



Corvis, the City of Ghosts • Population 100,000



WEAPONS	Cost	Dmg (S)	Dmg (M)	Critical Range		
				Critical	Inc	Type ²
Unarmed Attacks						
Gauntlet	2 gp	1d2	1d3	x2	—	B
Unarmed strike	—	1d2 ³	1d3 ³	x2	—	B
Light Melee Weapons						
Baton (Collapsing)	12 gp	1d4	1d6	x2	—	B
Bayonet	8gp	1d4	1d6	x3	—	P
Dagger	2 gp	1d3	1d4	19–20	10'	P/S
Dagger (punching)	2 gp	1d3	1d4	x3	—	P
Dirk (Cryxan)	10 gp	1d3	1d4	18–20	10'	P
Gauntlet (spiked)	5 gp	1d3	1d4	x2	—	P
Mace, light	5 gp	1d4	1d6	x2	—	B
Sickle	6 gp	1d4	1d6	x2	—	S
One-Handed Melee Weapons						
Club	—	1d4	1d6	x2	10'	B
Mace, heavy	12 gp	1d6	1d8	x2	—	B
Morningstar	8 gp	1d6	1d8	x2	—	B/P
Shortspear	1 gp	1d4	1d6	x2	20'	P
Two-Handed Melee Weapons						
Longspear ⁴	5 gp	1d6	1d8	x3	—	P
Quarterstaff ⁵	—	1d4/1d4	1d6/1d6	x2	—	B
Stave of Authority ⁵	—	—	1d8/1d6	x2	—	B
Spear	2 gp	1d6	1d8	x3	20'	P
Ranged Weapons						
Crossbow, heavy	50 gp	1d8	1d10	19–20	120'	P
Bolts, XBow (10)	1 gp	—	—	—	—	—
Crossbow, light	35 gp	1d6	1d8	19–20	80'	P
Bolts, XBow (10)	1 gp	—	—	—	—	—
Dart	5 sp	1d3	1d4	x2	20'	P
Grenade (explosive)	—	—	2d10	x2	10'	P
Grenade (incendiary)	—	—	1d10	—	10'	—
Javelin	1 gp	1d4	1d6	x2	30'	P
Sling	—	1d3	1d4	x2	50'	B
Bullets, sling (10)	1 sp	—	—	—	—	—
Marital Weapons						
Light Melee Weapons						
Axe, throwing	8 gp	1d4	1d6	x2	10'	S
Chain (light)	—	1d3	1d4	x2	—	B
Hammer, light	1 gp	1d3	1d4	x2	20'	B
Handaxe	6 gp	1d4	1d6	x3	—	S
Kukri	8 gp	1d3	1d4	18–20	—	S
Pick, light	4 gp	1d3	1d4	x4	—	P
Sap	1 gp	1d4 ³	1d6 ³	x2	—	B
Shield, light	special	1d2	1d3	x2	—	B
Spiked armor	special	1d4	1d6	x2	—	P
Spiked, shield lt	special	1d3	1d4	x2	—	P
Sword short	10 gp	1d4	1d6	19–20	—	P
One-Handed Melee Weapons						
Battleaxe	10 gp	1d6	1d8	x3	—	S
Battleblade(Caspian)	22 gp	—	2d4	X3	—	S
Flail	8 gp	1d6	1d8	x2	—	B
Longsword	15 gp	1d6	1d8	19–20	—	S
Pick, heavy	8 gp	1d4	1d6	x4	—	P
Rapier	20 gp	1d4	1d6	18–20	—	P
Scimitar	15 gp	1d4	1d6	18–20	—	S
Shield, heavy	special	1d3	1d4	x2	—	B
Spiked shield, heavyspecial	1d4	1d6	x2	—	P	
Trident	15 gp	1d6	1d8	x2	10'	P
Warhammer	12 gp	1d6	1d8	x3	—	B

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Two-Handed Melee Weapons						
Falchion	75 gp	1d6	2d4	18–20	—	S
Flail, heavy	15 gp	1d8	1d10	19–20	—	B
Glave ⁴	8 gp	1d8	1d10	x3	—	S
Greataxe	20 gp	1d10	1d12	x3	—	S
Greatclub	5 gp	1d8	1d10	x2	—	B
Greatsword	50 gp	1d10	2d6	19–20	—	S
Greatsword (cleft)	350 gp	—	2d6	18–20	—	S
Guisarme ⁴	9 gp	1d6	2d4	x3	—	S
Halberd	10 gp	1d8	1d10	x3	—	P-S
Lance ⁴	10 gp	1d6	1d8	x3	—	P
Ranseur ⁴	10 gp	1d6	2d4	x3	—	P
Scythe	18 gp	1d6	2d4	x4	—	P-S
Spear (cleft) ⁴	302 gp	—	1d8/1d8	19–20	20'	P
Spear (Khardic) ⁴	12 gp	—	1d6	x3	20'	P
Ranged Weapons						
Arrows (20)	1 gp	—	—	—	—	—
Longbow	75 gp	1d6	1d8	x3	100'	P
Longbow, comp	100 gp	1d6	1d8	x3	110'	P
Net Launcher	175 gp	—	—	x2	25'	B
Shortbow	30 gp	1d4	1d6	x3	60'	P
Shortbow, comp	75 gp	1d4	1d6	x3	70'	P
Shortbow (Khardic)	150 gp	—	1d6	x3	70'	P
Exotic Weapons						
Light Melee Weapons						
Kama	2 gp	1d4	1d6	x2	—	S
Katrina's Hook ⁵	15 gp	—	1d6/1d6	x3	—	S-P
Nunchaku	2 gp	1d4	1d6	x2	—	B
Sai	1 gp	1d3	1d4	x2	10'	B
Siangham	3 gp	1d4	1d6	x2	—	P
One-Handed Melee Weapons						
Axe (Lgt Horseman)	36 gp	1d6	2d4	x3	—	S
Mechanoflail (light)	—	1d6	1d8	19–20	—	B
Sword, bastard	35 gp	1d8	1d10	19–20	—	S
Waraxe, dwarven	30 gp	1d8	1d10	x3	—	S
Whip ⁴	1 gp	1d23	1d33	x2	—	S
Two-Handed Melee Weapons						
Axe (Hvy Horseman)	50 gp	—	2d6	x3	—	S
Axe, orc double ²	60 gp	1d6/1d6	1d8/1d8	x3	—	S
Battleglave	46 gp	3d4	x3	x3	—	S
Chain (alders) ³	25 gp	—	1d6/1d6	x3/x2	—	B-P
Chain (spiked) ⁴	25 gp	1d6	2d4	x2	—	P
Claymore (Nyss)	—	—	2d6	19–20	—	S
Flail, dire ³	90 gp	1d6/1d6	1d8/1d8	x2	—	B
Hammer (gmm hkd) ⁵	20 gp	1d6/1d4	1d8/1d6	x3/x4	—	B/P
Sword, 2-bladed ³	100 gp	1d6/1d6	1d8/1d8	19–20	—	S
Staff (pincer)	—	1d6	2d4	x3	—	P
Urgrosh, dwarf ³	50 gp	1d6/1d4	1d8/1d6	x3	—	S-P
Waraxe (Umbrean)	38 gp	—	2d8/1d6	x3	—	S-P
Ranged Weapons						
Bolas	5 gp	1d33	1d43	x2	10'	B
Bolts (5)	1 gp	—	—	—	—	—
Crossbow, hand	100 gp	1d3	1d4	19–20/x2	30'	P
XBow, repeat hvy	400 gp	1d8	1d10	19–20/x2	120'	P
XBow, repeat lt	250 gp	1d6	1d8	19–20/x2	80'	P
Net	20 gp	—	—	—	10'	—
Blastbuckler	235 gp	—	2d4-2-19-20x3	5'	P	
Blunderbuss	150 gp	—	4d4	x3	30'	B/P
Carbine (military)	600 gp	—	2d8	19-20x3	150'	P
Musket	400 gp	—	1d12	x2	100'	P
Pistol (pepperbox)	325 gp	—	2d4-2-19-20x3	20'	P	

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				Critical	Inc	Type ²	
Pistol (pinlock)	150 gp	—	2d3	x2	30'	P	
Pistol (military)	300 gp	—	2d6	19-20x3	80'	P	
Pistol (musket)	175 gp	—	1d8	x2	20'	P	
Pistol (small)	200 gp	—	2d4	19-20x3	40'	P	
Pistol (quad iron)	375 gp	—	4d4	19-20x3	20'	P	
Pistol (Rhyinnish)	225 gp	—	2d4-2-19-20x3	20'	P		
Rifle (2 shot)	625 gp	—	2d6-2-19-20x3	140'	P		
Rifle (long)	500 gp	—	2d6	19-20x3	160'	P	
Rifle (pinlock)	350 gp	—	2d4	x2	140'	P	
Rifle (military)	600 gp	—	2d8	19-20x2	200'	P	
Rifle (revolving)	900 gp	—	2d6-2-19-20x3	120'	P		
Shield gun (lgt)	260 gp	—	2d4	19-20x3	10'	P	
Shield (warcapt)	375 gp	—	2d6	19-20x3	20'	P	
Rifle (Vanar Lib)	725 gp	—	2d8+2-19-20x3	240'	P		
Rifle (Vislovski)	600 gp	—	2d6+2-19-20x3	180'	P		
Walking Stick (Rynn)	375 gp	—	2d4-2-19-20x3	20'	P		
Large Weapons							
Mechanoflail (hvy)	—	—	2d8	19-20	B	—	
Warcleaver (Ogrun)	35 gp	—	—	—	—	—	
Ammunition							
Arrow (clef)	7 gp	—	—	19-20x3	P	—	
Arrow (explosive)	5 gp	+1d4	+1d4	19-20x3	1/2	P	
Arrow (flaming)	5 sp	+1d4fire	+1d4fire	x2	1/2	P	
Arrow (message)	3 sp	—	—	x3	P	—	
Arrow (rope cutter)	2 sp	—	—	x2	P	—	
Arrow (screaming)	2 sp	—	—	x2	1/2	P	
Rounds (Incendiary)	+6 gp	—	+1d6fire	P	—	—	
Rounds (Precision)	+5 gp	—	—	P	—	—	
ARMOR							
	Armor Cost	Max Bonus	Check Dex	Spell Penalty	Speed Failure	30'	20'
Padded ¹	5 gp	+1	8	0	5%	30'	20'
Armored Apron ¹	30 gp	+2	4	-2	15%	30'	20'
Sword, bastard	10 gp	+2	6	0	10%	30'	20'
Leather ²	25 gp	+3	5	-1	15%	30'	20'
Std leather ²	25 gp	+3	5	-1	15%	30'	20'
Chain shirt ²	100 gp	+4	4	-2	20%	30'	20'
Hide ^M	15 gp	+3	4	-3	20%	20'	15'
Scale mail ^M	50 gp	+4	3	-4	25%	20'	15'
Chainmail ^M	150 gp	+5	2	-5	30%	20'	15'
Breastplate ^M	200 gp	+5	3	-4	25%	20'	15'
Splint mail ^H	200 gp	+6	0	-7	40%	20' ²	15' ²
Banded mail ^H	250 gp	+6	1	-6	35%	20' ²	15' ²
Half-plate ^H	600 gp	+7	0	-7	40%	20' ²	15' ²
Full plate ^H	1,500 gp	+8	1	-6	35%	20' ²	15' ²
Buckler	15 gp	+1	—	-1	5%	—	—
Bulwark (rifleman)	40 gp	+4	—	-10	50%	—	—
Shield (blastbkr)	235 gp	+1	—	-1	5%	—	—
Shield Gun (light)	260 gp	+1	—	-2	10%	—	—
Shield (light)	9 gp	+1	—	-1	5%	—	—
Shield (heavy)	20 gp	+2	—	-2	15%	—	—
Shield (tower)	30 gp	+4 ³	2	-10	50%	—	—
Shield (warcaptain)	375 gp	+2	—	-3	20%	—	—
Armor spikes	+50 gp	—	—	—	—	—	—
Gauntlet (locked)	8 gp	—	—	Special	4	—	—
Shield spikes	+10 gp	—	—	—	—	—	—
Greatcoat	20 gp	+1	—	0	—	—	—
Greatcoat (armor)	75 gp	+2	6	-1	5%	30'	20'
Greatcoat (reinft)	35 gp	+1	8	0	—	30'	20'
Iron Mantle	—	+2	4	-3	15%	30'	20'

Armor Class Modifiers		Melee	Ranged
Behind cover		+4	+4
Blinded		-2 ¹	-2 ¹
Concealed or invisible		See Concealment	
Cowering		-2 ¹	-2 ¹
Entangled		+0 ²	+0 ²
Flat-footed (such as surprised, balancing, climbing)		+0 ¹	+0 ¹
Grappling (but attacker is not)		+0 ¹	+0 ^{1,3}
Helpless (such as paralyzed, sleeping, or bound)		-4 ⁴	+0 ⁴
Kneeling or sitting		-2	+2
Pinned		-4 ⁴	+0 ⁴
Prone		-4	+4
Squeezing through a space		-4	-4
Stunned		-2 ¹	-2 ¹

1 The defender loses any Dexterity bonus to AC.
2 An entangled character takes a