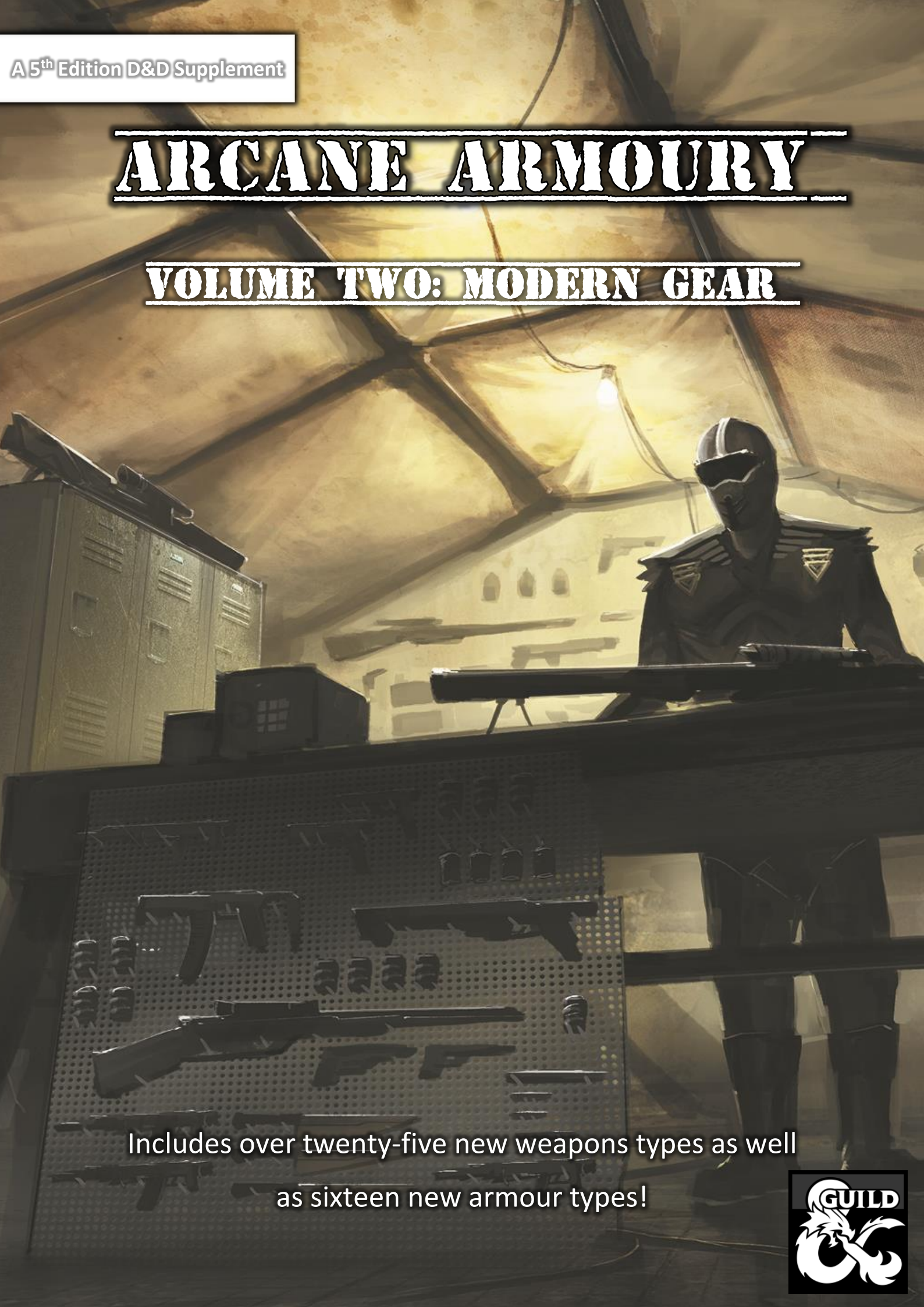


A 5th Edition D&D Supplement

ARCANE ARMOURY

VOLUME TWO: MODERN GEAR

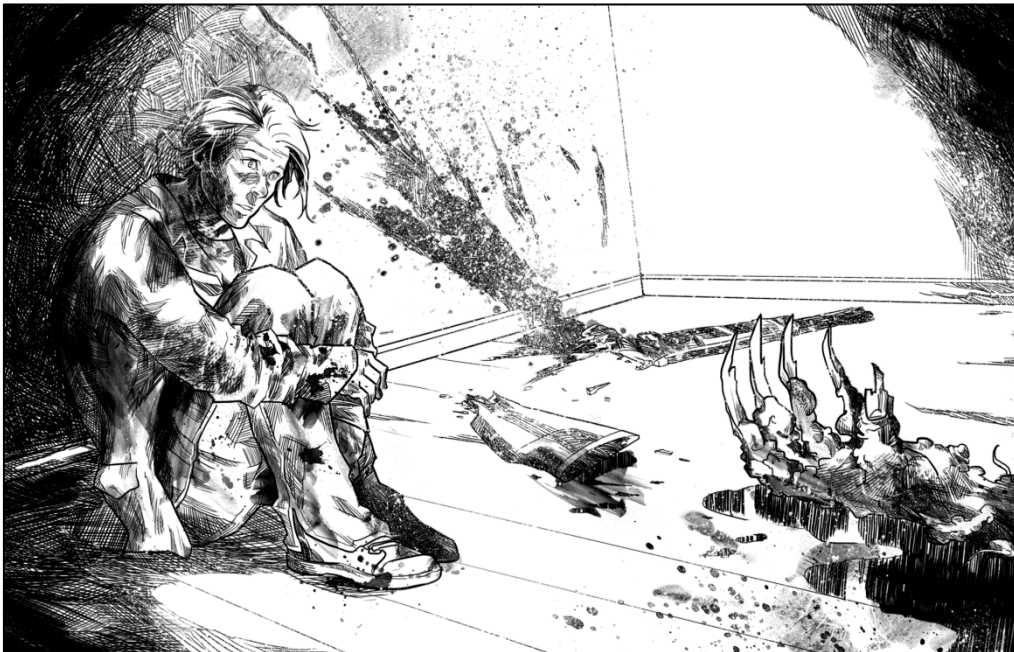


Includes over twenty-five new weapons types as well
as sixteen new armour types!



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ON THE COVER

Jeff Brown illustrates a black market vendor, ready to supply the adventurers with everything they might need.

INTRODUCTION

FOREWORD

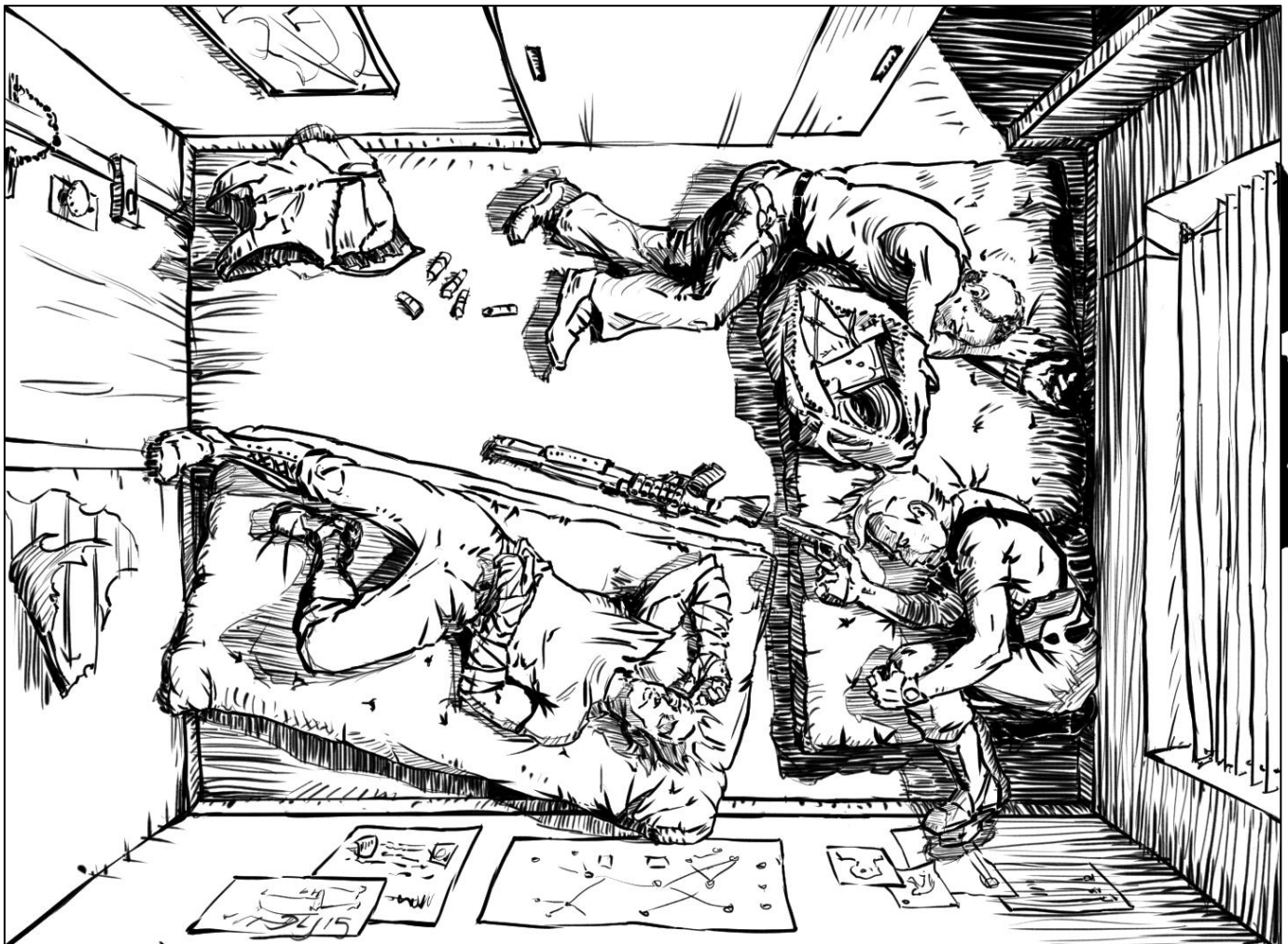
The real use of gunpowder is to make all men tall.
-Thomas Carlyle.

Gunpowder has changed the course of history forever. Some claim that in the chaos of war we lost our heroes, their valiant cries deafened by the sound of gunfire and the choir of flying shells.

Yet at the same time, as new weapons are invented, new kinds of heroes are born. Long gone is the heroic knight, charging on his mighty steed to battle, destined to face his adversary in an honourable duel, yet his replacement will be considered just as heroic by many. The fearless resistance fighter, armed with nothing but a

trusty sidearm and a bulletproof coat, doomed to be outnumbered and outmatched by the domineering regime, reliant only on her wits and careful planning to avenge the death of her family. A steadfast investigator, digging too deep for his own sake, unknowingly discovering the resting place of an ancient horror he is about to set loose, only to be destined to stop it afterwards. A loyal bodyguard, willing to sacrifice his own life to save the president, the man he poured all of his faith into hoping that, for once, he may end up changing things for the better.

Times may change, but people rarely abandon their ways. The heroes of the past are still present, ever ready to tackle the challenges of the modern era.



DUNGEON MASTER'S NOTES

This handbook includes not only a major rebalancing and expansion of the modern weapons available in the Dungeon Master's Guide, but also a completely new set of other guns, armour as well as new melee weapons.

Given just how humanity has progressed since the typical Dungeons and Dragons setting, they outclass most archaic weapons – a modern katana is superior to the ancient one, as the metals and techniques used to make it are simply better. We still recommend keeping the archaic weapon table at the ready, should the player wish to craft a Club or a Shortbow, as the two weapon sets are compatible with each other. In fact, if you are running a postapocalyptic game, modern weapons may even end up being just as rare as magic items.

It's up to you to decide whether or not a character has proficiency in these weapons – modern heroes should be able to use their default proficiencies with minor adjustments for some of the more specialized classes (for a full list of class adjustments and proficiencies check out the bonus add-on at the end of the supplement), but ancient heroes who just happen to stumble upon these are unlikely to be able to figure them out straight away. You can use Intelligence (History) checks to represent the character's inability to cope with the new technology, basing the DC on the complexity of the items.

Note: On settings, balance and flavour.

These suggestions are best geared towards reasonably low-magic, modern or postapocalyptic campaigns and settings. They may feel out of place in a high magic setting, where everything has a spell placed on it or in a futuristic game, where bullets and laser rays are powerful enough to go right through all cover. We recommend going over the booklet and adjusting whatever you feel is out of place.

When it comes to balancing melee and ranged combat in your games we suggest using the following techniques:

- Modern weapons are not magical. Magic takes time to subtly weave around items and a magical revolver simply does not exist. This means that creatures resistant to nonmagical damage will force your players to search for ancient relics and constantly expand their arsenal.
- The cover rules (found on page 196 of the Player's Handbook) are very important when dealing with high risk, high reward style of gameplay that firearms are bound to introduce to the game, keeping in mind that melee attacks are bound to ignore cover most of the time. This means that having some characters focused on melee is going to be crucial in a large party to force the enemy from behind cover.
- We strongly recommend removing the Sharpshooter and the Great Weapon Master feats while using this supplement, as they greatly unbalance the game when used with these weapons.

Prices have not been included on purpose, as these items will either be priceless in most setting, or not very valuable in other ones – it all depends on the style of the campaign that you're planning. In postapocalyptic games they are bound to be rare and expensive, while in normal modern settings any middle class citizen should have no problem saving up enough money to buy a weapon.

Without further ado, I hope that you will find these items to your liking and that they will improve your gaming experience. Thank you for your support!

-Matt, Author of the Arcane Armory series.

MODERN WEAPONS

WEAPON PROPERTIES

Many of the new weapons have special properties, as shown in their table. For your convenience, the properties present in the Player's Handbook relevant to the new weapons have also been added to the list.

Some of the weapons' properties require your target to make a saving throw to resist the attack's effects. The saving throw DC is calculated as follows:

Weapon Save DC = 8 + your proficiency bonus + your Strength modifier (for melee weapons) OR your Dexterity modifier (for ranged weapons).

You can only add your proficiency bonus to the DC when fighting with a weapon you are proficient in.

In addition to the following properties, **all firearms** have the following characteristics:

- **Mechanical.** If the d20 roll for an attack is a 1, the weapon jams. A jammed weapon cannot be used to make ranged attacks with until it is reloaded. The ammunition left in the magazine is not wasted when this occurs.
- **Volatile.** This weapon's attacks are, by default, not magical and do not bypass resistance. If it somehow temporarily becomes a magic weapon it becomes unstable for the duration of the spell. If the d20 roll for an attack is a 1, 2, 3 or 4, the weapon misses regardless of the target's AC and jams.
- **Loud.** This weapon can be heard from a huge distance, even a mile or more when fired in an open space. Whenever a creature makes a ranged attack roll with this weapon they cannot take the Hide action until the end of their next turn.



Ammunition. You can use a weapon that has the ammunition property to make a ranged Attack only if you have ammunition to fire from the weapon. Each time you Attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a case, or firing it straight from the magazine is part of the Attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to Search the battlefield. The ammunition of a firearm and all forms of fuel are destroyed upon use. If you use a weapon that has the ammunition property to make a melee Attack, you treat the weapon as an improvised weapon.

Automatic. When wielding a weapon with this property you can use the Attack action to make a special ranged attack, an auto fire. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. Choose a 10-foot-cube area within range. Each creature in that area must succeed on a Dexterity saving throw or take the weapon's normal damage. This attack uses up an additional piece of ammunition.

Barrage. When you hit a creature with a ranged weapon attack you can use your bonus action and expend one additional piece of ammunition to deal additional piercing damage to the target, in addition to the weapon's damage. The extra damage is equal to your Dexterity modifier.

Burst. When you use the Attack action and attack with this weapon, you can use a bonus action to make one additional ranged attack. This attack is made with disadvantage.

Cone. When wielding a weapon with this property you can use the attack action to make a special attack, a cone of fire. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. A 15-foot cone extends in a direction you choose from your current position.

Each creature caught in the weapon's area of effect must succeed on a Dexterity saving throw or take the weapon's normal damage.

Cumbersome. Small creatures cannot attack with cumbersome weapons and medium creatures have their movement speed reduced by 10 feet when wielding them. These weapons are so massive that Small creatures can't even pick them up.

Daze. Stable creatures knocked unconscious with this weapon naturally regain 1 hit point after 2d4 hours, instead of the usual 1d4 hours.

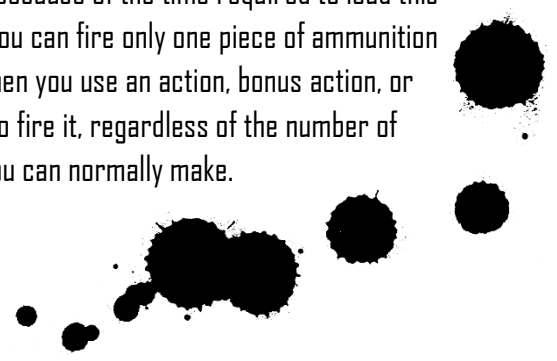
Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

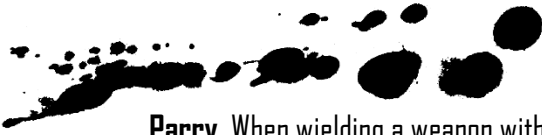
Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Hidden. This item is very easy to conceal. Other creatures have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks made to notice the weapon.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.





Parry. When wielding a weapon with this property you can use your reaction to add 3 to your AC against one melee attack that would hit you. To do so, you must be able to see the attacker.

Potent. When making a ranged attack with this weapon, you can add half your Strength modifier (rounded up) to the weapon's damage rolls, in addition to adding your Dexterity modifier.

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it.

Reload. A limited number of attacks can be made with a weapon that has the reload property, the number of shots is noted in parenthesis following the property. A character must then reload it using an action. A weapon with this property also requires specialized ammunition to be reloaded, as shown in parenthesis after the reload property. The types used in this booklet are: S (Small Calibre), M (Medium Calibre), L (Large Calibre), SH (Shotgun Shells) and F (Fuel). You can use a die to track the number of ammunition left in the weapon.

Shred. If the target of this weapon's attack is wearing nonmagical armour, its armour is partially shredded and takes a permanent and cumulative -1 penalty to the AC it offers. The armour is destroyed if the penalty reduces its AC to 10. Repairing the armour generally takes one hour, appropriate tools and 1 lb. of suitable material for each point of damage it took.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged Attack. If the weapon is a melee weapon, you use the same ability modifier for that Attack roll and damage roll that you would use for a melee Attack with the weapon. For example, if you throw a Cleaver, you use your Strength, but if you throw a Combat Knife, you can use either your Strength or your Dexterity, since the Combat Knife has the finesse property.

Two-Handed. This weapon requires two hands when you Attack with it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

Vicious. When you score a critical hit with this weapon, you can roll one of the weapon's damage die one additional time and add it to the extra damage of the critical hit.

Note: On ammunition, reloading and realism.

You will notice that most firearms have very small magazines. This has been done to represent that each attack is not simply one shot, as it depends on the weapon. While a double-barrelled shotgun does have only two shots in it, a decent assault rifle can have thirty or more, meaning that the character would never have to reload during a battle. In this booklet, each point of 'ammunition' is just enough to make an attack, whether it's one shell or a fistful of bullets representing machine gun fire.

This has been done for gameplay's sake, simplifying the mechanics for the players (it's much easier to count the number of shots left than each bullet individually) and it keeps the game simple and fluid. If you're going for realism, a simple workaround is tripling the magazine size for martial weapons, and doubling it for simple weapons. The ammunition types have been simplified as well, but feel free to expand upon them should your game require it.

Weapons

Name	Damage	Weight	Properties
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Simple Melee Weapons

Blackjack	1d4 bludgeoning	3 lb.	Daze, Light
Cleaver	1d6 slashing	2 lb.	Thrown (r. 20/60), Vicious
Knuckleduster	1d4 bludgeoning	1 lb.	Hidden, Light, Special
Nightstick	1d6 bludgeoning	4lb.	Daze, Parry
Pepper Spray	-	1 lb.	Light, Reach, Special
Sledgehammer	2d6 bludgeoning	8 lb.	Heavy, Two-Handed
Switchblade	1d4 slashing	1 lb.	Hidden, Finesse, Light

Simple Ranged Weapons

Heavy Revolver	2d8 piercing	4 lb.	Ammunition (r. 100/400), Reload (H/3)
Light Handgun	2d6 piercing	3 lb.	Ammunition (r. 80/320), Burst, Light, Reload (S/4)
Machine Pistol	2d6 piercing	4 lb.	Ammunition (r. 60/300), Automatic, Light, Reload (S/4)
Military Crossbow	1d8 piercing	3 lb.	Ammunition (r. 100/400), Loading, Potent
Sawed-Off Shotgun	2d8 piercing	5 lb.	Ammunition (r. 15/60), Cone, Light, Reload (SH/2)

Martial Melee Weapons

Bolo Machete	1d10 slashing	3 lb.	Vicious
Cavalry Sabre	1d8 slashing	4 lb.	Finesse, Parry
Combat Knife	1d6 slashing	2 lb.	Finesse, Light, Thrown (20/60)
Flamethrower	3d6 fire	35 lb.	Cone, Cumbersome, Reload (F/4), Special, Two-Handed,
Military Chainsaw	2d8 piercing	10 lb.	Cumbersome, Reload (F/6), Shred, Two-Handed
Modern Katana	1d10 slashing	5 lb.	Versatile (2d6), Vicious
Survival Spear	1d8 piercing	7 lb.	Reach, Thrown (r. 20/60), Versatile(1d10)
Sword Cane	1d6 piercing	3 lb.	Hidden, Finesse, Light, Parry
Tactical Tomahawk	1d8 slashing	4 lb.	Light, Thrown (r. 30/90), Vicious

Martial Ranged Weapons

Assault Rifle	2d8 piercing	9 lb.	Ammunition (r. 120/500), Automatic, Barrage, Reload (M/6), Two-Handed
Battle Rifle	2d8 piercing	8 lb.	Ammunition (r. 150/600), Barrage, Burst, Reload (M/6), Two-Handed
Combat Shotgun	2d10 piercing	11 lb.	Ammunition (r. 30/90), Barrage, Reload (SH-4), Cone, Two-Handed
Compound Bow	1d8 piercing	4 lb.	Ammunition (r. 150/600), Potent, Two-Handed
Heavy Machine Gun	2d10 piercing	12 lb.	Ammunition (r. 200/800) Automatic, Barrage, Cumbersome, Reload (L-8), Shred, Two-Handed
Sniper Rifle	2d12 piercing	10 lb.	Ammunition (r. 300/1200), Heavy, Reload (L-3), Special, Two-Handed, Vicious
Submachine Gun	2d6 piercing	6 lb.	Ammunition (r. 100/400) Automatic, Burst, Reload (L-5)

SPECIAL WEAPONS

Knuckleduster. This weapon is placed over the user's knuckles, turning their bare fists into lethal weapons. If you are already dealing d4 or more damage with your unarmed attacks (for example, by being a Monk or having the Tavern Brawler Feat), this weapon, while wielded, instead gives you a +1 bonus to attack and damage rolls made with your unarmed attacks.

Pepper Spray. This chemical agent is not lethal and it can be used to neutralize targets at close range. Make an attack roll as usual. The target must then succeed on a DC 15 Constitution saving throw or be poisoned for a minute. Targets whose faces are concealed have advantage on this saving throw. More powerful, specialized sprays may be available.

Flamethrower. This weapon of mass destruction is completely automated, destroying everything in its wake. You cannot make normal attacks with it – when taking the Attack action, you must replace all of your attacks with the 'Cone' special attack. In addition, do not add your Strength modifier to the damage rolls. You cannot make attacks of opportunity with this weapon.

Sniper Rifle. This weapon relies on careful calculation and a balanced grip to hit its target, making it difficult to fire in close-quarters combat. When you make a ranged attack with this weapon, you have disadvantage on the attack roll if you are within 30 feet of your target.



MODERN ARMOUR

ARMOUR PROPERTIES

Armour available in this booklet follows the same rules as the one available in the Player's Handbook (page 144), although some items may have new, special properties. They function in the same way that weapon properties do, triggering while worn.

While archaic armour will still have its place in most settings - as the occasional magic item is bound to be quite ancient, modern alternatives like a biker's leather armour or makeshift breastplates may be common as well. Once again, it really does depend on your setting. We recommend using the items available in the Player's Handbook to represent all the unusual, vintage things your players may run across.

Bulletproof (X). While you are wearing this armour, all damage you take from firearms is reduced by X. The plating protects from bullets, but it does nothing against most other attacks. If you have multiple sources of Bulletproof add all the values together to determine the amount by which you reduce incoming damage.

Camouflage. As long as you are standing still, other creatures have disadvantage on Wisdom (Perception) checks made to notice you. The patterns and decorations make it easy for you to meld with your surroundings.

Hidden. This item is very easy to conceal. Other creatures have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks made to notice the armour.

Inconspicuous. This item is generally not considered threatening or something that a combatant would ever use, meaning that it's presence does not arouse suspicion among guards and enforcers.

Resistance (X). While you are wearing this armour you gain resistance to the aforementioned damage type. The armour loses this property if it is damaged (by, for example, the Rust Monster's effect or the Shred property.) Armour with the **Immunity** property follows the same rules, granting immunity to the damage type.

Special. An armour with the Special property has unusual rules governing its use, explained in the armour's description.



Armours

Name	Armour Class	Strength	Stealth	Properties	Weight
<i>Light Armour</i>					
Leather Jacket	11+Dex Modifier	-	-	Inconspicuous	5 lb.
Parka Coat	11+Dex Modifier	-	-	Inconspicuous, Special	8 lb.
Kevlar-Lined Suit	11+Dex Modifier	-	-	Bulletproof (2), Inconspicuous	10 lb.
Undercover Vest	12+Dex Modifier	-	-	Bulletproof (3), Hidden	6 lb.
<i>Medium Armour</i>					
Hazmat Suit	11+Dex Modifier (Maximum 2)	-	Disadvantage	Resistance (Acid, Cold, Fire, Poison), Special	14lb.
Fire Proximity Suit	12+Dex Modifier (Maximum 2)	-	Disadvantage	Immunity (Cold, Fire), Special	16 lb.
Heavy Sportswear	13+Dex Modifier (Maximum 2)	10	-	Inconspicuous	24 lb.
Light-Duty Vest	14+Dex Modifier (Maximum 2)	10	-	Bulletproof (3)	14 lb.
Tactical Suit	15+Dex Modifier (Maximum 2)	10	Disadvantage	Bulletproof (4)	16 lb.
<i>Heavy Armour</i>					
Ghillie Suit	16	13	-	Bulletproof (3), Camouflage	32 lb.
Special Response Vest	16	13	Disadvantage	Bulletproof (4), Resistance (Acid, Poison)	15 lb.
Forced Entry Unit	18	15	Disadvantage	Bulletproof (5)	22 lb.
Behemoth EOD Suit	19	20	Disadvantage	Bulletproof (5), Resistance (Fire, Force, Thunder)	80 lb.
<i>Shields</i>					
Makeshift Buckler	+1	-	-	Special	5 lb.
Riot Shield	+2	-	-	-	-
Ballistic Shield	+2	13	Disadvantage	Bulletproof (2)	16 lb.

LIGHT ARMOUR

Leather Jacket. Often worn by civilians and low-ranking criminals, this outfit provides barebones protection. A simple jacket made of cured leather, at least it barely constrains the wearer and doesn't raise suspicion.

Parka Coat. This multi-layered, often lined with fur and with an attachable hood, coat provides very little protection in combat, but is exceptionally useful when dealing with cold climates.

Special. This armour counts as 'cold weather gear' when dealing with the Extreme Cold weather conditions. At the same time, it is inconvenient when dealing with Extreme Heat, counting as 'heavy clothing' when making the saving throws.

Kevlar-Lined Suit. If it wasn't for its unusual weight, there is nothing strange about this suit of armour – it is a very fine suit, a perfectly acceptable outfit to wear when attending a business meeting and the like. The finely lined Kevlar plates are barely noticeable, proving excellent protection from small firearms.

Undercover Vest. A small, single ceramic plate that covers the entire torso of the wearer, the Undercover Vest is the go-to armour when trying to be discreet. Barely noticeable when covered by other clothing, it offers unusually good defensive capabilities given its size and weight.





MEDIUM ARMOUR

Hazmat Suit. Generally worn by scientists and civilians, these suits are useful when dealing with dangerous substances – fires, toxic fumes and radioactive materials. They provide next to no protection on the battlefield, but they are excellent at stopping unnatural attacks, like a Dragon's toxic breath and the Pyromancer's explosive runes.

Special. This armour is very impractical and not well-suited for combat. Your movement speed is reduced by 5 feet when wearing this armour and, until you remove it, you cannot take the Dash action.

Fire Proximity Suit. Generally used by firemen and other people who deal with exceptionally hot substances, these suits provide unmatched protection from extreme temperatures. Often crafted from aluminized materials, they are also known as 'Silver Bunker Suits', given their unusual appearance.

Special. This armour is very impractical and not well-suited for combat. Your movement speed is reduced by 5 feet when wearing this armour and, until you remove it, you cannot take the Dash action.

Heavy Sportswear. Generally composed of chunks of equipment designed for sports like American football and hockey, these suits of armour are quite unusual. While they do provide quite decent protection, they do nothing to stop bullets. At least they do look quite innocent and are generally ignored by most guards.

Light-Duty Vest. A lightweight vest designed for long-term use by both police forces and personal bodyguards. Its reasonably minor weight barely constrains the user, while providing excellent protection from both bullets and conventional weapons.

Tactical Suit. The default body armour often given to soldiers and tactical police units, this suit expands upon the Light-Duty Vest by adding additional plates around the torso and around other critical areas, often accompanied by a helmet.

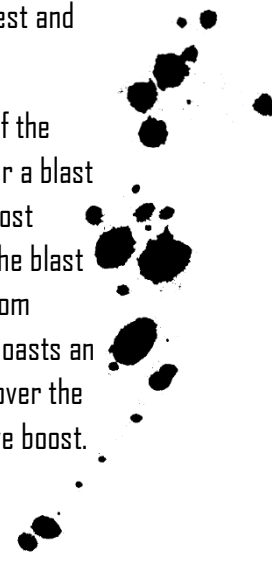
HEAVY ARMOUR

Ghillie Suit. An adaptation of the Tactical Suit, with, often personalised, numerous attachments that help the user blend in – leaves, vines and the like. Exceptionally useful when used by snipers, making them virtually invisible when faced at long range.

Special Response Vest. A suit of armour based on a heavier variant of the Tactical Suit, this armour provides exceptional stopping power even against high calibre weapons. Often incorporating elements of the MOPP, or Mission Oriented Protective Posture, this vest generally comes with a protective mask and highly durable rubber accessories like boots and gloves to protect from hazardous chemicals.

Forced Entry Unit. Usually only worn by officers and soldiers heading into immediate combat or dangerous assaults on the enemy's position, this suit of armour incorporates the best protection available. With extensive plating covering almost all areas of the body, this is one of the best and heaviest armours on the market.

Behemoth EOD Suit. A combat variant of the Explosive Ordnance Disposal (EOD) suit or a blast suit, the Behemoth is the heaviest and most advanced suit of armour available. Like the blast suit it provides exceptional protection from explosives of all kinds, but in addition it boasts an impressive array of Kevlar plates that cover the entire body, giving a substantial defensive boost.



SHIELDS

Makeshift Buckler. Something as simple as a stool or even a particularly large metal lid, this piece of equipment does very little to stop the enemies in their tracks, but occasionally it may end up saving the user's life.

Special. All creatures are considered proficient with this specific type of a shield, even if they lack shield proficiency.

Riot Shield. A large, often transparent shield made of resistant polycarbonates or other materials, made to protect the user from both conventional weapons and small projectiles. It's generally quite lightweight and does not limit the user's mobility.

Ballistic Shield. A huge, often reinforced with ceramic plates, mainly metal shield that is meant to completely encompass the user, shielding them from incoming projectiles. While it is heavy and inconvenient to carry around, it provides excellent protection from firearms.

PROFICIENCY ADJUSTMENTS

In general, most classes can stick to their usual proficiencies – the fighter and the paladin can use all the equipment, for example.

That said, for the sake of some of the more complicated cases, like the spellcasting classes, a complete list of adjustments has been provided.

Barbarian – No changes.

Bard – Bonus proficiency in: Cavalry Sabre, Sword Cane.

Cleric – No changes.

Druid – Bonus proficiency in: Nightstick, Sledgehammer, Survival Spear. Most modern armour is not made of metal, except for the Ballistic Shield.

Fighter – No changes.

Monk – Bonus Proficiency in: Sword Cane. It counts as a Monk Weapon.

Paladin – No changes.

Ranger – No changes.

Rogue – Bonus proficiency in: Cavalry Sabre, Sword Cane.

Sorcerer – Bonus proficiency in: Cleaver, Pepper Spray, Switchblade and Light Handgun.

Warlock – No changes.

Wizard – Bonus proficiency in: Cleaver, Pepper Spray, Switchblade and Light Handgun.



CREDITS

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