

Weapon Type*D100 Treasure*

1	Dagger (+302 gp)
2	Dagger (+302 gp)
3	Greataxe (+320 gp)
4	Greataxe (+320 gp)
5	Greataxe (+320 gp)
6	Greataxe (+320 gp)
7	Greataxe (+320 gp)
8	Greatsword (+350 gp)
9	Greatsword (+350 gp)
10	Greatsword (+350 gp)
11	Greatsword (+350 gp)
12	Greatsword (+350 gp)
13	Kama (+302 gp)
14	Kama (+302 gp)
15	Longsword (+315 gp)
16	Longsword (+315 gp)
17	Longsword (+315 gp)
18	Longsword (+315 gp)
19	Longsword (+315 gp)
20	Longsword (+315 gp)
21	Mace, light (+305 gp)
22	Mace, light (+305 gp)
23	Mace, heavy (+312 gp)
24	Mace, heavy (+312 gp)
25	Nunchaku (+302 gp)
26	Nunchaku (+302 gp)
27	Quarterstaff (+600 gp)
28	Rapier (+320 gp)
29	Rapier (+320 gp)
30	Rapier (+320 gp)
31	Scimitar (+315 gp)
32	Scimitar (+315 gp)
33	Scimitar (+315 gp)
34	Shortspear (+302 gp)
35	Shortspear (+302 gp)
36	Siangham (+303 gp)
37	Siangham (+303 gp)
38	Sword, bastard (+335 gp)
39	Sword, bastard (+335 gp)
40	Sword, bastard (+335 gp)
41	Sword, bastard (+335 gp)
42	Sword, bastard (+335 gp)
43	Sword, short (+310 gp)
44	Sword, short (+310 gp)
45	Sword, short (+310 gp)
46	Sword, short (+310 gp)
47	Waraxe, dwarven (+330 gp)
48	Waraxe, dwarven (+330 gp)
49	Waraxe, dwarven (+330 gp)
50	Waraxe, dwarven (+330 gp)

D100 Treasure

51	Axe, orc double (+660 gp)
52	Battleaxe (+310 gp)
53	Chain, spiked (+325 gp)
54	Crossbow, hand (+400 gp)
55	Crossbow, repeating (+550 gp)
56	Falchion (+375 gp)
57	Flail, dire (+690 gp)
58	Flail, heavy (+315 gp)
59	Flail, light (+308 gp)
60	Gauntlet, spiked (+305 gp)
61	Glaive (+308 gp)
62	Guisarme (+309 gp)
63	Halberd (+310 gp)
64	Halfspear (+301 gp)
65	Hammer, gnome hooked (+620 gp)
66	Hammer, light (+301 gp)
67	Handaxe (+306 gp)
68	Kukri (+308 gp)
69	Lance (+310 gp)
70	Longspear (+305 gp)
71	Morningstar (+308 gp)
72	Net (+320 gp)
73	Pick, heavy (+308 gp)
74	Pick, light (+304 gp)
75	Ranseur (+310 gp)
76	Scythe (+318 gp)
77	Shuriken (+301 gp)
78	Sickle (+306 gp)
79	Sword, two-bladed (+700 gp)
80	Trident (+315 gp)
81	Urgrosh, dwarven (+650 gp)
82	Warhammer (+312 gp)
83	Whip (+301 gp)
84	Axe, throwing (+308 gp)
85	Crossbow, heavy (+350 gp)
86	Crossbow, heavy (+350 gp)
87	Crossbow, light (+335 gp)
88	Crossbow, light (+335 gp)
89	Javelin (+301 gp)
90	Shortbow (+330 gp)
91	Shortbow, composite (+375 gp)
92	Shortbow, composite +1 (+450 gp)
93	Shortbow, composite +2 (+450 gp)
94	Sling (+300 gp)
95	Longbow (+375 gp)
96	Longbow, composite (+400 gp)
97	Longbow, composite +1 (+500 gp)
98	Longbow, composite +2 (+600 gp)
99	Longbow, composite +3 (+700 gp)
00	Longbow, composite +4 (+800 gp)

Armor Type*D20 Armor Type*

1	Buckler (+165 gp)
2	Buckler (+165 gp)
3	Shield, light, wooden (+153 gp)
4	Shield, light, steel (+159 gp)
5	Shield, light, steel (+159 gp)
6	Shield, heavy, wooden (+157 gp)
7	Shield, heavy, wooden (+157 gp)
8	Shield, heavy, steel (+170 gp)
9	Shield, heavy, steel (+170 gp)
10	Shield, heavy, steel (+170 gp)
11	Shield, tower (+180 gp)
12	Studded leather (+175 gp)
13	Chain shirt (+250 gp)
14	Hide (+165 gp)
15	Chainmail (+300 gp)
16	Breastplate (+350 gp)
17	Banded mail (+400 gp)
18	Full Plate (+1,650 gp)
19	Full Plate (+1,650 gp)
20	Full Plate (+1,650 gp)

Double weapons: Masterwork double weapons incur double the masterwork cost to account for each head (+300 gp masterwork cost per head for a total of +600 gp). Double weapons have separate magical bonuses for their different heads. If randomly determined, the second head of a double weapon has the same enhancement bonus as the main head (01-50 on d%), doubling the cost of the bonus, or its enhancement bonus is one less (51-100) and it has no special abilities. All magic weapons are masterwork weapons.