

Dungeons & Dragons 3.5 Edition Index – Magic Items – Weapons & Armor

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Weapons & Ammunition

Magic Options for Weapons & Ammunition

Weapon Options	Reference	Type	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Engraved Pommel	(DR331 p90)	Any Weapon	The weapon's pommel, haft, blade, etc., is marked with a deity's symbol. +1 hp damage when making a Smite attack.	Faint Evoc [good]	1	Creator must be a Paladin	+1,000	—
Finder	(Und p69)	Any Weapon	Wielder receives a +4 Insight bonus on Search, Spot, and Survival checks made while underground.	Mod Div	9	Craft Arms & Armor <i>Divination</i>	+4,800	—
Dispelling	(PGF p119)	Any Weapon	<i>Dispel Magic (targeted)</i> on an opponent hit by the weapon as a Free Action. The wielder may decide to use the effect after the weapon has hit. Usable 1/day.	Faint Abj	5	Craft Arms & Armor <i>Dispel Magic</i>	+6,000	—
Spellblade	(PGF p120)	Any Weapon	The wielder is immune to a single spell, which is chosen when the weapon is created. The spell must be one that is targeted on the wielder, not an area of effect spell. When targeted with the spell, the weapon absorbs it. On the following round, the wielder may direct the spell at a target as a Free Action, or may let it drain harmlessly away.	Strong Abj	13	Craft Arms & Armor <i>Spell Turning</i>	+6,000	—
Hideaway	(RotW p171)	Any Weapon	As a Free Action, the weapon transforms into a cylinder small enough to fit in the wielder's hand (+2 Circumstance bonus to Sleight of Hand checks to conceal it). The weapon can be restored to its normal size as a Free Action.	Faint Abj	5	Craft Arms & Armor <i>Shrink Item</i>	+7,500	—
Anchoring	(DR309 p110)	Any Weapon	<i>Dimensional Anchor</i> , for 1 minute on an opponent hit by this weapon. The decision to use this ability is made after the weapon hits, but on the same round as the hit. Usable once per day.	Mod Abj	7	Craft Arms & Armor <i>Dimensional Anchor</i>	+11,200	—
Blindsighted	(Und p68)	Any Weapon	Wielder gains Blindsight 30'. The weapon gives off "whispers", which can be heard with a Listen check vs. DC10	Mod Div	6	Craft Arms & Armor <i>See Invisibility</i>	+30,000	—
Doomwarding	(PGF p120)	Any Weapon	Weapon is created with 7 charges (which cannot be replaced). By spending 1 charge on the wielder's turn, the wielder may take an extra attack as a Free Action. By spending 1 charge, the wielder may reroll any one die at any time, but only once per round.	Strong Trans	13	Craft Arms & Armor <i>Limited Wish</i>	+38,500 gp on price +3,200 XP +14,000 gp to create	—
Greater Dispelling	(PGF p119)	Any Weapon	<i>Greater Dispel Magic (targeted)</i> on an opponent hit by the weapon as a Free Action. The wielder may decide to use the effect after the weapon has hit. Usable 3/day.	Mod Abj	11	Craft Arms & Armor <i>Greater Dispel Magic</i>	+79,200	—
Greater Anchoring	(DR309 p110)	Any Weapon	<i>Dimensional Anchor</i> , for 1 minute on an opponent hit by this weapon. The decision to use this ability is made after the weapon hits, but on the same round as the hit. Unlimited uses.	Mod Abj	10	Craft Arms & Armor <i>Dimensional Anchor</i>	+80,000	—
Aquatic	(Storm p129)	Any Weapon	Weapon may be used underwater as if wielder under <i>Freedom of Movement</i> spell.	Mod Abj	5	Craft Arms & Armor <i>Freedom of Movement</i>	—	+1
Bane	(DMG p224)	Any Weapon	When created, the weapon has a designated target creature type. Against that creature type, the weapon gains an extra +2 attack bonus & does an extra +2d6 damage.	Mod Conj	8	Craft Arms & Armor <i>Summon Monster I</i>	—	+1
Berserker	(DU137 p82)	Any Weapon	When the wielder is 'raging', the weapon's Enhancement bonus improves by +2.	Faint Evoc	7	Craft Arms & Armor <i>Divine Power</i> –or– <i>Rage</i>	—	+1
Blessed	(BoED p113)	Any Weapon	<i>Bless Weapon</i> , always on. Specifically, the weapon does 'good' damage (with regards to Damage Reduction) and any Threatened Critical on an Evil opponent is automatically confirmed (does <u>not</u> stack with 'Keen', 'Vorpal', etc.).	Faint Trans	5	Craft Arms & Armor <i>Bless Weapon</i>	—	+1
Blood Seeking	(CWar p134)	Ranged or Ammo only	Ignores the target's Cover bonus. If target has Full Cover, but there is an unobstructed path between the attacker & the target & the attacker knows where the target is, then the Full Cover bonus is also ignored, but the target has Total Concealment. Ability does not work against Plants, Oozes, Constructs, etc.	Mod Div	9	Craft Arms & Armor <i>Arcane Eye</i>	—	+1
Bloodthirsty	(Und p68)	Any Weapon	If the wielder has killed a creature with at least 4HD with the weapon within the last 24 hours, he/she receives a +2 Morale bonus on attacks. If it has been more than 24 hours, the wielder receives a –2 penalty on attack rolls until a creature has been slain.	Mod Ench	6	Craft Arms & Armor <i>Rage</i>	—	+1
Corrosive	(Storm p129)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Acid damage.	Mod Evoc	10	Craft Arms & Armor <i>Acid Fog</i> –or– <i>Melf's Acid Arrow</i>	—	+1
Defending	(DMG p224)	Melee only	Once per round as a free action, the wielder can transfer some or all of the weapon's Enhancement bonus to his/her AC (bonus stacks with everything).	Mod Abj	8	Craft Arms & Armor <i>Shield of Faith</i> –or– <i>Shield</i>	—	+1

Weapon Options	Reference	Type	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Deflecting	(CWar p134)	Melee only	Negate a ranged attack that hit the wielder by making a Reflex save vs. DC 20 + weapon's Enhancement bonus. May only be attempted once per round. You must be aware of the attack & not Flat-Footed.	Faint Trans	5	Craft Arms & Armor <i>Entropic Shield</i>	—	+1
Distance	(DMG p224)	Ranged only	Doubles the weapon's range increment.	Mod Div	6	Craft Arms & Armor <i>Clairaudience / Clairvoyance</i>	—	+1
Drowcraft	(Und p68)	Any Weapon	When wielded within a region of Faerzres (a type of magical 'radiation' found in the Underdark), the weapon receives a +2 Luck bonus to attacks and damage. If brought to a region where there is any amount of natural sunlight, the weapon must make a Fortitude save vs. DC 8 each day to avoid dissolving, even if kept out of direct sunlight. It can be kept safe if stored in a lead-lined case.	Strong Evoc	12	Craft Arms & Armor <i>Contingency Disintegrate</i>	—	+1
Earthbound	(Eb p266)	Any Weapon	If the wielder and his/her opponent are both touching the ground, the weapon had a +2 bonus to attack & damage rolls. If the wielder is flying, the weapon loses its Enhancement bonus on attack rolls (but keeps its +1 bonus due to being Masterwork).	Mod Conj	9	Bind Elemental <i>Planar Binding, Lesser</i>	—	+1
Enfeebling	(BoED p113)	Any Weapon	On a critical hit, the opponent takes 1d6+2 Strength damage (no save, SR applies). When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the Strength damage, but not the weapon's critical multiplier.(DMG p222)	Faint Necro	5	Craft Arms & Armor <i>Ray of Enfeeblement</i>	—	+1
Flaming	(DMG p224)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage.	Mod Evoc	10	Craft Arms & Armor <i>Flame Blade –or– Flame Strike –or– Fireball</i>	—	+1
Forgetful	(DR316 p43)	Bludgeoning only	On a Critical Hit, the struck creature loses all memory of events that occurred in the prior hour (FortNeg, DC20). The creature is allowed to defend itself normally and does not lose any spells. When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent is affected by the Forgetful ability, but not the weapon's critical multiplier.(DMG p222)	Mod Ench	7	Craft Arms & Armor <i>Modify Memory</i>	—	+1
Frost	(DMG p224)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Cold damage.	Mod Evoc	8	Craft Arms & Armor <i>Chill Metal –or– Ice Storm</i>	—	+1
Ghost Touch	(DMG p224)	Melee only	Ignores the normal 50% miss chance when fighting Incorporeal creatures. Can also be touched & moved (or even wielded!) by an Incorporeal creature	Mod Conj	9	Craft Arms & Armor <i>Plane Shift</i>	—	+1
Hexburst	(DR339 p93)	Melee only	Hexblade only: When this weapon makes a Critical Hit, the wielder may expend one (and only one) of his/her daily uses of Hexblade's Curse to do an additional +2d6 damage.	Faint Evoc	5	Craft Arms & Armor Creator must be a Hexblade	—	+1
Keen	(DMG p225)	Slashing & Piercing Melee only	Doubles the weapon's threat range.	Mod Trans	10	Craft Arms & Armor <i>Keen Edge</i>	—	+1
Ki Focus	(DMG p225)	Melee only	Monks can use the following class abilities through the weapon: Stunning Attack, Ki Strike, & Quivering Palm. Anyone with Feat: Stunning Fist can use that ability through the weapon.	Mod Trans	8	Craft Arms & Armor Creator must be a Monk	—	+1
Last Resort	(CWar p135)	Melee only	If the wielder is Grappled, this weapon does not have the standard –4 penalty to attack while Grappled. Also, the weapon does +1d6 damage for each size category the grappler is larger than the wielder.	Mod Trans	7	Craft Arms & Armor <i>Freedom of Movement</i>	—	+1
Magebane	(CArc p143)	Any Weapon	Against any creature that casts Arcane spells or has Arcane spell-like abilities, the weapon gains an extra +2 attack bonus & does an extra +2d6 damage.	Mod Conj	8	Craft Arms & Armor <i>Dispel Magic</i>	—	+1
Merciful	(DMG p225)	Any Weapon	On command, the weapon does +1d6 damage but all damage is subdual.	Faint Conj	5	Craft Arms & Armor <i>Cure Light Wounds</i>	—	+1
Mighty Cleaving	(DMG p225)	Melee only	Wielder with Feat: Cleave only: May make one additional Cleave attempt per round.	Mod Evoc	8	Craft Arms & Armor <i>Divine Power</i>	—	+1
Morphing	(Und p69)	Any Weapon	As a Standard Action, change the held weapon into any other weapon of the same size (i.e., Light, One-Handed, or Two-Handed). If a double-weapon is created, only one end has the other enhancements of the weapon (i.e., a +1 Flaming Morphing Greatsword would become a +1 Flaming Morphing Two-Bladed Sword on one end and a normal blade on the other).	Mod Trans	9	Craft Arms & Armor <i>Polymorph Any Object</i>	—	+1

Weapon Options	Reference	Type	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Nervewrack	(DU105 p21)	Any Weapon	On a critical hit, the opponent receives the following penalties due to pain for 1d4 rounds (no save): a) –2 penalty to AC, attack rolls, weapon damage, and Reflex saves; b) movement is ½; and c) casting spells requires a Concentration check vs. DC 15.	Mod Necro	9	Craft Arms & Armor <i>Symbol of Pain</i>	—	+1
Orcblood	(DU118 p78)	Any Weapon	Wielder with Orc blood only: Weapon's Enhancement bonus increases by +1 –and– +1 Luck bonus on all saving throws.	Faint Trans	5	Craft Arms & Armor Creator must have Orc blood	—	+1
Returning	(DMG p225)	Thrown only	After being thrown, the weapon returns to thrower at the start of the next round. It may be caught by its thrower as a Free Action.	Mod Trans	7	Craft Arms & Armor <i>Telekinesis</i>	—	+1
Seeking	(DMG p225)	Ranged only	Negates the Miss Chance due to Concealment, <i>Blur</i> , etc. The attack must be aimed at a hex containing a creature to work (i.e., it cannot find random Invisible foes in the battlefield).	Strong Div	12	Craft Arms & Armor <i>True Seeing</i>	—	+1
Shock	(DMG p225)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Electrical damage.	Mod Evoc	8	Craft Arms & Armor <i>Call Lightning –or– Lightning Bolt</i>	—	+1
Silent Strike	(DR330 p67)	Any Weapon	Opponent is engulfed in magical silence for 4 rounds (WillNeg, DC15). A subsequent hit resets the duration.	Faint Ill	3	Craft Arms & Armor <i>Silence</i>	—	+1
Sizing	(CAdv p127) (Und p69)	Any Weapon	The weapon's size category can be changed as a Standard Action. For example, a Shortsword sized for a Small creature can be changed to a Shortsword sized for a Medium creature.	Mod Trans	9	Craft Arms & Armor <i>Enlarge Person</i> <i>Reduce Person</i>	—	+1
Spell Storing	(DMG p225)	Melee only	Can store one spell of up to 3 rd level (must have a casting time of 1 Standard Action). On a successful hit that does damage, the wielder can "cast" the spell as a Free Action on the opponent. This "empties" the weapon, leaving it ready for a new spell.	Strong Evoc + aura of stored spell	12	Craft Arms & Armor	—	+1
Stealer	(DR315 p46)	Melee only	+4 bonus on Disarm checks. If the disarm is successful, the disarmed weapon sticks to this weapon. The wielder may grab the weapon or let it fall to an square adjacent to him/her as a Free Action.	Mod Trans	6	Craft Arms & Armor <i>Web</i>	—	+1
Sure Striking	(PGF p120)	Any Weapon	Overcomes Damage Reduction as if it were 'chaotic', 'evil', 'good', or 'lawful', whichever is most appropriate for the target.	Mod Trans	6	Craft Arms & Armor <i>Align Weapon</i>	—	+1
Throwing	(DMG p226)	Melee only	Weapon becomes a throwing weapon with a range increment of 10'.	Faint Trans	5	Craft Arms & Armor <i>Magic Stone</i>	—	+1
Thundering	(DMG p225)	Any Weapon	On a critical hit, the weapon does +1d8 in Sonic damage (+2d8 if x3, +3d8 if x4) & the target must make a Fortitude save vs. DC 14 or become Permanently Deaf. When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon's critical multiplier.(DMG p222) A weapon cannot have both 'Roaring' & 'Thundering' options.	Faint Necro	5	Craft Arms & Armor <i>Blindness / Deafness</i>	—	+1
Vexing	(DR339 p93)	Melee only	Hexblade only: At the start of each round, the wielder may decrease this weapon's Enhancement bonus to hit. By then making a Touch Attack, the amount of the decrease becomes a penalty on the touched foe's attacks, skill checks, ability checks, & AC for 1 round.	Strong Necro	14	Craft Arms & Armor <i>Bestow Curse</i> Creator must be a Hexblade	—	+1
Vicious	(DMG p226)	Melee only	+2d6 damage to opponent & 1d6 damage to wielder.	Mod Necro	7	Craft Arms & Armor <i>Enervation</i>	—	+1
Waterborn	(Eb p266)	Any Weapon	When the weapon is used underwater, the penalties for fighting underwater are negated. If the wielder is on land and attacks a foe who is underwater, the foe loses the Cover bonus to AC granted by the water. Piercing weapons only: If both the wielder and the opponent are underwater, the weapon has a +2 bonus on attack & damage rolls.	Mod Conj	9	Bind Elemental <i>Planar Binding, Lesser</i>	—	+1
Wrecker	(DR315 p46)	Bludgeoning Melee only	Ignores the Hardness of any creature or object it strikes. Note: if this weapon also does energy damage (for example, 'Flaming'), the Hardness applies to the energy dmg normally.	Mod Trans	8	Craft Arms & Armor <i>Shatter</i>	—	+1
Acidic Burst	(Storm p129)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Acid damage. On a critical, the weapon / ammunition does an additional +1d10 of Acid damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1 st effect is not "on". When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Acid damage, but not the weapon's critical multiplier.(DMG p222)	Strong Evoc	12	Craft Arms & Armor <i>Acid Fog –or– Melf's Acid Arrow</i>	—	+2

Weapon Options	Reference	Type	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Anarchic	(DMG p223)	Any Weapon	+2d6 damage vs. Lawful opponents. Weapon is 'chaotically' aligned, for purposes of Damage Reduction. Lawful creature only: 1 Persistent Negative Level.	Mod Evoc [chaos]	7	Craft Arms & Armor <i>Chaos Hammer</i> Creator must be Chaotic	—	+2
Axiomatic	(DMG p223)	Any Weapon	+2d6 damage vs. Chaotic opponents. Weapon is 'lawfully' aligned, for purposes of Damage Reduction. Chaotic creature only: 1 Persistent Negative Level.	Mod Evoc [law]	7	Craft Arms & Armor <i>Order's Wrath</i> Creator must be Lawful	—	+2
Blurstrike	(RotW p170)	Melee only	The weapon and the arm wielding it become blurred, causing the 1 st melee attack each round with the weapon to treat the target as Flat-Footed. Foes with Uncanny Dodge or who do not rely on sight (i.e. have Blindsight, etc.) are immune to this power. Usable 10 rounds per day, broken up as desired. Activated as a Free Action.	Faint Ill	3	Craft Arms & Armor <i>Blur or Invisibility</i>	—	+2
Dementia	(DU116 p47)	Melee only	On a critical, the opponent is <i>Confused</i> (as the spell) for 7 rounds (WillNeg DC16). When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the Confusion effect, but not the weapon's critical multiplier.(DMG p222)	Mod Ench	7	Craft Arms & Armor <i>Confusion</i>	—	+2
Dessicating	(Sand p131)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 Dessication damage (+1d8 against Plants and Elementals of the 'water' subtype).	Mod Necro	8	Craft Arms & Armor <i>Dessicate</i> –or– <i>Wither</i> –or– <i>Horrid Wilting</i>	—	+2
Disarming	(CWar p134)	Any Weapon	Melee weapons – During a Disarm action, eliminate the opponent's bonuses for weapon size & using two hands. Ranged weapons – Able to make Ranged Disarm action (weapon sizes do not matter, but the opponent gains a +4 bonus us holding the weapon in two hands).	Mod Trans	11	Craft Arms & Armor <i>Telekinesis</i>	—	+2
Burning	(Eb p266)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage and the opponent Catches on Fire for 1d4 rounds (RefNeg, DC11). Move Action to douse flames. +2 bonus on Initiative checks if held at the start of combat	Mod Conj	9	Bind Elemental <i>Planar Binding, Lesser</i>	—	+2
Deadly Precision	(CAAdv p127)	Any Weapon	If the wielder makes a successful Sneak Attack, the attack does +2d6 damage.	Mod Trans	12	Craft Arms & Armor <i>Keen Edge</i>	—	+2
Disruption	(DMG p224)	Bludgeoning Melee only	Any undead struck must make a Will save vs. DC 14 or be destroyed.	Strong Conj	14	Craft Arms & Armor <i>Heal</i>	—	+2
Domineering	(PGF p119)	Any Weapon	Target becomes Shaken (WillNeg DC16).	Mod Ench	11	Craft Arms & Armor <i>Fear</i>	—	+2
Exit Wound	(CWar p134)	Ranged or Ammo only	If the ranged attack misses its target, it continues and has a chance to hit the next target in a straight line (using the original attack roll). Each successive target gains a +4 AC bonus. The attack stops when it hits something.	Mod Trans	8	Craft Arms & Armor <i>Melf's Acid Arrow</i>	—	+2
Explosive – Melee	(CWar p134)	Melee only	On a hit, the attack has a 5' radius explosion that does 2d4 damage (Ref½ DC15). The wielder takes the damage too.	Mod Trans	10	Craft Arms & Armor <i>Shatter</i>	—	+2
Flaming Burst	(DMG p224)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Fire damage. On a critical, the weapon / ammunition does an additional +1d10 of Fire damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1 st effect is no "on". When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Fire damage, but not the weapon's critical multiplier.(DMG p222)	Strong Evoc	12	Craft Arms & Armor <i>Flame Blade</i> –or– <i>Flame Strike</i> –or– <i>Fireball</i>	—	+2
Heavenly Burst	(BoED p113)	Any Weapon	On a critical hit, an Evil opponent takes +3d6 damage (no save) and is <i>Blinded</i> (FortNeg DC14). The wielder takes 1d2 Strength damage (no save). When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra damage, but not the weapon's critical multiplier.(DMG p222)	Faint Evoc	5	Craft Arms & Armor <i>Ayaila's Radiant Burst</i> Creator must be Good	—	+2
Holy	(DMG p225)	Any Weapon	+2d6 damage vs. Evil opponents. Weapon is 'good' aligned, for purposes of Damage Reduction. Evil creature only: 1 Persistent Negative Level.	Mod Evoc [good]	7	Craft Arms & Armor <i>Holy Smite</i> Creator must be Good	—	+2

Weapon Options	Reference	Type	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Icy Burst	(DMG p225)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Cold damage. On a critical, the weapon / ammunition does an additional +1d10 of Cold damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1 st effect is no "on". When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Cold damage, but not the weapon's critical multiplier.(DMG p222)	Strong Evoc	10	Craft Arms & Armor <i>Chill Metal</i> –or– <i>Ice Storm</i>	—	+2
Illithidwrought	(Und p69)	Any Weapon	+1 Insight bonus on attack & damage. Psionic Wielder only: +2 Insight bonus on attack & damage.	Mod Div	8	Craft Arms & Armor –or– Craft Psionic Arms & Armor Creator must have Psionics	—	+2
Metalline	(Und p69)	Any Metal Weapon	As a Standard Action, change the metal the weapon is made from. This allows a weapon to change to Adamantine or Cold Iron.	Mod Trans	9	Craft Arms & Armor <i>Polymorph Any Object</i>	—	+2
Paralyzing	(BoED p113)	Any Weapon	On a hit, opponent is <u>Held</u> (WillNeg DC17). The opponent gets a new save each round & the effect automatically ends after 10 rounds.	Mod Ench	10	Craft Arms & Armor <i>Hold Monster</i>	—	+2
Phasing	(DR330 p67)	Ammunition only	Can ignore a single object of up to 5' thick. The ammo ignores Cover, a Shield, or Armor (in that order and only one).	Faint Trans	5	Craft Arms & Armor <i>Blink</i>	—	+2
Shocking Burst	(DMG p225)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Electrical damage. On a critical, the weapon / ammunition does an additional +1d10 of Electrical damage if x2, +2d10 if x3, & +3d10 if x4. This effect always occurs, even if the 1 st effect is no "on". When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Electrical damage, but not the weapon's critical multiplier.(DMG p222)	Strong Evoc	10	Craft Arms & Armor <i>Call Lightning</i> –or– <i>Lightning Bolt</i>	—	+2
Skillful	(CArc p144)	Melee only	There is no non-proficiency penalty for wielding a Skillful weapon. The minimum Base Attack Bonus for this weapon only (i.e., does not apply to the other hand) is $\frac{3}{4}$ Character level (i.e., same as a Cleric of the same level).	Mod Trans	11	Craft Arms & Armor <i>Tenser's Transformation</i>	—	+2
Unholy	(DMG p226)	Any Weapon	+2d6 damage vs. Good opponents. Weapon is 'evil' aligned, for purposes of Damage Reduction. Good creature only: 1 Persistent Negative Level.	Mod Evoc [evil]	7	Craft Arms & Armor <i>Unholy Blight</i> Creator must be Evil	—	+2
Vampiric	(DU128 p83)	Melee only	Living opponent takes an additional 1d4 damage (FortNeg, DC16) and the wielder heals the same amount. If the wielder is at full hp, then the point become non-stacking Temporary HP that fade after 1 hour.	Mod Necro	7	Craft Arms & Armor <i>Vampiric Touch</i>	—	+2
Wounding	(DMG p226)	Melee only	Opponent takes 1 point of Constitution damage due to blood loss in addition to normal weapon damage. Creatures immune to criticals do not take ability damage.	Mod Evoc	10	Craft Arms & Armor <i>Mordenkainen's Sword</i>	—	+2
Banishing	(BoED p113)	Any Weapon	On a hit, an Extraplanar opponent of up to 25HD is banished back to its home plane & cannot return for 24 hours (WillNeg 24, SR applies). The wielder may deactivate this ability as a Free Action.	Strong Abj	13	Craft Arms & Armor <i>Banishment</i>	—	+3
Clouting	(CArc p143)	Any Weapon	On a hit, the opponent is moved backward 10' (or knocked Prone if he/she cannot move backwards) (FortNeg, DC19). If the opponent fails the first save, he/she is Stunned for 1 round (FortNeg, DC19).	Mod Abj	11	Craft Arms & Armor <i>Repulsion</i>	—	+3
Dessicating Burst	(Sand p131)	Any Weapon	On command, the weapon (or the ammunition it launches) does +1d6 of Dessication damage (+1d8 against Plants or Elementals of the 'water' subtype). On a critical, the weapon / ammunition does an additional +1d10 of Dessication damage if x2, +2d10 if x3, & +3d10 if x4 (+2d8, +4d8, or +6d8 if against Plants or Elementals of the 'water' subtype). This effect always occurs, even if the 1 st effect is no "on". When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Dessication damage, but not the weapon's critical multiplier.(DMG p222)	Strong Necro	12	Craft Arms & Armor <i>Dessicate</i> –or– <i>Wither</i> –or– <i>Horrid Wilting</i>	—	+3
Duststorm	(Sand p131)	Melee only	<i>Haboob</i> , 3/day. Activation requires full-round action provoking AoO. Wielder immune to spell's effect.	Mod Conj	10	Craft Arms & Armor <i>Freedom of Breath Haboob</i>	—	+3
Explosive – Ranged	(CWar p134)	Ranged or Ammo only	On a hit, the attack has a 5' radius explosion that does 2d4 damage (Ref½ DC15).	Mod Trans	10	Craft Arms & Armor <i>Shatter</i>	—	+3

Weapon Options	Reference	Type	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Finesse	(Eb p266)	Light Melee Weapon, Rapier, Whip, or Spiked Chain	Wielder who is the size for which the weapon was made only: +2 Enhancement bonus to Dexterity Wielder may use his/her Dexterity modifier as a bonus on attack rolls instead of his/her Strength.	Mod Conj	9	Bind Elemental <i>Planar Binding, Lesser</i>	—	+3
Knockback	(CWar p135)	Ranged or Ammo only	On a hit, the attack initiates a Bull Rush action, as a Medium creature with a +8 Strength modifier which pushes the opponent as far back as possible.	Mod Evoc	11	Craft Arms & Armor <i>Bigby's Forceful Hand</i>	—	+3
Roaring	(BoED p114)	Any Weapon	The weapon roars on each use. On a hit, an Evil opponent is <i>Shaken</i> (WillNeg DC22). <no duration listed> On a critical hit, the opponent takes +2d6 Sonic damage. When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon's critical multiplier.(DMG p222) A weapon cannot have both 'Roaring' & 'Thundering' options.	Strong Evoc	15	Craft Arms & Armor <i>Leonal's Roar</i> Creator must be Good	—	+3
Speed	(DMG p225)	Any Weapon	As part of a Full Attack Action, the wielder gets an extra attack at his/her best attack bonus each round. Does not stack with <i>Haste</i>	Mod Trans	7	Craft Arms & Armor <i>Haste</i>	—	+3
Spireshard	(DR315 p46)	Melee & Thrown only	A creature dealt damage by the weapon becomes unable to cast Spells or use Spell-like Abilities for 1d4 rounds (WillNeg DC19). Spells currently in effect are not affected. If a creature fails its save, then further hits do not increase the duration. The effect must end before a new attack can force a new save.	Strong Abj	15	Craft Arms & Armor <i>Antimagic Field</i>	—	+3
Stalactite	(Und p69)	Bladed Melee Weapon	On a critical hit, the foe is turned to Stone (FortNeg DC19). When hitting a creature not susceptible to critical hits, make the confirmation roll anyway. If successful, the opponent takes the extra Sonic damage, but not the weapon's critical multiplier.(DMG p222)	Strong Trans	12	Craft Arms & Armor <i>Flesh to Stone</i>	—	+3
Superior Dispelling	(DR312 p87)	Any Melee	<i>Dispel Magic (area dispel)</i> in a 5' radius centered on the wielder, as a Standard Action. The spell's Caster level is equivalent to the wielder's character level.	Mod Abj	11	Craft Arms & Armor <i>Greater Dispel Magic</i>	—	+3
Truebane	(DR345 p23)	Any Weapon	When wielded, the weapon begins as a 'Bane' weapon vs. the wielder's creature type. At the end of any round the weapon injures a creature, it changes to a 'Bane' weapon vs. the last creature it injured for 1 round. If the weapon goes 1 round without injuring a creature, it reverts back to being 'Bane' vs. the wielder's creature type. Reminder: a 'Bane' weapon receives a +2 bonus on attack rolls & +2d6 damage against one creature type.	Strong Conj	12	Craft Arms & Armor <i>Rage</i> <i>Summon Monster I</i>	—	+3
Brilliant Energy	(DMG p224)	Melee, Thrown, & Ammo only	Passes through non-living matter, so Armor and Armor Enhancement AC bonuses don't count against this weapon. Cannot harm Undead, Constructs, & Objects The weapon gives off light in a 20' radius.	Strong Trans	16	Craft Arms & Armor <i>Gaseous Form</i> <i>Continual Flame</i>	—	+4
Dancing	(DMG p224)	Melee only	As a Standard Action, this weapon can be loosed. It will fight for 4 rounds at its wielder's Base Attack Bonus. Then it drops & can't 'dance' again for 4 rounds. If the wielder moves, the weapon follows & continues to occupy the same hex.	Strong Trans	15	Craft Arms & Armor <i>Animate Object</i>	—	+4
Keeper's Fang	(Eb p266)	Melee only	Weapon does 'evil' damage with respect to Damage Reduction. If used to strike the killing blow, the opponent's soul is trapped in the realm of the Deity of the Dead & the opponent cannot be restored to life with <i>Resurrection</i> , etc.	Mod Conj	9	Bind Elemental <i>Planar Binding, Lesser</i>	—	+4
Righteous	(BoED p114)	Any Weapon	<i>Detect Evil</i> , always on. The wielder may deactivate this power as a Free Action. Against an opponent with a Strong or Overwhelming aura of Evil, this weapon has a +2 bonus on attack & damage rolls.	Mod Div Evoc	7	Craft Arms & Armor <i>Detect Evil</i> <i>Holy Smite</i> Creator must be Good	—	+4
Tentacle	(Und p69)	Any Weapon	On a critical hit, the opponent's brain is pulled out unless it makes a Fortitude save vs. DC 21.	Strong Necro	15	Craft Arms & Armor —or— Craft Psionic Arms & Armor Creator must be a Mind Flayer	—	+4 (+3 if added to Illithid-wrought weapon)
Vorpal	(DMG p226)	Slashing Melee only	On a roll of Natural 20 (even if the opponent is not susceptible to critical hits(DMG p222)) followed by a successful critical confirmation roll, the opponent's head is cut off. Note that some creature will not care.	Strong Necro Trans	18	Craft Arms & Armor <i>Circle of Death</i> <i>Keen Edge</i>	—	+5

Weapons

Weapons	Reference	Effect	Aura	Lvl	Requirements	Create in GP	Create in XP	Sell in GP
Masterwork Silver Dagger	(DMG p227)	Masterwork Alchemical-Silver Dagger	—	—	—	161	—	322
Masterwork Cold-Iron Longsword	(DMG p227)	Masterwork Cold-Iron Longsword	—	—	—	165	—	330
Weapon with +1	(DMG p222)	Varies	varies	*	Craft Arms & Armor <varies>	1,000	80	2,000
Adamantine Dagger	(DMG p226)	Masterwork Adamantine Dagger	—	—	—	1,501	—	3,002
Adamantine Battleaxe	(DMG p226)	Masterwork Adamantine Battleaxe	—	—	—	1,505	—	3,010
Shatterspike	(DMG p228)	+1 Longsword Wielder with Feat: <u>Improved Sunder</u> who is making a Sunder Action only: +4 Longsword	Strong Evoc	13	Craft Arms & Armor Power Attack Improved Sunder <i>Shatter</i>	2,315	160	4,315
Stirge's Gauntlet	(DR340 p70)	+1 Spiked Gauntlet Once per day, the gauntlet heals with wearer by an amount equal to the damage the gauntlet deals on its next successful attack on a living creature. Activated as a Swift Action.	Faint Necro	5	Craft Arms & Armor <i>Vampiric Touch</i>	2,805	200	5,305
Songblade	(CAdv p130)	+1 Rapier When unsheathed, grants a +2 Enhancement bonus on Perform checks. Wielder with the Bardic Music class ability only: +1 use of Bardic Music per day.	Mod Trans	8	Craft Arms & Armor <i>Sculpt Sound</i> Creator have Bardic Music	3,360	243	6,400
Swordbow, Light	(RotW p171)	+1 Rapier –or– +1 Shortbow. Able to shift between these two forms as a Free Action (so the change may occur in the middle of a Full Round Attack).	Faint Trans	5	Craft Arms & Armor <i>Shrink Item</i> Creator must be an Elf	3,650	240	6,650
Swordbow	(RotW p171)	+1 Longsword –or– +1 Longbow. Able to shift between these two forms as a Free Action (so the change may occur in the middle of a Full Round Attack).	Faint Trans	5	Craft Arms & Armor <i>Shrink Item</i> Creator must be an Elf	3,690	240	6,690
Swordbow, Great	(RotW p171)	+1 Greatsword –or– +1 Composite Longbow. Able to shift between these two forms as a Free Action (so the change may occur in the middle of a Full Round Attack).	Faint Trans	5	Craft Arms & Armor <i>Shrink Item</i> Creator must be an Elf	4,150	240	7,150
Weapon with +2	(DMG p222)	Varies	varies	*	Craft Arms & Armor <varies>	4,000	320	8,000
Cheldaorn Katar	(PGF p121)	+1 Punching-Dagger, carved from a Black Dragon Tooth <i>Poison</i> (DC 14), once per day. Decision to use the effect is made after the weapon hits.	Faint Necro	5	Craft Arms & Armor <i>Poison</i>	4,302	320	8,302
Dagger of Venom	(DMG p226)	+1 Dagger <i>Poison</i> (DC 14), once per day. Decision to use the effect is made after the weapon hits.	Faint Necro	5	Craft Arms & Armor <i>Poison</i>	4,302	320	8,302
Lance of the Last Rider	(CWar p135)	+1 Lance When the wielder charges a mounted opponent from the back of a steed, the weapon initiates a Bull Rush action. If successful, the opponent is moved back, but the mount is not.	Faint Trans	5	Craft Arms & Armor <i>Bull's Strength</i>	4,306	320	8,306
Shaker Staff of the Quondam	(DR335 p69)	+1 / +1 Quarterstaff As a Standard Action, all allies within a 30' radius Burst receive <i>Guidance</i> once per round for 5 rounds. If a bonus is not used on a given round, it is lost.	Faint Div	5	Craft Arms & Armor <i>Guidance</i> <i>Speak with Dead</i>	4,800	384	9,600
Trident of Warning	(DMG p229)	+2 Trident As a 1 Round Action, the Trident will detect the location, species, & number hostile and hungry marine predators in a 680' hemisphere.	Mod Div	7	Craft Arms & Armor <i>Locate Creature</i>	5,057 ½	405	10,115
Quiet Dagger – Apprentice	(DR330 p67)	+1 Silent-Strike Dagger +5 Competence bonus on Move Silently checks when held.	Faint Ill	4	Craft Arms & Armor <i>Silence</i>	5,450	412	10,800
Bowstaff	(CAdv p129)	+2 Quarterstaff –or– +2 Longbow The wielder can shift t he weapon between its forms with a Move Action.	Strong Trans	15	Craft Arms & Armor <i>Polymorph Any Object</i>	5,975	400	10,975
Shifter's Sorrow	(DMG p228)	+1 Alchemical-Silver / +1 Alchemical-Silver Two-Bladed Sword Does +2d6 damage to any creature with the 'shapechanger' subtype. If this weapon strikes a creature in an alternate form (including a Druid in a Wild Shape form), the opponent must make a Will save vs. DC 15 or return it its normal form.	Strong Trans	15	Craft Arms & Armor <i>Baleful Polymorph</i>	6,780	480	12,780

Weapons	Reference	Effect	Aura	Lvl	Requirements	Create in GP	Create in XP	Sell in GP
Python Rod	(DMG p236)	Masterwork Quarterstaff Good character only: +1 / +1 Quarterstaff As a Standard Action, the rod polymorphs into a Giant Constrictor Snake (which has a +1 Enhancement bonus on attack & damage) under the user's command. It returns to its quarterstaff form on command, if it is more than 100' from the user, or if it is slain. In the later case, the rod stops working for 3 days.	Mod Trans	10	Craft Rod Craft Arms & Armor <i>Baleful Polymorph</i> Creator must be Good	6,500	520	13,000
King's Knife	(Und p153)	+2 Shortsword Duergar only: Two extra uses per day of <i>Enlarge Person</i> and <i>Invisibility</i> spell-like abilities.	Mod Trans	6	Craft Arms & Armor <i>Enlarge Person</i> <i>Invisibility</i>	6,740	514	13,170
Sacrificial Knife	(DR336 p72)	+1 Dagger whose hilt is shaped like a snake whose wavy tongue is the blade. A ruby forms the pommel. If used in melee, this weapon has a –2 penalty on attacks. When near a Helpless creature, the ruby glows and the dagger hisses. <i>Death Knell</i> , on a creature killed by a Coup de Grace action.	Faint Necro	3	Craft Arms & Armor <i>Death Knell</i>	7,302	560	14,302
Drow Mission Blade	(Und p69)	+1 Drowcraft Finder Shortsword. <i>Blindsight</i> , 1/day	Strong Div Evoc	12	Craft Arms & Armor <i>Blindsight</i> <i>Contingency</i> <i>Disintegrate</i> <i>Divination</i>	7,790	598	15,270
Moonrat's Bane	(DR333 p67)	+2 Silver Greatsword sized for a Small creature. 20' radius of illumination when held. Any non-foe within this light gains a +2 bonus on all saves to avoid contracting disease. Any rat or rate-like creature that receives a critical hit from this blade is Shaken for 1 minute (no save). Target creatures include normal rats, dire rats, wererats, rat swarms, moon rats, etc.	Mod Abj	11	Craft Arms & Armor <i>Remove Disease</i>	7,940	607	15,530
Calathangas	(PGF p125)	+1 Rapier Anyone hit by this weapon contracts lycanthropy & becomes an Afflicted Wererat (FortNeg DC15). Glowes when rats are within 50'. Summon 1d6+1 Rat Swarms –or– 3d6 Dire Rats, usable 1/day. Arrive in 2d6 rounds & serve for up to 1 hour. The wielder must make a Fortitude save vs. DC15 each tenday or contract lycanthropy & becomes an Afflicted Wererat.	Mod Conj	6	Craft Arms & Armor <i>Summon Nature's Ally III</i>	8,060	620	15,800
Hammer of Skill	(DR324 p76)	+2 Thundering Cold-Iron Warhammer Each time the wielder misses, he/she receives a cumulative –1 penalty on his/her next attack roll, but a circumstance bonus of equal size if the next attack hits. Once a hit occurs, the hammer resets itself to +0. If the wielder fails to hit when the penalty is up to –10, the hammer will not function for that wielder ever again. The hammer keeps a different cumulative total for each wielder and remembers that total the next time a wielder picks the hammer up.	Mod Necro	6	Craft Arms & Armor <i>Blindness / Deafness</i>	9,000	720	18,000
Staff of the Crushing Breeze	(DR325 p98)	+2 Quarterstaff, carved with idyllic scenes and partially covered with Mithral chains. Wielder gains <i>Feat: Improved Trip</i> .	Mod Evoc	6	Craft Arms & Armor <i>Gust of Wind</i>	9,000	720	18,000
Weapon with +3	(DMG p222)	Varies	varies	*	Craft Arms & Armor <varies>	9,000	720	18,000
Ettin's Club	(DR340 p69)	+2 Greatclub When using this weapon, the wielder <u>always</u> attacks a random creature within reach, but the weapons has an additional +2 bonus on attack rolls and does +1d6 damage.	Faint Ench	5	Craft Arms & Armor <i>Rage</i>	9,300	720	18,300
Assassin's Dagger	(DMG p226)	+2 Dagger +1 bonus to the DC of an Assassin's Death Attack	Mod Necro	9	Craft Arms & Armor <i>Slay Living</i>	9,302	720	18,302
Spiderbane	(Und p70)	+2 Spiderkind-Bane Spiked-Chain	Mod Conj	9	Craft Arms & Armor <i>Summon Monster I</i>	9,325	720	18,325
Celestial Blade	(BoED p114)	+3 Bastard Sword, sized for Large creatures. Gives off light as a torch (20' radius).	Mod Evoc	9	Craft Arms & Armor	9,335	720	18,335
Trident of Fish Command	(DMG p229)	+1 Trident The wielder may charm 14HD of Aquatic animals who are within a 30' area (WillNeg DC16, +5 bonus if under attack by the wielder or his/her allies). The wielder may speak with charmed animals. Target that make their save will not want to approach within 10' of the trident. Usable 3/day.	Mod Ench	7	Craft Arms & Armor <i>Speak with Animals</i>	9,325	746	18,650

Weapons	Reference	Effect	Aura	Lvl	Requirements	Create in GP	Create in XP	Sell in GP
Viper Rod	(DMG p237)	+2 Heavy-Mace Evil character only: On command, the head of the mace transforms into a snake's head for 10 minutes, unable 1/day. During this time, all hits do normal damage & inflict a poison (1d10 Con / 1d10 Con / DC 14).	Mod Necro	10	Craft Rod Craft Arms & Armor <i>Poison</i> Creator must be Evil	9,500	760	19,000
Blade of Deception	(CAdv p129)	+3 Rapier The wielder receives a +2 Enhancement bonus on Bluff checks when attempting to Feint. If successful, the opponent targeted by the Feint can not make Attacks of Opportunity against the wielder until the start of the wielder's next round (as long as the wielder still threatens the opponent).	Mod Ill	9	Craft Arms & Armor <i>Blur</i>	10,070	780	19,820
Flame Tongue	(DMG p226)	+1 Flaming-Burst Longsword Once per day, 4d6 Fire damage to a single target within 30' as a Ranged Touch attack.	Mod Evoc	12	Craft Arms & Armor <i>Flame Blade</i> –or– <i>Flame Strike</i> –or– <i>Fireball</i> <i>Scorching Ray</i>	10,515	816	20,715
Ashen Branch	(DR324 p29)	2' long branch that looks recently cut. When thrown, the branch becomes a +3 Adamantine Spear. After the attack is resolved, it turns back into a branch.	Mod Trans	8	Craft Arms & Armor <i>Plant Growth</i>	10,801	840	21,301
Sword of Subtlety	(DMG p228)	+1 Short-Sword When used for a Sneak Attack: +4 bonus to attack & damage	Mod Ill	7	Craft Arms & Armor <i>Blur</i>	11,155	892	22,310
Sword of the Planes	(DMG p228)	+1 Longsword Against Elementals –or– while on any Elemental Plane: +2 Longsword Against natives of the Astral / Ethereal Plane –or– while on the Astral / Ethereal Plane: +3 Longsword Against Outsiders –or– while on any Outer Plane: +4 Longsword	Strong Evoc	15	Craft Arms & Armor <i>Plane Shift</i>	11,157 ½	893	22,315
Nagpa Staff	(DR339 p62)	Masterwork Cold-Iron Quarterstaff Holds up to 3 levels of single-use spells. Any spell-caster can "cast spells" in to the staff for later use, assuming there are available levels remaining in the staff. When held, the wielder immediately knows that spells are in the staff. Anyone can cast the spells. Creature with the Nagpa Template only: +1 Cold-Iron Quarterstaff	Faint Evoc	5	Craft Arms & Armor Craft Staff <i>Imbue with Spell Ability</i>	11,700	440	22,700
Luck Blade	(DMG p227)	+2 Short-Sword +1 Luck bonus to all saves. The wielder may reroll one roll, but must use the new value. Usable once per day.	Strong Evoc	17	Craft Arms & Armor <i>Wish</i> –or– <i>Miracle</i>	11,030	882	22,960
Nine Lives Stealer	(DMG p227)	+2 Longsword On a Critical Hit, the target must make a Fortitude save vs. DC 20 or die. After 9 successful uses, this ability stops working. Good characters only: 2 Persistent Negative Levels.	Strong Necro [evil]	13	Craft Arms & Armor <i>Finger of Death</i>	11,529	992	23,057
Mattoc of the Titans	(DMG p262)	10' long digging tool. +3 Gargantuan Adamantine Morningstar (4d6 base damage) A Huge-sized creature (or larger) can use it to remove a 10' cube of earth or earthen ramparts per 10 minutes, or smash a 10' cube of stone per 1 hour.	Strong Trans	16	Craft Wondrous Item Craft Arms & Armor <i>Move Earth</i>	13,348	800	23,348
Rod of Withering	(DMG p237)	+1 Light-Mace that does no normal damage On a melee touch attack, this weapon does 1d4 Strength damage & 1d4 Constitution damage (FortNeg DC 17). If the attack is a Critical Hit, the ability damage is permanent.	Strong Necro	13	Craft Rod Craft Arms & Armor <i>Contagion</i>	12,500	1,000	25,000
Quiet Dagger – Journeyman	(DR330 p67)	+2 Silent-Strike Dagger +5 Competence bonus on Move Silently checks when held. Apply the <i>Metamagic Silent Spell</i> to a 0 th – 3 rd lvl spell, 3/day.	Mod Ill	6	Craft Arms & Armor <i>Silence</i>	12,800	1,000	25,300
Maul of the Titans	(DMG p262)	8' long mallet. +3 Greatclub Deals x3 damage to inanimate objects. If Strength less than 18, then all attacks have a –4 penalty.	Strong Evoc	15	Craft Wondrous Item Craft Arms & Armor <i>Bigby's Clenched Fist</i>	12,305	480	25,305

Weapons	Reference	Effect	Aura	Lvl	Requirements	Create in GP	Create in XP	Sell in GP
Oathbow	(DMG p227)	+2 Composite Longbow, Mighty +2 When fired, the bow whispers “Swift defeat to my enemies”. The wielder may ‘vow’ to slay a specific target, once per day. There cannot be any pending “sworn enemies”. When shooting at the “sworn enemy” only: +5 Composite Longbow, Mighty +2. Arrows do +2d6 damage & have a x3 critical multiplier. The bow shouts “Swift death to those who have wronged me”. When the bow has a “sworn enemy” but is shooting at someone else: Masterwork Composite Longbow, Mighty +2 When the bow has a “sworn enemy” but the wielder is using a different weapon: –1 penalty on attacks. The penalties end when the wielder slays / destroys the “sworn enemy” personally or 7 days go by.	Strong Evoc	15	Craft Arms & Armor Creator must be an Elf	13,100	1,000	25,600
Sword of Life Stealing	(DMG p228)	+2 Longsword On a critical, the target gains a Negative Level and the wielder gains 1d6 Temporary hit-points (which fade if not used in 24 hours). The DC to remove the Negative Level after 24 hours is 16.	Strong Necro	17	Craft Arms & Armor <i>Enervation</i>	12,857 ½	1,029	25,715
Reaver’s Cutlass	(Storm p130)	+1 Wounding Cutlass If weapon attaches to an opponent, it deals Constitution damage each round until the opponent ‘pins’ the weapon and spends a Full-Round Action to pull it free. Weapon makes Grapple checks as its wielder, even though wielder no longer holds weapon once attached.	Strong Evoc	12	Craft Arms & Armor <i>Animate Objects</i> <i>Mordenkianen’s Sword</i>	13,310	1,040	26,310
Oglien’s Final Answer	(CWar p135)	+2 Spiked Chain <i>Nondetection</i> on the weapon, always on. Wielder gains a +5 bonus on Perform (weapon drill) checks.	Mod Abj Trans	10	<i>Nondetection</i>	13,325	1,040	26,325
Final Rest	(Und p69)	+1 Morphing Undead-Bane Longsword <i>Hide from Undead</i> , 3/day.	Mod Conj Trans	9	Craft Arms & Armor <i>Hide from Undead</i> <i>Summon Monster I</i>	14,175	1,109	28,035
Dyerwaen	(PGF p125)	+2 Bastard Sword Does ‘good’ and ‘chaotic’ damage for purposes of overcoming Damage Reduction. +2 Competence bonus on Survival checks. <i>Intuit Direction</i> , at will. <i>Hide from Animals</i> , at will. <i>Speak with Plants</i> , 1/day. +2 Competence bonus on Diplomacy checks vs. Elves, Fey, & Woodland creatures of Good alignment. In a forest only: +5 Competence bonus to Hide checks. <i>Pass without Trace</i> , at will.	Mod Abj	11	Craft Arms & Armor Creator must be a Druid	14,668	1,173	29,335
Pick of Iceparting	(Frost p111)	+2 Cold-Bane Heavy-Pick May score Critical Hits against creatures of the ‘cold’ subtype normally immune to critical hits. Strike icy surface to cause three points within 50 feet connected to impact point by ice to explode for 3d6 Piercing damage (Ref½, DC14), 1/day.	Med Evoc	8	Craft Magic Arms & Armor <i>Crack Ice</i> <i>Summon Monster I</i>	14,600	1,168	30,000
Ilbratha, Mistress of Battle	(PGF p126)	+1 Longsword <i>Jump</i> , 3/day. <i>Blink</i> , 1/day. <i>Mirror Image</i> , 1/day. When it touches a spell effect or a magic item, the weapon makes a chime.	Faint Trans	5	Craft Arms & Armor <i>Blink</i> <i>Detect Magic</i> <i>Jump</i> <i>Mirror Image</i>	15,715	1,232	31,115
Weapon with +4	(DMG p222)	Varies	varies	*	Craft Arms & Armor <varies>	16,000	1,280	32,000
Guerrilla Spear	(CAdv p129)	+2 Shortspear When successfully used to attack an opponent who is denied his/her Dex modifier to AC, the weapon does +2d6 damage.	Mod Ill	7	Craft Arms & Armor <i>Invisibility</i>	16,302	1,280	32,301
Bow of Songs	(CAdv p129)	+2 Shortbow The wielder may expend a daily use of Bardic Music to gain a bonus equal to his/her Charisma modifier on the next attack and damage roll made with the bow. Activating this ability takes a Move Action that does <u>not</u> generate an attack of opportunity.	Mod Trans	8	Craft Arms & Armor <i>Sculpt Sound</i> Creator must be an Elf & have Bardic Music	16,330	1,280	32,330

Weapons	Reference	Effect	Aura	Lvl	Requirements	Create in GP	Create in XP	Sell in GP
Rod of Thunder and Lightning	(DMG p237)	+2 Light-Mace ‘Thunder’, 1/day. Activated as a Free Action. For 1 round, the rod acts as a +3 Light Mace & an opponent hit with it is Stunned for 1 round (FortNeg DC16). ‘Lightning’, 1/day. Activated as a Free Action. For 1 round, the rod does an extra 2d6 of electrical damage. During this time, if an attack misses the target’s normal AC, but would have hit its touch AC, the target takes 2d6 electrical damage anyway. <i>Shout</i> , 1/day. 2d6 Sonic damage & Deafened for 2d6 rounds. DC16 <i>Lightning Bolt</i> , 1/day. 9d6 Electrical damage (Ref½ DC16) in a 5’ wide path that is 200’ long. ‘Thunder and Lightning’, 1/week. 9d6 Electrical damage in a 5’ wide path that is 200’ long plus all creatures within 10’ of the path of the lightning take 2d6 Sonic damage (Ref½ DC16 for all effects). Note that when calculating the damage from the lightning, count rolls of 1 or 2 as a ‘3’ (minimum damage is 27).	Mod Evoc	9	Craft Rod Craft Arms & Armor <i>Lightning Bolt Shout</i>	16,500	1,320	33,000
Pearl Trident	(Storm p130)	+3 Returning Pearlsteel Trident Gain <i>Feat: Aquatic Shot</i> for attacks with Trident. If wielder already has <i>Aquatic Shot</i> or <i>Far Shot</i> , then range increment increases to 10’.	Mod Trans	9	Craft Arms & Armor <i>Telekinesis</i>	17,815	1,280	36,815
Claws of the Leopard	(CAdv p129)	+2 Spiked Gauntlets Wearer gains Low-Light Vision & +10 Enhancement bonus on Climb checks At the end of a Charge, the wearer may make a Full Round Attack.	Mod Trans	6	Craft Arms & Armor <i>Cat’s Grace</i> Creator must have 5 ranks in Climb	19,305	1,520	38,305
Mace of Terror	(DMG p227)	+2 Heavy-Mace On command, the wielder becomes terrible looking. Living creatures in a 30’ cone in front of him/her are effected by <i>Fear</i> (Will½ DC16). Usable 3/day.	Strong Necro	13	Craft Arms & Armor <i>Fear</i>	19,276	1,542	38,552
Life-Drinker	(DMG p227)	+1 Greataxe On a hit that does damage, the opponent gains 2 <u>Negative Levels</u> . The DC to remove the levels the next day is 16. Wielder gains 1 <u>Negative Level</u> per hit that does damage, which goes away after one hour.	Strong Necro	13	Craft Arms & Armor <i>Enervation</i>	20,320	1,600	40,320
Taragarth, the Bloodbrand	(PGF p126)	+1 Short Sword When holding the weapon unsheathed only: Fire Resistance 10. Wielder is immune to <i>Detect Thoughts</i> , <i>Discern Lies</i> , and all attempts to determine alignment.	Faint Abj	3	Craft Arms & Armor <i>Nondetection</i> <i>Resist Elements</i>	21,301	1,680	42,310
Craemmol’s Hammer	(PGF p121)	+3 Warhammer Gives off light like a torch. If a Drow is within 60’, the weapon makes a sound like a loud bell. As a Full Round Action, the wielder can determine the location of the nearest Drow within a 60’ radius & the total number of Drow within 60’.	Mod Evoc	11	Craft Arms & Armor <i>True Seeing</i>	21,812	1,720	43,312
Sharkdoom Spear	(Storm p130)	+2 Keen Thundering Spear Aquatic creatures injured by weapon is affected by <i>Sink</i> spell for 12 rounds (FortNeg, DC13). <i>Sink</i> spell causes following effects: a) –10’ to Swim speed; and b) Make DC 13 Swim check every round or sink 5’.	Strong Evic	12	Craft Arms & Armor <i>Keen Edge</i> <i>Sink</i> <i>Sound Burst</i>	22,302	1,760	44,302
Nightblade of Arvandor	(BoED p115)	+2 Longsword. The black steel blade looks like it is filled with stars. As a Standard Action, the blade can “fire” one star per ranged attack the wielder has (this provokes Attacks of Opportunity). Each star is a Force effect that requires a Ranged Touch attack to hit & does 1d8 damage (non-Evil creatures take half the damage as non-lethal).	Mod Evoc [good]	6	Craft Arms & Armor <i>Stars of Arvandor</i> Creator must be Good	22,315	1,760	44,315
Nychyaella’s Healing Spear	(PGF p121)	+2 Silvered Spear. <i>Vampiric Touch</i> , through the spear, up to 3/day. Effect is used after the spear hits.	Mod Necro	10	Craft Arms & Armor <i>Vampiric Touch</i>	22,392	1,760	44,392
Sylvan Scimitar	(DMG p229)	+3 Scimitar When used outdoors in temperate climate: Wielder gains <i>Feat: Cleave</i> and +1d6 damage.	Mod Evoc	11	Craft Arms & Armor <i>Divine Power</i> –or– Creator must be a Druid of 7 th + level	23,657 ½	1,893	47,315
Queen’s Scourge	(Und p70)	+2 Drowcraft Scourge <i>Inflct Critical Wounds</i> , 1/day.	Strong Evoc	12	Craft Arms & Armor <i>Contingency</i> <i>Disintegrate</i> <i>Inflct Critical Wounds</i>	23,920	1,888	47,520
Hand of the Creator	(DR328 p65)	+1 Keen Punching Dagger made of Mithral. Wielder with Elven Blood only: +1d4 damage. An opponent without Elven Blood is permanently under the effect of <i>Faerie Fire</i> and <i>Shaken</i> (WillNeg, DC 14). Removed as a Curse.	Mod Abj	7	Craft Arms & Armor <i>Bestow Curse</i> <i>Faerie Fire</i> <i>Keen edge</i> Creator must be an Elf or Half-Elf	24,502	1,920	48,502

Weapons	Reference	Effect	Aura	Lvl	Requirements	Create in GP	Create in XP	Sell in GP
Weapon with +5	(DMG p222)	Varies	varies	*	Craft Arms & Armor <varies>	25,000	2,000	50,000
Nature's Wrath	(Und p70)	+2 Aberration-Bane Construct-Bane Undead-Bane Club	Strong Conj	15	Craft Arms & Armor <i>Summon Monster I</i>	25,000	2,000	50,300
Celestial Mace	(BoED p114)	+3 Disrupting Heavy-Mace Gives off light as a torch (20' radius).	Strong Trans	14	Craft Arms & Armor <i>Disrupting Weapon</i>	25,312	2,000	50,312
Everchanging Blade	(Und p69)	+1 Metalline Morphing Sizing Longsword	Strong Trans	15	Craft Arms & Armor <i>Enlarge Person</i> <i>Polymorph Any Object</i> <i>Reduce Person</i>	25,315	2,000	50,315
Kraken tooth	(Storm p129)	+2 Wounding Shocking-Burst Trident	Mod Conj Evoc	10	Craft Arms & Armor <i>Call Lightning</i> –or– <i>Lightning Bolt</i>	25,315	2,012	50,315
Rapier of Puncturing	(DMG p227)	+2 Wounding Rapier 1d6 Constitution damage due to blood-loss on a touch attack, usable 3 times per day. Does not effect creatures who are immune to criticals.	Strong Necro	13	Craft Arms & Armor <i>Harm</i>	25,320	2,000	50,320
Sun Blade	(DMG p228)	+2 Bastardsword, though it can be wielded as if it were a Short-Sword. Sunlight, usable 1/day – As a Standard Action, create a 10' radius area of daylight. For each consecutive round spent using a Standard Action to maintain the ability, the radius grows by 5', up to 60' after 10 rounds. When the wielder stops, the glow fades over the next minute. Against Evil creatures: +4 Bastard-Sword Against Negative-Energy Plane creatures or Undead: Double damage (x3 on a critical). Evil characters only: 1 Persistent Negative Level.	Mod Evoc	10	Craft Arms & Armor <i>Daylight</i> Creator must be Good	25,335	2,000	50,335
DemonDoom	(BoED p115)	+2 Holy Demon-Bane Warhammer made of Cold Iron Blinding Strike, 1/day. Must be declared before the attack is made. If the weapon hits & the opponent's Spell Resistance is overcome & the opponent is a Demon, <i>Power Word Blind</i> .	Strong Ench	15	Craft Arms & Armor <i>Holy Smite</i> <i>Power Word Blind</i> Creator must be Good	25,912	2,048	51,512
Dagger of Stones	(DR340 p29)	+1 Dagger with a large gemstone on the pommel. Wielder was born under the Astrological Sign (DR340 p25) whose birthstone matches the gem in the pommel only: +3 Defending Dagger Wielder gains the birthstone's Starblessed (DR340 p27) benefit.	Strong Abj	12	Craft Arms & Armor Starblessed <i>Globe of Invulnerability</i> <i>Shield</i> –or– <i>Shield of Faith</i>	26,302	2,080	52,302
Frost Brand	(DMG p226)	+3 Frost Greatsword When the temperature is below freezing, the sword glows like a torch. Absorbs the first 10 hp of Fire damage the wielder would take each round. Extinguishes any nonmagical fires it is thrust into. Extinguishes any magical fires (such as <i>Wall of Fire</i>) by making a Dispel Check at +14.	Strong Evoc	14	Craft Arms & Armor <i>Ice Storm</i> <i>Dispel Magic</i> <i>Protection from Energy</i>	27,375 ½	2,179	54,475
Lashing Sword of Samos the Skullreaver	(PGF p121)	+1 Short Sword The weapon's pommel generates a whip made of blue light. If the wielder succeeds in a Touch Attack with the 'whip' on an Undead, it is Destroyed (WillNeg DC17). The 'whip' does not effect any other type of creature & does not require proficiency.	Mod Conj	9	Craft Arms & Armor <i>Disrupting Weapon</i>	27,310	2,160	56,310
Lash of the Sands	(Sand p131)	+2 Dessicating Burst Whip made of shapessand. Deals lethal damage, effective against armored opponents, & weighs 2x normal whip. On hit, whip may entangle as <i>Animate Rope</i> . While entangled, opponent takes 1d6 points of Dessication damage per round.	Strong Necro	12	Craft Arms & Armor <i>Animate Rope</i> <i>Dessicate</i> –or– <i>Wither</i> –or– <i>Horrid Wilting</i>	28,400	2,256	56,400
Thornblade	(DR326 p78)	+3 Keen Scimitar, with a green blade and a few thorns. After the blade has hit, the wielder can poison his/her opponent with Bloodroot Poison. Usable 3/day. Once it has bonded with an owner, the Thornblade will rot away if not touched by its owner for 30 days. The owner can give the blade to another	Mod Conj	9	Craft Arms & Armor <i>Poison</i>	28,225	2,258	56,450
Dagger of Defense	(CAAdv p129)	+4 Defending Dagger If held in his/her off-hand, the wielder cannot be Flanked.	Mod Abj	12	Craft Arms & Armor <i>Shield</i>	29,302	2,320	58,302
Rustblade	(PGF p121)	+1 Dagger, which looks rusted. <i>Rusting Grasp</i> , always on.	Mod Trans	7	Craft Arms & Armor <i>Rusting Grasp</i>	29,302	2,320	58,302

Weapons	Reference	Effect	Aura	Lvl	Requirements	Create in GP	Create in XP	Sell in GP
Quiet Dagger – Master	(DR330 p67)	+2 Silent-Strike Dagger +5 Competence bonus on Move Silently checks when held. Apply the <u>Metamagic Silent Spell</u> to a 0 th – 3 rd lvl spell, 3/day. Wielder gains Spell Resistance 14.	Mod III	9	Craft Arms & Armor <i>Dispel Magic</i> <i>Silence</i>	29,800	2,360	59,300
Rod of Deadly Function	(DR330 p68)	+1 Light-Mace with 4 buttons Pressing button #1: +1 Keen Rapier Pressing button #2: +2 Returning Throwing-Axe Pressing button #3: +3 Whip-Dagger Pressing button #4: Exposes a set of Masterwork Lockpicks. <i>Deep Slumber</i> by touch (stated before the attack), 1/day. DC 14. <i>True Strike</i> , 1/day. 2d4 dmg by touch (stated before the attack) & the wielder is healed the same amount, 1/day. (Will½ DC17)	Strong Div Ench Evoc Trans	18	Craft Rod Craft Arms & Armor <i>Deep Slumber</i> <i>True Strike</i>	30,000	2,400	60,000
Dwarven Thrower	(DMG p226)	+2 Warhammer Dwarf only: +3 Throwing Returning Warhammer with a 30' range increment Giants take +2d8 damage when thrown, all others take +1d8	Mod Evoc	10	Craft Arms & Armor Creator must be a Dwarf of at least 10 th level	30,312	2,400	60,312
Luck Blade, with One Wish	(DMG p227)	+2 Short-Sword +1 Luck bonus to all saves. The wielder may reroll one roll, but must use the new value. Usable once per day. <i>Wish</i> , 1 use.	Strong Evoc	17	Craft Arms & Armor <i>Wish</i> –or– <i>Miracle</i>	31,180	2,494	62,360
Rod of Lordly Might	(DMG p235)	+2 Light-Mace with 6 buttons Pressing button #1: +1 Flaming Longsword Pressing button #2: +4 Battleaxe Pressing button #3: +3 Shortspear –or– +3 Longspear –or– +3 Lance Pressing button #4: 5' – 50' climbing pole with grapple hooks on one end & a spike on the other. Can also be used to force open a door at +12. Pressing button #5: Returns rod to normal. Pressing button #6: Rod indicates north & distance from the surface (above or below). <i>Hold Person</i> by touch (stated before the attack), 1/day. DC 14. <i>Fear</i> on enemies within 10', 1/day. DC 16. 2d4 dmg by touch (stated before the attack) & the wielder is healed the same amount, 1/day. (Will½ DC 17)	Strong Ench Evoc Necro Trans	19	Craft Rod Craft Arms & Armor <i>Inflict Light Wounds</i> <i>Bull's Strength</i> <i>Flame Blade</i> <i>Hold Person</i> <i>Fear</i>	35,000	2,800	70,000
Weapon with +6	(DMG p222)	Varies	varies	*	Craft Arms & Armor <varies>	36,000	2,880	72,000
Sai of the Hornet	(DR325 p98)	+1 Dancing Returning Sai Can be ordered to throw itself at a foe within 50' (with the standard range penalties for a Sai) as if thrown by the controller. It then returns to its controller (as per the Returning feature) and continues Dancing until that duration is over.	Strong Trans	15	Craft Arms & Armor <i>Shield</i> –or– <i>Shield of Faith</i> <i>Telekinesis</i>	36,150	2,892	72,300
Chernobog's Sledge	(DR324 p29)	Masterwork Warhammer that looks old & rusted and weighs 10 pounds. At night only: +3 Mighty-Cleaving Wounding Warhammer	Strong Trans	12	Craft Arms & Armor <i>Deeper Darkness</i>	36,312	2,880	72,312
Evithyan's Blade	(PGF p125)	+3 Longsword When fighting Drow only: +5 Longsword Does an additional 2d4 Constitution damage (Fort½ DC20).	Strong Evoc	13	Craft Arms & Armor <i>Mordenkainen's Sword</i>	36,315	2,880	72,315
Eagle's Cry Bow	(DR326 p77)	+5 Composite Long Bow (+4 Strength rating) Has a 220' range increment and can fire 20 increments (at –2 per increment after the first). When fired, makes an eagle's cry, which rants all Elves within 30' a +3 Morale bonus on saves vs. Charm & Fear and to weapon damage for 6 rounds.	Strong Trans	15	Craft Arms & Armor Far Shot <i>True Strike</i> Creator must be an Elf	36,900	2,952	73,800

Weapons	Reference	Effect	Aura	Lvl	Requirements	Create in GP	Create in XP	Sell in GP
Mace of Smiting	(DMG p227)	+2 Adamantine Heavy-Mace Against Constructs: +5 Adamantine Heavy-Mace Any construct struck with a critical hit is destroyed (no save). Any Outsider struck with a critical hit takes x4 damage	Mod Trans	11	Craft Arms & Armor <i>Disintegrate</i>	39,312	2,880	75,312
Sword of the Glorious Pearl	(Storm p130)	+3 Aquatic Holy Pearlsteel Bastard Sword Gain <u>Feat: Extra Turning</u> after 24 hour attunement to weapon.	Strong Abj Evoc [good]	7	Craft Arms & Armor Extra Turning <i>Holy Smite</i> <i>Freedom of Movement</i> Creator must be Good	37,835	3,000	75,335
Twinblades Alight	(PGF p121)	+2 Adamantine & Cold-Iron Battleaxe (its head is double-bladed, with each blade made from a different material). Lawful Good Dwarf only: +2 Adamantine & Cold-Iron Axiomatic Holy Battleaxe Also glows softly	Strong Necro Trans	18	Craft Arms & Armor <i>Circle of Death</i> <i>Keen Edge</i>	40,515	3,216	82,215
Nightwatcher	(PGF p126)	+3 Longsword, made from Adamantine. Bearer gains Low-Light vision. <i>Dispel Magic</i> vs. magical darkness within 30'. When planted in the ground only: Hums loudly if anyone with intent to harm its owner comes within 60'.	Mod Evoc	9	Craft Arms & Armor <i>Alarm</i> <i>Dispel Magic</i> <i>Light</i>	44,815	3,560	89,315
Hand Spinneret	(Und p69)	+3 Drowcraft Unholy Hand-Crossbow <i>Web</i> at 8 th level, usable 3/day.	Strong Evoc	12	Craft Arms & Armor <i>Contingency</i> <i>Disintegrate</i> <i>Web</i>	45,400	3,600	90,400
Weapon with +7	(DMG p222)	Varies	varies	*	Craft Arms & Armor <varies>	49,000	3,920	98,000
Dart of the Phoenix	(BoED p114)	+1 Returning Dart, fletched with phoenix feathers. Throwing the dart inflicts 1d4 Strength damage on the thrower. An opponent hit by the dart must make a Fortitude save vs. DC 20 or die (with his/her body being incinerated). On a successful save, the opponent takes 13d6 Fire damage (if this kills the opponent, his/her body is incinerated anyway). If incinerated, the opponent's ashes reform into the person after 2d6 rounds, with all the Fire damage healed. Creatures immune to fire are immune to these effects, but fire resistance only applies if the save is made.	Strong Necro [fire] [good]	13	Craft Arms & Armor <i>Phoenix Fire</i>	49,900 ½	3,960	99,400 ½
Bow of the Solars	(BoED p114)	+2 Composite Longbow, +4 Strength bonus, sized for a Large creature. Any arrow fired by this bow becomes an Arrow of Slaying that matches the targeted creature.	Strong Necro	13	Craft Arms & Armor <i>Finger of Death</i>	50,500	3,9668	100,100
Luck Blade, with Two Wishes	(DMG p227)	+2 Short-Sword +1 Luck bonus to all saves. The wielder may reroll one roll, but must use the new value. Usable once per day. <i>Wish</i> , 2 uses.	Strong Evoc	17	Craft Arms & Armor <i>Wish –or– Miracle</i>	51,330	4,106	102,660
Holy Avenger	(DMG p226)	+2 Cold-Iron Longsword Paladin only: +5 Holy Cold-Iron Longsword Spell Resistance (5 + Paladin level) to the Paladin & any adjacent <i>Greater Dispel Magic (area)</i> as a Standard Action at the Paladin's level. Usable once per round.	Strong Abj	18	Craft Arms & Armor <i>Holy Aura</i> Creator must be Good	60,630	4,800	120,300
Dragathil	(PGF p121)	Masterwork Rapier for a Medium-sized wielder Character with at least 5 ranks of Diplomacy only: +4 Merciful Holy Evil-Outsider-Bane Undead-Bane Rapier for a Medium-sized wielder Red glow as bright as a torch on command. <i>Hold Person</i> , 1/day.	Strong Evoc [good]	12	Craft Arms & Armor <i>Cure Light Wounds</i> <i>Hold Person</i> <i>Holy Smite</i> Creator must be Good	63,020	5,016	125,720
Weapon with +8	(DMG p222)	Varies	varies	*	Craft Arms & Armor <varies>	64,000	5,120	128,000
Faervian	(PGF p120)	Masterwork Longsword for a Medium-sized wielder Arcane Spellcaster only: +4 Spell-Storing Holy Evil-Outsider-Bane Undead-Bane Longsword for a Medium-sized wielder Purple glow as bright as a torch on command. May apply Still Spell to 3 spells per day.	Strong Evoc [good]	12	Craft Arms & Armor Still Spell <i>Holy Smite</i>	67,642	5,386	134,970

Weapons	Reference	Effect	Aura	Lvl	Requirements	Create in GP	Create in XP	Sell in GP
Luck Blade, with Three Wishes	(DMG p227)	+2 Short-Sword +1 Luck bonus to all saves. The wielder may reroll one roll, but must use the new value. Usable once per day. <i>Wish</i> , 3 uses.	Strong Evoc	17	Craft Arms & Armor <i>Wish</i> –or– <i>Miracle</i>	71,480	5,718	142,960
Mhaorathil	(PGF p120)	Masterwork Short-Sword for a Medium-sized wielder Dwarf only: +4 Holy Evil-Outsider-Bane Undead-Bane Short-Sword sized for a Medium -sized wielder Orange glow as bright as a torch on command. <i>Cure Light Wounds</i> , 1/day. <i>Disrupting Weapon</i> , 1/day. <i>Remove Disease</i> , 1/day.	Strong Evoc [good]	12	Craft Arms & Armor <i>Cure Light Wounds</i> <i>Disrupting Weapon</i> <i>Holy Smite</i> <i>Remove Disease</i> Creator must be Good	75,303	5,999	150,297
Tyranny's Knell	(PGF p122)	+2 Warhammer Dwarf only: +3 Throwing Returning Warhammer with a 30' range increment Giants take +2d8 damage when thrown, all others take +1d8 <i>Earthquake</i> , once per 10 days. Activated as a Standard Action by striking the ground. When the weapon hits a Giant, it is effected by the equivalent of <i>Reduce Person</i> (FortNeg DC16), except that it effects Giants.	Mod Evoc Trans	10	Craft Arms & Armor <i>Reduce Person</i> Creator must be a Dwarf of at least 10 th level.	77,312	6,160	154,312
Morvian	(PGF p120)	Masterwork Greatsword for a Medium-sized wielder Lawful Good only: +4 Axiomatic Holy Evil-Outsider-Bane Undead-Bane Greatsword for a Medium-sized wielder Yellow glow as bright as a torch on command. <i>Daylight</i> , 1/day.	Strong Evoc [good] [law]	12	Craft Arms & Armor <i>Daylight</i> <i>Holy Smite</i> <i>Order's Wrath</i> Creator must be Lawful Good	79,369	6,321	158,389
Evelathil	(PGF p120)	Masterwork Short-Sword for a Small-sized wielder Halflings only: +4 Holy Evil-Outsider-Bane Undead-Bane Short-Sword for a Small-sized wielder Green glows as bright as a torch on command. Fire Resistance 10. <i>Charm Person</i> , 1/day. <i>Locate Object</i> , 1/day.	Strong Evoc [good]	12	Craft Arms & Armor <i>Charm Person</i> <i>Holy Smite</i> <i>Locate Creature</i> <i>Resist Energy</i> Creator must be Good	80,523	6,429	161,045
Weapon with +9	(DMG p222)	Varies	varies	*	Craft Arms & Armor <varies>	81,000	6,480	162,000
Elqillar	(PGF p125)	+1 Scimitar, with its name on the blade in multi-colored runes. Any creature hit by this weapon reverts to its natural form (WillNeg DC18). Transforms into a Scimitar, Dagger, Kukri, or a sword of any kind, sized for a Small, Medium, or Large creature, on command. The runes remain on the blade in any of its forms. <i>Disguise Self</i> , while holding the weapon. Wielder is immune to <i>Detect Thoughts</i> , <i>Discern Lies</i> , and all attempts to determine alignment, while holding the weapon.	Strong Ill	12	Craft Arms & Armor <i>Disguise Self</i> <i>Nondetection</i> <i>Polymorph</i>	83,815	6,680	167,315
Trespasser	(Und p70)	+2 Illithidwrought Keen Tentacle Greatsword Up to 3 times per day, a creature killed by having its brain pulled out also receives a <i>Death Knell</i> automatically.	Strong Necro	15	Craft Arms & Armor –or– Craft Psionic Arms & Armor <i>Death Knell</i> Creator must be a Mind Flayer	88,850	7,080	177,350
Weapon with +10	(DMG p222)	Varies	varies	*	Craft Arms & Armor <varies>	100,000	8,000	200,000
Keryvian	(PGF p121)	Masterwork Bastardsword for a Medium-sized wielder Fighter, Paladin, or Ranger of Good alignment only: +4 Keen Holy Evil-Outsider-Bane Undead-Bane Bastardsword for a Medium-sized wielder Blue crackling glow as bright as a torch on command. <i>Jump</i> , at will. <i>Feather Fall</i> , at will. <i>Alarm</i> (audible), always on. Triggered by someone other than the owner touching the weapon. On a Critical Hit, the target receives 1 Negative Level (DC16) & the wielder receives 1d6 Temporary HP (which fade after 24hrs).	Strong Evoc [good]	12	Craft Arms & Armor <i>Alarm</i> <i>Enervation</i> <i>Feather Fall</i> <i>Holy Smite</i> <i>Jump</i> <i>Spell Turning</i>	103,692	8,270	207,070
Heartcleaver	(PGF p121)	+2 Vorpal Battleaxe sized for a Large creature, whose blade drips green ichor. Attempts to cast a Conjunction (healing) spell on a creature wounded by this weapon only succeed if the caster makes a Caster check vs. DC 20. This effect ends when the creature returns to full hit-points (either naturally or magically).	Strong Evoc	18	Craft Arms & Armor <i>Bestow Curse</i> <i>Circle of Death</i> <i>Keen Edge</i>	157,320	12,560	314,320

Ammunitions

Ammunition can have many of the same options as normal weapons, but are created in a set of 50, so the individual cost is lower (indicated below).

This list also includes other single use weapons.

Ammunition	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Ammunition with +1	(DMG p222)	Varies Single Use.	varies	*	Craft Arms & Armor <varies>	20	2	40
Sleep Arrow	(DMG p228)	+1 Arrow Does subdual damage. If the target takes damage, it falls asleep (WillNeg DC11). Single Use.	Faint Ench	5	Craft Arms & Armor <i>Sleep</i>	69 ½	5	132
Ammunition with +2	(DMG p227)	Varies Single Use.	varies	*	Craft Arms & Armor <varies>	80	6	160
Burrowing Arrow	(CWar p135)	+1 Arrow On a hit, the arrow head imbeds itself in the target. Natural healing will not occur until removed, which causes 1d8 damage. Magical healing causes the arrowhead to be expelled, also causing 1d8 damage	Faint Necro	4	Craft Arms & Armor <i>Inflict Light Wounds</i>	87	6	167
Screaming Bolt	(DMG p227)	+2 Crossbow Bolt When fired, all enemies of the wielder within 20' of the bolt's path must make a Will save vs. DC 14 or become <u>Shaken</u> . This is a Mind-Affecting, Fear effect. Single Use.	Faint Ench	5	Craft Arms & Armor <i>Doom Scare</i>	128 ½	10	267
Ammunition with +3	(DMG p227)	Varies Single Use.	varies	*	Craft Arms & Armor	180	14	360
Ammunition with +4	(DMG p227)	Varies Single Use.	varies	*	Craft Arms & Armor <varies>	320	26	640
Bolt of Arcane Penetration	(DR330 p66)	+1 Phasing Crossbow Bolt The target does not benefit from any Deflection bonus to AC.	Faint Trans	5	Craft Arms & Armor <i>Blink</i>	325	26	650
Ammunition with +5	(DMG p227)	Varies Single Use.	varies	*	Craft Arms & Armor <varies>	500	40	1,000
Ammunition with +6	(DMG p227)	Varies Single Use.	varies	*	Craft Arms & Armor <varies>	720	58	1,440
Javelin of Lighting	(DMG p226)	<i>Lightning Bolt</i> , when thrown. 5d6 with DC 14. Single Use	Faint Evoc	5	Craft Arms & Armor <i>Lightning Bolt</i>	750	30	1,500
Ammunition with +7	(DMG p227)	Varies Single Use.	varies	*	Craft Arms & Armor <varies>	980	78	1,960
Slaying Arrow	(DMG p228)	+1 Arrow Each slaying arrow is designed to kill a specific type of creature (Aberration, Animal, etc.). If the arrow strikes an appropriate target, it must make a Fortitude save vs. DC 20 or die / be destroyed (this is a Death-Effect). Note that this item can destroy an Undead that does not make it saving throw. Single Use.	Strong Necro	13	Craft Arms & Armor <i>Finger of Death</i>	1,144 ½	91	2,282
Ammunition with +8	(DMG p227)	Varies Single Use.	varies	*	Craft Arms & Armor <varies>	1,280	102	2,560
Ammunition with +9	(DMG p227)	Varies Single Use.	varies	*	Craft Arms & Armor <varies>	1,620	130	3,240
Ammunition with +10	(DMG p227)	Varies Single Use.	varies	*	Craft Arms & Armor <varies>	2,000	160	4,000
Hellpiercer	(BoED p115)	+3 Shocking-Burst Arrow or Bolt. Considered Silver for purposes of overcoming Damage Reduction. Contains a reservoir of Purified Couatl Venom(BoED p35), which only harms Evil creatures.	Mod Evoc Trans	11	Craft Arms & Armor <i>Silvered Weapon</i>	2,007	40	4,007
Slaying Arrow, Greater	(DMG p228)	+1 Arrow Each slaying arrow is designed to kill a specific type of creature (Aberration, Animal, etc.). If the arrow strikes an appropriate target, it must make a Fortitude save vs. DC 23 or die / be destroyed (this is a Death-Effect). Note that this item can destroy an Undead that does not make it saving throw. Single Use.	Strong Necro	13	Craft Arms & Armor <i>Heighten Spell Finger of Death</i>	2,032	162	4,057

Armors

Magic Options for Armor

Armor Options	Reference	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Cool	(Sand p130)	Wearer does not take normal –4 penalty on Fortitude saves to resist hot environments.	Faint Abj	3	Craft Arms & Armor <i>Endure Elements</i>	+2,400	—
Glamered	(DMG p219)	On command, the armor looks like normal clothing, but otherwise acts normally.	Mod Ill	10	Craft Arms & Armor <i>Disguise Self</i>	+2,700	—
Shadow	(DMG p219)	+5 Competence bonus on Hide checks. Armor check penalty still applies. Ex.: Shadow Full Plate = +5 Competence bonus – 5 Masterwork Full Plate penalty = +0 to Hide checks.	Faint Ill	5	Craft Arms & Armor <i>Invisibility</i>	+3,750	—
Silent Moves	(DMG p219)	+5 Competence bonus on Move Silent checks. Armor check penalty still applies.	Faint Ill	5	Craft Arms & Armor <i>Silence</i>	+3,750	—
Slick	(DMG p219)	+5 Competence bonus on Escape Artist checks. Armor check penalty still applies.	Faint Conj	5	Craft Arms & Armor <i>Grease</i>	+3,750	—
Gilled	(Storm p128)	Water-breathing wearers may breathe and speak freely in air.	Mod Trans	5	Craft Arms & Armor <i>Air Breathing</i>	+7,500	—
Desiccation Resistance	(Sand p130)	Desiccation Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Protection From Desiccation</i>	+9,000	—
Woodwalk	(RotW p171)	Wearer with Woodland Stride class ability only: <i>Tree Stride</i> , usable as a Free Action up to 3 times per day.	Mod Trans	9	Craft Arms & Armor <i>Tree Stride</i>	+9,000	—
Shadow, Improved	(DMG p219)	+10 Competence bonus on Hide checks. Armor check penalty still applies.	Mod Ill	10	Craft Arms & Armor <i>Invisibility</i>	+15,000	—
Silent Moves, Improved	(DMG p219)	+10 Competence bonus on Move Silent checks. Armor check penalty still applies.	Mod Ill	10	Craft Arms & Armor <i>Silence</i>	+15,000	—
Slick, Improved	(DMG p219)	+10 Competence bonus on Escape Artist checks. Armor check penalty still applies.	Mod Conj	10	Craft Arms & Armor <i>Grease</i>	+15,000	—
Acid Resistance	(DMG p217)	Acid Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	+18,000	—
Cold Resistance	(DMG p218)	Cold Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	+18,000	—
Electricity Resistance	(DMG p218)	Electricity Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	+18,000	—
Fire Resistance	(DMG p218)	Fire Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	+18,000	—
Sonic Resistance	(DMG p219)	Sonic Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	+18,000	—
Anti-Impact	(CWar p133)	Damage from falling, constriction, & other whole-body bludgeoning (but not weapons) is halved.	Faint Abj	4	Craft Arms & Armor <i>Feather Fall</i>	+2,000	—
Deep	(Storm p128)	Able to breathe water. Immune to damage from cold water and water pressure Gain Darkvision 60'.	Mod Trans	9	Craft Arms & Armor <i>Transformation of the Deeps</i>	+22,500	—
Scorpion Carapace	(Sand p130)	Wearer gains <u>Feat: Scorpion's Resolve</u> and <u>Feat: Scorpion's Sense</u> while wearing armor.	Mod Trans	9	Craft Arms & Armor Scorpion's Resolve and Scorpion's Sense –or– <i>Resistance</i> Creator must be 12 th	+32,000	—
Shadow, Greater	(DMG p219)	+15 Competence bonus on Hide checks. Armor check penalty still applies.	Mod Ill	15	Craft Arms & Armor <i>Invisibility</i>	+33,750	—
Silent Moves, Greater	(DMG p219)	+15 Competence bonus on Move Silent checks. Armor check penalty still applies.	Mod Ill	15	Craft Arms & Armor <i>Silence</i>	+33,750	—
Slick, Greater	(DMG p219)	+15 Competence bonus on Escape Artist checks. Armor check penalty still applies.	Mod Conj	15	Craft Arms & Armor <i>Grease</i>	+33,750	—
Xorn Movement	(Und p70)	<i>Xorn Movement</i> , for up to 9 rounds per day. The rounds may be broken up as desired.	Mod Trans	9	Craft Arms & Armor <i>Xorn Movement</i>	+36,000	—
Acid Resistance, Improved	(DMG p217)	Acid Resistance 20.	Mod Abj	7	Craft Arms & Armor <i>Resist Energy</i>	+42,000	—
Cold Resistance, Improved	(DMG p218)	Cold Resistance 20.	Mod Abj	7	Craft Arms & Armor <i>Resist Energy</i>	+42,000	—
Electricity Resistance, Improved	(DMG p218)	Electricity Resistance 20.	Mod Abj	7	Craft Arms & Armor <i>Resist Energy</i>	+42,000	—
Fire Resistance, Improved	(DMG p218)	Fire Resistance 20.	Mod Abj	7	Craft Arms & Armor <i>Resist Energy</i>	+42,000	—
Sonic Resistance, Improved	(DMG p219)	Sonic Resistance 20.	Mod Abj	7	Craft Arms & Armor <i>Resist Energy</i>	+42,000	—

Armor Options	Reference	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Ethereal	(DMG p218)	Allows wearer to cast <i>Ethereal Jaunt</i> , 1/day. Unlimited duration, but once dismissed, the effect cannot be used again until the next day..	Strong Trans	13	Craft Arms & Armor <i>Ethereal Jaunt</i>	+49,000	—
Undead Controlling	(DMG p219)	May control up to 26 HD of Undead per day as per the <i>Control Undead</i> spell. Control is lost each dawn.	Strong Necro	13	Craft Arms & Armor <i>Control Undead</i>	+49,000	—
Acid Resistance, Greater	(DMG p218)	Acid Resistance 30.	Mod Abj	11	Craft Arms & Armor <i>Resist Energy</i>	+62,000	—
Cold Resistance, Greater	(DMG p218)	Cold Resistance 30.	Mod Abj	11	Craft Arms & Armor <i>Resist Energy</i>	+62,000	—
Electricity Resistance, Greater	(DMG p218)	Electricity Resistance 30.	Mod Abj	11	Craft Arms & Armor <i>Resist Energy</i>	+62,000	—
Fire Resistance, Greater	(DMG p218)	Fire Resistance 30.	Mod Abj	11	Craft Arms & Armor <i>Resist Energy</i>	+62,000	—
Sonic Resistance, Greater	(DMG p219)	Sonic Resistance 30.	Mod Abj	11	Craft Arms & Armor <i>Resist Energy</i>	+62,000	—
Stonemeld	(Eb p266)	Damage Reduction 5 / —. <i>Meld into Stone</i> , 3/day.	Mod Conj	11	Bind Elemental <i>Planar Binding</i>	+80,000	—
Underwater Action	(Eb p266)	<i>Water Breathing</i> , always on. Armor imposes no Armor Check penalty on Swim checks. <i>Quench</i> , 2/day.	Mod Conj	11	Bind Elemental <i>Planar Binding</i>	+86,000	—
Burning	(Eb p266)	Cold Resistance 10. Able to be cloaked in flames for 11 rounds, 3/day. Any creature who attacks with a non-reach weapon during this time takes 2d6 Fire damage (no save) and Catches Fire (RefNeg, DC 17).	Mod Conj	11	Bind Elemental <i>Planar Binding</i>	+90,000	—
Whirlwind	(Eb p266)	<i>Fly</i> , on command. Movement rate of 60' with Good maneuverability. Become a Whirlwind, 1/day for 4 rounds. This is equivalent of the whirlwind created by a Large Air Elemental.	Mod Conj	11	Bind Elemental <i>Planar Binding</i>	+90,000	—
Bouyant	(Storm p128)	½ weight of normal armor. Armor check penalty is not doubled for Swim checks.	Mod Trans	7	Craft Arms & Amror <i>Freedom of Movement</i>	—	+1
Death Ward	(CArc p142) (PGF-p119)	Ignore one 'death effect' each day. Examples include spells with the [death] subtype, magical death effects, energy drain, & negative energy effects (such as those from <i>Inflict</i> spells and <i>Chill Touch</i>).	Mod Necro	7	Craft Arms & Armor <i>Death Ward</i>	—	+1
Drowcraft	(Und p70)	When wielded within a region of Faerzres (a type of magical 'radiation' found in the Underdark), the wearer gains a +2 Deflection bonus to AC. If brought to a region where there is any amount of natural sunlight, the armor must make a Fortitude save vs. DC 8 each day to avoid dissolving, even if kept out of direct sunlight. It can be kept safe if stored in a lead-lined case.	Strong Abj	12	Craft Arms & Armor <i>Contingency Disintegrate</i>	—	+1
Fortification, Light	(DMG p219)	25% chance of negating a critical hit or sneak attack.	Strong Abj	13	Craft Arms & Armor <i>Limited Wish</i> –or– <i>Miracle</i>	—	+1
Malleable	(Und p70)	The wearer is better able to fit through small passages and does not have his/her speed decreased in a 'narrow space' or a 'low space'. In either case, he/she retains the Dexterity bonus to AC. If the area is both 'narrow' and 'low', the wearer only suffers the penalty from one.	Mod Trans	7	Craft Arms & Armor Tunnelrunner	—	+1
Nacreous	(Storm p 129)	+2 AC vs. Piercing attacks.	Faint Abj	3	Craft Arms & Armor <i>Mage Armor</i>	—	+1
Twilight	(PH2 p21) (BoED p112)	When worn, armor becomes semi-corporeal & translucent. –10% Arcane Failure chance.	Faint Abj	5	Craft Arms & Armor	—	+1
Angelic	(BoED p112)	Non-Evil Creatures only: +1 extra Enhancement bonus to AC against attacks by Evil Creatures. +4 Sacred bonus on saves vs. spells with the [evil] descriptor.	Mod Abj	9	Craft Arms & Armor <i>Dispel Evil</i> <i>Phieran's Resolve</i> Creator must be Good	—	+2
Axeblock	(CWar p133)	Damage Reduction 5 / Bludgeoning or Piercing. If combined with 'Hammerblock' and/or 'Spearblock', the damage value stays 5.	Mod Abj	11	Craft Arms & Armor <i>Polymorph Any Object</i>	—	+2
Beastskin	(CAAdv p127)	Creature with the Wild Shape class feature only : When using Wild Shape, you may expend an additional daily use to make the armor reshape to fit your new form (instead of merging with your body). You gain all the bonus & penalties of your armor (such as Armor Check penalty).	Strong Trans	13	Craft Arms & Armor <i>Ironwood</i>	—	+2

Armor Options	Reference	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Empyreal	(BoED p112)	As a Free Action during his/her round, the wearer may reduce the Enhancement bonus to AC of this armor and gain an equal Sacred bonus to all saving throws until the next round. Evil Creatures only: Wearer is <u>Sickened</u> .	Mod Abj Necro [good]	9	Craft Arms & Armor <i>Resistance</i> <i>Shield of Faith</i> <i>Sicken Evil</i>	—	+2
Hammerblock	(CWar p134)	Damage Reduction 5 / Piercing or Slashing. If combined with 'Axeblock' and/or 'Spearblock', the damage value stays 5.	Mod Abj	11	Craft Arms & Armor <i>Polymorph Any Object</i>	—	+2
Illithidwrought	(Und p70)	+1 Insight bonus on AC. Psionic Wielder only: +2 Insight bonus on AC.	Mod Div	8	Craft Arms & Armor —or— Craft Psionic Arms & Armor Creator must have Psionics	—	+2
Bladejinx	(DR339 p93)	Hexblade only: A foe who has just confirmed a Critical Hit upon wearer must reroll the confirmation. The foe must use the 2 nd roll. Usable 3/day.	Mod Abj	9	Craft Arms & Armor Creator must be a Hexblade	—	+2
Sacred	(BoED p112)	Decorated with a Deity's Holy / Unholy Symbol Follower of the indicated Deity only: +2 effective level with regards to Turning / Rebuking Checks.	Mod Conj	8	Craft Arms & Armor Creator must be able to Turn or Rebuke Undead	—	+2
Spearblock	(CWar p134)	Damage Reduction 5 / Bludgeoning or Slashing. If combined with 'Axeblock' and/or 'Hammerblock', the damage value stays 5.	Mod Abj	11	Craft Arms & Armor <i>Polymorph Any Object</i>	—	+2
Spell Resistance 13	(DMG p219)	Wearer gains Spell Resistance 13.	Strong Abj	15	Craft Arms & Armor <i>Spell Resistance</i>	—	+2
Starver	(Und p151)	If the wearer is grappled or swallowed, blades spring out of the armor, doing 2d6 per round until the grapple / swallowing ends, or the wearer dies.	Mod Trans	7	Craft Arms & Armor	—	+2
Exalted	(BoED p112)	Good Creatures only: <i>Protection from Evil</i> , always on. Takes only +1d6 (instead of +2d6) damage from Unholy Weapons. Negates <u>Vile Damage</u> taken from Vile Melee, Ranged, & Natural Weapons.	Mod Abj	9	Craft Arms & Armor <i>Protection from Evil</i> Creator must be Good	—	+3
Fortification, Moderate	(DMG p219)	75% chance of negating a critical hit or sneak attack.	Strong Abj	13	Craft Arms & Armor <i>Limited Wish</i> —or— <i>Miracle</i>	—	+3
Ghost Touch	(DMG p219)	The item's Armor bonus to AC count vs. Incorporeal creatures. Can also be used by Incorporeal creatures (who can still pass through solid object while wearing it).	Strong Trans	15	Craft Arms & Armor <i>Etherealness</i>	—	+3
Halfweight	(Und p70)	Armor with this enhancement is treated as Light armor.	Mod Trans	8	Craft Arms & Armor —or— Craft Psionic Arms & Armor Creator must have Psionics	—	+3 (+2 if added to Illithid-wrought armor)
Invulnerability	(DMG p219)	Wearer gains Damage Reduction 5 / magic.	Strong Abj Evoc	18	Craft Arms & Armor <i>Stoneskin</i> <i>Limited Wish</i> —or— <i>Miracle</i>	—	+3
Magic-Eating	(CArc p142)	Wearer gains Spell Resistance 13. Any spell negated causes the wearer to gain 1d8 Temporary HP (max 8 Temporary HP total). The Temporary HP fade after 1 hour.	Strong Trans	16	Craft Arms & Armor <i>Limited Wish</i> <i>Spell Resistance</i>	—	+3
Spell Resistance 15	(DMG p219)	Wearer gains Spell Resistance 15.	Strong Abj	15	Craft Arms & Armor <i>Spell Resistance</i>	—	+3
Wild	(DMG p219)	If the wearer uses the Druid <i>Wild Shape</i> ability, the armor melds into the new body & the wearer retains the Armor & Enhancement bonuses to his/her AC.	Mod Trans	9	Craft Arms & Armor <i>Baleful Polymorph</i>	—	+3
Soulfire	(BoED p112)	Wearer is immune to all spells with the [death] subtype, magical death effects, energy drain, and negative energy effects (including <i>Chill Touch</i> & <i>Inflict Wounds</i>)	Mod Abj	7	Craft Arms & Armor <i>Death Ward</i>	—	+4
Spell Resistance 17	(DMG p219)	Wearer gains Spell Resistance 17.	Strong Abj	15	Craft Arms & Armor <i>Spell Resistance</i>	—	+4
Fortification, Heavy	(DMG p219)	100% chance of negating a critical hit or sneak attack.	Strong Abj	13	Craft Arms & Armor <i>Limited Wish</i> —or— <i>Miracle</i>	—	+5
Proof against Transmutation	(CArc p142)	The wearer is immune to any Transmutation effect that would change his/her form, such as being Polymorphed or Petrified. If the wearer fails his/her save vs. <i>Disintegrate</i> , the wearer is reduced to -10 hp, but the body is not turned to dust.	Strong Abj	12	Craft Arms & Armor <i>Spell Immunity</i>	—	+5
Spell Resistance 19	(DMG p219)	Wearer gains Spell Resistance 19.	Strong Abj	15	Craft Arms & Armor <i>Spell Resistance</i>	—	+5

Armors

Armors	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Armor with +1	(DMG p216)	Varies	varies	*	Craft Arms & Armor <varies>	500	40	1,000
Mithral Shirt	(DMG p220)	Masterwork Mithral Chain Shirt.	—	—	—	550	—	1,100
Dragonhide Plate	(DMG p220)	Masterwork Dragonhide Full Plate. Can be worn by Druids.	—	—	—	1,650	—	3,300
Shivving Duster	(DR339 p36)	+1 Leather Armor Wearer receives a +5 bonus on Sleight of Hands checks when hiding objects. Wearer receives a +5 bonus on Bluff checks to Feint in combat.	Mod Conj	9	Craft Arms & Armor <i>Secret Chest</i>	1,830	146	3,660
Armor with +2	(DMG p216)	Varies	varies	*	Craft Arms & Armor <varies>	2,000	160	4,000
Elven Chain	(DMG p220)	Masterwork Mithral Chainmail. Counts as Light Armor.	—	—	—	2,075	—	4,150
Rhino Hide	(DMG p220)	+2 Hide Armor Has only a –1 Armor check penalty. +2d6 damage when doing a Charge action, even if it is mounted.	Mod Trans	9	Craft Arms & Armor <i>Bull's Strength</i>	2,665	200	5,165
Agustinus's Folly	(DR324 p76)	+2 Banded Male Once per day, the wearer can 'Inspire Courage' like an 8 th level Bard for the duration of speaking (which is a Free Action) + 5 rounds. Unfortunately, 10% of the time, the listeners will instead become Panicked for 10 rounds.	Mod Ench	8	Craft Arms & Armor Creator must be a Bard	3,000	240	6,000
Armor with +3	(DMG p216)	Varies	varies	*	Craft Arms & Armor <varies>	4,500	360	9,000
Adamantine Breastplate	(DMG p219)	Masterwork Adamantine Breastplate. Grants Damage Reduction 2 / —	—	—	—	5,100	—	10,200
Arboreal Armor	(DR326 p76)	+2 Leather Armor made from bark +4 bonus to Hide checks made in forest settings. <i>Entangle</i> , 3/day. <i>Goodberry</i> , 1/day. 5 Good berries grow from the armor each dawn. If the armor is damaged, it repairs itself at the rate of 1hp per hour.	Faint Abj	5	Craft Arms & Armor <i>Entangle</i> <i>Goodberry</i>	8,000	640	16,000
Armor with +4	(DMG p216)	Varies	varies	*	Craft Arms & Armor <varies>	8,000	640	16,000
Dwarven Plate	(DMG p220)	Masterwork Adamantine Full Plate. Grants Damage Reduction 3 / —	—	—	—	8,250	—	16,500
Devilhusk	(BoED p112)	+5 Hide Armor made from Barbed Devil skin with the barbs intact. With a successful Grapple check, the barbs do 3d8 + 1 ½ Strength modifier damage.	Strong Trans	15	Craft Arms & Armor	16,655	1,320	16,655
Banded Mail of Luck	(DMG p220)	+3 Banded Mail Once per week, the wearer can have an attack roll made on him/her be rerolled, though the second roll must be kept. The decision must be made before damage is rolled.	Strong Ench	12	Craft Arms & Armor <i>Bless</i>	10,150	700	18,900
Foxhide Armor	(RotW p172)	+2 Leather with an outer layer of fox fur. <i>Fox's Cunning (self only)</i> , 1/day. +2 Competence bonus on Hide and Move Silently checks. Gain the Scent special quality for up to 10 rounds per day. Activated and deactivated as a Free Action. <i>Pass without Trace</i> , 1/day. While in effect, the wearer also gains the Woodland Stride class ability.	Mod Trans	9	Craft Arms & Armor <i>Fox's Cunning</i> <i>Pass without Trace</i> <i>Polymorph</i> –or– the Wild Shape class ability	9,560	752	18,960
Owlfeather Armor	(RotW p172)	+1 Leather with an outer layer of feathers. <i>Owl's Wisdom (self only)</i> , 1/day. +8 Competence bonus on Spot checks made in areas of Shadowy Illumination. +4 Competence bonus on Listen and Move Silently checks. Gain Fly speed 40' with Good Maneuverability for up to 10 rounds per day. Activated and deactivated as a Free Action.	Mod Trans	9	Craft Arms & Armor <i>Owl's Wisdom</i> <i>Polymorph</i> –or– the Wild Shape class ability	10,525	828	20,175

Armors	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Windrunner's Shirt	(Storm p129)	+1 Mithral Shirt On command, saillike membranes unfurl between wearer's wrists and knees. Sails push wearer along surface of the water with the speed of a small sailcraft in moderate wind, unless prevailing winds are faster. Usable 1 hour/day. Wearer may split the time as desired.	Mod Conj Evic Trans	6	Craft Arms & Armor <i>Favorable Wind</i> <i>Minor Creation</i> <i>Water Walk</i>	10,960	789	20,820
Mithralmist Shirt	(CArc p142)	+2 Mithral Shirt. On command, the hex that surrounds the wearer is filled with mist, which grants the wearer <u>Concealment</u> , but do not cause the wearer any difficulty seeing. Lasts for 1 minute per use. Usable 7/day. <i>Gaseous Form</i> , on command. Lasts for 10 rounds. Usable 1/day.	Mod Abj	6	Craft Arms & Armor <i>Gaseous Form</i> <i>Obscuring Mist</i>	11,200	808	21,300
Armor of the Unending Hunt	(CWar p134)	+2 Chainmail Wearer is immune to Fatigue and Exhaustion	Mod Abj	8	Craft Arms & Armor <i>Restoration</i>	10,900	848	21,500
Celestial Armor	(DMG p220)	+3 Chainmail Can be worn under clothing without being noticed. Considered Light armor, has a Max Dexterity modifier of +8, Armor Check penalty of -2, & an Arcane spell failure chance of 15%. Wearer can <i>Fly</i> , 1/day.	Faint Trans [good]	5	Craft Arms & Armor <i>Fly</i> Creator must be Good	12,550	1,004	22,400
Electric Eel Hide	(Storm p129)	+2 Buoyant Slick Hide Armor Opponents striking wearer with natural attacks, unarmed attacks, or mostly-metal weapons take 1d6 points of Electricity damage. On command, wearer can deal 5d6 points of Electricity damage with melee touch attack. Usable 3/day. When underwater, wearer can spend a daily use to deal 2d6 points of Electricity damage to all those within 5' radius.	Mod Conj Evoc Trans	9	Craft Arms & Armor <i>Freedom of Movement</i> <i>Grease</i> <i>Shocking Grasp</i>	11,590	914	23,015
Plate Armor of the Deep	(DMG p220)	+1 Full Plate Able to breath underwater. Able to speak with aquatic creatures. Immune to damage from water pressure. Armor does not count against Swim checks.	Mod Abj	11	Craft Arms & Armor <i>Freedom of Movement</i> <i>Water Breathing</i> <i>Tongues</i>	17,150	600	24,650
Armor with +5	(DMG p216)	Varies	varies	*	Craft Arms & Armor <varies>	12,500	1,000	25,000
Breastplate of Command	(DMG p220)	+2 Breastplate +2 Competence bonus on Charisma checks, skills based on Charisma, & Turning checks. +2 Competence bonus on his/her Leadership score. Friendly troops within 360' of the wearer become braver than normal. The wearer must be clearly visible to have these advantages.	Strong Ench	15	Craft Arms & Armor <i>Mass Charm Monster</i>	10,975	850	25,400
Dragonheart Armor	(PGF p119)	+1 Red-Dragonhide Scale-Mail Fire Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	12,900	1,000	25,400
Mithral Full Plate of Speed	(DMG p220)	+1 Mithral Full Plate. Considered Medium armor, has a Max Dexterity modifier of +3, Armor Check penalty of -3, & an Arcane spell failure chance of 25%. <i>Haste</i> , as a Free Action. Total of 10 rounds per day, broken up as desired.	Faint Trans	5	Craft Arms & Armor <i>Haste</i>	13,250	994	26,500
Crimson Coat of Ilpharzz	(CArc p142)	+4 Leather Armor, dyed red with flames in gold thread. On command as a Free Action, the armor is engulfed in flames for one minute. Usable three times per day with the following benefits: a) +4 Deflection bonus to AC; b) Fire Resistance 15; & c) any creature attacking the wearer with melee or natural weapons takes 1d4 Fire damage.	Mod Abj	12	Craft Arms & Armor <i>Fire Shield</i> <i>Resist Energy</i> <i>Shield</i>	14,230	1,125	28,300
Hawkfeather Armor	(RotW p172)	+3 Studded Leather with an outer layer of feathers. <i>Eagle's Splendor</i> (self only), 1/day. +8 Competence bonus on Spot checks. Gain Fly speed 60' with Good Maneuverability for up to 10 rounds per day. Activated and deactivated as a Free Action.	Mod Trans	9	Craft Arms & Armor <i>Eagle's Splendor</i> <i>Polymorph</i> –or– the Wild Shape class ability	14,475	1,144	28,775

Armors	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Battleplate	(DR333 p66)	+2 Mithral Breastplate of Improved Silent Moves. +5 Competence bonus on Jump and Tumble checks. Glamoured to appear as a simple tunic on command. Treated as Light Armor.	Mod Trans	9	Craft Arms & Armor Still Spell <i>Disguise Self</i> <i>Jump</i> <i>Silence</i>	17,625	1,074	31,050
Tigerskin Armor	(RotW p172)	+4 Chain Shirt with an outer layer of striped fur. <i>Cat's Grace (self only)</i> , 1/day. +2 Competence bonus on Climb, Jump, and Swim checks. +2 Competence bonus on Hide checks (+4 if in tall grass or undergrowth). Gain the Scent special quality for up to 10 rounds per day. Activated and deactivated as a Free Action. Gain two Claw attacks for up to 10 rounds per day. Activated and deactivated as a Free Action. The Claws do 1d4 Piercing damage if Medium-size. As a Full Round Attack, the wearer may attack with each Claw once, but gets no extra attacks based on high BAB. Alternatively, the wearer may use one Claw as a secondary Natural attack when using a weapon in the other "hand". At the end of a Charge, the wearer may do a Full Round Attack with the Claws.	Mod Trans	9	Craft Arms & Armor <i>Cat's Grace</i> <i>Polymorph</i> –or– the Wild Shape class ability	16,750	1,312	33,150
Armor with +6	(DMG p216)	Varies	varies	*	Craft Arms & Armor <varies>	18,000	1,440	36,000
Vassal Armor	(BoED p113)	+3 Exalted Half-Plate, reinforced with Ysgardian Heartwire (+2 bonus to AC to avoid having a threatened critical confirmed)	Strong Abj	18	Craft Arms & Armor <i>Protection from Evil</i>	20,250	1,620	38,250
Bearskin Armor	(RotW p172)	+5 Breastplate with an outer layer of brown or black fur. <i>Bear's Endurance (self only)</i> , 1/day. +2 Competence bonus on Grapple checks. Gain the Scent special quality for up to 10 rounds per day. Activated and deactivated as a Free Action. Gain two Claw attacks for up to 10 rounds per day. Activated and deactivated as a Free Action. The Claws grant the wearer +5' reach and do 1d6 Piercing damage if Medium-size. As a Full Round Attack, the wearer may attack with each Claw once, but gets no extra attacks based on high BAB. Alternatively, the wearer may use one Claw as a secondary Natural attack when using a weapon in the other "hand".	Mod Trans	9	Craft Arms & Armor <i>Bear's Endurance</i> <i>Polymorph</i> –or– the Wild Shape class ability	19,450	1,528	38,550
Armor of the Long Journey	(DR328 p65)	+2 Cold-Resistant Full Plate (weighs 25 pounds) Does not reduce land speed as is standard for Full Plate. A 'heavy load' is treated as a 'medium load', and a 'medium load' is treated as a 'light load'. Traveling does not Fatigue the wearer.	Mod Abj	6	Craft Arms and Armor <i>Bear's Endurance</i> <i>Resist Energy</i>	19,825	1,586	39,650
Breastplate of Hardiness	(DR323 p87)	+3 Fire-Resistance Breastplate While wearing the armor, the wearer gains Temporary Hit-Points equal to his/her Constitution score. These Temporary Hit-Points are restored 1 hp per hour.	Strong Abj	9	Craft Arms & Armor <i>Bear's Endurance</i> <i>Resist Energy</i>	21,675	1,734	43,350
Barding of Size Alteration – up to Medium	(DR338 p91)	+1 Mithral Chainmail Barding for a Quadruped of up to Medium-size <i>Reduce Animal</i> , 3/day. <i>Animal Growth</i> , 1/day. The spell effects may be activated by a creature touching the collar (if the wearer is willing) –or– by the wearer itself if it can speak.	Mod Trans	9	Craft Arms & Armor <i>Animal Growth</i> <i>Reduce Animal</i>	24,934	1,663	45,718
Armor with +7	(DMG p216)	Varies	varies	*	Craft Arms & Armor <varies>	24,500	1,960	49,000
Demon Armor	(DMG p220)	+4 Full Plate +1 Spiked Gauntlets that do 1d10 damage & target is effected by Contagion (FortNeg DC14). Non-Evil only: 1 Persistent Negative Level.	Strong Necro [evil]	13	Craft Arms & Armor <i>Contagion</i>	26,130	2,090	52,260
Barding of Size Alteration –Large	(DR338 p91)	+1 Mithral Chainmail Barding for a Large-sized Quadruped <i>Reduce Animal</i> , 3/day. <i>Animal Growth</i> , 1/day. The spell effects may be activated by a creature touching the collar (if the wearer is willing) –or– by the wearer itself if it can speak.	Mod Trans	9	Craft Arms & Armor <i>Animal Growth</i> <i>Reduce Animal</i>	26,638	1,663	55,718

Armors	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Armor of Thror	(DR323 p87)	+2 Heavy-Fortification Half-Plate If an opponent makes (normally effective) Critical Hit or Sneak Attack with a Melee weapon, he/she takes 8d6 Electrical dmg (Ref½, DC 14)	Strong Abj	13	Craft Arms & Armor <i>Lightning Bolt</i>	30,375	2,430	60,750
Armor with +8	(DMG p216)	Varies	varies	*	Craft Arms & Armor <varies>	32,000	2,560	64,000
Death Armor	(Und p71)	+3 Glamered Shadow Slick Silent Drowcraft Spiked Leather-Armor. <i>Greater Invisibility</i> at 8 th level, 1/day.	Strong varies	12	Craft Arms & Armor <i>Contingency</i> <i>Disintegrate</i> <i>Invisibility</i> , <i>Greater</i>	37,970	3,021	75,730
Armor with +9	(DMG p216)	Varies	varies	*	Craft Arms & Armor <varies>	40,500	3,240	81,000
Exoarmor	(Und p71)	+2 Illithidwrought Full Plate +4 Enhancement bonus to Strength +4 Enhancement bonus to Constitution	Strong Div Trans	8	Craft Arms & Armor –or– Craft Psionic Arms & Armor <i>Bull's Strength</i> <i>Bear's Endurance</i> Creator must have Psionics	41,650	3,200	81,650
Arms of House Melarn	(DR312 p89)	+5 Elven-Chainmail of Nimbleness +4 Enhancement bonus to Strength	Strong Trans	12	Craft Arms & Armor <i>Bull's Strength</i> <i>Cat's Grace</i>	44,725	3,246	85,300
Armor with +10	(DMG p216)	Varies	varies	*	Craft Arms & Armor <varies>	50,000	4,000	100,000
Cortical Armor	(Und p71)	+1 Halfweight Illithidwrought Full Plate Armor. <i>Mind Blank</i> , always on.	Strong varies	15	Craft Arms & Armor –or– Craft Psionic Arms & Armor <i>Mind Blank</i> Creator must have Psionics	74,150	5,800	146,650

Shields

Magic Options for Shields

Shield Options	Reference	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Desiccation Resistance	(Sand p130)	Desiccation Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Protection From Desiccation</i>	+9,000	—
Acid Resistance	(DMG p217)	Acid Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	+18,000	—
Cold Resistance	(DMG p218)	Cold Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	+18,000	—
Electricity Resistance	(DMG p218)	Electricity Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	+18,000	—
Fire Resistance	(DMG p218)	Fire Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	+18,000	—
Sonic Resistance	(DMG p219)	Sonic Resistance 10.	Faint Abj	3	Craft Arms & Armor <i>Resist Energy</i>	+18,000	—
Acid Resistance, Improved	(DMG p217)	Acid Resistance 20.	Mod Abj	7	Craft Arms & Armor <i>Resist Energy</i>	+42,000	—
Cold Resistance, Improved	(DMG p218)	Cold Resistance 20.	Mod Abj	7	Craft Arms & Armor <i>Resist Energy</i>	+42,000	—
Electricity Resistance, Improved	(DMG p218)	Electricity Resistance 20.	Mod Abj	7	Craft Arms & Armor <i>Resist Energy</i>	+42,000	—
Fire Resistance, Improved	(DMG p218)	Fire Resistance 20.	Mod Abj	7	Craft Arms & Armor <i>Resist Energy</i>	+42,000	—
Sonic Resistance, Improved	(DMG p219)	Sonic Resistance 20.	Mod Abj	7	Craft Arms & Armor <i>Resist Energy</i>	+42,000	—
Undead Controlling	(DMG p219)	May control up to 26 HD of Undead per day as per the <i>Control Undead</i> spell. Control is lost each dawn.	Strong Necro	13	Craft Arms & Armor <i>Control Undead</i>	+49,000	—
Acid Resistance, Greater	(DMG p218)	Acid Resistance 30.	Mod Abj	11	Craft Arms & Armor <i>Resist Energy</i>	+62,000	—
Cold Resistance, Greater	(DMG p218)	Cold Resistance 30.	Mod Abj	11	Craft Arms & Armor <i>Resist Energy</i>	+62,000	—
Electricity Resistance, Greater	(DMG p218)	Electricity Resistance 30.	Mod Abj	11	Craft Arms & Armor <i>Resist Energy</i>	+62,000	—
Fire Resistance, Greater	(DMG p218)	Fire Resistance 30.	Mod Abj	11	Craft Arms & Armor <i>Resist Energy</i>	+62,000	—
Sonic Resistance, Greater	(DMG p219)	Sonic Resistance 30.	Mod Abj	11	Craft Arms & Armor <i>Resist Energy</i>	+62,000	—
Arrow Catching	(DMG p218)	+1 Deflection bonus to AC vs. ranged attacks. All projectiles & thrown weapons targeted within 5' of wearer veer towards the wearer instead, if the weapon's Enhancement bonus is not higher than the shield's. The wielder may deactivate this ability.	Mod Abj	8	Craft Arms & Armor <i>Entropic Shield</i>	—	+1
Bashing	(DMG p218)	Light & Heavy Shields only. When bashing with the shield, it does damage of a shield two size categories larger (i.e., a Light Shield for a Medium-sized user would do 1d6 damage, while a Heavy Shield would do 1d8). The shield acts as a +1 weapon.	Mod Trans	8	Craft Arms & Armor <i>Bull's Strength</i>	—	+1
Blinding	(DMG p218)	Twice per day, the item can flash. Everyone except the wearer within 20' must make a Reflex save vs. DC 14 or be Blinded for 1d4 rounds.	Mod Evoc	7	Craft Arms & Armor <i>Blindness / Deafness Searing Light</i>	—	+1
Focused	(CAdv p127)	+10 Circumstance bonus on Sense Motive checks that oppose a Feint attempt. If the wielder is threatened by more than one creature, the Shield's bonus to AC increases by +1.	Mod Abj	11	Craft Arms & Armor <i>Shield</i>	—	+1
Fortification, Light	(DMG p219)	25% chance of negating a critical hit or sneak attack.	Strong Abj	13	Craft Arms & Armor <i>Limited Wish</i> —or— <i>Miracle</i>	—	+1
Nacreous	(Storm p129)	+2 AC vs. Piercing attacks.	Faint Abj	3	Craft Arms & Armor <i>Mage Armor</i>	—	+1
Angelic	(BoED p112)	Non-Evil Creatures only: +1 extra Enhancement bonus to AC against attacks by Evil Creatures. +4 Sacred bonus on saves vs. spells with the [evil] descriptor.	Mod Abj	9	Craft Arms & Armor <i>Dispel Evil Phieran's Resolve</i> Creator must be Good	—	+2
Animated	(DMG p218)	Upon command, the shield floats around the user, who gains Shield bonus to AC while leaving both hands free. The user still receives the shield's armor check penalty, Arcane spell failure chance, & any non-proficiency penalties..	Strong Trans	12	Craft Arms & Armor <i>Animate Object</i>	—	+2

Shield Options	Reference	Description	Aura	Lvl	Requirements	Extra as GP	Cost as Bonus
Arrow Deflection	(DMG p218)	Once per round (as a Free Action, though must not be flat-footed), the wielder may make a Reflex save vs. DC 20 to deflect an incoming projectile.	Faint Abj	5	Craft Arms & Armor <i>Shield</i>	—	+2
Empyrean	(BoED p112)	As a Free Action during his/her round, the holder may reduce the Enhancement bonus to AC of this shield and gain an equal Sacred bonus to all saving throws until the next round. Evil Creatures only: The holder is <u>Sickened</u> .	Mod Abj Necro [good]	9	Craft Arms & Armor <i>Resistance</i> <i>Shield of Faith</i> <i>Sicken Evil</i>	—	+2
Sacred	(BoED p112)	Decorated with a Deity's Holy / Unholy Symbol Follower of the indicated Deity only: +2 effective level with regards to Turning / Rebuking Checks.	Mod Conj	8	Craft Arms & Armor Creator must be able to Turn or Rebuke Undead	—	+2
Spell Resistance 13	(DMG p219)	Wearer gains Spell Resistance 13.	Strong Abj	15	Craft Arms & Armor <i>Spell Resistance</i>	—	+2
Fortification, Moderate	(DMG p219)	75% chance of negating a critical hit or sneak attack.	Strong Abj	13	Craft Arms & Armor <i>Limited Wish</i> –or– <i>Miracle</i>	—	+3
Ghost Touch	(DMG p219)	The item's Shield bonus to AC count vs. Incorporeal creatures. Can also be used by Incorporeal creatures (who can still pass through solid object while wearing it).	Strong Trans	15	Craft Arms & Armor <i>Etherealness</i>	—	+3
Spell Resistance 15	(DMG p219)	Wearer gains Spell Resistance 15.	Strong Abj	15	Craft Arms & Armor <i>Spell Resistance</i>	—	+3
Wild	(DMG p219)	If the wearer uses the Druid <i>Wild Shape</i> ability, the shield melds into the new body & the wearer retains the Armor & Enhancement bonuses to his/her AC.	Mod Trans	9	Craft Arms & Armor <i>Baleful Polymorph</i>	—	+3
Spell Resistance 17	(DMG p219)	Wearer gains Spell Resistance 17.	Strong Abj	15	Craft Arms & Armor <i>Spell Resistance</i>	—	+4
Fortification, Heavy	(DMG p219)	100% chance of negating a critical hit or sneak attack.	Strong Abj	13	Craft Arms & Armor <i>Limited Wish</i> –or– <i>Miracle</i>	—	+5
Reflection	(DMG p219)	One per day as a Free Action, the shield can reflect a spell back as per <i>Spell Turning</i> .	Strong Abj	14	Craft Arms & Armor <i>Spell Turning</i>	—	+5
Spell Resistance 19	(DMG p219)	Wearer gains Spell Resistance 19.	Strong Abj	15	Craft Arms & Armor <i>Spell Resistance</i>	—	+5

Shields

Shields	Reference	Effect	Aura	Lvl	Requirements	Create in gp	Create in XP	Sell in GP
Darkwood Buckler	(DMG p221)	Masterwork Darkwood Buckler Weights 2 ½ pounds & has no Armor check penalty.	—	—	—	102 ½	—	205
Darkwood Shield	(DMG p221)	Masterwork Heavy Darkwood Shield Weights 5 pounds & has no Armor check penalty.	—	—	—	128 ½	—	257
Shield with +1	(DMG p216)	Varies		*	Craft Arms & Armor <varies>	500	40	1,000
Mithral Heavy Shield	(DMG p221)	Masterwork Heavy Mithral Shield Weights 5 pounds, has no Armor check penalty, & has a 5% Arcane spell failure chance.	—	—	—	510	—	1,020
Caster's Shield	(DMG p221)	+1 Light Wooden Shield with an Arcane spell failure chance of 5%. A scroll can be scribed on the inside of the shield for ½ normal material costs, up to a 3 rd level spell.	Mod Abj	6	Craft Arms & Armor Scribe Scroll	1,653	120	3,153
Shield with +2	(DMG p216)	Varies		*	Craft Arms & Armor <varies>	2,000	160	4,000
Spined Shield	(DMG p221)	+1 Heavy Steel Shield with Masterwork Shield Spikes. On command, fire one of the shield's spikes, up to 3 times per day. Fired spikes have a +1 Enhancement bonus, a range increment of 120', & do 1d10 damage (critical 19-20 / x2). Spines restore themselves at a rate of one per day.	Mod Evoc	6	Craft Arms & Armor <i>Magic Missile</i>	2,740	223	5,580
Fool's Plate	(DR324 p75)	+1 Buckler made from a silver serving platter. Each round the wearer is in combat, the wearer and the attacker are affected by <i>Daze</i> (DC 10). <i>Hypnotic Patterns</i> , 1/day. The wearer must also save.	Faint Ill	3	Craft Arms & Armor <i>Daze</i> <i>Hypnotic Pattern</i>	3,600	288	7,200
Shield with +3	(DMG p216)	Varies		*	Craft Arms & Armor <varies>	4,500	360	9,000
Captain Aerad's Shield	(PGF p119)	+3 Heavy Steel Shield	Mod Abj	9	Craft Arms & Armor	4,670	360	9,170
Lion's Shield	(DMG p221)	+2 Heavy Steel Shield As a Free Action, the shield attacks using the wielder's base attack bonus & number of attacks independently of the wielder. If it hits, the shield does 2d6 damage. Usable 3 times per day.	Mod Conj	10	Craft Arms & Armor <i>Summon Nature's Ally IV</i>	4,670	360	9,170
Unicorn's Shield	(DR340 p70)	+2 Heavy Adamantine Shield When the user ends a Charge action with a Shield Bash, shield does double damage & the user receives a +2 bonus to AC for 1 round.	Mod Trans	6	Craft Arms & Armor <i>Bull's Strength</i> <i>Shield of Faith</i>	4,585	367	9,170
Shield with +4	(DMG p216)	Varies		*	Craft Arms & Armor <varies>	8,000	640	16,000
Winged Shield	(DMG p221)	+3 Heavy Wooden Shield <i>Fly</i> , once per day. If carrying up to 133 pounds, it has a movement of 40'. If carrying up to 266 pounds, it has a movement of 30'.	Faint Trans	5	Craft Arms & Armor <i>Fly</i>	8,628 ½	690	17,257
Star Tortoise Shield	(DR335 p70)	+3 Heavy Wooden Shield, made from a tortoise shell User gains a +1 Natural Armor bonus to AC. User is immune to decapitation attacks (i.e., a Vorpal sword).	Mod Abj	9	Craft Arms & Armor	9,157	720	18,157
Shield with +5	(DMG p216)	Varies		*	Craft Arms & Armor <varies>	12,500	1,000	25,000
Asura Shield	(BoED p112)	+2 Bashing Spiked Heavy Steel Shield +1d6 Fire damage when bashing +1d6 Divine damage when bashing Evil creatures	Mod Trans	9	Craft Arms & Armor <i>Bull's Strength</i> <i>Flamestrike</i>	13,680	1,080	27,180
Shield of Obstruction	(DR328 p67)	+3 Light Wooden Shield with Masterwork Shield Spikes Transforms into a <i>Wall of Thorns</i> , 1/day. The Wall is 90' long & 10' thick, must be in a straight line, and lasts for up to 90 minutes.	Mod Trans	9	Craft Arms & Armor <i>Wall of Thorns</i>	13,903	1,080	27,403
Shield with +6	(DMG p216)	Varies		*	Craft Arms & Armor <varies>	18,000	1,440	36,000
The Spiteful Imp	(CArc p143) (DR312 p85)	+4 Animated Buckler, made from Mithral. Looks like an imp's smirking face that laughs when it blocks an opponent's blow. Spits burning venom, 1/day. Requires a Ranged Touch attack with a maximum range of 30'. Does 1d4+6 Fire damage (no save) and infects the target with poison (1d10 Con / 1d10 Con / DC17).	Strong Trans	12	Craft Arms & Armor <i>Animate Objects</i> <i>Poison</i> <i>Produce Flame</i>	23,123	1,850	46,245
Shield with +7	(DMG p216)	Varies		*	Craft Arms & Armor <varies>	24,500	1,960	49,000
Absorbing Shield	(DMG p221)	+1 Heavy Steel Shield <i>Disintegrate</i> what it touches (using a melee touch attack), usable once per 2 days.	Strong Trans	17	Craft Arms & Armor <i>Disintegrate</i>	25,170	2,000	50,170
Shield with +8	(DMG p216)	Varies		*	Craft Arms & Armor <varies>	32,000	2,560	64,000
Shield with +9	(DMG p216)	Varies		*	Craft Arms & Armor <varies>	40,500	3,240	81,000
Shield with +10	(DMG p216)	Varies		*	Craft Arms & Armor <varies>	50,000	4,000	100,000

Appendix

Revision History

- November 11, 2003 – Start of D&D 3.5 Edition.
Includes the Dungeon Master's Guide v.3.5.
- March 15, 2004 – Changed blue entries (which indicated changes from 3rd to 3.5) to the normal black.
Added Complete Warrior & the Book of Exalted Deeds.
Added Dragon #309 – Dragon #313.
- August 12, 2004 – Added Dragon #314.
Added Player's Guide to Faerûn.
- October 12, 2004 – Added Complete Divine.
- November 12, 2004 – Added Eberron Campaign Setting.
Added Dragon #325.
- March 16, 2005 – Adding Complete Arcane.
Added Dragon #324, #326 – #329.
Change the abbreviation of Player's Handbook v3.5 from "PH3.5" to "PH".
Change the abbreviation of Dungeonmaster's Guide v3.5 from "DMG3.5" to "DMG".
- April 1, 2005 – Adding Complete Adventurer.
Added Dragon #330.
- September 7, 2005 – Added Races of Eberron & Complete Adventurer.
Added Dragon #331 – #335.
- December 9, 2005 – Added Races of Stone, Races of Destiny, Races of the Wild, Unearthed Arcana, & Underdark
Added Dragon #336 – #338.
- April 18, 2006 – Added Dragon #339 – #343.
Added Dungeon #104 – #134.
- February 28, 2006 – Added Dragon #315 – #323, #344 – #352.
Added Dungeon #135 – #144.
Added Frostburn, Sandstorm, & Stormwrack.

Key to Sourcebooks

PH	–	Player's Handbook v.3.5	Frost	–	Frostburn
DMG	–	Dungeon Master's Guide v.3.5	Storm	–	Stormwrack
MM	–	Monster Manual v.3.5	Sand	–	Sandstorm
MM3	–	Monster Manual III	FR	–	Forgotten Realms Campaign Setting
CWar	–	Complete Warrior	MoF	–	Magic of Faerûn
CDiv	–	Complete Divine	LoD	–	Lords of Darkness
CArc	–	Complete Arcane	RoF	–	Races of Faerûn
CAdv	–	Complete Adventurer	SM	–	Silver Marches
RoS	–	Races of Stone	Und	–	Underdark
RoD	–	Races of Destiny	PGF	–	Player's Guide to Faerûn
RotW	–	Races of the Wild	Eb	–	Eberron Campaign Setting
RoE	–	Races of Eberron	DR###	–	Dragon Magazine (with issue number)
BoED	–	Book of Exalted Deeds	DU##	–	Dungeon Magazine (with issue number)
UA	–	Unearthed Arcana			
3.5up	–	D&D v.3.5 Accessory Update			http://www.wizards.com/dnd/files/DnD35_update_booklet.zip
PH3.5e	–	Player's Handbook v.3.5 Errata			http://www.wizards.com/dnd/files/PHB_Errata09242003.zip
PGFe	–	Player's Guide to Faerûn Errata			http://www.wizards.com/dnd/files/PgtF_Errata07192004.zip
CDivErrata	–	Complete Divine Errata			http://www.wizards.com/dnd/files/CompDiv_Errata09102004.zip
CArcErrata	–	Complete Arcane Errata			http://www.wizards.com/dnd/files/CompArcaneErrata03162005.zip
EbErrata	–	Eberron Errata			http://www.wizards.com/dnd/files/Eberron_Errata10222004.zip

Note: If a Key reference is followed by a "+", then it is partially superseded the entry above it.