

# MIDDLE-EARTH D20 WEAPONS & ARMOR

## WEAPONS

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>
<i>Unarmed Attacks</i>							
Gauntlet	2 gp	1d2	1d3	x2	—	1 lb.	Bludgeoning
Unarmed strike	—	1d2 <sup>3</sup>	1d3 <sup>3</sup>	x2	—	—	Bludgeoning
<i>Light Melee Weapons</i>							
Dagger	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	x3	—	1 lb.	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	x2	—	1 lb.	Piercing
Mace, light	5 gp	1d4	1d6	x2	—	4 lbs.	Bludgeoning
Sickle	6 gp	1d4	1d6	x2	—	2 lbs.	Slashing
<i>One-Handed Melee Weapons</i>							
Club	—	1d4	1d6	x2	10 ft.	3 lbs.	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	x2	—	8 lbs.	Bludgeoning
Morningstar	8 gp	1d6	1d8	x2	—	6 lbs.	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	x2	20 ft.	3 lbs.	Piercing
<i>Two-Handed Melee Weapons</i>							
Longspear <sup>4</sup>	5 gp	1d6	1d8	x3	—	9 lbs.	Piercing
Quarterstaff <sup>5</sup>	—	1d4/1d4	1d6/1d6	x2	—	4 lbs.	Bludgeoning
Spear	2 gp	1d6	1d8	x3	20 ft.	6 lbs.	Piercing
<i>Ranged Weapons</i>							
Crossbow, heavy	50 gp	1d8	1d10	19-20/x2	120 ft.	8 lbs.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, light	35 gp	1d6	1d8	19-20/x2	80 ft.	4 lbs.	Piercing
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lbs.	—
Dart	5 sp	1d3	1d4	x2	20 ft.	½ lb.	Piercing
Javelin	1 gp	1d4	1d6	x2	30 ft.	2 lbs.	Piercing
Sling	—	1d3	1d4	x2	50 ft.	0 lbs.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	—	5 lbs.	—
<b>Martial Weapons</b>							
<i>Light Melee Weapons</i>							
Axe, throwing	8 gp	1d4	1d6	x2	10 ft.	2 lbs.	Slashing
Hammer, light	1 gp	1d3	1d4	x2	20 ft.	2 lbs.	Bludgeoning
Handaxe	6 gp	1d4	1d6	x3	—	3 lbs.	Slashing
Kukri	8 gp	1d3	1d4	18-20/x2	—	2 lbs.	Slashing
Pick, light	4 gp	1d3	1d4	x4	—	3 lbs.	Piercing
Sap	1 gp	1d4 <sup>3</sup>	1d6 <sup>3</sup>	x2	—	2 lbs.	Bludgeoning
Shield, light	special	1d2	1d3	x2	—	special	Bludgeoning
Spiked armor	special	1d4	1d6	x2	—	special	Piercing
Spiked shield, light	special	1d3	1d4	x2	—	special	Piercing
Sword, short	10 gp	1d4	1d6	19-20/x2	—	2 lbs.	Piercing
<i>One-Handed Melee Weapons</i>							
Battleaxe	10 gp	1d6	1d8	x3	—	6 lbs.	Slashing
Flail	8 gp	1d6	1d8	x2	—	5 lbs.	Bludgeoning
Longsword	15 gp	1d6	1d8	19-20/x2	—	4 lbs.	Slashing
Pick, heavy	8 gp	1d4	1d6	x4	—	6 lbs.	Piercing
Scimitar	15 gp	1d4	1d6	18-20/x2	—	4 lbs.	Slashing
Shield, heavy	special	1d3	1d4	x2	—	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	x2	—	special	Piercing
Trident	15 gp	1d6	1d8	x2	10 ft.	4 lbs.	Piercing
Warhammer	12 gp	1d6	1d8	x3	—	5 lbs.	Bludgeoning

<b>Martial Weapons</b>	<b>Cost</b>	<b>Dmg (S)</b>	<b>Dmg (M)</b>	<b>Critical</b>	<b>Range Increment</b>	<b>Weight <sup>1</sup></b>	<b>Type <sup>2</sup></b>
<i>Two-Handed Melee Weapons</i>							
Falchion	75 gp	1d6	2d4	18-20/x2	—	8 lbs.	Slashing
Glaive <sup>4</sup>	8 gp	1d8	1d10	x3	—	10 lbs.	Slashing
Greataxe	20 gp	1d10	1d12	x3	—	12 lbs.	Slashing
Greatclub	5 gp	1d8	1d10	x2	—	8 lbs.	Bludgeoning
Flail, heavy	15 gp	1d8	1d10	19-20/x2	—	10 lbs.	Bludgeoning
Greatsword	50 gp	1d10	2d6	19-20/x2	—	8 lbs.	Slashing
Guisarme <sup>4</sup>	9 gp	1d6	2d4	x3	—	12 lbs.	Slashing
Halberd	10 gp	1d8	1d10	x3	—	12 lbs.	Piercing or slashing
Lance <sup>4</sup>	10 gp	1d6	1d8	x3	—	10 lbs.	Piercing
Ranseur <sup>4</sup>	10 gp	1d6	2d4	x3	—	12 lbs.	Piercing
Scythe	18 gp	1d6	2d4	x4	—	10 lbs.	Piercing or slashing
<i>Ranged Weapons</i>							
Longbow	75 gp	1d6	1d8	x3	100 ft.	3 lbs.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—
Longbow, composite	100 gp	1d6	1d8	x3	110 ft.	3 lbs.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—
Shortbow	30 gp	1d4	1d6	x3	60 ft.	2 lbs.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—
Shortbow, composite	75 gp	1d4	1d6	x3	70 ft.	2 lbs.	Piercing
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—
<i>Exotic Weapons</i>							
<i>Light Melee Weapons</i>							
Kama	2 gp	1d4	1d6	x2	—	2 lbs.	Slashing
Nunchaku	2 gp	1d4	1d6	x2	—	2 lbs.	Bludgeoning
Sai	1 gp	1d3	1d4	x2	10 ft.	1 lb.	Bludgeoning
Siangham	3 gp	1d4	1d6	x2	—	1 lb.	Piercing
<i>One-Handed Melee Weapons</i>							
Spiked sword, Orc	20 gp	1d6	1d8	18-20/x3	—	6 lbs.	Slashing
Sword, bastard	35 gp	1d8	1d10	19-20/x2	—	6 lbs.	Slashing
Waraxe, Dwarven	30 gp	1d8	1d10	x3	—	8 lbs.	Slashing
Whip <sup>4</sup>	1 gp	1d2 <sup>3</sup>	1d3 <sup>3</sup>	x2	—	2 lbs.	Slashing
<i>Two-Handed Melee Weapons</i>							
Chain, spiked <sup>4</sup>	25 gp	1d6	2d4	x2	—	10 lbs.	Piercing
Double-axe, Orc <sup>5</sup>	60 gp	1d6/1d6	1d8/1d8	x3	—	15 lbs.	Slashing
Flail, dire <sup>5</sup>	90 gp	1d6/1d6	1d8/1d8	x2	—	10 lbs.	Bludgeoning
Curve blade, Elven	80 gp	1d8	1d10	18-20/x2	—	7 lbs.	Slashing
Sword, two-bladed <sup>5</sup>	100 gp	1d6/1d6	1d8/1d8	19-20/x2	—	10 lbs.	Slashing
Urgrosh, Dwarven <sup>5</sup>	50 gp	1d6/1d4	1d8/1d6	x3	—	12 lbs.	Slashing or piercing
<i>Ranged Weapons</i>							
Bolas	5 gp	1d3 <sup>3</sup>	1d4 <sup>3</sup>	x2	10 ft.	2 lbs.	Bludgeoning
Crossbow, hand	100 gp	1d3	1d4	19-20/x2	30 ft.	2 lbs.	Piercing
Bolts (10)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19-20/x2	120 ft.	12 lbs.	Piercing
Bolts (5)	1 gp	—	—	—	—	1 lb.	—
Crossbow, repeating light	250 gp	1d6	1d8	19-20/x2	80 ft.	6 lbs.	Piercing
Bolts (5)	1 gp	—	—	—	1 lb.	—	—
Net	20 gp	—	—	—	10 ft.	6 lbs.	—
Shuriken (5)	1 gp	1	1d2	x2	10 ft.	½ lb.	Piercing
Sling staff, halfling	20 gp	1d6	1d8	x3	80 ft.	3 lbs.	Bludgeoning
Bullets, sling (10)	1 sp	—	—	—	5 lbs.	—	—

<sup>1</sup> Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

<sup>2</sup> When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type <sup>2</sup>
attack) if the entry specifies "or."							
<sup>3</sup> The weapon deals nonlethal damage rather than lethal damage.							
<sup>4</sup> Reach weapon.							
<sup>5</sup> Double weapon.							



## ARMOR & SHIELDS

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	-- Speed --		Weight <sup>1</sup>
						(30 ft.)	(20 ft.)	
<i>Light armor</i>								
Padded	5 gp	+1	+8	0	5%	30 ft.	20 ft.	10 lbs.
Leather	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lbs.
Studded leather	25 gp	+3	+5	-1	15%	30 ft.	20 ft.	20 lbs.
Chain shirt	100 gp	+4	+4	-2	20%	30 ft.	20 ft.	25 lbs.
<i>Medium armor</i>								
Hide	15 gp	+3	+4	-3	20%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	25 lbs.
Scale mail	50 gp	+4	+3	-4	25%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	30 lbs.
Chainmail	150 gp	+5	+2	-5	30%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	40 lbs.
Breastplate	200 gp	+5	+3	-4	25%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	30 lbs.
<i>Heavy armor</i>								
Splint mail	200 gp	+6	+0	-7	40%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	45 lbs.
Banded mail	250 gp	+6	+1	-6	35%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	35 lbs.
Half-plate	600 gp	+7	+0	-7	40%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	50 lbs.
Full plate	1,500 gp	+8	+1	-6	35%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	50 lbs.
<i>Shields</i>								
Buckler	15 gp	+1	—	-1	5%	—	—	5 lbs.
Shield, light wooden	3 gp	+1	—	-1	5%	—	—	5 lbs.
Shield, light steel	9 gp	+1	—	-1	5%	—	—	6 lbs.
Shield, heavy wooden	7 gp	+2	—	-2	15%	—	—	10 lbs.
Shield, heavy steel	20 gp	+2	—	-2	15%	—	—	15 lbs.
Shield, tower	30 gp	+4 <sup>3</sup>	+2	-10	50%	—	—	45 lbs.
<i>Extras</i>								
Armor spikes	+50 gp	—	—	—	—	—	—	+10 lbs.
Gauntlet, locked	8 gp	—	—	Special	<sup>4</sup>	—	—	+5 lbs.
Shield spikes	+10 gp	—	—	—	—	—	—	+5 lbs.

<sup>1</sup> Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.

<sup>2</sup> When running in heavy armor, you move only triple your speed, not quadruple.

<sup>3</sup> A tower shield can instead grant you cover. See the description.

<sup>4</sup> Hand not free to cast spells.

