PATHFINDER
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ADVENTURER'S ARMORY

FIRST PRINTING

Update 2.0 — Release Date: 07/21/11

This document updates the first printing of *Adventurer's Armory* to match the second printing.

Updates

- Inside front cover—Under Simple Weapons, move the Brass Knuckles entry from Unarmed Attacks to Light Melee Weapons. Delete Unarmed Attacks.
- Inside front cover—In the Brass Knuckles entry, change Special to "monk."
- Inside front cover—In the Cestus entry, change Type to "B or P."
- Inside front cover—In the Martial Weapons chart, under One-Handed Melee Weapons, add an entry for "Combat Scabbard" with the following values: Cost 1 gp, Dmg (S) 1d4, Dmg (M) 1d6, Critical ×2, Range —, Weight 1 lb., Type B, Special improvised, see text.
- Inside front cover—In the Bill entry, change Critical from "v3" to "×3."
- Inside back cover—Under Light Melee Weapons, in the Dwarven Maulaxe entry, change Type to "B or S."
- Inside back cover—Under Exotic Weapons, move the Battle Poi entry from One-Handed Melee Weapons to Light Melee Weapons.
- Inside back cover—Under Exotic Weapons, move the Butterfly Knife entry from One-Handed Melee Weapons to Light Melee Weapons.
- Inside back cover—Under Exotic Weapons, move the Madu, leather entry from One-Handed Melee Weapons to Light Melee Weapons.
- Inside back cover—Under Exotic Weapons, move the Madu, steel entry from One-Handed Melee Weapons to Light Melee Weapons.
- Inside back cover—Under One-Handed Melee Weapons, in the Dueling Sword, Aldori entry, change Critical to "19–20/×2."
- Inside back cover—Under One-Handed Melee Weapons, in the Falcata entry, change Critical to "19–20/×3."
- Inside back cover—Under Two-Handed Melee Weapons, in the Chain Spear (flying talon) entry, change Type to "P or S" and Special to "double, trip."
- Inside back cover—Under Two-Handed Melee Weapons, in the Flambard entry, change Special to "sunder."
- Inside back cover—Under Two-Handed Melee Weapons, in the Mancatcher entry, change Special to "grapple, reach, see text."
- Inside back cover—Under Two-Handed Melee Weapons, in the Meteor Hammer entry, change Dmg (S) to "1d6/1d6," Dmg (M) to "1d8/1d8," Critical to "×2," and Special to "double, reach, trip, see text."
- Inside back cover—Under Ranged Weapons, in the Launching Crossbow entry, change Range to "30 ft."
- Page 2—In the Brass Knuckles entry, in the second sentence, remove "with unarmed attacks."
- Page 3—At the end of the Butterfly Knife entry, add "When it's closed, you gain a +2 bonus on Sleight of Hand checks made to conceal it on your body."
- Page 3—In the Cestus entry, in the third sentence, remove the words "unarmed" and "rather than nonlethal damage."
- Page 4—In the Meteor Hammer entry, in the fourth sentence, change "gain a +1 shield bonus to AC" to "gain reach and a +1 shield bonus to AC."
- Page 4—In the Rope Gauntlet entry, in the third sentence, remove the words "unarmed" and "rather than nonlethal damage."
- Page 6—In the Combat Scabbard entry, in the first sentence, change "is designed to" to "is an improvised weapon designed to."

- Page 7—In the Hollowed Pommel entry, in the last sentence, the Perception DC is 15.
- Page 7—In the Pump Water Canister Entry, in the second sentence, add "that provokes attacks of opportunity" after "standard action."
- Page 8—In the Sextant entry, in the second sentence, change the bonus for the sextant from +1 to +4.
- Page 9—In the Wrist Sheath entry, replace the second and third sentences with "The sheath can hold one forearm-length item such as a dagger, dart, or wand, or up to five arrows or crossbow bolts."
- Page 9—In the Wrist Sheath entry, at the end of the third sentence, add "(provoking attacks of opportunity as normal)."
- Page 9—In the Spring-Loaded Wrist sheath entry, in the first sentence, replace "immediate action" with "swift action."
- Page 15—In the Dog, Combat-Trained entry, change the name to "Dog, Guard." In the first sentence, change "Medium" to "Small."
- Page 19—In the Armor and Shields table, under Light Armor, add an entry for "Armored kilt³" with the following values: Cost 20 gp, Armor/Shield Bonus +1, Maximum Dex Bonus +6, Armor Check Penalty 0, Arcane Spell Failure Chance 0%, Speed 30 ft./20 ft., Weight 10 lbs.
- Page 19—In the Armor and Shields table, under Light Armor, change the superscript on rosewood armor from 5 to 3.
- Page 19—In the Armor and Shields table, under Heavy Armor, change the cost of field plate to 400 gp.
- Page 19—In the Goods and Services table, add an entry for "Combat Scabbard" with a cost of 1 gp and weight of 1 lb.
- Page 20—In the Goods and Services table, under Adventuring Gear, change the price of the sextant to 500 gp.
- Page 20—In the Goods and Services table, under Adventuring Gear, change the names of the tents to "Tent, small (1 person, 20 min.)," "Tent, medium (2 people, 30 min.)," "Tent, large (4 people, 45 min.)," and "Tent, pavilion (10 people, 90 min.)." Change the weights of the tents to 5 lbs., 10 lbs., 20 lbs., and 50 lbs., respectively.
- Page 20—In the Goods and Services table, under Adventuring Gear, change the weight of wandermeal to 1/2 lb.
- Page 20—In the Goods and Services table, under Adventuring Gear, change the price of a whistle to 8 sp.
- Page 20—In the Goods and Services table, under Adventuring Gear, change the price of a silent whistle to 9 sp.
- Page 20—In the Goods and Services table, under Tools and Skill Kits, change the price of a compass to 10 gp.
- Page 21—In the Goods and Services table, under Mounts, Pets, and Related Gear, change "Dog, combat-trained" to "Dog, guard."
- Page 21—In the Goods and Services table, under Mounts, Pets, and Related Gear, change the weight of a falcon to 2 lbs.
- Page 23—In the Shield Gag entry, remove "and return to your own square."
- Page 24—In the Focus table, remove the Pectoral crest entry.
- Page 26—In the Alchemist's Fire section, in the "Protection from Energy" entry, change "fire damage" to "cold damage."
- Page 26—In the Alchemist's Fire section, in the "Resist Energy" entry, change "fire" to "cold."
- Page 27—In the Liquid Ice section, in the "Protection from Energy" entry, change "cold damage" to "fire damage."
- Page 27—In the Liquid Ice section, in the "Resist Energy" entry, change "cold" to "fire."
- Page 30—Replace the Heirloom Weapon entry with the following text: "**Heirloom Weapon**: You carry a non-masterwork simple or martial weapon that has been passed down from generation to generation in your family (pay the standard gp cost for the weapon). When you select this trait, choose one of the following benefits: proficiency with that specific weapon, a +1 trait bonus on attacks of opportunity with that specific weapon, or a +2 trait bonus on one kind of combat maneuver when using that specific weapon."

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WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Brass knuckles	1 gp	1d2	1d3	x2	—	1 lb.	B	monk
Cestus	5 gp	1d3	1d4	19–20/x2	—	1 lb.	B or P	monk
Hanbo	1 gp	1d4	1d6	x2	—	2 lbs.	B	monk, trip
Wooden stake	—	1d3	1d4	x2	10 ft.	1 lb.	P	
One–Handed Melee Weapons								
Mere club	2 gp	1d3	1d4	x2	—	2 lbs.	B or P	
Two–Handed Melee Weapons								
Bayonet	5 gp	1d4	1d6	x2	—	1 lb.	P	
Ranged Weapons								
Bullets, groaning (10)	2 gp	—	—	—	—	5 lbs.	B	see text
Stingchuck	—	1d3	1d4	x2	10 ft.	9 lbs.	B	see text

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Blade boot	25 gp	1d3	1d4	x2	—	2 lbs.	P	see text
Dogslicer[3]	8 gp	1d4	1d6	19–20/x2	—	1 lb.	S	
Switchblade knife	5 gp	1d3	1d4	19–20/x2	10 ft.	1 lb.	P	
War razor[3]	8 gp	1d3	1d4	19–20/x2	—	1 lb.	S	
One–Handed Melee Weapons								
Combat scabbard	1 gp	1d4	1d6	x2	—	1 lb.	B	improvised, see text
Combat scabbard, sharpened	10 gp	1d4	1d6	x2	—	1 lb.	S	see text
Klar[3]	12 gp	1d4	1d6	x2	—	6 lbs.	S	
Scizore	20 gp	1d8	1d10	x2	—	3 lbs.	P	
Terbutje	5 gp	1d6	1d8	19–20/x2	—	2 lbs.	S	
Terbutje, steel	20 gp	1d6	1d8	19–20/x2	—	4 lbs.	S	
Two–Handed Melee Weapons								
Bardiche	13 gp	1d8	1d10	19–20/x2	—	14 lbs.	S	brace, reach, see text
Bec de corbin	15 gp	1d8	1d10	x3	—	12 lbs.	B or P	brace, reach, see text
Bill	11 gp	1d6	1d8	x3	—	11 lbs.	S	brace, disarm, reach, see text
Earth breaker[3]	40 gp	1d10	2d6	x3	—	14 lbs.	B	
Glaive-guisarme	12 gp	1d8	1d10	x3	—	10 lbs.	S	brace, reach, see text
Lucerne hammer	15 gp	1d10	1d12	x2	—	12 lbs.	B or P	brace, reach, see text
Ogre hook[3]	24 gp	1d8	1d10	x3	—	10 lbs.	P	trip
Syringe spear	100 gp	1d6	1d8	x3	20 ft.	6 lbs.	P	brace, see text
Ranged Weapons								
Arrows, whistling (20)	2 gp	—	—	—	—	3 lbs.	P	see text
Chakram	1 gp	1d6	1d8	x2	30 ft.	1 lb.	S	
Hunga munga	4 gp	1d4	1d6	x2	15 ft.	3 lbs.	P	
Pilum	5 gp	1d6	1d8	x2	20 ft.	4 lbs.	P	see text

WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Aklys	5 gp	1d4	1d6	×2	20 ft.	2 lbs.	B	trip
Battle poi	5 gp	1d3 fire	1d4 fire	×2	—	2 lbs.	fire	
Butterfly knife	5 gp	1d3	1d4	19–20/×2	—	1 lb.	P or S	
Dwarven maulaxe[3]	25 gp	1d4	1d6	×3	10 ft.	5 lbs.	B or S	
Madu, leather	40 gp	1d3	1d4	×2	—	5 lbs.	P	
Madu, steel	40 gp	1d3	1d4	×2	—	6 lbs.	P	
Rope gauntlet	2 sp	1d3	1d4	×2	—	2 lbs.	B (or S)	
Sawtooth sabre[3]	35 gp	1d6	1d8	19–20/×2	—	2 lbs.	S	
Sica	10 gp	1d4	1d6	×2	—	3 lbs.	S	
Swordbreaker dagger	10 gp	1d3	1d4	×2	—	3 lbs.	S	disarm, sunder
One–Handed Melee Weapons								
Dueling sword, Aldori[3]	20 gp	1d6	1d8	19–20/×2	—	3 lbs.	S	
Falcata[3]	18 gp	1d6	1d8	19–20/×3	—	4 lbs.	S	
Khopesh[3]	20 gp	1d6	1d8	19–20/×2	—	8 lbs.	S	trip
Rhoka	5 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	
Scorpion whip	5 gp	1d3	1d4	×2	—	3 lbs.	S	disarm, reach, trip
Shotel	30 gp	1d6	1d8	×3	—	2 lbs.	P	
Temple sword[3]	30 gp	1d6	1d8	19–20/×2	—	3 lbs.	S	monk, trip
Urumi[3]	50 gp	1d6	1d8	18–20/×2	—	6 lbs.	S	
Two–Handed Melee Weapons								
Chain spear (flying talon)[3]	15 gp	1d4/1d4	1d6/1d6	×2	—	13 lbs.	P or S	double, trip
Flambard	50 gp	1d8	1d10	19–20/×2	—	6 lbs.	S	sunder
Garrote	3 gp	1d4	1d6	×2	—	1 lb.	S	grapple, see text
Mancatcher	15 gp	1	1d2	×2	—	10 lbs.	P	grapple, reach, see text
Meteor hammer	10 gp	1d6/1d6	1d8/1d8	×2	—	10 lbs.	B	double, reach, trip, see text
Scarf, bladed[3]	12 gp	1d4	1d6	×2	—	2 lbs.	S	disarm, trip
Ranged Weapons								
Boomerang	3 gp	1d4	1d6	×2	30 ft.	3 lbs.	B	see text
Double crossbow[3]	300 gp	1d6	1d8	19–20/×2	80 ft.	18 lbs.	P	
Lasso	1 sp	—	—	—	10 ft.	5 lbs.	—	see text
Launching crossbow[3]	75 gp	—	—	—	30 ft.	8 lbs.	—	
Shoanti bola[3]	15 gp	1d3	1d4	×2	10 ft.	2 lbs.	B	
Sling glove	5 gp	1d3	1d4	×2	50 ft.	2 lbs.	B	
Throwing shield	+50 gp	1d4	1d6	×2	20 ft.	—	B	trip

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

[2] A weapon with two types is both types if the entry specifies "and," and can be either type (wielder's choice) if the entry specifies "or."

[3] This item appears in the *Pathfinder Chronicles Campaign Setting.*