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# D d arms and equipment guide

The Arms and Equipment Guide is the name of two additional rule books for the fantasy role-playing game Dungeons & Dragons. Each describes different devices that can be used in a campaign. 2nd edition Arms and Equipment Guide AuthorGrant Boucher, Troy Christensen, Jon Pickens, John Terra and Scott DavisGenreRole gamePublisherTSRPublication date1991 The original Arms and Equipment Guide examined and expanded the second edition Advanced Dungeons & Dragons Player's Handbook equipment lists in detail. [1] Publication history The original Arms and Equipment Guide was designed by Grant Boucher, Troy Christensen, Jon Pickens, John Terra and Scott Davis. [1] It was intended for the 2nd edition of Advanced Dungeons & Dragons and was released in 1991. The book was edited by Anne Brown and Jon Pickens. Interior designers included Daniel Horne, Erik Olson, Keith Parkinson, Michael Weaver, Kelly Freas, Laura Freas, Mark Nelson, Karl Waller, Valerie Valusek, Stephen D. Sullivan, Ken Frank, and Ned Dameron. [2] Receptionspokesme Rick Swan reviewed the Arms and Equipment Guide for Dragon magazine #192 (April 1993). [1] He suggested that this book has the answers for AD&D players who are baffled by the differences between chain mail and Brigandine armor, and who don't know of a barbell bar. [1] He said that the designers scour the secrets of the player manual equipment lists in elaborate details. Practical applications complement the colorful descriptions, which makes this especially useful for players who want to know exactly how weapon black or stirrups affect the game. [1] He lamented too many unlabelled illustrations and the lack of an index, and said that they were squancing this otherwise first-class reference. [1] Diehard GameFan said: I can't imagine any circumstances in which I wouldn't recommend this book. It describes so many fantasy objects from medieval eras in a concise and authoritarian way that if you don't already know all this stuff and more, it would be necessary if you want to know what you're talking about when talking about armor, weapons and equipment. [3] Reviews Casus Belli #84 (Dec 1994) 3rd edition Arms and Equipment Guide Cover of Arms and Equipment GuideAuthorEric Cagle, Jesse Decker, Jeff Quick, Rich Redman, James WyattIllustratorEric Peterson (cover); Dennis Cramer, David Day, David Martin, Scott Roller, Sam Wood (Interior Art)CountryU.S.LanguageEnglishSubjectDungeons & Dragons addition to itemsGenreRole-playing gamePublisherWizards of the CoastPublication dateMarch 2003Media typePrint (Hardback)Pages160ISBN978-0-7869-2649-7 The d20 system, The 3rd edition of the Arms and Equipment Guide was printed in 2003 and designed by Eric Cagle, Jesse Decker, Jeff Quick and James Wyatt. Cover art was created by Eric Peterson, with interior art by Dennis Cramer, Day, David Martin, Scott Roller and Sam Wood. This book contains an introduction, six chapters and an appendix with random treasury tables. Chapters are Weapons Weapons Armor, Adventuring Gear, Vehicles, Hirelings and Creatures, Magical Items and Special Magical Items. Weapons and Armor The first part of the book deals with worldly weapons and armor. It introduces many new weapons, such as the Gyrspike, a sword with a barbed ball attached to the handle by a chain. In addition, the section lists the different weapons used in different cultures and periods and the names by which they were known. It describes various materials for the production of weapons or armor, such as bronze and coral. Adventuring Gear This second lists the details and price of clothing, candles, alchemical items and other adventurous necessities; the section consists of about 145 articles. Also included is a discussion about economic systems in the fantasy world. Vehicles A wide range of vehicles is discussed in this section, from nautical wind-powered ships and horse-drawn carriages to zeppelins and triceratops. Rules are given for the control of brackets and the operation of two vehicles. Several magical items are given for use in vehicles such as the Wind-Favored Sails. Hirelings and Creatures prices are quoted for rentals of different skill levels. Statistics are also given to cheap to expensive mercenaries, including some fantasy creatures, such as tax collectors. In a section on pets, the training of animals and legendary creatures is treated as protective animals and pets. Several new creatures are introduced, such as the climbing dog. Rules for mounts, several magical items related to animal training, and new mounts are proposed. Magical Items Many new potions, rings, rods, rods, and wondrous items are described in detail in this chapter, including a new type of potion called elixir armor. Made from the essence of creatures with natural armor, it grants the drinker an armor class bonus. Weapons A large part of the book focuses on magical weapons. Three pages with weapon skills are followed by 24 pages of specific magical weapons. Special Magical Items This section contains new intelligent, cursed and artifact items, the most notable of which are the Regalia of Might and the Rod of the Seven Parts. References a b c d e f Swan, Rick (April 1993). Role-playing reviews. Dragon. Lake Geneva, Wisconsin: TSR (#192): 86th * Archived copy. Archived from the original on 05.09.2005. Retrieved 2008-10-05.CS1 maint: archived copy as title (link) - May 31, JAdams; Answer, 2013. Tabletop Review: Arms and Equipment Guide (Advanced Dungeons & Dragons Second Edition) - Diehard GameFAN 2018. CS1 maint: numeric names: authors list (link) Review: White Wolf #30 (1992) External Arms and Equipment Guide excerpts at Wizards of the Coast Arms and Equipment Guide art gallery at Wizards of the Coast Retrieved from Armor, Craft, Caster, Bonus, Wielder, Creatures, Items, Wondrous, Shield, Wearer, Alexisalvarez.org Arms and and Guide.pdf - Alexisalvarez.org Get ready for whatever the adventurer's life throws on YouHeros, you need to be prepared for anything that means you have the right weapons and equipment at hand at all times. The well-stocked pages of this book contain an impressive inventory of goods to get you in and out of all sorts of difficulties, including:* A caravan load of equipment, merchandise, alchemical items, poisons, mounts and vehicles* Over 230 magical weapons and armor, such as the Flamehoud Axe, Lance of Endless Charge and Vampire Hunter Armor* Over 125 magical items, including new artifacts, including new artifacts, including new artifacts, , Rings of the Hive Spirit, the Ghostbar, and the Bag of Endless Caltrops * Rules for Vehicle Combat on Land, Sea and AirWithin these pages, players and Dungeon Masters will find what they need to equip their characters for almost every eventuality. To use this accessory, a Dungeon Master also requires the Player's Guide and The Dungeon Master's Guide. A player only needs the player's manual. Edit Share Eric Cagle, Jesse Decker, Jeff Quick, James Wyatt David Noonan, Jennifer Clarke Wilkes, Kim Mohan David Day, David Martin, Dennis Cramer, Sam Wood, Scott Roller Get Ready for Whatever the Adventurer's Life Throws at You Heroes must be prepared for anything that means they have the right weapons and equipment at hand at all times. The well-stocked pages of this book contain an impressive inventory of goods to get you in and out of all sorts of difficulties: a caravan load of equipment, merchandise, alchemical items, poisons, mounts and vehicles over 230 magical weapons and armor, such as the Flame Shell Axe, Lance of Endless Charge and Vampire Hunter Armor over 125 magical items, including new artifacts, such as Elixir Armor, Rings of The Beehive , the Ghost Pole, and the bag of endless Caltrops rules for vehicle combat on land, sea and air Within these pages, players and Dungeon Masters will find what they need to equip their characters for almost any eventuality. Chapters[edit | edit source] Introduction Chapter 1: Weapons and Armor Chapter 2: Adventure Gear Chapter 3: Vehicles Chapter 4: Hirelings and Creatures Chapter 5: Magical Items Chapter 6: Appendix for Special Magical Items: Treasure Tables Index[edit | edit source] Click here for Index Armor and Weapons[Edit | Edit the Source] The Arrow of the Ammunition Salchemist • Stump Arrow • Bullet (Acid, Flame, Priest) • Flying Arrow • Signal Arrow • Thunder Arrow • Bolt Exotic Melee Pick , gnome • Bladed sauntlet • Butterfly Sword • Chain-and-dagger • Claw Armspange • Duom • Fullblade • Gyrspike • Khopesh • Manti • Mercurial greatword longsword • Panther claw • Sai • Sapara • Stump messer • Tiger klauen • Tonfa • Triple Dolch • War fan • Ward cestus Exotic Ranged Bolas • Calculus, gnome • Chakram • Armbrust, groß • Fukimi-bari • Stulpe, federbelastet • Harpune • Speer, Spinnen • Shotput, Orc • Skiprock, Halfling • Wurfeisen • Peitschendolch Martial Weapons Lucerne Lucerne • Foot-materials, armor materials, Weapons Baatorian Green Steel • Bones • Bronze • Gehennan morghuth Iron • Solanion truesteel • Stone Clothing[edit | edit source] Glasses Nerbrille Outerclothes Belt • Capes • Coats • Hoods • Robes • Sashes • Togas • Tunics • Turbans Over Breclothes Eches • Chemise • Cod • Doublet • Dress • Belt Shoes Dance Shoes • High Boots • Hip Boots • Low Boots • Riding Boots • Smuggler Boots • Sandals • Slippers • Snowshoes Creatures[edit | edit source] Animal Mounts (Basic) Camel • Dire badger • Dire bat • Dire • boar Dog , Riding • Dolphin • Elephant • Lama • Porpoise • Rhino and Magical Animals Mounts Axebeak • Flash Dog, Riding • Deinonychus • Hippocampus • Lizard, Riding • Megaraptor • Owlbear • Triceratops • Worg Guard Creatures Blink Dog • Etheric Marauder • Gargoyle • Hellhound • Krenshar • Manticore • Facial expressions • Otyugh • Owl Mushroom • Phantom Mushroom • Rust Monster • Sea Lion • Shadow Mastiff • Shocker Lizard • Vargouille Humanoid-Shaped Mountain Girallon • Grey S Couatl • Dragon • Equine golem • Gelatin Cube • Hieracosphinx • Hydra • Nightmare • Purple Worm • Rust Monster • Soarwhale • Tendriculos • Wyvern • Zaratan Pets Animated Object • Dog • Homunculus • Pseudodragon Vermin Mounts Giant Ants • Giant Dragonfly • Giant Prayer Mantis • Monstrous Scorpio and drink[edit | edit source] Dried fruits and vegetables Apples • Apricots • Carrots • Cherries • Currants • Dates • Elderberry • Figs • Green beans • Green peas • Mushrooms • Onions • Peaches • Pear • Plums • Exotic items Chillies • Coffee • Coconut • Hickory nuts • Lotus • Maple sugar • Peppers • Pimento • Sarsaparilla • Tobacco • Vanilla flour Barley • Buckwheat • Rye • Wheat meat and Fish Beef • Buffalo • Cod • Herring • Pork • Salmon • Sardines Spices and Spices Angelica • Anise • Basil • Bergamot • Borage • Karamon • Chives • Cinnamon • Clar • Cloves • Coriander • Costmary • Cubeb • Cumin • Dillweed • Fennel seeds • Fenugreek • Garlic • Ginger • Horehound • Horseradish • Hyssop • Juniper • Laurel • Lemon balm • liquorice • lovage • marjoram • mint • nutmeg • oregano • parsley • pepper • poppy • rosehip • rosemary • saffron • sage • salt • tarragon • thyme • turmeric • Woodruff Sweet Honey • Marzipan • Molasse • Sorghum • Sugar Hirelings[edit | edit source] Exotic Exotic Troops Merfolk • Saheugin • Triton Exotic Troops Aasimar • Bugbear • Centaur • Gnoll • Gobl In • Hill Giant • Hobgoblin • Goblin • Minotaur • Ogre • Ogre sorecent • Deep • Troglodyte Nonhuman Hirelings Dwarfs • Elves • Gnome • Halflings • Half Elves • Halborks Toxins[edit | edit source] ContactType Aboleth Oil • Anemis • Black Lotus Extract • Carrion Crawler Brain Juice • Crippling Vine • Dragon Galle • Horror Weed Extract • Mesmerpaste • Nitharite • Sassone Leaf Remains • SleepWort • Terinav Root Theverpaste • Wraith sheen Inested Type Inhaled Type Asabi Asabi • Brain Dust • Burnt Othur Vapours • Insane Fog • Raeliss Smoke • RoshondaMpfe • Scorcher Fumes • Thever Vapours • Ungol Dust Injury Type Vehicles[edit | edit source] Air Vehicles Land Vehicles Carriage • Cart • Carriage • Stagecoach • Car Special Vehicles Water Vehicles Barge • Catamaran • Galley • Ironclad • Keelboat • Launch (Boot) • Longship • Yacht Appendix[edit | edit source] External Links[edit | edit source] Dungeon Masters Guild Product page Arms and Equipment Guide Art Gallery Community content is available under CC-BY-SA unless otherwise stated. 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