

WONDERFUL WEAPONS AND EXOTIC EQUIPMENT

A COLLECTION OF WEAPONS AND EQUIPMENT OPTIONS FOR THOSE THAT WANT A LITTLE BIT MORE.

NEW EQUIPMENT OPTIONS

NEW WEAPON PROPERTIES AND TYPE

Momentum Through the use of Momentum your weapon strikes harder than than normal and is harder for the enemy to stop. Your attribute bonus with the given weapon is improved to 1.5x (rounding up) its regular value for damage.

For example a Strength of 16 has a +3 bonus, with a Momentum weapon this would become a +5.

Paired Paired weapons are made to work with one another and the off-hand of the pair still gains the wielder's attribute bonus for damage. When used with a weapon other than its designated pair it does not gain the bonus.

Trick Weapon Trick Weapons are a specialized set of weapons that either have multiple forms or extremely useful attacks.

If the Trick Weapon has filled out Damage and Properties B sections in the table, it has either a second form or a secondary attack. Changing forms or flipping it's alternate attack mode on requires a bonus action.

NORMAL WEAPONS

CAPTAIN'S SWORD (MARTIAL)

A Captain's Sword is a bastard sword by a better name, dealing superior damage than its brother the longsword and has a bit more reach to boot.

These blades deal 1d10 one-handed or 2d6 two-handed, weigh in at 5 lbs and have the Reach Property. They do Slashing or Piercing damage.

CLAYMORE (MARTIAL)

The Claymore claim to fame is that its more likely to break its foe through its sheer weight rather than cutting through them. It still tends to be sharp but it takes a combination of strength and skill to wield it properly.

A Claymore deals 2d8 Slashing or Bludgeoning, requires two hands and has the Heavy and Reach properties. However, if the wielder doesn't have at least a Strength of 14 then he makes attacks of opportunity at Disadvantage.

FALCATA (MARTIAL)

A Falcata is a specialized sword that is pitched towards the point and the blade is convex near the hilt and concave near the tip. This allows you to strike with the moment of an axe while still being able to stab.

The Falcata deals 1d6 Slashing or Piercing and has the Finesse, Light and Momentum properties.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature.

GLADIUS (MARTIAL)

The Gladius is a short blade primarily used for stabbing or slashing in extremely close quarters or through the slits of a shield wall. They're usually found in the hands of foot troops and are super easy to use.

A Gladius deals 1d6 Slashing or Piercing and has the Light and Momentum properties.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature.

HIDDEN BLADE (MARTIAL)

The Hidden Blade or the Sleeve Sword is a wrist mounted blade that can be swiftly flicked out to strike, stabbing the foe in close quarters with little chance for them to react.

Hidden Blades deal 1d6 Piercing damage and have the Light and Finesse properties. Attacks done against a foe unaware of the blade's presence are done at Advantage and deal an extra die of damage, and triple damage on a critical.

Sneak Attacks done with a Hidden Blade deal two additional dice of damage and triple damage on a critical.

Rogues start as proficient with these.

KAMA (SIMPLE)

A Kama is the oriental version of the Sickle, having a straight blade instead of a curve. Various martial arts schools adapted this to their fighting styles due to its inexpensive and mass produced nature.

A Kama is a Monk weapon that deal 1d8 Slashing damage, bearing the Light and Finesse properties. They may be thrown 30/90 and deal triple damage on a critical strike instead of double.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature.

KATANA (MARTIAL)

The Katana is another weapon from the Jade Empire, its a slightly curved thin blade that shares the similar space as the Captain's Sword. The defining difference is that it can be used by someone with skill far better than someone using brute force.

Katanas count as Monk weapons, dealing 1d10 one-handed or 2d6 two-handed. Katanas weigh 4 lbs and have the Reach and Finesse properties. They deal Slashing or Piercing damage.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature when used in one hand.

MURAKUMO (MARTIAL)

This beautiful crafted curved greatsword is a mix of East and West, a skilled warrior will make amazing use of its weight and smooth slicing action.

A Murakumo deals 2d6 Bludgeoning or Slashing damage, requires two hands and has the Finesse, Momentum and Reach properties.

Monks start as proficient with these but they don't count as Monk weapons due to strictly two-handed nature.

NODACHI (MARTIAL)

The Nodachi is the longer "stronger" brother of the Katana, allowing far more damage and slightly more range but it will always need two hands.

A Nodachi deals 2d8 Slashing or Piercing, requires two-hands, and has the Finesse and Improved Reach (15) properties. A wielder with a Dexterity less than 14 makes his attacks of opportunity at Disadvantage.

Monks start as proficient with these but they don't count as Monk weapons due to strictly two-handed nature.

NUNCHAKU (SIMPLE)

Nunchaku have long been a weapon of the Martial Arts, granting swift strikes to great effect. Monks and other natural brawlers use these to supplement their blunt damage.

Nunchaku are Monk weapons that deal 1d8 Bludgeoning damage and come with the Light, Finesse and Momentum properties.

If someone attempts to Disarm you, you have Advantage on your roll to defend against it. When using your Flurry of Blows and wielding a Nunchaku, you may use the Nunchaku or your Unarmed Strike whichever is better.

SABER (MARTIAL)

The saber is a medium length curved blade with a large handguard. This can be used both offensively and defensively.

Sabers deal 1d8 Slashing, their handguard deals 1d6 Bludgeoning and they come with the Light and Finesse properties.

Attempts to disarm the wielder are done at Disadvantage. Rogues start as proficient with these.

SCYTHE (SIMPLE)

The sign of the Reaper is a well known weapon through all the land. Normally its used as a farming implement rather than a weapon but many death cults have found ways to properly weight and sharpen the weapon for battle.

A properly weaponized Scythe deals 2d6 Slashing or Piercing is two-handed and has Improved Reach (15). They also deal triple damage on a critical strike instead of double.

SHIDŌ (MARTIAL)

A pair of short blades that have a small prong the protrudes just above the guard. These are designed to slash or stab with extreme prejudice.

The prongs are to assist in disarming a foe but are sharp enough that they cause stabbing to deal more damage as well. The blades deal 1d6 Slashing or 1d8 Piercing and the wielder has Advantage on Disarm attempts. They have the Finesse, Light, Momentum and Paired properties.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature.

SPIKED CHAIN (MARTIAL)

The Spiked Chain is a dangerous twist on the generic whip, adding barbs around a thin steel wire to allow you to pierce your foes in addition to slashing them to ribbons. The barbs are perfect spaced to make it easier for you to disarm your foes and bring their weapon to your hands as part of this action.

The Spiked Chain is a Monk weapon dealing 1d8 Slashing or Piercing with Improved Reach (15).

You may Shove or Disarm opponents with this and do either at Advantage. Successful Disarms bring the opponent's weapon to your hand if you have a free one or your square if you do not.

Monks start as proficient with these and they count as Monk weapons for the Martial Arts feature.

SPIKED GAUNTLET (SIMPLE)

A simple gauntlet with spikes strategically placed that can be popped out for use to puncture your foes instead of merely bludgeoning them.

Spiked Gauntlets deal 1d6 Bludgeoning or Piercing or 1d8 if you have the Tavern Brawler feat. It requires a bonus action to pop the spikes out and another to put them away and Disarming doesn't work on Spiked Gauntlets unless you actually remove the person's hand.

Monks wearing Spike Gauntlets deal 1d8 plus 1d equal to their current Martial Arts die. When doing Flurry of Blows with Spiked Gauntlets, you may deal 1d8 or your current Unarmed Strike damage whichever is higher.

TRICK WEAPONS

Tricks weapons are Martial weapons, some classes that don't have access to all martial weapons out the gate have learned to use a few of these:

Bards: Beast Cutter, Bowblade, Crow Quills, Reiterpallasch, Threaded Cane and Wrist Crossbow.

Clerics: Blade of Mercy, Boom Hammer, Church Pick, Holy Blade, Kirkhammer, Hunter's Axe, Tonitrus and Valorheart.

Monks: Aun, Beast Claw, Blade of Mercy, Chikage, Kabutsuchi, Rakuyo, and Threaded Cane.

Rogues: Beast Claw, Beast Cutter, Blade of Mercy, Bowblade, Crow Quills, Grand Turk, Reiterpallasch, Threaded Cane and Wrist Crossbow.

Sorcerer, Wizard and Warlock: Beast Cutter, Blade of Mercy, Rifle Spear, Threaded Cane, Tonitrus.

AUN

Aun begins life as two light spears that can be used in unison quite well. One of these spears has a screw on the end and the other has a hollow space in its haft to allow the wielder to hook them together into a stronger weapon.

The spears deal 1d6 Piercing damage one-handed or 1d8 two-handed. These spears have the Light, Momentum and Paired properties and may be thrown with a range of 20/60.

As a bonus action the spears are attached together into a spike ended glaive, the head deals 1d10 Slashing and the end deals 2d4 Piercing. It now has the Momentum, Reach and Two-Handed properties.

The wielder can strike with both the head and the end as one Attack action. Aun counts as Monk weapon for the purpose of the Martial Arts feature.

BEAST CLAW

A fist weapon crafted by sharpening the bones of a vile beast and affixing them to a bracer. The creature's essence still flows through the bones and the wielder can tap into it for short bursts.

The Beast Claw deals 1d8 Piercing damage normally, the alternate form activates Frenzy of the Beast. Frenzy lasts for rounds equal to the wielder's Constitution modifier. At the end of Frenzy, he must make a DC 20 Constitution save or be stunned for 2 rounds.

During Frenzy, the Beast Claw fuses with its wielder's hand, causing him to take on some of the Beast's features. Claws grow from the wielders hand that deal 1d10 Slashing and his head grows to that of a Shadow Wolf granting a bite dealing 1d8 Piercing. The wielder is able to attack with both hands or slash with a hand and bite for one Attack action.

The base Beast Claw and the attacks during Frenzy have the Momentum property. The claws during Frenzy have Reach and the Beast Claw regular or in Frenzy counts as a Monk weapon for the Martial Arts feature.

BEAST CUTTER

This hefty blade is mounted on a long haft, its jagged teeth meant to bite and rend the flesh of the horrid beasts with ease. Its second form is rather wicked as well, a whip that can strike the beast with a bludgeoning or slashing strike.

The standard form deals 2d6 Piercing or Slashing with the Heavy and Reach properties. It also requires two-hands.

By squeezing the lever on the haft, the chain within releases and the Cutter's Teeth retract. It may now be swung as whip with both sharp and blunt portions. This form deals 1d10 Bludgeoning or Slashing damage. It has Improved Reach (15), Momentum and Heavy in this form. It also allows you to Disarm a target and pull their weapon into your square at your feet.

BEASTHUNTER'S SAIF

This weapon used by the hunters of old appears to be a single bladed weapon but on closer inspection there is a second thinner blade nestled inside the curve of the primary blade.

Its normal form has the curved blade resting along its handle that deals 2d6 Slashing with Reach.

The wielder can swiftly flip the blade into its second position, granting Improved Reach (15) and Momentum for reduced base damage. It deals 1d8 Slashing or Piercing one-handed or 1d10 two-handed.

A bonus action allows the wielder to make a second attack by striking the target with the weapon's second blade that deals the same reduced damage of the second form.

BLADE OF MERCY

This twisted blade is crafted from metals that are known to channel Arcane energies. Its shape however is unique because with a flick of the wrist the blade splits into two smaller swords for you to fight with.

A Blade in its standard form deals 1d10 one-handed or 2d6 two-handed and come with the Finesse, Light and Reach properties. All Blades of Mercy are made of a special material called Siderite, see its properties below.

The Blade of Mercy alternate form is that of a pair of blades dealing 1d8 Slashing or Piercing and have the Finesse, Light, Momentum and Paired properties.

When wielding the Blade's Single Sword form or the dual blades, you can use a Bonus Action to Dash or Disengage.

A Blade of Mercy in either form counts as Monk weapon for the Martial Arts feature.

SIDERITE

The metal that grants a Blade of Mercy its magical properties is known as Siderite. Weapons crafted with it cost triple standard price but count as magical for overcoming resistances and immunities without being truly magical.

Weapons crafted with this material always have a chant inscribed on them, allowing you to deal Force or Psychic damage instead of their standard damage for rounds equal to your Intelligence modifier. When it ends you're required to make a DC 20 Intelligence Save or be stunned for 1 round.

BOOM HAMMER

This massive iron hammer has a small furnace built into its head. It has a series of holes drilled into it to allow the furnace to fume when the wielder calls on it's flames.

The Boom Hammer is a variant on the standard Maul. It weighs 12 pounds, deals 2d6 Bludgeoning damage and has the Reach, Heavy, Momentum and Two-Handed properties.

As a Bonus action, the wielder can light the furnace and use its flames to burn their foe to the core. The next attack made with the Boom Hammer deals 4d6 Bludgeoning and 3d8 Fire damage in a 10' by 30' Line. Roll to hit targets individually.

Roll a d6 after striking and on a 5 or 6, the power is restored to be used again. On anything else, the Boom Hammer's power is expended for this combat.

BOWBLADE

The long flexible blade splits in half when this weapon is transformed, granting the wielder a bladed bow that lets him fire at foes but also still defend himself in close quarters.

The bowblade's sword form is that of a Murakumo with no additional modifiers.

The bowblade's secondary form is a composite bow with a range of 100/400 dealing 3d4 Piercing along with having the Momentum property. If used in melee combat, the blades deal 3d4 Slashing or Piercing and have the Finesse, Light, Momentum and Paired properties.

A bonus action will allow you to attack with the other side of the bowblade.

CHEMICAL SPRAYER

Whether its fire, freezing, acid, shocking or poison required, the Chemical Sprayer has all of the hunter's needs covered. The Chemical Sprayer is a lead bellied device with a sprayer spigot and a small igniter to set the certain chemicals on fire.

The Sprayer deals a base of 2d10+1d10/vial (capped at 8d10) when sprayed in a 40' Cone (DC 19 Dex for Half). It may also be sprayed in a 10' by 40' Line dealing 3d8+1d8/vial use (capping at 6d8) but targets are struck individually and not with a save. The Sprayer itself costs 75 GP and a vial of chemicals costs 10 GP. Vials come in the following types: Acid, Cold, Fire, Lightning and Poison. The vial provides 12 uses and the lead bellied device can hold up to 3 vials.

CHIKAGE

The Chikage is a katana that like so many of these other weapons has a second form hidden within. It however requires sacrifice to activate rather than just some knowledge of how it works.

The Chikage's primary form is that of a Katana dealing 1d10 one-handed or 2d6 two-handed. It also retains its Reach and Finesse properties and can deal Slashing or Piercing damage. However it now weighs 5 pounds.

By expending a bonus action and 5 HP the wielder can activate its secondary form. The reach is improved to 15 feet and the weapon deals 2d6 one-handed or 2d8 two-handed. It also gains a damage buff of 2d6 but the type is random, roll a d6: 1 or 2 is Necrotic Damage, 3 or 4 is Radiant Damage, 5 is Psychic Damage, 6 is Force Damage.

The secondary form lasts for rounds equal to the wielder's Dexterity modifier. At the end of this the wielder must make a DC 20 Constitution save or be stunned for 1 round per two points of failure.

CHURCH PICK

The Church Pick begins its life as a weighted sword that's fitted blade is fitted on a hinge and a longer hilt. All of this plays into the second form. In a few seconds this hefty sword becomes a long handled pick to stab your foes at a distance the average sword can't reach.

The Church Pick's primary form is a long handled Gladius, allowing you to deal 1d6 one-handed or 1d8 two-handed.

By expending a bonus action, the hilt extends and the blade flips downward to grant you Warpick the deals 2d6 Piercing with the Momentum, Reach and Two-Handed properties.

CROW QUILLS

Crow Quills are commonly found in an Assassin's arsenal.

GRAND TURK

The Grand Turk is the strangest weapon on this list, having three weapon sets to contend with. It begins life as a guardless Brand with an exotic hilt. The hilt is segmented and weighs quite a bit. However with a simple twist and tug on the segmented section, you've got a matched Gladius and Shortsword. If you choose to jerk the segment without a twist the weighted end comes free with a handle, granting you a matched Gladius and Warhammer

The Brand deals 1d8 Slashing or Piercing and comes with the Versatile and Momentum properties. The Gladius, Shortsword and Warhammer retain their normal damage types and have the Light, Momentum and Paired properties.

The weapon in the off-hand grants a +2 to AC on turns it is not used to attack.

The entire Grand Turk counts as a Monk weapon for the Martial Arts feature.

HOLY BLADE

The Holy Blades of the Hunter's orders are Siderite Captain's Swords with oversized weaponized sheaths.

By using a bonus action you can flip the Captain's Sword into the side of the sheath, locking it into place and extending the hilt to grant you a Claymore with some new properties.

A Holy Blade Claymore gains the Momentum property and loses out on its strength requirement for attacks of opportunity. Both forms have lingering essence of the Clerics that blessed these blades, dealing some Radiant damage.

HUNTER'S AXE

The Hunter's Axe works almost strictly on the principle of Momentum granting further power to the blow. It's not sharper than your average axe but the head is weighted so it slams down harder on the foe with each swing. Its haft is also slightly heavier but that plays into its second form.

The Hunter's Axe is first and foremost a Battleaxe that gains the Momentum property at the cost of an increased weight of nine pounds.

The secondary form is activated with the press a button on the axe's haft and a slide of the hands. This new form makes your once modest Battleaxe a truly frightening weapon, dealing 2d6 Slashing with the Heavy, Momentum, Reach and Two-Handed properties.

As a bonus action, you can flip the blade and make a second attack with the spiked backside for 3d4 Piercing.

The Battleaxe form of the Hunter's Axe counts as Monk weapon for the Martial Arts feature.

KABUTSUCHI

The Kabutsuchi or Head Hammer is a Nepalese inspired Axe made out of stone. It can be used by a lesser warrior but it takes real strength and dexterity to use it to maximum efficiency.

If the wielder is at or below Strength and Dex of 15 then the weapon deals 1d10 one-handed and has the Heavy, Momentum and Versatile properties.

If the wielder is at or above Strength and Dex of 16 the one handed damage is improved to 2d6 and the weapon has the Finesse, Momentum and Versatile.

The Kabutsuchi has also been known to come in the form of a stone sword with the same properties. A Monk with a Strength and Dex at or above 16 counts the Kabutsuchi as a Monk weapon for the Martial Arts feature.

KIRKHAMMER

The Kirkhammer grants the strength of a longsword with the brute force of the maul. Its primary form is that of a long-handled silver longsword, material that sinks into the flesh of beasts with little resistance.

By using a bonus action the wielder can flip the blade into position in the maul's haft and with a snap it locks into place, granting you a maul with an extended haft to allow for more force to be placed into each strike. The maul's head is made of pure stone instead of your bog standard metal or wood, increasing its weight by quite a few pounds.

The first form is a Siderite Longsword that deals Slashing or Piercing damage and has acquired the Momentum property. Its second form is that of a Giant Stone Maul that deals 2d8 Bludgeoning and has the Heavy, Reach, Momentum and Two-Handed properties.

RAKUYO

The Rakuyo meshes three wondrous weapons into a fine tuned killing machine. The primary weapon is a katana that's been given a handguard to reduce the chance of being disarmed, a heavy grip and lowblade affixed to this handle to allow for swift parries from either end. The lowblade may be snapped away to grant an off-hand weapon.

The katana deals 1d10 one-handed or 2d6 two-handed (Slashing or Piercing) with the Light, Finesse and Reach properties. The affixed lowblade grants a +1 to AC or can be used to bludgeon a foe for 1d6. The katana and low blade both have the Paired property.

By using a bonus action, the lowblade may be snapped away. It loses its bonus to AC but grants the wielder an offhand weapon that deals 1d8 Piercing or Bludgeoning with the Finesse, Light and Momentum properties.

All parts of the Rakuyo count as Monk weapons for the Martial Arts feature.

REITERPALLASCH

Some hunters retained their love of the Rapier but knew they couldn't take down foes with it alone so the Reiterpallasch came to be.

The Reiterpallasch is an extra sharp rapier with a bit of kick added, having a pistol affixed at the weapon's handle instead of your standard hilt. This Rapier deals 1d10 Piercing instead of the standard 1d8.

The pistol comes with a range of 40/120, reload of 3 and deals 2d6 Bludgeoning damage. It deals Bludgeoning as its firing high durability wooden stakes instead of standard rounds. Shots fired are counted as Silver and Magical for overcoming resistances and immunities.

When firing while stabbing the Rapier, the wielder can use their bonus action to fire the pistol at the same time, dealing 3d10 Piercing with Momentum and having the strike count as Silver and Magical.

Reloading the Pistol is a bonus action.

RIFLE SPEAR

The Rifle Spear takes the gun melee weapon hybrids to a whole new level by just granting you full use of both weapons. The trick portion comes into effect by allowing the wielder to use gunpowder to drive the spear harder to deal more damage.

The long spear retains gains a few new properties for its weight gain. The spear deals 2d4 Slashing or Piercing with Reach and Momentum. It also has a Rifle built through its spear's half and it deals 2d8 Bludgeoning with a range of 50/150 and a reload of 3. It deals Bludgeoning as its firing high durability wooden stakes instead of standard rounds. Shots fired are counted as Silver and Magical for overcoming resistances and immunities.

The strength of the spear in the ability to fire when striking to deal vastly superior damage. Expending a bonus action when stabbing or slashing allows the wielder to fire a round and cause 6d4 Slashing or Piercing and the wielder's attribute bonus is increased to double instead of Momentum's 1.5x.

Reloading the Rifle is a bonus action.

THREADED CANE

Threaded Canes are almost the complete inverse of the Beast Cutter. A blunt cane for striking beasts with a spear tip as its primary for and a sharp extra long whip as its secondary.

The Threaded Cane's primary form deals 2d4 one-handed or 4d4 two-handed and can deal Bludgeoning or Piercing damage. It has the Finesse and Momentum properties.

Tapping the cane's tip on the ground releases the chain within to allow the whip to form. The cane's metal outer body twists to create fragments to strike beasts with, lacerating their strong frames and tough hides with ease.

The secondary form is a whip with Improved Reach (15), Momentum, Finesse. Its damage becomes 3d4 Slashing or Piercing. It also allows you to Disarm a target and pull their weapon into your square at your feet.

The Threaded Cane counts as a Monk weapon for the Martial Arts feature.

TONITRUS

This simple iron morningstar is a rather unique contraption. By striking it on the ground, the wielder can generate sparks and hit a beast with power of the heavens. There's also a switch on the weapon's handle that can retract or cause the spikes to protrude allowing for a full range of pain inflicting mechanisms.

The Tonitrus deals 1d8 Piercing or Bludgeoning and has the Momentum and Versatile properties. As a bonus action, the wielder can scratch it across the ground to generate an electrical charge to strike their next foe with 3d8 Bludgeoning or Piercing damage plus 3d4 Lightning and 3d4 Thunder damage.

This shock charge also generates a Chain Lightning effect, striking up to three targets within 50 feet of the original target. Roll to hit these targets individually, targets struck take 3d8 Bludgeoning damage plus 3d4 Lightning and 3d4 Thunder damage.

Roll a d6 after striking and on a 5 or 6, the mechanism is fine and can be used again this combat. On anything else, the Tonitrus has had a slight malfunction and its special ability can't be used again until the next combat.

Roll a d6 after striking and on a 5 or 6, the mechanism is fine and can be used again this combat. On anything else, the Tonitrus has had a slight malfunction and its special ability can't be used again until the next combat.

WHIRLIGIG SAW

The Whirligig Saw comes from the same hunter camp that brought you the Boom Hammer and the Rifle Spear. Its primary form is that of a long-handed mace with a hefty head on it. Its secondary form is when that mace is slammed into a slotted object and with a twist the mechanical saws on either side whirl to life to shred into the flesh of the hunter's opposition.

The heavy mace is made of Siderite and deals 3d4 Bludgeoning and 1d6 Force one-handed. It has the Heavy, Momentum, Reach and Versatile properties. The Whirling blades deal 3d4 Slashing and 2d4 Fire one-handed. The fire is from the superheated sparks that the blades cause when they spin. This form has the Heavy, Momentum, Reach and Versatile properties.

The Whirligig Saw however can only stay on for a few moments at a time, being able to remain on for 3 rounds at a time before needing re-revving. On the fourth round, roll a d6 and on a 5 or 6, the Saw is revved with no issue. On anything else the Whirligig has lost its oomph and can only be used in its mace form.

WRIST CROSSBOW

This is a twist on your average hand crossbow. Instead of having to hold it, this piece of tech is affixed to a bracer for hands free use. A small strap wraps over your thumb and a good tug will let loose a bolt at your opponent.

Flipping the crossbow's arms into position to fire requires a bonus action, otherwise the arms are swung back and two small daggers aim forward to stab with.

The crossbow deals 2d4 Piercing, has a range of 50/150, a reload of 3 and the Momentum property. The dual daggers affixed to its front deal 2d4 Piercing or Slashing and have the Finesse and Momentum properties.

NEW ARMOR

BUCKLERS AND TOWER SHIELDS

The Buckler has long since been a defensive choice of duelists and brutes alike, granting you a small bit of defense without giving up your offensive capabilities. The Tower shield however is more likely to be in the hands of a Stoic Knight.

- A Buckler can be used to attack or defend, granting +1 to AC or allowing the wielder to strike for 1d6 Bludgeoning damage. The buckler itself is strapped to the user's wrist and does not impede their hand usage. *A buckler is not a shield and requires no proficiency to use*
- Tower Shields grant a +3 to AC but the wielder may use a reaction to slide behind the shield, improving the bonus to +5 until the start of their next turn.
 - When making a Saving Throw against an area of effect (Line, Cone, Cube, Radius etc) and using a tower shield, a successful save reduces damage to 0. You may Shield Bash with a Tower Shield to deal 1d10 Bludgeoning Damage. Donning or removing a Tower Shield requires an action, and using a Tower Shield forces Disadvantage on Stealth Checks.

ROBES AND THE STUDED LEATHER KILT

These two types of equipment can be worn with no proficiency and do not count as regular armor. They are worn over other pieces of armor, between armor and a cloak or as a stand alone item and grant a +2 for a Robe or +3 for a Studded Leather Kilt to a person's AC.

These accoutrements do not interfere with abilities such as Unarmored Defense or Mage Armor, granting their bonus to these as well.

THIEVES MAIL

Thieves Mail provides armor without losing out on Stealth or Dexterity. Standard Thieves Mail provides an AC of 14 plus Dex Mod, Master Thieves Mail provides an AC of 16 plus Dex Mod.

SIMPLE WEAPONS

Name	Cost	Damage	Weight	Properties
Kama	8 gp	1d8 Slashing	2.5 lbs	Light, Finesse, Thrown 30/90, 3x Crit
Nunchaku	8 gp	1d8 Bludgeoning	2 lbs	Light, Finesse, Momentum, Special Disarm and Monk Bonus
Scythe	20 gp	2d6 Slashing/Piercing	6 lbs	Two-Handed, Reach (15), 3x Crit
Spiked Gauntlet	3 gp	1d6 Bludgeoning or Piercing	1 lb	Special Damage: Tavern Brawler 1d8 or Monks 1d8+1dMA

MARTIAL WEAPONS

Name	Cost	Damage	Weight	Properties
Captain's Sword	45 gp	1d10 Slashing or Piercing	5 lbs	Reach, Versatile (2d6)
Claymore	65 gp	2d8 Slashing or Bludgeoning	12 lbs	Heavy, Reach, Special, Two-Handed
Falcata	15 gp	1d6 Slashing or Piercing	3lbs	Finesse, Light, Momentum
Gladius	15 gp	1d6 Slashing or Piercing	2.5lbs	Light, Momentum
Hidden Blade	20 gp	1d6 Piercing	1/2 lb	3x Crit, Sneak Strike, Sneak Attack bonus
Katana	45 gp	1d10 Slashing or Piercing	4 lbs	Finesse, Reach, Versatile (2d6)
Murakumo	50 gp	2d6 Bludgeoning or Slashing	7.5 lbs	Finesse, Momentum, Reach, Two-Handed
Nodachi	65 gp	2d8 Slashing or Piercing	8 lbs	Finesse, Reach (15), Special, Two-Handed
Saber	18 gp	1d8 Slashing	3 lbs	Handguard (1d6 Bludgeoning), Light, Finesse, Disarm bonus
Shidō	15 gp	1d6 Slashing or 1d8 Piercing	4lbs	Finesse, Light, Momentum, Paired, Disarm Bonus
Spiked Chain	15 gp	1d8 Slashing or Piercing	3 lbs	Reach (15) Improved Shove and Disarm, Weapon Grabber

TRICK WEAPONS

Name	Cost	Damage A	Properties A	Weight	Damage B	Properties B
Aun	20gp	1d6 Piercing	Versatile (1d8) Light, Momentum, Paired	6 lbs	1d10 Slashing or 2d4 Piercing	Momentum, Reach, Two-Handed, Bonus Attack
Beast Claw	25gp	1d8 Piercing	Momentum, Frenzy of the Beast	4 lbs	1d10 Slashing or 1d8 Piercing	Momentum, Multistrike, Duration
Beast Cutter	20gp	2d6 Piercing or Slashing	Heavy, Reach, Two- Handed	5 lbs	1d10 Bludgeoning or Slashing	Reach (15), Momentum, Heavy, Weapon Grabber
Beasthunter's Saif	25gp	2d6 Slashing	Reach	4 lbs	1d8 Slashing or Piercing	Momentum, Versatile (1d10), Reach (15), Bonus Strike
Blade of Mercy	50gp	1d10 Slashing or Piercing	Versatile (2d6), Finesse, Light, Reach	6.5 lbs	1d8 Slashing or Piercing	Finesse, Light, Momentum, Bonus Action Use, Paired
Boom Hammer	90gp	2d6 Bludgeoning	Heavy, Momentum, Reach, Two-Handed	12 lbs	4d6 Bludgeoning + 3d8 Fire	Heavy, Momentum, Reach, Two- Handed, Fire Line(10' by 30' Line) Recharge 5 or 6
Bowblade	30gp	2d6 Bludgeoning or Slashing	Finesse, Momentum, Reach, Two-Handed	7 lbs	3d4 P (Bow), 3d4 P or S (Blades)	Bow Range 100/400/ Blades - Finesse, Light, Momentum, Paired
Chemical Sprayer	75gp	2d10+1d10 (8d10 cap)/Vial 40' Cone	Deals A,C,F or L damage (DC 19 Dex)	10 lbs	3d8+1d8/vial(6d8 cap) 10' by 40' Line	Deals A,C,F or L damage, roll to hit targets individually.
Chikage	80gp	1d10 Piercing or Slashing	Finesse, Reach, Versatile (2d6)	5lbs	2d6 Piercing or Slashing	Finesse, Reach, Versatile (2d8) 2d6 bonus damage RT, Sacrifice, Duration
Church Pick	30gp	1d6 Slashing or Piercing	Light, Momentum, Versatile (1d8)	5 lbs	2d6 Piercing	Momentum, Reach, Two-Handed

TRICK WEAPONS CONTINUED

Name	Cost	Damage A	Properties A	Weight	Damage B	Properties B
Grand Turk	25gp	1d8 Slashing or Piercing	Versatile (1d10), Momentum	6 lbs	Gladius+Shortsword or Gladius+Warhammer	Light, Momentum, Paired, Defensive +2 AC
Holy Blade	90gp	1d10 Slashing or Piercing	Reach, Versatile (2d6), Cleric Blessing 2d4 Radiant	3lbs/7.5 lbs	2d8 Slashing or Bludgeoning	Heavy, Momentum, Reach Two-Handed, Cleric Blessing 3d4 Radiant
Hunter's Axe	30gp	1d8 Slashing	Momentum, Versatile (1d10)	9 lbs	2d6 Slashing	Heavy, Momentum, Reach, Two-Handed, Bonus Attack (3d4 Piercing)
Kabutsuchi	40gp	1d10 Slashing or Bludgeoning	Heavy, Momentum, Versatile (2d6)	7 lbs	2d6 Slashing or Bludgeoning	Finesse, Momentum, Versatile (2d8)
Kirkhammer	90gp	1d8 Slashing or Piercing	Silver, Momentum, Versatile (1d10)	14 lbs	2d8 Bludgeoning	Heavy, Reach, Momentum, Two-Handed
Rakuyo	50gp	1d10 Slashing or Piercing	Finesse, Reach, Versatile (2d6), Defensive +1 AC, Paired	7 lbs	1d8 Piercing or Bludgeoning	Finesse, Light, Momentum, Paired
Reiterpallasch	100gp	1d10 Piercing	Finesse, Shooting Strike (3d10 Piercing and Momentum)	3 lbs	2d6 Bludgeoning	Range 40/120, Reload 3, Silver/Magical
Rifle Spear	150gp	2d4 Slashing or Piercing	Reach, Momentum, Shooting Strike (6d4, Improved Momentum)	5lbs	2d8 Bludgeoning	Range 50/150, Reload 3, Silver/Magical
Threaded Cane	20gp	2d4 Bludgeoning or Piercing	Finesse, Momentum, Versatile (4d4)	4 lbs	3d4 Slashing or Piercing	Finesse, Momentum, Reach (15), Weapon Grabber
Tonitrus	30gp	1d8 Piercing or Bludgeoning	Momentum, Versatile (1d10)	6 lbs	3d8 B or P plus 3d4 Lightning and Thunder	Recharge 5 or 6, Chain Lightning Shocker
Whirligig Saw	75gp	3d4 Bludgeoning, 1d6 Force	Heavy, Momentum, Reach, Versatile (5d4,2d6)	7.5 lbs	3d4 Slashing and 2d4 Fire	Heavy, Momentum, Reach, Versatile (5d4,4d4), Recharge 5 or 6
Wrist Crossbow	25gp	2d4 Piercing	Range 50/150, Reload 3, Momentum	3 lbs	2d4 Piercing or Slashing	Finesse, Momentum

NEW EQUIPMENT

Name	Cost	AC and Damage	Properties	Weight
Buckler	5 gp	+1 AC, 1d6 Bludgeoning	Free Hand	2 lbs
Tower Shield	50 gp	+3 AC, 1d10 Bludgeoning	Evasive Maneuvers, Stealth Disadvantage	15 lbs
Robes	5 sp	+2 to any Armor Class	Non-Armor	3 lbs
Studded Leather Kilt	1 gp	+3 to any Armor Class	Non-Armor	4 lbs
Standard Thieves Mail	50 gp	AC of 14 plus Dex Mod	Light Armor	20 lbs
Master Thieves Mail	100 gp	AC of 16 plus Dex Mod	Light Armor	15 lbs

LEGAL INFORMATION

Legal Information DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright [2017] by [Thomas Preston Koch] and published under the Community Content Agreement for Dungeon Masters Guild.