

New Equipment

[Note: Several of the armor and weapon materials here appear in the AEG or DMG. These override those sourcebooks.]

Several new pieces of equipment have been developed across Earta, or rediscovered from the ancient practices of cultures long faded. These items have been divided as follows:

- Weapons – Unless otherwise stated in the item description, these weapons are considered exotic weapons
- Armor – These armors are classified similarly to the *Player's Handbook*.
- General Equipment – This is all the other stuff that PCs can encounter while travelling the world. Some are novelties, while others are life-saving items.

Unless otherwise noted, all items are made of common materials and are of common quality. Items of masterwork quality have this calculated into their prices. Any item made of rare materials are also priced as such.

Weapons:

A'tha: This strange fan-like weapon was crafted by the scorpinar to defeat the crystal weapons of the thri-kreen. In appearance, an a'tha looks like a wide, flat half-disc on a short pole. Made of ba'a'kar, they are usually carried either in pairs or one each by two separate scorpinar. Though they can be used in a bludgeoning manner, slapping an opponent with them, they are most useful against missile weapons. Anyone wielding an a'tha is considered unarmed for the purposes of the Deflect Arrows feat. Also, if two are slapped together, they create a small sonic blast. Though it cannot harm most objects, any crystalline item struck either by the blast (a 10' cone in front of the slap) or struck by the weapon must make a Fortitude save or shatter. Scorpinar are considered proficient in these if they are proficient in martial weapons.

Bothar: Although it looks like a long pole with two flared ends, the bothar is a potent weapon. It is actually three items in one: It can be used as a quarterstaff, a blowgun (Though a very long blowgun) and a hunting horn. But it is very unwieldy to use, incurring an additional -2 penalty to anyone not proficient in its use.

Firearms: This covers a large swath of weapons. There are actually three separate types of weapons, and two sizes of weapons. Each type requires a separate feat: arquebus, matchlock and wheel lock/flintlock firearms.

Arquebus: The first true firearm, these were little more than long metal pipes on a heavy crossbow stock with a hole in the pipe. The user would hold the lit match in their hand while loading the gun, and then shove the match into the hole and hope. They were difficult to aim, difficult to fire, and dangerous to use. Despite the dangers, they were used for almost 100 years because they not only did a lot of damage, they could punch through armor and thick hides easier.

Every round after the first shot is taken; the user takes a -2 to attacks, even if he switches to a melee attack. This penalty lasts for 1d4 rounds after the last shot is taken, or one round in a strong wind. It takes a full-round action to reload an arquebus, so gunners using this weapon often have a second who reloads the weapon while the gunner fires a second weapon. If the gunner rolls a natural 1-5 on the die roll, even if the shot hits its target, the user takes 2d6 points of fire damage as the weapon backfires painfully, fouling the weapon in the process.

Matchlocks: The first major refinement to the firearms, the matchlock made it easier to fire the weapon by putting the match into a mechanism similar to a crossbow lock. This lowered the burning match into a small pan of gunpowder that would burn quickly into the main load of powder and fire the weapon. These were far safer than the arquebus they were replacing and faster to fire. They were also the first to have a small hand-held version that could be used while mounted or holding a shield. They still had a chance to backfire, but were far more stable and less likely to do so.

It takes a standard action to reload a matchlock. The user takes no penalty to attacks, as the smoke is quickly cleared away. Any roll of a natural 1 when firing a matchlock weapon causes it to backfire, doing the weapon's normal damage to the user and fouling the gun, requiring 30 minutes to clean.

Wheel lock/flintlocks: The orcs of Or-Giantha, in combination with several gnomish artificers, have developed the wheel lock firearm and its immediate successor, the flintlock. These guns are functionally the same as the listing in the DMG, page 145. The only difference between the two technologies is that wheel locks are slightly less reliable, fouling on a natural 1, but doing no damage to the user, as well as having a slightly worse range for rifles.

Ma'cuail: Used only in the jungles of Mazin, this large obsidian blade is somewhere in length between a long sword and a bastard sword. The weapon is curved, though, and either the inside or outside edge can be used to cut. This curve also allows the user to attempt to trip an opponent. The wielder gains a +2 bonus to trip checks, and can drop the weapon instead of allowing the target to attempt to trip them back if they fail the attempt.

Thorak whip: A nasty application of the thorak vine, the thorak whip is used by Mazin slavers. The whip, in addition to doing real damage instead of subdual, ignores any natural armor value of +2 or less. This is from the sap of the vines, which is left to harden in them instead of being drained out (As is normal for using the vine).

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Wt ⁵	Type
<i>One-handed Melee Weapons</i>							
A'tha	20 GP	1d4	1d6	x 2	10 ft ¹	3 lbs	B
Ma'cuail	25 GP	1d8	1d10	19-20/x2	N/A	5 lbs	S
Whip, Thorak ⁴	5 GP	1d3	1d4	x 2	N/A	3 lbs	S
<i>Two-Handed</i>							

<i>Melee Weapons</i>							
Bothar	10 GP	1d6 ²	1d8 ²	x 2	20 ft ³	3 lbs	P or B
<i>Firearms</i>							
Arquebus	200 GP	1d10	1d12	x 2	60 ft	12 lbs	P/B
Matchlock Pistol	170 GP	1d6	1d8	x 3	40 ft	7 lbs	P
Matchlock Rifle	210 GP	1d10	1d12	x 3	80 ft	15 lbs	P
Wheel lock Pistol	240 GP	1d8	1d10	x 3	50 ft	4 lbs	P
Wheel lock Rifle	480 GP	1d10	1d12	x 3	130 ft	12 lbs	P
Flintlock Pistol	250 GP	1d8	1d10	x 3	50 ft	3 lbs	P
Flintlock Rifle	500 GP	1d10	1d12	x 3	150 ft	10 lbs	P

¹ = Range of sonic blast cone. Weapon cannot be thrown

² = Damage if used as staff weapon. Damage as blowgun is 1d2

³ = Range when used as blowgun

⁴ = Reach weapon

⁵ = Weight for a Medium-sized weapon. Adjust for Small (1/2 weight) or Large (Double weight) as needed.

Special or Alternate Materials

Bone: Bone weapons are crafted from the remains of creatures with some form of skeleton, usually a large creature. Staves, greatclubs, spears and swords are often crafted from leg bones; clubs and other small weapons from arm bones; daggers and arrowheads from hand or foot bones and teeth. Bone weapons take about half the time to make over regular weapons

Light melee bone weapons and ranged ammunition cost 1 GP over normal cost; one-handed melee weapons cost 2 GP over normal costs; two-handed melee bone weapons cost 4 GP over normal costs.

Bone weapons weight one less pound than their metal version (Minimum 1 lb) and do normal weapon damage. However, any time a critical failure (Natural 1) is rolled on an attack roll, the weapon has a 50% chance of breaking into several pieces. Fixing this requires a *fabricate* spell; *mending* will not work due to the multiple breaks and small pieces.

Bronze: Bronze weapons are usually crafted by lower humanoids, but can also be found in ancient treasure troves, as bronze was in greater use in the past. Bronze weapons cost, weigh and take the same amount of time to make as their steel counterparts. However, they do one less point of damage.

Stone: A stone weapon is usually crafted out of a large chunk of rock when metals are not available. Often, the handle or shaft is wood with a sharpened stone attached. Stone weapons cost, weigh and take the same amount of time to make as their steel counterparts. Stone weapons do normal damage, but on any roll of a critical failure (Natural 1) on an attack roll, the weapon has a 25% chance of shattering, requiring a *fabricate* spell to repair.

Wood: Crafted from strong trees, wooden weapons cover those that are typically made out of metal of some sort (Swords, maces, lances). Weapons that are usually made of wood (Staves, bows, etc.) do not apply here. Wooden weapons take about half the time to make as normal and cost 1 GP less (Min of 1 GP unless already lower). They weigh 75% of their metal counterpart and do one step less damage. (See page 28, Table 2-3, DMG)

Hardening and Mastercrafting

A weapon can be hardened or mastercrafted. Hardened weapons have been treated with various alchemical materials. A hardened weapon, no matter its base material, has 50% greater hardness and hit points than normal. Mastercraft weapons have been worked carefully and finely. These weapons have a +1 natural enhancement bonus on damage. This bonus does **NOT** stack with magical enhancement.

You cannot add mastercraft or hardness to a weapon that has already been created. These must be crafted in. Hardening a weapon costs 150 GP. Making a mastercraft weapon costs 300 GP. It is possible to combine these with the masterwork quality. Thus, a masterwork, masterpiece, hardened weapon would cost 750 GP + base cost of the weapon.

For ammunition, it costs 6 GP per unit of ammunition (Arrow, sling bullet) to make it masterwork. You cannot harden ammunition.

Adding mastercraft to a double weapon must be done separately for each head of the weapon.

Masterpiece weapons need not be masterwork. However, a masterpiece weapon cannot be enchanted unless it is also masterwork.

Armor and Shields:

Bark: Made from worked and cured bark harvested from an ancient tree, bark armor takes the same amount of time to make as hide armor. When in a forest or heavily wooded area, the armor check penalty does not apply to Hide checks.

Shields made of bark work as normal wooden shields.

Bone: Bone armor is crafted from the remains of creatures with a skeleton, usually large ones like alligators, trolls, ogres, giants and the like. There are three types of bone armor.

Bone Shirt Armor is very small bones or teeth woven together with strings or vines. It is very light and is nearly as good as a chain shirt, but for 1/4th the price.

Bone mail armor uses slightly larger bones, woven together and woven to a thick cloth or hide backing. Much like chainmail, this covers the entire body, including a pull-over hood to protect the head.

Bone plate armor is often made out of the largest flat bones of the creatures (Shoulder or hip bones) and is very difficult to move in.

It takes roughly the same amount of time to make a bone suit of armor as it does their metal counterpart. Any time a critical hit is confirmed against someone wearing bone armor, the armor has a 10% chance of breaking. Repairing it requires a *fabricate*

spell, because of the multiple breaks. Shields cannot be crafted out of bone, but see Turtle Shell below

Bronze: Bronze armor and shields are usually crafted by the lower humanoids, though several cultures throughout the ages used bronze before steel and to make very elaborate and decorative armors, due to the ease of working designs into bronze. Bronze armor is the same as its steel counterparts in all respects, except the hardness is only 9 instead of 10.

Fur: Mostly made by the less intelligent humanoids (Stone giants and ogres, primarily), fur armor is usually crafted from the hides of several large animals (Wolves, bears, etc.) and usually are infested with ticks and fleas. Fur armor usually carries a musty or rotten smell. Fur armor takes the same amount of time to craft as leather armor.

Some druids (especially those of Malygru) wear fur armor for the appearance. Shields cannot be crafted out of fur.

Thorak: This strong vine-like plant is found chiefly in the equatorial jungles of Mazin. Though it can be grown in other tropical locales, it rarely survives more than a few seasons before succumbing to the elements. If properly harvested and worked by a skilled weaver, this fibrous material can be made into armors that are light and breezy. Anyone wearing armor made mostly of thorak ignores any warm or humid environmental penalties for wearing heavy armor. The armor also does not count for penalties on Swim checks, while also providing a +4 bonus to those checks. Only armors that are mostly non-metal can be made out of thorak.

Thorak can also be used as padding and straps for heavier armor. In this case, it still provides some protection against heat and humidity. Armors that have thorak as their padding and straps gives the wearer a +3 bonus on the Fortitude save to resist fatigue due to heat and humidity. It also allows the wearer to ignore half the armor check penalty to Swim checks.

Armor Type	Cost
Armor made out of thorak	3x cost
Armor padding/straps	Cost + 150 GP

Turtle Shell: Made from the shells of large turtles, shell armor and shields (Both light and heavy) take one quarter the time to craft as their metal counterparts.

Any time a confirmed critical is scored upon someone wearing turtle shell armor or using a turtle shell shield, there is a 10% chance the armor or shield breaks, requiring a *fabricate* spell to repair, much like bone armor.

Hardening Armor

Armor and shields can be hardened. The rules are the same as hardening for weapons, except the cost is 75 GP. Hardened armor can also be made masterwork, costing 225 GP plus the base cost of the armor. Fur and thorak armor cannot be hardened, nor can any of the plant-based armors out of the Arms and Equipment Guide.

Armor	Cost	Armor/ Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure %	Speed (30 ft)	Speed (20 ft)	Weight ¹
<i>Light Armor</i>								
Bone Shirt	25 GP	+4	+4	-3	25%	30 ft	20 ft	25 lbs
Fur	20 GP	+2	+6	-1	15%	30 ft	20 ft	15 lbs
<i>Medium Armor</i>								
Bark	15 GP	+3	+3	-4 ³	25%	20 ft	15 ft	30 lbs
Bone Mail	50 GP	+5	+2	-6	35%	20 ft	15 ft	40 lbs
Turtle Shell	45 GP	+4	+4	-6	40%	20 ft	15 ft	30 lbs
<i>Heavy Armor</i>								
Bone Plate	200 GP	+7	+0	-8	45%	20 ft ²	15 ft ²	55 lbs
<i>Shields</i>								
Turtle Shell, light	9 GP	+1	-	-2	10%	-	-	6 lbs
Turtle Shell, heavy	15 GP	+2	-	-3	20%	-	-	15 lbs

¹ = this is for a medium-sized creature. Adjust for size (1/2 weight for Small 2x weight for Large)

² = you run at x3 instead of x4 in this armor

³ = the armor check penalty does not apply for Hide checks in forested or wooded areas.

Equipment:

Dwarven Backpack: This backpack has been designed for one thing: To carry a small (2 gallon) keg of ale, beer, mead or other drink. Though initially created by the dwarves, it has been resized for any Medium-sized creature. Desert travelers have been seen using it to carry a keg of water, while adventurers have been seen filling it with lantern oil, alchemist fire, or other useful liquids. There is even a version that has a small tube for the carrier to drink directly from the keg. The base backpack is 2 GP and weighs 2 lbs empty, 18 lbs full. The hose attached version costs 4 GP. The hose cannot be adapted to spray anything, but it can be used to fill vials.

Pole Lantern: A pole lantern is quite large. The lantern has hinged or shuttered sides, and the pole is a 7 to 10 foot long metal-reinforced pole. It clearly illuminates a 45 foot radius and gives shadowy illumination out to a radius of 90 foot. A pint of oil lasts for 3 hours. The pole must be held in two hands, and cannot be used as a weapon. It weighs 8 lbs and costs 8 GP.