

## Chapter 1 : Arms and Equipment Guide | RPG Item | RPGGeek

*The original Arms and Equipment Guide was designed by Grant Boucher, Troy Christensen, Jon Pickens, John Terra, and Scott Davis. It was intended for the 2nd edition of Advanced Dungeons & Dragons, and was published in*

Each describes various equipment that can be used in a campaign. The book was edited by Anne Brown and Jon Pickens. Sullivan , Ken Frank , and Ned Dameron. Practical applications complement the colorful descriptions, making this particularly useful for players who want to know exactly how weaponblack or stirrups affect the game". This book has an introduction, six chapters, and an appendix containing random treasure tables. It introduces many new weapons, such as the Gyrspike, a sword with a spiked ball attached to the hilt by a chain. As well, the section lists the different weapons used throughout the different cultures and time periods, and the names they were known by. It describes several different materials for use in creating weapons or armor, such as bronze and coral. Also included is a discussion on economic systems in the fantasy world. Rules are given on how to control mounts, and what happens when two vehicles crash. Several magical items are given for the use in vehicles, such as the Wind-Favored Sails. Statistics are also given for cheap to expensive mercenaries, including some fantasy creatures, such as pixies. A section on pets discusses the training of animals and magical creatures as guard animals and pets. Several new creatures are introduced, such as the Climbdog. Rules concerning mounts, several magic items relating to animal training, and new mounts are proposed. Made from the essence of creatures with natural armor, it grants the drinker with an armor class bonus. Weapons A large part of the book focuses on magical weapons. Three pages of weapon abilities is followed by 24 pages of specific magical weapons. Archived from the original on [White Wolf 30](#) External links.

## Chapter 2 : Arms and Equipment Guide | Revolvry

*2nd edition. An original version, for the 2nd edition of Advanced Dungeons & Dragons, was published in The book was designed by Grant Boucher, Troy Christensen, Jon Pickens, John Terra, and Scott Davis, and edited by Anne Brown and Jon Pickens.*

I can remember leafing through this thing time and time again, ogling the illustrations and trying to imagine ways to fit the various equipment into my games. Weaponblack alone could be found multiple times masquerading as mystery liquid in bottles and barrels, with me sitting there in front of the players, tightlipped, hoping they would drink it. The player then asked doggedly if it was weaponblack, and I sheepishly answered that it was. Give Me My Coin Mail This supplement starts off perfectly with a countdown of armor by armor class value from the lowly padded armor all the way to full plate. Each armor type is accompanied with a full-page illustration that depicts some scene where the armor is being worn. Some of my favorites from this section include the special types of armor that are included as a sort of side note under the larger armor type. The first in countdown order is the spiked leather armor which is a special type of studded leather. Not only does this armor offer comparable protection to regular studded leather, but should someone get you in a bear hug or other grappling position, your armor will do a few points of damage to them! My next two favorites both are under the scale mail armor type: First, the thought of sea elves was extremely awesome. Second, the armor was made from crazy materials like eel skin and fish scales. This concept has fascinated me ever since, and has made me wonder if a vest of armor made from quarters would be considered insane. There is a questionable difference between hide armor and leather armor, the former being Armor Class 6 and the latter Armor Class 8. In the hide armor section, this is explained as the hide being more stiff than leather and the wearers of hide relying more on their agility to avoid a hit than the typical leather users. The downside of hide armor is that it smells and no one will mistake you for anything but a savage if you wear it, but when it comes down to it players can always game the system and figure out a way to make the better and probably cheaper hide armor work. I think I have some of those in my wrist pouch! Mithril , and Drow Chain Mail which is just a little better than Elven Chain Mail, oh ho ho ho among a few other armors specialized for races. A Cringeworthy Illustration The section on weapons is the other star of this show. Oddly, it begins with the arquebus, a rudimentary gunpowder weapon. This is good, since the book is a reference work primarily anyway. All kinds of polearms, slings, arrows, bows, infantry weapons, cavalry weapons, and the like are described and explained here. Pages and pages of information, more than you probably even need to know, fill the imagination with scenes of the battlefield and regiments marching this way and that with dangling hand weapons and hefted polearms. At the end is a huge chart listing all the weapons and their stats, which is immensely useful. There is an illustration of the caltrops that always make me grimace a little “ on one side it has a hand dropping several kinds of caltrops, and on the other side a very non-graphic picture of a foot stepping on them. Caltrops, another adventurer favorite. Following the bulky weapons section is the section on equipment and clothes. This is a sort of general smattering of information but it definitely feels useful and informative, not tacked on. You have mostly the essential and standard adventuring gear here, and I think equipment has been delved into more comprehensively in some other books. Backpacks, tinderboxes, thief tools, and lanterns are some of the familiar equipment. In this section you have typical dress guidelines, some common materials although it would have been nice to have more materials described , as well as specific descriptions of objects like the ruff, gorget, and breeches. It succinctly and authoritatively describes so many fantasy objects taken from medieval eras that, unless you already know all of this stuff and more, would simply be necessary if you even want to know what you are talking about when discussing armor, weapons, and equipment. Even if you are familiar with this material, having it around for reference is always helpful, not to mention the easy-to-use table of stats. They are simply amazing and incredibly helpful when trying to visualize the objects being described. In many cases the different types or styles are shown next to each other in the same illustration in a totally thematic way. One particularly great example of this is the illustration for chain mail, which shows two guards presumably in chain mail questioning an uneasy traveller while another

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man in ring mail looks on. So, since this is basically one of my favorite supplements ever, I give it two plate-armored thumbs up, the only downside being that codpieces are not mentioned.

### Chapter 3 : What 2nd edition AD&D resources are available for a new DM?

*DMGR3: Arms and Equipment Guide () - by Grant Boucher, Troy Christensen, Jon Pickens, John Terra, and Scott Davis - is the third book in the prestige Dungeon Master's Guide Rules series for second edition AD&D. It was published in August*

### Chapter 4 : Arms and Equipment Guide (PDF version) | RPG Item Version | RPGGeek

*Arms and Equipment Guide has ratings and 3 reviews. It is a supplement that came out for 2nd edition and of all the older supplements it is the one that will.*

### Chapter 5 : Publication:Arms and Equipment Guide (2e) - Dungeons and Dragons Wiki

*2nd edition Contents The original Arms and Equipment Guide explored 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].*

### Chapter 6 : Arms and Equipment Guide by Anne Brown

*The original Arms and Equipment Guide was designed by Grant Boucher, Troy Christensen, Jon Pickens, John Terra, and Scott Davis. It was intended for the 2nd edition of Advanced Dungeons & Dragons.*

### Chapter 7 : Arms and Equipment Guide 2nd Edition Advanced Dungeons and Dragons TSR Ad&d | eBay

*I can't think of any other book that has shaped my perception of the weapons and armor used in various medieval-esque fantasy games than the Arms and Equipment Guide originally written for Advanced Dungeons & Dragons 2nd Edition. I can remember leafing through this thing time and time again, ogling the illustrations and trying to imagine ways.*

### Chapter 8 : Arms and Equipment Guide - Infogalactic: the planetary knowledge core

*2nd edition The original version, for the 2nd edition of Advanced Dungeons & Dragons, was published in The book was designed by Grant Boucher, Troy Christensen, Jon Pickens, John Terra, and Scott Davis, and edited by Anne Brown and Jon Pickens.*

### Chapter 9 : Arms and Equipment Guide - Wikipedia

*Arms & Equipment Guide (AD&D 2nd Ed Rules Supplement, DMGR3) [TSR Staff] on calendrierdelascience.com \*FREE\* shipping on qualifying offers. Lavishly illustrated, this book provides valuable descriptions and diagrams for a variety of armors, weapons.*