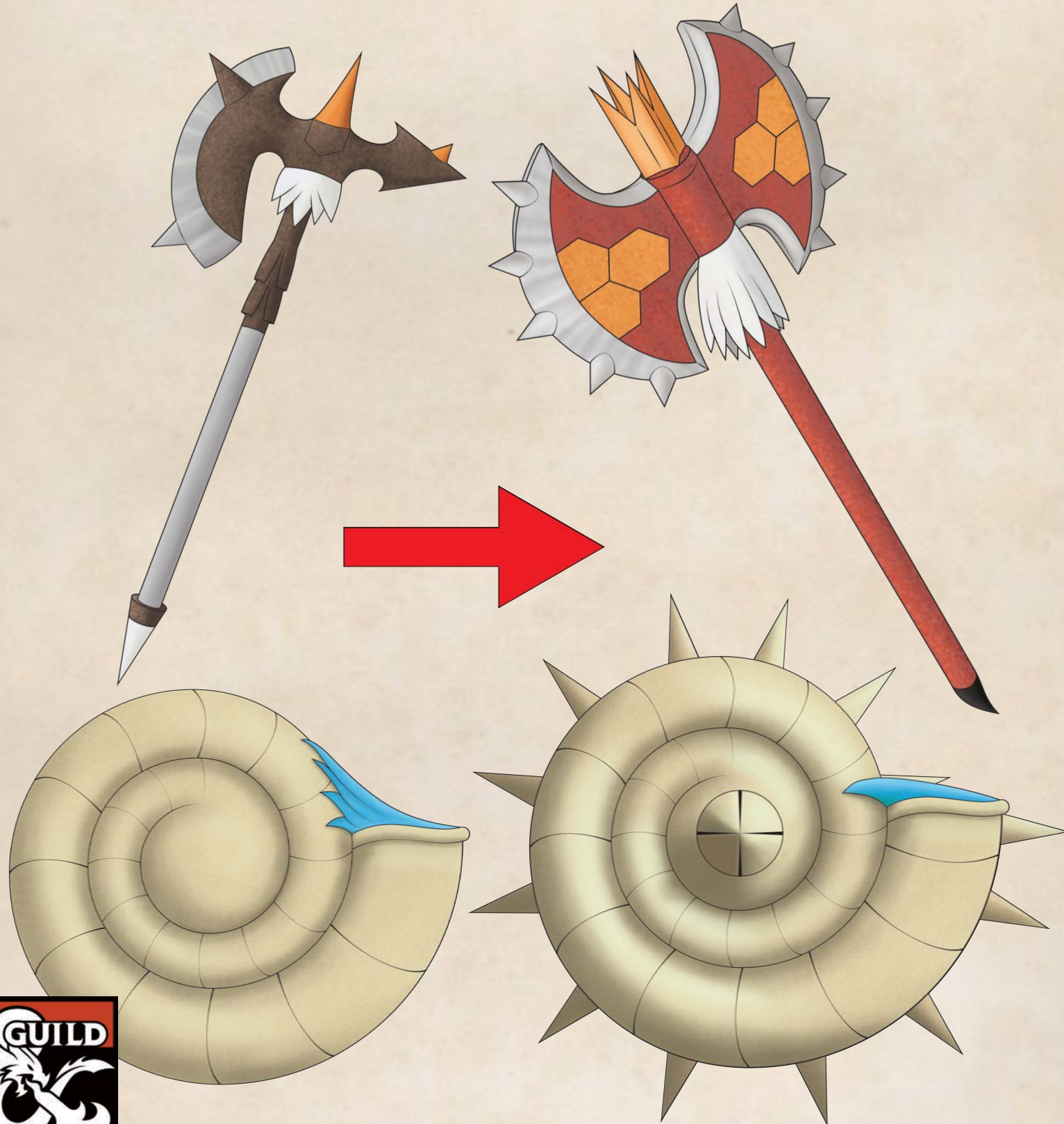


POKÉMON INSPIRED WEAPONS & ITEMS


EVOLUTION GUIDE & INDEX



BY CHRISTOPHER J FOSTER

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INTRODUCTION



HIS GUIDE IS INSPIRED BY THE POKÉMON series and is an accompaniment to the Pokémon Inspired Weapons and Items Collection, expanding on the items' evolution mechanics, how to incorporate

it into adventures and your own items, special items that can be used for special evolutions, the new weapon types that are used in the collection, and an index of all the items in the collection.

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ACCREDITATION

Writing & Art by Christopher J Foster

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Document Version: 1.4.769

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- **Guards of Plifortakune:** Joe, Carl Cederholm, Gaming Otaku, Rehairgongr, Jakob Strigoï, Ryan, Mack Mattack, Joseph Morise, Greg Calderone, ValorNetwork, Carolina Guadalupe Gonzalez Sanchez, Mason Callison, Kody Heiser, Nicholas Wilson, Travis Swope, Jason Lasica, Alex Blaisdell, Gaibaa, Ascended_Orange, William Petterson, Niccolo Grando, Gavin J Warner, Noah Stern, Benjamin VanOrden, Kris McLane, Jacob T Rapp, Mini Dash, Fastest Turtle, 007Goofy, Brandon Persons, Gabriel S., William Troy Green, Ryan Anderson, Dannyebob, Grant Goad, Eric Drotzer, ajet fen, Smeiksmeik350, Nick, Marethyu42, Caleb Morris, MV, Maddee Armfield, Phât Dương, Jennifer Brewer, Rynok, Isaac Wurmbrand, Sam and Rachael, Jake, Levi Tanton, Sebastian Cantu, & Moose Williams, amyanon, & Ethan Kopp
- **Scribes of Plifortakune:** Quinn in a Bin, Damien Harris, T X, Jayden Parkes, Jaden Baker Kenji Lee, Jenox, & James McDevitt
- **Commoners of Plifortakune:** Brandon Toppass, Eric Massie, Charles, Flamerules3, Mike Levitt, Kidkaboom1, & Matt McComb

BOOK SHORTHAND REFERENCES

Shorthand	Book
AI	Acquisitions Incorporated
AGG	Attack of the Giant Gingerbreads!
BoB	Bake-off Battle
CoS	Curse of Strahd
CvC	Cupid vs Cubus
DIA	Baldur's Gate: Descent Into Avernus
EE	Elemental Evil
EGW	Explorer's Guide to Wildemount
GoS	Ghosts of Saltmarsh
GGR	Guildmaster's Guide to Ravnica
GGV	The Guardian of Goldhammer's Vault
HDQ	Hoard of the Dragon Queen
IDRF	Icewind Dale: Rime of the Frostmaiden
IMR	Infernal Machine Rebuild
ITT	The Investigation of Toecap's Tragedy
LMP	Lost Mines of Phandelver
MM	Monster Manual
MFF-1	Mordenkainen's Fiendish Folio Vol 1
MOT	Mythic Odysseys of Theros
MToF	Mordenkainen's Tome of Foes
OGA	One Grung Above
OotA	Out of the Abyss
PIWI-EG1	Pokémon Inspired Weapons & Items - Evolution Guide and Index
PIWI-I	Pokémon Inspired Weapons & Items - Generation I
PIWI-II	Pokémon Inspired Weapons & Items - Generation II
PIWI-III	Pokémon Inspired Weapons & Items - Generation III
PIWI-IV	Pokémon Inspired Weapons & Items - Generation IV
PIWI-V	Pokémon Inspired Weapons & Items - Generation V
PIWI-VI	Pokémon Inspired Weapons & Items - Generation VI
PIWI-VII	Pokémon Inspired Weapons & Items - Generation VII
PIWI-VIII	Pokémon Inspired Weapons & Items - Generation VIII
PIWI-F	Pokémon Inspired Weapons & Items - Fusions
PHB	Player's Handbook
PotA	Princes of the Apocalypse
RBR	Runway Bloody Runway
RLW	Eberron: Rising from the Last War
RoT	Rage of Tiamat
RPH	Return to the Puzzle House
RtG	Return to the Glory
SKT	Storm King's Thunder
TCC	The Cursed Courtesan
TCE	Tasha's Cauldron of Everything
SCAG	Sword Coast Adventure Guide
Turtle	The Turtle Package
ToA	Tomb of Annihilation
Volo	Volo's Guide to Monsters
WBD	Walk the Blink Dog
WDH	Waterdeep - Dragon Heist
WDMM	Waterdeep - Dungeon of the Mad Mage
WGE	Wayfinder's Guide to Eberron
WtP	Welcome to Plifortakune
XGE	Xanathar's Guide to Everything
Yawn	Tales from the Yawning Portal

EVOLVING MAGIC ITEMS



EVOLUTION IS A PROCESS IN WHICH SOME magic items change into different, more powerful magic items, based on the same process from the Pokémon series. There are several reasons to include evolving items in your adventures, such as allowing more

personal connections to magic items, magic items getting stronger as the player character does, or just being cool and interesting. Evolving an item is a permanent transformation, and items retain any attunement they have.

Several items in the Pokémon Inspired Weapons & Item collection can evolve into stronger items through unique means. Items that are listed as evolving will have at least one method to evolve the item, but that is by no means the only way to evolve an item, just a recommendation meant to demonstrate the power, materials or effort needed to evolve the item.

Most items' evolution listings are noted by spending continuous time on or being exposed to the energies of other planes, but this can easily be substituted by things like exposure to regular and/or intense magical energies, interactions with appropriate magic items, or even blessings from gods. We encourage DMs to use major events in campaigns to make items evolve, similar to how evolution often happens in the Pokémon anime. The options presented in this collection are merely meant to provide an example of suitable ways to cause evolution.

EVOLUTION METHODS

To help DMs decide what would help a magic item evolve, here is a list of evolution methods we use.

LOCATION OR PERSONAL EXPOSURE

Having an item remain at a certain location is a very passive method of evolution, but one that has the initial hurdle of getting to that location (especially if that location is another Plane of Existence) and can take a long time waiting there once the players have arrived. But if players are frequently traveling or encountering nodes or portals to other planes, finding a random evolved item that another adventurer left there to evolve could be a good reward or a hook to further adventures, such as that original adventurer coming looking for the magic item and having to pursue the players.

Some people or professions may also qualify as the proper exposure for the item, such as a monk training with a weapon everyday for a year, or just being on a royal's person for a year. The rarer the people or profession, the less time it might take to evolve.

This option may also be preferred by DMs who wish to a time skip at some point during the campaign.

LOCATION EXPOSURE TIME

Starting Rarity	Ending Rarity	Time Spent at Location
Common	Uncommon	A Month
Uncommon	Rare	A Year
Rare	Very Rare	A Decade
Very Rare	Legendary	A Century
Legendary	Artifact	A Millennium

SPELL INFUSION

A more active way for players to evolve their items is to cast particular spells on them regularly, either using the item as the focus point for the spell or expending the spell energy into the item for it to absorb. It would require a spell slot being expended everyday for a set time period, whether it be the player character that owns the item, another PC (which would require party cooperation), or an NPC that is both capable and willing to cast the spell required.

This would be more difficult to do in low magic settings, and players might complain that this is a drain on their resources. They might even insist on just spending downtime focusing on evolving their items rather than participating in the story. This would all depend on how pressing the events the PCs are dealing with are or how much the PCs would care about the events, so your mileage may vary.

POSSIBLE SPELLS

The spell used to evolve an item would have to be relevant to the magic item, and may even need to be one spell in particular. As such, here are some possible spells you can use:

- Spells that do the same elemental damage as the weapon
- Spells that manipulate an item's associated element, such as *Control Water* or *Stone Shape*.
- Spells that impart an item's associated element on something, such as *Investiture of Wind* or *Investiture of Flame*.
- The *Cure Wounds* spell for healing items.
- The *Daylight* spell for plant or sunlight items
- The *Moonbeam* spell for fey or nightly items
- The *Goodberry*, *Create Food and Water*, or *Heroes' Feast* for food related items
- The *Speak with Dead* spell for items connected to or possessed by the dead.
- The *Plant Growth* spell for plant items

SPELL INFUSION TIME

Starting Rarity	Ending Rarity	Daily Casting Requirements	Minimum Spell Level
Common	Uncommon	A Week	1st Level
Uncommon	Rare	A Month	3rd Level
Rare	Very Rare	A Year	6th Level
Very Rare	Legendary	A Decade	8th Level
Legendary	Artifact	A Century	9th Level

SUBSTANCE EXPOSURE AND ADDITION

Exposure to certain high quality and/or magical item(s) or substance(s) is nothing new in RPGs, and are often already a major component in crafting magic items, so applying them to evolve an item is a natural progression. This also gives players clear quests where they have to go and locate some quantity of the substance in question, by either exploring a dangerous location or by slaying a powerful creature, if not both, although a large quantity of a common substance could also be used. The amount of these components should be enough to submerge/cover the magic item, so if the substance comes in small or tiny, it may necessitate multiple acquisitions in order to acquire enough of the material.

The substance should be relevant to the nature of the item, such as lava for a fire item, rare ores for metal items, or dragon's blood for draconic items, and the quantity would depend on the magic item and substance's rarities. As a general rule, the substance should be consumed in the process of evolving the item, although if the substance is of particularly high rarity and the magic item of lower quality, this does not have to be the case.

POSSIBLE SUBSTANCES

Items and substances should be magical in nature, and can include:

- Magic items that contain significant power from other sources, such as the Evolutionary Stones detailed later in this book.
- Dangerous substances that are difficult to obtain, such as lava or pure sulfur.
- Creature components, such as their blood or bones, particularly of very powerful or notable creatures like dragons or fiends.

SUBSTANCE QUANTITIES BY THEIR RARITY

Starting Rarity	Ending Rarity	Substance Rarity				
		Common	Uncommon	Rare	Very Rare	Legendary
Common	Uncommon	1	1	1	1	1
Uncommon	Rare	10	1	1	1	1
Rare	Very Rare	100	10	1	1	1
Very Rare	Legendary	1000	100	10	1	1
Legendary	Artifact	10,000	1000	100	10	1

CHARACTER GROWTH

Evolving at key moments of character growth is a common trope of the Pokémon anime, and using that mechanic in a roleplaying game like D&D works quite well. In the Pokémon anime, Pokémon typically evolve during moments of challenge, often when they are losing an important battle, defending an ally, or are in need of a new ability in order to overcome a challenge. Sometimes though, evolution comes when the Pokémon shows it has matured or dealt with an emotional issue, such as overcoming a timid nature. All of these can be used to evolve a magic item, as the item resonates with their attuned's duress and/or growth.

Moments that can cause evolution like this would likely require some setup, and so Dungeon Masters would have to identify moments with that potential and arrange them as part of the narrative or be prepared to take advantage of them should they manifest naturally. DMs that plan on having large narrative moments in their campaign, especially if they are part of Player Characters' stories, will find this method easiest to incorporate into the adventure, at least so long as DMs are able to correctly predict PCs' actions.

This can also be easily used with milestone leveling, and recommendations for what level these events should occur depending on the item's rarity:

Starting Rarity	Ending Rarity	Character Level
Common	Uncommon	1-4
Uncommon	Rare	5-9
Rare	Very Rare	9-15
Very Rare	Legendary	16-20
Legendary	Artifact	20

POSSIBLE EVENTS

Some of the possible events that can be used to trigger these kinds of evolutions can include:

- A character overcoming a fear or negative character trait, such as overcoming a phobia to bravely save someone.
- A character is nearly killed by a personal foe and feeling a deep desire within to grow stronger.
- A character losing someone close to them, their anguish and fury powering an urge to grow stronger.
- A character confronting their destiny, setting aside their fears and trepidations to accept their fate, duty and/or responsibility.
- A character successfully taking vengeance against a foe who has tormented them.
- A character known for restraint gives into emotional urges, or a character known for giving into emotional urges shows restraint.
- A character holds fast to their spiritual values and/or greatly pleases their god/patron despite difficulties.

EXPERIENCE POINTS

Experience points are the evolution method used in the Pokémon games, and used in D&D to level up characters, so applying them the magic items is a simple exercise if it's being used in your game. It can allow for multiple things to help evolve the items, at the cost of requiring someone to keep track of the experience and possibly making it feel like more of a grind.

There are three general ways that combat experience can be applied:

- The weapon gets the same experience points as the character, useful for making items grow in tandem with the character.
- The weapon gets a cut of the experience points as if it were a character, useful for slowing characters' growth.
- The characters can give the item a percentage of their own experience points, useful for giving the characters some agency in the process and attachment to the item.

You could also choose to use previous methods as ways to add experience points specifically to items, such as regular spell infusions each providing a small amount of experience, or moments of character growth providing a large amount of experience, although the DM would have to decide how much depending on the impact of the character moment.

ITEM EXPERIENCE POINTS REQUIRED TO EVOLVE BY RARITY

Starting Rarity	Ending Rarity	Experience Points
Common	Uncommon	2940
Uncommon	Rare	21,900
Rare	Very Rare	109,500
Very Rare	Legendary	190,000
Legendary	Artifact	365,000

EXPERIENCE GAINED FROM OTHER METHODS

LOCATION EXPOSURE EXPERIENCE

Starting Rarity	Ending Rarity	Experience Points per day of exposure
Common	Uncommon	98
Uncommon	Rare	60
Rare	Very Rare	30
Very Rare	Legendary	5
Legendary	Artifact	1

SPELL INFUSION EXPERIENCE PER SPELL LEVEL

Starting Rarity	Ending Rarity	Spell Levels								
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Common	Uncommon	420	840	1260	1680	2100	2520	2940	3360	3780
Uncommon	Rare	730	1460	2190	2920	3650	4380	5110	5840	6570
Rare	Very Rare	300	600	900	1200	1500	1800	2100	2400	2700
Very Rare	Legendary	52	104	156	208	260	312	364	416	468
Legendary	Artifact	10	20	30	40	50	60	70	80	90

EXPERIENCE BY SUBSTANCE RARITY

Starting Rarity	Ending Rarity	Substance Rarity				
		Common	Uncommon	Rare	Very Rare	Legendary
Common	Uncommon	2940	2940	2940	2940	2940
Uncommon	Rare	2190	21,900	21,900	21,900	21,900
Rare	Very Rare	1095	10,950	109,500	109,500	109,500
Very Rare	Legendary	190	1900	19,000	190,000	190,000
Legendary	Artifact	36	365	3650	36,500	365,000

CREATING EVOLVING ITEMS

MAKING NEW EVOLVING ITEMS

If you would like to create new evolving items yourself, here are some suggestions on how to do so from our experience making evolving items.

- Pick what kind of items you want the items to be. Generally evolving items should stay as the same item as they evolve, such as a shield staying a shield, but items becoming a more powerful form, such as a dagger becoming a shortsword and then a longsword, is also viable. Items should stay in the same group as they evolve, like a wearable staying wearable, and a weapon staying a weapon.
- Pick the item rarity you would like to start or end at. Evolution generally increases an item's rarity by one level, but it doesn't have to. It should not, however, decrease an item's rarity.
- Pick how many evolutions you want the item to go through. It's probably best not to have more than two evolutions for an item, unless the item in question is going to end up as a legendary or artifact level magic item and is a major focus of the adventure.
- Determine what abilities you want the items to share. As items evolve, their magical effects should increase in potency, gain new benefits, or lose curses and other detrimental effect. As a general rule, Uncommon items are +1 items with some minor benefits, and increase with each rarity level.
- Pick your evolution method. If you're going to use a specific evolution method, such as spell infusion, make sure you include the requirements in the item description.

EVOLVING NON-EVOLVING ITEMS

There are some items in the Pokémon Inspired Weapons & Items based on Pokémon that can evolve, but do not themselves evolve. This is usually because the original art for the items in question did not lend themselves to evolving, such as in the case of the Bulbasaur line, with a Staff being followed by a Whip, which is then followed by a Greatsword.

If you wish to take one of these items and make them evolve into or from another item in the line, you can simply have a version of the item that takes the magic bonuses of the item you wish to change, and then apply an appropriate evolution method. If you already have a method you're using for other items, such as character growth, it's recommended that you do the same for the new items so that things are consistent for players. For example, you could change the Venusword into a whip so that the Ivy Whip evolves into a Very Rare item that gains the magical charges.

MAGIC ITEMS

EVOLUTION ITEMS

There are many items that can be used to evolve items, here are some you can insert into your campaign.

EVOLUTIONARY STONES

These stones contain energy from other planes of existence, and can be used to evolve items, as ammunition in slings, or simply thrown. Some merchants may carry them, veins of them could be hidden below, and they may be found near energy nodes or portals to the associated planes thanks to the energy emanating from them solidifying.

FIRE STONE

Weapon (Stone, Ammunition) – Uncommon (100 gp)

This orange stone looks like crystallized fire with a black pearl embedded in it, and is warm to the touch, as it contains concentrated energy from the Elemental Plane of Fire.



If an item evolves by exposure to the Elemental Plane of Fire, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, doing an extra 3d6 fire damage to all creatures within 5 feet of the target. If a flammable item is struck by the explosion, it ignites. All damage from the stone counts as magical.

THUNDER STONE

Weapon (Stone, Ammunition) – Uncommon (100 gp)

This purple stone has a large whitish jagged vein down the middle, with smaller veins rippling outwards. If held tightly the stone seems to vibrate slightly, as it contains concentrated energy from the Elemental Plane of Air.



If an item evolves by exposure to the Elemental Plane of Air, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, doing an extra 3d6 thunder damage to any creatures within 5 feet of the target. All damage from the stone counts as magical.

WATER STONE

Weapon (Stone, Ammunition) – Uncommon (100 gp)

This brilliant blue stone looks like an orb of water with several small bubbles in it, as it contains concentrated energy from the Elemental Plane of Water.



If an item evolves by exposure to the Elemental Plane of Water, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, doing an extra 3d4 bludgeoning damage, unless the target has some form of Water Susceptibility (such as a Fire Elemental), in which case it does 3d4 bludgeoning damage before any weaknesses are applied, and drenches the target in water, leaving them soaked for 1d8 rounds. If they are susceptible to water, this does 1d6 cold damage per round, otherwise they are vulnerable to Lighting damage while soaked, unless they were originally immune. The stone is destroyed and non-recoverable. All damage from the stone counts as magical.

EARTH STONE

Weapon (Stone, Ammunition) – Uncommon (100 gp)

This brown stone resembles a crystal made of compressed earth, and contains concentrated energy from the Elemental Plane of Earth.



If an item evolves by exposure to the Elemental Plane of Air, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as an *Erupting Earth* spell with a DC 13 erupts from the target's location. If the point the spell erupts from is not earth, the earth is provided straight from the Elemental Plane of Earth. All damage from the stone counts as magical.

LEAF STONE

Weapon (Stone, Ammunition) – Uncommon (125 gp)

This piece of amber contains a green leaf that looks ready to sprout a full tree, as it contains concentrated energy from the Swamp of Oblivion.



If an item evolves by exposure to the Swamp of Oblivion, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as an *Entangled* spell with a DC 13 sprouts from the target's location, lasting until the end of the thrower's turn in 2d4 rounds or is otherwise dispelled. All damage from the stone counts as magical.

ICE STONE

Weapon (Stone, Ammunition) – Uncommon (125 gp)

This flat, frosted blue hexagonal stone has a snowflake patterns in its center, and is cold to the touch, as it contains concentrated energy from Frostfell.



If an item evolves by exposure to the Frostfell, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone does an extra 1d4 cold damage to the target, and the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, doing 3d6 cold damage to any creatures within 5 feet of the target. All damage from the stone counts as magical.

ASH STONE

Weapon (Stone, Ammunition) – Uncommon (125 gp)

This white stone looks like a small cloud and is made from volcanic ash. It seems to slowly shed an endless amount of smoky ash, as it contains concentrated energy from the Great Conflagration.



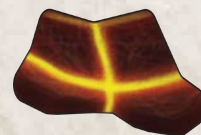
If an item evolves by exposure to the Great Conflagration, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as a *Stinking Cloud* spell with a DC 13 erupts from the target's location, lasting until the end of the thrower's turn in 2d4 rounds or is otherwise dispelled. All damage from the stone counts as magical.

MAGMA STONE

Weapon (Stone, Ammunition) – Uncommon (125 gp)

This small black lump has glowing veins of lava and is eternally hot, as it contains concentrated energy from the Fountains of Creation.



If an item evolves by exposure to the Fountains of Creation, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone does an additional 1d6 fire damage before exploding, regardless if it hits or misses, destroying the stone and making it non-recoverable, as lava is sprayed within 5 feet of the target, doing 1d6 fire damage to any targets in range and making the affected area difficult terrain, which also does 1d6 fire damage to any creatures that enter or start their turn in the area, lasting until the end of the thrower's turn in 2d4 rounds before cooling. All damage from the stone counts as magical.

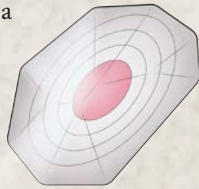
SHINY STONE

Weapon (Stone, Ammunition) – Uncommon (150 gp)

This silvery stone has a pink center and a dazzling shine that seems to hum in your head, as it contains concentrated energy from the Astral Plane.

If an item evolves by exposure to the Astral Plane, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, and does an extra 3d6 psychic damage to everyone within 5 feet of the target. All damage from the stone counts as magical.



MOON STONE

Weapon (Stone, Ammunition) – Uncommon (150 gp)

This round black stone has had one side chipped off to look like a crescent moon, and contains concentrated energy from the Feywilds.

If an item evolves by exposure to the Feywilds, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, and does an extra 3d6 radiant damage to everyone within 5 feet of the target in a glittery explosion, which gets all over anyone hit, making the next attack on them have advantage. All damage from the stone counts as magical.



DUSK STONE

Weapon (Stone, Ammunition) – Uncommon (150 gp)

This smooth pitch black but oddly slightly translucent stone is always cool to the touch, and it almost looks like shadows are moving within the stone, as it contains concentrated energy from Shadowfell.

If an item evolves by exposure to the Shadowfell, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as a *Darkness* spell spreads out from the target's location, lasting until the end of the thrower's turn in 2d4 minutes or is otherwise dispelled. All damage from the stone counts as magical.



SUN STONE

Weapon (Stone, Ammunition) – Uncommon (200 gp)

This round orange stone has seven stubby points around it, making it look like a carved sun, and radiates a warm energy that fills good creatures with good feelings, as it contains concentrated energy from numerous good aligned Outer Planes.

If an item evolves by exposure to a good aligned Outer Plane, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as a *Daylight* spell spreads out from the target's location, lasting for 1 hour or otherwise dispelled. All damage from the stone counts as magical.



DAWN STONE

Weapon (Stone, Ammunition) – Uncommon (200 gp)

This round ethereal looking stone has a milky white star visible within its center, resembling an otherworldly eye peering into your soul, as it radiates a calming energy as it contains concentrated energy from numerous neutral aligned Outer Planes.

If an item evolves by exposure to a neutral aligned Outer Plane, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, as a *Calm Emotions* spell with a DC 13 emanates from the target's location, making affected creatures indifferent about creatures hostile toward it, lasting until the end of the thrower's turn in 2d4 rounds or is otherwise dispelled. All damage from the stone counts as magical.



AGONY STONE

Weapon (Stone, Ammunition) – Uncommon (200 gp)

This lumpy black-green stone has blood red veins running through it, and radiates a malevolent energy, as it contains concentrated energy from numerous evil aligned Outer Planes.

If an item evolves by exposure to a evil aligned Outer Plane, this stone can be used as a substitute for one year's worth of exposure to the plane as the item consumes the stone. If an item needs more than one year's exposure, you can use multiple stones for the amount of years needed.

When thrown, either by hand or with a sling, the stone explodes regardless if it hits or misses, destroying the stone and making it non-recoverable, doing an extra 3d6 necrotic damage to all creatures within 5 feet of the target.



MEGA STONES

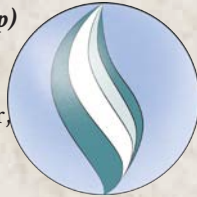
When a mega stone is paired with the correct magic item, you can make the item become its mega version for 1 minute once between rests before reverting back. This can give PCs access to the mega versions of their items without constantly being overpowering, or just making instances where they trigger the mega version more memorable.

Items that evolve using mega stones remain attuned during and after the evolution, and if they gain an increase in charges or other effects, they gain the difference. For example, if an item with a max of 9 charges has 0 charges, and mega evolves into an item with a max of 15 charges, it starts the mega evolution with 6 charges.

ABOMASITE

Wondrous (Stone) – Very Rare (50,000 gp)

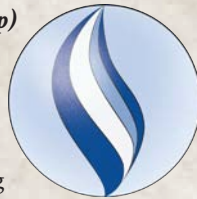
This small round stone has a swirl of blue-green and white inside the icy blue orb. When attached to a 460 - Blizzammer, it can be mega evolved into a 460M - Abomaulsnow for 1 minute once between long rests.



ABSOLITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of dark blue and white inside the light blue orb. When attached to a 359 - Abscythe, it can be mega evolved into a 359M - Abscythol for 1 minute once between long rests.



AERODACTYLITE

Wondrous (Stone) – Very Rare (50,000 gp)

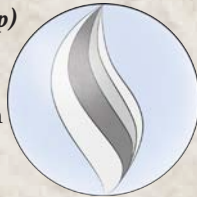
This small round stone has a swirl of dark purple and gray inside the light purple orb. When attached to a 142 - Aerodactar, it can be mega evolved into a 142M - Scimiptera for 1 minute once between long rests.



AGGRONITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of gray and white inside the light blue orb. When attached to a 306 - Stohlance, it can be mega evolved into a 306M - Galancing for 1 minute once between long rests.



ALAKAZITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of yellow and brown inside the dark purple orb. When attached to a 065B - Simsalastaff, it can be mega evolved into a 065M - Bimbaff for 1 minute once between long rests.



ALTARIANITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of blue and cream inside the light pink orb. When attached to a 334 - Tyltalance, it can be mega evolved into a 334M - Altialiance for 1 minute once between long rests.



AMPHAROSITE

Wondrous (Stone) – Very Rare (50,000 gp)

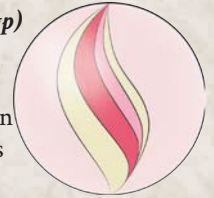
This small round stone has a swirl of yellow and red inside the light blue orb. When attached to a 181 - Ampearos, it can be mega evolved into a 181M - Amphaxos for 1 minute once between long rests.



AUDINITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of yellow and red inside the light pink orb. When attached to a 531 - Stafbunne, it can be mega evolved into a 531M - Caudicous for 1 minute once between long rests.



BANETTITE

Wondrous (Stone) – Very Rare (50,000 gp)

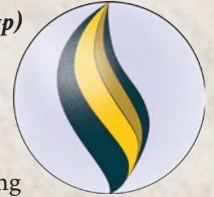
This small round stone has a swirl of yellow and gray inside the pink orb. When attached to a 354 - Juppetana, it can be mega evolved into a 354M - Biranette for 1 minute once between long rests.



BEEDRILLITE

Wondrous (Stone) – Very Rare (50,000 gp)

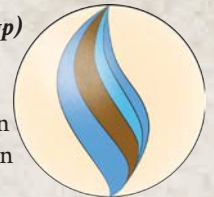
This small round stone has a swirl of yellow and black inside the purple orb. When attached to a 015 - Halberdrill, it can be mega evolved into a 015M - Crossbibor for 1 minute once between long rests.



BLASTOISINITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of blue and brown inside the cream orb. When attached to a 009 - Slashtoise, it can be mega evolved into a 009M - Turtonnon for 1 minute once between long rests.



BLAZIKENITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and black inside the cream orb. When attached to a 257 - Blaziklaw, it can be mega evolved into a 257M - Blazikutō for 1 minute once between long rests.



CAMERUPTITE

Wondrous (Stone) – Very Rare (50,000 gp)

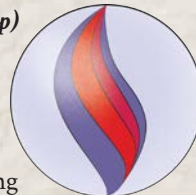
This small round stone has a swirl of red and brown inside the cream orb. When attached to a 323 - Caméruption, it can be mega evolved into a 323M - Bakuudaxe for 1 minute once between long rests.



GENGARITE

Wondrous (Stone) – Very Rare (50,000 gp)

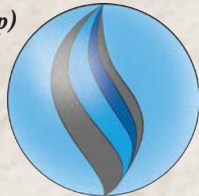
This small round stone has a swirl of red and purple inside the light purple orb. When attached to a 094 - Kyōgengar, it can be mega evolved into a 094M - Scythengar for 1 minute once between long rests.



CHARIZARDITE X

Wondrous (Stone) – Very Rare (50,000 gp)

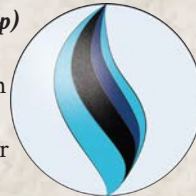
This small round stone has a swirl of blue and black inside the blue orb. When attached to a 006 - Charizaber, it can be mega evolved into a 006MX - Dracaufena for 1 minute once between long rests.



GLALITITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of black and blue inside the white orb. When attached to a 362 - Firnonstar, it can be mega evolved into a 362M - Onigopike for 1 minute once between long rests.



CHARIZARDITE Y

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and yellow inside the orange orb. When attached to a 006 - Charizaber, it can be mega evolved into a 006MY - Clurak for 1 minute once between long rests.



GYARADOSITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and blue inside the dark yellow orb. When attached to a 130 - Gyaradachi, it can be mega evolved into a 130M - Gyarahuitl for 1 minute once between long rests.



DIANCITE

Wondrous (Stone) – Legendary (500,000 gp)

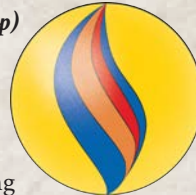
This small round stone has a swirl of pink and cream inside the pink orb. When attached to a 719 - Diancle, it can be mega evolved into a 719M - Dianfrock for 1 minute once between long rests.



HERACRONITE

Wondrous (Stone) – Very Rare (50,000 gp)

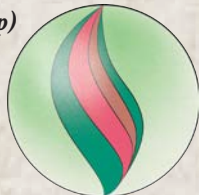
This small round stone has a swirl of orange and blue inside the yellow orb. When attached to a 214 - Herapikross, it can be mega evolved into a 214M - Halbecross for 1 minute once between long rests.



GALLADITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and green inside the light green orb. When attached to a 475 - Galladius, it can be mega evolved into a 475M - Erureidao for 1 minute once between long rests.



HOUNDOOMINITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and black inside the brown orb. When attached to a 229 - Démoloscythe, it can be mega evolved into a 229M - Scythellgar for 1 minute once between long rests.



GARCHOMPITE

Wondrous (Stone) – Legendary (500,000 gp)

This small round stone has a swirl of orange and red inside the dark purple orb. When attached to a 445 - Caxeacrok, it can be mega evolved into a 445M - Garberdias for 1 minute once between long rests.



KANGASKHANITE

Wondrous (Stone) – Very Rare (50,000 gp)

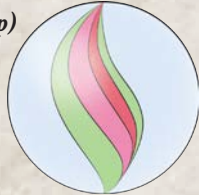
This small round stone has a swirl of purple and gray inside the light yellow orb. When attached to a 115 - Kangaskhanda, it can be mega evolved into a 115M - Kangaskhatana for 1 minute once between long rests.



GARDEVOIRITE

Wondrous (Stone) – Very Rare (50,000 gp)

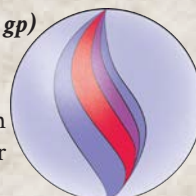
This small round stone has a swirl of green and pink inside the light blue orb. When attached to a 282 - Gardarvölr, it can be mega evolved into a 282M - Starnight for 1 minute once between long rests.



LATIASITE

Wondrous (Stone) – Legendary (500,000 gp)

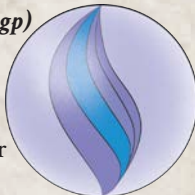
This small round stone has a swirl of red and purple inside the purple orb. When attached to a 380 - Fleuratias, it can be mega evolved into a 380M - Clokias for 1 minute once between long rests.



LATIOSITE

Wondrous (Stone) – Legendary (500,000 gp)

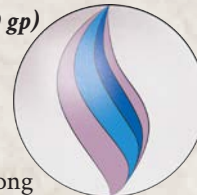
This small round stone has a swirl of blue and purple inside the purple orb. When attached to a 381 - Latgeios, it can be mega evolved into a 381M - Lapikos for 1 minute once between long rests.



MEWTWONITE X

Wondrous (Stone) – Legendary (500,000 gp)

This small round stone has a swirl of blue and purple inside the white orb. When attached to a 150 - Mewtwodao, it can be mega evolved into a 150MX - Xuatwostaff for 1 minute once between long rests.



LOPUNNITE

Wondrous (Stone) – Very Rare (50,000 gp)

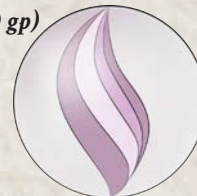
This small round stone has a swirl of dark and light brown inside the cream orb. When attached to a 428 - Shimilop, it can be mega evolved into a 428M - Lopinuti for 1 minute once between long rests.



MEWTWONITE Y

Wondrous (Stone) – Legendary (500,000 gp)

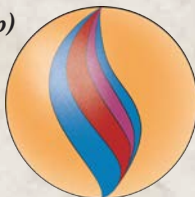
This small round stone has a swirl of purple and white inside the white orb. When attached to a 150 - Mewtwodao, it can be mega evolved into a 150MY - Pykewtu for 1 minute once between long rests.



LUCARIONITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and blue inside the orange orb. When attached to a 448 - Mamelukario, it can be mega evolved into a 448M - Lukaris for 1 minute once between long rests.



PIDGEOTITE

Wondrous (Stone) – Very Rare (50,000 gp)

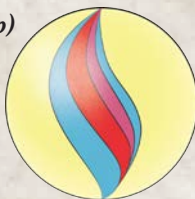
This small round stone has a swirl of red and cream inside the orange orb. When attached to a 018 - Pidjian, it can be mega evolved into a 018M - Pikegeot for 1 minute once between long rests.



MANECTITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and blue inside the yellow orb. When attached to a 310 - Mameluktric, it can be mega evolved into a 310M - Voltenberd for 1 minute once between long rests.



PINSIRITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of orange and brown inside the yellow orb. When attached to a 127 - Piksir, it can be mega evolved into a 127M - Pikailios for 1 minute once between long rests.



MAWILITE

Wondrous (Stone) – Very Rare (50,000 gp)

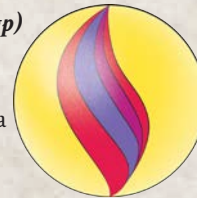
This small round stone has a swirl of yellow and gray inside the pink orb. When attached to a 303 - Mawitar, it can be mega evolved into a 303M - Metedibule for 1 minute once between long rests.



SABLENITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of red and blue inside the yellow orb. When attached to a 302 - Sablelet, it can be mega evolved into a 302M - Yamirauigi for 1 minute once between long rests.



MEDICHAMITE

Wondrous (Stone) – Very Rare (50,000 gp)

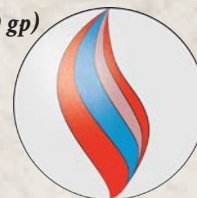
This small round stone has a swirl of magenta and yellow inside the light blue orb. When attached to a 308 - Medichakujō, it can be mega evolved into a 308M - Chainina for 1 minute once between long rests.



SALAMENCITE

Wondrous (Stone) – Legendary (500,000 gp)

This small round stone has a swirl of red and blue inside the white orb. When attached to a 373 - Salexance, it can be mega evolved into a 373M - Drattaxe for 1 minute once between long rests.



METAGROSSITE

Wondrous (Stone) – Legendary (500,000 gp)

This small round stone has a swirl of white and gold inside the light blue orb. When attached to a 376B - Maultagross, it can be mega evolved into a 376M - Métaulosse for 1 minute once between long rests.



SCEPTILITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of dark green and orange inside the green orb. When attached to a 254 - Sceptuitl, it can be mega evolved into a 254M - Jukarambit for 1 minute once between long rests.



SCIZORITE

Wondrous (Stone) – Very Rare (50,000 gp)

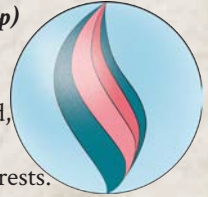
This small round stone has a swirl of red and gray inside the light blue orb. When attached to a 212 - Scizord, it can be mega evolved into a 212M - Lancizor for 1 minute once between long rests.



VENUSAURITE

Wondrous (Stone) – Very Rare (50,000 gp)

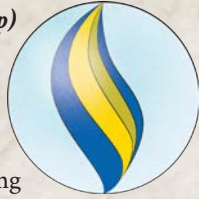
This small round stone has a swirl of pink and blue-green inside the light blue orb. When attached to a 003 - Venusword, it can be mega evolved into a 003M - Bistaflor for 1 minute once between long rests.



SHARPEDONITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of yellow and blue inside the light orb. When attached to a 319 - Sharpedao, it can be mega evolved into a 319M - Sharpaxedo for 1 minute once between long rests.



RED ORB

Wondrous (Stone) – Legendary (500,000 gp)

This small red pointed oval orb has a glowing yellow symbol inside it that resembles a Ω , that contains incredible power from an ancient time. When attached to a 383 - Grouswordon, it can be mega evolved into a 383P - Gulādaō for 1 minute once between long rests.



SLOWBRONITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of cream and pink inside the cream orb. When attached to a 080B - Scudobro, it can be mega evolved into a 080M - Plahmus for 1 minute once between long rests. Mega evolving automatically dons the Plahmus armor, magically displacing any armor you are already wearing, which returns when the mega evolution ends.



BLUE ORB

Wondrous (Stone) – Legendary (500,000 gp)

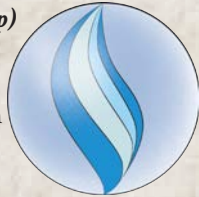
This small round dark blue orb has a glowing light blue symbol inside it that resembles a α , that contains incredible power from an ancient time. When attached to a 382 - Kyogrent, it can be mega evolved into a 382M - Kyongrō for 1 minute once between long rests.



STEELIXITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of light and dark blue inside the gray orb. When attached to a 208B - Hagateil, it can be mega evolved into a 208M - Megateilix for 1 minute once between long rests.



JADE ORB

Wondrous (Stone) – Legendary (500,000 gp)

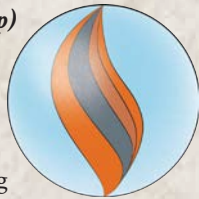
This small round jade orb has a glowing white symbol inside it that resembles a μ , that contains incredible power from an ancient time. When attached to a 384 - Rayquazance, it can be mega evolved into a 384M - Piekuaza for 1 minute once between long rests.



SWAMPERTITE

Wondrous (Stone) – Very Rare (50,000 gp)

This small round stone has a swirl of orange and gray inside the light blue orb. When attached to a 260 - Swamphurt, it can be mega evolved into a 260M - Swampaul for 1 minute once between long rests.



TYRANITARITE

Wondrous (Stone) – Legendary (500,000 gp)

This small round stone has a swirl of red and black inside the dull green orb. When attached to a 248 - Tybangitar, it can be mega evolved into a 248M - Tylancitar for 1 minute once between long rests.



NEW WEAPONS REFERENCES

Type	Name	Cost	Damage	Weight	Properties	Associated Proficiencies
Simple Melee	Chakram	10 gp	1d6 slashing	1 lb.	Light, Finesse, Thrown (20/60)	Dagger, Dart
Simple Melee	Nunchaku	1 gp	1d6 bludgeoning	1 lb.	Light, Finesse	Club, Flail
Simple Melee	Tessen	25 gp	1d4 slashing or 1d6 bludgeoning	1 lb.	Light, Finesse, Transform	Monks, Rogues, Charlatans, Spies, and Entertainers
Simple Ranged	Boomerang	10 gp	1d4 bludgeon	1 lb.	Light, Finesse, Thrown (60/120), Circle Round	Javelin, Club
Martial Melee	Chain Axe	30 gp	1d8 slashing	8 lb.	Heavy, Finesse, Two-handed, Concentrate, Reach*	Flails, Hand Axes
Martial Melee	Dual-Blade Sword	30 gp	1d8 slashing	6 lb.	Two-handed, Concentrate	Greatclubs, Greatswords
Martial Melee	Kusarigama	10 gp	1d4 slashing & 1d4 bludgeoning	4 lb.	Two-handed, Finesse, Reach*	Sickles, Meteor Hammers
Martial Melee	Macuahuitl	15 gp	1d10 slashing	6 lb.	Heavy, Two-handed, Chips*	Greatclubs, Greatswords
Martial Melee	Meteor Hammer, Single Head	25 gp	1d10 bludgeoning	8 lb.	Heavy, Finesse, Two-handed, Concentrate, Reach*	Flails, Rope Darts
Martial Melee	Meteor Hammer, Double Head	20 gp	1d8 bludgeoning	8 lb.	Heavy, Finesse, Two-handed, Concentrate, Reach*	Flails, Rope Darts
Martial Melee	Rope Dart	10 gp	1d4 piercing	3 lb.	Light, Finesse, Thrown (15/30), Recall	Darts
Martial Melee	Scythe	20 gp	1d10 slashing	6 lb.	Heavy, Two-Handed	Halberds, Glaives, Scimitars
Martial Melee	Tonfa	1 gp	1d6 bludgeoning	2 lb.	Light, Finesse	Club
Martial Ranged	Handcannon	250 gp	4d10 bludgeon	25 lb.	Heavy, Two-Handed, Ammunition, Recoil, Reload (1 shot)	Firearms, Siege Equipment

* Special conditions apply

WEARABLE

BRASS KNUCKLES

Brass knuckles are weapons designed to fit around the knuckles, often with a descending piece to fill the closed palm of a fist. They preserve and concentrate the force of a punch into a smaller contact area with a harder material, thus doing more damage, while also reducing the potential damage to the attacker. A mundane set of brass knuckles weighs 1 lb, cost 5 sp, and add 1 bludgeoning damage to unarmed strikes.

You can not wear gloves while wearing brass knuckles, unless they are fingerless gloves, and you have difficulty manipulating objects while wearing knuckles, preventing you from performing the semantic requirements for spells, giving disadvantage on Sleight of Hand rolls, and preventing you from effectively wielding any other weapons.

SIMPLE MELEE WEAPONS

CHAKRAMS

Chakrams are Simple Melee Weapons, functioning as a cross between a Dagger and a Dart, and anyone proficient with those weapons has proficiency with a Chakram.

A mundane chakram is a flat metal hoop with a sharpened outside edge, costs 10 gp, does 1d6 slashing, weighs 1 lb., and has the finesse, light, and thrown (range 20/60) properties. The chakram must be recovered to be thrown again.

Chakram do not suffer any of the disadvantages of being used underwater.

NUNCHAKUS

Nunchaku are Simple Melee Weapons, functioning as a cross between a Club and a Flail, and anyone proficient with those weapons has proficiency with a Nunchaku.

A mundane nunchaku is two handles of wood with a short chain holding them together at one end. They cost 1 gp, do 1d6 bludgeoning, weighs 1 lb., and have the finesse and light properties.

TESSENS

Tessen are folding fans made with thin sheets of steel or iron, and usually decorated to look like regular folding fans. They are often taken into situations where more obvious weapons would not be allowed, as their sharpened outer edge can cut, or their folded mass can bludgeon. They can also be used defensively when opened.

Mundane Tessen are Simple Melee Weapons, cost 25 gp, weighs 1 lb., and have the Light and Finesse properties. The Tessen can be opened and closed with a flick of the wrist as a bonus action. When closed, the Tessen does 1d6 bludgeoning damage, and when open, it does 1d4 slashing damage and gives +1 AC.

Monks and Rogues have proficiency with Tessen, as does anyone with the Charlatan, Spy, and Entertainer backgrounds.

SIMPLE RANGED WEAPONS

BOOMERANGS

Boomerangs are Simple Ranged Weapons, functioning as a cross between a Javelin and a Club, and anyone proficient with those weapons has proficiency with a Boomerang.

A mundane boomerang costs 10 gp, does 1d4 bludgeoning damage, weighs 1 lb., and has the light, finesse and thrown (range 60/120) properties. Ranged attacks with the boomerang can ignore cover if the thrower has a clear circular path between themselves and the target (ie if the target is hiding behind a pillar, but not around a corner).

They can also target a secondary creature that is on the way to or near their initial target, who must make a Dexterity save against the thrower's hit roll. On a fail they take half the damage rolled, and on a success, they take no damage.

Regardless if the boomerang hits any of its targets, it returns to the thrower's hand. They have disadvantage to attack rolls when used underwater.

MARTIAL MELEE WEAPONS

CHAIN AXES

Chain Axes are Martial Melee Weapons, functioning as a cross between a Flail and a Hand Axe, and anyone proficient with those weapons has proficiency with a Chain Axe.

A mundane chain axe is a 10-foot chain with a broad axe head on one end, and a small weight on the other end for balance. Using a chain axe requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a chain axe. Common chain axe cost 30 gp, do 1d8 slashing, weighs 8 lb., and have the finesse, heavy, two-handed and reach properties, but you have disadvantage on the attack roll with reach.

DUAL-BLADE SWORDS

Dual-Blades are a type of sword with two bladed ends. The shape of the blades can vary, even between the two ends.

Mundane Dual-Blades are Martial Melee Weapons, cost 30 gp, weighs 6 lbs., do 1d8 slashing damage, and have the Two-handed property. Anyone proficient with Longswords or Greatswords has proficiency with Dual-Blades.

A single Dual-Blade can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195, but they require a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Dual-Blade.

KUSARIGAMA

Kusarigama, also known as Chain Sickles, are Martial Melee Weapons, a combination of Sickles and Meteor Hammers, and anyone proficient with those weapons has proficiency with a Kusarigama.

A mundane Kusarigama consists of a sickle with a 10-foot light chain connecting it to a small iron weight. They weigh 4 lbs, cost 10 gp, and have the Finesse, Two-Handed and Reach properties, with the reach only applying to the chain portion.

The sickle does 1d4 Slashing damage, and the weighted end can be used to do 1d4 Bludgeoning damage with Reach, and on a successful hit the target is Grappled and Restrained by the chain. The chain can't be used to attack until the target is freed. The sickle and chain end can be both wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195. Using a Kusarigama requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Kusarigama.

MACUAHUITLS

Macuahuitl are a type of sword where small blades, usually stone pieces like obsidian, are held together by two pieces of wood. They are much more common in areas where metal working is rare, if non-existent.

Mundane Macuahuitl are Martial Melee Weapons, cost 15 gp, weigh 6 lbs., do 1d10 slashing damage, and have the Heavy, Two-handed and properties. Anyone proficient with Greatclubs or Greatswords has proficiency with Macuahuitl.

Due to their piecemeal make, common Macuahuitl risk breaking or loosing blades during combat. If you roll a 1 on an attack with a Macuahuitl, roll another d20. On a 1, the common Macuahuitl gains -1 to its damage. This effect is cumulative, and if the modifier reaches -5, the Macuahuitl is destroyed. Anyone proficient with Carpenter's Tools or Mason's Tools can spend 10 minutes (such as over a short rest) repairing the Macuahuitl, which removes a -1 gained in this fashion.

If you wish, Macuahuitls can be treated as Greatswords for simplicity if desired.

METEOR HAMMERS

Meteor Hammers are Martial Melee Weapons, functioning as a cross between a Flail and a Rope Dart, and anyone proficient with those weapons has proficiency with a Meteor Hammers.

A mundane meteor hammer is a chain with a weight, called heads, on one or both ends. Double Heads are each the size of a fist, while Single Heads are the size of two fists put together. Using a meteor hammer requires a lot of concentration, and so you have disadvantage on Concentration saves while wielding a Meteor Hammer.

SINGLE HEADED

The chain of single head meteor hammers is 20 feet long. Common single headed meteor hammers cost 25 gp, do 1d10 bludgeoning, weigh 8 lb., and have the finesse, heavy, two-handed and reach properties. You can also use the meteor hammer to make an attack out to 20 feet, but you have disadvantage on the attack roll past 10 feet.

DOUBLE HEADED

The chain of double headed meteor hammers is 10 feet long. Common double headed meteor hammers cost 20 gp, do 1d8 bludgeoning, weigh 8 lb., and have the finesse, heavy, two-handed, and reach properties. Double-headed meteor hammers can be wielded like you are fighting with two weapons, per Two-Weapon Fighting on PHB 195.

ROPE DARTS

Rope darts are a Martial Melee Weapon that have a steel dart, often serrated, affixed to the end of a 30-foot rope or chain.

Mundane rope darts weigh an average of 3 lbs, cost 10 gp, do 1d4 piercing damage, and have the Light, Finesse and Thrown (15/30) properties, with the benefit of being able to pull back the Rope Dart to the wielder after an attack as a Bonus Action. Anyone proficient with Darts is also proficient with Rope Darts.

SCYTHES

Scythes are Martial Melee Weapons, functioning as a cross between a Halberd, a Glaive, and a Scimitar, and anyone proficient with any of those weapons has proficiency with a Scythe.

A mundane scythe costs 20 gp, does 1d10 slashing damage, weighs 6lb., and has the heavy and two-handed properties.

Scythes do not gain any benefits from the Polearm Master feat.

TONFA

Tonfa are Martial Melee Weapons that are clubs with a perpendicular handle, so it functions as a more advanced club, and anyone proficient with clubs has proficiency with tonfas.

A mundane tonfa is made of wood, 18 inches long, cost 1 gp, weighs 2 lbs., does 1d6 bludgeoning damage, and has the Light and Finesse properties.

MARTIAL RANGED WEAPONS

HANDCANNONS

Handcannons are Martial Ranged Weapons that are miniature cannons that can be operated by hand. Anyone proficient with Firearms or Siege Equipment is proficient with Handcannons. Handcannons fire 3-inch diameter cast iron balls using gunpowder. The gunpowder and ball can be loaded separately, or together in a paper wrapping.

Mundane handcannons are made of iron and/or steel, look like a small cannon, and often have a sturdy leather strap to help carry and hold the hand cannon. They cost 250 gp, weigh 25 lbs., and have the heavy, two-handed, ammunition, and reload (1 shot) properties. When firing a handcannon, you must resist recoil with a DC 10 Strength save or be knocked prone.

Gunpowder. Each shot needs a minimum of 4 pounds of gunpowder, which costs 50 gp, or 250 gp for a 20 lbs keg (MToF 204).

Handcannon Ball. Using a standard iron Handcannon Ball, which have 3-inch diameters, weigh 4 lbs, and cost 10 gp each, you can make a ranged attack at 300/1200 ft to hit one target, doing 4d10 bludgeoning damage.

Improvised Ammunition. Improvised ammunition like rocks or gravel can be used, but change the damage done and effective range. Using rocks changes the range to 150/600 and does 3d8 bludgeoning. Using gravel/pebbles, the range is 30/120 and does 2d6 piercing damage.

POKEMON INSPIRED WEAPONS AND ITEMS INDEX

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
001	Bulbastaff	Staff ()	Uncommon	Yes	315 gp	PIWI-I 04
002	Ivy Whip	Weapon (Whip)	Rare	No	1520 gp	PIWI-I 04
003	Venusword	Weapon (Greatsword)	Very Rare	Yes	35,000 gp	PIWI-I 04
004	Charmandagger	Weapon (Dagger)	Uncommon	Yes	340 gp	PIWI-I 04
005	Clawmeleon	Wondrous (Claws)	Rare	Yes	1500 gp	PIWI-I 04
006	Charizaber	Weapon (Longsword)	Very Rare	Yes	16,600 gp	PIWI-I 04
007	Squirtaff	Staff ()	Uncommon	Yes	370 gp	PIWI-I 05
008	Warrowtles	Weapon (Shortbow)	Rare	Yes	1800 gp	PIWI-I 05
009	Slashtoise	Weapon (Shortsword)	Very Rare	Yes	19,000 gp	PIWI-I 05
008B	Wartorint	Armor (Splint)	Rare	Yes	2800 gp	PIWI-I 05
009B	Platoise	Armor (Plate)	Very Rare	Yes	29,000 gp	PIWI-I 05
010	Caterspike	Weapon (Dagger)	Common	No	10 gp	PIWI-I 06
011	Menapō	Wondrous (Mask)	Common	No	71 gp	PIWI-I 06
012	Butterod	Rod ()	Uncommon	Yes	120 gp	PIWI-I 06
013	Weedart	Weapon (Rope Dart)	Common	No	23 gp	PIWI-I 06
014	Kakutar	Weapon (Dagger)	Common	No	14 gp	PIWI-I 06
014B	Kakussen	Weapon (Tessen)	Uncommon	Yes	64 gp	PIWI-I 06
015	Halberdrill	Weapon (Spear)	Uncommon	No	165 gp	PIWI-I 06
016	Pugy	Weapon (Dagger)	Common	No	20 gp	PIWI-I 07
017	Pigeoiggi	Weapon (Tessen)	Uncommon	No	230 gp	PIWI-I 07
018	Pidjian	Weapon (Longsword)	Rare	No	2700 gp	PIWI-I 07
019	Rattaltal	Weapon (Shortsword)	Common	No	19 gp	PIWI-I 07
020	Raticleve	Weapon (Glaive)	Uncommon	Yes	820 gp	PIWI-I 07
021	Spearrow	Weapon (Arrow)	Common	No	12 gp	PIWI-I 07
022	Fearbow	Weapon (Shortbow)	Uncommon	Yes	1220 gp	PIWI-I 07
023	Ekahs	Rod ()	Uncommon	No	123 gp	PIWI-I 07
024	Arbokut	Weapon (Greatsword)	Rare	Yes	12,400 gp	PIWI-I 07
023B	Kanssarigama	Weapon (Kusarigama)	Uncommon	Yes	650 gp	PIWI-I 08
024B	Kussarbokgama	Weapon (Kusarigama)	Rare	Yes	2740 gp	PIWI-I 08
025	Pikague	Weapon (Dagger)	Rare	No	1520 gp	PIWI-I 08
026	Raicha	Weapon (Scimitar)	Very Rare	No	26,000 gp	PIWI-I 08
027	Sandshands	Wondrous (Gloves)	Uncommon	No	1720 gp	PIWI-I 08
028	Sandslashers	Wondrous (Claws)	Rare	No	5800 gp	PIWI-I 08
029	Knidoran♀	Weapon (Dagger)	Common	No	29 gp	PIWI-I 09
030	Knidorina	Weapon (Shortsword)	Uncommon	Yes	630 gp	PIWI-I 09
031	Knidoqueen	Weapon (Greatsword)	Rare	Yes	13,000 gp	PIWI-I 09
032	Knidoran♂	Weapon (Dagger)	Common	No	32 gp	PIWI-I 09
033	Knidorino	Weapon (Shortsword)	Uncommon	Yes	633 gp	PIWI-I 09
034	Knidoking	Weapon (Greatsword)	Rare	Yes	13,400 gp	PIWI-I 09
035	Clefey	Wand ()	Uncommon	Yes	350 gp	PIWI-I 10
036	Cannefable	Staff ()	Rare	Yes	3600 gp	PIWI-I 10
037	Vulpin	Weapon (Shortsword)	Uncommon	Yes	673 gp	PIWI-I 10
037B	Rokonkand	Wand ()	Uncommon	Yes	173 gp	PIWI-I 10
038	Vulnuni	Staff (Cursed)	Rare	Yes	1830 gp	PIWI-I 11
039	Jigglyshush	Wand ()	Uncommon	Yes	193 gp	PIWI-I 11
040	Wigglybuff	Staff ()	Rare	Yes	1400 gp	PIWI-I 11
041	Zubollock	Weapon (Dagger, Cursed)	Common	No	5 gp	PIWI-I 11
042	Golbow	Weapon (Longbow)	Uncommon	Yes	2840 gp	PIWI-I 12
043	Oddirk	Weapon (Dagger)	Common	No	34 gp	PIWI-I 12
044	Bloom	Weapon (Rapier)	Uncommon	No	1440 gp	PIWI-I 12
045	Vilefume	Staff ()	Rare	Yes	1350 gp	PIWI-I 12
046	Paracer	Wondrous (Bracer)	Uncommon	No	640 gp	PIWI-I 12
047	Spearasect	Weapon (Spear)	Rare	Yes	1740 gp	PIWI-I 12
048	Venoknat	Weapon (Dagger)	Uncommon	No	284 gp	PIWI-I 12
049	Venowroth	Weapon (Javelin)	Rare	No	1490 gp	PIWI-I 12
050	Digthreat	Weapon (Club)	Common	No	75 gp	PIWI-I 13
051	Dugtrama	Weapon (Maul)	Rare	Yes	2950 gp	PIWI-I 13

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
052	Mewealth	Weapon (Dagger)	Uncommon	Yes	525 gp	PIWI-I 13
053	Persuede	Weapon (Shortsword)	Rare	Yes	3500 gp	PIWI-I 13
054	Psycut	Weapon (Glaive, Cursed)	Uncommon	Yes	1145 gp	PIWI-I 13
055	Golcut	Weapon (Greatsword)	Rare	Yes	15,500 gp	PIWI-I 13
054B	Entessen	Weapon (Tessen, Cursed)	Uncommon	Yes	1245 gp	PIWI-I 14
055B	Entorsen	Weapon (Tessen)	Rare	Yes	6570 gp	PIWI-I 14
056	Mangry	Weapon (Quarterstaff)	Uncommon	Yes	560 gp	PIWI-I 14
057	Primescrape	Wondrous (Gloves)	Rare	Yes	1575 gp	PIWI-I 14
058	Growladius	Weapon (Shortsword)	Uncommon	Yes	855 gp	PIWI-I 14
059	Arcaninaces	Weapon (Greatsword)	Rare	Yes	15,950 gp	PIWI-I 14
060	Polisward	Weapon (Shortsword)	Common	No	60 gp	PIWI-I 15
061	Poliswirl	Staff ()	Rare	Yes	2160 gp	PIWI-I 15
062	Polismash	Wondrous (Gloves)	Very Rare	Yes	6235 gp	PIWI-I 15
063	Stabya	Weapon (Dagger)	Uncommon	No	630 gp	PIWI-I 15
063B	Keisand	Wand ()	Uncommon	Yes	163 gp	PIWI-I 15
064	Kadabō	Staff ()	Rare	Yes	1640 gp	PIWI-I 15
065B	Simsalastaff	Staff ()	Very Rare	Yes	16,530 gp	PIWI-I 16
065	Alakazashi	Weapon (Greatsword)	Very Rare	Yes	16,530 gp	PIWI-I 16
066	Mychop	Wondrous (Knuckledusters)	Uncommon	No	660 gp	PIWI-I 16
067	Mychoke	Weapon (Greatclub)	Rare	Yes	1760 gp	PIWI-I 16
068	Mychamp	Weapon (Twin Spears)	Very Rare	Yes	18,650 gp	PIWI-I 16
069	Bellbout	Weapon (Rapier)	Common	No	90 gp	PIWI-I 17
070	Ringinbell	Staff ()	Uncommon	Yes	1700 gp	PIWI-I 17
070B	Weepinhammer	Weapon (Single Head Meteor Hammer)	Uncommon	Yes	1700 gp	PIWI-I 17
071	Injurebel	Wondrous (Claw)	Rare	Yes	2170 gp	PIWI-I 17
072	Tentathrew	Weapon (Javelin)	Common	No	75 gp	PIWI-I 17
073	Tentarule	Weapon (Lance)	Uncommon	No	730 gp	PIWI-I 17
072B	Tentachain	Armor (Chain Shirt, Cursed)	Uncommon	Yes	2700 gp	PIWI-I 17
073B	Tentoxate	Armor (Breastplate)	Rare	Yes	17,300 gp	PIWI-I 18
074	Geobrute	Weapon (Warhammer)	Uncommon	Yes	1100 gp	PIWI-I 18
075	Gravattan	Armor (Shield)	Rare	Yes	3750 gp	PIWI-I 18
076	Gaulem	Weapon (Maul)	Very Rare	Yes	17,600 gp	PIWI-I 18
077	Pofreta	Weapon (Shortbow)	Uncommon	Yes	1770 gp	PIWI-I 18
078	Rapiflash	Weapon (Longbow)	Rare	Yes	17,800 gp	PIWI-I 18
079	Shellpoke	Weapon (Mace, Cursed)	Uncommon	Yes	397 gp	PIWI-I 19
080	Shellfoe	Weapon (Morningstar, Cursed)	Rare	Yes	3800 gp	PIWI-I 19
080B	Scudobro	Armor (Shield, Cursed)	Rare	Yes	2880 gp	PIWI-I 19
081	Magnebyte	Weapon (Greatclub)	Uncommon	Yes	810 gp	PIWI-I 19
082	Magnegun	Weapon (Revolver)	Rare	Yes	4100 gp	PIWI-I 19
083	Malfetch'd	Weapon (Glaive)	Rare	Yes	3180 gp	PIWI-I 20
084	Bōduo	Weapon (Quarterstaff)	Uncommon	Yes	180 gp	PIWI-I 20
085	Bowdrio	Weapon (Longbow)	Rare	Yes	15,800 gp	PIWI-I 20
086	Dewrod	Rod ()	Uncommon	Yes	285 gp	PIWI-I 20
087	Dewlong	Weapon (Pike)	Rare	Yes	2500 gp	PIWI-I 20
088	Grimi	Weapon (Shortsword)	Uncommon	Yes	880 gp	PIWI-I 20
089	Mukchuk	Wondrous (Gloves)	Rare	Yes	2980 gp	PIWI-I 20
090	Desheller	Weapon (Mace)	Uncommon	Yes	900 gp	PIWI-I 21
091	Crayster	Weapon (Spear)	Rare	Yes	1910 gp	PIWI-I 21
091B	Cloyshield	Armor (Shield)	Rare	Yes	2910 gp	PIWI-I 21
092	Slashly	Weapon (Longsword)	Uncommon	Yes	920 gp	PIWI-I 21
093	Hauntlers	Wondrous (Gauntlets)	Rare	Yes	3900 gp	PIWI-I 21
094	Kyōgengar	Wondrous (Mask)	Very Rare	Yes	14,900 gp	PIWI-I 21
095	Onik	Weapon (Greatsword)	Rare	Yes	10,950 gp	PIWI-I 22
095B	Iwarklint	Armor (Splint, Cursed)	Rare	Yes	7950 gp	PIWI-I 22
096	Drowzer	Weapon (Mace)	Uncommon	Yes	690 gp	PIWI-I 22
097	Hypnodachi	Weapon (Dagger)	Rare	Yes	1970 gp	PIWI-I 22
098	Grabby	Weapon (Mace)	Uncommon	No	980 gp	PIWI-I 22
099	Klingler	Weapon (Warhammer)	Rare	No	1990 gp	PIWI-I 22

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
100	Boltorb	Wondrous (Orb, Consumable)	Common	No	100 gp	PIWI-I 23
101	Elecsplode	Weapon (Mace)	Uncommon	No	1010 gp	PIWI-I 23
102	Tamawama	Weapon (Mace)	Uncommon	Yes	470 gp	PIWI-I 23
103	Exegcutor	Weapon (Longsword)	Rare	Yes	1300 gp	PIWI-I 23
104	Cutbone	Weapon (Rapier)	Uncommon	Yes	1400 gp	PIWI-I 23
105	Marowack	Weapon (Quarterstaff)	Rare	Yes	5100 gp	PIWI-I 23
106	Powamular	Wondrous (Shoes)	Rare	Yes	1650 gp	PIWI-I 24
107	Ebibrawler	Wondrous (Gloves)	Rare	Yes	1650 gp	PIWI-I 24
108	Whipitung	Weapon (Whip)	Rare	Yes	1800 gp	PIWI-I 24
109	Bopping	Weapon (Mace)	Uncommon	Yes	910 gp	PIWI-I 24
110	Matadogun	Weapon (Hunting Rifle)	Rare	Yes	6100 gp	PIWI-I 25
111	Diehorn	Weapon (Greatsword)	Uncommon	No	2900 gp	PIWI-I 25
112	Rhybrawn	Weapon (Pike)	Rare	No	4200 gp	PIWI-I 25
113	Chanstaff	Staff ()	Rare	Yes	1310 gp	PIWI-I 26
114	Tanglove	Wondrous (Gloves)	Rare	Yes	1410 gp	PIWI-I 26
115	Kangaskhanda	Weapon (Greatsword)	Rare	Yes	15,100 gp	PIWI-I 26
116	Spraysea	Weapon (Pistol)	Uncommon	Yes	885 gp	PIWI-I 26
117	Seadravolver	Weapon (Revolver)	Rare	Yes	7110 gp	PIWI-I 27
118	Goldarrow	Weapon (Arrow)	Common	No	18 gp	PIWI-I 27
119	Poisstaff	Staff ()	Uncommon	Yes	191 gp	PIWI-I 27
120	Starthrew	Wondrous (Glove)	Uncommon	Yes	210 gp	PIWI-I 27
121	Starmiao dao	Weapon (Greatsword)	Rare	Yes	10,210 gp	PIWI-I 27
121B	Starmerang	Weapon (Boomerang)	Rare	Yes	2940 gp	PIWI-I 28
122	Mr. Marotte	Rod (Cursed)	Rare	Yes	1220 gp	PIWI-I 28
123	Inscyther	Weapon (Scythe)	Rare	Yes	5100 gp	PIWI-I 28
124	Rodela	Rod ()	Rare	Yes	1240 gp	PIWI-I 28
125	Electana	Weapon (Greatsword)	Rare	Yes	12,500 gp	PIWI-I 29
125B	Eleboomerang	Weapon (Boomerang)	Rare	Yes	2950 gp	PIWI-I 29
126	Magmaki	Weapon (Greatsword)	Rare	Yes	12,600 gp	PIWI-I 29
126B	Chakmagmar	Weapon (Chakram, Cursed)	Rare	Yes	2160 gp	PIWI-I 29
127	Pikisir	Weapon (Pike)	Rare	Yes	2170 gp	PIWI-I 30
128	Taurammer	Weapon (Warhammer)	Rare	Yes	3800 gp	PIWI-I 30
129	Magikrod	Rod (Cursed)	Common	Yes	30 gp	PIWI-I 30
130	Gyaradachi	Weapon (Greatsword)	Rare	Yes	13,000 gp	PIWI-I 30
131	Lapraft	Staff ()	Very Rare	Yes	13,100 gp	PIWI-I 30
132	Metawand	Wand ()	Very Rare	Yes	13,200 gp	PIWI-I 30
133	Devee	Weapon (Dagger)	Rare	Yes	1600 gp	PIWI-I 31
134	Vaporent	Weapon (Trident)	Very Rare	Yes	13,500 gp	PIWI-I 31
135	Joltike	Weapon (Pike)	Very Rare	Yes	13,500 gp	PIWI-I 31
136	Flarebōn	Staff ()	Very Rare	Yes	13,500 gp	PIWI-I 31
137	Porygong	Weapon (Mace)	Very Rare	Yes	13,700 gp	PIWI-I 32
138	Omacyte	Weapon (Mace)	Rare	Yes	3810 gp	PIWI-I 32
139	Omasward	Weapon (Macuahuitl)	Very Rare	Yes	19,300 gp	PIWI-I 32
138B	Omanyteld	Armor (Shield, Cursed)	Rare	Yes	3810 gp	PIWI-I 32
139B	Omasshield	Armor (Shield)	Very Rare	Yes	19,300 gp	PIWI-I 32
140	Kabuclaw	Wondrous (Claws)	Rare	Yes	6400 gp	PIWI-I 33
141	Kabushot	Weapon (Heavy Crossbow)	Very Rare	Yes	41,100 gp	PIWI-I 33
142	Aerodactar	Weapon (Scimitar)	Very Rare	Yes	24,100 gp	PIWI-I 33
143	Snorwack	Weapon (Greatclub, Cursed)	Very Rare	Yes	13,400 gp	PIWI-I 33
144	Arpikuno	Weapon (Pike)	Legendary	Yes	180,000 gp	PIWI-I 34
145	Zapbos	Weapon (Longbow)	Legendary	Yes	190,000 gp	PIWI-I 35
146	Moltrestoc	Weapon (Longsword)	Legendary	Yes	200,000 gp	PIWI-I 36
147	Dagtini	Weapon (Dagger)	Rare	Yes	4710 gp	PIWI-I 37
148	Dragonarica	Staff ()	Very Rare	Yes	14,800 gp	PIWI-I 37
149	Dragonihonto	Weapon (Longsword)	Legendary	Yes	149,000 gp	PIWI-I 37
150	Mewtwodao	Weapon (Greatsword)	Legendary	Yes	250,000 gp	PIWI-I 38
151	Mewang	Weapon (Dagger)	Artifact	Yes	NA	PIWI-I 39

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
???	MissingNaginata	Weapon (Glaive, Cursed)	Artifact	Yes	NA	PIWI-I 40
???	Scythe of the Vengeful Mother	Weapon (Scythe)	Artifact	Yes	NA	PIWI-I 41
152	Chikoritang	Weapon (Boomerang)	Uncommon	Yes	625 gp	PIWI-II 04
153	Baylaive	Weapon (Glaive)	Rare	Yes	5310 gp	PIWI-II 04
154	Meganistaff	Staff ()	Very Rare	Yes	15,400 gp	PIWI-II 04
155	Cyndaquilamp	Wondrous (Lamp)	Uncommon	Yes	155 gp	PIWI-II 04
155B	Hinoarasen	Weapon (Tessen)	Uncommon	Yes	1550 gp	PIWI-II 04
156	Magmakram	Weapon (Chakram)	Rare	Yes	3560 gp	PIWI-II 04
157	Typhlance	Weapon (Lance)	Very Rare	Yes	15,700 gp	PIWI-II 05
158	Totodagger	Weapon (Dagger)	Uncommon	Yes	285 gp	PIWI-II 05
159	Croconaxe	Weapon (Battleaxe)	Rare	Yes	2950 gp	PIWI-II 05
160	Feraligaxe	Weapon (Greataxe)	Very Rare	Yes	26,000 gp	PIWI-II 05
161	Sentwak	Weapon (Greatclub)	Common	Yes	16 gp	PIWI-II 05
162	Furracet	Wondrous (Bracer)	Uncommon	Yes	162 gp	PIWI-II 05
163	Cutehoot	Wondrous (Fan)	Common	No	15 gp	PIWI-II 06
164	Noctbow	Weapon (Longbow)	Uncommon	Yes	2640 gp	PIWI-II 06
165	Ledaga	Weapon (Dagger, Cursed)	Common	Yes	16 gp	PIWI-II 06
166	Rodian	Rod ()	Uncommon	Yes	166 gp	PIWI-II 06
167	Spinadart	Weapon (Blowgun)	Common	No	76 gp	PIWI-II 06
168	Ariadosasu	Wondrous (Bracer)	Uncommon	Yes	186 gp	PIWI-II 06
169	Crobow	Weapon (Longbow)	Rare	Yes	10,690 gp	PIWI-II 06
170	Chinchokutō	Weapon (Shortsword)	Uncommon	Yes	710 gp	PIWI-II 07
170B	Chonchammer	Weapon (Double Head Meteor Hammer)	Uncommon	Yes	1700 gp	PIWI-II 07
171	Lantaiaha	Staff ()	Rare	Yes	1710 gp	PIWI-II 07
172	Pichuriken	Weapon (Rope Darts)	Uncommon	Yes	721 gp	PIWI-II 07
173	Cleffammer	Weapon (Warhammer)	Common	No	73 gp	PIWI-II 07
174	Igglyfluff	Wand ()	Common	Yes	74 gp	PIWI-II 07
175	Togespike	Weapon (Morningstar)	Uncommon	Yes	850 gp	PIWI-II 08
176	Togetachic	Weapon (Longsword)	Rare	Yes	6710 gp	PIWI-II 08
177	Kunaitu	Weapon (Daggers)	Uncommon	Yes	1770 gp	PIWI-II 08
178	Xatumi	Weapon (Light Crossbow)	Rare	Yes	7180 gp	PIWI-II 08
179	Marrod	Rod ()	Uncommon	Yes	260 gp	PIWI-II 09
180	Staaffy	Weapon (Quarterstaff)	Rare	Yes	1800 gp	PIWI-II 09
181	Ampearos	Weapon (Spear)	Very Rare	Yes	18,100 gp	PIWI-II 09
182	Chakireihana	Weapon (Chakram)	Very Rare	Yes	18,200 gp	PIWI-II 09
183	Marail	Weapon (Flail)	Uncommon	Yes	840 gp	PIWI-II 09
184	Stazumarill	Weapon (Quarterstaff)	Rare	Yes	1840 gp	PIWI-II 09
185	Sudochuku	Weapon (Nunchaku, Cursed)	Very Rare	Yes	10,850 gp	PIWI-II 10
186	Politotokia	Weapon (Greatclub)	Very Rare	Yes	18,600 gp	PIWI-II 10
187	Hopwhip	Weapon (Whip)	Common	No	79 gp	PIWI-II 10
188	Skipbloom	Staff ()	Uncommon	Yes	188 gp	PIWI-II 10
189	Jumplume	Wondrous (Fan)	Rare	Yes	8190 gp	PIWI-II 10
190	Aipomace	Weapon (Mace)	Rare	Yes	1990 gp	PIWI-II 11
191	Sundirk	Weapon (Dagger, Cursed)	Uncommon	Yes	391 gp	PIWI-II 11
192	Sunflorattan	Armor (Shield, Cursed)	Rare	Yes	2910 gp	PIWI-II 11
193	Yanmitar	Weapon (Scimitar)	Rare	Yes	9130 gp	PIWI-II 11
194	Wanper	Wand ()	Common	No	94 gp	PIWI-II 11
195	Quagshillelagh	Weapon (Greatclub, Cursed)	Uncommon	Yes	195 gp	PIWI-II 11
196	Espeand	Wand ()	Very Rare	Yes	16,350 gp	PIWI-II 12
197	Umbrekujō	Staff ()	Very Rare	Yes	16,350 gp	PIWI-II 12
198	Sickrow	Weapon (Sickle)	Rare	Yes	1980 gp	PIWI-II 12
199	Yadentking	Weapon (Trident)	Rare	Yes	1990 gp	PIWI-II 12
200	Mosoreavus	Weapon (Shortsword)	Rare	Yes	3000 gp	PIWI-II 12
201	Unowndachi	Weapon (Greatsword)	Legendary	Yes	201,000 gp	PIWI-II 13
202	Wobbaton	Weapon (Club)	Rare	Yes	2200 gp	PIWI-II 13
203	Girafarod	Rod ()	Rare	Yes	2030 gp	PIWI-II 14

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
204	Pineteor	Weapon (Single Head Meteor Hammer)	Rare	Yes	6000 gp	PIWI-II 14
205	Forretrexpode	Weapon (Handcannon)	Very Rare	Yes	15,200 gp	PIWI-II 14
204B	Pomdesplint	Armor (Splint, Cursed)	Rare	Yes	9400 gp	PIWI-II 14
205B	Forlatos	Armor (Plate)	Very Rare	Yes	35,200 gp	PIWI-II 14
206	Drillsparce	Rod (Cursed)	Rare	Yes	2060 gp	PIWI-II 15
207	Gligalor	Weapon (Rapier)	Rare	Yes	7200 gp	PIWI-II 15
207B	Gligarmor	Armor (Studded Leather)	Rare	Yes	12,700 gp	PIWI-II 15
208	Staxelix	Weapon (Chain Axe)	Very Rare	Yes	28,200 gp	PIWI-II 15
208B	Hagateil	Armor (Plate)	Very Rare	Yes	42,800 gp	PIWI-II 15
209	Knuckull	Wondrous (Brass knuckles, Cursed)	Rare	Yes	2900 gp	PIWI-II 16
210	Granbollock	Weapon (Dagger)	Very Rare	Yes	12,100 gp	PIWI-II 16
211	Qwilflail	Weapon (Flail)	Rare	Yes	3100 gp	PIWI-II 16
212	Scizord	Weapon (Shortsword, Flail)	Very Rare	Yes	18,410 gp	PIWI-II 16
213	Sknuckle	Wondrous (Glove, Cursed)	Rare	Yes	1320 gp	PIWI-II 17
214	Herapikross	Weapon (Pike)	Rare	Yes	2500 gp	PIWI-II 17
215	Nyuclaws	Wondrous (Claws)	Rare	Yes	7510 gp	PIWI-II 17
216	Hamegumar	Weapon (Warhammer)	Rare	Yes	6210 gp	PIWI-II 17
217	Kumaring	Wondrous (Ring)	Very Rare	Yes	7300 gp	PIWI-II 17
217B	Ursaxe	Weapon (Chain Axe)	Very Rare	Yes	27,100 gp	PIWI-II 18
218	Magmarrow	Weapon (Arrow)	Rare	Yes	1280 gp	PIWI-II 18
219	Magcauldron	Wondrous (Cauldron)	Very Rare	Yes	6920 gp	PIWI-II 18
220	Swiglove	Wondrous (Gloves)	Uncommon	Yes	220 gp	PIWI-II 19
221	Pilospear	Weapon (Spear)	Rare	Yes	1220 gp	PIWI-II 19
222	Corsolance	Weapon (Lance)	Rare	Yes	3220 gp	PIWI-II 19
223	Archeraid	Weapon (Shortbow, Cursed)	Rare	Yes	5200 gp	PIWI-II 19
224	Octullet	Weapon (Revolver)	Very Rare	Yes	19,220 gp	PIWI-II 20
225	Cadoistaff	Staff ()	Rare	Yes	2250 gp	PIWI-II 20
226	Mantaijijian	Weapon (Twin Shortswords)	Very Rare	Yes	27,600 gp	PIWI-II 20
227	Fanzaeron	Wondrous (Fan)	Very Rare	Yes	17,220 gp	PIWI-II 21
228	Houndao	Weapon (Shortsword)	Rare	Yes	2800 gp	PIWI-II 21
229	Démoloscythe	Weapon (Scythe)	Very Rare	Yes	19,220 gp	PIWI-II 21
230	Kingdrifle	Weapon (Hunting Rifle)	Very Rare	Yes	23,000 gp	PIWI-II 21
231	Phandpy	Wand ()	Rare	Yes	1320 gp	PIWI-II 21
232	Donpike	Weapon (Pike)	Very Rare	Yes	18,220 gp	PIWI-II 22
233	Poryguntu	Weapon (Laser Pistol)	Very Rare	Yes	73,300 gp	PIWI-II 22
234	Staffler	Staff ()	Very Rare	Yes	17,340 gp	PIWI-II 22
235	Dobrush	Wondrous (Paintbrush, Cursed)	Very Rare	Yes	17,350 gp	PIWI-II 23
236	Tyroguard	Armor (Spaulder)	Uncommon	No	236 gp	PIWI-II 23
237	Kapikera	Weapon (Pike)	Rare	Yes	2370 gp	PIWI-II 23
238	Muchuglove	Wondrous (Gloves)	Uncommon	Yes	185 gp	PIWI-II 23
239	Elekiyoga	Weapon (Club)	Uncommon	No	195 gp	PIWI-II 23
240	Maglampy	Wondrous (Lamp)	Uncommon	Yes	60 gp	PIWI-II 24
241	Milstar	Weapon (Morningstar)	Very Rare	Yes	16,000 gp	PIWI-II 24
242	Blisseyumi	Weapon (Longbow)	Very Rare	Yes	42,200 gp	PIWI-II 24
243	Raikloves	Wondrous (Gloves)	Legendary	Yes	144,000 gp	PIWI-II 25
244	Enteint	Weapon (Trident)	Legendary	Yes	154,000 gp	PIWI-II 26
245	Syumicune	Weapon (Longbow)	Legendary	Yes	245,000 gp	PIWI-II 27
246	Yodrillas	Wondrous (Drill)	Rare	No	2460 gp	PIWI-II 28
247	Sanagirmask	Wondrous (Mask, Cursed)	Very Rare	Yes	7420 gp	PIWI-II 28
248	Tybangitar	Weapon (Greatclub)	Legendary	Yes	68,000 gp	PIWI-II 28
249	Lungia	Weapon (Longbow)	Legendary	Yes	294,000 gp	PIWI-II 29
250	Shakuhō-Oh	Staff ()	Legendary	Yes	275,000 gp	PIWI-II 30
251	Celebito	Wondrous (Instrument, Harp)	Artifact	Yes	NA	PIWI-II 31
252	Treeckand	Wand ()	Uncommon	Yes	155 gp	PIWI-III 04
253	Grovyna	Weapon (Longsword)	Rare	Yes	5230 gp	PIWI-III 04
254	Sceptuitl	Weapon (Macuahuitl)	Very Rare	Yes	17,400 gp	PIWI-III 04

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
255	Torchiwa	Wondrous (Fan)	Uncommon	Yes	175 gp	PIWI-III 04
256	Comblocken	Wondrous (Shinguards)	Rare	Yes	1580 gp	PIWI-III 04
257	Blaziklaw	Wondrous (Gloves)	Very Rare	Yes	15,900 gp	PIWI-III 04
258	Mudkhopz	Weapon (Handaxe)	Uncommon	Yes	528 gp	PIWI-III 05
259	Marshchop	Weapon (Battleaxe)	Rare	Yes	2950 gp	PIWI-III 05
260	Swamphurt	Weapon (Dual-blade sword)	Very Rare	Yes	26,000 gp	PIWI-III 05
261	Punyena	Weapon (Dagger)	Common	Yes	55 gp	PIWI-III 05
262	Spaerna	Weapon (Spear)	Uncommon	Yes	155 gp	PIWI-III 05
263	Zigzagzuchi	Weapon (Light hammer)	Common	Yes	65 gp	PIWI-III 05
264	Linoobi	Wondrous (Sash)	Uncommon	Yes	165 gp	PIWI-III 05
265	Whumple	Wondrous (Brass Knuckles)	Common	No	65 gp	PIWI-III 06
266	Whilcoon	Weapon (Whip)	Uncommon	Yes	266 gp	PIWI-III 06
267	Beautiflyumi	Weapon (Longbow)	Rare	Yes	12,670 gp	PIWI-III 06
268	Dagcoon	Weapon (Dagger)	Uncommon	Yes	268 gp	PIWI-III 06
269	Dustoxsen	Weapon (Tessen)	Rare	Yes	6290 gp	PIWI-III 06
270	Rotad	Rod ()	Common	Yes	72 gp	PIWI-III 06
271	Glombre	Wondrous (Glove)	Uncommon	Yes	280 gp	PIWI-III 06
272	Ludichokutō	Weapon (Shortsword)	Rare	Yes	2720 gp	PIWI-III 07
273	Painipiot	Weapon (Flail)	Common	Yes	75 gp	PIWI-III 07
274	Konohachiwara	Weapon (Dagger)	Uncommon	Yes	275 gp	PIWI-III 07
275	Staftry	Weapon (Quarterstaff)	Rare	Yes	2750 gp	PIWI-III 07
276	Subamerang	Weapon (Boomerang)	Uncommon	Yes	690 gp	PIWI-III 07
277	Swellbow	Weapon (Longbow)	Rare	Yes	12,770 gp	PIWI-III 07
278	Camomerang	Weapon (Boomerang)	Uncommon	Yes	782 gp	PIWI-III 08
279	Pelippurabu	Weapon (Greatclub)	Rare	Yes	1800 gp	PIWI-III 08
280	Taralts	Wand ()	Uncommon	Yes	280 gp	PIWI-III 08
281	Kirlichemarde	Weapon (Rapier)	Rare	Yes	8210 gp	PIWI-III 08
282	Gardarvölr	Staff ()	Very Rare	Yes	18,300 gp	PIWI-III 08
283	Ametaff	Staff ()	Uncommon	Yes	275 gp	PIWI-III 09
284	Amemorbs	Wondrous (Orbs)	Rare	Yes	1800 gp	PIWI-III 09
285	Shroobash	Weapon (Club)	Uncommon	Yes	285 gp	PIWI-III 09
286	Chapigtonfa	Weapon (Tonfa)	Rare	Yes	1960 gp	PIWI-III 09
287	Slakloth	Wondrous (Sash, Cursed)	Uncommon	Yes	287 gp	PIWI-III 10
288	Vigorough	Wondrous (Gloves, Cursed)	Rare	Yes	1890 gp	PIWI-III 10
289	Slugking	Weapon (Greatclub, Cursed)	Very Rare	Yes	19,900 gp	PIWI-III 10
290	Nincadart	Weapon (Dart)	Uncommon	No	290 gp	PIWI-III 10
291	Ninjachi	Weapon (Shortsword)	Rare	Yes	2910 gp	PIWI-III 10
292	Scydinja	Weapon (Scythe)	Very Rare	Yes	29,200 gp	PIWI-III 11
293	Whisporone	Wand ()	Uncommon	No	239 gp	PIWI-III 11
294	Bamboumjo	Wondrous (Instrument, Banjo)	Rare	Yes	2490 gp	PIWI-III 11
295	Brouhorm	Wondrous (Instrument, Horn)	Very Rare	Yes	15,910 gp	PIWI-III 11
296	Makuhitem	Wondrous (Gloves)	Uncommon	Yes	295 gp	PIWI-III 11
297	Handiyama	Wondrous (Gloves)	Rare	Yes	1980 gp	PIWI-III 12
298	Azurail	Weapon (Flail)	Common	No	30 gp	PIWI-III 12
299	Nosepike	Weapon (Pike)	Uncommon	Yes	929 gp	PIWI-III 12
300	Faneco	Wondrous (Fan)	Common	No	30 gp	PIWI-III 12
301	Delstaffy	Staff ()	Uncommon	Yes	310 gp	PIWI-III 13
302	Sablelet	Wondrous (Bracelet)	Very Rare	Yes	12,300 gp	PIWI-III 13
303	Mawitar	Weapon (Scimitar)	Very Rare	Yes	30,300 gp	PIWI-III 13
304	Aronmah	Weapon (Single Head Meteor Hammer)	Uncommon	Yes	1340 gp	PIWI-III 14
305	Laxeron	Weapon (Battleaxe)	Rare	Yes	3500 gp	PIWI-III 14
306	Stohlance	Weapon (Lance)	Very Rare	Yes	16,300 gp	PIWI-III 14
307	Medititaff	Weapon (Quarterstaff)	Uncommon	Yes	370 gp	PIWI-III 14
308	Medichakujō	Weapon (Quarterstaff)	Rare	Yes	1830 gp	PIWI-III 14
309	Rakurb	Wondrous (Orb)	Uncommon	No	120 gp	PIWI-III 14
310	Mameluktric	Weapon (Dual-Blade sword)	Rare	Yes	7700 gp	PIWI-III 15

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
311	Pluslao	Weapon (Shortsword)	Uncommon	No	632 gp	PIWI-III 15
312	Minuntot	Weapon (Shortsword)	Uncommon	No	632 gp	PIWI-III 15
313	Volbele	Weapon (Shortsword)	Uncommon	No	643 gp	PIWI-III 15
314	Illumace	Weapon (Mace)	Uncommon	No	440 gp	PIWI-III 15
315	Bozélia	Weapon (Shortbow)	Uncommon	Yes	1530 gp	PIWI-III 15
316	Glorbti	Wondrous (Orb)	Uncommon	No	120 gp	PIWI-III 16
317	Maruhorn	Weapon (Instrument, Horn)	Rare	Yes	1730 gp	PIWI-III 16
318	Carvanhachiwara	Weapon (Dual-Blade Sword)	Uncommon	Yes	1830 gp	PIWI-III 16
319	Sharpedao	Weapon (Shortsword, Dagger, Battleaxe)	Rare	Yes	3910 gp	PIWI-III 16
320	Hoeruklub	Weapon (Greatclub)	Uncommon	Yes	230 gp	PIWI-III 16
321	Taihörd	Weapon (Handcannon)	Rare	Yes	8880 gp	PIWI-III 17
322	Cawasub	Staff ()	Uncommon	Yes	340 gp	PIWI-III 17
323	Caméruption	Staff ()	Rare	Yes	2330 gp	PIWI-III 17
324	Torchkoal	Wondrous (Flamethrower)	Rare	Yes	9000 gp	PIWI-III 17
325	Spoiwk	Weapon (Whip, Cursed)	Uncommon	Yes	235 gp	PIWI-III 17
326	Chagrampig	Weapon (Chakram)	Rare	Yes	2900 gp	PIWI-III 18
327	Pandrill	Wondrous (Drill, Cursed)	Uncommon	Yes	570 gp	PIWI-III 18
328	Kraknack	Weapon (Mace)	Uncommon	Yes	328 gp	PIWI-III 18
329	Vibowave	Weapon (Longbow)	Rare	Yes	13,290 gp	PIWI-III 18
330	Liberdra	Weapon (Halberd)	Very Rare	Yes	24,000 gp	PIWI-III 18
331	Cacneaxe	Weapon (Battleaxe)	Uncommon	Yes	700 gp	PIWI-III 19
332	Cacthe	Weapon (Scythe)	Rare	Yes	5300 gp	PIWI-III 19
333	Swarblu	Weapon (Arrow)	Uncommon	No	360 gp	PIWI-III 19
334	Tyltalance	Weapon (Lance)	Very Rare	Yes	17,300 gp	PIWI-III 19
335	Zangoosica	Weapon (Dual Daggers)	Very Rare	Yes	33,500 gp	PIWI-III 19
336	Habuvu	Weapon (Dual Daggers)	Very Rare	Yes	33,600 gp	PIWI-III 20
337	Lunataff	Staff ()	Rare	Yes	3370 gp	PIWI-III 20
338	Solkram	Weapon (Chakram)	Rare	Yes	3380 gp	PIWI-III 20
339	Barboachiwara	Weapon (Dagger)	Uncommon	Yes	390 gp	PIWI-III 20
340	Wahaikash	Weapon (Greatclub)	Rare	Yes	1430 gp	PIWI-III 21
341	Katarphish	Weapon (Dagger)	Uncommon	Yes	340 gp	PIWI-III 21
342	Crondaunt	Weapon (Handcannon)	Rare	Yes	9000 gp	PIWI-III 21
343	Balilao	Weapon (Shortsword)	Uncommon	Yes	640 gp	PIWI-III 21
344	Lepumentaff	Staff ()	Rare	Yes	1380 gp	PIWI-III 22
345	Whileep	Weapon (Whip)	Rare	Yes	1345 gp	PIWI-III 22
346	Cerdily	Weapon (Halberd)	Very Rare	Yes	17,600 gp	PIWI-III 22
347	Anoriwa	Wondrous (Fan)	Rare	Yes	1347 gp	PIWI-III 22
348	Armaldythe	Weapon (Scythe)	Very Rare	Yes	18,430 gp	PIWI-III 22
349	Fanbas	Wondrous (Fan, Cursed)	Rare	Yes	1331 gp	PIWI-III 22
350	Milokross	Weapon (Longsword)	Very Rare	Yes	15,350 gp	PIWI-III 23
350B	Miclotak	Wondrous (Cloak)	Very Rare	Yes	13,500 gp	PIWI-III 23
351	Météowand	Wand ()	Very Rare	Yes	16,350 gp	PIWI-III 23
352	Keclove	Wondrous (Glove)	Very Rare	Yes	23,500 gp	PIWI-III 24
353	Stappet	Staff ()	Rare	Yes	2450 gp	PIWI-III 24
354	Juppetana	Weapon (Longsword)	Very Rare	Yes	17,500 gp	PIWI-III 24
355	Skeléknok	Wondrous (Glove)	Rare	Yes	1355 gp	PIWI-III 24
356	Duscimilops	Weapon (Scimitar)	Very Rare	Yes	35,600 gp	PIWI-III 25
357	Tropowus	Weapon (Longbow, Cursed)	Rare	Yes	13,570 gp	PIWI-III 25
358	Chiméoko	Staff ()	Very Rare	Yes	13,850 gp	PIWI-III 25
359	Abscythe	Weapon (Scythe)	Very Rare	Yes	19,350 gp	PIWI-III 25
360	Issomerang	Weapon (Boomerang)	Uncommon	Yes	630 gp	PIWI-III 26
361	Spearunt	Weapon (Spear)	Rare	Yes	3610 gp	PIWI-III 26
362	Firnonstar	Weapon (Morningstar)	Very Rare	Yes	16,320 gp	PIWI-III 26
363	Spheaxe	Weapon (Battleaxe)	Uncommon	Yes	633 gp	PIWI-III 26
364	Tobowgler	Weapon (Shortbow)	Rare	Yes	6430 gp	PIWI-III 26
365	Walraisaxe	Weapon (Greataxe)	Very Rare	Yes	33,350 gp	PIWI-III 26

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
366	Clampeurise	Armor (Shield)	Rare	Yes	3660 gp	PIWI-III 27
367	Huntaive	Weapon (Glaive)	Very Rare	Yes	19,700 gp	PIWI-III 27
368	Goraflyss	Weapon (Rapier)	Very Rare	Yes	23,480 gp	PIWI-III 27
369	Religunth	Weapon (Pistol)	Very Rare	Yes	36,900 gp	PIWI-III 27
370	Luvdiva	Weapon (Shortbow)	Uncommon	Yes	1370 gp	PIWI-III 28
371	Bangon	Wondrous (Gloves)	Rare	Yes	1730 gp	PIWI-III 28
372	Draxehaus	Weapon (Greataxe)	Very Rare	Yes	23,700 gp	PIWI-III 28
373	Salexance	Weapon (Lance, Greataxe)	Legendary	Yes	137,300 gp	PIWI-III 28
374	Belmace	Weapon (Mace)	Rare	Yes	3740 gp	PIWI-III 28
375	Metwange	Weapon (Warhammer, Flail)	Very Rare	Yes	17,350 gp	PIWI-III 29
376	Mateugross	Weapon (Dual Longswords, Body Harness)	Legendary	Yes	376,000 gp	PIWI-III 29
376B	Maultagross	Weapon (Maul)	Legendary	Yes	76,300 gp	PIWI-III 29
377	Wreckirock	Weapon (Greatclub)	Legendary	Yes	77,300 gp	PIWI-III 30
378	Regalice	Weapon (Morningstar)	Legendary	Yes	87,300 gp	PIWI-III 31
379	Edgysteel	Weapon (Greatsword)	Legendary	Yes	179,300 gp	PIWI-III 32
380	Fleuratias	Weapon (Rapier)	Legendary	Yes	138,000 gp	PIWI-III 33
381	Latgeios	Weapon (Pike)	Legendary	Yes	83,500 gp	PIWI-III 34
382	Kyogrent	Weapon (Trident)	Legendary	Yes	185,500 gp	PIWI-III 35
383	Grouswordon	Weapon (Greastsword)	Legendary	Yes	186,000 gp	PIWI-III 36
384	Rayquazance	Weapon (Lance)	Legendary	Yes	187,000 gp	PIWI-III 37
385	Jirashikujō	Staff ()	Artifact	Yes	NA	PIWI-III 38
386	Denaxyshift	Weapon (Dual-Blade Sword, Rapier, Shield, Duel Daggers)	Artifact	Yes	NA	PIWI-III 39
387	Naxetle	Weapon (Handaxe)	Uncommon	Yes	387 gp	PIWI-IV 04
388	Grotletto	Weapon (Dual Daggers)	Rare	Yes	3880 gp	PIWI-IV 04
389	Torterraul	Weapon (Maul)	Very Rare	Yes	18,390 gp	PIWI-IV 04
390	Chimchajra	Weapon (Dual Clubs)	Uncommon	Yes	390 gp	PIWI-IV 04
391	Monfacón	Weapon (Dual Daggers)	Rare	Yes	3910 gp	PIWI-IV 04
392	Jinferuyi	Staff ()	Very Rare	Yes	19,320 gp	PIWI-IV 04
393	Pipyalup	Weapon (Dagger)	Uncommon	Yes	195 gp	PIWI-IV 05
394	Prinutiplup	Weapon (Dual-Blade Sword)	Rare	Yes	7900 gp	PIWI-IV 05
395	Tridemoleon	Weapon (Trident)	Very Rare	Yes	19,250 gp	PIWI-IV 05
396	Starletto	Weapon (Dagger)	Common	Yes	99 gp	PIWI-IV 05
397	Sturabuvia	Weapon (Greatclub)	Uncommon	Yes	379 gp	PIWI-IV 05
398	Staraptachi	Weapon (Dual Shortswords)	Rare	Yes	3980 gp	PIWI-IV 05
399	Biboff	Wondrous (Brass Knuckle, Cursed)	Common	Yes	39 gp	PIWI-IV 06
400	Beadarudge	Weapon (Greatclub, Cursed)	Uncommon	Yes	400 gp	PIWI-IV 06
401	Korobashi	Weapon (Club)	Common	Yes	41 gp	PIWI-IV 06
402	Kusaricketune	Weapon (Kusarigama)	Uncommon	Yes	420 gp	PIWI-IV 06
403	Sheiwax	Weapon (Club)	Uncommon	Yes	430 gp	PIWI-IV 06
404	Katuxio	Weapon (Dagger)	Rare	Yes	1440 gp	PIWI-IV 07
405	Vouluxray	Weapon (Glaive)	Very Rare	Yes	19,000 gp	PIWI-IV 07
406	Knospaff	Staff ()	Uncommon	No	64 gp	PIWI-IV 07
407	Rozurestoc	Weapon (Longsword)	Rare	Yes	4700 gp	PIWI-IV 07
408	Koknodonk	Weapon (Flail, Cursed)	Rare	Yes	1840 gp	PIWI-IV 07
409	Rampance	Weapon (Lance, Cursed)	Very Rare	Yes	14,900 gp	PIWI-IV 08
410	Maceclier	Weapon (Mace)	Rare	Yes	1400 gp	PIWI-IV 08
411	Blastiodon	Weapon (Handcannon)	Very Rare	Yes	41,100 gp	PIWI-IV 08
410B	Splinterus	Armor (Split)	Rare	Yes	8400 gp	PIWI-IV 08
411B	Platiodon	Armor (Plate)	Very Rare	Yes	41,100 gp	PIWI-IV 08
412	Burmino	Weapon (Shortsword, Handaxe, Mace)	Uncommon	Yes	610 gp	PIWI-IV 09
413	Wormino	Weapon (Greatsword, Glaive, Staff)	Rare	Yes	13,400 gp	PIWI-IV 09
414	Gamino	Weapon (Longbow)	Rare	Yes	14,400 gp	PIWI-IV 09
415	Combang	Weapon (Pistol, Cursed)	Uncommon	Yes	1540 gp	PIWI-IV 09
416	Apireifle	Weapon (Rifle, Automatic)	Very Rare	Yes	74,000 gp	PIWI-IV 10
417	Pachiristar	Weapon (Morningstar)	Uncommon	Yes	750 gp	PIWI-IV 10

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
418	Bamelinun	Weapon (Nunchaku)	Uncommon	Yes	184 gp	PIWI-IV 10
419	Bojepick	Weapon (War Pick)	Rare	Yes	1940 gp	PIWI-IV 10
420	Cheriberri	Wand ()	Uncommon	Yes	240 gp	PIWI-IV 11
421	Cherifan	Wondrous (Fan)	Rare	Yes	1420 gp	PIWI-IV 11
422	Shellono	Weapon (Handaxe)	Uncommon	Yes	440 gp	PIWI-IV 11
423	Gastrodachi	Weapon (Longsword)	Rare	Yes	3240 gp	PIWI-IV 11
424	Amsaipom	Weapon (Dual Daggers)	Very Rare	Yes	24,200 gp	PIWI-IV 11
425	Driflute	Wondrous (Instrument, Flute)	Rare	Yes	2450 gp	PIWI-IV 12
426	Drifbunoich	Staff ()	Very Rare	Yes	14,260 gp	PIWI-IV 12
427	Lavoreille	Wondrous (Gloves, Cursed)	Rare	Yes	2470 gp	PIWI-IV 12
428	Shimilop	Wondrous (Shinguards, Cursed)	Very Rare	Yes	12,480 gp	PIWI-IV 12
429	Mismagickle	Weapon (Sickle)	Very Rare	Yes	12,940 gp	PIWI-IV 13
430	Honchkatana	Weapon (Longsword)	Very Rare	Yes	17,000 gp	PIWI-IV 13
431	Glameowhip	Weapon (Whip)	Uncommon	Yes	350 gp	PIWI-IV 13
432	Chaffraxe	Weapon (Greataxe)	Rare	Yes	7200 gp	PIWI-IV 13
433	Lisyand	Wand ()	Rare	Yes	3340 gp	PIWI-IV 13
434	Stunklub	Weapon (Club)	Uncommon	Yes	425 gp	PIWI-IV 14
435	Sklubtank	Weapon (Greatclub)	Rare	Yes	1435 gp	PIWI-IV 14
436	Bronzorrer	Weapon (Quarterstaff)	Uncommon	Yes	445 gp	PIWI-IV 14
437	Bronzongong	Weapon (Handcannon)	Rare	Yes	7700 gp	PIWI-IV 14
438	Maczaï	Weapon (Mace, Cursed)	Rare	Yes	1780 gp	PIWI-IV 15
439	Jr. Marotte	Weapon (Shortbow, Cursed)	Uncommon	Yes	1349 gp	PIWI-IV 15
440	Happinstaff	Staff ()	Uncommon	Yes	440 gp	PIWI-IV 15
441	Chartop	Wondrous (Instrument, Harp)	Rare	Yes	8100 gp	PIWI-IV 15
442	Mikamaruge	Weapon (Sickle)	Very Rare	Yes	24,400 gp	PIWI-IV 16
443	Gaublet	Wondrous (Gauntlets)	Rare	Yes	3440 gp	PIWI-IV 16
444	Knaxesel	Weapon (Dual Handaxes)	Very Rare	Yes	24,440 gp	PIWI-IV 16
445	Caxeacrok	Weapon (Greataxe, Saw)	Legendary	Yes	144,500 gp	PIWI-IV 16
446	Machlax	Weapon (Mace, Cursed)	Rare	Yes	1800 gp	PIWI-IV 17
447	Varjolu	Weapon (Dual Clubs)	Rare	Yes	1735 gp	PIWI-IV 17
448	Mamelukario	Weapon (Longsword)	Very Rare	Yes	18,440 gp	PIWI-IV 17
449	Hornpopotas	Wondrous (Instrument, Horn)	Uncommon	No	449 gp	PIWI-IV 17
450	Kablamdon	Weapon (Greatclub)	Rare	No	4500 gp	PIWI-IV 18
451	Skilorupi	Weapon (Dagger)	Uncommon	No	235 gp	PIWI-IV 18
452	Draxepion	Weapon (Greatclub)	Rare	Yes	7400 gp	PIWI-IV 18
453	Clagunk	Wondrous (Gloves)	Uncommon	No	345 gp	PIWI-IV 18
454	Toxiphoak	Weapon (Rapier)	Rare	Yes	5800 gp	PIWI-IV 18
455	Venuspatha	Weapon (Longsword)	Uncommon	Yes	950 gp	PIWI-IV 18
456	Finnageon	Weapon (Rope Dart)	Uncommon	Yes	645 gp	PIWI-IV 19
457	Javéolant	Weapon (Javelin)	Rare	Yes	1475 gp	PIWI-IV 19
458	Merangtyke	Weapon (Boomerang)	Rare	Yes	1845 gp	PIWI-IV 19
459	Blizzace	Weapon (Mace)	Uncommon	Yes	495 gp	PIWI-IV 19
460	Blizzammer	Weapon (Warhammer)	Rare	Yes	4600 gp	PIWI-IV 19
461	Weagile	Weapon (Glaive)	Very Rare	Yes	20,000 gp	PIWI-IV 20
462	Magannoze	Weapon (Handcannon)	Very Rare	Yes	46,200 gp	PIWI-IV 20
463	Lickiwhicky	Staff ()	Very Rare	Yes	16,430 gp	PIWI-IV 21
464	Rhycanior	Weapon (Handcannon)	Very Rare	Yes	46,400 gp	PIWI-IV 21
465	Tangladius	Weapon (Shortsword, Whip)	Very Rare	Yes	15,640 gp	PIWI-IV 21
466	Electivaal	Weapon (Greatsword)	Very Rare	Yes	16,460 gp	PIWI-IV 21
467	Magmorant	Wondrous (Mortar)	Very Rare	Yes	17,640 gp	PIWI-IV 22
468	Togebliiss	Weapon (Longbow)	Very Rare	Yes	40,680 gp	PIWI-IV 22
469	Yanmegitar	Weapon (Scimitar)	Very Rare	Yes	22,690 gp	PIWI-IV 22
470	Leafcea	Weapon (Spear)	Very Rare	Yes	15,350 gp	PIWI-IV 22
471	Glançon	Weapon (Pike)	Very Rare	Yes	15,350 gp	PIWI-IV 23
472	Gliscythe	Weapon (Scythe)	Very Rare	Yes	24,700 gp	PIWI-IV 23
473	Mamoshamshir	Weapon (Dual Short Swords)	Very Rare	Yes	34,700 gp	PIWI-IV 23
474	PoryZord	Weapon (Longsword)	Very Rare	Yes	17,440 gp	PIWI-IV 23

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
475	Galladius	Weapon (Longsword)	Very Rare	Yes	17,350 gp	PIWI-IV 23
476	Probobash	Weapon (Maul)	Very Rare	Yes	14,670 gp	PIWI-IV 24
477	Zwirrfurst	Weapon (Light Crossbow)	Very Rare	Yes	22,770 gp	PIWI-IV 24
478	Froslaive	Weapon (Glaive)	Very Rare	Yes	18,740 gp	PIWI-IV 24
479	Rotakoba	Weapon (Shortsword)	Very Rare	Yes	19,740 gp	PIWI-IV 25
479A	Rotomow	Weapon (Sickle)	Very Rare	Yes	19,740 gp	PIWI-IV 25
479B	Roheatom	Weapon (Longbow)	Very Rare	Yes	19,740 gp	PIWI-IV 25
479C	Rotowash	Weapon (Handcannon)	Very Rare	Yes	19,740 gp	PIWI-IV 26
479D	Rotan	Weapon (Dual-Blade Sword)	Very Rare	Yes	19,740 gp	PIWI-IV 26
479E	Frostom	Weapon (Maul)	Very Rare	Yes	19,740 gp	PIWI-IV 26
480	Uxace	Weapon (Mace)	Legendary	Yes	84,333 gp	PIWI-IV 27
481	Mespritauff	Staff ()	Legendary	Yes	84,333 gp	PIWI-IV 28
482	Azeld	Weapon (Shortsword)	Legendary	Yes	84,333 gp	PIWI-IV 29
483	Dialgalok	Weapon (Greatsword)	Legendary	Yes	384,000 gp	PIWI-IV 30
484	Palkaive	Weapon (Glaive)	Legendary	Yes	484,000 gp	PIWI-IV 31
485	Heatraul	Weapon (Maul)	Legendary	Yes	85,400 gp	PIWI-IV 32
486	Regigillas	Weapon (Greatclub)	Legendary	Yes	84,600 gp	PIWI-IV 33
487	Gillatina	Weapon (Scythe)	Legendary	Yes	487,000 gp	PIWI-IV 34
487O	Girapikna	Weapon (Pike)	Legendary	Yes	487,000 gp	PIWI-IV 35
488	Cresseliarc	Weapon (Longbow)	Artifact	Yes	NA	PIWI-IV 36
---	Moon Feather	Wondrous (Feather)	Very Rare	Yes	18,480 gp	PIWI-IV 36
489	Phirode	Rod (Cursed)	Legendary	Yes	88,400 gp	PIWI-IV 37
490	Manapeshy	Weapon (Dagger)	Artifact	Yes	NA	PIWI-IV 38
491	Darkrithe	Weapon (Scythe)	Artifact	Yes	NA	PIWI-IV 39
492	Shaymiao	Weapon (Dual Short Swords, Shield)	Artifact	Yes	NA	PIWI-IV 40
493	Arcedius	Weapon (Greatsword)	Artifact	Yes	NA	PIWI-IV 41
494	Victachi	Weapon (Longsword)	Artifact	Yes	NA	PIWI-V 04
495	Sknivy	Weapon (Dual Daggers)	Uncommon	Yes	495 gp	PIWI-V 05
496	Seaxvine	Weapon (Dual-Blade Sword)	Rare	Yes	6490 gp	PIWI-V 05
497	Seaxperior	Weapon (Longsword)	Very Rare	Yes	19,470 gp	PIWI-V 05
498	Pokabash	Weapon (Club)	Uncommon	Yes	498 gp	PIWI-V 05
499	Chaobash	Weapon (Mace)	Rare	Yes	1994 gp	PIWI-V 05
500	Emboandao	Weapon (Glaive)	Very Rare	Yes	23,000 gp	PIWI-V 05
501	Mijudart	Weapon (Rope Dart)	Uncommon	Yes	600 gp	PIWI-V 06
502	Dagwott	Weapon (Dual Daggers)	Rare	Yes	2500 gp	PIWI-V 06
503	Samurottachi	Weapon (Longsword, Hunting Rifle)	Very Rare	Yes	71,000 gp	PIWI-V 06
504	Katarat	Weapon (Dagger)	Common	No	54 gp	PIWI-V 06
505	Watchalberd	Weapon (Halberd)	Uncommon	Yes	1450 gp	PIWI-V 07
506	Umbrellipup	Wonderous (Umbrella)	Common	No	65 gp	PIWI-V 07
507	Terribow	Weapon (Longbow)	Uncommon	Yes	2730 gp	PIWI-V 07
508	Maxetouffe	Weapon (Greataxe)	Rare	Yes	6700 gp	PIWI-V 07
509	Purrapier	Weapon (Rapier)	Common	Yes	95 gp	PIWI-V 07
510	Lieparted	Weapon (Scythe)	Uncommon	Yes	1500 gp	PIWI-V 07
511	Macesage	Weapon (Mace)	Uncommon	No	250 gp	PIWI-V 08
512	Yanakut	Weapon (Dual-Blade Sword)	Rare	Yes	6200 gp	PIWI-V 08
513	Axesear	Weapon (Handaxe)	Uncommon	No	351 gp	PIWI-V 08
514	Trimisear	Weapon (Trident)	Rare	No	1900 gp	PIWI-V 08
515	Macepour	Weapon (Mace)	Uncommon	Yes	355 gp	PIWI-V 08
516	Tessenpour	Weapon (Tessen)	Rare	Yes	5610 gp	PIWI-V 08
517	Munnaor Hammer	Weapon (Single Head Meteor Hammer)	Uncommon	Yes	1570 gp	PIWI-V 09
518	Musharnaff	Staff ()	Rare	Yes	1850 gp	PIWI-V 09
519	Scidove	Weapon (Scimitar, Cursed)	Common	No	69 gp	PIWI-V 09
520	Katranquill	Weapon (Dual Daggers)	Uncommon	Yes	520 gp	PIWI-V 09
521	Unfezatana	Weapon (Longsword)	Rare	Yes	5210 gp	PIWI-V 09
522	Blitzboots	Wondrous (Shoes)	Uncommon	No	225 gp	PIWI-V 10
523	Zebstrikut	Weapon (Dual-Blade Sword)	Rare	Yes	7300 gp	PIWI-V 10

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
524	Hammerogg	Weapon (Warhammer)	Uncommon	Yes	920 gp	PIWI-V 10
525	Gaxetle	Weapon (Heavy Crossbow, Greataxe)	Rare	Yes	12,450 gp	PIWI-V 10
526	Gigaglaith	Weapon (Glaive)	Very Rare	Yes	18,400 gp	PIWI-V 10
527	Chovsickles	Weapon (Dual Sickles, Chakram, Cursed)	Uncommon	Yes	725 gp	PIWI-V 11
528	Swooberd	Weapon (Halberd, Cursed)	Rare	Yes	5280 gp	PIWI-V 11
529	Mogurill	Wondrous (Drill)	Uncommon	No	295 gp	PIWI-V 11
530	Exclawdrill	Weapon (Claw, Shortsword, Shield, Drill)	Rare	Yes	5300 gp	PIWI-V 12
531	Stafbunne	Staff (Cursed)	Uncommon	Yes	315 gp	PIWI-V 12
532	Cluburr	Weapon (Club)	Uncommon	Yes	325 gp	PIWI-V 12
533	Gadadurr	Weapon (Mace)	Rare	Yes	5330 gp	PIWI-V 12
534	Conklubdurr	Weapon (Dual Greatclubs)	Very Rare	Yes	34,500 gp	PIWI-V 12
535	Otavajro	Weapon (Dual Clubs)	Uncommon	Yes	355 gp	PIWI-V 13
536	Gamacegaru	Weapon (Mace)	Rare	Yes	3560 gp	PIWI-V 13
537	Braxewartz	Weapon (Battleaxe)	Very Rare	Yes	17,700 gp	PIWI-V 13
538	Nagesaki	Wondrous (Bracer)	Rare	Yes	3850 gp	PIWI-V 13
539	Sawkguards	Wondrous (Shinguards)	Rare	Yes	3950 gp	PIWI-V 13
540	Kurumace	Weapon (Mace)	Uncommon	Yes	450 gp	PIWI-V 13
541	Folikut	Weapon (Battleaxe, Trident, Cursed)	Rare	Yes	3250 gp	PIWI-V 14
542	Harpekomori	Weapon (Dual-Blade Sword, Cursed)	Very Rare	Yes	24,500 gp	PIWI-V 14
543	Venigama	Weapon (Kusarigama)	Uncommon	No	750 gp	PIWI-V 14
544	Whirlaxedede	Weapon (Battleaxe, Saw)	Rare	Yes	4450 gp	PIWI-V 14
545	Scolipain	Weapon (Greatclub)	Very Rare	Yes	22,550 gp	PIWI-V 15
546	Cottonrod	Rod ()	Uncommon	Yes	465 gp	PIWI-V 15
547	Fanfaduvet	Wondrous (Fan, Cursed)	Rare	Yes	4750 gp	PIWI-V 15
548	Petiliwa	Wondrous (Fan)	Uncommon	Yes	845 gp	PIWI-V 15
549	Lilliberd	Weapon (Halberd)	Rare	Yes	4950 gp	PIWI-V 16
550	Bascukri	Weapon (Dual Daggers)	Rare	No	5500 gp	PIWI-V 16
551	Sandagger	Weapon (Dagger)	Uncommon	Yes	245 gp	PIWI-V 16
552	Krokontos	Weapon (Lance)	Rare	Yes	3450 gp	PIWI-V 16
553	Kraxedile	Weapon (Greataxe)	Very Rare	Yes	35,500 gp	PIWI-V 16
554	Dagumaka	Weapon (Dagger, Cursed)	Rare	Yes	1545 gp	PIWI-V 16
555A	Darmacetan	Weapon (Mace)	Very Rare	No	15,550 gp	PIWI-V 17
555B	Darmitar	Weapon (Scimitar, Cursed)	Very Rare	Yes	15,550 gp	PIWI-V 17
556	Boractus	Weapon (Shortbow)	Rare	Yes	5650 gp	PIWI-V 17
557	Dwaggle	Weapon (Dual Daggers, Cursed)	Uncommon	Yes	575 gp	PIWI-V 17
558	Crustaul	Weapon (Maul, Cursed)	Rare	Yes	3285 gp	PIWI-V 17
559	Zurdaggu	Weapon (Dagger)	Uncommon	Yes	595 gp	PIWI-V 18
560	Scrifty	Weapon (Hunting Rifle)	Rare	Yes	16,400 gp	PIWI-V 18
561	Cryptaff	Staff ()	Very Rare	Yes	16,500 gp	PIWI-V 18
562	Scyamask	Weapon (Scythe)	Uncommon	Yes	2065 gp	PIWI-V 18
563	Descykarn	Weapon (Scythe)	Rare	Yes	5630 gp	PIWI-V 19
564	Scimitartouga	Weapon (Scimitar)	Rare	Yes	5640 gp	PIWI-V 19
565	Carraxecosta	Weapon (Greataxe)	Very Rare	Yes	26,350 gp	PIWI-V 19
566	Clapteryx	Wondrous (Gloves, Cursed)	Rare	Yes	5660 gp	PIWI-V 19
567	Archops	Weapon (Dual-Blade Sword, Cursed)	Very Rare	Yes	24,750 gp	PIWI-V 19
568	Miamiaxema	Weapon (Handaxe)	Uncommon	Yes	685 gp	PIWI-V 20
569	Garbangdor	Weapon (Hunting Rifle, Cursed)	Rare	Yes	18,650 gp	PIWI-V 20
570	Wakizorua	Weapon (Longsword)	Rare	Yes	4350 gp	PIWI-V 20
571	Zorokamark	Weapon (Scythe)	Very Rare	Yes	26,500 gp	PIWI-V 20
572	Minccibow	Weapon (Shortbow, Cursed)	Common	Yes	75 gp	PIWI-V 21
573	Cinccinolg	Weapon (Spear, Cursed)	Uncommon	Yes	375 gp	PIWI-V 21
574	Gothitto	Weapon (Dagger, Cursed)	Uncommon	Yes	475 gp	PIWI-V 21
575	Gothoritachi	Weapon (Dual Shortswords)	Rare	Yes	5750 gp	PIWI-V 21
576	Gothafftelle	Staff ()	Very Rare	Yes	16,750 gp	PIWI-V 21
577	Solosace	Weapon (Mace)	Uncommon	Yes	775 gp	PIWI-V 22
578	Duobillao	Weapon (Dagger, Cursed)	Rare	Yes	1785 gp	PIWI-V 22
579	Reunicbow	Weapon (Longbow)	Very Rare	Yes	34,950 gp	PIWI-V 22

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
580	Ducklaxe	Weapon (Handaxe)	Uncommon	Yes	580 gp	PIWI-V 22
581	Swannaxe	Weapon (Battleaxe)	Rare	Yes	3550 gp	PIWI-V 23
582	Vanilmace	Weapon (Mace)	Uncommon	Yes	375 gp	PIWI-V 23
583	Vanillette	Weapon (Dual Daggers)	Rare	Yes	3850 gp	PIWI-V 23
584	Vanilleux	Weapon (Hunting Rifle)	Very Rare	Yes	84,500 gp	PIWI-V 23
585	Vivalandaim	Wand ()	Uncommon	No	855 gp	PIWI-V 24
586	Mebukjikut	Weapon (Longsword, Spear, Longbow, Morningstar)	Rare	Yes	17,650 gp	PIWI-V 24
587	Emolgio	Weapon (Dagger)	Uncommon	No	255 gp	PIWI-V 25
587B	Emolgloak	Wondrous (Cloak)	Rare	Yes	5780 gp	PIWI-V 25
588	Karrabash	Weapon (Mace, Cursed)	Uncommon	Yes	385 gp	PIWI-V 25
589	Escavalberd	Weapon (Halberd, Lance)	Rare	Yes	5850 gp	PIWI-V 25
590	Foongun	Wand ()	Uncommon	No	590 gp	PIWI-V 25
591	Teaumaangass	Armor (Dual Shields)	Rare	Yes	5900 gp	PIWI-V 26
592	Viskase	Weapon (Mace)	Uncommon	Yes	925 gp	PIWI-V 26
593	Jellicurtana	Weapon (Greatsword)	Rare	Yes	12,950 gp	PIWI-V 26
594	Abowowoba	Weapon (Longbow)	Rare	Yes	13,950 gp	PIWI-V 26
595	Joltap	Wondrous (Gloves)	Uncommon	Yes	595 gp	PIWI-V 27
596	Galdentula	Weapon (Longbow)	Rare	Yes	1955 gp	PIWI-V 27
597	Ferrosshield	Armor (Shield)	Uncommon	No	795 gp	PIWI-V 27
598	Flarrothorn	Weapon (Flail)	Rare	Yes	3955 gp	PIWI-V 27
598B	Noacielaman	Armor (Shield)	Rare	Yes	3955 gp	PIWI-V 28
599	Tictaxe	Weapon (Battleaxe)	Uncommon	Yes	599 gp	PIWI-V 28
600	Kliklaxe	Weapon (Greataxe, Saw)	Rare	Yes	6000 gp	PIWI-V 28
601	Klinkhanda	Weapon (Greatsword, Saw)	Very Rare	Yes	61,000 gp	PIWI-V 28
602	Tynampilan	Weapon (Longsword)	Uncommon	Yes	800 gp	PIWI-V 29
603	Eelektrace	Weapon (Mace)	Rare	Yes	1900 gp	PIWI-V 29
604	Ohmassaclub	Weapon (Greatclub)	Very Rare	Yes	14,600 gp	PIWI-V 29
605	Elgyeward	Wand ()	Rare	Yes	5600 gp	PIWI-V 29
606	Beheeyaff	Staff ()	Very Rare	Yes	16,500 gp	PIWI-V 29
607	Funécirod	Rod ()	Uncommon	No	373 gp	PIWI-V 30
608	Laternaxto	Weapon (Greataxe)	Rare	Yes	6800 gp	PIWI-V 30
609	Staffelabra	Staff ()	Very Rare	Yes	16,800 gp	PIWI-V 30
610	Axewkles	Weapon (Dual Sickles, Quaterstaff)	Uncommon	Yes	610 gp	PIWI-V 31
611	Fraxuwuk	Weapon (Dual Shortswords)	Rare	Yes	6110 gp	PIWI-V 31
612	Haxoruck	Weapon (War Pick)	Very Rare	Yes	16,200 gp	PIWI-V 31
613	Glovchoo	Wondrous (Gloves)	Uncommon	Yes	325 gp	PIWI-V 31
614	Bolariffe	Weapon (Longbow)	Rare	Yes	14,600 gp	PIWI-V 31
615	Cryogonaxe	Weapon (Dual Handaxes, Cursed)	Very Rare	Yes	16,500 gp	PIWI-V 32
615B	Cryogonaegis	Armor (Shield, Cursed)	Very Rare	Yes	15,600 gp	PIWI-V 32
616	Shelmeteor	Weapon (Single Head Meteor Hammer)	Uncommon	Yes	1660 gp	PIWI-V 32
617	Accelfoil	Weapon (Rapier)	Rare	Yes	6170 gp	PIWI-V 33
618	Limacede	Weapon (Mace)	Rare	Yes	1860 gp	PIWI-V 33
619	Klawfouine	Wondrous (Claws)	Rare	Yes	6190 gp	PIWI-V 33
620	Shaofanine	Weapon (Tessen)	Very Rare	Yes	26,000 gp	PIWI-V 33
621	Drakkaxemin	Weapon (Battleaxe, Cursed)	Very Rare	Yes	16,210 gp	PIWI-V 33
622	Goletto	Weapon (Dagger, Cursed)	Uncommon	Yes	235 gp	PIWI-V 34
623	Golurkannon	Weapon (Handcannon, Cursed)	Rare	Yes	6320 gp	PIWI-V 34
624	Komaxe	Weapon (Battleaxe)	Rare	Yes	2640 gp	PIWI-V 34
625	Kirikizaxe	Weapon (Spear, Chain Axe)	Very Rare	Yes	25,600 gp	PIWI-V 34
626	Bouffaulant	Weapon (Maul, Cursed)	Very Rare	Yes	12,660 gp	PIWI-V 35
627	Fusaiglon	Weapon (Dual Daggers, Cursed)	Rare	Yes	6720 gp	PIWI-V 35
628	Warrglance	Weapon (Lance, Cursed)	Very Rare	Yes	16,280 gp	PIWI-V 35
629	Valchang	Weapon (Boomerang, Cursed)	Rare	Yes	2690 gp	PIWI-V 35
630	Vaututrick	Weapon (Pike, Cursed)	Very Rare	Yes	16,300 gp	PIWI-V 36
631	Furniflower	Wondrous (Flamethrower)	Rare	Yes	3610 gp	PIWI-V 36
632	Fermitestar	Weapon (Morningstar, Cursed)	Rare	Yes	3620 gp	PIWI-V 36

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
633	Kapiko	Weapon (Pike, Cursed)	Rare	Yes	1650 gp	PIWI-V 36
634	Zweikunai	Weapon (Dual Daggers, Cursed)	Very Rare	Yes	34,600 gp	PIWI-V 37
635	Scydreigon	Weapon (Scythe, Cursed)	Legendary	Yes	153,500 gp	PIWI-V 37
636	Halarvesta	Weapon (Dagger)	Rare	Yes	1725 gp	PIWI-V 37
637	Volcarangi	Weapon (Greatsword)	Very Rare	Yes	37,600 gp	PIWI-V 37
638	Cobaltike	Weapon (Pike, Cursed)	Legendary	Yes	63,900 gp	PIWI-V 38
639	Terraxion	Weapon (Greataxe, Cursed)	Legendary	Yes	135,900 gp	PIWI-V 39
640	Viridiumi	Weapon (Longbow, Cursed)	Legendary	Yes	183,600 gp	PIWI-V 40
641	Tornelostaff	Staff ()	Legendary	Yes	64,150 gp	PIWI-V 41
641B	Tornelaive	Weapon (Glaive)	Legendary	Yes	146,000 gp	PIWI-V 42
642	Fulgurike	Weapon (Pike)	Legendary	Yes	64,150 gp	PIWI-V 43
642B	Voltoiberd	Weapon (Halberd)	Legendary	Yes	146,100 gp	PIWI-V 44
643	Reshilance	Weapon (Lance, Cursed)	Legendary	Yes	94,500 gp	PIWI-V 45
644	Zekromance	Weapon (Lance, Cursed)	Legendary	Yes	76,500 gp	PIWI-V 46
645	Landammerus	Weapon (Warhammer)	Legendary	Yes	96,000 gp	PIWI-V 47
645B	Démauléros	Weapon (Maul)	Legendary	Yes	96,000 gp	PIWI-V 48
646	Pikyurem	Weapon (Pike)	Legendary	Yes	66,400 gp	PIWI-V 49
646B	Axyurem	Weapon (Greataxe, Cursed)	Artifact	Yes	NA	PIWI-V 50
646C	Kyuremkulam	Weapon (Longsword, Cursed)	Artifact	Yes	NA	PIWI-V 51
647	Keldemardeo	Weapon (Rapier, Cursed)	Artifact	Yes	NA	PIWI-V 52
647B	Rifeldeo	Weapon (Hunting Rifle, Cursed)	Artifact	Yes	NA	PIWI-V 53
648	Meloettaria	Wand ()	Artifact	Yes	NA	PIWI-V 54
648B	Piroettaff	Weapon (Quaterstaff)	Artifact	Yes	NA	PIWI-V 55
649	Genecannon	Weapon (Handcannon)	Artifact	Yes	NA	PIWI-V 56
---	Burn Drive	Wondrous (Cube)	Artifact	No	NA	PIWI-V 56
---	Chill Drive	Wondrous (Cube)	Artifact	No	NA	PIWI-V 56
---	Shock Drive	Wondrous (Cube)	Artifact	No	NA	PIWI-V 56
---	Douse Drive	Wondrous (Cube)	Artifact	No	NA	PIWI-V 56
650	Daggamaro	Weapon (Dagger)	Uncommon	Yes	560 gp	PIWI-VI 04
651	Qualladin	Weapon (Maul, Cursed)	Rare	Yes	1650 gp	PIWI-VI 04
652	Shigarron	Weapon (Longsword, Shield, Greataxe)	Very Rare	Yes	35,500 gp	PIWI-VI 04
653	Wannekin	Wand ()	Uncommon	Yes	365 gp	PIWI-VI 05
654	Bromixen	Wondrous (Broom)	Rare	Yes	1465 gp	PIWI-VI 05
655	Mabowski	Weapon (Heavy Crossbow, Broom)	Very Rare	Yes	35,350 gp	PIWI-VI 05
656	Froakisari	Weapon (Kusarigama)	Uncommon	Yes	566 gp	PIWI-VI 06
657	Frogadaxe	Weapon (Battleaxe)	Rare	Yes	3735 gp	PIWI-VI 06
657A	Gekugamashira	Weapon (Kusarigama)	Rare	Yes	3375 gp	PIWI-VI 06
658	Grenimcha	Weapon (Dual-Blade Sword, Longsword, Shortsword)	Very Rare	Yes	28,650 gp	PIWI-VI 06
658A	Gekkougarigama	Weapon (Kusarigama)	Very Rare	Yes	15,680 gp	PIWI-VI 07
658B	Grenickash	Weapon (War Pick)	Very Rare	Yes	28,650 gp	PIWI-VI 07
659	Tunnelby	Wondrous (Drill)	Uncommon	No	155 gp	PIWI-VI 07
660	Diggershield	Weapon (Shield, Maul)	Rare	Yes	3630 gp	PIWI-VI 07
661	Dartiri	Weapon (Rope Dart)	Uncommon	Yes	616 gp	PIWI-VI 07
662	Fletessinder	Weapon (Tessen)	Rare	Yes	6260 gp	PIWI-VI 08
663	Talonriflame	Weapon (Hunting Rifle)	Rare	Yes	69,000 gp	PIWI-VI 08
664	Lépidonhield	Armor (Shield)	Common	Yes	70 gp	PIWI-VI 08
665	Speshpa	Weapon (Dagger)	Uncommon	Yes	165 gp	PIWI-VI 08
665B	Pewponcho	Wondrous (Cloak)	Uncommon	Yes	165 gp	PIWI-VI 08
666	Vivibbon	Wondrous (Ribbon Bow)	Rare	Yes	1666 gp	PIWI-VI 09
667	Palitleo	Weapon (Shortsword, Cursed)	Uncommon	Yes	127 gp	PIWI-VI 13
668A	Kaenjishield	Armor (Shield, Cursed)	Rare	Yes	2855 gp	PIWI-VI 13
668B	Pyrapier	Weapon (Rapier)	Rare	Yes	6680 gp	PIWI-VI 13
669	Flabébagu	Wand ()	Uncommon	Yes	165 gp	PIWI-VI 13
670	Floelle	Staff ()	Rare	Yes	1670 gp	PIWI-VI 13
671	Floargek	Wondrous (Cloak)	Very Rare	Yes	17,600 gp	PIWI-VI 14
670B	Waretterna	Weapon (War Pick, Cursed)	Very Rare	Yes	17,600 gp	PIWI-VI 14

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
672	Mähimker	Weapon (Warhammer)	Uncommon	Yes	870 gp	PIWI-VI 14
673	Chevraul	Weapon (Maul)	Rare	Yes	3760 gp	PIWI-VI 14
674	Puncham	Wondrous (Gloves, Cursed)	Uncommon	Yes	175 gp	PIWI-VI 15
675	Pungoro	Wondrous (Gloves, Cursed)	Rare	Yes	1675 gp	PIWI-VI 15
676	Trimmanteau	Wondrous (Coat)	Rare	Yes	2475 gp	PIWI-VI 15
677	Psiland	Wand (Cursed)	Uncommon	Yes	195 gp	PIWI-VI 16
678	Meowstick	Staff (Cursed)	Rare	Yes	1795 gp	PIWI-VI 16
679	Tachitotsuki	Weapon (Shortsword, Cursed)	Uncommon	Yes	679 gp	PIWI-VI 16
680	Dimocleave	Weapon (Dual-Blade Sword, Cursed)	Rare	Yes	6800 gp	PIWI-VI 17
681	Aexisclash	Weapon (Longsword, Shield)	Very Rare	Yes	37,500 gp	PIWI-VI 17
682	Spritzeau	Wondrous (Perfume Bottle)	Uncommon	No	295 gp	PIWI-VI 18
683	Aromateau	Wondrous (Perfume Bottle)	Rare	No	3950 gp	PIWI-VI 18
684	Sweilix	Armor (Shield, Cursed)	Uncommon	Yes	684 gp	PIWI-VI 19
685	Sheilpuff	Armor (Shield)	Rare	Yes	3835 gp	PIWI-VI 19
686	Inkelm	Wonderous (Helm)	Rare	Yes	6950 gp	PIWI-VI 20
687	Caloakanero	Wondrous (Cloak)	Very Rare	Yes	16,850 gp	PIWI-VI 20
688	Binaclaws	Wondrous (Claws, Cursed)	Uncommon	Yes	1885 gp	PIWI-VI 21
689	Barbaraclaws	Wondrous (Claws, Cursed)	Rare	Yes	6890 gp	PIWI-VI 21
690	Venaloak	Wondrous (Cloak)	Rare	Yes	1960 gp	PIWI-VI 22
691	Dragaloak	Wondrous (Cloak)	Very Rare	Yes	16,900 gp	PIWI-VI 22
692	Scampistol	Weapon (Pistol)	Uncommon	No	1385 gp	PIWI-VI 22
693	Wessemmer	Weapon (Revolver)	Rare	No	9360 gp	PIWI-VI 23
694	Heliopessen	Weapon (Tessen)	Uncommon	Yes	1955 gp	PIWI-VI 23
695	Heliodisk	Weapon (Tessen)	Rare	Yes	5690 gp	PIWI-VI 23
696	Chigoraxe	Weapon (Battleaxe, Cursed)	Rare	Yes	2955 gp	PIWI-VI 24
697	Gachigoraxe	Weapon (Greataxe)	Very Rare	Yes	24,970 gp	PIWI-VI 24
698	Amarusta	Weapon (Whip)	Rare	Yes	1689 gp	PIWI-VI 24
699	Aurorusta	Weapon (Whip)	Very Rare	Yes	16,990 gp	PIWI-VI 25
700	Sylvijaya	Weapon (Longbow)	Very Rare	Yes	34,000 gp	PIWI-VI 25
701	Mantolibré	Wondrous (Mask, Cloak, Cursed)	Rare	Yes	1700 gp	PIWI-VI 25
702	Dedennaff	Staff ()	Uncommon	Yes	270 gp	PIWI-VI 25
703	Strassshield	Armor (Shield, Cursed)	Rare	Yes	3700 gp	PIWI-VI 26
704	Visorb	Wondrous (Orb, Cursed)	Rare	Yes	1740 gp	PIWI-VI 26
705	Viscargoop	Rod (Cursed)	Very Rare	Yes	15,700 gp	PIWI-VI 27
706	Viscogschaft	Staff ()	Legendary	Yes	67,100 gp	PIWI-VI 27
707	Klefkigama	Weapon (Kusarigama)	Rare	Yes	3470 gp	PIWI-VI 28
708	Brocélomet	Wondrous (Helm, Cursed)	Rare	Yes	6180 gp	PIWI-VI 28
709	Trelmenant	Wondrous (Helm, Cursed)	Very Rare	Yes	25,900 gp	PIWI-VI 28
710	Pumpkiraboo	Armor (Any light or medium armor, Cursed)	Rare	Yes	2600 gp	PIWI-VI 29
711	Gourgüstung	Armor (Any light or medium armor, Cursed)	Very Rare	Yes	17,100 gp	PIWI-VI 29
712	Grelaschild	Armor (Shield)	Rare	Yes	2710 gp	PIWI-VI 29
713	Séraschild	Armor (Shield)	Very Rare	Yes	13,700 gp	PIWI-VI 30
714	Sonistrang	Weapon (Boomerang)	Rare	Yes	3270 gp	PIWI-VI 30
715	Bruyverang	Weapon (Boomerang)	Very Rare	Yes	15,700 gp	PIWI-VI 30
716	Xeranegas	Weapon (Longbow)	Legendary	Yes	276,000 gp	PIWI-VI 31
717	Yveltuitl	Weapon (Macuahuitl)	Legendary	Yes	277,000 gp	PIWI-VI 32
718A	Zygardell	Wondrous (Medallion)	Uncommon	Yes	187 gp	PIWI-VI 33
718B	Zygorbe	Wondrous (Orb)	Rare	Yes	1870 gp	PIWI-VI 33
718C	Zygondria	Wondrous (Scarf)	Very Rare	Yes	18,700 gp	PIWI-VI 33
718D	Zyggellum	Weapon (Whip)	Legendary	Yes	287,000 gp	PIWI-VI 34
718E	Zygandeva	Weapon (Longbow)	Artifact	Yes	NA	PIWI-VI 35
719	Diancle	Armor (Half Plate)	Artifact	Yes	NA	PIWI-VI 36
720A	Hooparigama	Weapon (Kusarigama)	Legendary	Yes	270,000 gp	PIWI-VI 37
720B	Hoopakram	Weapon (Dual Chakrams)	Artifact	Yes	NA	PIWI-VI 38
721	Volcanident	Weapon (Trident)	Artifact	Yes	NA	PIWI-VI 39
003M	Bistaflor	Staff ()	Legendary	Yes	330,000 gp	PIWI-VI 40
006MX	Dracaufena	Weapon (Greatsword)	Legendary	Yes	360,000 gp	PIWI-VI 40

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
006MY	Clurak	Wondrous (Cloak)	Legendary	Yes	360,000 gp	PIWI-VI 40
009M	Turtonnon	Weapon (Handcannon)	Legendary	Yes	390,000 gp	PIWI-VI 41
015M	Crossbibor	Weapon (Heavy Crossbow, Spear)	Legendary	Yes	251,000 gp	PIWI-VI 41
018M	Pikegeot	Weapon (Pike)	Legendary	Yes	218,000 gp	PIWI-VI 42
065M	Bimbaff	Staff ()	Legendary	Yes	265,000 gp	PIWI-VI 42
080M	Plahmus	Armor (Half Plate)	Legendary	Yes	235,000 gp	PIWI-VI 43
094M	Scythengar	Weapon (Scythe)	Legendary	Yes	349,000 gp	PIWI-VI 43
115M	Kangaskhatana	Weapon (Longsword, Shortsword)	Legendary	Yes	315,000 gp	PIWI-VI 44
127M	Pikailios	Weapon (Pike)	Legendary	Yes	217,000 gp	PIWI-VI 44
130M	Gyarahuitl	Weapon (Macuahuitl)	Legendary	Yes	330,000 gp	PIWI-VI 44
142M	Scimiptera	Weapon (Scimitar)	Legendary	Yes	242,000 gp	PIWI-VI 44
150MX	Xuatwostaff	Weapon (Quarterstaff)	Artifact	Yes	NA	PIWI-VI 45
150MY	Pykewtu	Weapon (Pike)	Artifact	Yes	NA	PIWI-VI 46
181M	Amphaxos	Weapon (Greataxe)	Legendary	Yes	318,000 gp	PIWI-VI 47
208M	Megateilix	Armor (Plate)	Legendary	Yes	282,000 gp	PIWI-VI 47
212M	Lancizor	Weapon (Lance)	Legendary	Yes	322,000 gp	PIWI-VI 48
214M	Halbecross	Weapon (Halberd)	Legendary	Yes	241,000 gp	PIWI-VI 48
229M	Scythellgar	Weapon (Scythe)	Legendary	Yes	229,000 gp	PIWI-VI 48
248M	Tylancitar	Weapon (Lance)	Artifact	Yes	NA	PIWI-VI 49
254M	Jukarambit	Weapon (Dual-blade Sword)	Legendary	Yes	245,000 gp	PIWI-VI 49
257M	Blazikutō	Weapon (Greatsword)	Legendary	Yes	257,000 gp	PIWI-VI 49
260M	Swampaul	Weapon (Maul)	Legendary	Yes	242,000 gp	PIWI-VI 50
282M	Starnight	Staff ()	Legendary	Yes	282,000 gp	PIWI-VI 50
302M	Yamiraugi	Weapon (Shortsword, Shield)	Legendary	Yes	320,000 gp	PIWI-VI 51
303M	Metedibule	Weapon (Double Head Meteor Hammer)	Legendary	Yes	330,000 gp	PIWI-VI 51
306M	Galancing	Weapon (Lance)	Legendary	Yes	236,000 gp	PIWI-VI 52
308M	Chainina	Weapon (Pike, Quarterstaff, Shortsword, Chain Axe)	Legendary	Yes	308,000 gp	PIWI-VI 52
310M	Voltenberd	Weapon (Halberd)	Legendary	Yes	310,000 gp	PIWI-VI 52
319M	Sharpaxedo	Weapon (Greataxe)	Legendary	Yes	319,000 gp	PIWI-VI 52
323M	Bakuudaxe	Weapon (Greataxe)	Legendary	Yes	323,000 gp	PIWI-VI 53
334M	Altiance	Weapon (Lance)	Legendary	Yes	334,000 gp	PIWI-VI 53
354M	Birnette	Weapon (Longsword)	Legendary	Yes	354,000 gp	PIWI-VI 53
359M	Abscythol	Weapon (Scythe)	Legendary	Yes	359,000 gp	PIWI-VI 53
362M	Onigopike	Weapon (Pike)	Legendary	Yes	326,000 gp	PIWI-VI 54
373M	Drattaxe	Weapon (Greataxe)	Artifact	Yes	NA	PIWI-VI 54
376M	Métaulosse	Weapon (Maul)	Artifact	Yes	NA	PIWI-VI 54
380M	Clokias	Wondrous (Cloak)	Artifact	Yes	NA	PIWI-VI 55
381M	Lapikos	Weapon (Pike)	Artifact	Yes	NA	PIWI-VI 56
382P	Kyongrō	Weapon (Trident)	Artifact	Yes	NA	PIWI-VI 57
383P	Gulādaō	Weapon (Greatsword)	Artifact	Yes	NA	PIWI-VI 58
384M	Piekuaza	Weapon (Pike)	Artifact	Yes	NA	PIWI-VI 59
428M	Lopinuti	Weapon (Dual Shortswords, Shinguards)	Legendary	Yes	248,000 gp	PIWI-VI 60
445M	Garberdias	Weapon (Halberd, Saw)	Artifact	Yes	NA	PIWI-VI 60
448M	Lukaris	Weapon (Longsword)	Legendary	Yes	89,240 gp	PIWI-VI 60
460M	Abomaulsnow	Weapon (Maul)	Legendary	Yes	82,640 gp	PIWI-VI 60
475M	Erureidao	Weapon (Longsword)	Legendary	Yes	180,250 gp	PIWI-VI 61
531M	Caudicous	Staff ()	Legendary	Yes	53,415 gp	PIWI-VI 61
719M	Dianfrock	Armor (Half Plate)	Artifact	Yes	NA	PIWI-VI 62
025B	Belladonna Dress	Wondrous (Dress, Cursed)	Very Rare	Yes	27,400 gp	PIWI-VI 63
025C	Coolton Jacket	Wondrous (Jacket, Cursed)	Very Rare	Yes	27,400 gp	PIWI-VI 63
025D	Coat of Cleverness	Wondrous (Coat, Cursed)	Very Rare	Yes	27,400 gp	PIWI-VI 63
025E	Técnicos Mask	Wondrous (Mask, Cursed)	Very Rare	Yes	27,400 gp	PIWI-VI 63
025F	Sweetstar Dress	Wondrous (Dress, Cursed)	Very Rare	Yes	27,400 gp	PIWI-VI 64
722	Brindibow	Weapon (Shortbow)	Uncommon	Yes	1740 gp	PIWI-VII 04
723	Fukuthbow	Weapon (Shortbow)	Rare	Yes	7320 gp	PIWI-VII 04
724	Silvarbow	Weapon (Longbow)	Very Rare	Yes	37,240 gp	PIWI-VII 04

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
725	Flamickle	Weapon (Sickle)	Uncommon	Yes	725 gp	PIWI-VII 05
726	Torrackle	Weapon (Sickle, Cursed)	Rare	Yes	1735 gp	PIWI-VII 05
727	Scyneroar	Weapon (Scythe, Cursed)	Very Rare	Yes	27,700 gp	PIWI-VII 05
728	Otaquido	Wondrous (Dress)	Uncommon	Yes	395 gp	PIWI-VII 06
729	Kiyogown	Wondrous (Dress)	Rare	Yes	1395 gp	PIWI-VII 06
730	Oratorica	Wondrous (Dress)	Very Rare	Yes	13,700 gp	PIWI-VII 06
731	Pistolpek	Weapon (Pistol)	Uncommon	Yes	3710 gp	PIWI-VII 07
732	Triflebeak	Weapon (Hunting Rifle)	Rare	Yes	23,700 gp	PIWI-VII 07
733	Bazoucannon	Weapon (Handcannon)	Very Rare	Yes	33,700 gp	PIWI-VII 07
734	Yuncharpe	Wondrous (Scarf, Cursed)	Common	Yes	14 gp	PIWI-VII 08
735	Argousteau	Wondrous (Coat, Cursed)	Uncommon	Yes	135 gp	PIWI-VII 08
019B	Rattadart	Weapon (Rope Dart)	Uncommon	Yes	190 gp	PIWI-VII 08
020B	Rattantac	Armor (Shield, Cursed)	Rare	Yes	2000 gp	PIWI-VII 08
026B	Schumitar	Weapon (Scimitar)	Very Rare	Yes	26,000 gp	PIWI-VII 08
736	Clawvibule	Wondrous (Claws)	Common	Yes	79 gp	PIWI-VII 09
737	Clakkup	Wondrous (Claws)	Uncommon	Yes	1377 gp	PIWI-VII 09
738	Vikutvolt	Wondrous (Claws)	Rare	Yes	7380 gp	PIWI-VII 09
052B	Chaknyam	Weapon (Chakram, Cursed)	Uncommon	Yes	520 gp	PIWI-VII 09
053B	Chakkat	Weapon (Chakram, Cursed)	Rare	Yes	3500 gp	PIWI-VII 09
088B	Grimantle	Wondrous (Cloak, Cursed)	Uncommon	Yes	1780 gp	PIWI-VII 10
089B	Muktle	Wondrous (Cloak, Cursed)	Rare	Yes	9800 gp	PIWI-VII 10
739	Crabrawlove	Wondrous (Gloves, Cursed)	Uncommon	Yes	379 gp	PIWI-VII 11
740	Krawellove	Wondrous (Gloves)	Rare	Yes	1730 gp	PIWI-VII 11
050B	Tonfaqueur	Weapon (Tonfa)	Uncommon	Yes	500 gp	PIWI-VII 11
051B	Trionfakeur	Weapon (Tonfa)	Rare	Yes	1500 gp	PIWI-VII 11
741	Oricorubato	Wondrous (Dress, Cursed)	Very Rare	Yes	14,700 gp	PIWI-VII 12
742	Wandel	Wand ()	Uncommon	Yes	247 gp	PIWI-VII 13
743	Wandelby	Wand ()	Rare	Yes	1742 gp	PIWI-VII 13
744	Iwankodachi	Weapon (Shortsword)	Uncommon	Yes	744 gp	PIWI-VII 13
745A	Lugarupier	Weapon (Rapier)	Rare	Yes	5740 gp	PIWI-VII 13
745B	Wolwerick	Weapon (Warpick, Cursed)	Rare	Yes	3175 gp	PIWI-VII 13
745C	Lycanstaroc	Weapon (Morning Star)	Rare	Yes	4570 gp	PIWI-VII 14
746	Froussartoir	Wondrous (Necklace, Cursed)	Rare	Yes	6740 gp	PIWI-VII 14
747	Mareunise	Armor (Shield)	Uncommon	Yes	774 gp	PIWI-VII 14
748	Toxapeurixe	Armor (Shield)	Rare	Yes	4780 gp	PIWI-VII 15
749	Mudbrawl	Weapon (Warhammer)	Uncommon	Yes	947 gp	PIWI-VII 15
750	Mudsdaul	Weapon (Maul)	Rare	Yes	3270 gp	PIWI-VII 15
751	Dewpeurise	Armor (Shield, Cursed)	Uncommon	Yes	751 gp	PIWI-VII 15
752	Araquaegis	Armor (Shield)	Rare	Yes	2900 gp	PIWI-VII 16
753	Karickleri	Weapon (Sickle, Cursed)	Uncommon	Yes	150 gp	PIWI-VII 16
754	Florascytis	Weapon (Scythe, Cursed)	Rare	Yes	4570 gp	PIWI-VII 16
755	Moreluse	Armor (Shield)	Uncommon	Yes	755 gp	PIWI-VII 17
756	Mushield	Armor (Shield)	Rare	Yes	3050 gp	PIWI-VII 17
757	Stilanditox	Weapon (Dagger, Cursed)	Uncommon	Yes	275 gp	PIWI-VII 18
758	Sabrazzle	Weapon (Rapier)	Rare	Yes	7580 gp	PIWI-VII 18
105B	Osstaffueur	Weapon (Quarterstaff)	Rare	Yes	5100 gp	PIWI-VII 18
759	Keulursi	Weapon (Club, Cursed)	Uncommon	Yes	95 gp	PIWI-VII 19
760	Keulurso	Weapon (Greatclub)	Rare	Yes	2650 gp	PIWI-VII 19
761	Cloquine	Wondrous (Cloak, Cursed)	Uncommon	Yes	176 gp	PIWI-VII 19
762	Steentle	Wondrous (Cloak, Cursed)	Rare	Yes	1275 gp	PIWI-VII 19
763	Tsarobena	Wondrous (Cloak, Cursed)	Very Rare	Yes	13,750 gp	PIWI-VII 20
764	Cureleiield	Armor (Shield, Cursed)	Rare	Yes	3770 gp	PIWI-VII 20
765	Kommanduchiwa	Wondrous (Fan, Cursed)	Very Rare	Yes	26,550 gp	PIWI-VII 21
766	Passimiarmor	Armor (Breastplate, Helm, Cursed)	Very Rare	Yes	26,650 gp	PIWI-VII 21
767	Wimpodou	Armor (Scale Mail, Cursed)	Rare	Yes	2675 gp	PIWI-VII 22
768	Golisopodou	Armor (Scale Mail, Cursed)	Very Rare	Yes	12,675 gp	PIWI-VII 22
769	Sunabarmor	Armor (Leather, Cursed)	Rare	Yes	2695 gp	PIWI-VII 22

POKEMON INSPIRED WEAPONS AND ITEMS FUSIONS INDEX

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
F01	Storm Bow	Weapon (Longbow)	Legendary	Yes	51,400 gp	PIWI-F 04
F02	The Blades of Swamp and Stone	Weapon (Dual-blade sword)	Legendary	Yes	35,300 gp	PIWI-F 04
F03	Spear of Spun Silk	Weapon (Spear)	Uncommon	Yes	150 gp	PIWI-F 04
F04	Current Trident	Weapon (Trident)	Rare	Yes	1326 gp	PIWI-F 05
F05	Staff of the Sun and Moon	Staff ()	Very Rare	Yes	16,650 gp	PIWI-F 05
F06	The Sword of Sea and Earth	Weapon (Greatsword)	Artifact	Yes	NA	PIWI-F 06
F07	Staff of the Cosmos	Staff ()	Artifact	Yes	NA	PIWI-F 07
F08	Staff of the Jungle	Staff ()	Very Rare	Yes	46,050 gp	PIWI-F 08
F09	The Striking Wave	Weapon (Halberd)	Very Rare	Yes	29,593 gp	PIWI-F 08
F10	The Seaweed Trident	Weapon (Trident)	Very Rare	Yes	30,810 gp	PIWI-F 09
F11	The Lightning Strike Naginata	Weapon (Glaive)	Very Rare	Yes	27,250 gp	PIWI-F 09
F12	The Sword of Burning Passion	Weapon (Longsword)	Very Rare	Yes	31,060 gp	PIWI-F 09
F13	Glaive of the Fairy Boss	Weapon (Glaive)	Very Rare	Yes	30,650 gp	PIWI-F 10
F14	Sword of Beginnings and Ends	Weapon (Greatsword, Cursed)	Artifact	Yes	NA	PIWI-F 11
F15	Halberd of Space-Time Distortion	Weapon (Halberd)	Artifact	Yes	NA	PIWI-F 12
F16	Sword of the Undead Dragon	Weapon (Longsword)	Very Rare	Yes	34,400 gp	PIWI-F 13
F17	Halberd of the Bad Clam	Weapon (Halberd)	Rare	Yes	1820 gp	PIWI-F 13
F18	Rapier of the Lost Soul	Weapon (Rapier)	Very Rare	Yes	19,810 gp	PIWI-F 14
F19	Sword of the Mindstorm	Weapon (Greatsword)	Very Rare	Yes	28,050 gp	PIWI-F 14
F20	Sword of the Triumvirate	Weapon (Dual-Blade Sword)	Very Rare	Yes	48,050 gp	PIWI-F 15
F21	Staff of the Pink Flowers	Staff ()	Very Rare	Yes	30,400 gp	PIWI-F 15
F22	Sword of Twisted Thunder	Weapon (Shortsword)	Very Rare	Yes	29,890 gp	PIWI-F 16
F23	Axe of Chained Magma	Weapon (Chain Axe)	Very Rare	Yes	29,870 gp	PIWI-F 16
F24	Geysir Rifle	Weapon (Hunting Rifle)	Very Rare	Yes	33,900 gp	PIWI-F 17
F25	Swords of Shadow Fire	Weapon (Dual Short Swords)	Very Rare	Yes	32,700 gp	PIWI-F 17
F26	Staff of Mental Shadows	Staff ()	Very Rare	Yes	32,700 gp	PIWI-F 18
F27	Spear of Burning Sludge	Weapon (Spear)	Rare	Yes	3160 gp	PIWI-F 18
F28	Sword of Cold Logic	Weapon (Greatsword)	Legendary	Yes	68,310 gp	PIWI-F 19
F29	Trident of Accursed Fire	Weapon (Trident, Cursed)	Very Rare	Yes	31,720 gp	PIWI-F 20
F30	Lighting Strike Trident	Weapon (Trident)	Legendary	Yes	66,750 gp	PIWI-F 21
F31	Greatsword of Volcanic Fire	Weapon (Greatsword)	Legendary	Yes	63,350 gp	PIWI-F 22
F32	Fire Plume Spear	Weapon (Spear)	Artifact	Yes	NA	PIWI-F 23
F33	Fire Feather Longbow	Weapon (Longbow)	Very Rare	Yes	28,130 gp	PIWI-F 24
F34	Shocking Water Shortbow	Weapon (Shortbow, Cursed)	Rare	Yes	2435 gp	PIWI-F 24
F35	Fire Starter Longsword	Weapon (Longsword)	Legendary	Yes	76,600 gp	PIWI-F 25
F36	Greatsword of the Fiery Guardians	Weapon (Greatsword)	Very Rare	Yes	27,850 gp	PIWI-F 25
F37	Soul Sand Scythe	Weapon (Scythe)	Legendary	Yes	52,500 gp	PIWI-F 26
F38	Bird in Hand Longsword	Weapon (Longsword)	Very Rare	Yes	24,480 gp	PIWI-F 26
F39	Greatsword of Raging Disaster	Weapon (Greatsword)	Very Rare	Yes	27,050 gp	PIWI-F 26
F40	Staff of the Sky Dragons	Staff ()	Very Rare	Yes	32,110 gp	PIWI-F 27
F41	Dark Desert Duo	Weapon (Morningstar, Shield)	Legendary	Yes	65,300 gp	PIWI-F 27
F42	Longbow of Dark Grace	Weapon (Longbow)	Very Rare	Yes	26,460 gp	PIWI-F 28
F43	Staff of Mind and Heart	Staff ()	Very Rare	Yes	44,830 gp	PIWI-F 28
F44	Sword of the Dark Dogs	Weapon (Dual-Blade Sword)	Very Rare	Yes	43,345 gp	PIWI-F 29
F45	Swiftfire	Weapon (Greatsword, Longbow)	Very Rare	Yes	49,520 gp	PIWI-F 29
F46	Spear of Icy Ivy	Weapon (Spear)	Very Rare	Yes	17,670 gp	PIWI-F 30
F47	Claw and Naw Cannon	Weapon (Handcannon)	Rare	Yes	6010 gp	PIWI-F 30
F48	Swamp Metal Battleaxe	Weapon (Battleaxe)	Very Rare	Yes	17,545 gp	PIWI-F 31
F49	Dark Thorn Scythe	Weapon (Scythe)	Very Rare	Yes	16,250 gp	PIWI-F 31
F50	Steel Foundry Sword	Weapon (Longsword)	Very Rare	Yes	17,530 gp	PIWI-F 31
F51	Lance of Strengthened Steel	Weapon (Lance)	Legendary	Yes	65,930 gp	PIWI-F 32
F52	Halberd of Glacial Leaves	Weapon (Halberd)	Very Rare	Yes	32,700 gp	PIWI-F 32
F53	Staff of the Loving Leaves	Staff ()	Very Rare	Yes	34,650 gp	PIWI-F 33
F54	Rifle of the Toad Samurai	Weapon (Hunting Rifle)	Very Rare	Yes	34,850 gp	PIWI-F 33
F55	Sword of the Fiery Fluff	Weapon (Greatsword)	Very Rare	Yes	29,550 gp	PIWI-F 34
F56	Scimigarai	Weapon (Scimitar)	Very Rare	Yes	46,900 gp	PIWI-F 34
F57	Talons of the Firehawk	Wondrous (Claws, Cursed)	Very Rare	Yes	29,550 gp	PIWI-F 35

Number	Name	Type	Rarity	Attunement	Suggested Price	Page Number
F57	Talons of the Firehawk	Wondrous (Claws, Cursed)	Very Rare	Yes	29,550 gp	PIWI-F 35
F58	Volcano's Breach Armor	Armor (Plate, Cursed)	Very Rare	Yes	78,240 gp	PIWI-F 36
F59	Mask of the Ashen Skull	Wondrous (Mask, Cursed)	Very Rare	Yes	29,125 gp	PIWI-F 37
F60	Blazing Firehawk Talons	Wondrous (Claws, Cursed)	Legendary	Yes	295,500 gp	PIWI-F 38
F61	Volcanic Explosion Armor	Armor (Plate, Cursed)	Legendary	Yes	384,200 gp	PIWI-F 39
F62	Ashburnt Skull	Wondrous (Mask, Cursed)	Legendary	Yes	291,250 gp	PIWI-F 40
F63A	Draplate	Wondrous (Armor Piece, Tasset)	Very Rare	Yes	36,615 gp	PIWI-F 43
F63B	Goryppuk	Wondrous (Armor Piece, Gorget)	Very Rare	Yes	36,615 gp	PIWI-F 43
F63C	Coufflair	Wondrous (Armor Piece, Belt)	Very Rare	Yes	36,615 gp	PIWI-F 44
F63D	Absaulder	Armor (Armor Piece, Spaulder)	Very Rare	Yes	36,615 gp	PIWI-F 44
F63E	Juppetasset	Wondrous (Armor Piece, Tasset)	Very Rare	Yes	36,615 gp	PIWI-F 45
F63F	Sablackart	Wondrous (Armor Piece, Plackart)	Very Rare	Yes	36,615 gp	PIWI-F 45
F63G	Gauldger	Armor (Armor Piece, Spaulder)	Very Rare	Yes	36,615 gp	PIWI-F 46

THANK YOU FOR READING POKÉMON INSPIRED WEAPONS & ITEMS - EVOLUTION GUIDE

I hoped you've enjoyed it! Consider checking out some of my [other D&D content on Dungeon Masters Guild](#), or [supporting my Patreon](#) so I can keep producing content, and you can help decide what I work on next!

THE TOECAP TRILOGY

A three part Tier 1 campaign that should take 9-10 sessions to play.

TOECAP'S PUZZLE HOUSE

A Dying Woman turned her home into a Puzzle House so that her fortune could be claimed, but the house isn't as simple as it seems...

Toecap's Puzzle House is an Escape Room style dungeon for a party of four 1st level characters, with options for higher levels, and can also work as an introduction adventure to Dungeons and Dragons for new players, although Dungeon Masters should be more familiar with the system. It should take around 2 hours to play.

If players use their wits and skills, they should be able to make it in and out of the dungeon with the treasure and their lives.

[Get it on Dungeon Masters Guild now!](#)

THE INVESTIGATION OF TOECAP'S TRAGEDY

A family was murdered in their own home, and the Murderers were never caught. Can somebody find the truth and bring a grieving soul peace?

So your players have completed Toecap's Puzzle House and, spoiler alert, found that there is, in fact, no treasure for solving the puzzle. Are they unsatisfied with that conclusion? Good, that's what Toecap wanted. But what about what she needed? The players will need to investigate the secret they discovered in Puzzle House and find the truth. If any of your players have expressed to desire to solve a mystery, or you just think this is interesting, then this is the follow up for you!

This adventure is broken up into five chapters, each of which can be played in a 2-3 hour session, and even as stand alone adventures if you so choose, for a party of 4 characters. This adventure should bring 4 1st level characters to level 3 by the final chapter.

[Get it on Dungeon Masters Guild now!](#)

RETURN TO THE PUZZLE HOUSE

A soul lays trapped in a self-inflicted magic puzzle. With a little help from the puzzle's designer, they might be freed, or the whole thing might just explode...

Can the players survive the Puzzle House's designer's pinball dungeon and convince him to help them?

Will the players be able to dismantle the Puzzle House from within without it killing them?

Will Toecap's soul be able find peace? Find out in the thrilling conclusion to the Toecap Trilogy!

[Get it on Dungeon Masters Guild now!](#)

QUESTS FROM THE JOB BOARD

One-shot adventures for everyday use

RUNWAY BLOODY RUNWAY

The half-orc fashion designer Gromir Fingercutter is preparing for another fashion show, but he and the models he had lined up have been getting threats to stop, intimidating the models into quitting. Gromir wants combat capable adventures to be his models and deal with these threats. He hopes they'll be able to handle things...

This adventure is designed for 4 3rd level characters, and should take 2-3 hours to play.

[Get it on Dungeon Masters Guild now!](#)

THE CURSED COURTESAN

Warning: This module contains adult themes, situations, and a good helping of silly raunchy humor.

Madame Belle's Maison Derrière has a problem, one of their courtesans has been cursed! Can you figure out the curse, find the culprit, and bring them to justice?

This adventure is designed for 4 5th levels or higher characters, and should take around 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)

WALK THE BLINK DOG

Do you have animal lovers in your party? Does everyone want an animal companion? Then this is the adventure for you! Several canines at Harmony Park have gone missing and need to be found!

This module can be played with any level party, and should take 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)

BAKE-OFF BATTLE

The Baker's Union is holding their annual bake-off! Will you join the bake-off, compete in the pie eating contest, fight some magical food monsters, or just take in the sights?

This adventure can be played by any size or level party with options to scale certain parts, and should take around 3-5 hours to play, depending on how long the players take checking out the 20 vendors' stalls. Also includes 10 food-based creatures, including 5 Food Friends that can be purchased as companions by the players, and 5 mutated versions that might fight the players!

[Get it on Dungeon Masters Guild now!](#)

ATTACK OF THE GIANT GINGERBREADS!

A festive one-shot adventure where gingerbread creatures have created a dangerous gingerbread house dungeon! Can they be stopped before they finish what they're cooking?

This adventure is designed for 4 characters of any level, with various options for scaling difficulties, although we recommend at least level 4 or higher, and should take around 2-3 hours to play. Includes a new race, the Gingerbreadians, giant cookies brought to life, and options to run this adventure as a Gingerbread Rebellion one-shot.

[Get it on Dungeon Masters Guild now!](#)

WELCOME TO PLIFORTAKUNE

Looking for an interesting new setting full of magic, money, and adventure? Maybe a city full of all kinds of people living in (relative) harmony, including the monstrous races? One that already has some puzzling and comedic adventures written and ready to use? Then this is the adventure for you! Introduce your party to the City of Plifortakune (Ply-for-ta-ku-nay), a bustling coastal city made up of several distinct districts. But before the players can explore the city, they have to get the guards to let them in...

This adventure is designed for 4 characters of 1st level, with various options for scaling difficulties, and should take around 2-3 hours to play.

[Get it on Dungeon Masters Guild now!](#)

THE GUARDIAN OF GOLDHAMMER'S VAULT

The elderly wizard Gilda Goldhammer has passed away, and among her possessions is a page titled "The Vault" with a set of Teleportation Circle sigils and the note "Mind the Guardian". The circle leads to a deadly dungeon full of traps and puzzles, will the party be able to survive it?

This adventure is designed for 4 characters of level 5 and up, with various options for scaling difficulties, and should take around 5-8 hours to play, depending on how quickly people figure out the puzzles.

[Get it on Dungeon Masters Guild now!](#)

CUPID VS CUBUS

An Incubus and a Cupid fight over a man's soul, and try to get their Tiefling and Aasimar descendants to join them in the fight. Can the party convince the Tiefling and Aasimar to join their side before the Incubus discovers them?

This adventure includes a new celestial stat block for Cupids and a new Aasimar Subrace for those that want to be descendants of cupids! It is designed for 4 characters of level 5 and up, with various options for scaling difficulties, and should take around 3-5 hours to play.

[Get it on Dungeon Masters Guild now!](#)

THE DREAM PRINCE'S NIGHTMARE

A child is having a terrible nightmare, and the party needs to enter the dream and fight off the nightmare. This adventure is designed for 4 characters of level 5 and up, with various options for scaling difficulties, and should take around 3-5 hours to play.

Coming Soon!