DC 15 Fortitude save negates). While this makes it unable to employ its scent ability—or any abilities or bonuses that stem from it, such as tracking—it also renders the creature immune to all scent-based attacks, like a

troglodyte's stench. A creature must be willing to have nose numb applied to it, otherwise, a user can attempt to smear it on an unwilling creature by making a melee touch attack that provokes attacks of opportunity.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Oil of Nausea:** Odorous resins and slimes are used to create oil of nausea. Flasks and podskins of the oil have a range increment of 10 feet and are used as thrown splash weapon. Those directly struck by oil of nausea must make a successful DC 15 Fortitude saving throw or be nauseated for 1d4 rounds, while those within the 5-foot-splash radius must make a DC 10 Fortitude save or be nauseated for 1 round. Oil of nausea may be created with a successful DC 15 Craft (alchemy) check.

Dragon Magazine #: 322 (Ecology of the Dark Ones – Enigmas Wrapped in Shadows)

**Ophiotoxins:** Ophiotoxins are burnable oils. A dose of ophiotoxin weighs 1/10th lb. It comes in a small glass vial with a label indicating its specific type.

When burned in a special holder (see toxin holder under the Adventuring Items section), an ophiotoxin fills a 10 foot square area in 3 rounds, continues to burn for a further 6 rounds, then dissipates 1 round after that. A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the gas in 4 rounds. A strong wind (21+ mph) disperses the gas in 1 round.

The following ophiotoxins represent the most common oils.

**Bane:** The ochre-colored smoke created by this oil has the scent of camphor. This toxin neutralizes the effects of osssra (poisons created by the yuan-ti that enhance their abilities when burnt and act as poison to others, see the Dragon Magazine article or SERPENT KINGDOMS for more information) in an area, rendering it useless to yuan-ti and negating effects of the poison upon others.

**Hissing Choker:** This thick, acrid smoke smells of tar. When burned, the oil counteracts the effects of osssra and reverses the effects, causing them to become harmful to yuan-ti and affecting the snakefolk as though they were humans. Yuan-ti in the area must save against the poison effects of osssra as if they were humans and take the damage indicated by the particular type. All nonyuan-ti are unaffected by the reversed osssra's poison effect.

**Osssra Blight:** The deep violet smoke of this oil has thick bands of yellow dancing through it and gives off the scent of damp earth and oil. The oil has a mutating effect on any osssra, reversing the effects of the oil to yuan-ti. Oils that would otherwise offer bonuses instead offer penalties, while those that heal damage deal damage to yuan-ti instead.

Dragon Magazine #: 355 (Savage Tidings – The Market is Bad)

**Orevine:** Similar in color and appearance to certain varieties of wine grape, the source plant for orevine originated on the Elemental Plane of Earth. That progenitor cutting modified over scores of generations by magical alteration and selective breeding; eventually produced the various strains of orevine known today.

Orevine plants send incredibly fine roots through stone and earth to find specific metals. Some say the orevine even reaches across the multiverse to tap into veins that exist only on other planes. A vine draws on the metal to which it is



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keyed, in much the same manner that non-magical plants feed on nutrients in the soil around them, concentrating the metal in the fibers of the plant. When harvested, the plant easily gives up the metal within it. Most strains of orevine concentrate the extracted metal in the fruit or vine, while a few species collect the ore in the sap (the harvesting of which frequently leads to the plants' death).

Orevine cultivation is extremely difficult, making it a relatively rare endeavor even among the ranks of arcane horticulturists. If the target mineral does not exist in even trace quantities within 100 feet of the plant, it withers and dies within a week. In order to survive and extract metals, the orevine requires water and sunlight.

Extracting the metal from an orevine plant requires a DC 20 Knowledge (nature) check to do so without killing it. A cultivator can extract the metal once per month and then burn away the harvested portions of the plant to expose the pure metal (worth 20% of the plant's value). An orevine plant extracts all available metal within reach in 3d6 months.

An orevine plant keyed to a base metal (copper or iron) sells for 2,000 gp and produces 400 gp of metal in a month, a cutting keyed to a precious metal (silver or gold) sells for 5,000 gp and produces 1,000 gp of metal in a month, and a vine keyed to an ultra-rare metal (platinum, mithral, or adamantite) sells for 10,000 gp and produces 2,000 gp of metal in a month.

*Note:* This plant is native to the Elemental Plane of Earth. See the "Arcane Botanica" sidebar on page 55 for more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Plate Thinner:** This clear, turpentinelike liquid softens hard organic matter, such as teeth, bones, and scales.

A ranged touch attack is required to saturate a dragon with plate thinner. On a successful hit, the dragon's scales become softer and more permeable.

A dose of plate thinner, which comes in large glass bottles, affects a Medium dragon for 1 minute, after which time its scales dry and harden. During that time, however, any critical hits scored by rolling a natural 20 against the dragon increase their damage multiplier by 1 (thus, a weapon that normally deals x2 damage instead deals x3 damage).

Two doses are required to coat a Large dragon, with four for a Huge, eight for a Gargantuan, and sixteen for a Colossal.

Plate thinner affects any creature of the dragon type or reptilian subtype with a natural armor bonus.

*Suggested Class:* Warrior

Dragon Magazine #: 344 (Class Acts – Hunting the Wyrm)

**Platinum Pearl:** The rarest of pearls, found only on the Elemental Plane of Water, have a silver-white color and measure 2-3 inches across.

Platinum pearls are immune to electricity and can absorb up to 10 points of electricity damage per inch of diameter. A creature holding a platinum pearl who is struck by electricity damage has the first points of electricity damage absorbed by the platinum pearl. A platinum pearl crumbles to useless dust after being used once in this way.

A platinum pearl is worth 100 gp per inch. They have hardness 1 and 1 hit point per inch of diameter and degrade at the rate of 1 inch per week if removed from the Elemental Plane of Water.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Poison-Friend Pod:** These fungal spore pods are chemically altered so that their otherwise harmless clouds cause creatures to be more susceptible to poison. A poison-friend pod is a thrown weapon with a range increment of 10 feet. Upon striking a creature or square, these fungi erupt in a 10-foot cloud of spores that disperses in 1 round. Anyone caught in the cloud must make a successful DC 15 Fortitude save or take a -4 penalty on all saving throws against poison made in the next 10 minutes. Poison-friend pods may be created with a successful DC 25 Craft (alchemy) check.

Dragon Magazine #: 322 (Ecology of the Dark Ones – Enigmas Wrapped in Shadows)

**Psi Block:** A small clay pot holds one application of psi block. The substance resembles a glossy, thin paste sticky to the touch. To use psi block, you must apply a thin, even coat of the paste over an object or creature. One pot contains enough psi block to coat a Medium creature or object.

Psi block acts like a thin sheet of lead. It prevents psionic powers and psi-like abilities such as *detect hostile intent* or *detect psionics* from noticing the creature or object. Psi block only blocks psionic detection powers and psi-like abilities. The paste hardens and flakes off the subject 1 hour after application. Before that time you may remove the paste with alcohol or a similar solvent. This requires 1 minute.

Dragon Magazine #: 358 (Class Acts – Psionic Alchemy)

**Psionic Ichor:** In its natural state, psionic ichor resembles green slime. In the presence of a psionic aura, the slime boils and bubbles, although it remains at room temperature. You can throw a flask of psionic ichor as a grenade-like weapon, although, it only affects creatures with a direct hit. Treat this as a ranged touch attack with a range increment of 10 feet.

A direct hit with the ichor only affects creatures with

psionic powers. A psionic creature doused by the substance must expend 1 additional power point for each psionic power he manifests.

The effect of psionic ichor lasts for 1 hour. A target may use a full-round action to wipe the ichor from his body. Multiple applications on the same target have no additional effect.

Dragon Magazine #: 358 (Class Acts – Psionic Alchemy)

**Rejuvenation Essence:** When consumed this fine, bluish-white powder grants you exceptional rest. You rejuvenate power points after as little as 4 hours of rest instead of the usual 8 hours. In addition, you may ignore a single interruption during your rest cycle, thus avoiding adding another hour to your total sleep requirement.

Dragon Magazine #: 358 (Class Acts – Psionic Alchemy)

**Salamander Orchids:** Dwarves emissaries to the City of Brass on the Elemental Plane of Fire first discovered these gorgeous plants in the palace gardens of the efreeti scholar Azzyz Sahladyn Yuan Rhajafadyl. Since then, the plants have appeared



The leaves of a salamander orchid produce light and heat

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infrequently within the largest dwarves holds or salamander warrens on the Material Plane.

Similar in form to many types of cattleyas orchids, the stalks and leaves of a salamander orchid are composed of red-hot brass, which support blossoms of gold and crimson flame. The completely smokeless flame of the salamander orchid draws all of its energy from the Elemental Plane of Fire and so does not require fuel. A single salamander orchid emits the same amount of light and heat as a torch. The flame blossom of the salamander orchid moves and shifts like all fire, but more slowly, in an almost liquid dance (rather than the snapping of normal flame).

Because of its tie with the Elemental Plane of Fire, a salamander orchid blossom reduces the cost of creating a flaming or flame burst weapon by 500 gp and 100 XP.

Coaxing a salamander orchid to survive on the Material Plane is best pursued as a labor of love, for it is both exceptionally costly and exceedingly difficult. To survive on the Material Plane, a salamander orchid requires a vial's worth of highly refined oil costing 25 gp once per month. Handling the plant requires special instruments that can withstand the plant's heat, similar to a blacksmith's tools. If a salamander orchid is handled without such equipment the handler takes 1d6 points of fire damage every round.

Salamander orchids are extremely valuable to those who collect exotic plants. A single healthy mature plant sells for 2,500 gp. Properly tended, with soil changed annually, a salamander orchid can live up to 25 years.

*Note:* This plant is native to the Elemental Plane of Fire. See the "Arcane Botanica" sidebar on page 55 for more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Shadow Haze Dust:** Shadow haze dust is a potent eye irritant that obscures its victim's vision with dark hazes. One bag or podskin has a range increment of 10 feet and fills a 10-foot-radius cloud with the dust. Those within the cloud must make a DC 15 Fortitude save or suffer a –6 penalty on all Spot checks for 1 hour or until a gallon of water is used to flush the character's eyes. Shadow haze dust may be created with a successful DC 20 Craft (alchemy) check.

Dragon Magazine #: 322 (Ecology of the Dark Ones – Enigmas Wrapped in Shadows)

**Shadow Veil:** Shadow veil is a black dust created from finely powdered crystals that grow only in the deepest reaches of the Underdark. When stored in bags or podskins, this dust can be thrown as a splash weapon with a range increment of 10 feet. Upon striking a creature or square, the dust erupts in a 10-foot-radius cloud. Although this cloud has no affect on living creatures, it reacts with all nonmagical fires no larger than a campfire within the area, snuffing them out. Torches, lanterns, candles, cooking fires and the like go out instantly, but magical fire (such as a *wall of fire* spell) is unaffected. Although its effect is swift, a shadow veil dissipates quickly, and extinguished fires can be relit on the round following its use. Shadow veil may be created with a successful DC 25 Craft (alchemy) check.

Dragon Magazine #: 322 (Ecology of the Dark Ones – Enigmas Wrapped in Shadows)

**Shadowlight Oil:** Shadowlight oil is a slow-burning oil that contains some small touch of the Plane of Shadow and can be burnt in any regular lantern. A lantern filled with

shadowlight oil does not provide bright illumination over any area, but instead provides double the area of shadowy illumination that a lantern burning normal oil would. The table below summarizes the effects of shadowlight oil in normal lanterns.

Lantern	Bright	Shadowy	Duration
Common	n/a	60 ft.	6 hr./pint
Bullseye	n/a	240-ft cone	6 hr./pint
Hooded	n/a	120 ft.	6 hr./pint



**Sickstone:** Sickstone glows with a nauseating, not-quite-green, not-quite-silver light that provides illumination to a radius of 40 feet. Any creature in range of this illumination must make a DC 15 Fortitude saving throw each round or take 1d6 points of Constitution damage. A successful save reduces the Constitution damage to 1 point. Anyone in physical contact with sickstone takes a –4 penalty on this saving throw, and any Constitution damage it suffers becomes Constitution drain instead. The damage caused by sickstone results from a magical disease, so creatures immune to magical diseases are immune to the effects of sickstone.

A DC 15 Knowledge (dungeoneering) check allows a character to identify the danger of exposure to sickstone before entering the radius of its illumination.

Dungeon Magazine #: 132 (Caverns of the Ooze Lord)

**Silent Bells:** Bathed in exotic solutions, these tiny round bells chime on a frequency beyond that which most humanoids can hear, but which canines can hear perfectly well. If strung to a door, footpath, or similar location, they automatically alert any canine within 120 feet when someone trips them without alerting the trespasser.

Dragon Magazine #: 357 (Feathers & Fur – A Guide to Flying and Fanged Animal Companions)

**Silent Stone:** Silent Stone is only found on the Elemental Plane of Earth. Light tan pebbles resembling pumice, silent stones naturally absorb all sound within 5 feet, rendering the area completely silent (as the *silence* spell). A silent stone only works when exposed directly to the air and does not function if placed within a container of any kind. Jewelers sometimes craft these plain-looking pebbles into brooches or amulets, which are often prized by those who rely on stealth or oppose spellcasters.

A silent stone has hardness 1, 1 hit point, and is worth 1,000 gp. A silent stone removed from the Elemental Plane of Earth crumbles to worthless dust one month later.

Although a natural part of the plane, a silent stone is a magical effect and can be detected and dispelled as such (CL 3rd; faint illusion).

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Sky Lotus:** These small, stemless white flowers live and breed while floating through the plane on the wind currents. Growing only on the Elemental Plans of Air, they are known for their high nutritional value (one flower equals one day's ration) and the valuable drop of oil found within. They also contain an almost undetectable amount of arsenic, however, that only becomes toxic when enough sky lotuses are consumed.

When the oil from ten sky lotuses is collected, it forms a natural potion of levitation (CL 1st) that is also a dose of arsenic (ingested DC 13; initial damage 1 Con; secondary



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damage 1d8 Con). A single intact sky lotus flower is worth 30 gp.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Slumberweed:** When dried and ground to a powder, the leaves of this plant induce a sleeplike state resembling death for 8 hours if ingested or inhaled. Sometimes spies pack a dose of slumberweed into specially made necklaces with holes on either end that can act as an impromptu blowgun (usable only for delivering the powdery toxin). At other between the times, slumberweed is ingested by the spy himself, for the purpose of feigning death. A successful DC 12 Fortitude save negates the sleep.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Smelling Salts:** Usually contained in small pouches or vials, a few pinches of these acrid white crystals aid in rousing the unconscious. When waved under the nose of a character who has been reduced to negative hit points but is stable, the character may immediately make a percentile roll to become conscious. Normally, the change of regaining consciousness is only 10%, but when using smelling salts the chance is raised to 30%.

Dragon Magazine #: 334 (Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path)

**Snakebite:** Snakebite has the taste of bitter apples and an aroma of nutmeg and ginger. When consumed, snakebite acts as a modified version of *delay poison* and has a duration of 1 hour. In addition, any yuan-ti (or other snake or snake-like creature) who bites a person with active snakebite in her veins is affected by a poison (Ingested; Fortitude DC 20; initial 1d6 Con, secondary 2d6 Con).

Dragon Magazine #: 355 (Savage Tidings – The Market is Bad)

**Stoneshroom:** This unique chalky fungus can form on any stone surface on the Elemental Plane of Earth. It has a small stem and a hard cap and resembles a typical toadstool. In the ecology of the Elemental Plane of Earth, stoneshrooms are a source of two vital commodities; food and breathable air. Stoneshrooms survive off minerals in the rock, then spread by releasing spores in a puff of breathable air. This creation of air contributes to the air currents flowing throughout the plane.

Eating a stoneshroom provides the equivalent of a meal's worth of food. More importantly, for 24 hours after eating a stoneshroom a creature can hold its breath for twice as long as normal. A stoneshroom remains fresh and useful for only one day after being picked; after that time it rots away. Fresh stoneshrooms are worth 20 gp each.

Dragon Magazine #: 347 (Elemental Hazards – An Exploration of the Inner Planes)

**Sugar Bomb:** A sugar bomb is exactly that: a poorly constructed sack of flimsy paper or parchment filled with sugar. Recent sugar bombs contain pockets of sticky alchemical goo as well, to help the sugar adhere to a dragon's tongue. The sugar bomb's wielder



The wishfern blooms on a winter solstice night

must make a ranged attack to hit a dragon's mouth (a target up to three size categories smaller than the dragon, but no smaller than Fine) directly with the sugar bomb. A dragon hit by a sugar bomb loses its blindsense ability for 1d6 rounds. When faced with a dragon lacking blindsense, characters can make Hide and Move Silently checks normally, opposed only by the dragon's Spot and Listen checks.

**Lore:** Once scholars uncovered the draconic dislike for things that taste sweet (see DRACONOMICON, page 18), alchemists (particularly gnome and halfling alchemists, who seemed to have a knack for such things) went to work trying to uncover ways of utilizing that particular draconic weakness.

**Suggested Class:** Warrior

Dragon Magazine #: 344 (Class Acts – Hunting the Wyrms)

**Tahtoalehti (Wishfern):** Tahtoalehti—the most treasured, yet hardest to raise, of all magical plants—also goes by the common name of wishfern. Tahtoalehti closely resembles ferns from the temperate rainforests of the northern coasts, save that it grows much larger and into a deeper, darker shade of green. This incredible fern marries the power of magic with the plant kingdom's ability to restore itself and draw energy from the sun.

A tahtoalehti plant only blooms once every 1d100 years, and always on the night of the winter solstice. For that one night, the wishfern wears a flower of unparalleled beauty, a fist-sized blossom of luminous white. The blossom contains incredible power, for if properly harvested without bruise or damage (requiring a DC 40 Profession [gardener] check) it grants one *wish*, as the spell cast by a 20th-level sorcerer. With the coming of the sun the blossom withers and disintegrates, living behind a single seed, whether or not it granted a wish.

Notoriously difficult to grow, in part because it requires almost total absence of contact, a tahtoalehti only blooms in an isolated forest setting at least 100 miles from any other wishfern. Planting or transplanting a viable seed without killing it requires a DC 40 Knowledge (nature) or Profession (gardener) check. Once planted, a wishfern is best left alone, as the merest touch from a living creature can kill it. Whenever, a living creature touches a wishfern without first succeeding at a DC 40 Profession (gardener) check, the plant must attempt a DC 12 Fort save (with a +0 bonus) or die. As a result, most growers protect their tahtoalehti with spells and natural barriers rather than guards. Any attempt to coax a wishfern to produce its blossom early or to push it to produce multiple blossoms at once results in the immediate death of the plant.

A single healthy seed sells for 25,000 gp.

**Note:** This is a magical plant, meaning this plant was created with magical properties, it is not naturally occurring. See the "Arcane Botanica" sidebar on page 55 for more information on this and other plants.

Dragon Magazine #: 357 (Arcane Botanica – Saplings, Sprouts, Spells, and Seeds)

**Tereeka Root:** This slim white tuber found in temperate climates has a bitter taste that makes it unsuitable for meals, but warriors greatly value its medicinal properties. Found



A cluster of stoneshrooms grows on the Elemental Plane of Earth

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growing in shaded sandy soils, the tereeka plant's root removes pain and increases the body's natural healing rate. Chewing the root allows the user to remain conscious to -5 hit points and regain hit point damage while resting as though under the care of a trained healer (regaining 2 hit points per level). One dose lasts for 12 hours and takes 1 minute to chew.

*Note:* This herb grows in a temperate forest environment. An attempt to locate this herb in this terrain requires 1 hour and a successful Survival (DC 30) check.

*Suggested Class:* Barbarian

Dragon Magazine #: 336 (Class Acts – Herbal Remedies)

**Tongueloose:** When ingested, usually dissolved in a drink or sprinkled over a meal, a vial of this powder induces a lethargic state for 1d3 hours, during which the subject is highly susceptible to suggestion. A successful DC 14 Fortitude save negates this effect. Anyone interacting with someone who has failed the save against a dose of tongueloose receives a +4 circumstance bonus to Bluff, Diplomacy, or Intimidate checks against that person.

Dragon Magazine #: 316 (Campaign Components Spies: Cloak & Dagger – Gear, Gadgets, and Gizmos for Your Game)

**Visma Paste:** The dark, broad leaves of the tropical visma bush, when boiled into a thick foul-smelling paste, soothes burns (especially sunburn). The application of visma paste to the skin heals 1d3 points of nonlethal damage to a victim of heat exposure (see page 303 of the DUNGEON MASTER'S GUIDE) and grants a +2 alchemical bonus on the user's next save made to resist further environmental heat damage. If no further saves are required within an hour, the user's body fully absorbs the paste and another dose must be applied.

*Note:* This herb grows in a warm marsh environment. An attempt to locate this herb in this terrain requires 1 hour and a successful Survival (DC 15) check.

*Suggested Class:* Barbarian

Dragon Magazine #: 336 (Class Acts – Herbal Remedies)

**Waking Herbs:** When waved under the nose of someone unconscious or asleep (even through magical means), these herbs allow the unconscious or sleeping character another saving throw (made at the original DC) to wake up. After three uses, these herbs lose their effectiveness and must be replaced.

*Suggested Class:* Rangers, Druids, Rogues

Dragon Magazine #: 323 (Class Acts – Gear for Greeners)

**Wet Fire:** Adding quicklime to a regular pint of oil turns it into a special substance, similar to alchemist's fire but ignited by exposure to water or fire instead of air. Burning wet fire deals fire damage exactly as alchemist's fire, but it is more difficult to extinguish. Immersion in a body of water does not



A crystalline inkwell stores wyrmblood ink

automatically quell the flames, but the action provides a +2 circumstance bonus on the Reflex save to extinguish the fire.

Wet fire grenades contain two chambers, one filled with wet fire, the other with water to get the fire started.

Dragon Magazine #: 334 (The Fires of Alchemy – Alchemist's Fire Explored)

**Wolfsbane:** Also called belladonna, this toxic plant allegedly repels lycanthropes. In addition to its standard effect in curing an afflicted lycanthrope (see lycanthrope in the MONSTER MANUAL), wolfsbane can also repel

a lycanthrope if used as a weapon. Striking a lycanthrope with the plant requires a reasonably fresh sprig (picked within the last week), and a successful touch attack. The creature must then make a DC 12 Will save or flee for 1d4 rounds, as if affected by the spell *cause fear*. A successful use of the plant destroys it.

Dragon Magazine #: 331 (Alchemical Charms – Devils, Demons, and Vampires Beware)

**Wyrmblood Ink:** Dragon blood can be prepared for use as ink. Often stored in crystalline inkwells, users of such rare ink also covet dragon leather parchments and specially etched dragon talon pens, claiming that the great sages of old only wrote with such tools.

When using wyrmblood ink to scribe a scroll or add a spell to a spellbook, it takes half the normal amount of time to write. This does not affect the gp of XP cost needed to complete the work. One vial of this ink can be used on a total of nine levels worth of spells. One vial of wyrmblood ink can be created for each size category of the dragon above Small.

*Note:* This item can be crafted using the Dragoncrafter feat (see DRACONOMICON) using the following information: Dragon Part: dragon blood; Skill: Craft (alchemy). See the "Cutting Up The Dragon" sidebar on page 60 for more information on harvesting dragon parts.

Dragon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes)

**Xeph's Blood:** This blood-colored liquid contains the essence of a xeph's speed burst. When you drink xeph's blood while holding psychic focus, you gain a momentary burst of speed. The mixture grants you an alchemical bonus of 10 feet to your base speed. The effect lasts for 3 rounds.

If you consume more than one dose of xeph's blood per day, you become fatigued with the second dose. If you consume a third dose in a day, you immediately become exhausted and gain no benefits from the xeph's blood.

Dragon Magazine #: 358 (Class Acts – Psionic Alchemy)

### CUTTING UP THE DRAGON

Those wishing to make good use of a dread dragon (for creating dragoncraft items) must succeed at a Survival check. This represents harvesting your kill in the wild. The DC and time required for this check varies depending upon the part to be harvested, as noted in the description. Failing a Survival check by 5 or more means you have rendered the part useless. All Survival checks assume the work is done within an hour of the dragon's death. A -2 penalty applies on all Survival checks made after the first hour, with an additional -2 penalty per day after that. Spells such as *gentle repose* can greatly extend the amount of time before the beast begins to rot and these penalties accrue.





## DRUGS

There is only one drug in the entire run of 3.5 Dragon Magazines and three in the 3.5 Dungeon Magazines.

**Bloodroot:** Bloodroot is the root of a little-known plant found only in the Mhair jungles. Highly addictive to vampires, it heightens the taste of blood. Small amounts are worth thousands of gold pieces in the underworld of major cities across Faerûn.

Type: Ingested DC 15.

Initial Effect: User is dazed for 1 round.

Secondary Effect: Living imbibers gain a +2 alchemical bonus to Constitution for 1d4 rounds.

Vampires gain a +4 alchemical bonus to Charisma for 1d4 minutes.

Price: 1,000 gp.

Side Effects: If the user is a vampire of any sort, the scent of blood causes the user to rage, as a barbarian. The imbibers gain a +4 bonus to Strength and a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class. This does not stack with the rage ability of a barbarian or other class.

Overdose: None.

Addiction: Low (High for vampires).

Dungeon Magazine #: 126 (Vampires of Waterdeep Part One: Blood of Malar)

**Elixir of Fantasy:** Developed decades ago by the Zargonites from the distillate of a mushroom that grows beneath Cynidicea, elixir of fantasy is a powerful hallucinogen (ingested DC 17 fortitude save) that makes the user believe he is something else. The following statistics use the rules for drugs in the BOOK OF VILE DARKNESS. If you do not have that book, you may treat the substance as a poison instead (Fortitude DC 15 +1 per week of continuous use; initial and secondary effects as described below).

Initial Effect: The imbibers retreats into a dreamlike state, lost in her own fantasies for 2d4 hours. During this time, She has a 50% chance to lose any action she attempts, as described in the *bestow curse* spell description. Longtime users of this elixir typically develop favorite fantasies that they live out over and over in exhaustive detail.

Secondary Effect: 1 point of Wisdom damage.

Side Effects: While elixir of fantasy is in effect, the user takes a -2 penalty on all initiative checks and saves against illusion spells



Vampires crave the effects of bloodroot

and effects.

Overdose: None.

Dragon Magazine #: 315 (Mystara – Return to the Lost City) & Dungeon Magazine #: 142 (Masque of Dreams)

**Green Welcome:** Green Welcome, a drug derived from Sehan, is a highly addictive chemical resembling grayish-green mucus. It follows the standard rules for drugs detailed in Chapter 3 of BOOK OF VILE DARKNESS. Green Welcome has a save DC of 15, and, like a poison has an initial and secondary effect. A character that voluntarily takes the drug automatically fails both saving throws.

Additionally, upon initial exposure (whether he takes the drug willingly or not), a character must succeed at a DC 14 Fortitude save or become addicted. Once a character is addicted, he must take a dose of the drug at

least once every two days or suffer withdrawal symptoms. Each day the character is in withdrawal, he must make a DC 19 Fortitude save or suffer 1d6 Dex, 1d6 Wis, and 1d2 Con damage. If a character makes two consecutive saves during the withdrawal period, he is freed of the addiction to the drug.

Type: Ingested DC 15

Initial Effect: 1d4 points of Wisdom damage and 1d4 points of Intelligence damage.

Secondary Effect: 1d4+1 enhancement bonus to Strength for 1 hour.

Price: 50 gp.

Side Effects: The Green Welcome fills the user with a feeling of strength, contentment, and belonging. While under the drug's effect, the user is immune to supernatural or magical effects and cannot feel pain for 1d4 hours.

Overdose: If more than one dose is taken in a 24-hour period, the user falls unconscious for 1d4 hours and suffers 1 point of permanent Wisdom drain. A second overdose causes a horrifying transformation into a near-mindless plant-like creature covered in glistening slime; a child of Sehan.

Addiction: High

Dungeon Magazine #: 145 (Seeds of Sehan Part 1: Vile Addiction)



Table 4-1: Drugs and Poisons

Drug Name	Type	Addiction	Alchemy DC	Price
Bloodroot	Ingested DC 15	Low (High for vampires)	Unknown	1,000 gp
Elixir of Fantasy	Ingested DC 17	Unknown	Unknown	Unknown
Green Welcome	Ingested DC 15	High	Unknown	50 gp
Sehan	Contact DC 18	High	Unknown	150 gp

Poison Name	Type	Initial Damage	Secondary Damage	Price
Blacktooth fungus paste	Ingested DC 16	1d4 Wis	1 Int (permanent loss)	1,000 gp
Dragonbane	Contact DC 25	3d6 Str	Banishment to home plane	3,000 gp
Essence of Naga Oil	Ingested DC 18	1d4 Con	2d6 Con	250 gp
Green Rapture	Injury DC 14	1d2 Con	Paralysis 2d6 minutes	300 gp
Marrow Salve	Injury DC 14	1d3 Con	1d3 Con	500 gp
Scalepox	Injury DC 16	Scaledrop <sup>2</sup>	0	950 gp
Scalerot	Injury DC 16	1d6 Dex	Sicked <sup>1</sup>	600 gp
Skinshedder	Injury DC 16	1d6 Con	2d6 Con	2,000 gp
Skinvice	Injury DC 18	Paralysis	0	700 gp
Urchin Venom	Injury DC 11	Nauseated for 1 minute	1 Str	25 gp

<sup>1</sup> A yuan-ti failing the save against this poison is sickened for 2d6 rounds.

<sup>2</sup> The round after a failed save, a significant portion of the yuan-ti's scales slough away, reducing the creature's natural armor bonus by 1d4. The scales grow back over a period of 24 hours. The process of shedding does not otherwise harm the yuan-ti.

**Sehan:** The raw form of Sehan has effects that are similar to Green Welcome, but much more potent. Unlike the weaker drug that is derived from it, Sehan can work through the skin, and need not be consumed, merely touched. It follows the standard rules for drugs detailed in Chapter 3 of the *BOOK OF VILE DARKNESS*. Sehan has a save DC of 18, and like a poison has an initial and secondary effect. A character that voluntarily takes the drug automatically fails both saving throws.

Additionally, upon initial exposure (whether he takes the drug willingly or not), the character must succeed at a DC 14 Fortitude save or become addicted. Once a character is addicted, he must take a dose of the drug at least once every two days or suffer withdrawal symptoms. Each day the character is in withdrawal, he must make a DC 19 Fortitude save or suffer 1d6 Dex, 1d6 Wis, and 1d2 Con damage. If, during the withdrawal period, a character makes two consecutive saves, he is freed of the addiction to the drug.

Type: Contact DC 18

Initial Effect: 1d6 points of Wisdom damage and 1d6 points of Intelligence damage.

Secondary Effect: 1d8+1 enhancement bonus to Strength for 1 hour.

Price: 150 gp.

Side Effects: Sehan fills the user with a feeling of strength, contentment, and belonging. While the drug is in effect, the user is immune to supernatural or magical effects becomes numb to pain for 2d4 hours.

Overdose: A creature that is exposed to Sehan's effects more than once in a 48-hour period and fails its saving throw to resist either the initial or secondary effect undergoes a horrifying transformation into a near-mindless plant-like creature covered in glistening slime; a child of Sehan. It exists to protect and spread the influence of Sehan. See the following page for the "Child of Sehan" statistics.

Addiction: High

Dungeon Magazine #: 146 (Seeds of Sehan Part 2: Spawn of Sehan)

## POISONS

Most of the poisons come from the *Savage Tides Adventure Path* and are only effective against yuan-ti.

**Blacktooth Fungus:** The blackened edges of this white shelf fungus gives it the appearance of having been scorched. The discs cling to cavern walls or trees in wet areas, and they smell like wet animal fur. If eaten raw, the eater must make a Fortitude save (DC 12) or become nauseated for an hour.

The toxins in the fungus become more potent if prepared into an oily gray paste. Making this alchemical poison requires a successful Craft (alchemy) check (DC 25). When consumed, the poison inflicts Wisdom and Intelligence damage, some of which is permanent drain.

The victim's teeth slowly turn black, growing darker with every dose. In addition to the ability loss caused by the fungus, the concoction also causes a slow insanity, forcing its victims into an ever-increasingly feral state. Once a victim's Intelligence score drops below 3, he reverts to a wholly feral state, and behaves in many regards like a rabid animal. The victim gains a +2 morale bonus on all attack rolls and all damage rolls with natural weapons, loses all spellcasting ability (but not spell-like abilities), and in general behaves as if his alignment were chaotic neutral. This condition persists until the victim's Intelligence rises to 3 or higher.

Dungeon Magazine #: 103 (Forest of Blood)

**Dragonbane:** Found only in the small (but wealthy) kingdom of Tardos, dragonbane is a powerful magical poison that affects



only creatures of the dragon type—it works particularly well on extraplanar dragons. The toxin affects them on contact, first weakening their bodies and then banishing them to their home plane. A single dose of dragonbane weighs 1/4 pound and is worth 3,000 gp.

Dungeon Magazine #: 147 (Campaign Workbook – Critical Threat – Demodragon)

**Essence of Naga Oil:** Essence of naga oil is an extremely rare concoction made from naga fat brewed with certain herbs and allowed to reduce to a potent and dangerous slow-acting poison. Unlike most poisons, the initial damage from essence of naga oil is inflicted two days after ingestion, and the secondary damage one week after that.

Dungeon Magazine #: 126 (Campaign Workbook – The City: Merchant Madness)

**Green Rapture:** Introduced to a creature via consumption or injection, a dose of this pale green poison (which is distilled from the resin of newly created kaortis) deals 1d2 points of Constitution damage if a DC 14 Fortitude save is failed. One minute later, the DC 14 Fortitude save must be made again to avoid paralysis for 2d6 minutes. As long as a creature remains poisoned by the green rapture and retains the Constitution damage or is paralyzed, the poison acts as a catalyst for kaorti transformations. Such a victim subjected to a kaorti's vile transformation ability makes the change into kaorti or pseudonatural creature after only 2d6 rounds of contact.

*Note:* See the *DRAGON MAGAZINE* article for more information on kaorti's. See the following page for the "Child of Sehan" statistics.

Dungeon Magazine #: 358 (Ecology – The Ecology of the Kaorti)

**Marrow Salve:** Using the bone marrow of a young adult or older dragon, a skilled alchemist can create a single dose of salve that *removes disease* as per the spell of the same name. Unfortunately, this salve is also poisonous. As an ingested poison, the salve's initial damage is 1d3 Con and secondary is 1d3 Con. A DC 14 Fortitude save negates this damage.

*Note:* This item can be crafted using the Dragoncrafter feat (see *DRACONOMICON*) using the following information: Dragon Part: dragon bones; Skill: Craft (alchemy). See the "Cutting Up The Dragon" sidebar on page 60 for more information on harvesting dragon parts.

Dungeon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes)

**Scalepox:** Causes scales to drop off, lowering the natural armor bonus of the snakefolk. This poison only affects yuan-ti.

Dungeon Magazine #: 355 (Savage Tidings – The Market is Bad)

**Scalerot:** A vile infestation between scales that erupts in ugly sores that sicken the yuan-ti. This poison only affects yuan-ti.



Dragon Magazine #: 355 (Savage Tidings – The Market is Bad)

**Skinshedder:** Painfully strips portions of the victims skin, causing flesh to blister as though burnt.

Dragon Magazine #: 355 (Savage Tidings – The Market is Bad)

**Skinvice:** Hardens skin or scales to cause paralysis.

Dragon Magazine #: 355 (Savage Tidings – The Market is Bad)

**Urchin Venom:** The Lotus Dragons extract the venom from a breed of sea urchin they farm in their guildhall. This venom is typically used to coat their crossbow bolts or arrows—while not deadly, it quickly nauseates those that succumb to it, giving the thieves a distinct advantage in combat.

Dungeon Magazine #: 139 (There Is No Honor)

## Child of Sehan

CR 8

Always CE Medium plant

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Listen +11, Spot +11

**Languages** Common (cannot speak)

**Aura** calming gaze (DC 21)

**AC** 26, touch 15, flat-footed 24 (+1 Dex, +4 insight, +11 natural)

**hp** 82 (11 HD)

**Immune** acid, plant traits

**Fort** +10 **Ref** +4 **Will** +8

**Speed** 30 ft.

**Melee** 2 claws +14 (1d8+5 plus poison of Sehan)

**Base Atk** +8; **Grp** +13

**Atk Options** rend 2d6+7

**Abilities** Str 20, Dex 12, Con 17, Int 6, Wis 18, Cha 6

**SQ** hive mind, sympathetic defense

**Feats** Ability Focus (poison), Ability Focus (calming gaze), Power Attack, Weapon Focus (claw)

**Skills** Listen +8, Spot +8

**Environment** any (always found near Sehan)

**Organization** solitary (if newly transformed) or pack (3-4)

**Treasure** standard

**Advancement** 12-15 HD (Medium), 16-30 HD (Large)

**Calming Gaze (Su)** A Child of Sehan is totally in tune with its surroundings, and excludes [sp] a supernatural aura of peace and tranquility, even as it rips apart its foes and transforms them into terrifying monsters. Any creature within 120 feet that meets its gaze must make a DC 21 Will save or be affected as though by a *calm emotions* spell (CL equals the Child of Sehan's HD). If the Child of Sehan attacks, it ends this effect for the target of the attack only. This is a mind-affecting compulsion effect, and the save DC is Wisdom-based.

**Poison of Sehan (Ex)** Injury, Fortitude DC 20. Initial damage 1 Intelligence drain, secondary damage 3d6

Charisma damage. Any humanoid creature reduced to 0 Charisma by this effect immediately undergoes a monstrous transformation into a Child of Sehan over the course of the next 3 rounds, as its sense of self is washed away by the unifying consciousness of Sehan. For the first 4 hours after its transformation, the creature is ripped by intense agony as the master consciousness of Sehan eliminates all trace of individuality from the former creature. During this time, the new Child of Sehan behaves as if under the effect of an ongoing confusion spell, and loses all of its supernatural abilities. Transformation can be halted by remove disease, restoration, *neutralize poison*, *heal*, or *dispel evil*, but once it is complete only *miracle* or *wish* can reverse it. The save DC is Constitution-based.

**Hive Mind (Su)** The Children of Sehan share a unified consciousness with their master Sehan and its other children. This consciousness extends out to a 25-mile radius from Sehan itself. Within that range, if one Child is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No Child of Sehan in a group is considered flanked unless they all are. Beyond the range of the hive mind, individual Children or Sehan can still sense the direction of their master, and are compelled to reach it as soon as possible.

**Sympathetic Defense (Su)** A Child of Sehan gains an insight bonus to its AC equal to its Wisdom bonus.

*Covered with a layer of viscous green slim, this humanoid-shaped mass of roots and vines lumbers along with the gait of a drunken man. The fibrous green tendrils that have been woven together to create its form constantly writhe and pulsate in an oddly*

*familiar rhythm. A sickening stench and a fair sloshing sound marks its steady advance, and its eyes glow red.*

Created by exposure to the horrifying essence of the Far Realm, the Child of Sehan represents the terrifying culmination of "oneness with the universe." Without a trace of individuality, the Children of Sehan are little more than additional appendages for the thing that lurks at the center of the insidious web. Its plans are as unfathomable as the chaos that spawned it, and just as terrifying.

The effects of Sehan upon creatures other than humanoids are unknown, although it seems likely that such creatures would be similarly transformed by contact with it.



## POWER COMPONENTS

The power components optional rule in the DUNGEON MASTER'S GUIDE gives an alternative to spending XP on spells and magic items. Instead of using personal energy to power a spell, a spellcaster may substitute a special material component. These "power components" are rare and very valuable, and might even be a secret known only to a few spellcasters.

Introducing power components into a campaign has many advantages. You can use them to motivate the player characters, drawing them into situations they wouldn't otherwise consider with quests for rare materials. Power components also serve as a form of treasure for monsters that do not hoard wealth, most notably animals, many magical beasts, and vermin. Because the market for power components is entirely up to the DM, this form of treasure is easily controllable and carries a low risk of unbalancing a game.

Using obscure parts of monsters as ingredients for spellcasting also adds flavor to the game. You're free to decide exactly how much the PCs and other inhabitants of your world know about the subject—a quest for a power component might begin with locating a sage or intelligent monster who can provide the necessary recipe. Once the information is in hand, the party still must hunt down the creature in question.

Finally, if power components can be bought on the open market, they provide a handy way of separating PCs from their hard-earned gold. While low-end components don't break the bank, at higher levels, they run into the tens of thousands of gold pieces.

The power components listed here can be found in the

following issues: Dragon Magazine #: 332 – (Cutting Up The Dragon – Useful Bits From Formidable Foes) and Dragon Magazine #: 317 (Eye of Newt and Toe of Frog – Using Power Components)

### INTRODUCING AND USING POWER COMPONENTS

Although the DUNGEON MASTER'S GUIDE warns that power components have the potential to remove the only hard control on creating magic items and casting powerful spells (XP), this is largely dependent on their implementation and use. Being bonuses for making skillful use of defeated threats, power components can offer new options and resources to canny characters of various classes. Also, by following the rules and suggestions presented in this article, these campaign options should pose little risk of unbalancing your game.

Power components do have the potential to significantly influence a game-world's economy. Because of their market value and the dense population of monsters in most campaigns, a party could hunt down low-CR creatures to collect power components (and profit) with little personal risk.

However, a party could do this regardless of whether power components are available or not. Most groups choose not to, though, simply because there are more interesting things to do.

How power components are presented is also largely up to the DM and the campaign's flavor. Rather than being widely accepted, there could be prohibitions against buying and selling power components. Maybe the local council of druids has outlawed trading in creature parts, or the market might be entirely underground, and for the PCs to buy or sell power components, they must break strict local laws. These possibilities

Table 5-1: Power Components for Spell XP Costs

Spell	Creature	Component	XP Value	Market Price
<i>Atonement</i> (evil or neutral caster)	Eladrin, ghaele, dragon (evil, old)	Heart	500	2,500 gp
<i>Atonement</i> (good or neutral caster)	Devil, Ice (gelugon), dragon (good, old)	Heart	500	2,500 gp
<i>Awaken</i>	Elder elemental (any), dragon (green, old)	Vital essence (elemental), tongue (dragon)	250	1,250 gp
<i>Commune</i> (evil or neutral caster)	Lillend	Tail	100	500 gp
<i>Commune</i> (good or neutral caster)	Demon, succubus	Lips	100	500 gp
<i>Gate</i>	Devil, horned (cornugon)	Powdered brain	1,000	5,000 gp
<i>Limited wish</i>	Devourer, dragon (red, very old)	Rib cage (devourer), heart (dragon)	300	1,500 gp
<i>Miracle</i> (evil or neutral caster)	Treant, elder <sup>†</sup>	Roots (all)	5,000	25,000 gp
<i>Miracle</i> (good or neutral caster)	Slaad, black	Eyes	5,000	25,000 gp
<i>Permanency</i>				
<i>Darkvision</i>	Nightshade, nightwalker	Eyes	1,000	5,000 gp
<i>Detect magic</i>	Mummy lord	Wrappings (all)	500	2,500 gp
<i>Gust of wind</i>	Dragon (white, adult)	Tongue	1,500	7,500 gp
<i>Magic fang, greater</i>	Dragon (black, very old)	Fangs	1,500	7,500 gp
<i>Phase door</i>	Anaxim <sup>†</sup>	Head blade	3,500	17,500 gp
<i>Prismatic sphere</i>	Dragon (celestial, prismatic, young adult) <sup>†</sup>	Powdered skull	4,500	22,500 gp
<i>See invisible</i>	Dragon (mature adult)	Eyes	1,000	5,000 gp
<i>Symbol of death</i>	Winterwight <sup>†</sup>	Skull	4,000	20,000 gp
<i>Symbol of pain</i>	Evil Cleric, 20th level or higher	Scalp	2,500	12,500 gp
<i>Planar ally</i>	Nightmare, cauchemar	Hooves (all)	250	1,250 gp
<i>Planar ally, greater</i>	Slaad, death	Crushed claws (all)	500	2,500 gp
<i>Planar ally, lesser</i>	Slaad, red	Powdered fangs	100	500 gp
<i>Restoration, greater</i>	Unicorn, celestial charger	Horn	500	2,500 gp
<i>Simulacrum</i>	Golem, greater stone	Head	1,000	5,000 gp
<i>Vision</i>	Umber hulk, dragon (adult)	Faceted eyes (umber hulk), brain (dragon)	100	500 gp
<i>Wish</i>	Dragon (gold, wyrm)	Heart	5,000	25,000 gp

<sup>†</sup> From the EPIC LEVEL HANDBOOK



can significantly influence how PCs view power components and can make them ingredients for a wide variety of adventures.

If the DM wants to add these options to an existing game or give the PCs a more active part in their discovery, it could require a Knowledge check (of the kind relating to a creature's type) or Spellcraft check to learn about power components. Making such checks allows the PCs to feel that they have performed a noteworthy feat in discovering these possibilities, but it also retains the DM's control of where, when, and how they are found. The only downside to this more mysterious interpretation of power components is that it could prevent the widespread use and trade of harvested items, as only someone else who has already discovered their secrets will be willing to pay for them,

Another way to maintain the unusual and powerful feel of power components is to make them available only from the rarest creatures. This doesn't mean only the most powerful creatures, though. The PCs might still be able to harvest as many giant fire beetle oil ducts as they want, they just have to travel to the remote island volcano where the creatures live. This treatment assures that quests to seek out power components will not be undertaken lightly.

Regardless of how you introduce power components into your game, keep in mind the effects they can have on your world's economy and system of magic, and make sure that you and your players favor these changes. Also, remember that the tables below are merely meant to be suggestions, not comprehensive, nor suited to every campaign. Allow as many or as few of these power components as suit your game, and feel free to create your own.

### HARVEST AND TRANSPORT

Now that the PCs have discovered the existence of power components, found the specific ingredients for their spell or item, and hunted down the creature in question, what's next?

The answer depends on the specific component and monster. Sawing off the horn of a giant stag beetle, taking a suitably useful couatl's feather, or other simple task should require a DC 10 Survival check. However, a more complex task could raise the DC of this check significantly, such as +5 to strip the ridges from a displacer beast's tentacles or +10 to extract a wraith's ectoplasm, depending on how complicated the DM deems the operation. Failing such a check indicates that the power component was ruined in the attempt to harvest it. To aid in this check, characters who possess 5 or more ranks in the Knowledge skill related to the creature type they are harvesting from (such as Knowledge (dungeoneering) for aberrations and oozes or Knowledge (the planes) for outsiders) gain a +2 synergy bonus to these Survival checks.

Once harvested, power components require special care to avoid losing their potency. If left untreated, a power component becomes unusable in 1d6 days. This period of usefulness can be discerned by a making a DC 12 Spellcraft check, and a character can even extend it by making a successful DC 15 Craft (alchemy) check. Succeeding at this Craft (alchemy) check prolongs the power component's usefulness by 1 week, plus an additional week for every 5 points the character succeeds at this check. Thus, if a character makes a Craft (alchemy) check of 28, they are able to add 3 weeks to a single component's usefulness. However, if the character fails this Craft (alchemy) check, they either do not extend the component's freshness (if they fail by less than 5) or render the component useless (if they fail by 5 or more). Once a power component's potency has been extended, it cannot be extended again. Both the *gentle repose* spell and *unguent of timelessness* can also greatly extend a power component's "shelf life."

Supernatural components, such as demon humors, elemental remains, ectoplasm, or formian royal jelly, must be stored in an airtight container made from a nonporous material, such as glass.

Some power components are listed along with a descriptor that denotes processing, such as "dried," "powdered," or "rendered." Before such items can be used, they must be properly treated, requiring a DC 10 Craft (alchemy) check, with a failure of 5 or more resulting in the destruction of the component.

### PRICING AND PLACING POWER COMPONENTS

Choosing a value for a power component is easy. When the component replaces an XP cost for casting a spell or creating a magic item, its market price should be the number of XP multiplied by 5.

Picking an appropriate creature can be just as simple. In most cases, the market price of a power component should not exceed 20% of the treasure value a party of adventurers should receive for overcoming an encounter with an EL equal to the monster's CR. If a creature's body contains multiple power components, their total value should not exceed that number. Of course, you can break this guide-line and exceed that value if you want to—especially with creatures that don't carry treasure or carry less than the standard amount.

You might find it fun and useful to thematically link the power components to the creature. For instance, a young blue dragon's tongue might be used to pay for a *wand of lightnings* XP cost. Alternatively, power components might have more arcane associations. The reason why a titan's thumb replaces part of the XP cost of the *simulacrum* spell, for example, might be linked to some event in the history of your campaign world.

### POWER COMPONENTS FOR EXPERIENCE POINT COSTS

The Power Components for Spell XP Costs and Power Components for Magic Item XP Costs tables provide a variety of examples for creatures and what components might contribute to the creation of a magic item or the casting of a spell. When used in the casting of a spell with an XP cost, a power component counts as an additional material component. Power components are consumed after they are used.

### POWER COMPONENTS IN PLACE OF GOLD PIECES

Power components can substitute for other costs besides XP. For instance, certain items could stand in for expensive material components used in spellcasting. A spell that normally successful Craft check is still necessary to create the item, and if the check fails by 5 or more, the power component is ruined. Crafting the item still takes the normal amount of time (see page 70 of the *PLAYER'S HANDBOOK*).

As in previous examples, the power components used in the creation of these items should account for no more than 20% of the treasure of an Encounter Level of the creature's CR. The Power Components for Nonmagical Items table presents several example creatures, the power components they might have, and what items could be crafted from them. As above, these are only suggestions, and DMs should feel free to create their own, as long as they adhere to the formula above, and the necessary materials can conceivably be found within the creatures they choose.



# Complete Dragon Magazine 3.5 Arms and Equipment – Power Components

Table 5-2: Power Components for Magic Item XP Costs

Magic Item	Creature	Component	XP Value	Market Price
<b>Armor</b>				
Armor of acid resistance (any)	Dragon (black, copper, or green)	Egg shell	200 <sup>2</sup>	1,00 gp
Armor of cold resistance (any)	Dragon (silver or white)	Egg shell	200 <sup>2</sup>	1,00 gp
Armor of electricity resistance (any)	Dragon (blue or bronze)	Egg shell	200 <sup>2</sup>	1,00 gp
Armor of fire resistance (any)	Dragon (brass, gold, or red)	Egg shell	200 <sup>2</sup>	1,00 gp
Armor of invulnerability	Dragon (any) with DR	Scales	600	3,000 gp
Banded mail of luck	Dragon (bronze, adult)	Chest scales (all)	756	3,780 gp
Breastplate of command	Angel, planetar	Wings	1,016	5,080 gp
Demon armor	Devil, horned (cornugon), 21+ HD	Complete hide	2,090	10,450 gp
Spined shield	Fiendish Manticore, 16+ HD	Tail	223	1,115 gp
Winged shield	Archon, trumpet 14+ HD	Flight feathers (all)	690	3,450 gp
<b>Weapons</b>				
Dagger of venom	Devil, barbed (hamatula)	Cranial spine	332	1,660 gp
Flame tongue	Dragon (red, adult)	Tongue	829	4,145 gp
Frost brand	Dragon (white, ancient)	Heart	2,179	10,895
Holy avenger	Angel, solar paladin 1st lvl or higher	Spine	4,825	24,125 gp
Intelligent magic items <sup>3</sup>	Dragon (any, adult)	Brain	400	2,000 gp
Slaying arrow	Basilisk	Spines (all)	91	455 gp
Sleep arrow	Stirge	Proboscis	5	25 gp
<b>Potions and Oils</b>				
Cat's grace	Krenshar	Tail	12	60 gp
Cure moderate wounds	Giant bee	Royal jelly (all)	12	60 gp
Cure serious wounds	Lion	Adrenal gland	30	150 gp
Eagle's splendor	Half-celestial eagle	Feathers (all)	12	60 gp
Elixir of fire breath	Dragon (any with a fire breath weapon)	Tooth	44	220 gp
Fly	Pegasus	Hooves (all)	30	150 gp
Fox's cunning	Sprite, nixie	Scales (all)	12	60 gp
Haste	Dinosaur, deinonychus	Toe claws (all)	30	150 gp
Invisibility	Sprite, grig	Antennae	12	60 gp
Owl's wisdom	Pseudodragon	Crushed scales (all)	12	60 gp
Rage	Giant wasp	Powdered stinger	30	150 gp
<b>Rings</b>				
Djinni calling	Dragon (brass, great wyrm)	Heart	5,000	25,000 gp
Jumping	Devil, hellcat (bezekira)	Footpads	100	500 gp
Major energy resistance	Dragon (any, adult)	Blood	1,120	5,600 gp
Protection +1	Xill	Scales (all)	80	400 gp
Spell storing, major	Demilich, 25+ HD <sup>1</sup>	Soul gems	8,000	40,000 gp
Wizardry (2)	Spellcaster, 18 <sup>th</sup> level or higher	Larynx	1,600	8,000 gp
<b>Rods</b>				
Cancellation	Beholder	Central eye	440	2,200 gp
Lordly might	Inevitable, marut, 25+ HD	Gear column	2,800	14,000 gp
Rulership	Dragon (gold, mature adult)	Feet (all)	2,400	12,000 gp
Splendor	Archon, hound hero	Heart	1,000	5,000 gp
<b>Staves</b>				
Earth and stone	Dragon (copper, great wyrm)	Spine	3,200	16,100 gp
Fire	Elemental, elder, fire 40+ HD	Vital spark	710	3,550 gp
Frost	Dragon (white, wyrm)	Jaw bone	2,250	11,250 gp
Healing	Cleric, 16th level or higher	Palms	1,110	5,550
Power	Dragon (force, adult) <sup>1</sup>	Horn	8,440	42,200 gp



Atropal Eyes: While eyes of many creatures find use in magical and alchemical creations, it is only from the eyes of very powerful creatures that the most potent items come.

Atropal eyes, for example, can be used in the creation of a mirror of life trapping. Despite the risk posed by such powerful beings, some consider the reward well worth it.



# Complete Dragon Magazine 3.5 Arms and Equipment – Power Components

**Table 5-2: Power Components for Magic Item XP Costs cont.**

Magic Item	Creature	Component	XP Value	Market Price
<b>Wands</b>				
Bless	Dragon (gold, juvenile)	Horn	30	150 gp
Fireball	Dragon (red, old)	Horn	450	2,250 gp
Fog cloud	Dragon (bronze, adult)	Horn	180	900 gp
Hold person	Dragon (silver, adult)	Horn	180	900 gp
Ice storm	Dragon (white, ancient)	Horn	840	4,200 gp
Melf's acid arrow	Dragon (black, adult)	Horn	180	900 gp
Lightning bolt	Dragon (blue, old)	Horn	450	2,250 gp
Sleep	Dragon (brass, juvenile)	Horn	30	150 gp
Slow	Dragon (copper, old)	Horn	450	2,250 gp
Stinking cloud	Dragon (green, old)	Horn	450	2,250 gp
<b>Wondrous Items</b>				
Boots of the winterlands	Remorhaz	Dried heat glands	100	500 gp
Cloak of the bat	Nightshade, nightwing 25+ HD	Wing membranes	1,040	5,200 gp
Gauntlets of ogre power	Ogre barbarian, 6th lvl or higher	Fists	160	800 gp
Hand of the mage	Mephit (any)	Right hand	36	180 gp
Horn of blasting	Yrthak, 27+ HD	Horn	800	4,000 gp
Mirror of life trapping	Atropal <sup>1</sup>	Eyes	8,000	40,000 gp
Well of many worlds	Titan	Skull	3,280	16,400 gp

<sup>1</sup> From the EPIC LEVEL HANDBOOK

<sup>2</sup> You may use more than one complete shell to offset the XP cost of this item, but all shells must come from the same kind of dragon.

<sup>3</sup> The brain of an adult dragon can be used to offset the XP cost of the base price modifier and any powers shared by the dragon whose brain was used. Note that the item cannot possess any mental ability scores higher than that of the dragon whose brain was used and the alignment of the item always matches that of the dragon.

**Table 5-3: Power Components for Spell Costs**

Spell Name	Creature	Component	Market Price
Analyze dweomer	Lammasu, golden protector	Brain	1,500 gp
Atonement	Demon, succubus	Tongue	500 gp
Bless water	Aasimar	Fingers (all)	25 gp
Clone	Golem, clay	Primal clay	1,000 gp
Circle of death	Spectre	Ectoplasm	500 gp
Forbiddance	Demon, retriever	Eyes	1,500 gp
Identify	Archon, lantern	Body	100 gp
Legend lore	Genie, djinni	Tongue	250 gp
Magic jar	Vargouille	Skull	100 gp
Raise dead	Nightshade, nightwalker	Heart	5,000 gp
Reincarnate	Couatl	Wings	1,000 gp
Restoration	Lizard, monitor	Tail	100 gp
Sepia snake sigil	Yuan-ti, abomination	Tongue	500 gp
Shield of law	Formian, taskmaster	Cranial carapace	500 gp
Symbol of death	Nightshade, nightwalker	Palms	5,000 gp
Symbol of fear	Demon, bebiliths	Mandibles	1,000 gp
Symbol of insanity	Slaad, gray	Brain	5,000 gp
Symbol of pain	Monstrous scorpion, Gargantuan	Stinger	1,000 gp
Symbol of persuasion	Bard, 14th level or higher	Fists	5,000 gp
Symbol of sleep	Night Hag, 10+ HD	Horns	1,000 gp
Symbol of stunning	Monk, 16th level or higher	Tongue	5,000 gp
Symbol of weakness	Devil, horned (cornugon)	Ridges (all)	5,000 gp
Teleportation circle	Formian, myrmarch	Antennae	1,000 gp
Temporal stasis	Inevitable, marut	Crushed gears (all)	5,000 gp
True resurrection	Gloom	Heart	25,000 gp
Wish	Dragon (gold, mature adult)	Heart	10,000 gp

<sup>1</sup> From the EPIC LEVEL HANDBOOK



Owlbear's Claw: Ever large predatory creature should be approached with care. Owlbear's claws prove especially useful in concoctions granting their imbiber greater strength or staying power.

Stirge's Wing: Dangerous little blighters, despite their small size. Their wings find occasional use in items (particularly potions) that enable the user to fly.





**Mohrg Viscera:** This foul material is the bloated remains of a once-living being eternally cursed to unlife as a “mohrg.” While not particularly difficult to collect, the unholy stench of mohrg viscera clings to the unwary. The hands of those who touch the viscera stink for hours. This makes eating an unpleasant task



**Flight Feathers of the Trumpet Archon:** Some clerics and wizards possessing an overabundance of scruples refuse to use these difficult-to-collect items. Those who do choose to use them find that they are useful in the creation of magic shields that grant their users flight.

**Table 5-4: Power Components for Non Magical Items**

Item	Creature	Component	Craft Check	Market Price
<b>Weapons</b>				
Masterwork dagger	Lizardfolk	Cranial scale	Weaponsmithing	51 gp
Masterwork longbow	Ankheg	Leg and sinew	Weaponsmithing	125 gp
Masterwork longsword	Giant bee	Stinger	Weaponsmithing	55 gp
Masterwork shortspear	Crocodile	Tail bone	Weaponsmithing	105 gp
Masterwork spiked chain	Snake, constrictor	Spine	Weaponsmithing	109 gp
<b>Armor</b>				
Banded mail	Thoqqua	Segments (all)	Armorsmithing	84 gp
Full plate	Bulette	Armor plates (all)	Armorsmithing	500 gp
Masterwork half-plate	Tojanida, adult	Shell	Armorsmithing	250 gp
Masterwork leather	Giant ant, worker	Dried carapace	Armorsmithing	54 gp
Masterwork full plate	Gorgon	Hide	Armorsmithing	550 gp
<b>Adventuring Gear</b>				
Alchemist's lab	Doppelganger	Glands (all)	Alchemy	167 gp
Belt pouch	Toad	Hide	Weaving	4 sp
Magnifying glass	Monstrous spider	Eye	Glassworking	34 gp
Oil, 1 flask	Bat	Gizzard	Alchemy	3 cp
<b>Special Substances and Items</b>				
Antitoxin	Monstrous centipede	Venom sacs	Alchemy	17 gp
Everburning torch	Elemental, small, fire	Vital spark	Alchemy	37 gp
Thunderstone	Giant fire beetle	Head	Alchemy	10 gp
Tindertwig	Tiefling	Fingers (all)	Alchemy	4 sp



**Nightmare's Hoof:** While useful in the creation of fire-creating and fire-resisting items, care must be taken in acquiring such prizes.

It is important to note that the creatures themselves are fearsome and dangerous beasts.

The supernatural fire that burns while they live fades quickly upon death. Thus their hooves must be collected quickly and placed in a jar filled with a special oil that allows the flames to burn.



## GUNPOWDER WEAPONS

Although varied in their range, strength, and usage, an assortment of weapons from distant lands and advanced eras made deadly use of gunpowder. From elegant dueling pistols to crude handcannons, there is considerably more to gunpowder weaponry than just pistols and muskets. Unless otherwise noted, a gun requires two hands to load and 1 ounce of gunpowder for each shot. Reloading a firearm is a standard action that provokes attacks of opportunity.

**Attacking With Firearms:** Firearms are ranged weapons and follow all of the rules for using such arms. As they have a sturdiness not seen in less advanced ranged weapons, characters can use firearms as improvised melee weapons, striking targets with the weapons' butts (see one-handed and two handed melee weapons on the Gunpowder Weapons table). Using a loaded firearm in this fashion in melee is extremely dangerous, as the weapon has a 50% chance of firing after each successful attack, hitting its wielder and dealing normal damage.

**Loading:** In addition to having to be reloaded after each shot, firearms also require 1 ounce of gunpowder to fire. Adding readily available gunpowder (such as that held in a powderhorn) to a firearm is considered in the time it takes to reload a weapon, but it is nevertheless an element characters must have to reload their weapons. Drawing gunpowder from a powder keg or other source can significantly increase the time it takes to reload, so nearly all characters that use firearms should keep at least one powderhorn on hand at all times. More information on gunpowder can be found on page 145 of the DUNGEON MASTER'S GUIDE.

**Skills and Feats:** PCs who plan on using firearms should take the Exotic Weapon Proficiency (firearms) feat, to avoid the -4

penalty to attack rolls for using weapons they are not proficient with. Unlike other proficiencies in exotic weapons, Exotic Weapon Proficiency (firearms) applies to all firearms, not just a single type (see page 144 of the DUNGEON MASTER'S GUIDE). Other feats like Point Blank shot or Precise Shot can also greatly increase accuracy. Having a few ranks in Craft (alchemy) might also aid in dealing with and creating gunpowder.

If a character plans on using larger artillery weapons, taking ranks in skills like Profession (siege engineer) greatly increases the rate of attacks using these massive weapons, while Knowledge (architecture and engineering) might aid in picking out prime defensive targets. Also, siege engineers might want to take the Leadership feat to assure that they always have a crew on hand to aid them in moving and firing artillery weapons.

## GUNPOWDER WEAPONS

**Blunderbuss:** The word blunderbuss is derived from Dutch and literally means "thundergun". Their trumpet-shaped barrels were designed to scatter shot across a wide arc, making them popular among both homeowners and naval boarding parties.

Much like a primitive shotgun, the blunderbuss was not designed for accuracy of any kind. When fired, a blunderbuss does not require the user to make an attack roll. Rather, all creatures in a 20-foot cone must make a DC 15 Reflex save or be struck by shot (see the Gunpowder Weapons table). Those who make their save suffer only half damage. Because no attack roll is made using this weapon, a blunderbuss cannot cause critical hits.

Blunderbuss shot consists of 1 pound of nearly any form of scrap metal, stones, or other improvised bullets. However, the sizable cone expelled by a blunderbuss requires that 4 ounces of gunpowder be used in loading and reloading the weapon, instead of the standard 1 ounce.

Table 6-1: Gun Powder Weapons

Exotic Weapons	Market Price	DMG (S)	DMG (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>
<i>One-Handed Melee Weapons</i>							
Pistol butt	--	1d3	1d4	x2	--	--	Bludgeoning
<i>Two-Handed Melee Weapons</i>							
Rifle butt	--	1d4	1d6	x2	--	--	Bludgeoning
<i>One-Handed Ranged Weapons</i>							
Pistol <sup>3</sup>	250 gp	1d8	1d10	x3	50 ft.	3 lbs.	Piercing
Bullets (10)	3 gp	--	--	--	--	2 lbs.	--
Pistols, dueling (2)	1,100 gp	1d8	1d10	x3	50 ft.	3 lbs.	Piercing
Bullets (10)	3 gp	--	--	--	--	2 lbs.	--
Pistols, grenade	300 gp	--	--	--	40 ft.	4 lbs.	--
Bomb <sup>3</sup>	150 gp	2d6	2d6	--	10 ft. <sup>4</sup>	1 lb.	--
Bomb casing	30 gp	special	special	--	10 ft. <sup>4</sup>	4 lbs.	--
Canister	20 gp	--	--	--	10 ft. <sup>4</sup>	1 lb.	--
Pistol, hilt	+300 gp	1d8	1d10	x3	10 ft.	+2 lbs.	Piercing
Bullets (10)	3 gp	--	--	--	--	2 lbs.	--
Pistol, holdout	100 gp	1d6	1d8	x2	10 ft.	1 lb.	Piercing
Bullets (10)	3 gp	--	--	--	--	2 lbs.	--
Pistol, spear	+150 gp	+1d6	+1d8	--	--	+2 lbs.	Piercing
Bullets (10)	3 gp	--	--	--	--	2 lbs.	--
<i>Two-Handed Ranged Weapons</i>							
Blunderbuss	200 gp	1d4	1d6	--	special	10 lbs.	Piercing
Carbine	300 gp	1d10	1d12	x3	100 ft.	7 lbs.	Piercing
Bullets (10)	3 gp	--	--	--	--	2 lbs.	--
Hand cannon	50 gp	1d8	1d10	x3	50 ft.	15 lbs.	Piercing
Bullets (10)	3 gp	--	--	--	--	2 lbs.	--
Musket <sup>3</sup>	500 gp	1d10	1d12	x3	150 ft.	10 lbs.	Piercing
Bullets (10)	3 gp	--	--	--	--	2 lbs.	--
Rifle	600 gp	1d10	1d12	x3	200 ft.	12 lbs.	Piercing
Bullets (10)	3 gp	--	--	--	--	2 lbs.	--
Rocket Launcher	300 gp	--	--	--	--	4 lbs.	--
Explosive	40 gp	special	special	--	80 ft.	6 lbs.	--
Incendiary	30 gp	special	special	--	80 ft.	5 lbs.	--
Spear	15 gp	1d6	1d8	x3	120 ft.	4 lbs.	Piercing

<sup>3</sup>These items originally appear in the DUNGEON MASTER'S GUIDE

<sup>4</sup>Range increment when thrown

## Complete Dragon Magazine 3.5 Arms and Equipment – Gun Powder Weapons

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Carbine:** When it became clear to even cavalymen that lance wielding charges were finally obsolete, the need arose for a weapon that could be fired and reloaded from horseback. Bridging the gap between rifles and pistols, the carbine is a short, light weapon that sacrifices range while maintaining firepower.

Carbines are more or less identical to normal muskets, but they have shorter barrels and lighter frames that reduce their range significantly. However, since carbines are built for mounted combat, a character firing from the back of a mount making a double move suffers only a -2 penalty to his ranged attack rolls (instead of -4). Also, a character firing from the back of a running mount suffers only a -4 penalty to his ranged attack rolls (instead of -8). See page 157 of the *PLAYER'S HANDBOOK* for more information about mounted combat.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Hand Cannon:** Large and unwieldy, hand cannons are relatively primitive firearms manufactured by cultures just learning how to use gunpowder. Also known as an arquebus, a hand cannon consists of a smooth barrel bound to a wooden stick by tight iron hoops.

Due to their simplistic design, hand cannons do not have the range or damaging capability of more advanced muskets. However, their simplicity makes them the cheapest of all firearms.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Pistol, Dueling:** Finely crafted to suit the tastes of quarrelsome young aristocrats, dueling pistols represent the height of the gunsmith's craft. They use the best materials available and are heavily personalized and elaborately decorated.

Dueling pistols are essentially masterwork pistols sold in matched sets of two (see the *DUNGEON MASTER'S GUIDE*, page 145). Masterwork firearms are treated just as any other masterwork ranged weapon, offering a +1 enhancement bonus to attack rolls. The price on the Gunpowder Weapons table lists the price of a matched set of two dueling pistols.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Pistol, Grenade:** Grenade pistols look much like rifles or muskets with a blunt, wide muzzle that ends just inches beyond the firing mechanism. Capable of loading and firing a variety of thrown weapons, grenade pistols greatly increase the threat of these weapons.

A grenade pistol can launch any of the following projectiles, which can also be used as thrown weapons (see page 158 of the *PLAYER'S HANDBOOK*). At the DM's discretion, grenade pistols might be capable of launching other

objects, although items in flasks or bags are destroyed upon being fired. A grenade pistol requires 4 ounces of gunpowder to fire.

**Bomb:** This round gunpowder bomb must be lit before it is loaded into a grenade pistol. Lighting a bomb requires a move action in addition to the time it takes to load. While lighting a bomb, a character can decide how long he wants the fuse to be, choosing when it detonates from 1 to 5 rounds or upon impact if the weapon is immediately fired. This allows the grenade pistol's user to keep the weapon loaded for a time before firing to cause the grenade to explode several rounds after it has been fired.

When the fuse expires, a bomb deals 2d6 points of fire damage to all creatures within 5 feet. Anyone caught within the blast radius can make a DC 15 Reflex save to take half damage. As with thrown weapons, a bomb may target either a creature or a specific grid intersection and deviates if it misses.

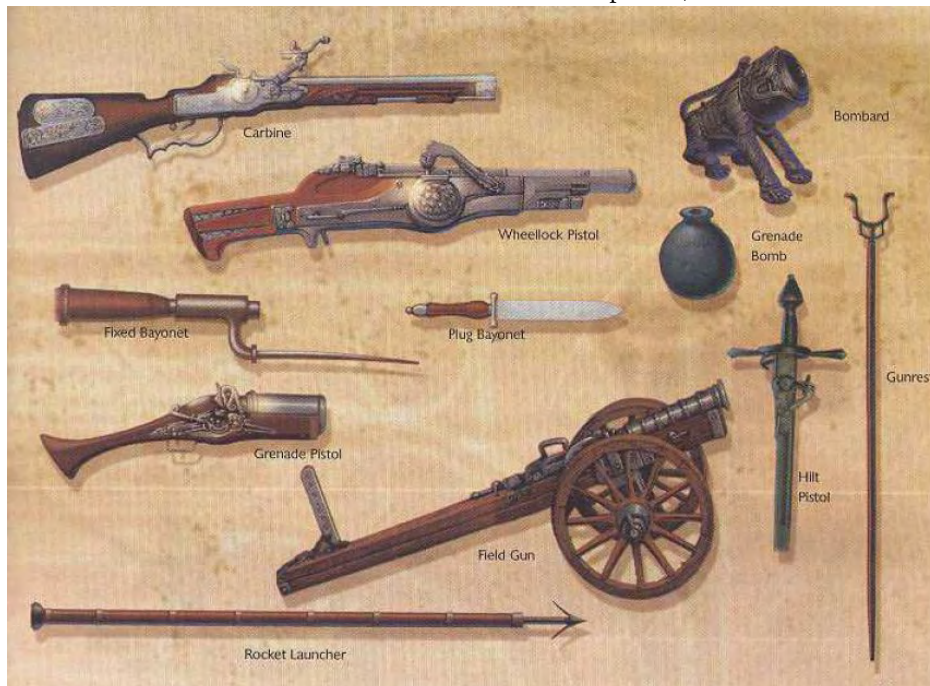
**Bomb Casing:** These containers are essentially weaker forms of normal bombs, the majority of their gunpowder replaced with a plugged empty hollow. If the user wishes, a wide variety of volatile chemicals or dangerous items can be placed within, allowing them to survive the blast of being fired.

Even though the explosion deals no damage, a bomb casing must still be lit before it is loaded into a grenade pistol, the charge breaking the casing open and scattering its contents. Lighting a bomb casing requires a move action in addition to the time it takes to load. While lighting the casing, a character can decide how long he wants the fuse to be, choosing when it detonates from 1 to 5 rounds or upon impact if the weapon is immediately fired. This allows the grenade pistol's user to keep the weapon loaded for a time before firing or cause the grenade to explode several rounds after it has been fired.

Bomb casings are commonly filled with a flask of acid, a flask of holy water, a tanglefoot bag, a smokestick, or a thunderstone. Loading any of these (or similar) items into a bomb casing requires a move action that provokes an attack of opportunity. Once loaded, these items (and items like them) are not damaged by being fired, and upon the bomb casing's fuse expiring, the small explosion disperses them just as if they had been thrown. See each item's individual description for its exact effects.

A bomb casing can also be used as a delivery method for some poisons. Casings can be filled with 5 uses of either a contact or inhaled poison, each of which must be applied as a standard

action and risks poisoning the character as normal. Once filled, the poisoned casing can be lit and fired as normal. Upon detonating, the poison is scattered in a 5-foot-radius splash from the point it landed, exposing all the creatures in that area (see the effects of poisons on page 297 of the *DUNGEON MASTER'S GUIDE*). However, since the broad splash is a less than an optimal method of transferal and does not assure direct exposure, the DCs of Fortitude saves to resist these exploded poisons are decreased by -2.





Poisons spread using bomb casings are used up after detonating and do not affect creatures on later round.

**Canister:** These light, cylindrical containers function much like bomb casings, only they contain no gunpowder. A cork at one end of the iron canister allows an item the size of a potion or folded scroll to be fired from a grenade pistol and land without damage. A canister may target either a creature or a specific grid intersection, as if it were a thrown

weapon, and deviates if it misses (see page 158 of the *PLAYER'S HANDBOOK*). If the canister's target is a creature, the target may attempt to catch it, if it has a free hand, by making a successful DC 15 Dexterity check, the canister deviates as if it had missed.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Pistol, Hilt:** The most prolific of all combined weapons, hilt pistols are firearms built into another weapon. Nearly any weapon can have a pistol built into it. History provides examples of even whips and axes with attached guns. A hilt pistol allows a wielder to choose between attacking with either the melee weapon or the hilt pistol, without having to switch between weapons. A character with multiple attacks can even make a single ranged attack using the hilt pistol as part of a full attack action, without suffering the penalties for fighting with two weapons. A hilt pistol used in melee combat is still considered a ranged weapon and provokes attacks of opportunity. An enhancement bonus on the weapon the hilt pistol is attached to does not apply to the attached hilt pistol as well, although the pistol can be enhanced separately.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Pistol, Holdout:** Commonly used by gamblers, spies, and other professionals who need easily concealable firepower, holdout pistols are small and light enough to be carried without being noticed.

Due to their size, holdout pistols have a severely limited range, but characters gain a +2 bonus on Sleight of Hand checks made to conceal hilt pistols on their bodies (see page 81 of the *PLAYER'S HANDBOOK*).

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**Pistol, Shield:** One of the few forms of combined weapons that meld weapons and armor, shield pistols are firearms that run directly through a shield and can easily be fired by its user. Any shield, except a buckler, can have a pistol built into it, usually protruding from the top or directly through the center. A shield pistol can be used to either make a ranged attack or increase the damage of a shield bash. When used to make a ranged attack, the user can fire it like a pistol. When used with a shield bash, a



successful attack deals the pistol damage in addition to the shield bash damage. The damage dealt by a shield pistol in a shield bash is multiplied using the shield bash's critical multiplier on a critical hit. An enhancement bonus on a shield or shield spike does not apply to the attached shield pistol as well, although the pistol can be enhanced separately.

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**Pistol, Spear:** One

of several forms of combined weaponry, spear pistols merge the defensive capabilities of a spear with the destructive power of firearms. Any spear or similar piercing pole-arm can have a small pistol built into it, just below the blade. A spear pistol fires the first time a target is hit using the spear it is attached to, dealing additional damage. Since it does not have a normal trigger, a spear pistol cannot be fired as a ranged weapon. An enhancement bonus on the spear does not apply to the attached spear pistol as well, although the pistol can be enhanced separately.

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**Rifle:** In contrast to the smooth-barreled musket, rifles have a series of ridges or troughs spiraling along the inside of their barrels, which spin the bullet as it is fired. This greatly improves range and accuracy, allowing troops to hit individual targets at long range, rather than relying on massed firepower. For this reason, they quickly became popular with snipers and irregular troops such as skirmishers who fought away from the main battle lines.

Rifles function essentially the same as muskets but they have considerably better range.

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**Rocket Launcher:** Although not widespread, Chinese advances in missile technology throughout the twelfth century were considerable. Over the course of a few centuries, rockets advanced from improvised melee weapons to, in one case, a multi-stage naval rocket capable of traveling almost a mile.

The rocker launder presented here is a small, man-portable variety that can fire three different types of ammunition. As a delivery platform, it is relatively unsophisticated, consisting of little more than a reinforced and fireproof metal tube. Firing a rocket launcher is a full round action that provokes an attack of opportunity. The three types of rockets are:

**Explosive:** Explosive rockets are made by packing scrap metal around a core of gunpowder. These rockets can target either creatures or specific grid intersections and deviate if they miss, just as thrown weapons do (see page 158 of the *PLAYER'S HANDBOOK*). When the rockets strike a target, the gunpowder

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charge is ignited, dealing 1d10 points of damage on a direct hit and 1d4 points of damage to every creature within 5-foot radius.

**Incendiary:** This is a container of alchemist's fire mounted on a small rocket. These rockets can target either creatures or specific grid intersections and deviate if they miss, just as thrown weapons do (see page 158 of the *PLAYER'S HANDBOOK*). Upon hitting a target, an incendiary rocket is treated exactly as a thrown flask of alchemist's fire (see page 128 of the *PLAYER'S HANDBOOK*).

**Spear:** By attaching small rockets to the front of a heavy metal spear, a new projectile is created with range and penetrating power far in excess of any muscle-powered javelin.

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**Table 6-2: Weapon Attachments and Modifications**

Attachment/Modification	Market Price	Weight
Bayonet, fixed	+15 gp	+2 lbs.
Bayonet, plug	2 gp	1 lb.
Bayonet, ring	2 gp	1 lb.
Bayonet, spring	+5 gp	+2 lbs.
Breachloading	+50 gp	--

### WEAPON ATTACHMENTS AND MODIFICATIONS

Historically, the often slow and dangerous task of reloading a firearm made traditional weapons seem more appealing. To overcome their weaknesses, several improvements were developed to increase the threat and usefulness of gunpowder weaponry.

**Bayonet, Fixed:** To allay the difficulties of loading and firing past an obtrusive blade, the fixed bayonet is a daggerlike point with a curved elbow affixed directly to the muzzle of a firearm. Although they cannot be removed, fixed bayonets are fashioned in such a way that they don't impede the use or loading of the weapon.

A weapon augmented with a fixed bayonet can be used in melee, as any other bayonet, but it does not take additional time to draw or affix, and does not impede the loading or firing of the weapon.

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**Bayonet, Plug:** The first bayonets were little more than daggers, their hilts jammed into the barrels of firearms and generally used only in emergencies.

Plug bayonets can be attached to any firearm as a move action, but this prevents the weapon from being loaded or fired for as long as it remains attached. When fitted to a one-handed firearm, bayonets create a dagger, while bayonets on two-handed weapons are treated as shortspears.

A plug bayonet must be drawn like a weapon in addition to the time it takes to affix one to a firearm.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Bayonet, Ring:** As gunpowder weapons became more common, the shortcomings of the plug bayonet became progressively more obvious. Many of these problems were solved by the introduction of a bayonet that fitted around the muzzle of the gun.

Ring bayonets function exactly as plug bayonets in combat, except as noted here. While a ring bayonet is in place, the weapon may still be fired, but at a –2 penalty to attack rolls.

Attempting to reload while a ring bayonet is fixed requires a full round action as it is difficult to reload around the protruding blade.

A ring bayonet must be drawn like a weapon in addition to the time it takes to affix one to a firearm.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Bayonet, Spring:** A spring-loaded hinge attached to a firearm's muzzle keeps these bayonets out of the way while firing and loading, yet still allows them to be deployed swiftly. With only a simple adjustment, these bayonets make a firearm melee-ready in a moment.

Spring bayonets can be added to any firearm and can be set into place (or withdrawn) as a move action. As the blade extends above the muzzle of a firearm it can still be fired while the bayonet is fixed, although at a –2 penalty on attack rolls.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Breachloading:** Although reliable, breachloading weapons were not introduced until the latter half of the nineteenth century. Individual craftsmen in your campaign might experiment with weapons that can be reloaded through a hatch near the base of the gun, a far easier and faster process than ramming shot down the barrel.

Breachloading can be added to any firearm, making it much easier to load than comparable bore-loading firearms. Weapons with breachloading that previously required a standard action to reload may be reloaded as a move action.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Table 6-3: Artillery**

Artillery	Market Price	Damage	Critical	Range Increment	Crew
Bombard	3,500 gp	10d6	--	200 ft. (100 ft. minimum)	4
Field gun	2,500 gp	6d6	--	Special	2
Organ gun	3,000 gp	4d6	--	Special	3

### ARTILLERY

The discovery and use of gunpowder saw its first applications in artillery and siege-worthy weaponry. Artillery weapons make use of many of the same rules as siege weapons (found on page 100 of the *DUNGEON MASTER'S GUIDE*).

**Bombard:** The ancestors of modern artillery, bombards look much like small, rounded cannons or mortars. Varying construction methods lent these weapons a wide variety of appearances, from a series of crude iron hoops to ornate shapes resembling dragons and other monstrosities. Although inefficient and prone to spectacular malfunctions, bombards rapidly supplanted catapults as the dominant siege weapon due to their sheer destructive power.

To fire a bombard, the crew chief makes a special check against DC 15 using only his base attack bonus, Intelligence modifier, range increment penalties, and any appropriate modifiers from the Catapult Attack Modifiers table on page 100 of the *DUNGEON MASTER'S GUIDE*. If the check succeeds, the cannon ball hits the square it was aimed at, dealing the indicated damage to any object or character in the square. Characters who succeed on a DC 15 Reflex save take half damage. Once a cannon ball hits a square, subsequent shots hit the same square unless the bombard is reaimed or the wind changes direction or speed. Since no attack rolls are made, bombards cannot cause critical hits.

If a bombard misses, roll 1d8 to determine where it lands. This determines the misdirection of the shot, with 1 being back toward the bombard and 2 through 8 counting clockwise around the



## Complete Dragon Magazine 3.5 Arms and Equipment – Gun Powder Weapons

target square. Then, count 3 squares back for every range increment of the attack.

Loading a bombard requires a series of full-around actions. A DC 15 Profession (siege engineer) check is required to set the fuse then another DC 15 Profession (siege engineer) check loads the powder charge. Finally, a DC 10 Strength check is required to load a cannonball into the bombard. It takes four full-round actions to reaim a bombard (multiple crew members can perform these actions in the same round, so it would take a crew of four only 1 round to reaim a bombard).

A bombard is a large object with a 10-foot space.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Field Gun:** Although iron cannons performed adequately during sieges, their weight and delicate construction made it almost impossible to use them in combat. Bronze on the other hand, was lighter and could be cast whole using techniques borrowed from medieval bellmakers. This allowed the construction of small, quick-firing cannons that could respond rapidly to fluid battlefield conditions.

Firing a loaded field gun is a simple act, requiring only a standard action (that provokes attacks of opportunity). Upon being fired, the field gun shoots a cannonball in a 500-foot-long, 5-foot-wide straight line directly in front of it, affecting all creatures in that line. Creatures in this line are allowed a DC 15 Reflex save to take half damage. Field guns do not have a standard range increment and cannot be fired farther than 500 feet. Since no attack rolls are made, field guns cannot cause critical hits.

Loading a field gun requires a series of full-round actions. A DC 15 Profession (siege engineer) check is required to set the fuse

then another DC 15 Profession (siege engineer) check loads the powder charge. Finally, a DC 8 Strength check is required to load a cannonball into the field gun. It takes two full-round actions to reaim a bombard (multiple crew members can perform these actions in the same round, so it would take a crew of two only 1 round to reaim a field gun).

A field gun is a Medium object with a 5-foot space.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

**Organ Gun:** Organ guns saw limited use as anti-infantry weapons, displaced by grapeshot rounds fired by newer, more versatile cannons. These complex weapons look like a series of large rifles or small cannons, arranged in a horizontal row and capable of being fired at a rapid rate.

Firing a loaded organ gun requires a full-round action (that provokes attacks of opportunity). Upon being fired, the organ gun discharges a 10-foot-wide barrage in a 300-foot-long line directly in front of it. Creatures in this line are allowed a DC 20 Reflex save to take half damage. Organ guns do not have a standard range increment and cannot be fired farther than 300 feet. Since no attack rolls are made, organ guns cannot cause critical hits.

Loading an organ gun requires six DC 10 Strength checks to load the cannon balls and a DC 20 Profession (siege engineer) check to set and bind the fuses. Reaiming an organ gun takes three full-round actions (multiple crew members can perform these actions in the same round, so it would take a crew of three only 1 round to reaim an organ gun).

An organ gun is a Large object with a 10-foot space.

Dragon Magazine #: 321 (The Way of the Gun – Gunpowder Weapons for D&D)

### GUNPOWDER WEAPON OPTIONAL RULES: PRICING, DAMAGE, AND MISFIRES

The Dungeon Master's Guide presents advanced weaponry as technological rarities on par with the equipment presented in the Player's Handbook. A few changes to the standard rules for the pricing and damage of these items can easily make them more available and appealing options to PCs on a world filled with gunpowder technology.

**Pricing:** Gunpowder weapons have the advantage of being easily mass-produced. This means that once a campaign world's craftsmen develop the required skills, firearms can potentially become cheaper to make than crossbows. A DM who wishes to lower the prices of such weapons could realistically have an advanced culture produce most of the equipment presented here at three-quarters to one-half the listed price.

**Damage:** Increasing the damage dealt by gunpowder weapons is sure to raise the PCs eyebrows and interest them in using the new technology. One option is to let firearms deal damage as if they were a size category larger, which more than compensates for their long reload times. Another possibility is to increase their threat ranges or critical multipliers, simulating the unpredictable nature of early firearms. Be careful when advancing threat range and critical multipliers, as increased critical hits tends to benefit NPCs and monsters more than player characters.

**Misfires:** In certain worlds, firearms might still be in their infancy and are not always reliable. If the DM wishes, whenever a 1 is rolled on an attack roll using gunpowder weaponry, roll another d20 and consult the following table for a misfire effect.

#### D20<sup>1</sup> Roll Result

1	The firearm explodes, destroying the weapon and inflicting 1d6 damage upon the wielder.
2-5	The weapon's firing mechanism breaks. The weapon must be repaired before being used again, which costs one-quarter of the weapon's total price and requires a successful DC 15 Craft (gunsmithing) check.
6-8	Something prevents the weapon's firing mechanism from working. Determining and fixing the problem requires a full-round action. The firearm may not be used again until the problem is fixed.
9-11	Moisture or the wrong amount of gunpowder prevents the shot from firing. The firearm must be reloaded before it can be fired again.
12-14	A mechanical problem prevents the firearm from firing. The attack fails this round but may be retried with a new attack without reloading.
15-17	An imperfection in the muzzle causes this shot to go astray. The firearm's user makes another attack on another creature within 5 feet of the original target, randomly determining which creature if there are multiple targets. If there are no other targets within 5 feet, the shot merely misses.
18-20	No effect, the firearm misses as normal.

<sup>1</sup>Enhanced and masterwork firearms add their enhancement bonus to their rolls on the misfire table.

## EQUIPMENT ARRAYS

Equipment arrays help simplify character sheets and reduce the need for precise bookkeeping. Instead of writing down all the mundane equipment, simply write in the name of the array, figure the cost and encumbrance, and use this as a reference sheet. All of these items can be found in the *PLAYER'S HANDBOOK*, *COMPLETE ADVENTURER* and *ARMS AND EQUIPMENT GUIDE* also have useful items for especially tough missions.

**Byzantine Klibanophoros Equipment:** The Roman Empire imitated the equipment and fighting styles of its enemies, especially the Sarmatians and Persians. Roman shock cavalry operated in dense formations and used the *kontos*, a two-handed spear adopted from the Sarmatian noble steppe warriors and very similar to the ancient Greek *xyston*. True *cataphract* units disappeared from the army in the sixth century CE, replaced by the heavy cavalry formations of Germans and native East Romans that behaved differently than the old *cataphracts*, even if sometimes similarly equipped. During this time, the cavalry units began to employ the *kontarion*, a lighter version of the *kontos* that could be used with only one hand. These horsemen often dismounted to fortify battle lines held by poorly trained infantry.

The Byzantine *cataphracts* truly re-emerged in the tenth century as units of *klibanophoroi*. The *klibanophoros's* long corselet and gauntlets consisted of several layers of chain and padding armor, while a metal helmet, arm braces, greaves, and overshoes protected his extremities. Only his eyes remained uncovered. In addition to the *kontarion*, the *klibanophoros* carried a sword, dagger, and darts; an officer also carried a mace. They deployed in blunt-nosed wedges (usually with horse archer support from the middle ranks) and rolled over their foes at a gallop instead of relying on wild charges.

Dragon Magazine #: 346 (Class Acts – Eastern Cataphracts)

Item	Cost	Weight
Light warhorse	150 gp	--
Bit & bridle	2 gp	1 lb.
Military saddle	20 gp	30 lbs.
Scale barding	200 gp	60 lbs.
<i>Mount subtotal</i>	<i>372 gp</i>	<i>91 lbs.</i>
Traveler's outfit	1 gp	5 lbs.
Chainmail	150 gp	25 lbs.
Light wooden shield	3 gp	5 lbs.
<i>Kontarion</i> (lance)	10 gp	10 lbs.
Longsword	15 gp	4 lbs.
Darts (4)	1 gp	2 lbs.
Light mace	5 gp	4 lbs.
<i>Rider subtotal</i>	<i>185 gp</i>	<i>55 lbs.</i>
<b>Total</b>	<b>557 gp</b>	<b>146 lbs. + rider</b>

**Early Cataphracy (Hellenized Asian) Equipment:** Until *cataphracts* evolved at the edge of the Hellenistic world, the best equipped heavy horseman limited his armor to a padded, felt, or scale corselet and armed himself with javelins and maybe a thrusting spear or other light sidearm; his horse wore no barding. The typical *cataphract's* panoply included heavy body armor, a partially or completely armored mount, and an extra-long spear or lance. He often wore a bronze or iron helmet decorated with the mask of a bearded face. While the *cataphract* never outnumbered other forms of cavalry, he usually proved effective against all but the most disciplined and determined infantry.

The Macedonian companions of Alexander the Great introduced the *xyston*, a pike-length cavalry spear, to Asia Minor

and the Near East. The Seleucid successors to Alexander's Asian provinces adopted the heavy armor (for both rider and mount) of their Persian neighbor and paired it with the esteemed two-handed cavalry lance. Never more than a minority, the Seleucid and Parthian Persian *cataphracts* served as elite shock cavalry for armies dominated by horse archers and lightly armed infantry. The *cataphracts*, in mass formation, pressed the attack after the light cavalry created gaps in the enemy line through harassing and demoralizing attrition.

The Early *Cataphract* Equipment Chart is not all-inclusive. The Greek *kopis* used a number of side arms, such as short swords, longswords, and daggers. The barding could be considerably lighter as well. Padded, leather, or studded leather barding easily replicates or approximates actual horse armor used by Hellenistic *cataphracts* of the third through first centuries BCE.

Dragon Magazine #: 346 (Class Acts – Eastern Cataphracts)

Item	Cost	Weight
Light warhorse	150 gp	--
Bit & bridle	2 gp	1 lb.
Military saddle	20 gp	30 lbs.
Scale barding	200 gp	60 lbs.
<i>Mount subtotal</i>	<i>372 gp</i>	<i>91 lbs.</i>
Noble's outfit	75 gp	10 lbs.
Scale mail with bearded helmet	50 gp	30 lbs.
<i>Xystan</i> (longspear)	5 gp	9 lbs.
<i>Kopis</i> (kukri)	8 gp	2 lbs.
<i>Rider subtotal</i>	<i>138 gp</i>	<i>51 lbs.</i>
<b>Total</b>	<b>510 gp</b>	<b>142 lbs. + rider</b>

**Healing Array:** Those with limited or no access to magical healing often find these items useful. They represent the tools typically carried by professional healers and battlefield medics.

Dragon Magazine #: 345 (Class Acts - Equipment Arrays)

Item	Cost	Weight
Antitoxin (vial)	50 gp	--
Backpack	2 gp	2 lbs.
Bedroll	1 sp	5 lbs.
Candles (2)	1 cp	--
Cleric's vestments	5 gp	6 lbs.
Healer's kit	50 gp	1 lb.
Holy water (flask)	25 gp	1 lb.
Mugs (5)	1 sp	5 lbs.
Rations (4 days)	2 gp	4 lbs.
Sewing needle	5 sp	--
Soap	5 sp	1 lb.
Wine, fine bottles (2)	20 gp	3 lbs.
<b>Total</b>	<b>156 gp, 2 sp, 1 cp</b>	<b>28 lbs.</b>

**Infiltration Array:** These are the most common tools used to break into and out of fortified areas. An adventurer caught walking about after dark equipped with this array needs a good story to avoid time in the local jail.

Dragon Magazine #: 345 (Class Acts - Equipment Arrays)

Item	Cost	Weight
Acid (flask)	10 gp	1 lb.
Belt pouch (2)	1 gp	1 lb.
Block and tackle	5 gp	5 lbs.
Caltrops	1 gp	2 lbs.





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Crowbar	2 gp	5 lbs.
Explorer's outfit	10 gp	8 lbs.
Grappling hook	1 gp	4 lbs.
Lantern, bullseye	12 gp	3 lbs.
Pole, 10-foot	2 sp	8 lbs.
Rations (2 days)	1 gp	2 lbs.
Signal whistle	8 sp	--
Silk rope (50 ft.)	10 gp	5 lbs.
Sledge	1 gp	10 lbs.
Thieves tools, masterwork	100 gp	1 lb.
Waterskin	1 gp	4 lbs.
<b>Total</b>	<b>156 gp</b>	<b>59 lbs.</b>

**Merchant Array:** An adventurer who wishes to act as a reputable merchant, or one who merely wishes to track her acquisitions, does well to keep these items in stock.

Dragon Magazine #: 345 (Class Acts - Equipment Arrays)

Item	Cost	Weight
Belt pouch (2)	2 gp	1 lb.
Courtier's outfit	30 gp	6 lbs.
Good lock	80 gp	1 lb.
Ink (1 oz. vial)	8 gp	--
Inkpen	1 sp	--
Magnifying glass	100 gp	--
Merchant's scale	2 gp	1 lb.
Paper (20 sheets)	8 gp	2 lbs.
Scroll cases (4)	4 gp	2 lbs.
Sealing wax	1 gp	1 lb.
Signet ring	5 gp	--
Small steel mirror	10 gp	--
<b>Total</b>	<b>250 gp, 1 sp</b>	<b>14 lbs.</b>

**Mountaineering Array:** These heavy supplies allow any single traveler to survive the cold conditions of an extended mountain climb for about two weeks, barring poor weather or unforeseen difficulties. FROSTBURN contains more helpful equipment.

Dragon Magazine #: 345 (Class Acts - Equipment Arrays)

Item	Cost	Weight
Backpack	2 gp	2 lbs.
Belt pouch (2)	2 gp	1 lb.
Climbing kit	80 gp	5 lbs.
Cold weather outfit	8 gp	7 lbs.
Firewood (24 hours' worth)	1 cp	20 lbs.
Flint and steel	1 gp	--
Hammer	5 sp	2 lbs.
Pitons (30)	3 gp	15 lbs.
Rations (2 weeks)	7 gp	14 lbs.
Silk rope (100 ft.)	20 gp	10 lbs.
Tent	10 gp	20 lbs.
Waterskin	1 gp	4 lbs.
Winter blanket	5 sp	3 lbs.
<b>Total</b>	<b>135 gp, 1 cp</b>	<b>103 lbs.</b>

**Riding Array:** These items provide an adventurer with all she needs to outfit a mount for an overland journey, as well as the bare supplies needed to make her comfortable.

Dragon Magazine #: 345 (Class Acts - Equipment Arrays)

Item	Cost	Weight
Bit and bridle	2 gp	1 lb.
Feed (10 days)	5 sp	100 lbs.
Riding saddle	10 gp	25 lbs.

Saddlebags	4 gp	8 lbs.
Mount subtotal	16 gp, 5 sp	134 lbs.
Bedroll	1 sp	5 lbs.
Flint and steel	1 gp	--
Light horse	75 gp	--
Rations (20 days)	10 gp	20 lbs.
Soap	5 sp	1 lb.
Tent	10 gp	20 lbs.
Traveler's outfit	1 gp	5 lbs.
Waterskin	1 gp	4 lbs.
Rider subtotal	98 gp, 6 sp	55 lbs.
<b>Total</b>	<b>115 gp, 1 sp</b>	<b>189 lbs.</b>

**Sassanid Clibanarius Equipment:** With their ascension over the Parthian dynasty in the third century CE, the Sassanids soon introduced a new variation of the *cataphract* to the Persian Empire—the *clibanarius*. Similar to the *cataphract* but equipped with a bow and lance, the *clibanarius* sacrificed full barding for mobility. The Sassanid *clibanarius* used open order (an irregular and strung-out single line) and functioned more like armored horse archers than mounted phalanxes of spears. They never lost the opportunity to deliver devastating charges, but more importantly, they kept pace with the Hunnish light cavalry that invaded the Persian Empire on their own accord or in the service of the Roman Empire.

The elite regiments of *clibanarii*, such as the Imperial Bodyguard (*pushtighban*) and the Sacrificers of Their Lives (*gyanavspar*) brought an impressive array of equipment and arms to muster. In addition to half-hauling for his mount, the best-equipped *clibanarius* wore chainmail, breastplate, helmet, greaves, and shield. He primarily fought with lance and bow (he carried two), but also engaged enemies with the sword, mace, and light axe. The *clibanarius* used a lighter lance than the older *xyston*, enabling the rider to use it one-handed (often depicted using it over hand).

Dragon Magazine #: 346 (Class Acts – Eastern Cataphracts)

Item	Cost	Weight
Light warhorse	150 gp	--
Bit & bridle	2 gp	1 lb.
Military saddle	20 gp	30 lbs.
Chain shirt barding	400 gp	50 lbs.
Mount subtotal	572 gp	81 lbs.
Noble's outfit	75 gp	10 lbs.
Half-plate armor	600 gp	50 lbs.
Buckler	15 gp	5 lbs.
Lance	10 gp	10 lbs.
Longsword	15 gp	4 lbs.
Light mace	5 gp	4 lbs.
Composite shortbows (2)	150 gp	4 lbs.
Arrows (40)	2 gp	6 lbs.
Rider subtotal	872 gp	93 lbs.
<b>Total</b>	<b>1,444 gp</b>	<b>174 lbs. + rider</b>

**Spelunking Array:** These supplies allow an explorer to safely handle a limited amount of exploration underground.

Dragon Magazine #: 345 (Class Acts - Equipment Arrays)

Item	Cost	Weight
Backpack	2 gp	2 lbs.
Bedroll	1 sp	5 lbs.
Chalk	1 cp	--
Crowbar	2 gp	5 lbs.
Explorer's outfit	10 gp	8 lbs.
Flint and steel	1 gp	--

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Grappling hook	1 gp	4 lbs.
Lamp, hooded	7 gp	2 lbs.
Map cases (2)	2 gp	1 lb.
Miner's pick	3 gp	10 lbs.
Oil (7 pints)	7 sp	7 lbs.
Pole, 10-foot	2 sp	8 lbs.
Rations (4 days)	2 gp	4 lbs.
Silk rope (50 ft.)	10 gp	5 lbs.
Sunrods (3)	6 gp	3 lbs.
Waterskin	1 gp	4 lbs.
<b>Total</b>	<b>48 gp, 1 cp</b>	<b>68 lbs.</b>

**Wilderness Array:** This equipment represents everything a woodsman needs to thrive in the dark wilds, assuming he can survive encounters with the area's residents.

Dragon Magazine #: 345 (Class Acts - Equipment Arrays)

Item	Cost	Weight
Bedroll	1 sp	5 lbs.
Bucket	5 sp	2 lbs.
Dagger	2 gp	1 lb.
Fishhook	1 sp	--
Fishing net, 25 sq. ft.	4 gp	5 lbs.
Flint and steel	1 gp	--
Handaxe	6 gp	3 lbs.
Hempen rope (50 ft.)	1 gp	10 lbs.
Iron pot	5 sp	10 lbs.
Sewing needle	5 sp	--
Shovel	2 gp	8 lbs.
Soap	1 gp	2 lbs.
Traveler's outfit	1 gp	5 lbs.
Waterskin	1 gp	4 lbs.
Whetstone	2 cp	1 lb.
Winter blanket	5 sp	3 lbs.
<b>Total</b>	<b>21 gp, 2 sp, 2 cp</b>	<b>59 lbs.</b>



While the image of the medieval cavalier serves as the epitome of the heavy cavalryman, he descends from a long line of armored horsemen that originated in the southern steppes of Eurasia centuries before the Common Era: the *cataphracts*.



## APPENDIX 1: CLASS SUGGESTED ITEMS

Some of the items have a suggested class associated with them. The tables below organize this information for easy reference.

### ASSASSIN

#### Weapons

Blowgun

### BARBARIAN

#### Weapons

Atlatl

Boomerang, Hunting

Longspear, Microlith Barbed

Stone Celt

Stone Handaxe

#### Alchemical Items

Flame Clove

Fleshshiver

Lish Nut

Tereeka Root

Visma Paste

### CLERIC

#### Tools and Skill Kits

Holy Symbol, Air

Holy Symbol, Animal

Holy Symbol, Chaos

Holy Symbol, Death

Holy Symbol, Destruction

Holy Symbol, Earth

Holy Symbol, Evil

Holy Symbol, Fire

Holy Symbol, Good

Holy Symbol, Healing

Holy Symbol, Knowledge

Holy Symbol, Law

Holy Symbol, Luck

Holy Symbol, Magic

Holy Symbol, Plant

Holy Symbol, Protection

Holy Symbol, Strength

Holy Symbol, Sun

Holy Symbol, Travel

Holy Symbol, Trickery

Holy Symbol, War

Holy Symbol, Water

### DRUID

#### Adventuring Gear

Compass, Magnetic

Finger Chain Saw

Kayak, Inflatable

Lantern, Crookneck

#### Clothing

Camouflage Clothes

Duster Coat

Vest, Tactical

### Mounts and Related Gear

Archery Saddle

Barding, Grotesque

Barding, Spiked

Claw Extenders

Climbing Harness

Curative Steaks

Grooming Kit

Muzzle, False

Ram Helmet

Scent Blocker

Steel Talons

Training Treats

### Alchemical Items

Waking Herbs

### FIGHTER/WARRIOR

#### Weapons

Wing Clip

#### Adventuring Gear

Snout Snare

#### Clothing

Vest, Carapace

#### Transports and Related Gear

Corvus

Dragon's Teeth

Droque

Stink Pot

### Alchemical Items

Liquid Courage

Plate Thinner

Sugar Bomb

### PALADIN

#### Adventuring Gear

Lantern, Silvern

#### Tools and Skill Kits

Cartulary

Patents of Nobility

Tabard

#### Mounts and Related Gear

Barding, Elvencraft

### RANGER

#### Weapons

Arrow, Dyed Fletching

Arrow, Engraved Shaft

Arrow, Hardwood

Arrow, Pungent

Arrow, Singing

Arrow, Star

Arrow, Zigzag

#### Adventuring Gear

Compass, Magnetic

Finger Chain Saw

Kayak, Inflatable

Lantern, Crookneck

#### Clothing

Camouflage Clothes

Duster Coat

Vest, Tactical

#### Mounts and Related Gear

Archery Saddle

Barding, Grotesque

Barding, Spiked

Curative Steaks

Ram Helmet

Steel Talons

### Alchemical Items

Waking Herbs

### ROGUES

#### Adventuring Gear

Compass, Magnetic

Finger Chain Saw

Kayak, Inflatable

Lantern, Crookneck

#### Clothing

Camouflage Clothes

Duster Coat

Vest, Tactical

### Alchemical Items

Waking Herbs

### WIZARDS

#### Tools and Skill Kits

Grimoire, Dimensions of

Evil: A Guidebook to the Nether Realms

Grimoire, Dwellings of the Ancients

Grimoire, Slaying Dragons

Grimoire, The Theory and Application of Force Magic



The secretive sect of dwarves known as mountain ghosts employ such items as the double axehead, exploding crossbow bolts, ghost spikes, mountain chains, repeating blowguns, lead-lined breastplates, twisted silk, and alchemical silence.

## APPENDIX 2: ITEMS BY MAGAZINE

Below is a complete list of items in this compilation and their **originating source**. Items are listed under the *articles* from which they appear. Items in *gray* have not been entered here and are given a short explanation as to why. Generally, if an item appears in print other than DRAGON MAGAZINE, it is not included here. There aren't too many of these.

### Dragon Magazine #309

*No items to record*

### Dragon Magazine #310

*Wizards Workshop – Dungeoncraft – Dungeon Adventures, Part 2: The Map*  
Unstable Ceiling and Unstable Surface are natural traps and cannot be purchased or made.

### Dragon Magazine #311

*No items to record*

### Dragon Magazine #312

*Assassin – Specialty Prestige Classes*  
Blowgun  
Blowgun Needles

### Dragon Magazine #313-314

*No items to record*

### Dragon Magazine #315

*Maztica – The New (Fantasy) World*  
Maztica Armor  
Maztica Weapons  
*Mystara – Return to the Lost City*  
Elixir of Fantasy  
*Red Steel: Cinnabar, Red Steel, and the Red Curse*  
Red Steel  
Crimson Essence not recorded since this item relies on feats and legacies contained in the article. Likewise Cinnabryl and Vermeil where not recorded due to their use of the Red Curse and the Afflicted template.

*Takadas – Angry Dead Gnomes and Sinister Walking Sharks*  
Sharktooth Gauntlets

### Dragon Magazine #316

*Cloak & Dagger: Gear, Gadgets, and Gizmos for Your Game*  
Catstink  
Climbing Boots  
Collapsible Grappling Hook  
Cord Shirt  
Deceiver's Kit (Artisan, Commoner, Courtier)  
Disguised Dagger  
Drop Sheath  
False Scabbard  
Folding Bow  
Garrote Ring  
Glass Cutting Ring  
Hollow Boots  
Infiltrator's Kit  
Infiltrator's Outfit  
Keymaking Set

Listening Cone  
Modular Weapon  
Poison Ring  
Second-Story Kit  
Slumberweed  
Smuggler's Belt  
Spider  
Spider Wire  
Spring Dart Boots  
Spy Button (Flash, Smoke, Thunder)  
Tongueloose  
Tracing Dust  
Tracing Vellum

### Dragon Magazine #317

*Eye of Newt and Toe of Frog: Using Power Components*  
Harvester's Field Kit  
Power Components

### Dragon Magazine #318

*X Marks the Spot: Setting Sail with Saber and Spell*  
Hook  
Cutlass

### Dragon Magazine #319

*Dark Sun – Equipment & Rules – Tempered by a Burning World*  
The items listed in this article are world specific. Including them here would require reprinting the entire article.

### Dragon Magazine #320

*Eberron: Dragonmarks, Dragonshards, and Dynasties of Power*  
The items described in this article can all be found in the EBERRON CAMPAIGN SETTING book.

### Dragon Magazine #321

*The Way of the Gun – Gunpowder Weapons for D&D*  
Bayonet, Fixed  
Bayonet, Plug  
Bayonet, Ring  
Bayonet, Spring  
Blunderbuss  
Bomb  
Bomb Casing  
Bombard  
Breachloading  
Canister  
Carbine  
Eyesting Cylinder  
Field Gun  
Gunman's Bandolier  
Gunrest  
Hand Cannon  
Organ Gun  
Pistol, Dueling  
Pistol, Grenade  
Pistol, Hilt  
Pistol, Holdout  
Pistol, Shield  
Pistol, Spear  
Powder Keg  
Powderhorn  
Rifle  
Rocket Launcher  
Rocket, Explosive  
Rocket, Incendiary  
Rocket, Spear  
Springbox  
Whirligig

### Dragon Magazine #322

*Ecology of the Dark Ones – Enigmas*  
*Wrapped in Shadows*  
Brown Mold Oil  
Oil of Nausea  
Poison-Friend Pod  
Shadow Haze Dust  
Shadow Veil  
Ring of Shadow

### Dragon Magazine #323

*Class Acts - Gear for Greeners*  
Camouflage Clothes  
Compass, Magnetic  
Crookneck Lantern  
Duster Coat  
Finger Chain Saw  
Kayak, Inflatable  
Vest, Tactical  
Waking Herbs

### Dragon Magazine #324

*Exorcising Equipment – Items Every Undead Hunter Needs*  
Blood Thickener  
Book of Prayers  
Holy of Unholy Candle  
Holy Wafers  
Mummy Mites  
Portable Pyre  
Reinforced Sheath

### Dragon Magazine #325-326

*No items to record*

### Dragon Magazine #327

*Class Acts: Tokens of Faith*  
Holy Symbol, Chaos  
Holy Symbol, Destruction  
Holy Symbol, Fire  
Holy Symbol, Healing  
Holy Symbol, Knowledge  
Holy Symbol, Magic  
Holy Symbol, Travel

### Dragon Magazine #328

*Class Acts – Barbaric Mounts*  
The mounts presented here do not have an associated cost. The article suggests they should be found or raised. Since they are not something that can be purchased, they have been omitted.  
*Class Acts – The Roman Legionnaire*  
There is no statistics for the Legionnaire equipment beyond weight; therefore, they have been omitted.

### Dragon Magazine #329

*Class Acts – Tokens of Faith II*  
Holy Symbol, Air  
Holy Symbol, Death  
Holy Symbol, Good  
Holy Symbol, Plant  
Holy Symbol, Strength  
Holy Symbol, Sun  
Holy Symbol, War  
Holy Symbol, Water

### Dragon Magazine #330

*Class Acts – Flights of Fancy*  
Arrow, Hardwood  
Arrow, Pungent  
Arrow, Singing  
Arrow, Star  
Arrow, Zigzag



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Arrow, Dyed Fletching  
Arrow, Engraved Shaft

**Dragon Magazine #331**  
*Alchemical Charms – Devils, Demons, and Vampires Beware*  
Anti-disease Tonic  
Charm, Axiomatic/Anarchic  
Charm, Cold Iron  
Charm, Combination  
Charm, Garlic  
Charm, Holy/Unholy  
Charm, Silver  
Draught, Axiomatic/Anarchic  
Draught, Cold Iron  
Draught, Combination  
Draught, Garlic  
Draught, Holy/Unholy  
Draught, Silver  
Wolfsbane

*Bedrolls, Bottles, and Bells – Getting the Most Out of Your Gear*  
Alarm Bell Trap

*Class Acts – Archaic Armaments*  
Atlatl  
Hunting Boomerang  
Microlith Barbed Longspear  
Stone Celt  
Stone Handax

*Class Acts: Knightly Effects*  
Barding, Elvencraft  
Cartulary  
Lantern, Silvern  
Patents of Nobility  
Tabard

*Class Acts: Marine Munitions*  
Corvus  
Dragon's Teeth  
Drogue  
Stink Pot

*Class Acts: Tokens of Faith III*  
Holy Symbol, Animal  
Holy Symbol, Earth  
Holy Symbol, Evil  
Holy Symbol, Law  
Holy Symbol, Luck  
Holy Symbol, Protection  
Holy Symbol, Trickery

*The Point of Pole Arms – A Comprehensive Guide*  
Ankus  
Awl, Pike  
Axe, Orc Double  
Bardiche  
Bec de Corbin  
Duom  
Fauchard  
Glaive  
Goad  
Greatspear  
Guisarme  
Halberd  
Lochaber, Axe  
Longspear  
Longstaff  
Lucerne Hammer  
Naginata  
Partisan  
Pilum  
Poleaxe, Heavy  
Quarterstaff  
Ranseur

Ritiik  
Sasumata  
Sharrash, Telenta  
Sodegarami  
Spear  
Spetum  
Urgrosh, Dwarven  
Voulge  
Warpike, Dwarven

**Dragon Magazine #332**  
*Cutting up the Dragon – Useful Bits From Formidable Foes*  
Dragonbone Boat  
Dragonclaw Gauntlet  
Dragonskull of Vigilance  
Dragonsong Instruments  
Eggshell Metal  
Elixir of Blindsense  
Fundamentum Flask  
Power Components  
Wyrmblood Ink

*Ecology – The Ecology of the Kobold*  
Ceramic Mine  
Ceramic Mine, Green Slime-filled  
Stalactite)

**Dragon Magazine #333**  
*No items to record*

**Dragon Magazine #334**  
*Age of Worms: Wormfood – Surviving the Age of Worms Adventure Path*  
Birdcage, Small  
Breathing Mask  
Canary  
Diamond Water Ale  
Diamond Water Elixir  
Kalamanthis was not included because no game information was included for this drug.  
Miner's Helmet  
Miner's Milk  
Miner's Outfit  
Pickaxe  
Rockhammer  
Smelling Salts

*Class Acts – Animal Accessories*  
Claw Extenders  
Climbing Harness  
Grooming Kit  
Muzzle, False  
Scent Blocker  
Training Treats

*Drunkards & Flagons: Fantasy's Deadliest Spirits*  
Burrfoot's Nut Brown Ale  
Dwarven Grave Ale  
Evermead  
Firebelly  
Goodale

*The Fires of Alchemy: Alchemist's Fire Explored*  
Alchemist's Fire Bullet  
Burning Dust  
Long-burning Alchemists Fire  
Wet Fire  
Burning Dust Pot  
Fire Pot  
Long-burning Fire Pot  
Siphon Fire  
Siphon Projector, Large  
Siphon Projector, Small  
Siphon Wet Fire

**Dragon Magazine #335**  
*No items to record*

**Dragon Magazine #336**  
*Class Acts – Herbal Remedies*  
Fleshshiver  
Goldencup  
Lish Nut  
Tereeka Root  
Visma Paste

**Dragon Magazine #337**  
*Ecology – Ecology of the Shadar-Kai*  
Shadowlight Oil

**Dragon Magazine #338**  
*Class Acts: Grimoires*  
Dimensions of Evil: A Guidebook to the Nether Realms  
Dwellings of the Ancients  
Slaying Dragons  
The Theory and Application of Force Magic

**Dragon Magazine #339-343**  
*No items to record*

**Dragon Magazine #344**  
*Class Acts – Hunting the Wyrms*  
Carapace Vest  
Liquid Courage  
Plate Thinner  
Snout Snare  
Sugar Bomb  
Wing Clip

*Web Supplement – Dreadhold*  
Heavy Hand Manacles

**Dragon Magazine #345**  
*Class Acts – Equipment Arrays*  
Healing Array  
Infiltration Array  
Merchant Array  
Mountaineering Array  
Riding Array  
Spelunking Array  
Wilderness Array

**Dragon Magazine #346**  
*Class Acts – Eastern Cataphracts*  
Early Cataphract Array  
Sassanid Clibanarius Array  
Byzantine Klibanophoros Array

**Dragon Magazine #347**  
*Elemental Hazards – An Exploration of the Inner Planes*  
Adamant Algae  
Ember Root  
Fluidstone  
Fyrite  
Hardfire  
Heaven Gems  
Iron Coal  
Platinum Pearl  
Pure Ore  
Silent Stones  
Sky Lotus  
Stoneshrooms

**Dragon Magazine #348**  
*Class Acts – Mountain Ghosts*  
Alchemical Silence  
Double Axehead  
Exploding Crossbow Bolts  
Ghost Spike  
Lead-lined Breastplate  
Mountain Chain  
Repeating Blowgun

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Twisted Silk

## Dragon Magazine #349

*Class Acts – Animal Battle Gear*

Archery Saddle  
Curative Steaks  
Grotesque Barding  
Ram Helmet  
Spiked Barding  
Steel Talons

*Hitting the Bullseye – A comprehensive*

*Guide to Bows and Crossbows*

Arrow, Alchemist's Fire  
Arrow, Alchemist's Frost  
Arrow, Blunt  
Arrow, Dragonsbreath  
Arrow, Flight  
Arrow, Serpentstongue  
Arrow, Signal  
Arrow, Smoking  
Arrow, Swiftwing  
Arrow, Thundering  
Bolt, Grapple  
Bolt, Splintering  
Bolt, Tanglefoot  
Bolt, Tumbling  
Bone Bow  
Crossbow, Aquatic  
Crossbow, Bladed  
Crossbow, Double  
Crossbow, Grapple-Firing  
Crossbow, Great  
Crossbow, Hand  
Crossbow, Heavy  
Crossbow, Light  
Crossbow, Prodd  
Crossbow, Repeating Heavy  
Crossbow, Repeating Light  
Dart, Fletched  
Doublebow, Elven  
Footbow  
Greatbow  
Greatbow, Composite  
Handbow  
Icechucker  
Longbow  
Longbow, Aquatic  
Longbow, Composite  
Shortbow  
Shortbow, Composite  
Yuan-ti Serpent Bow

## Dragon Magazine #350

*No items to record*

## Dragon Magazine #351

*Dark Sun – Athas and the World Serpent Inn*

The Elven Longblade was not recorded due to it being world specific.

*Greyhawk Adventures – Irongate: City of Stairs*

Oerthblood

## Dragon Magazine #352

*People of Bas-Lag*

Chakri  
Greatcleaver  
Riverbow  
Stingbox

*Savage Tidings – Braving the Isle of*

*Dread*

Japute  
Shimalo'koa  
Kaua'koi

## Dragon Magazine #353

*Demonomicon of Iggwilv: Malcanthet*

Scourge appears in COMPLETE WARRIOR and Whip-Dagger appears in the ARMS & EQUIPMENT GUIDE.

*Savage Tidings – Advancing the Wyvern*

Armor Plating  
Compartmentalizing  
Hull Fortifications  
Masterwork Controls  
Olman Light Wood  
Rigging Fortifications

## Dragon Magazine #354

*Ecology – The Ecology of the Kopru*

Kopura Shells

## Dragon Magazine #355

*Class Acts – Arcane Laboratories*

I toyed with the idea of adding these three buildings to this compilation but decided against it. There were no other constructs in any other issue to warrant a whole new section for buildings. If owning a laboratory is something you desire, I recommend you check out this issue.

*Class Acts - Strangulation*

Bola  
Chain  
Cord  
Dire Flail  
Gorget  
Leather Collar  
Locking Mechanism  
Rope  
Sling  
Spiked Chain  
Steel Cable  
Whip  
Wire

*Savage Tidings - The Market is Bad*

Ophiotoxins, Bane  
Ophiotoxins, Hissing Choker  
Ophiotoxins, Ossra Blight  
Scalepox  
Scalerot  
Skinshedder  
Skinvice  
Snakebite  
Toxin Holder

## Dragon Magazine #356

*No items to record*

## Dragon Magazine #357

*Feathers & Fur – A Guide to Flying and Fanged Animal Companions*

Bells  
Bird Bomb (Dust)  
Bird Bomb (Reek)  
Collar (Spiked)  
Dog Smoke  
Dog Whistle  
Falcon's Hood  
Falconer's Glove  
Footfirm Boots  
Hound Snuff  
Lure  
Mad Foam  
Nose Numb  
Perch (Saddle)  
Perch (Shoulder)  
Perch (Stand)  
Rawhide

Silent Bells  
Talon Tube  
Training Arm

*Arcane Botanica – Saplings, Sprouts, Spells, and Seeds*

Aelfengrape  
Coldwood  
Djinn Blossom  
Fey Cherry  
Flame Clove  
Glowwine  
Lakeleaf  
Lichbriar  
Nahre Lotus  
Orevine  
Salamander Orchid  
Tahtoalehti (Wishfern)

## Dragon Magazine #358

*Class Acts – Psionic Alchemy*

Aura Gel  
Cerebral Serum  
Ectoplasmic Skin  
Intuition Vapor  
Liquid Stone  
Mimic Clay  
Psi Block  
Psionic Ichor  
Rejuvenation Essence  
Xeph's Blood

*Ecology – The Ecology of the Kaorti*

Wristlancet  
Green Rapture

*Master's Force – Crafting Legends*

Acid Washed  
Basked Hilt  
Blood Grove  
Caster Armor  
Deceptive  
Enhanced Bracing  
Environmentally Designed  
Folded Metal  
Lightweight  
Long-range  
Ornate  
Perfect Balance  
Razor Sharp  
Reinforced  
Resilient  
Segmented  
Serrated  
Vital Coverage

## Dragon Magazine #359

*Class Acts: The Universal Key*

Acid Injector  
Adamantine Bolt Cutter  
Adamantine Sledge  
Adamantine Toolkit  
Acid, Ironbane  
Acid, Stonebreaker  
Acid, Woodripper

## Dragon Magazine #360-362

*No items to record*



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## Dungeon Magazine #100

*The Lich-Queen's Beloved*

Astral Driftmetal  
Astral Effluvium  
Cerebral Grist  
Netherflame

## Dungeon Magazine #102

*No items to record*

## Dungeon Magazine #103

*Forest of Blood*

Blacktooth Fungus Paste

## Dungeon Magazine #104

*No items to record*

## Dungeon Magazine #105

*Critical Threats – Warduke: Hierarch of the Horned Society*

Ceremonial Armor

## Dungeon Magazine #106-108

*No items to record*

## Dungeon Magazine #109

*Polyhedron – Hardby: City of the Scored*

Orz Fishing Crossbow

## Dungeon Magazine #110

*No items to record*

## Dungeon Magazine #111

*Strike on the Rabid Dawn*

The Cutlass appears in the FORGOTTEN REALMS CAMPAIGN SETTING and is already reprinted here from DRAGON MAGAZINE #318. The one in this article lists the critical damage as 19-20 only where the other listings for the Cutlass are listed as 19-20/x2. The picture from this issue was used.

## Dungeon Magazine #112

*No items to record*

## Dungeon Magazine #113

*The Queen With the Burning Eyes*

Byeshk

## Dungeon Magazine #114-117

*No items to record*

## Dungeon Magazine #118

*Shadow of the Abyss*

Resign Suit  
Ribbon Dagger

*Throne of luz*

Orc Shotput appears in SWORD & FIST and in the ARMS & EQUIPMENT GUIDE.

## Dungeon Magazine #119

*Tomb of Aknar Ratalla*

Flindbar

## Dungeon Magazine #120

*The Obsidian Eye*

Braid Blade

## Dungeon Magazine #121-123

*No items to record*

## Dungeon Magazine #124

*Campaign Workbook – The City: Smells of the City*

Alchemical Deodorant  
Perfume, Cheap  
Perfume, Neutral  
Perfume, Expensive  
Perfume, Masterwork

*Temple of the Scorpion God*

Light Chitin Armor and Scorpion Breastplate appear in RACES OF EBERRON. The Xen'drik Boomerangs appear in EBERRON CAMPAIGN SETTING.

## Dungeon Magazine #125

*No items to record*

## Dungeon Magazine #126

*Campaign Workbook – The City:*

*Merchant Madness*

Essence of Naga Oil

*Campaign Workbook – Critical Threat:*

*Girdrez: Savage Duelist*

Gyrspike

*Vampires of Waterdeep Part One: Blood*

*of Malar*

Bloodroot



## Dungeon Magazine #127-131

*No items to record*

## Dungeon Magazine #132

*Caverns of the Ooze Lord*

Cindershard

Sickstone

## Dungeon Magazine #133

*Age of Worms: Kings of the Rift*

Warmace appears in COMPLETE

WARRIOR

*Chimes at Midnight*

Dreamlily

Telenta Boomerang appears in

EBERRON CAMPAIGN SETTING

## Dungeon Magazine #134

*And Madness Followed*

Whip-Dagger

## Dungeon Magazine #135

*Age of Worms: Dawn of a New Age*

Executioner's Mace

## Dungeon Magazine #136-137

*No items to record*

## Dungeon Magazine #138

*Campaign Workbook - The Dungeon:*

*Obstacle Traps*

Command Word Bypass

This article describes new traps but no cost is associated with building them so they were not included.

## Dungeon Magazine #139

*There Is No Honor*

Urchin Venom

## Dungeon Magazine #140-131

*No items to record*

## Dungeon Magazine #142

*Masque of Dreams*

Elixir of Fantasy

## Dungeon Magazine #143-144

*No items to record*

## Dungeon Magazine #145

*Seeds of Sehan Part 1: Vile Addiction*

Green Welcome

## Dungeon Magazine #146

*Seeds of Sehan Part 2: Spawn of Sehan*

Sehan

## Dungeon Magazine #147

*Campaign Workbook – Critical Threat –*

*Demodragon*

Dragonbane

## Dungeon Magazine #148-154

*No items to record*