

Dungeons & Dragons

This is the weapons and armor listing for the Dungeons & Dragons game. Here you will find prices for such items, along with any ranges, protection, and damages they may do. Included are 3 rules that you may want to choose from to handle weapon damages in your campaign.

ARMOR

Armor	AC	Cost	Half-Ogres
Shield, Metal	-1	10gp	10gp
Shield, Wood	-1	5gp	5gp
Padded Armor	8	5gp	10gp
Leather Armor	7	20gp	40gp
Studded Leather Armor	6	35gp	75gp
Ring Mail Armor	6	75gp	150gp
Scale Mail Armor	6	75gp	150gp
Chain Mail Armor	5	200gp	400gp
Splint Mail Armor	4	400gp	800gp
Plate Mail Armor	3	800gp	1,600gp

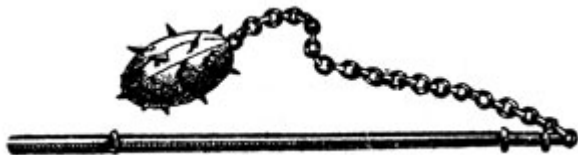
Clerics, Fighters, Dwarves, Elves, Gnomes, and Halflings may use any piece of armor.

Bards and Thieves may wear nothing heavier than studded leather armor. Bards may use a shield but a Thief may not.

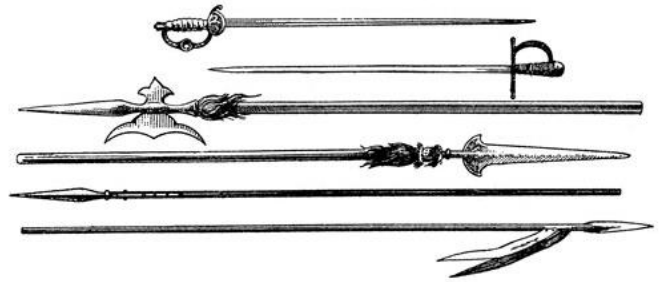
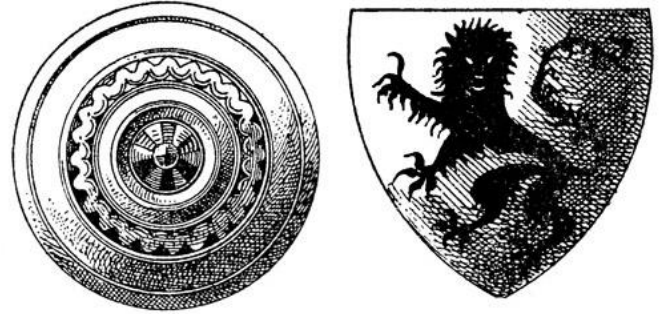
Half-Ogres may wear any armor but it costs extra to construct such large armor, so they pay double the cost in gold.

Druids and Wildwood Elves may wear leather armor and use a wooden shield.

Scouts, Half-Orcs and Half-Elves may wear nothing heavier than Chain Mail Armor. Any armor heavier than leather, or using a shield, will inhibit the use of their abilities.



Weapons & Armor



WEAPON RANGES

Weapon	Short	Medium	Long
Axe, Hand	up to 10'	up to 20'	up to 30'
Bow, Long ¹	up to 70'	up to 140'	up to 210'
Bow, Short	up to 50'	up to 100'	up to 150'
Crossbow, Heavy ²	up to 80'	up to 160'	up to 240'
Crossbow, Light	up to 60'	up to 120'	up to 180'
Dagger	up to 10'	up to 20'	up to 30'
Dart ³	up to 20'	up to 30'	up to 40'
Holy Water	up to 10'	up to 20'	up to 30'
Oil	up to 10'	up to 20'	up to 30'
Javelin	up to 30'	up to 50'	up to 70'
Hammer, Light	up to 10'	up to 20'	up to 30'
Sling	up to 40'	up to 80'	up to 120'
Spear	up to 20'	up to 40'	up to 60'

¹ These have an "outdoor range" of up to 450' as -2 to hit.

² Can only be fired every other round, as they must be manually cranked back into shooting position.

³ Two darts may be thrown per round.

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Weapons & Armor

Weapon	Damage	Category	Cost
Arrow (silver-tipped)	-	-	5gp
Arrows (quiver of 20)	-	-	5gp
Axe, Battle*	1d8	Large	7gp
Axe, Great (Bardiche)*	1d10	Great	10gp
Axe, Hand	1d6	Medium	4gp
Bow, Long*	1d6	Medium	40gp
Bow, Short*	1d6	Medium	25gp
Club, Great*†	1d8	Large	6gp
Club†	1d6	Medium	3gp
Crossbow, Heavy*	1d8	Large	50gp
Crossbow, Light*	1d6	Medium	30gp
Cutlass	1d8	Large	15gp
Dagger	1d4	Small	3gp
Dagger, Silver	1d4	Small	30gp
Dart (3 each)	1d3	Small	1gp
Flail†	1d6	Medium	6gp
Flail, Heavy*†	1d8	Large	8gp
Hammer, Great (Maul)*†	1d8	Large	10gp
Hammer, Light†	1d4	Small	4gp
Hammer, War†	1d6	Medium	5gp
Javelin	1d6	Medium	1gp
Lance*	1d6	Medium	5gp
Mace, Heavy*†	1d8	Large	8gp
Mace†	1d6	Medium	5gp
Morning Star	1d8	Large	8gp
Pick, Heavy	1d6	Medium	8gp
Pick, Light	1d4	Small	5gp
Pole Arm*	1d10	Great	7gp
Quarrels (case of 30)	-	-	10gp
Scimitar	1d8	Large	15gp
Sling†	1d4	Small	1gp
Sling Stones (30 each)	-	-	1gp
Spear	1d6	Medium	3gp
Staff*†	1d6	Medium	2gp
Sword, Bastard	2d4	Large	15gp
Sword, Broad	2d4	Large	15gp
Sword, Long	1d8	Large	10gp
Sword, Short	1d6	Medium	7gp
Sword, Two-Handed*	1d10	Great	15gp
Trident	1d6	Medium	5gp

* Indicates a two-handed weapon, meaning you cannot hold a torch, lantern, or shield.

† Indicates a blunt weapon that can be used by a cleric.

Keep in mind that you have 3 options for handling weapon damage:

1. All weapons do 1d6 damage.
2. Weapons do variable damage listed in the “Damage” column in the above table.
3. Use the optional rule below.

Each weapon has a damage category listed for the purposes of allowing any class to use any weapon. Use the table below to determine what damage your class does with the weapon.

WEAPON DAMAGE CATEGORY

Class	Small	Medium	Large	Great
Bard	1d4	1d6	1d6	1d8
Cleric	1d4	1d6	1d8	1d8
Druid	1d4	1d6	1d8	1d8
Dwarf	1d6	1d8	1d10	1d12*
Elf	1d4	1d6	1d8	1d10
Fighter	1d6	1d8	1d10	1d12
Gnome	1d4	1d6	1d8*	1d8*
Half-Elf	1d4	1d6	1d8	1d10
Halfling	1d4	1d6	1d8*	1d8*
Half-Ogre	1d6	1d8	1d10	1d12
Half-Orc	1d4	1d6	1d8	1d10
Illusionist	1d4	1d4	1d6	1d6
Magic-User	1d4	1d4	1d6	1d6
Scout	1d4	1d6	1d8	1d10
Thief	1d4	1d6	1d8	1d8
Wildwood Elf	1d4	1d6	1d8	1d10

* Values provided only if you decide to lift weapon size restrictions as explained below.

Gnomes and Halflings may only use **category** “small” and “medium” weapons.

Dwarves may not use **category** “great” weapons or long bows.

Half-Ogres may not use any bows or crossbows.