

THE WARRIOR'S CODEx



HOMEBREW

Go to war with a collection of martial subclasses, an overhauled arsenal of weapons, and new rulesets for the world's most popular roleplaying game.

INTRODUCTION

This document is the end result of almost a year of work toward the improvement of martial characters for D&D 5e. I'm a man of two opinions—the first, that any character can be fun to play if based in truly excellent characterization. The second is that a character's mechanical competence improves the fun even *more*. D&D crashes make-believe and a skirmish wargame together, and both parts are absolutely necessary for a fun experience.

Unfortunately, I and many others find that martial characters (those without magic or spell slots of 1st-9th level) can be less fun to play, mechanically speaking. While they have more health, can be more consistent in damage, and have fewer resources to track, they have fewer options on the battlefield when it comes to attacks. In character-building they have a similar dearth of effective options compared to others. In *The Warriors' Codex*, I've attempt to rectify that. I decided to forgo a full system overhaul or en masse alterations to the class structures of martials (barbarians, fighters, monks, paladins, rangers, and rogues). Instead, I approached their three glaring weaknesses:

1. Fewer combat options. Every weapon now operates distinctly from every other. Weapon-switching to better meet the enemy becomes commonplace and adds a new level of strategy for martials. While nowhere close to the complexity of spells, no longer are the functional differences between weapons limited to weight, reach, and damage dice.

2. Magical Saturation. If ranger and paladin count among the former, 5e has 6 martial classes and 6 spellcaster classes. On the surface, the numbers appear even—42 published caster archetypes, and 38 official martial ones as of this writing. However, 24 of those archetypes—such as Arcane Archer, Path of the Totem, and paladin, monk, and ranger as a whole—explicitly and inherently use magic. Many of the mundane archetypes that remain suffer because of the third problem.

3. Fewer viable choices. Many warrior archetypes are much, much weaker than their magical brethren, to the point that players entirely unconcerned with theorycrafting take notice during play—a problem not only in abstracted numbers, but in actual, regular games. This document contains several attempts to rework some egregious examples (though it avoids the ranger, which wiser brewers have already addressed). When accompanied by new subclasses, these reworks create a flood of options where once there was a drought. Feedback to improve or balance them even further is welcomed.

It should be said I approached this supplement without bitter regard towards spellcasters or their players. I believe 5e has addressed the divide between martial and caster marvelously and the gaps is as small as it has ever been—but it could be even smaller. I haven't tried to make casters worse, but martials better. There's no need to tear down material already released; a rising tide lifts all boats.

In fact, rules on weapons, item creation, and even a few new archetypes for non-martial classes will delight players who favor magic. Everyone uses weapons and items, after all.

You might wonder why you might use *this* supplement over the original Weapons Remastered, [/u/theapoapostolov's Grit and Glory](#), or Wraith Wright's *Comprehensive Equipment Manual*. The truth is, your group might find those preferable, and I admit I borrowed ideas—some unashamedly and outright—from those works, because they were just that good. I genuinely admire them.

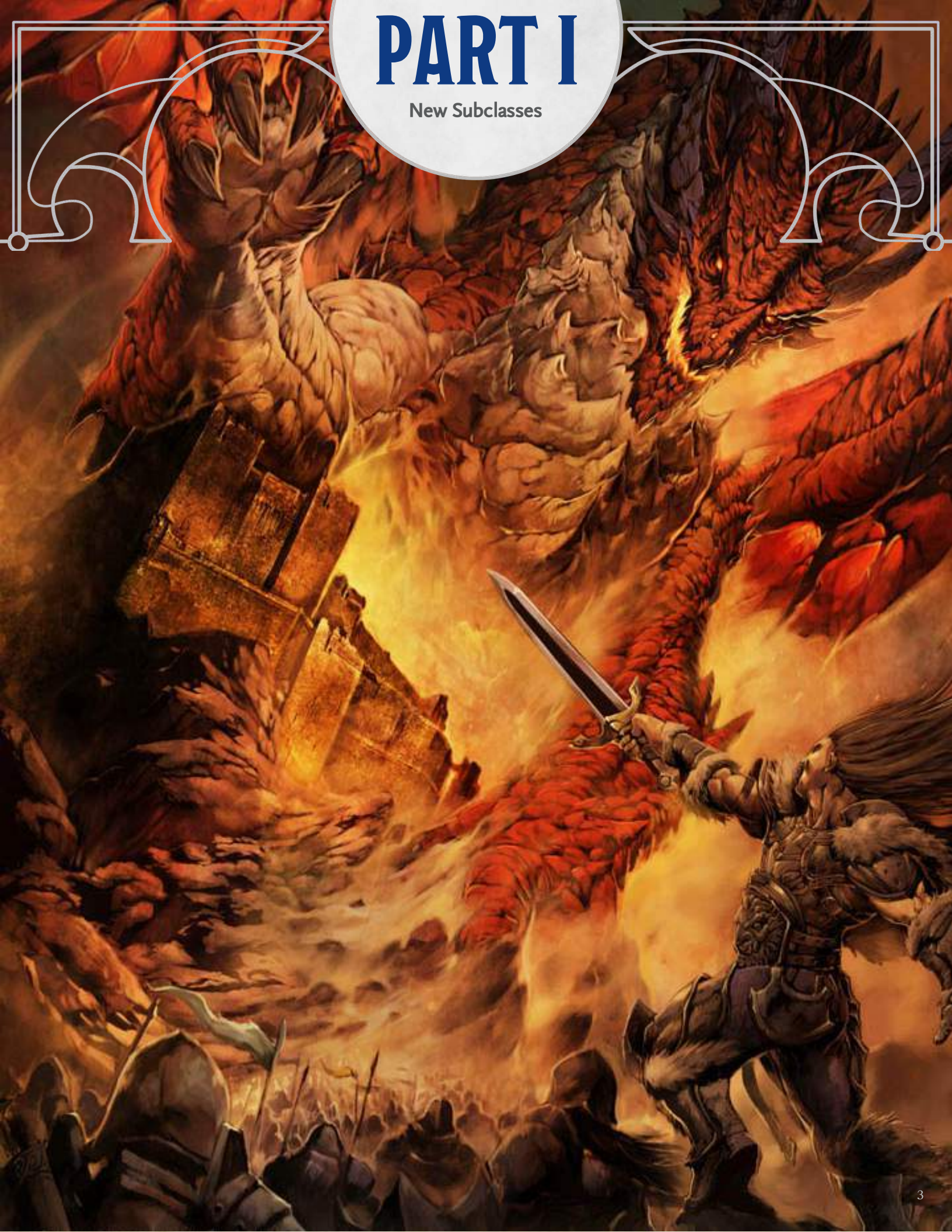
But I believe the latter two go a touch *too* far in mechanical combat complexity, and so much more could be accomplished with the first. They are fantastic, well-researched works, perhaps to a fault. Too many options can slow play. Hopefully, this version creates more options without choice paralysis. It should present more crunch in options but not overwhelm a player or rework the system. 5e dedicated itself first and foremost to simplicity, and we can address the places where it became *too* simple and still avoid the issues of other, more complicated systems. Ultimately, experiment, and see what works best for your table. Every group has different preferences.

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PART I

New Subclasses



BARBARIANS

Famous for their raw power, barbarians are remarkably versatile despite their narrow archetypal base. Some of their subclasses add unexpected roles, while others make even more improvements to their unmatched talent for absolute reckless destruction.

The *Path of the Berserker* reworks the exhaustion penalties that crippled it but keeps the risk-reward.

Path of the Bonebreaker gives the *Battlerager* a racially-neutral identity as a barely-armored fistfighter who crushes their enemies without mercy.

Path of the Cataclysm diversifies and empowers the options available to the *Path of the Storm Herald*. It gives them greater command over their magic and changes them from the bearers of the storm to walking catastrophes. Instead of climates, they personify natural disasters like earthquakes, plagues, and volcanic eruptions.

The *Path of the Crescendo* is an exercise in repetition and, oddly for a barbarian, control. They temper their rage into rhythm, and hit harder and harder with each consecutive blow in the strange dance of combat.

The *Path of the Ironclad* drops thunderclaps with every footstep. They bear the heaviest armor and wield the largest weapons available to them, with devastating results.

PATH OF THE BERSERKER

For some barbarians, rage is a means to an end—that end being violence. The Path of the Berserker is a path of untrammled fury, slick with blood, where anger for anger's sake is king. As a berserker enters a rage they thrill in the chaos of battle, heedless of their own health and well-being.

FRENZY

Starting when you choose this path at 3rd level, you can go into a frenzy when you rage. If you do so, for the duration of your rage you can make an additional melee weapon attack when you take the attack action on your turn. When your rage ends, you suffer one level of exhaustion.

While frenzied, you ignore the effects of all levels of exhaustion.

MINDLESS RAGE

Beginning at 6th level, the joy of battle drowns out other influences. You can't be charmed or frightened while raging. If you are charmed or frightened when you enter a rage, the effect ends.

INTIMIDATING PRESENCE

Beginning at 10th level, you can use a bonus action to terrify an enemy. Choose one creature that can see or hear you within 30 feet of you. It must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier + your Strength modifier). On a failed save, the creature is frightened of you until the end of your next turn. This effect ends if the creature ends its turn more than 60 feet away from you. If the creature succeeds on its saving throw, it is immune to this feature for 24 hours.

ADRENALINE RUSH

Starting at 14th level, if an enemy reduces you to 0 HP while you are frenzied, you can choose to instead be reduced to 1 HP and gain temporary hit points equal to twice your barbarian level that last until the end of your rage. After your frenzied rage ends, all levels of exhaustion that you have taken are removed. You can use this feature once per long rest.





PATH OF THE BONEBREAKER

Brawlers, battleragers, gladiators, ravagers, and pugilists, Bonebreakers wield crude-but-powerful weapons older than any other: their own two fists. Seemingly impervious to pain, their bone-shattering blows can dent the finest armor and sunder the hardest scales. To a Bonebreaker, magic and weapon alike can never compete with a strong right hook.

STEEL-EMBEDDED FLESH

You are proficient in spiked armor. Spiked armor is light armor that weighs 20 lbs. While you wear it, your AC is 13 + your Dexterity modifier. It is primarily made from plates of boiled leather with sharp metal embedded in the surface. When worn by a bonebreaker, it deals 1d4 piecing damage to any creature that the wearer grapples, or is grappled by the wearer, at the start of each of the grappler's turns. When worn by any other character, it is considered leather armor.

You also gain proficiency in Leatherworker's Tools, and can use them to reassemble any leather or hide armor into a set of spiked armor and two cestuses during a short rest.

FURIOUS FISTS

Your unarmed strikes hit harder than any others, striking vital areas and crushing armor. At 3rd level you gain proficiency in unarmed strikes and improvised weapons. Your unarmed strikes deal 1d6 bludgeoning damage, and your attacks with a cestus (detailed in part 2) deal 1d8 bludgeoning damage. When you make a weapon attack while holding no weapons or wielding a cestus in both hands, you can make an additional melee weapon attack when you take the attack action.

MUSCLE MASS

Starting at 3rd level, your raw size provides an additional layer of physical defense. Whenever you would use your Dexterity modifier to calculate your AC, you can use your Strength modifier instead.

I AM UNBREAKABLE!

Starting at 6th level, your stamina in a brawl matches even the most hardened soldier. You have advantage on saving throws against being stunned or being put to sleep.

You can also use a bonus action to expend a hit die and recover the resulting HP. When you do so, you can end one condition affecting you, such as frightened or charmed. You cannot use this bonus action while incapacitated.

THORNED CHARGE

At 10th level, when you take the dash action and move at least 30 feet in a straight line, you deal 2d4 piercing damage against all creatures in your path, and they must succeed on a Strength saving throw or be knocked prone (save DC 8 + your proficiency bonus + your Strength modifier). At the end of the charge you can make one weapon attack as a bonus action. You can charge once per rage.

RIGHT HOOK

Beginning at 14th level, the first time you damage a creature with an unarmed strike, improvised weapon, or cestus on your turn when you had advantage on the attack roll, you can treat the number rolled on the damage die as the highest possible number instead of the amount you rolled.



PATH OF THE CATACLYSM

All barbarians have powerful rage. Those who follow the Path of the Cataclysm have a more tangible rage than most. Theirs is a rage that bursts from them as untamed elemental fury, devastating and all-encompassing. Attuned to the the greatest extremes of natural disasters, Cataclysms train with druids or other barbarians in places where the reaches of civilization end and the truth of primal magic can be revealed. These bastions of elemental power represent the chaotic energy of the natural world at its mightiest, and wield it on the battlefield to widespread, devastating effect.

DISASTER AURA

Starting at 3rd level, the power of a certain environment or phenomenon explodes from you while you rage, creating a roiling aura of elemental energy that extends 10 feet from you in every direction, though not behind total cover. The aura's radius increases to 15 feet at level 10 and 20 feet at level 14.

Choose a catastrophe from the ones listed below. Your aura gains features based on the type you choose, and you can power the element to which you are attuned whenever you gain a level in this class.

Regardless of type, all auras deal damage equal to half your barbarian level to all creatures of your choice within your aura at the start of your turn. The damage type is determined by the aura, and is considered magical damage.

When you enter a rage, and as an action while raging, you can send a surge of power through your aura, dealing $1d8 +$ your Constitution modifier to all creatures of your choice within it. This explosion of power deals the same damage type as your aura.

If your aura's effects require a saving throw, the DC equals $8 +$ your proficiency bonus $+ your$ Constitution modifier. If you can target an object, space, or creature with an aura's features, you can do so at any time during your turn, requiring no action.

Volcano. You radiate incredible heat and powerful flames, dealing fire damage and casting bright light within and 15 feet beyond the limits of your aura, and dim light for another 15. Your attunement to magma or flame spreads it to the landscape around you, superheating the ground. When you deal aura damage at the start of your turn, all creatures within 5 feet of you take twice the damage instead, or thrice the damage if they are prone.

Flood. You are a portal to the crushing weight of the ocean's depths. Your aura deals bludgeoning damage. Creatures in your aura have their jump height halved. For all creatures of your choice, the space in your aura is difficult terrain.

Tempest. Wind and lightning surge from your body, casting bright light within and 15 feet beyond the limits of your aura, and dim light for another 15. You deal lightning damage, and at the start of your turn you can deal doubled aura damage to a single creature of your choice. If that creature is composed of or wearing metal, you can move that creature up to 15 feet toward or away from you.

Blizzard. Winter winds and frigid snow surround you when you rage. You deal cold damage, and can use plunging temperature to sooth the flames of battle. Once per turn, you can give an allied creature of your choice a number of temporary hit points equal to your barbarian level.

Blight. You emanate miasma and disease. You deal necrotic damage, and all hostile creatures within your aura suffer disadvantage on Strength and Dexterity checks until they leave your aura as plague and parasites wrack their body.

Earthquake. Your blows carry the incredible power of shifting earth and falling avalanches. You deal thunder damage, and once per turn you can focus the tremors on a hostile of creature of your choice. That creature must succeed on a Strength saving throw or be knocked prone.

Sandstorm. Sand and wind whirl around you, heavily obscuring all creatures of your choice within your aura. You can use your reaction to impose disadvantage on ranged a ranged attack made within or that enters your aura.

Corona. You explode with the power of the sun. You deal radiant damage, and cast bright light in a 20-foot radius around yourself and dim light for another 20. Once per turn, you can intensify the glare for one creature, which must succeed on a Constitution saving throw or be blinded until the start of its next turn.



OMEN OF CATASTROPHE

At 6th level, your power grants you benefits even when you aren't raging.

Volcano. You gain resistance to fire damage, and don't suffer the effects of extreme heat. You can also set aflame any object that isn't being worn or carried simply by touching it.

Flood. You gain a swim speed equal to your walking speed, and can breathe underwater. You also gain darkvision up to 30 ft, or an additional 30 if you already have darkvision.

Tempest. You gain resistance to lightning damage, and suffer no ill effects such as movement penalties or vision impairment from rain or thunderstorms.

Blizzard. You gain resistance to cold damage, and ignore all drawbacks of extreme cold. You also ignore difficult terrain created by ice, slush, and snow.

Blight. You gain resistance to necrotic damage, and have advantage on saving throws against poisons and diseases.

Earthquake. You gain resistance to thunder damage, and have tremorsense within 15 feet.

Sandstorm. You don't suffer the effects of extreme heat, and can survive for three times as long as you normally could without food or water. You also gain proficiency in acrobatics.

Corona. You cannot be blinded by any means, gain darkvision within a range of 30 ft., and learn the *light* cantrip.

GAIA'S EMBRACE

Beginning at 10th level, you can shield your allies not only from the power of your furious aura, but protect them against similar effects. All creatures of your choice within your aura are resistant to the damage type you deal with it.

CHANNEL THE APOCALYPSE

At 14th level, you can use powerful magics that personify your disaster. You learn a pair of spells determined by your chosen aura, which you can cast only while raging, though if your rage ends while you are concentrating on a spell the spell continues.

You can cast and concentrate upon these spells while raging, unlike normal spells. You also cast them without material components. You can cast each spell once per rage. You can cast either a second time, but if you do so your rage immediately ends. Your spellcasting stat for these spells is Constitution, and all are cast at 4th level if they are not a higher level.

Volcano. *immolation, wall of fire.*

Flood. *control water, maelstrom.*

Tempest. *call lightning, wind wall.* You are considered the source of the lightning from *call lightning*, rather than the sky, and so can cast it inside. It is also considered stormy conditions when you cast this spell.

Blizzard. *ice storm, wall of ice.*

Blight. *antife shell, giant insect.*

Earthquake. *bones of the earth, earthquake.*

Sandstorm. *wall of sand, whirlwind.*

Corona. *dawn, sickening radiance.*

In addition, you are immune to the damage type dealt by your aura while you are raging.

PATH OF THE CRESCENDO

Those who follow the Path of the Crescendo use simple, well-practiced movements to rain blow after blow on their enemies in devastating cadence. The drums of war pound to the tempo of these barbarians' hearts, who constantly build to the next hammerblow.

REGULAR VIOLENCE

Every one of your blows is a drumbeat punctuating the rhythm of battle. When you hit a hostile creature with a weapon attack while raging, your rage damage bonus increases by 1. This bonus cannot exceed your barbarian level, and lasts until you miss an attack or your rage ends. If an enemy hits you with a melee attack, you can use your reaction to make one melee weapon attack against them.

STEADY TEMPO

Beginning at 6th level, you do not suffer exhaustion for traveling at a forced march until you travel more than 16 hours in one day. When you take the dash action in combat, you ignore difficult terrain and penalties to your movement speed. You also gain proficiency in drums.

JUGGERNAUT'S ACCELERANDO

Starting at 10th level, you can charge through obstacles and barrel over enemies. When you take the Dash action, opportunity attacks against you are made with disadvantage. If you move at least 15 feet in a straight line while dashing and encounter an object or structure in your path, you can deal 6d6 bludgeoning damage to it. If it is destroyed, you continue moving with no loss in speed.

In addition, if you move at least 15 feet straight toward a creature and make a weapon attack, you can attempt to shove them prone as a bonus action before you make the attack. You count as one size larger than your actual size when making this shove. At 14th level, this increases to two sizes.

STACCATO

Beginning at 14th level, you attack with such force and precision that the shockwave bursts through other targets. When you hit an enemy with a melee weapon attack, all creatures of your choice within 5 feet of the target take thunder damage equal to your current rage bonus.

PATH OF THE IRONCLAD

Titans of physical strength, they have mastered defensive combat by using civilization's greatest innovation: metal. They eschew leather and furs for heavy plate, and exchange their crude weapons for gigantic, finely-forged instruments of destruction. Those who follow the Path of the Ironclad are barbarians for a new industrial age.

CRUCIBLE OF MIGHT

More than any other barbarian, your rage is tempered by a defensive nature. Yet your strength and ability to exploit weight are unparalleled. Starting at 3rd level you gain proficiency in heavy armor, and may use all barbarian class features while wearing it. You may wield a versatile or heavy weapon in one hand as though it were held in two, though you cannot use two-weapon fighting with them. To attack with a two-handed weapon while holding it in one hand, you must use Reckless Attack. You also deal an extra 1d4 damage the first time you hit with Reckless Attack on your turn. This bonus increases to 1d6 at 10th level.



SONG OF SWORDS

You are part of a long lineage of martial creation, a history of innovation spanning millenia. And you must do your part. At 6th level, you gain proficiency in smith's tools, and can produce armor and weapons twice as quickly, at half the typical cost of supplies.

CRUSHING BLOWS

At 10th level, you can swing the heaviest weapons with a mighty heave that crushes enemies beneath them. The first time you hit a large or smaller creature with a heavy weapon after using Reckless Attack on your turn, that creature is smashed to the ground beneath your weapon and knocked prone. You can drop the weapon and leave that creature restrained under it. A restrained creature must use its action and succeed on a DC 15 Strength in order to remove the weapon from themselves and stand up. If you attack again with that weapon, they are no longer restrained but remain prone.

UNYIELDING

Starting at 14th level, you have learned to let your armor's weight carry you forward, even through obstacles. While you are wearing heavy armor, effects that move you against your will move you half as far, and you can power through difficult terrain without suffering penalties against your movement speed. You also have advantage on checks made to shove opponents or move objects.

BARDS

Once, players disregarded bards among the weakest of character classes, scarcely worth mentioning. In this edition, though, they stand among the best. The sheer versatility of their performative powers and magical might make them truly dangerous. Both of the Colleges presented here are oriented towards combat.

The *College of Passion* can take many paths, but all support their allies and magically entrance their enemies.

The *College of the Voice* indulges in no sensual subtleties. Instead, it magnifies the already-explosive magical power of a bard's voice by a hundredfold.

COLLEGE OF PASSION

Through your weapons and your words, you incite fervor in others. Whether attraction or lust, rapture or enthusiasm, in battle you use a combination of grace, dance, and the subtleties of romantic magic to beguile and bewilder.

UNTARNISHED BEAUTY

Starting when you take this archetype at third level your Armor Class equals 10 + your Dexterity Modifier + your Charisma modifier when you are not wearing armor.

LOVESTRUCK

When you enter this college at level 3, choose one of the following styles of combat concupiscence. When you reach 6th and 14th levels, you gain the new feature from the same style that you chose before.



Cupid. You gain proficiency in greatbows, longbows, and recurve bows. When you damage a creature with one of these weapons (or a shortbow) you can use a bonus action to expend a use of your bardic inspiration and force your target to make a Charisma saving throw against your spell save DC. On a failure, they are charmed by one creature of your choice that they can see for 1 minute, or until that creature damages the target. While charmed in this way, they are also paralyzed.

Pole Dancer. You gain proficiency in glaives, guisarmes, halberds, lucernes, pikes, pollaxes, and spears. While you are wielding one of those weapons (or a shortspear or boar spear) and you grant bardic inspiration, the creature receiving it gains temporary hit points equal to twice your Charisma modifier + your bard level.

Seven Veils. You gain proficiency in scimitars. When wielding a scimitar in each hand, you can use an action to force a creature hostile to you to make a Wisdom saving throw against your spell save DC. On a failed save, they are charmed by you. You can then use a bonus action to make one attack with a scimitar, as though you were two-weapon fighting. You have advantage on attacks against creatures charmed by you, though the charm ends after you damage them. You can also use accessories on your person as spellcasting foci, such as ribbons, veils, scarves, and shawls.

Regardless of which feature you chose, you can use the weapons you gained proficiency in as a spellcasting focus, and can use your Charisma modifier instead of Strength or Dexterity on attack rolls (but not damage rolls) made with those weapons.

EXTRA ATTACK

Beginning at 6th level, you can make two weapon attacks instead of one when you take the attack action on your turn, so long as you are wielding one of the weapons detailed in the feature you chose from Lovestruck.

KILLING WITH KINDNESS

At 14th level, you gain a new feature based on your choice at level 3. You must be holding a weapon listed in your choice of Lovestruck to use these features.

Pole Dancer: Reinvigoration. You can use your action and expend a spell slot of 3rd level or higher to perform a dance weaved with magic that reinvigorates one friendly creature of your choice. That creature can use its reaction at the end of your turn to take the dodge, attack, cast a spell, or use an object actions.

Cupid: Love's Wings. You can expend a spell slot of 3rd level or higher to sprout massive feathered wings from your shoulders, granting you a flying speed of 60 feet for 1 minute.

Seven Veils: Gossamer. You can use a spell slot of 3rd level or higher to draw on illusion magic and pull it around your body. You teleport to any point within 60 feet and make two weapon attacks against a creature of your choice. You have advantage on both attack rolls.

COLLEGE OF THE VOICE

"Words carry weight. Mine moreso than yours."—anonymous bard.

You are not a paltry singer or teller of tawdry tales. Your voice is your instrument, ancient words your performance. Those born with the power to join the College of the Voice carry the uncanny power to make their words reality by screaming nature into submission. Through bellowed incantations, you change the world around you to suit your whims.

SHOUTS

At 3rd level, the power of your voice adds new spells to your arsenal and alters your existing ones. You can learn the spells on the shouts table when you reach the appropriate level in this class, and if they are not bard spells already they are considered bard spells for you. They do not require material or somatic components. If they do not have a verbal component, one is added, and the sound of your voice when you cast these spells booms outward. All creatures within 300 feet hear you when you cast a spell on the shout table. In addition to spell slots, you can expend a bardic inspiration die to attempt to cast one of these spells. Roll the die. If the number is at least the number of the spell slot of the spell you are attempting to cast, you cast it. Whether or not you successfully cast the spell, the inspiration die is expended. You cannot use this feature to cast spells of a higher level than you have slots.

Spells marked with a * on the table are already on the bard spell list.

Bard Level	Spells
1st	<i>animal friendship, faerie fire*</i>
3rd	<i>calm emotions*</i> , <i>dragon's breath, earthbind</i>
5th	<i>lightning bolt, fear*</i>
7th	<i>dominate beast, stonkskin</i>



Bard Level	Spells
9th	<i>dominate person, hold monster*</i>
11th	<i>soul cage, tenser's transformation</i>
13th	<i>whirlwind, etherealness*</i>
15th	<i>dominate monster*</i> , <i>control weather</i>

TONGUE OF THE ANCIENTS

At 3rd level, you choose the language from which your shouts are formed. You learn one of the following languages: Abyssal, Celestial, Draconic, Deep Speech, Infernal, Primordial, or Sylvan. When you use one of your Shouts, you speak the verbal component in this language.

THUNDERING YELL

At 6th level you can project your voice as a weapon. As an action, you expend a 1st-level spell slot and force each creature in a 30-foot cone to make a Constitution saving throw against your spell save DC. Creatures that fail take 2d8 thunder damage, are shoved 10 feet away from you, and fall prone. On a success they take half damage and are not moved or knocked prone. For every spell slot higher than 1st, the damage increases by 1d8 and the distance by 10 feet.

SHOUT FROM THE MOUNTAINTOPS

Starting at 14th level, the power of your shouted spells reaches new levels. When you cast a spell listed on the shout table or use Thundering Yell, you can expend a use of your bardic inspiration die and add the amount rolled to your spell save DC for the first save one creature of your choice makes against that spell.

One of the best-designed and most versatile classes, clerics need little help, but the sheer variety of divine powers mean that clerics have a home in almost any themed document. Perfectly suited to the new poison rules listed later in this supplement, the *toxin domain* is a master of crippling debuffs and poisoned blades alike. They fight best at close range, but are no stranger to keeping their distance, either.

DIVINE DOMAIN: TOXIN

You have entered the service of one of the gods of poisoning, venom, and intoxication. These gods, which include Lolth, Dionysus, Talona, Achlys, and Zehir, value a variety of ideals, but all share a love of substances that twist the senses and damage the body. The burning pains of acidic venom, the dulled joy of drunkenness, and the potent sting of a snakebite all fall under this domain, as does the gleam of fluid on an assassins' knife or the bubbling of a hag's brew.

DOMAIN SPELLS

Cleric Level Spells

1st	<i>ray of sickness, malice of arachia</i>
3rd	<i>Melf's acid arrow, protection from poison</i>
5th	<i>serpent's bite, stinking cloud</i>
7th	<i>confusion, serpentine ward</i>
9th	<i>cloudkill, contagion</i>

If your DM has not approved the use of the 3rd-party supplement *The Compendium of Forgotten Secrets: Awakening*, replace *malice of arachia* with *detect poison and disease*, *serpent's bite* with *slow*, and *serpentine ward* with *vitriolic sphere*.

BONUS PROFICIENCY

At 1st level, you gain proficiency with heavy armor, martial weapons, and Poisoners' Kits.

CONCOCTIVE ACOLYTE

Your divinely inspired knowledge of intoxicants allows you to craft familiar concoctions with holy magic. Starting at 1st level, you ignore the specific material components required to craft toxins such as Wyvern Venom and Purple Worm poison; instead your god empowers you to enchant mundane materials with the same effects. Your prayers also enhance the potency of your poisons—you can use your Cleric spell save DC instead of the listed DC for poisons that you have crafted. You are also magically inured to the effects of poison; you have advantage on saving throws against poison and resistance to poison damage.

CREEPING DEATH

Starting at 1st level, the venom coursing through your enemies' veins blazes like a beacon and guides your attacks. You have advantage on attack rolls against poisoned creatures.

CHANNEL DIVINITY: FANGS OF STEEL

At 2nd level, you can use a bonus action to coat a weapon you're holding with the ichor of your god with a use of your Channel Divinity. For the next minute or until you are incapacitated, the target of successful melee attacks you make with that weapon must make a Constitution saving throw against your spell save DC or be poisoned for the next minute. The creature repeats the saving throw at the end of each of its turns, ending the poison on itself and becoming immune to Fangs of Steel for the next 24 hours on a success.

Alternatively, you can use this feature to deal an extra 1d8 acid damage with attacks you make with that melee weapon. This effect ends after one minute or until you are incapacitated.

FULMINATED VITALITY

Starting at 6th level, serving as a conduit for your deity's poisons has inured you to the effects of all toxins. You gain immunity to poison damage and the poisoned condition.

CHANNEL DIVINITY: NOXIOUS ANOINTMENT

At 6th level, you can use a bonus action and one use of your channel divinity to weaken the innate resistances of your foes by bringing them directly to the noisome attentions of your god. All hostile creatures within 30 feet of you lose any resistances to poison damage and have disadvantage on saving throws against being poisoned for 1 minute.

At 10th level, affected creatures course with holy venom. Noxious Anointment removes immunity to poison damage and the poisoned condition for the duration.

This feature cannot affect constructs or incorporeal creatures like ghosts or shadows.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with poison. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

FONT OF MIASMA

At 17th level, your deity's power has imbued you with toxicity to such a degree that you actually benefit from harmful chemicals. Drinking a poison or taking poison damage restores hit points equal to the amount of damage you would take in one turn of suffering the poison. If a poison deals damage over multiple turns, you only restore that HP once, because you cannot be poisoned and therefore suffer no effects over time.

For example, you can drink a dose of Purple Worm Poison and heal 12d6 damage.

When a friendly creature you can see within 60 feet of you takes poison damage, you can use your reaction to confer this benefit onto them.



The *Circle of the Boundary* provides druids with a melee combat option that doesn't rely entirely upon wild shape or fungal infusion. Wearing steel armor and weapons and spells that cripple their enemies or reshape the land as they see fit, they are the perfect keepers of balance.

CIRCLE OF THE BOUNDARY

Nature never stops evolving. Members of this circle know they must do the same if they are to survive a world of fire and steel. They walk the line between nature and civilization and use the greatest weapons of both to preserve the fragile balance between the two.

MANUFACTURED CARAPACE

Starting at 2nd level, you forsake the druidic taboo against metal armor and gain proficiency in heavy armor and martial weapons. When you transform using Wild Shape any armor you wear becomes barding for your animal form, which gives the same Armor Class. Your Wild Shape allows you to become a beast with a CR as high as 1/4 your druid level, though must abide by the other limitations on the Wild Shape table. Finally, you gain proficiency in one tool of your choice and in one of Insight, Deception, or Persuasion.

CIRCLE SPELLS

You gain the spells below, at the level listed on the table. They are always prepared, and do not count against the number of spells you have prepared. If they do not appear on the druid spell list, they are considered druid spells for you.

Druid Level	Circle Spells
3rd	<i>blur</i> , <i>magic weapon</i>
5th	<i>haste</i> , <i>plant growth</i>
7th	<i>guardian of nature</i> , <i>stone shape</i>
9th	<i>passwall</i> , <i>steel wind strike</i>

VERDICT OF THE UNSEELIE

At 2nd level all things fall to your jurisdiction. You can use an action and expend a druid spell slot of first level or higher to create one of the effects below. If the effect requires a saving throw, it uses your druid spell save DC.

Breached Foundations. For one hour you bring the forces of decay upon buildings and edifices. You target up to five 30-foot cubes of a structure, which destabilize and collapse, or become overgrown by vegetation.

Clear the Brush. Nonmagical plants in a 60 ft. radius around you wither, die, and rot away over the course of 1 minute. You can dispel magically-grown plants, such as those created by *entangle* or *spike growth*, as an action.

Dulled Swords. One creature you can see within 60 feet of you must make a Constitution saving throw. If it fails, every time it deals damage its attacks take a cumulative -1 penalty to attack and damage roll. This penalty cannot exceed a value greater than your Wisdom modifier and lasts for 1 minute.

Claws of Iron. For the next hour, your weapon attacks in humanoid and Wild Shape forms gain a +1 bonus to hit and damage, and are considered magical for the purposes of overcoming damage resistance.

Thin the Herd. One creature you can see within 60 feet of you must make a Wisdom saving throw. If it fails, every successful weapon attack made against it deals a cumulative +1 damage. This bonus cannot exceed your Wisdom modifier, and lasts for 1 minute.

WARDEN'S MAGIC

Starting at 6th level, when you use your action to cast a druid cantrip, you can make one weapon attack as a bonus action. You can cast druid cantrips and use this feature in Wild Shape, and can perform the verbal and somatic components of cantrips in animal form.

APEX PREDATOR

At 10th level, when you choose a foe to stalk, their doom is inevitable. When you target a creature with Thin the Herd or Dulled Swords, it is cursed by you whether it succeeds or fails its saving throw. A creature you have cursed has disadvantage on saving throws against your spells, or on attack rolls against you, for 1 hour.

SHAPER OF THE BALANCE

At 14th level diverse materials become one and the same to you. Whenever you cast a spell that affects wood, vegetation, stone, soil, or metal, it affects any of those materials instead of those listed in the spell.



FIGHTERS

Some think Fighters are a base, to be used until their player graduates to something more specialized. I reject that notion, and propose that fighters can be just as fun, complex, and powerful as any other. For that reason, they are the focus of this supplement.

Bannerlords take the mounted prowess of cavaliers and combine it with a supercharged version of the *Purple Dragon Knight's* supportive powers to become a powerful mounted leader.

Bastions are born from *Cavaliers'* defensive abilities and the Dwarven Defenders of old as a defender of the party and the people, not necessarily themselves.

Cataphracts embody the ideal of heavy cavalry and determined soldiers' marches on long campaigns. They ride their enemies down only to whirl away and do it again.

Dervishes whirl over the battlefield. They leap through the fray, and destroy foes foolish enough to cluster together.

Dragoons combine two of the three common definitions of the word for fantasy classes—a draconic knight, and a leaping, spear-wielding warrior. The end result does not include the real-life heavy cavalry, sad to say.

The **Exemplar** revises the *Champion*, which the *Brute's* release suggested was necessary. It remains simple to play, but takes a new place as the quintessential warrior who makes any combination of weapons viable. Regardless of situation, they are competent.

The **Firebreather** creates persistent area of effects on the battlefield, a tactic previously closed to fighters. To them combat is a performance of deadly skill and careful control.

Mage Knights are *Eldritch Knights* with a few small tweaks to improve their blend of magic and might.

Manhunters select a single target and hunt them down without mercy. They are ruthless, fiercely perceptive, and deadly in one-on-one combat. They hunt just as well outside fights as in, and are an excellent choice for fighters in search of activities removed from combat.

The **Sharpshooter** archetype from *Unearthed Arcane* worked fine, but added static bonuses to an already impressive playstyle and little else. This revision gives them customization, and a new identity as performers.

Spellscorn work best in a campaign with a plethora of magic items and spellcasting enemies, where they counter the greatest threads the world can offer. This archetype cuts through the weave just as easily as a monster's flesh.

Spellslingers revise the *Arcane Archer*, which for many levels lost its entire subclass after firing two powerful shots. This version retains those shots, but gives them flexibility only seen before in cantrip-slinging spellcasters. It also discards bows for all ranged weapons.

Swordmasters, like gunslingers, are too iconic to omit, though weapon-neutral archetypes are preferable. This version prioritizes accuracy and finesse rather than raw strength.

Varangians cripple their foes before killing them outright. They also dabble in teamwork, for raiding is a group affair.

The **Warlord**, a popular past archetype, supports and guides their allies into tactical battlefield positions and coordinate the party's attack.



BANNERLORD

Skilled in combat both mounted and on foot, Bannermen are the noble, powerful leaders of the battlefield. Also called bannerets, chevaliers, and men-at-arms, these soldiers direct the flow of battle and bolster their allies with their very presence. Leaders by example, they are some of the first to enter the field and one of the last to leave it.

FANFARE

When you take this archetype at 3rd level, you gain proficiency in one of the following instruments: bagpipes, drum, flute, or horn. When you roll initiative, you and each ally that can see or hear you within 60 feet can add 1d6 + your Charisma modifier to their initiative roll.

RAISE THE COLORS

At 3rd level, you can stand out from the battlefield.

You can use a bonus action on your turn to raise a banner, flag, pennant, or other eyecatch to rally yourself and your allies, which you hold in one or both hands. You, and each friendly creature within 15 feet of you gains one of the following benefits, which you choose when you activate this feature:

But it is not this day. Each affected creature gains temporary hit points equal to 1d10 + your Charisma modifier.

Draw swords together. Each affected creature can use its reaction to become the target of an attack against another creature within 5 feet of it.

Do not go gentle. Each affected creature can add your Charisma modifier (minimum 1) to its death saving throws.

Fear Not, I am Here. Each affected creature has advantage on saving throws against fear.

Hold the line. Each affected creature can add your Charisma modifier (minimum 1) to its Strength checks.

Into the mouth of Hell. Each affected creature's movement speed increases by 10 feet.

Those are brave men, let's go kill them. Each affected creature adds your Charisma modifier (minimum 1) to its damage rolls.

While Raise the Colors is active, you can restore an ally's fighting spirit by expending one hit die as a bonus action. A friendly creature of your choice within reach of Raise the Colors gains the hit points from that hit die, instead of you.

Raise the Colors lasts for 1 minute, until you drop or sheathe the item used to trigger it, or until you are incapacitated. You can use Raise the Colors a number of times equal to 1 + your Charisma modifier per long rest.

HIGHBORN HORSEMAN

At 7th level, your nobleman's training comes to the forefront. You gain proficiency in two of the following skills: Animal Handling, History, Insight, Performance, or Persuasion.

You also have advantage on saving throws against being knocked off a mount. If you fall off a mount and fall no more than 10 feet, you are not knocked prone so long as you are not incapacitated. Mounting and dismounting a creature costs you 5 feet of movement, and you can choose to have attacks against your mount target you instead. Finally, Raise the Colors benefits each friendly creature within 60 feet of you when you are mounted.



LEAD THE CHARGE

Starting at 10th level, you can trigger a rush while Raise the Colors is active, whether you are mounted or not. When you move at least 15 feet in a straight line on your turn each creature affected by Raise the Colors can use its reaction to move up to its movement speed in the same direction as you.

The first enemy creature you or a charging ally comes within 5 feet of during a charge must succeed on a Strength saving throw (DC 8 + your proficiency bonus + your Strength modifier). A creature falls prone on a failed save, unless it is two or more sizes larger than a charging creature.

You can use Lead the Charge once per short rest.

UNQUENCHABLE MORALE

Beginning at 15th level, when you roll initiative and have no uses of Raise the Colors remaining, you gain one use. You can also use two effects whenever you use Raise the Colors, instead of one.

LEAD FROM THE FRONT

Starting at 18th level, when you persevere and access the well of strength hidden deep within, so can your allies. Whenever you use your action surge or second wind, one ally of your choice within 60 feet that can see or hear you can take an additional action.



BASTION

Bulwarks of grit and implacable scions of self-sacrifice, Bastions are master guardians. They pride themselves on the simple (but fundamental) dwarven martial art of collective defense. To dwarves, clan and honor eclipse the self, so others' defence is fundamental to their military training. But anyone can use these skills.

DEFENSIVE STANCE

When you take this archetype at 3rd level, you can use a bonus action while you are wielding a shield to adopt a stance that braces you and yours against attacks. You can enter or leave Defensive Stance as a bonus action on your turn. It lasts for 1 minute or until you choose to end it, and it confers the following benefits while active.

Towering Shield. You can take the Dodge action as a bonus action, have advantage on Strength checks, and can use your reaction to become the target of an attack made against any creature within your reach so long as the attacker can reach you as well. Creatures of your choice have half cover when within 5 feet of you.

Center of Attention. When you hit a creature with a melee weapon attack it has disadvantage on attack rolls against creatures other than you until the start of your next turn. You can only affect one creature at a time with this feature.

Mad Taunt. At any time during the turn of a creature within your reach, you can taunt or otherwise draw the creature's attention. The next attack the creature makes against you is made with advantage, and the next attack made against it before the end of your next turn has advantage. You can only taunt one creature at a time.

You cannot move more than half your speed in Defensive stance. You can enter a Defensive Stance a number of times equal to your Strength modifier (a minimum of 1), and regain all uses of it when you finish a long rest.

SOLDIER ON

At 7th level, you and all creatures accompanying you suffer no penalties for the first 4 hours of a forced march. Encouraged by your stoic form, carrying crushing weight in armor without breaking, you steel their wills to push on.

WARDING MANEUVER

Starting at 7th level, you learn to fend off strikes directed at you and other nearby creatures while in a Defensive Stance. If you or a creature you can see within your reach is hit by an attack, you can roll 1d8 as a reaction if you're wielding a melee weapon or a shield. You add the result of the die to the target's AC against that attack. You can use this reaction once per Defensive Stance.

At 15th level, if the attack still hits, the target has resistance against the attack's damage.

ROLLING THUNDER

At 10th level, you can move up to 10 feet when becoming the target of an attack against a creature using Defensive Stance, so long as you end your movement in a place where the attack could hit you. After the attack hits or misses you, you can attempt to shove the attacker as part of the same reaction, so long as that creature is within 5 feet of you.

STEEL BASTILLE

Beginning at 15th level you gain temporary hit points equal to your fighter level when you enter a Defensive Stance. When you are in Defensive Stance, the area within your reach becomes difficult terrain for creatures of your choice, and creatures that move at least 5 feet within your reach provoke opportunity attacks.

RAMPART

Starting at 18th level, you respond to danger with unquenchable stamina. You regain your reaction at the start of each creature's turn, rather than only at the start of yours. Your enormous stamina allows you to spread your presence across the battlefield, defending allies and stopping enemies with impunity.



CATAPHRACT

It is said the stirrup, after the chariot and the saddle, changed warfare forever, and bound horses to war for centuries to come. Also known as knights, hussars, lancers, or dragoons, the tradition of heavy cavalry persists as a powerful force of shock, awe, and raw damage against enemy forces with its mobility and devastating mounted charges.

BORN TO THE SADDLE

When you take this archetype at 3rd level, you gain several benefits that represent your enormous cavalry training.

- It only takes 5 feet of movement for you to mount or dismount a mount.
- You can choose to have attacks that target your mount target you instead.
- If you fall off your mount and descend no more than 10 feet, you can land on your feet if you're not incapacitated.
- You gain proficiency in animal handling

SAVING THROW DC

Whenever one of your cataphract features requires a saving throw, its DC equals 8 + your proficiency bonus + your Strength modifier.

LANCER'S CHARGE

Also at 3rd level, you can exploit the ultimate heavy cavalry attack: the charge. If you move at least 20 ft. straight toward a creature and hit them with a melee weapon attack, you deal an extra 2d6 damage and can force them to make a Strength saving throw. If they fail, your momentum carries them 5 ft. away from you in the same direction you moved. If this shove causes them to enter another creature's space, that creature takes 2d6 bludgeoning damage and both fall prone.

If you are riding a mount with *trampling charge* or a similar feature, Lancer's Charge allows the mount to make an attack as a bonus action rather than it making an attack itself.

COMPANIONS ON CAMPAIGN

At 7th level, you support your companions, humanoid and animal, on long and lonely marches. You and other creatures traveling with you have advantage on saving throws against exhaustion imposed by a forced march, and you and your mount alike no longer suffer movement penalties for wearing heavy armor.

Finally, any creature you use as a mount gains temporary hit points equal to twice your fighter level whenever it rolls initiative. You cannot grant this temporary HP to humanoids.

SHOCK TACTICS

The psychological effect of a powerful cavalry charge cannot be overstated. Starting at 10th level, whenever you hit with Lancer's Charge, the creatures you damage and all creatures of your choice within 10 feet of them must succeed on a Wisdom saving throw or be frightened of you for 1 minute. A creature that succeeds on this save by 5 or more is immune to this effect for 24 hours.

Furthermore, when you are elevated at least 5 feet above a creature (such as when you are mounted, or have high ground) the first weapon attack you make against it each turn has advantage.

WHEEL AROUND

At 15th level, any creature you attack during your turn cannot take opportunity attacks against you until the end of your turn, allowing you to position yourself for powerful charges as you see fit.

MOUNTED MOUNTAIN

Beginning at 18th level, you become the ultimate mobile juggernaut. You gain the same temporary hit points your mount does from Companions on Campaign when you roll initiative, whether you are mounted or not. Additionally, you have advantage on every attack you make against a creature with Shock Tactics, instead of the first.





DERVISH

Graceful and dangerous as their whirling blades, dervishes combine incredible skill with the illusion of reckless abandon in their whirling battle-dances. Incredibly dextrous, they leap in and out of the fray and transform into a whirlwind of death that enemies dare not touch.

SWORDDANCER

When you take this archetype at 3rd level, you can use your training in spinning meditative dance as a potent weapon in close quarters. You gain a new action, which you can use to make a melee weapon attack against any number of creatures of your choice within your reach, with a separate attack roll for each target. You then spin in place until the start of your next turn. During that time, attack rolls against you made by creatures within your reach have disadvantage. You cannot move while dancing.

At the start of your next turn you can choose to continue spinning, and make a melee weapon attack against all creatures of your choice within your reach again, or end the dance. You must end the dance after 1 minute, and cannot move while dancing. If another force (such as a shove or the *thunderwave* spell) moves you, your dance ends.

You can dance a number of times equal to your Strength modifier + your Dexterity modifier (minimum of 2). You regain all uses at the end of a long rest.

QUICK FEET

Beginning at 7th level, your movement speed increases by 10 feet, and you ignore movement penalties from difficult terrain. You gain proficiency in Acrobatics, and in Performance checks that rely on dancing. You can use your Dexterity modifier instead of your Charisma modifier for those Performance checks, as well.

WHIRLWIND

At 10th level, you can now move without ending your dance, and if an effect forces you to move while dancing your dance doesn't end.

If you move on your turn while sworddancing and are attacked, you can use your reaction to add your attack bonus to your armor class until the end of your turn. If your armor class exceeds the attack roll after adding this bonus, the attack does not hit you.

Finally, at the end of your turn while dancing you can make a melee weapon attack against any number of creatures of your choice within your reach, with a separate attack roll for each target.

THE WORLD TURNS

Beginning at 15th level, when you roll initiative and have no uses of Sworddancer remaining, you regain one use.

DEATHWHEEL

Starting at 18th level, your spinning never really ends. The first time any creature of your choice comes within your reach while you move during your turn, it takes damage equal to half your fighter level. This damage uses the same type as the weapon you are currently wielding.



DRAGOON

Also known as Dragon Knights or Dragonslayers, Dragoons emulate the grace and power of dragons whenever possible. To a Dagoon, combat is an acrobatic affair, mastering powerful leaps and aerial strikes to shatter their foes' defenses using weapons charged with the elemental power of dragons.

DRACONIC ATTUNEMENT

Starting at 3rd level, you choose one type of dragon to study. You can speak, read, and write Draconic.

The damage type associated with each dragon is used by other features from this archetype. You can change the type you choose at the end of a long rest.

Dragon	Damage Type	Dragon	Damage Type
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Copper	Acid
Silver	Cold	White	Cold

SKYSTRIKE

At 3rd level, you can use your action to make an empowered leap, which reaches twice the length and thrice the height of your standard running jumps, without making a running start. You reduce any falling damage you take, ignoring 1d6 per fighter level. Additionally, you do not provoke attacks of opportunity while jumping. Once during the jump, if a creature comes within your reach, you can make a melee weapon attack against it. Any falling damage you avoided is transferred to the target of Skystrike as the damage type you chose in Draconic Attunement. The attack granted by Skystrike has advantage against creatures with a flying speed or are currently airborne. You can use this attack 3 times per short rest, though you do not expend a use if the attack misses.

Starting at 5th level, the attack granted by Skystrike deals 1d6 additional damage of the type chosen in Draconic Attunement. This increases to 2d6 at 7th level, 3d6 at 10th level, 4d6 at 15th level, and 5d6 at 18th level in fighter.

DRAGONHIDE

At 7th level, supernatural resilience and sleekness fill you. You gain resistance your Draconic Attunement damage type, and can exceed your normal movement speed with the jump granted by Skystrike so long as you expended no other movement during your turn.

PLUNGING SPEAR

Starting at 10th level, when you hit with Skystrike's jump, creatures within 5ft of you when you land take thunder damage equal to half your Fighter level. Additionally, your Skystrike attacks ignore resistance to your Draconic Attunement damage type.

LANCET

Also at 10th level, when you hit with a weapon attack, you can use a bonus action to expend a hit die to regain HP equal to the damage roll.

WYRM'S STAMINA

At 15th level, when you roll initiative and have no uses of Skystrike's attack remaining, you regain one use.

WYVERN KNIGHT

At 18th level, your attunement to draconic souls cannot be matched. Once per day you can cast *Find Greater Steed*, which summons a wyvern instead of the normal options. If you are mounted on the wyvern, you can use the attack granted by Skystrike without jumping.

JUMPING RULES

Long jumps can cover a lateral distance equal to the character's Strength score with a 10ft running start, or half as much without a running start. High jumps can reach a height of 3 + the character's Strength score with a 10ft running start, or half as much without a running start. All distance covered while jumping expends movement normally.

A character with 16 STR can cover 16 feet with a running long jump, and can jump 6 feet in the air with a running high jump. This running long jump consumes 26 of the typical 30 feet of movement.

To contrast, a Dagoon with 16 STR can use their action to jump 30 feet laterally and 27 feet vertically, and make a single attack. While their doubled lateral distance would reach 32 feet, they can't jump more than 30 feet until their level 7 feature allowed them to exceed it.

EXEMPLAR

Simple, mighty warriors who combine raw power with rigorous training. Regardless of the weapons they wield a Champion displays martial prowess honed to deadly perfection. They might be even more effective than other warriors using the tried-and-true, or experiment with a variety of bizarre weapons and exotic fighting styles. A champion makes any warrior archetype possible.

STRIKE TRUE

You are the master of every weapon and every fighting form. When you take this archetype at 3rd level, you gain proficiency in exotic weapons. Any weapon you wield has a damage die of 1d8 while you use it, unless it already uses a larger die. Furthermore, your weapon attacks score a critical hit on a roll of 19 or 20. This expands to include a roll of 18 at level 15.

REMARKABLE ATHLETE

Starting at 7th level you may add your proficiency bonus to all Strength and Constitution checks that you are not already proficient in, and to the length of your long jumps and height of your high jumps. Your movement speed also increases by 5 feet.

EMPOWERED FIGHTING STYLES

At 10th level, your chosen fighting style provides further benefits.

Archery. The short range of your attacks with ranged weapons increases by 20 feet. This bonus cannot exceed the weapon's long range.

Brawling. You become proficient in improvised weapons, and you unarmed strikes deal 1d6 bludgeoning damage.

Defense. You gain an additional +1 to AC while wearing armor, and you can don and doff armor in half the time it normally takes.

Dueling. When you hit a creature with a weapon attack, you can use your bonus action to attempt to disarm the target.

Flexibility. You can add your Dexterity modifier (maximum of +1 while one-handed, maximum of +2 while two-handed) to your damage rolls with versatile weapons if you are wielding a versatile weapon and not wielding a shield.

Great Weapon Fighting. If your size is small, you ignore disadvantage inflicted by using heavy weapons. If your size is medium, you can reroll 3s on damage dice in addition to 1s and 2s when attacking with a versatile or two-handed weapon.

Protection. You may use your reaction to impose disadvantage on an attack roll against yourself as well as others. If you impose disadvantage on an attack and it misses, you can make one weapon attack against the creature who made it as part of the same reaction.

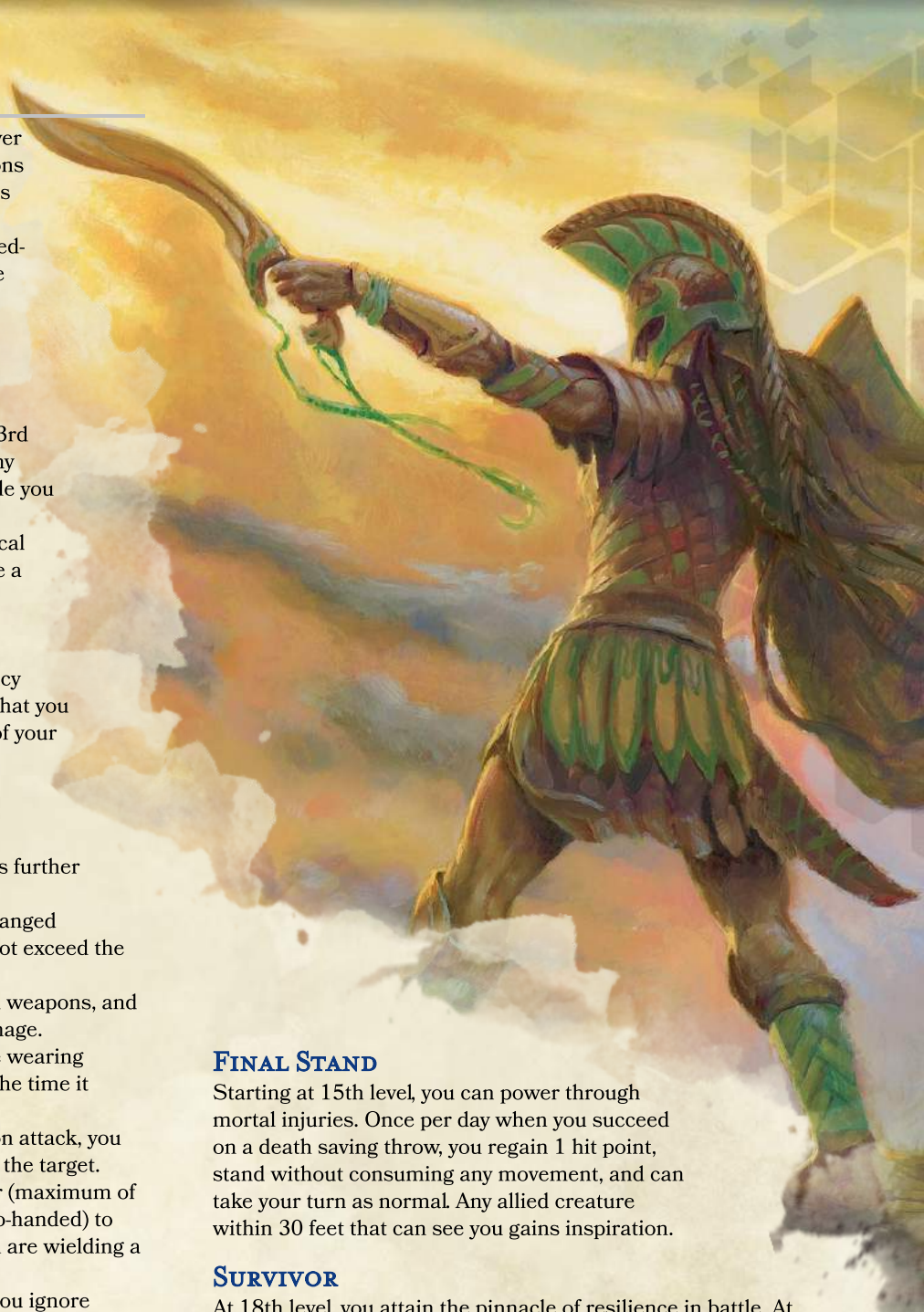
Two-weapon fighting. When you make the additional attack granted by two-weapon fighting, you can choose to deal half the damage you ordinarily would and attempt to shove the target prone.

FINAL STAND

Starting at 15th level, you can power through mortal injuries. Once per day when you succeed on a death saving throw, you regain 1 hit point, stand without consuming any movement, and can take your turn as normal. Any allied creature within 30 feet that can see you gains inspiration.

SURVIVOR

At 18th level, you attain the pinnacle of resilience in battle. At the start of each of your turns, you regain hit points equal to 5 + your Constitution modifier if you have no more than half of your hit points left. You don't gain this benefit if you have 0 hit points.



FIREBREATHER

Fire was the first aspect of nature mastered by man, the first unnatural power to guard the races against the terrors of the night. Over time, civilization has tamed the capricious and consuming flame, harnessing it not only for security and energy, but for entertainment. Firebreathers have graduated from tricks, performances, and religious exercises for the battlefield, and likewise discard liquid fuels for elemental magic.



FIRE DANCE

When you take this archetype at 3rd level, you gain the ability to set your weapons aflame as a bonus action, without damaging them or yourself. The flames last for 1 minute or until you drop or sheathe your weapons. Lit weapons shed bright light for 20 feet and dim light for another 20 feet. When you make an attack with a lit weapon, it or the ammunition fired from it deals extra fire damage equal to 1/3 your fighter level. You can use this ability thrice per short rest.

FLAME BREATH

Also at 3rd level, you can use an action to take the flames from your ignited weapons into yourself and then exhale them in a 15-foot cone, 10-foot radius centered on yourself, or a 30-foot line. Each creature within the area must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). A creature takes 3d6 fire damage on a failed save, or half as much on a success. Once you use this feature, you cannot reignite your weapons until the end of your next turn, but doing so does not expend an additional use of Fire Dance. Flame Breath deals an additional 1d6 fire damage at 5th, 7th, 9th, and 11th levels.

Thanks to your skill and careful practice with controlling your fires, this and any other fire attacks you use do **not** ignite objects being worn or carried.

MASTER TO STUDENT

Learning the art of firebreathing is an intimate affair, with knowledge and techniques passed down from masters to singular apprentices. Whoever your master may have been, their knowledge and personal flair will live in you long after their death. At 7th level you gain proficiency in either Performance or Religion, and have resistance to fire damage.

INTO THE HAND

Starting at 10th level you can pull fire to yourself. You can use a reaction to remove the fire damage from any attack or effect that targets you or a friendly creature within 10 feet. You can then add the fire damage dice the next time you hit with a weapon attack.

If the effect used 4 or more damage dice, you can regain one use of Fire Dance instead of adding extra damage.

You can also use this feature as a bonus action on large or smaller nonmagical fires at any time. Such flames grant you an extra 1d6 fire damage, and are extinguished after you target them.

COAL ROAD

Beginning at 15th level you can use a bonus action to leave a path of burning coals behind you as you move. This path is difficult terrain to any creatures not resistant or immune to fire damage, and deals fire damage equal to your level to any creature that touches it. It lasts until the start of your next turn.

You can use this feature once per short rest, but if a fire attack absorbed by Into the Hand uses at least 6 damage dice, you can choose to regain a use of this feature instead of gaining extra damage on your next attack.

DANCING FLAMES

Beginning at 17th level, you can use an action to summon a fire elemental that shadows your form and movements, moving in perfect synchronicity with you.

This creature has 13 AC, 100 hit points, resists bludgeoning, piercing, and slashing damage from nonmagical attacks, and is immune to fire and poison damage. It cannot be exhausted, grappled, paralyzed, petrified, poisoned, prone, restrained, or unconscious. It has ability scores, proficiency bonus, and number of attacks equal to your own, and is under your control. When you create it, it appears next to you and moves based on your subconscious commands. It acts during your turn, moving at the same time you do and taking the same actions immediately after you take them.

After summoning a Dancing Flame, you cannot do so until the next dawn or until you absorb 10 or more damage dice with Into the Hand.

MAGE KNIGHT

Masters of battlefield magic Mage Knights protect themselves and devastate their enemies while retaining the mastery of combat common to all fighters. Keeping a small, carefully-curated list of memorized spells, they blend the arcane and mundane as one.

SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the wizard spell list.

Fighter Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-
15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

Cantrips. You learn two cantrips of your choice from the wizard spell list. You learn an additional wizard cantrip of your choice at 10th level.

Spell Slots. The Eldritch Knight Spellcasting table shows how many spell slots you have to cast your wizard spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell shield and have a 1st-level and a 2nd-level spell slot available, you can cast shield using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level wizard spells of your choice, two of which you must choose from the abjuration and evocation spells on the wizard spell list. The Spells Known column of the Eldritch Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells must be an abjuration or evocation spell of your choice, and must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

The spells you learn at 8th, 14th, and 20th level can come from any school of magic.

Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list. The new spell must be of a level for which you have spell slots, and it must be an abjuration or evocation spell, unless you're replacing the spell you gained at 3rd, 8th, 14th, or 20th level from any school of magic.

Spellcasting Ability. Intelligence is your spellcasting ability for your wizard spells, since you learn your spells through study and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability. In addition, you use your Intelligence modifier when setting the saving throw DC for a wizard spell you cast and when making an attack roll with one.

BONDED WEAPON

At 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded with a weapon, you can't be disarmed of it unless you are incapacitated. If it is on the same plane of existence, you can summon it as a bonus action on your turn, causing it to teleport instantly to your hand. That weapon can also be used as a focus for casting spells. You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

When you cast a spell, you can focus it using your bonded weapon. Make a weapon attack roll instead of a spell attack roll or forcing a target to make a saving throw. If the attack hits, instead of dealing weapon damage, it deals all the effects of the spell to one creature. You cannot attack a creature outside the range of the spell. You can only use this feature to cast spells that target a single creature or object.

WAR MAGIC

Beginning at 7th level, when you use your action to cast a cantrip, you can make one weapon attack as a bonus action.

ELDRITCH STRIKE

Starting at 10th level, magic lingers on your bonded weapons. When you cast a spell of first level or higher, attacks with your bonded weapon deal an extra 1d6 damage of the spell's type until the end of your next turn.

ARCANE CHARGE

At 15th level, you gain the ability to teleport up to 30 feet to an unoccupied space you can see when you use your Action Surge. You can teleport before or after the additional action.

BATTELMAGE

Starting at 18th level, when you use your action to cast a spell of 1st level or higher, you can make two weapon attacks as a bonus action.

MANHUNTER

Warriors and trackers, manhunters seek a single target and destroy them. Unaided by magic, they rely on their keen insight and indomitable determination to hunt down the unfortunate souls in their sights. Many manhunters are bounty hunters, while others are mercenaries, bandits, or soldiers who excel at eliminating dangerous battlefield threats.

MARK TARGET

Starting at 3rd level, you can take 10 minutes to gather and ruminate upon information about a creature. That creature becomes your mark, and you gain insight into that creature's thoughts, beliefs, and style of combat. You can also mark a creature when it misses a melee attack against you or when you hit a creature with a melee weapon attack. You can have a number of marks equal to your Wisdom modifier at any one time (minimum of one). You can remove marks at the end of a short rest.

When a target is marked, you gain the following benefits:

- You have advantage on Wisdom (Insight) and Charisma (Intimidation) checks against your mark
- If your mark misses you with an attack, you can use your reaction to make one weapon attack against them.
- When you take an attack of opportunity against your mark, you can grapple them instead of making a weapon attack.

GUT FEELING

At 7th level, you gain proficiency in Insight. If you are already proficient in it, you gain proficiency in Animal Handling, Intimidation, Perception, Survival, or Thieves' Tools instead. Your proficiency bonus is doubled for any ability check you make that uses Insight. You receive this benefit regardless of the skill proficiency you gain from this feature.

GOING UNDERGROUND

Also at 7th level, you can spend 1d4 hours whenever you enter a city or other urban area to gather information about a mark. This includes entering taverns, interrogating their allies, or retracing their steps. Afterwards, roll 1d20 to determine the results of your research. You can only gather information about a single mark at a time.

Roll	Result
20	You know the exact current location of your mark, where they plan to go next, and when and how they intend to get there.
14-19	You know the exact current location of your mark, and have a few ideas as to what they plan next.
8-13	You know the general current location of your mark, and have a few ideas as to what they plan next. Some of them might be wrong.
2-7	You have a few ideas as to what your mark plans to do next. Some of them might be wrong.
1	Your mark's own contacts discover your efforts and inform them. You have disadvantage on Intelligence, Wisdom, and Charisma checks against your mark for 24 hours.



NO ESCAPE

At 10th level, when you hit a mark with a melee weapon attack, their movement is reduced by 5 ft until the start of your next turn.

OUT OF MY WAY

Starting at 15th level, your reading of your marks has become almost precognizant, allowing you to predict what they will do and react appropriately to protect others. When a mark makes a melee weapon attack against an allied creature, you can use your reaction to move up to half your speed toward both creatures and shove that ally 5 feet away from your mark. You then become the target of your mark's attack. If that attack misses you, you can make one weapon attack as part of the same reaction you used to move.

UNTOUCHABLE

Starting at 18th level, your ability to recognize incoming attacks and counter them—to wade into a brawl and emerge unscathed—is unparalleled. The first melee weapon attack a mark makes against you each turn has disadvantage. You no longer require a reaction to attack when a mark misses you. You can only attack after a miss once on any creature's turn, even if a mark misses you more than once.

SHARPSHOOTER

Sharpshooters' impeccable aim make them invaluable allies on the battlefield, where they can pick off vital targets. Outside of war they are famous for both accuracy and showmanship. Sharpshooting holds a long history of competition and fame; skilled snipers can surpass great warriors.

EXHIBITION SHOOTER

When you take this archetype at 3rd level, you exceed a common archer or triggerman and enter the realm of entertainment. When you take this archetype at third level, you learn two of the following trickshots. They can only be used with ranged or thrown weapons, and only one trickshot can be used on a single attack roll. Thrice per short rest when you use a trickshot, you can grant up to 6 creatures that can see and hear you temporary hit points equal to half your fighter level.

Barrage. You can use your action to attack all creatures within 5 ft of a point within range.

Close Quarters. Attacking within 5 feet doesn't impose disadvantage, and you can use your weapons and ammo as melee weapons that you are proficient in. Weapons deal 1d8 bludgeoning damage. Arrows and bolts are light and deal 1d4 piercing damage.

Doubled Up. You can expend two weapons or pieces of ammunition on an attack. The attack cannot exceed $\frac{1}{2}$ its normal range but if it hits it deals an additional damage die.

Hairtrigger. When you have advantage on attack rolls on your turn you can forgo it to make an additional attack as a bonus action.

Heavy Impact. When you hit a huge or smaller creature with you can push them 5 feet away from you.

Richochet. When you hit a creature with a weapon attack you can make a second attack against a creature within 30 feet of the original. This attack's damage is halved.

Sniper. The standard and long ranges of your weapons increase by 15 feet, you can Search as a bonus action, and you can sacrifice all of your movement to gain advantage on the first attack you make that turn.

Quickdraw. You add your proficiency bonus to initiative rolls. You can draw a weapon and make a single attack with advantage when initiative is rolled.

Thread the Needle. When you hit an enemy through cover, you regain one use of Exhibition Shooter. You must suffer to-hit penalties from cover, even if you have a feature negating it.

SHOWOFF

At 7th level, you can add your attack bonus to Charisma checks while you are wielding a ranged or thrown weapon. If you make an attack against an object or creature that the target of your Performance check can see, you gain advantage on the roll.

When you hit a creature with a ranged weapon attack and the roll equals its AC, you can use a bonus action to give one creature that can see and hear you within 30 feet advantage on the first ability check it makes during their its turn.

ADDITIONAL TRICKSHOTS

At 10th level, you gain a third trickshot. You learn a fourth trickshot at 17th level.

TWAIN ARROW

Beginning at 15th level when you or another creature that you can see with are attacked by a ranged or thrown weapon, you can use your reaction to deflect their projectile with a shot. Make an attack roll. If your roll matches or exceeds the enemy's, the attack misses.

DEADSHOT

At 17th level, your aim is devastating and you can target vital areas to take an enemy out of the fight more quickly. When you reduce an enemy to a number of hit points less than your fighter level with a ranged weapon attack, that target is immediately reduced to 0 hit points instead.



SPELLSCORN

Some fighters master specialized armor, or spend their lives training in certain weapons. A spellscorn ignores specialized martial disciplines and instead masters the destruction of a specific type of enemy: mages. While they do not necessarily stand against all magic users, they understand that such individuals represent a clear and present danger to the mundane people of the world, and many of them must be stopped at any cost. Many Spellscorn might practice magic themselves, and follow this archetype because they understand how easily this privilege can be abused.

NULL

When you take this archetype at 3rd level, you manifest a magical dead zone around yourself. While you are conscious, you resist damage from cantrips and 1st-level spells. This resistance increases to 2nd-level spells at 7th level, 3rd-level spells at 15th level, and 4th-level at 18th.

You also gain a new reaction. When a creature you can see casts a spell, you can use your reaction to lower the save DC for that spell by half your fighter level. This decrease applies to you and all creatures within 10 feet of you. You can use this reaction a number of times equal to your Intelligence modifier (a minimum of 1) and recover all uses after a short rest.

INQUISITOR

Starting at 7th level, you can hunt mages with unparalleled skill. You gain proficiency in Arcana, and have advantage on checks to identify spells or other magical effects. You can identify a spell being cast without using a reaction. You can also cast *detect magic* at will.

When you spend at least 1 minute observing or interacting with another creature outside of combat, you learn about its magical capabilities. You learn whether or not it can cast spells, along with two of the following:

- the creature's spell save DC
- its current number of unexpended spell slots
- its caster level, if it has one
- its caster class, if it has one
- if the creature has the *innate spellcasting* trait, and how many spells it can cast each day
- any two spells that it knows from a school of your choice
- 1 magical item that it has on its person

WEAVECUTTER

Starting at 10th level, your attacks breach magical resistances, wards, and effects. Your weapon attacks are considered magical and ignore any magical effects or magic items that increase a creature's Armor Class, such as +1 armor or the *Shield* spell. When you damage a spellcaster who is concentrating on a spell, the DC for their Constitution saving throw to retain concentration is 10 or the total damage you dealt, whichever is higher.

ARCANE BATTERY

Starting at 15th level, you can absorb the power of magical items, weakening them while strengthening yourself. Once per turn when you damage a creature with a weapon attack you can absorb the power of a magical item of your choice that they are wearing, carrying, or attuned to. That magical item becomes inert for 1d4-1 rounds, during which time none of its properties apply to the user, and none of its special abilities, spells, or properties can be used. You also gain a number of temporary hit points based on the item's rarity, detailed below. You lose these temporary hit points when the item becomes active again.

Item Rarity	Tempory HP gained
Common	10
Uncommon	20
Rare	30
Very Rare	50
Legendary	80
Artifact	120

SPELL DEFLECTION

At 18th level, you can turn the magic of your foes against them. You are immune to the damage of and effects from spells that Null grants resistance to. Whenever you are hit with one of those spells, can use your reaction to reflect the spell back at its caster, dealing half the spell's normal damage. If the spell does not deal damage, this feature has no effect.

SPELLSLINGER

A spellslinger studies a unique form of ranged combat first created by high elf archer-mages, who weaved spells into their bowshots. The magical shots of these elite warriors guarded their borders against monsters and marauders who borrowed or imitated their skills to create their own spellslingers. Such techniques are no longer secret, but they are esoteric, and this particular marriage of magic and precision remains effective wherever it goes.

ENERGIZED ATTACK

When you take this archetype at 3rd level, you can use your bonus action to force the effects of basic spells into your attacks. Choose between acid, cold, fire, force, lightning, necrotic, psychic, or thunder. The next time you hit with a ranged weapon attack before the end of the turn, the damage type of the attack changes to the type you chose.

Fire and lightning damage ignite flammable objects that aren't being worn or carried.

ARCANE SHOTS

Also at 3rd level, you can unleash special magical effects from your energized attacks. When you gain this feature, you learn two Arcane Shot options of your choice (see "Arcane Shot Options" below).

Once per turn when you hit with an energized attack, you can apply one of your Arcane Shot options to that projectile. You decide to use the option when the projectile hits the creature, unless the option doesn't involve an attack roll. If the option does bonus damage, it deals the same damage type that you chose for that energized attack. You have a number of uses of this feature equal to 2 + your Intelligence modifier, and regain all uses at the end of a short or long rest.

You gain an additional Arcane Shot option of your choice when you reach 7th, 10th, 15th, and 18th level.

If an option requires a saving throw, your Arcane Shot save DC is calculated as follows:

$$\text{Arcane Shot save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

If another one of your features requires a saving throw, it uses this DC as well.

LINGERING ENCHANTMENT

At 7th level, your magical powers remain in your ranged weapons. Your attacks with ranged weapons are considered magical for the purposes of overcoming damage resistances.

BEWITCHED MISSILE

Also at 7th level, you can direct an errant shot toward a new target. When you make an attack roll and miss, you can use a bonus action to reroll the attack and roll against a different target within 60 feet of the original target.

MAGIC MORTAR

Starting at 10th level, when you you hit with an energized attack you can deal an extra 2d6 damage of the same type and apply one of the corresponding extra effects. This extra damage increases to 4d6 at level 18. You can use this feature twice. You regain all expended uses when you finish a short or long rest.

Acid: The target takes half the damage it received from this attack at the end of its next turn.

Cold: The target's speed is reduced by 10 feet until the end of its next turn.

Fire: The attack ignites any flammable object hit by it that isn't being worn or carried.

Force: The target is pushed 5 feet away from you.

Lightning: The attack is made with advantage if the target is wearing armor made from, or is made of, metal.

Necrotic: The target can't regain hit points until the end of their next turn.

Psychic: The target has disadvantage on the next attack roll it makes before the end of its next turn.

Thunder: The attack deals thunder damage, and deals doubled damage to objects, structures, and constructs.

ARCANE HURRICANE

At 15th level, when you use your Action Surge every ranged weapon attack you make during your second action can use a damage type from Energized Attacks, and applies the corresponding bonus from Magic Mortar. Each ranged weapon attack roll can deal a different damage type.

POWER WORD: BLAST

Beginning at 18th level, you can use your action to supercharge and release a single projectile. The projectile's path forms a line 120 feet long and 10 feet wide in a direction of your choice. Each creature in the line must make a Dexterity saving throw against your Arcane Shot save DC, taking 12d12 force damage on a failed save, or half as much damage on a successful one. Once you use this feature, you can't use it again until you finish a long rest.

ARCANE SHOT OPTIONS

Banishing Shot. You use abjuration magic to try to temporarily banish your target to a harmless demiplane. The creature hit by the attack must succeed on a Charisma saving throw or be banished. While banished in this way, its speed is 0 and it is incapacitated. At the end of its next turn, the target reappears in the space it vacated or in the nearest unoccupied space if that space is occupied.

Befouling Shot. Your enchantment magic causes this attack to temporarily terrify its target. The creature hit by the attack takes an extra 2d6 damage. The target must succeed on a Wisdom saving throw or be frightened of you until the start of your next turn.

Blinding Shot. You weave illusion magic into your attack, creating a brilliant burst of elemental energy. The creature hit by the attack takes an extra 2d6 damage, and must succeed on a Constitution saving throw or be blinded until the start of your next turn.

Bursting Shot. You imbue your attack with power drawn from the school of evocation. Immediately after the attack hits the creature the projectile detonates. The target and all other creatures within 10 feet of it take 2d6 additional damage.

Grasping Shot. When this attack strikes its target, conjuration magic creates a mass of elemental chains around it. The creature hit by the attack takes an extra 2d6 damage, its speed is reduced by 10 feet, and it takes 2d6 damage the first time on each turn it moves 1 foot or more without teleporting. A creature can use its action to remove the chains from the target with a successful Strength (Athletics) check against your Arcane Shot save DC. Otherwise, the chains last for 1 minute or until you use this option again.

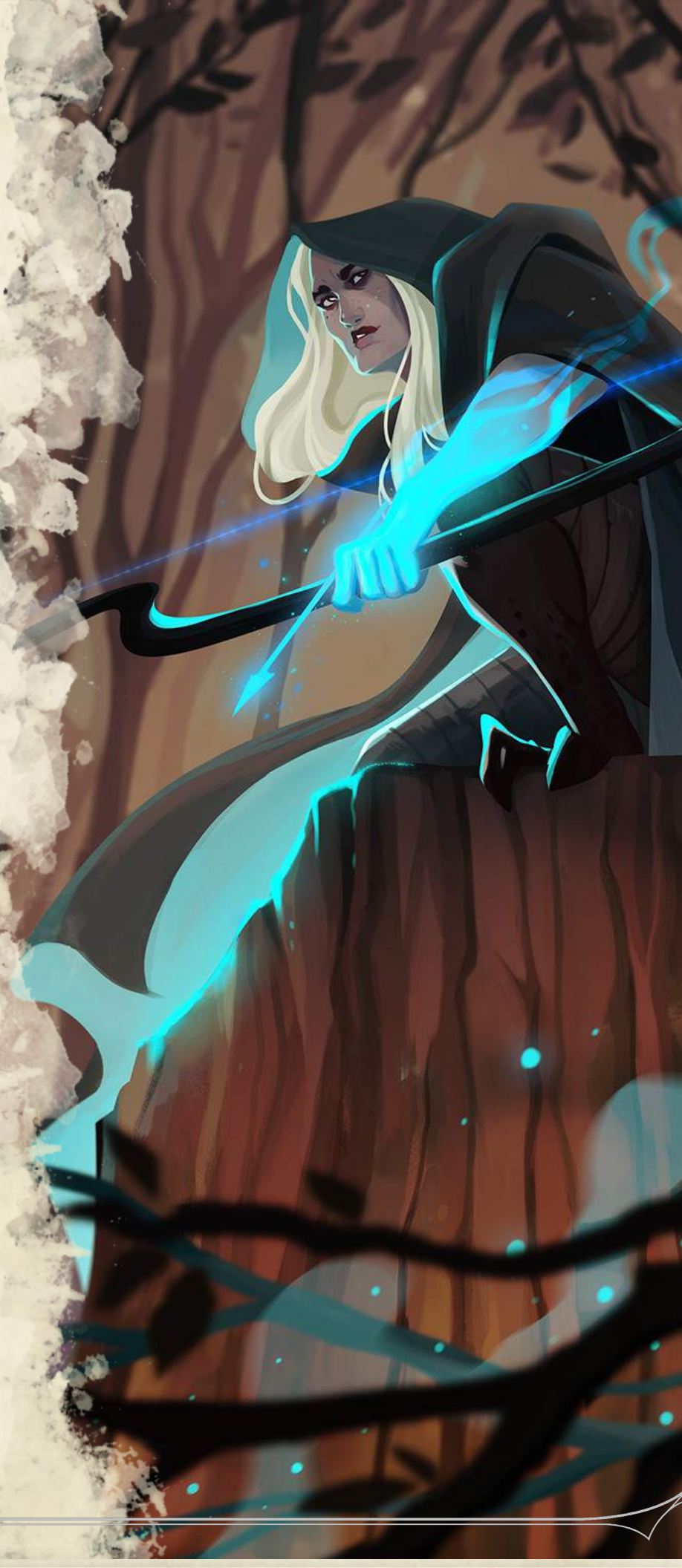
Phasing Shot. You use transmutation magic to give your attack an ethereal quality. When you use this option, you don't make an attack roll. Instead, the attack shoots forward in a line 1 foot wide and 30 feet long. The attack passes harmlessly through objects, ignoring cover. Each creature in that line must make a Dexterity saving throw. On a failed save, a creature takes damage as if it were hit by the attack, plus an extra 1d6 damage. On a successful save, a target takes half as much damage.

Ricocheting Shot. Using divination magic, you know where to aim so the projectile strikes multiple targets. When you use this option, you don't make an attack roll. Instead, choose up to three targets you can see within range. Each target must be within 30 feet of at least one other target. The projectile flies toward one of the targets, moving around corners if necessary, and all but full cover. After striking the target, it flies towards and strikes the other two. Each target must make a Dexterity saving throw, taking damage as if it were hit by the projectile on a failed save, or half as much damage on a success.

Weakening Shot. You weave necromantic magic into your attack. The creature hit by the attack takes an extra 2d6 damage. The target must also succeed on a Constitution saving throw, or the damage dealt by its weapon attacks is halved until the start of your next turn.

ELEMENTS AND EFFECTS

Take a moment to describe how an Arcane Shot interacts with the damage type of energized attacks. For example, for a Phasing Shot energized with lightning, you can describe the shot as a bolt of lightning that streaks from your weapon through each enemy. If you want, think of a signature combination your character is particularly proud of. Be inventive, and play up the sudden, unexpected tricks your character might create.





SWORDMASTER

While fighters can use a variety of weapons, swordmasters specialize in blades. Impossibly precise while wielding straight swords, this archetype includes the Swordmasters of Hoeth, the myrmidons of Magvel and Elibe, and the elite *doppelsöldner* landsknechts of the 16th century. While lighter-armed than other greatswordsmen to better employ their agility, they compensate with great defensive skill.

FECHTBÜCHER EXPERT

Starting at 3rd level, you can use large swords with enormous skill. When you are wielding a longsword or greatsword in both hands and are not wearing heavy armor, your walking speed increases by 5 feet, and you can also use your sword to parry attacks.

When an enemy outside your reach attacks you, you can use your reaction to parry the attack. Add your Strength modifier to your armor class against that attack. If the attack still hits, roll the damage dice of your weapon and reduce the damage you took by the amount you rolled. If you reduce the damage to 0, any other effects that might result from the attack landing (such as Drow poison requiring a Constitution saving throw) do not apply.

Whether or not the attack hit or missed, if you take no damage from the parried attack, you can also move 5 ft and, if a target is in reach, make 1 weapon attack.

CLEANSING EXERCISE

At 7th level, you can use meditation and practice to purify your body. During a short rest you perform a ritualized series of trained maneuvers and meditative rests to remove a single poison, disease, curse, level of exhaustion, or similar detriment from yourself. The first time you roll initiative after this short rest, you do so with advantage.

You can use this feature once per long rest.

FLASH STEP

Beginning at 10th level, you can charge so swiftly that you seem to have teleported. You can use all of your movement to appear directly next to a hostile creature within 60 feet and make two weapon attacks, then take the attack action as normal. You take no attacks of opportunity from this action. You can use this feature a number of times equal to your Dexterity modifier, and must complete a long rest before you do so again.

IMPROVED PARRY

At 15th level, your defensive skill has improved. You can take two reactions per round, so long as at least one of those reactions is used to deflect an attack. When you parry an attack from a reach weapon, you make your counterattack with advantage if the weapon you parried was a halberd, pike, or similar polearm. Finally, you can counterattack even if you did not reduce the damage you took to 0.

BLADE DYNAMO

Once you reach 18th level, when you use your reaction to counter an enemy, you can make as many attacks as the Extra Attack feature grants you, instead of a single weapon attack. You can use this feature once per short rest.



WARLORD

Warlords are accomplished and competent battle leaders. They stand on the front line issuing commands and bolstering their allies while leading the battle with weapon in hand. Warlords know how to rally a team to win a fight.

TACTICAL MANEUVER

At 3rd level, your tactical acumen allows you to provide direction to your allies that can tilt a battle in your favor. As a bonus action, you can choose one ally within 60 feet of you who can hear or see you. That ally can use its reaction to move up to half its speed.

TACTICAL COMMAND

Starting at 3rd level, your tactical cunning allows you to seize the moment in battle.

Tactics. You learn two tactics of your choice, which are listed under "Tactics" below. You gain an additional tactic at 7th and 15th level.

Uses. When you use your Tactical Maneuver feature, you can choose to apply one of your known tactics to the maneuver, granting the targeted ally an additional bonus. When you do so, the movement granted to the targeted ally does not provoke opportunity attacks.

You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest. You gain another use at 7th level and one more at 15th level.

COMMANDER'S SIGHT

At 7th level, you learn to view your surroundings in a way that grants you a better understanding of the battle as a whole. The range of your Tactical Maneuver increases to 120 feet.

LEAD FROM THE FRONT

Starting at 7th level, your battle experience has taught you how to act swiftly in dangerous situations. You can give yourself a bonus to your initiative rolls equal to your Intelligence modifier.

INSPIRING SURGE

Starting at 10th level, when you use your Action Surge feature, you can choose one ally within 120 feet of you who can hear or see you. That creature can make one weapon attack with its reaction, provided that it can see or hear you.

Starting at 18th level, you can choose two allies within 120 feet of you, rather than one.

THIRST FOR BATTLE

Starting at 15th level, when you roll initiative and have no uses of Tactical Command left, you regain one use.

PERFECT COORDINATION

Starting at 18th level, you gain the ability to unleash a devastating combination of your allies' abilities. As an action, select up to five allies within 120 feet of you who can see or hear you. Each ally can use its reaction to immediately move up to its speed without provoking opportunity attacks, and to take the Attack (one weapon attack, shove, or grapple only), Cast a Spell (one cantrip only), Dodge, Hide, Search, or Use an Object action.

Once you use this ability, you cannot use it again until you complete a long rest.

TACTICS

The tactics are presented in alphabetical order. Unless stated otherwise, any movement referenced by a tactic is the movement granted by your Tactical Maneuver feature.

Advance/Retreat. The targeted ally can move up to its speed, rather than only half its speed.

Charge. The targeted ally can attempt to shove one creature of your choice. This shove can be attempted at any point before, during, or after the move.

Cover That Flank. Attacks against the targeted ally have disadvantage until the start of your next turn.

Cut Them Down. The targeted ally has advantage on the next attack it makes against a creature of your choice that you can see before the start of your next turn.

Defend Yourself. The targeted ally gains temporary hit points equal to your fighter level + your Intelligence modifier (minimum of 1) for 1 minute.

Press Onwards. If the targeted ally is charmed or frightened, those conditions end on the creature.

Subdue Them. The targeted ally can attempt to grapple one creature of your choice. This grapple can be attempted at any point before, during, or after the move.



VARANGIAN

Warriors from the far reaches of the north who sailed and settled across the known world, who seek wealth through by any means possible. By plunder, mercantilism, ransom, or mercenary, these vagabonds accumulate the wealth of the world and use it to tie themselves to friends and allies through oath, wealth, and blood.

SHOOT TO WOUND

You are used to taking your foes alive. A dead enemy cannot be ransomed, and putting an enemy down quickly does less damage to any valuables they might be carrying. After taking this archetype at 3rd level, you can wound enemies instead of killing them. Once per turn when you hit a creature with a weapon attack, you can inflict one of the following wounds.

WOUNDS

Arm. The first weapon attack roll the target makes each turn is made with disadvantage.

Eye. The target is blinded until the end of its next turn.

Ear. The target is deafened.

Gut. The target cannot take reactions.

Leg. The target's movement speed is reduced by 10 feet.

Throat. The target cannot speak.

The effects of wounds last for one hour. The target's anatomy need not perfectly match those described in the feature for wounds to take effect. You can use this feature a number of times equal to your Strength modifier (minimum of 1). You regain all expended uses after completing a short or long rest.

MERCANTILE

You are accustomed to wandering far to sell your war loot. At 7th level, you gain proficiency in navigator's tools, and either land or water vehicles. You add your fighter level to the number of miles you and up to 10 other creatures with you can travel in a day.

SHOTCALLER

When you reach 10th level, you can sacrifice one of your attacks on your turn to indicate an opening to an allied creature that can see or hear you within 30 feet of you. That creature can use its reaction to make one weapon attack. If the attack hits they can inflict one effect from Shoot to Wound of their choice on that target, which lasts until the end of your next turn.

BLOOD BROTHERS

Starting at 15th level, whenever an allied creature within 10 feet of you fails a saving throw, you can expend one use of Indomitable and allow them to reroll it.

GLINT OF GOLD

You understand riches, and the people who carry them. Moreover, you know that those are the most lucrative targets. Starting at 18th level, you know the exact monetary value of any object you see, magical or nonmagical, and have advantage on the first attack roll you make each turn against creatures with a net worth of at least 2,000 gp. This wealth includes hoards, magical items, clothing, weapons, lands, or treasure, as well as liquid currency.

ROGUES

Flusive and evasive, rogues are masters of many talents and move in many spheres. Their archetypes categorize and specialize them even further, and for the most part do a marvelous job of it.

Chameleons are masters of concealment. Unlike every other rogue, they can hide in plain sight and strike from anywhere. They emulate their namesake lizard in other respects, with poison and highly-advanced eyes.

Infiltrators combine the best parts of *Assassin* and *Mastermind*. The former was powerful but limited to special circumstances, while the latter struggled to keep pace in combat but did several of the assassin's tasks better. The new archetype born from both combines their strengths.

Windblown emphasize swiftness and hit-and-run tactics. Whether the wind truly protects them is left up in the air.

CHAMELEON

Most rogues can hide, but few hide in plain sight. From mere disguises to physical changes in color, Chameleons master covert skills both mundane and magical to immerse themselves into any situation and strike at a moment's notice.

SOCIAL CHAMELEON

When you choose this archetype at 3rd level, you gain proficiency in Disguise Kits and the Deception skill. If you are already proficient in Deception, you can double your proficiency bonus for all checks made with it instead.

COLOR CHANGE

Most infiltrators operate in cramped conditions far away from pursuers, but you can hide in the open. At 3rd level, when you hide, you and everything you are wearing or carrying change color to match a large or larger object to which you are adjacent, and you are considered invisible until you move more than 5 feet or take actions. Smaller objects provide insufficient cover to use this ability. You can hide using this feature even if other creatures can see you.

At 13th level, you can move up to half your walking speed during your turn without revealing yourself.

PINPOINT EYES

At 9th level, your eyes mimic the abilities of your reptile namesake. Lightly-obscured areas don't impose disadvantage on your Perception checks, and you have advantage on saving throws against being blinded. You gain darkvision to a range of 60 feet, and can make Perception checks to search for hidden objects and enemies as a bonus action. At 17th level, your advanced eyesight also pierces magical illusions, granting you truesight within a 30 ft. range.

NUMBING LASH

Starting at 13th level, you produce a potent poison that can be applied to your weapons. When you hit an opponent with your sneak attack, you can paralyze them until the end of your next turn. You must wait until the end of a short or long rest to use this feature again.

WALKING CHROMATOPHORE

Beginning at 17th level, you can change your body's colors in real time. You can cast *greater invisibility*, targeting only yourself, five times per long rest.

INFILTRATOR

Professional killers, master trespassers, and talented socialites, Infiltrators combine a keen eye and quick reflexes with mastery of the blade, stealth, and carefully-chosen word. Glamorous assassins who must infiltrate all manner of societies, their tongues are just as sharp as their knives.

COUP DE GRÂCE

Your blows are deadliest when your foes are at their weakest and don't realize you were ever there. Starting at 3rd level, you have advantage on initiative rolls, and on attack rolls against creatures that have not yet acted in combat. Any attack that you land against a creature that is restrained, unconscious, surprised, or has not yet taken a turn is a critical hit.

TOOLS OF THE TRADE

Also at 3rd level, you have assembled invaluable skills for any assassin. You gain two of the following benefits.

- proficiency in Disguise Kits
- proficiency in Poisoner's Kits
- proficiency in Forgery Kits
- proficiency in one gaming set of your choice
- learn 2 languages of your choice

If you take proficiency in a kit, you can use it, its components, or its products using your Cunning Action.



ANALYZE TARGET

Starting at 9th level, if you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- Dexterity
- Intelligence
- Wisdom
- Charisma
- Class levels (if any)
- Hit Points

At the DM's discretion, you might also realize you know a piece of the creature's history or one of its personality traits.

UNDERCOVER

At 13th level, you can create a false identity by spending three hours considering facets of your new persona such as mannerisms, speech patterns, and clothing. If you spend at least 1 hour observing these features in an existing humanoid you can instead mimic that person instead. The identity also includes letters of introduction, forged certifications, appropriate clothing, etc. This disguise is indiscernible to the casual observer, and you have advantage on Charisma (Deception) checks to maintain it when questioned.

BACKSTABBER

At 17th level, it is impossible to tell through magical means whether you are lying, and checks made to discern the truth of your statements are made with disadvantage. Magic cannot compel you to tell the truth, and your mind cannot be read through any means. The first time you damage a creature that regards you with affection or considers you an ally, you have advantage on the attack and forgo damage dice. Instead, you roll the maximum possible amount of damage.

When you damage a creature that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

WINDBLOWN

Some people train from youth to be fast. Others use magic to enhance their speed. And still others have an apparently supernatural edge. Operating on instinct and mundane skill, their eternal tailwind pushes them on. They are the Windblown, rogues favoring hit-and-run tactics with the wind at their back.

FLEET OF FOOT

When you take this archetype at 3rd level, you move much more quickly when fleeing enemies. Whenever you disengage using your Cunning Action, you may shove one creature within reach of you. If you haven't successfully inflicted Sneak Attack on that turn, you may make 1 melee weapon attack against that creature instead.

You can also use Dexterity, instead of Strength, on Athletics checks made to shove enemies.



WIND BENEATH MY WINGS

Starting at 9th level, the climate always favors you. As long as you aren't inside or underground, you have advantage on Survival checks made to navigate and your movement speed increases by 10 feet. You and creatures with you cannot be slowed by poor weather during travel, though other factors may still reduce your pace. You also ignore disadvantage inflicted by strong winds on Perception checks and attack rolls, and gain advantage in those conditions instead.

AIRBURST

Beginning at 13th level, the wind shelters you against projectiles. When you are targeted by a ranged attack you can use your reaction to inflict disadvantage on it and any other ranged attacks made against you until the start of your next turn. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and must complete a long rest to do so again.

WHIRLWIND SPRINT

At 17th level, tailwinds thrust you forward in a single, deadly strike. As an action, you sprint at impossible speed in a straight line to an unoccupied space 30 feet away. Roll damage as though you had landed Sneak Attack with a weapon you're holding. All enemies within your reach as you move in that line take 1/3 that amount.

You also gain the ability to fly in limited bursts. You have a flying speed equal to your current walking speed on your turn; you fall if you end your turn in the air and nothing else is holding you aloft.

DASHING AND MOVEMENT:

If you Dash, your speed increases during your turn. This speed includes the flight granted by Whirlwind Sprint. Thus, you can fly 80 feet before falling, because you only fall at the end of your turn, regardless of your current speed. If you dash as both an action and a bonus action, you can fly 120 feet.

IRON CORE SORCERY

This bloodline originates from a subset of elemental earth refined by millenia of industry. Some have an ancestor who survived immersion in molten adamantine, and others lived for generations in mining towns surrounded by veins of ore. Regardless of source, each Iron Core harbors a kernel of magical metal which manifests their magic as metallic power.

ARMOR AFFINITY

At 1st level, you gain proficiency in heavy armor, suffer no movement penalties in it, and can don or doff it as an action.

IRON GUARD

Also at 1st level, you can use your action to form a ward of magical metal around a creature you can see within 30 feet. Whenever a guarded creature takes bludgeoning, piercing, or slashing damage it is reduced by an amount equal to your proficiency bonus + your Charisma modifier. You can use an action to move this benefit to another willing creature that you can see within range. You may guard yourself.

You can guard one creature with this feature. At 5th level, you may guard two simultaneously, and may guard three at 14th level.

EXPANDED SPELL LIST

You learn the following spells at the indicated sorcerer level, and they are considered sorcerer spells for you. You also learn the *sword burst* cantrip, which does not count against your number of cantrips known.

Level Spells

1st *entangle, shield*

3rd *heat metal, spiritual weapon*

5th *Leomund's tiny hut, Melf's minute meteors*

Level Spells

7th *death ward, fabricate*

9th *hold monster, steel wind strike*

11th *blade barrier, globe of invulnerability*

HAMMERBLOW

Starting at 6th level, your spells strike like weapons of war. When you damage a creature with a spell you can expend 2 sorcery points to push it up to 15 feet in a straight line from the spell's point of origin. You also gain resistance to poison damage.

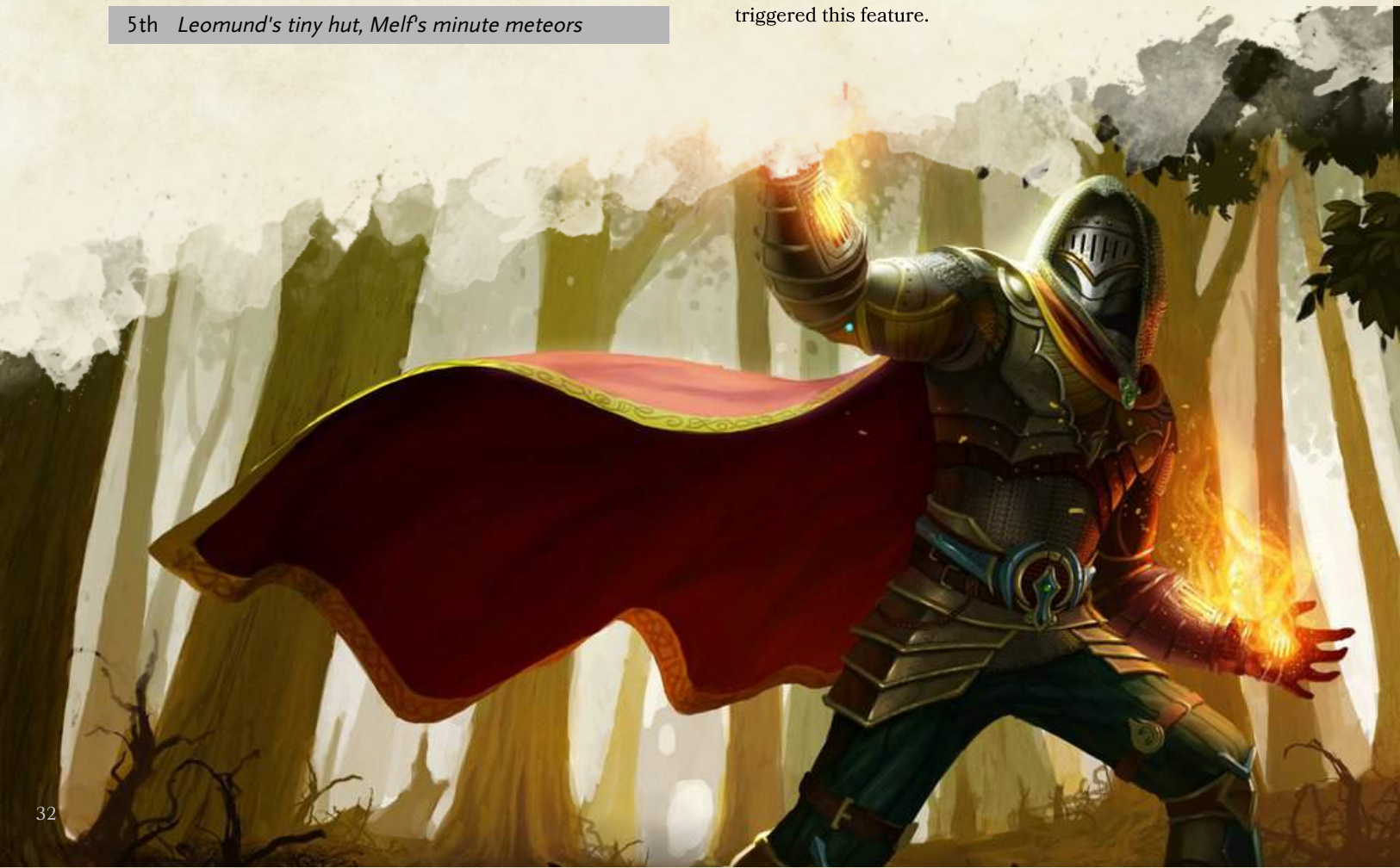
CORE INFUSION

At 14th level you gain the ability to absorb metal to bolster your allies. During a short rest you can absorb 1 cubic foot of metal, which destroys the material and infuses up to 6 willing creatures. Infused creatures have their current and maximum hit points increased by 15 and gain a +1 bonus to their Armor Class until they complete a long rest. You can use this feature once per day.

ARCANE CONDUCTION

Beginning at 18th level you choose a damage type for guarded creatures to resist, choosing from lightning, fire, cold, radiant, necrotic or force. When a guarded creature takes damage of the chosen type you can use your reaction to channel the energy around the metallic ward into a protective barrier. The guarded creatures gains temporary hit points equal to the damage taken.

While they have those temporary hit points and roll damage, the creature can choose to remove any remaining temporary HP and discharge the energy, adding damage to the attack equal to your sorcerer level, of the type that triggered this feature.



PART II

New Weapons



WEAPONS REMASTERED

This remaster massively expands the original *Weapons Remastered* by another author, which can be found [here](#). Both exist to diversify weapons' use and function in combat. This chapter is not an attempt to increase their power, but instead mirror the diversity of options and rider effects exhibited by their caster counterparts' cantrips and weapons' use in real life—with significant abstraction.

It does improve them slightly, but the ultimate goal is diversification and the overall increase is minimal. It also attempts to remove the universal popularity of some weapons (such as the rapier) in situations where it might not apply, and instead make all weapons at least somewhat viable.

To do so, each weapon has a combination of several unique *properties*, which add new functions, passive bonuses, or options. Many entirely new weapons join the existing roster, to include some weapons of great tactical value in history which 5e neglected.

Ideally, players will intuit and remember properties with ease. Properties should in most cases adhere to the design philosophy of 5e, and most are relatively simple or expand properties which already existed. Ultimately, they should have few negatives for massive gains in fun factor.

In some cases, these properties conflict or overlap with feats, a difficult problem. On one hand, martial characters' progression encourages them to take feats. On the other, the removal of "feat taxes" (feats necessary to make builds viable) is an admirable goal as well.

Ultimately, feats provide much larger bonuses, and those with properties encroaching on their niche remain the superior option. They are a specialization with an enormous opportunity cost and should be treated as such.

This chapter adds no new actions and works to adhere to the already-extant combat system without additional redundancies, extras, or rules bloat, though it does tweak much. Ultimately, it hopes to increase martial characters' ability to think tactically and add a level of nuance which characters without magic or superiority dice sorely lacked.

To those unused to such options, this sudden, glaring change warps the game. Its size daunts newcomers. However, it appeals enormously to martial play, makes choice of weapon have *meaning*, and it's easy to learn your favorites. Spellcasters continue to track far more options and resources, and they operate beautifully.

As time passes, most warriors will find their favorites, memorize those options, and remain loyal to their preferred style. The keyword, then, is *style*. No longer is a longsword interchangeable with a battleaxe, or a spear with a javelin. By its very nature this rework differentiates player characters even more and lets players make them their own. This mechanical and stylistic diversity is the ultimate benefit of tabletop roleplay over other games, and this remaster helps that aspect shine.



WEAPON PROPERTIES

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 quiver, case, or other container 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.

BYPASS

These flexible weapons wrap around shields and other personal defenses. They ignore the AC bonus granted by shields and parrying weapons or reactions.

ENSNARING

These weapons feature chain, rope, hooks, or other parts that can aid in entanglement. When you hit with an ensnaring weapon, you can use your bonus action to attempt to shove the target prone, disarm them, or pull them 5 feet towards you, using your weapon attack modifier in place of Strength (Athletics).

FINESSE

The weapon lends itself to dexterous combat due to features that make precisely aiming the weapon easier. When attacking 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.



FINISHER

Finisher weapons are well-suited to executing enemies at your mercy. When you make an attack against a prone creature with a finisher weapon, you roll one additional damage die.

GUNPOWDER

These weapons utilize volatile chemical powder as a propellant to fire projectiles or explode. They cannot be used underwater. When you make an attack, a gunpowder weapon flashes brightly, expels smoke, and creates a bang that can be heard within 300 feet. Each time you attack with a gunpowder weapon, you expend one pinch of powder as well as a piece of ammunition. It takes an action to reload a gunpowder weapon.

Carrying too much powder is risky. Every time a creature wearing or carrying items with the *Gunpowder* property takes at least 20 fire damage, one of those items explodes and is destroyed. The blast deals 2d6 fire damage and 2d6 thunder damage to all creatures and objects within 20 ft.

HEAVY

These weapons are unwieldier than most. Small creatures makes attacks with heavy weapons at disadvantage. You cannot attack more than once per turn with a heavy weapon unless you have a Strength scorer of 13 or higher.

When you attack with a heavy weapon that you are proficient in, you can forego adding your proficiency bonus to the attack roll. If the attack hits, you add that proficiency bonus to the damage roll. You must decide to do this before making the attack roll. This ability can be used in conjunction with the Great Weapon Master feat.

LIGHT

A light weapon is small and easy to handle. When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use two-weapon fighting with a light weapon that you are holding in your other hand.

LOADING

Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you fire it, regardless of the number of attacks you can normally make.

NONLETHAL

The weapon is designed to incapacitate or is otherwise capable of delivering a hit that does not kill the target. When you reduce a creature to 0 HP with this weapon you can knock a target unconscious and leave them stable. All weapons may be used to deal nonlethal strikes, but deal 1+STR bludgeoning damage instead of their typical value.

PARRY

This weapons can parry incoming attacks. When you are attacked by a melee weapon attack from a target you can see, you can use your reaction to attempt to parry it, adding half your proficiency bonus to your AC for that single attack. Parries must be declared before the result of the attack is known.

PRONE FIGHTING

When you are prone and make a melee attack with this weapon, you do not suffer disadvantage for being prone.

RANGE

A weapon that can be used to make a ranged attack has a range 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 long 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's extended length adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it. Reach weapons cannot be used for two-weapon fighting regardless of strength or feats.

SPECIAL

Special weapons have some entirely unique property. These are detailed after the weapon charts.

STATUS

Status weapons inflict extra effects on powerful hits. When you hit with an attack roll with a status weapon and exceed the target's AC by 5 or more, it will inflict an additional status effect based upon the type of damage dealt. A critical hit guarantees a status effect.

Slashing weapons inflict gaping wounds and profuse bleeding, inflicting additional slashing damage equal to your proficiency bonus. Objects, Constructs, and Elementals are immune to this damage, as may other creatures that do not bleed at the discretion of your DM.

Bludgeoning weapons hit with staggering blows that daze the target. Inflicting this status causes the target's next attack roll to be made with disadvantage.

Piercing weapons reward precise or focused attacks, punching holes in defenses and leaving a target vulnerable. Inflicting piercing status grants advantage on the first weapon attack against the target before the start of its next turn.

Improvised weapons may inflict status depending on their damage type and the discretion of your DM.

SUNDERING

The weapon features qualities that crush, pierce, break, or penetrate armor. When you attack a target wearing a breastplate, brigandine, cuirass, halfplate, splint, or full plate, you gain a +2 bonus to the attack roll. You also gain this bonus against creatures with thick shells or metallic hides, and other creatures at the discretion of your DM.

SWEEPING

These weapons strike in broad motions. When you reduce an enemy to hit points with a sweeping weapon, target another creature within reach and, if the original attack roll can hit it, apply any remaining damage to it. If that creature is likewise reduced to 0 hit points, repeat this process, carrying over the remaining damage until there are no valid targets, or until the damage carried over fails to kill an enemy. \columnbreak

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 attack and damage rolls that you would use for a melee attack with it. You increase the standard and maximum range of a thrown weapon by a number of feet equal to 5 times your Strength modifier, unless your Strength modifier is negative.

TWO-HANDED

The weapon is large or cumbersome to the point of requiring two hands to fight with effectively. You must wield the weapon in both hands to use it, and cannot use the weapon while performing somatic components, grappling, or other tasks that require a free hand.

VERSATILE

The weapon can be wielded in either one or two hands. A damage value in parentheses appears with the property, indicating the damage dealt when you use it with two hands.

WIND-UP

You can prepare attacks with this weapon to make it even more effective. You can use an attack to wind up or set your weapon. On the next attack you make with the weapon, you add an additional weapon die and twice your Strength modifier to damage. A weapon can only add one such damage die in this way. If no attack is made by the end of the wielder's next turn it is no longer wound up. The wielder can use an attack to keep the weapon wound up for a subsequent round. A weapon that is wound up can be used to make an opportunity attack when an enemy enters its range.

WINGED

These weapons have specially-shaped heads that halt the forward movement of their target toward the user and can be used to catch shields and weapons. After hitting a huge or smaller creature with this weapon, it is unable to move straight toward you and its movement speed is halved until you make an attack roll against another target or it leaves your reach. While holding a creature in this way, you can use a bonus action to attempt to shove the target.

You can also replace one of your attacks with an attempt to disarm a target, using your weapon attack modifier in place of Strength (Athletics).



WEAPON CHARTS

With the additional properties detailed, they can be listed in tables of new and existing weapons. Some weapons list multiple damage types. When attacking with one of those weapons, you indicate which type you'll use before you make the attack.



SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Boar Spear	5 gp	1d6 piercing	5 lb.	Versatile (1d8), winged
Club	1 sp	1d4 bludgeoning	2 lbs.	Light, nonlethal
Dagger	2 gp	1d4 piercing	¾ lb.	Finesse, finisher, light, prone fighting, thrown (20/60)
Goedendag	5 sp	1d4 bludgeoning/piercing	3 lbs.	Finisher, sundering
Greatclub	5 sp	2d4 bludgeoning	10 lb.	Heavy, nonlethal, status, two-handed
Handaxe	3 gp	1d6 slashing	2 lb.	Light, thrown (20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (30/120)
Light Hammer	2 sp	1d4 bludgeoning	2 lb.	Light, status, thrown (20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	Sundering
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Nonlethal, versatile (2d4)
Sickle	1 gp	1d4 slashing	2 lb.	Light, status
Shortspear	1 gp	1d6 piercing	4 lb.	Light, versatile (1d8)

SIMPLE RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Dart	5 cp	1d4 piercing	¼ lb.	Finesse, thrown (20/60)
Light Crossbow	25 gp	1d8 piercing	5 lb.	Ammunition (80/320), loading, sundering, two-handed
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (100/150), two handed
Sling	1 sp	1d4 bludgeoning	¼ lb.	Ammunition (30/120)



MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Battleaxe	10 gp	1d8 slashing	4 lb.	Status, sweeping, versatile (1d10)
Estoc	25 gp	1d8 piercing	2 lb.	Parry, sundering, versatile (1d10)
Falchion	25 gp	1d8 piercing/slashing	2 lb.	Finesse, parry, status
Flail	10 gp	1d8 bludgeoning/piercing	2 lb.	Bypass, ensnaring, wind-up
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, sweeping, two-handed
Greataxe	30 gp	1d12 slashing	12 lb.	Heavy, finisher, status, two-handed
Greatsword	50 gp	2d6 piercing/slashing	7 lb.	Heavy, parry, sweeping, two-handed
Guisarme	5 gp	1d10 piercing	8 lb.	Ensnaring, heavy, reach, two-handed
Halberd	20 gp	1d10 piercing/slashing	7 lb.	Heavy, reach, status, two-handed
Harpoon	10 gp	1d8 piercing	4 lb.	Status (slashing), thrown (20/60)
Lance	10 gp	1d12 piercing	6 lb.	Reach, special, status
Longsword	30 gp	1d8 piercing/slashing	3 lb.	Parry, status, versatile (1d10)
Lucerne	20 gp	1d10 bludgeoning/piercing	7 lb.	Heavy, reach, sundering, two-handed
Maul	10 gp	2d6 bludgeoning	12 lb.	Heavy, status, sundering, two-handed
Morningstar	15 gp	1d8 bludgeoning/piercing	4 lb.	Status, sundering, finisher
Parrying Dagger	3 gp	1d4 piercing	1 lb.	Finesse, light, parry, prone fighting
Pike	5 gp	1d10 piercing	8 lb.	Heavy, reach, two-handed, wind-up
Pollaxe	35 gp	1d10 bludgeoning/piercing/slashing	10 lb.	Finisher, parry, status, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse, parry, status
Ranseur	25 gp	1d10 piercing/slashing	8 lb.	Heavy, status, reach, two-handed, winged
Scimitar	20 gp	1d6 slashing	3 lb.	Light, finesse, status
Shortsword	10 gp	1d6 piercing/slashing	2 lb.	Light, finesse, finisher
Spear	2 gp	1d8 piercing	5 lb.	Reach, versatile (1d10)
War Pick	5 gp	1d8 piercing	2 lb.	Status, sundering, versatile (1d10)
Warhammer	15 gp	1d8 bludgeoning	3 lb.	Status, sundering, versatile (1d10)



MARTIAL RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), loading, special
Greatbow	200 gp	2d6 piercing	25 lb.	Ammunition (range 200/600), heavy, special, status, two-handed
Hand Crossbow	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading, sundering, prone fighting
Heavy Crossbow	50 gp	1d10 piercing	12 lb.	Ammunition (range 100/300), heavy, loading, status, sundering, two-handed
Longbow	75 gp	1d10 piercing	2 lb.	Ammunition (range 200/600), heavy, status, two-handed
Net	1 gp	-	3 lb.	Special, thrown (range 5/15)
Recurve Bow	50 gp	1d8 piercing	3 lb.	Ammunition (range 150/300), two-handed

SHIELDS

Name	Cost	+AC	Weight	Properties	Grip
Buckler	8 gp	1	2 lb.	Light, parry	Handle
Shield	10 gp	2	6 lb.	-	Handle, strap
Tower Shield	50 gp	3	10 lb.	Special	Strap

AMMUNITION

Name	Cost	Weight	Weapon	Properties
Barbed Quarrel	15 cp	1 oz.	Crossbow	Adds <i>serrated</i> modification
Bodkin Arrow	30 cp	1 oz.	Bow	Sundering
Blowgun Needle	2 cp	1 oz.	Blowgun	-
Broadhead Arrow	50 cp	1 oz.	Bow	Slashing damage, status
Bullet	30 cp	1/8 oz.	Gun	-
Elemental Ammunition	50 gp	1 oz.	All	Special
Field Arrow	5 cp	1 oz.	Bow	-
Hunting Bolt	2 cp	1 oz.	Crossbow	Bludgeoning damage, Nonlethal
Sling Bullet	1/5 cp	1 oz.	Sling	-
Silver Bullet	15 gp	1/8 oz.	Gun	Special
Grapeshot	10 gp	3 oz.	Gun	Special
Quarrel	5 cp	1 oz.	Crossbow	-

EXOTIC WEAPONS

Exotic weapons are unwieldy, niche, or revolutionary. Others make poor weapons without intensive, specialized training that even typical PCs lack. They may be less effective weapons than popularly conceived and require expertise to use. A character can gain proficiency in an exotic weapon using the training rules in *Xanathar's Guide to Everything* or the *Weapon Master* feat. Specific classes or class features may also grant proficiency in these weapons.

EXOTIC MELEE WEAPONS

Weapon	Cost	Damage	Weight	Properties
Cestus	1 gp	1d4 bludgeoning	1/2 lbs.	Light, special, status
Chain Whip	5 gp	1d6 bludgeoning	10 lbs.	Bypass, ensnaring, special, versatile (1d8)
Garotte Wire	5 gp	1d6 slashing	1/4 lb.	Finesse, light, special, two-handed
Gauntlet-sword	25 gp	1d6 slashing	4 lb.	Light, special
Trident	5 gp	2d4 piercing	4 lb.	Thrown (20/60), versatile (1d10), winged
Whip	2 gp	1d4 slashing	3 lb.	Ensnaring, finesse, reach
Unarmed Strike	-	1 bludgeoning	-	Special

EXOTIC RANGED WEAPONS

Weapon	Cost	Damage	Weight	Properties
Arquebus	500 gp	2d8 piercing	10 lbs.	Ammunition (range 60/120), gunpowder, heavy, loading, two-handed
Boomerang	25 gp	1d4 bludgeoning	1 lb.	Finesse, thrown (range: 30/60), special
Handgonne	250gp	2d6 piercing	3 lb.	Ammunition (range 30/90), gunpowder, loading

EXOTIC SHIELDS

Weapon	Cost	Damage	Weight	Grip	Properties
Dueling Shield	100 gp	1d8 piercing	6 lbs.	Handle	Ensnaring, heavy, parry, special, two-handed
Lantern Shield	300 gp	1d4 piercing	4 lb.	Strap	Light, special

SPECIAL PROPERTIES

BOOMERANG

When you miss with this weapon, it returns to your hand.

BLOWGUN NEEDLE

These minute needles are especially potent when paired with a poison coating. When applying poison, a dose can cover 10 pieces of ammunition instead of the usual 3.

CHAIN WHIP

A length of chain is unbalanced and difficult to use, but can be a far-reaching weapon. When held in both hands, this weapon gains the *reach* property.

CESTUS

The weapon is not held in the hand, instead wrapped around the wrist, held in the fingers, or covering the knuckles. Wielding this weapon does not prevent you from grappling or shoving an enemy, using an item, or climbing, but you cannot wield other weapons or perform somatic components with that hand.

ELEMENTAL AMMUNITION

Enchanted bullets, quarrels, needles, or arrows for use in projectile weapons. When crafted, their maker chooses a damage type: acid, cold, fire, lightning, or thunder. The ammunition deals that damage instead of their normal type.

In order to make this ammunition, their maker must have proficiency in the tools necessary to make regular bullets, quarrels, or arrows, as well as the *arcana* skill. They must also be able to cast a spell at-will that deals the type of damage they are attempting to apply to the ammunition.

These items cannot be purchased, and are magical items. They must either be crafted, or found as treasure.

DUELING SHIELD

These two-handed shields bear a large triangular boss and a set of hooks and blades built into their surface. They grant +2 to AC like normal shields when wielded in one hand, but when wielded in both hands they can be used as an incredibly versatile weapon while providing the same AC bonus.

GAROTTE WIRE

Garrote Wire cannot be used on any creature greater than 1 size larger than the user, and you must have advantage on attack rolls against a creature in order to target it with a garotte. On a hit, the target is automatically grappled and restrained. Until the grapple ends, the target cannot breathe and chokes. Creatures that do not need to breathe are immune to a garotte wire's choke at the discretion of the DM. Choking creatures die after an uninterrupted number of rounds equal to their Constitution modifier.

GAUNTLET SWORD

This specialized sword is built into a stiff gauntlet. When using this weapon you cannot be disarmed or drop it. It takes an action to don or doff a gauntlet sword. If you hit with a weapon attack after moving at least 30 feet straight toward a target while mounted, the gauntlet sword deals an extra 1d6 damage.

GRAPESHOT

Instead of a single bullet, a large number of tiny projectiles fill a canister of grapeshot ammunition. Upon firing, the projectiles fly in a straight line until they impact a creature or solid surface, dealing the gun's normal damage. You may target a number of creatures in that line equal to your proficiency bonus, making new attack rolls for each creature. Regardless of how many creatures you target, grapeshot cannot exceed the gun's normal range.

GREATBOW

An enormous bow with an equally enormous draw weight, users of this bow must be a medium or larger creature with at least 18 Strength. It uses Strength instead of Dexterity for attack and damage.

LANCE

You have disadvantage when you use a lance to attack a target within 5 feet of you. A lance requires two hands to wield when you aren't mounted. If you hit with a weapon attack after moving at least 30 feet straight toward a target while mounted, the lance deals an extra 1d6 piercing damage.

LANTERN SHIELD

An apparatus combining a small shield, a lantern, a gauntlet, and several blades, pictured below. When wielded it adds +2 to your Armor Class, can be used to make an attack that deals 1d4 piercing damage, and can be used to store a lit bullseye lantern, which you are wielding while holding this shield. You cannot be disarmed of the lantern, and cannot drop it.

NET

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or are Huge or larger. A creature can free itself or others by using its action and succeeding a DC 10 Strength check. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, and destroys the net.

SILVER BULLET

This bullet is useless against most creatures, but any attack with a silver bullet that hits a creature with a special vulnerability to silver, like fiends and some shapechangers, is an automatic critical hit.



TOWER SHIELD

To wield a tower shield, a creature must be medium or larger and have at least 15 Strength. Its wielder can use their reaction to hide behind it to gain $\frac{3}{4}$ cover against harmful area-of-effects such as breath weapons or spells, so long as the effect does not travel around corners. If the wielder of the shield is directly between another creature and the effect's origin, that creature gains $\frac{1}{2}$ cover so long as it is of equal or smaller size than the shield's wielder.

Tower shields may also be planted in the ground as an action. In this state they are no longer wielded and stand on their own to act as $\frac{1}{2}$ cover for an upright creature, or full cover for a prone one.

UNARMED STRIKE

An attack with any part of your body, such as a fist, elbow, knee, or headbutt. Racial and class features might provide better damage dice when making unarmed strikes with specific parts of your body. Unarmed strikes can trigger features that activate on a successful attack, such as martial maneuvers and divine smites, or with spells that require a weapon attack.

SHIELD GRIPS

There are two types of grips, which determines how you hold a shield:

Handles are a simple bar made of metal or wood that function similarly to the hilt of a weapon. A shield with a handle can be doffed or donned with an item interaction and dropped freely, but enemies have advantage on athletics checks made to disarm the user of that shield.

Straps attach the shield to the arms, reinforcing the handle with a series of cloth or leather bands. These shields take an action to don or doff, and enemies have disadvantage on athletics checks made to disarm the user.

If a shield lists multiple grip types, either can be used, chosen when the shield is obtained or created.

ARMOR REVISED

Armor has also been reworked, to better reflect the realities of personal protection in the Late Middle Ages and early Renaissance.

The table below shows the cost, weight, armor class, and properties each type of armor. Proficiencies, Dexterity bonuses, and stealth rules remain unchanged, as do donning and doffing rules. However, armor's weight is halved while you wear it.

STARTING ARMOR

Use the list below to determine which armor a character owns at the beginning of the game when using this rework.

- Bard: Leather
- Cleric: Brigandine or leather, hauberk if proficient
- Druid: Leather
- Fighter: Leather or hauberk
- Paladin: Hauberk
- Ranger: Brigandine or leather
- Rogue: Leather

ARMOR TABLE

Light	Cost	AC	Strength	Stealth	Weight
Leather	5 gp	11+Dex	-	-	8 lb.
Gambeson	10 gp	12+Dex	-	-	10 lb.
Padded Jack	25 gp	13+Dex	-	Disad.	15 lb.
Medium					
Hide	10 gp	12+Dex (max 2)	-	-	12 lb.
Chain Shirt	50 gp	13+dex (max 2)	-	Disad.	15 lb.
Breastplate	330 gp	13+Dex (max 2)	-	-	20 lb.
Brigandine	125 gp	14+Dex (max 2)	-	Disad.	25 lb.
Cuirass	400 gp	14+Dex (max 3)	-	-	25 lb.
Half-plate	1,000 gp	15+Dex (max 3)	Str 12	Disad.	30 lb.
Heavy					
Scale	50 gp	15	-	Disad.	40 lb.
Hauberk	75 gp	16	Str 13	Disad.	30 lb.
Splint	100 gp	17	Str 14	Disad.	35 lb.
Full Plate	2,000 gp	18	Str 14	Disad.	45 lb.



SIEGE ENGINES

The mightiest of mundane items, siege engines are slow-moving artillery used during battles and sieges. Through careful coordination and sheer numbers, they allow settlements without magic or heroes to defend themselves. They require either a multi-humanoid crew to ready, load, and fire, or multiple actions from one user. As objects, each are immune to psychic and poison damage, and have a movement speed of 10 ft when propelled by one large or two medium creatures. The table below details information about each of these objects, including their armor class, health, range, and damage. Each add their attack bonus to their damage rolls, and, save for the organ gun and cauldron, deal double damage to objects and structures.

Name	AC	HP	Attack Bonus	Range	Damage	Load	Aim	Attack	Properties
Ballista	15	50	+6	120/480 ft	3d10 piercing	1 action	1 action	1 action	Status
Cannon	19	75	+6	600/2400 ft	10d12 bludgeoning	5 actions	1 action	1 action	Gunpowder, status
Cauldron	19	20	-	-	3d6 fire	3 actions	-	1 action	Special
Organ Gun	17	40	+5	90 ft cone	4d8 bludgeoning	10 actions	1 action	1 action	Gunpowder, special
Ram	15	100	+8	5 ft.	3d10 bludgeoning	-	-	1 action	Status, special
Trebuchet	15	150	+5	300/1,200 ft	8d10 bludgeoning	2 actions	2 actions	1 action	Status, special

CAULDRON

Often filled with boiling liquid and suspended above a gate, wall, or portcullis, those in a 10 ft. square directly below a cauldron must succeed on a DC 15 Dexterity saving throw or take its damage, or half on a successful saving throw. Boiling oil or fat deals an extra d6, pitch an extra 2d6, and magma (in the cases of a magical cauldron) an extra 4d6. Pouring acid changes the damage type to acid. Boiling holy water deals an additional 3d6 radiant damage to an undead.

ORGAN GUN

A set of fanned iron gun barrels, used as an anti-personnel weapon. Its massive spread allows targets to escape its grasp; all attack rolls with the organ gun are made with disadvantage, but it attacks every target within its area of effect.

RAM

This movable galley is equipped with an iron-clad log suspended by chains. It requires 4 medium creatures to operate, and these creatures have total cover against attacks from above. If all 4 of those creatures use their action to dash, the ram can move at a speed of 20 feet on that turn.

TREBUCHET

These siege engines hurl their payloads in high arcs that hit targets behind cover. In addition to heavy stones, they can hurl barrels of oil or sewage, rotting corpses, alchemist's fire, and clusters of bombs which explode upon impact.





PROFICIENCY CHANGES

Some classes or racial features grant proficiency in additional or alternate weapons:

- **Bard:** Estoc, parrying dagger, falchion, buckler
- **Druid:** Boar spear, cestus, harpoon, spear, blowgun
- **Monk.** Spear
- **Rogue:** Estoc, garotte wire, parrying dagger, falchion, buckler
- **Elf Weapon Training:** Recurve bow proficiency replaces longbow proficiency
- **Dwarven Combat Training:** Greataxe, maul

Classes with proficiency in "all simple weapons" or "all martial weapons" gain access to every weapon on those respective lists, as normal. They do not, however, gain proficiency in exotic weapons. Such training must be sought out.

According to the training rules established in *Xanathar's Guide to Everything*, a character may train to gain proficiency with a tutor and 10 workweeks, or 560 hours of training.

The crafting rules detailed later in this book can be used for training as well, with money paid to trainers replacing money spent on materials.

FEATURE CHANGES

Sneak Attack can be triggered with an estoc or longsword, as well as any other finesse, ranged, light weapon.

FEAT CHANGES

With the addition of new weapons, many feats expand. Most of these feats originate from *Unearthed Arcana* and have not been published. Additionally, several were intended as reworks similar to those presented in this document and so are likely to be redundant. They are marked with *.

- **Blade Mastery:*** estoc, falchion, greatsword, longsword, rapier, scimitar, shortsword
- **Fell Handed:*** club, cestus, goedendag, greatclub, handaxe, light hammer, mace, battleaxe, greataxe, maul, pollaxe
- **Flail mastery:*** chain whip, flail
- **Polearm Master:** boar spear, quarterstaff, shortspear, spear, glaive, guisarme, halberd, guisarme, halberd, lucerne, pike, ranseur
- **Shield Master:** shield, tower shield, lantern shield
- **Spear Mastery:*** boar spear, shortspear, harpoon, pike, spear

This section lists changes to feats, features, and proficiencies as they relate to the new weapons. More general feat changes can be found in Part III.



WEAPON CUSTOMIZATION

Materials, extras, and other customizations for weapons diversify even further. While not the numerical bonuses from masterwork items of older editions, these alterations allow player characters to customize their weapons further. These changes may be made to magical as well as mundane weapons.

MATERIALS

The composition of a weapon can be just as important as the skill of its wielder. While the system defaults to steel, different substances may provide circumstantial benefits against certain creatures or in certain situations. Weapons made of adamantine, adamantite, bronze, mithral, obsidian, nonmetal materials, or true ice are either magically immune to oxidization or made of a nonferrous material, and so do not corrode or rust, even when faced with rust monsters. The material of a weapon may not be changed after its creation.

ADAMANTINE

An incredibly hard metal taken from meteorites with a multicolored sheen, weapons and ammunition made from this material can masterfully sunder other materials. When striking an object with a weapon made from this material, any normal hit becomes a critical hit. Conversely, when used to create armor, it transforms critical hits into normal hits. Thanks to its rarity, adamantine weapons and armor costs 500 gp more than their steel counterparts.

ADAMANTITE

A rare material created when deposits of adamantine are corrupted in underdark. Used extensively by drow, this material has all properties of adamantine, and poisons applied to it do not disappear when inflicted, but instead last until the poison would dry naturally. When exposed to sunlight, adamantite weapons disintegrate. Adamantite weapons cannot be purchased, but can be looted from the bodies of high-ranking drow.

BRONZE

A gold-colored alloy of copper and tin. Though replaced by iron and steel, bronze weapons are known for their magical affinity. Enchanting bronze weapons or armor takes half the typical time and price. Most bronze weapons are antiques, making them valuable to collectors. Bronze weapons are equal in price to their steel counterparts, but are produced and sold by few smiths. They must be cast, rather than forged, and such a process is often forgotten.

COLD IRON

They may rust and deform more quickly than steel, but iron weapons hold a key advantage besides their ubiquity: they are anathema to fey. Iron weapons ignore fey creatures' resistances to nonmagical weapons, and prolonged contact with iron deals 1 fire damage per round to a fey creature. Weapons are assumed to be made from iron by default.





MATERIAL RARITIES

Iron and steel are the only materials likely to be found in mundane shops. Bronze, gold, and silver require specialized craftman, stone and organic materials require special circumstances and cultural trappings, and the rest are likely to exist only as magical items.

DECORATED

The process of decorating a weapon or suit of armor with gemstones or gold, costing 100 gp in addition to material costs. It confers no benefits on the battlefield, but may grant advantage on Persuasion checks by creating an aura of wealth and prestige. It may also include etching or paint, and can be created with with painter's supplies or jeweler's kits.

FLAMETOUCHED IRON

Native to the material planes of Eberron, this dark gray metal takes on a reddish sheen when refined. A weapon created with this material ignores the resistances to nonmagical damage of all evil creatures, and likewise cannot be welded by a creature of any evil alignment. Weapons and armor made from flametouched iron cost 1,000 more gp than their mundane counterparts thanks to the rarity of the metal. If used to create a cleric's holy symbol, flametouched iron increases the CR that a cleric can destroy with *destroy undead* by 1.

FUR

Armor lined or reinforced with animal hides and furs for warmth. When wearing furred armor, the wearer makes saving throws against extremely cold environments with advantage. Adding fur requires the services of a craftsman familiar with both fur-taloring and armor, and so costs 50 gp and adds 5 lbs to a piece of armor. Hide Armor is always furred. Can be added with leatherworker's tools.

MITHRAL

A light, flexible material, mithral is more useful in the production of armor, removing Strength requirements and disadvantage on Stealth checks.

Weapons made from mithral are similarly light, weighing half as much as their steel counterparts. Mithral weapons without the *Light* or *Heavy* property can be used in two-weapon fighting, and mithral weapons with the *Heavy* property can be used to make extra attacks regardless of the user's strength, no longer take a bonus action to draw and stow, and can be wielded normally by small creatures.

OBSIDIAN

A rare volcanic glass, weapons made with this delicate material are incredibly sharp. In addition to their typical properties, weapons made with obsidian have the status: slashing property so long as the weapon deals slashing damage. Obsidian weapons cost quadruple the price of the equivalent steel weapon, as they are carved from a single piece of glass.

SILVER

Specific monsters, such as werewolves, are vulnerable to silver. Silvering a weapon costs 100 gp and a skilled smith beyond standard smithing proficiencies, but such a process retains the weapon's effectiveness while supplementing it with inferior material.

STEEL

The best mundane metal. It has no magical properties, but its nature allows allow smiths to select for sharpness, flexibility, hardness, and durability. Its relative resistance to wear and ease of maintenance has made it a material of choice across the world. Steel weapons cannot be damaged by monster features such as a black pudding's *corrosive form*.

STONE

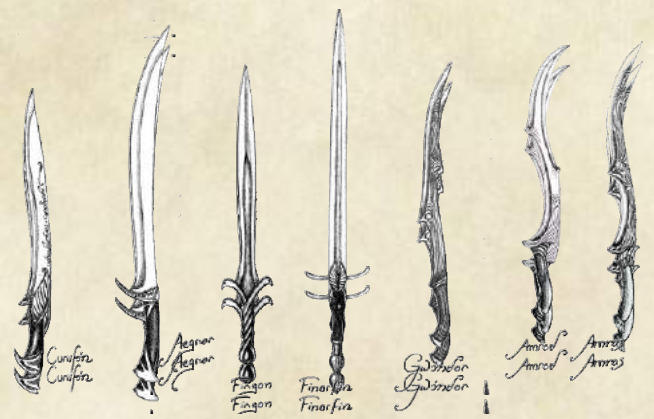
Rarely-used, only weapons that deal bludgeoning damage can be made from stone. All weapons and armor made with stone have the *heavy* property, lose *finesse* if they have it, weigh 4 times as much as usual, and cost twice as much. A character proficient with mason's tools can make weapons and armor from stone.

TRUE ICE

Exceptional magical material, True Ice comes from the core of polar caps and mountain peaks, and never melts. Elementals aligned with fire or water are vulnerable to damage from true ice weapons. Armor made from True Ice grants resistance to fire damage and immunity to atmospheric hazards in hot environments, but halves the time required to make saves against cold.

MODIFICATIONS

Weapons and armor are not complete, discrete items. They can be altered from their original forms and given new properties which change the way they operate. Specific tool proficiencies are necessary to create most modifications. Unlike the immobile manufacturing tools required to create entirely new weapons and armor, modifications can be created anywhere so long as a character has the tools, gear, and material in hand.



WEAPON MODS

Modification	Weapons	Price	Effect
Bayonet	Arquebus, heavy crossbow, light crossbow	20 gp	Allows the attached weapon to be used as a melee weapon: 1d6 piercing, status, two-handed
Blunted	All piercing, slashing	10 gp	Changes damage type to bludgeoning, adds nonlethal property. When the highest possible number on a damage die is rolled, reroll it and take the lower number.
Butt Spike	Spears, polearms, harpoon	10 gp	Allows you to make a single melee weapon attack as a bonus action when you move through a prone creature's space. Deals piercing damage and normal damage die, but no other properties.
Consecrated	All	-	Overcome fiends' & undeads' resistances & immunities to nonmagical damage.
Guige	Shields	2 gp	When you drop or doff a shield, it remains on you person instead of falling to the ground.
Guisarme Hook	Glaive, halberd	55 gp	Modifies head of weapon to add the ensnaring property.
Enhanced Guard	Swords*	15 gp	Grants advantage on checks to avoid being disarmed.
Flaming	All non-gunpowder	-	For 1 minute, half the damage dealt with the weapon (or in a single shot for ammunition) deals fire damage instead.
Penobscot Arms	Bows	200 gp	Adds a small pair of forward-facing second arms that increase ease of drawing the bow, improving your aim and increasing power. Reroll 1s on damage dice.
Poison Reservoir	All piercing, slashing	1500 gp	Stores up to 5 doses of injury poison, automatically applying the poison on a successful hit.
Repeater	Crossbows	300 gp	Allows you to fire a crossbow 5 times before reloading.
Scope	Two-handed ranged	6000 gp	Removes disadvantage inflicted by attacking at long range.
Second Barrel	Gunpowder	500 gp	Adds 1.5*weight of weapon, allows you to attack twice, instead of once, before reloading.
Serrated	All piercing, slashing melee	200 gp	When you exceeds a target's AC by 5, you deal additional piercing/slashing damage equal to half your proficiency bonus.

*Estoc, falchion, greatsword, longsword, rapier, scimitar, shortsword

CREATED MODIFICATIONS

Consecrated. Clerics or paladins can consecrate weapons by submerging them in 200 gp's worth of holy water in places sacred to their god such as a temple or altar. The ritual takes 80 work-hours of intense prayer and must be completed no more than 10 days after its inception.

Flaming. As an action, coat and light a weapon or 3 pieces of ammunition, consuming 1 flask of oil in the process.

Oiled. Over the course of 1 hour, expend a flask of oil to lubricate the components of armor to reduce noise. Lasts until your next long rest.

ALTERNATIVE WEAPONS

Many real weapons varied only slightly, and cannot be further differentiated in this document. The following table provides alternatives to the existing mechanics and choices. They use the same weight, properties, and damage dice as their original equivalents, though their damage type may differ. That difference is listed in parentheses; (b) for bludgeoning, (p) for piercing, and (s) for slashing damages.

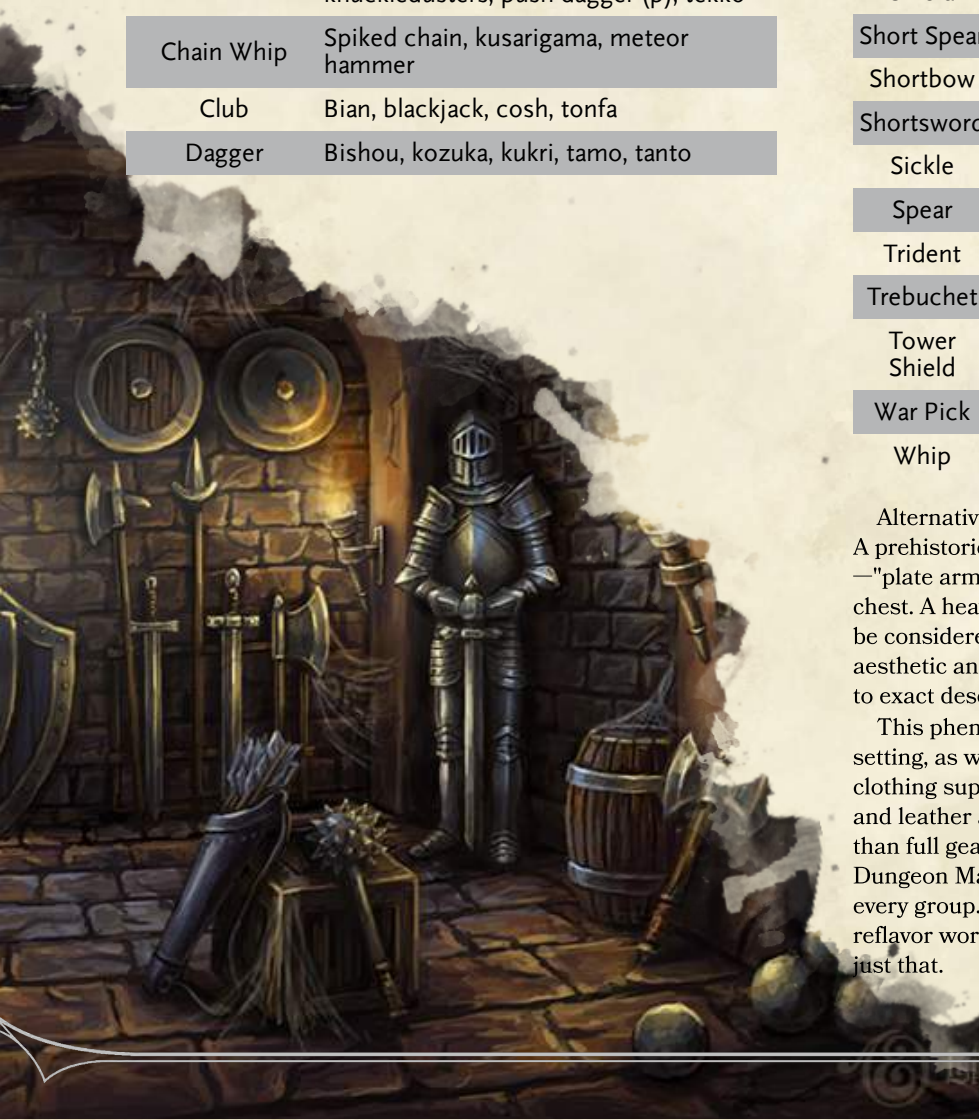
Several of these alternatives originate from cultures and technological eras outside the late-medieval/early-renaissance European pastiche of D&D, and may not be appropriate for every game. They include Greece, Rome, Japan, China, and India throughout multiple eras, and this list is far from exhaustive. The DM is within their rights to not allow certain alternatives based on culture, time period, location, or tone. However, the difference is entirely aesthetic, and fantasy cultures may have followed a very different path from our reality. Finally, many of the alternatives are little more than translations for a game that takes place in a different setting, and may be considered equivalent or specific for all intents and purposes.

Weapon	Alternative
Battleaxe	Fu, masakari
Brigandine	Lorica segmentata
Buckler	Parma
Cestus	Bagh nakh (s), brass knuckles, knuckledusters, push dagger (p), tekko
Chain Whip	Spiked chain, kusarigama, meteor hammer
Club	Bian, blackjack, cosh, tonfa
Dagger	Bishou, kozuka, kukri, tamo, tanto

Weapon	Alternative
Flail	Nunchaku (b)
Falchion	Saber
Glaive	Bill, bisento, bardiche, falx, fauchard, guandao, naginata, sovnya, voulge, war scythe
Greatclub	Peasant flail, kanabo, tetsubo
Greatsword	Claymore, changdao, flamberge, nodachi, zweihander
Guisarme	Mancatcher
Halberd	Lochaber axe, rhomphaia, swordstaff
Handaxe	Chakram, ono
Javelin	Mau, uchi-ne
Lance	Umayari
Light Hammer	Chui
Longbow	Daikyu, greatbow
Longsword	Bastard sword, broadsword, katana
Pike	Ahlspiess, sarissa, mao, nagaeyari
Quarterstaff	Gun, bo
Ranseur	Corseque, ear spoon, partizan, spontoon, rawcon
Scimitar	Liuyedao, machete, shotel
Shield	Aspis, heater, ishlangu, kite, pelte
Short Spear	Assegai, hasta
Shortbow	Hankyu
Shortsword	Falcata, gladius, jian, katar, wakizashi
Sickle	Kama
Spear	Doru, qiang, yari
Trident	Magariyari
Trebuchet	Catapult, mangonel
Tower Shield	Pavise, scutum
War Pick	Fang, kuwa
Whip	Lasso

Alternative *armors*, fortunately, are a simple matter of scale. A prehistoric game would feature primarily leather and bone—"plate armor" could be as simple as bone overlay on the chest. A heavy babylonian breastplate, made from bronze, can be considered plate armor in game mechanics. Ultimately, aesthetic and mechanic can co-exist without strict adherence to exact description depending on setting.

This phenomenon also applies to armor in the "standard" setting, as well. A "gambeson" could be heavily padded clothing supplemented by a helm, bracers, and almain collar, and leather armor can exist as armored noblewear rather than full gear. Ultimately, the willingness of player and Dungeon Master to stretch plausibility for aesthetics varies in every group. This document leans simulationist, which limits re-flavor work, but this page in particular gives great leeway in just that.



PART III

New Rules



COMBAT RULES

While robust, some of 5e's combat rules can be tweaked or clarified. This section focuses primarily on small quality-of-life changes, alterations to ease the flow of combat and rules adjudications, and house rules. It does not overhaul HP, AC, action economy, etc. Rather, it addresses specific situations and in some cases creates new or more specific rules.

TWO-WEAPON FIGHTING

When you take the Attack action and attack at least once with a light weapon that you're holding in one hand, you can make one attack with a different light weapon that you're holding in another hand as part of the same action. You don't add your ability modifier to this attack's damage, unless that modifier is negative. If either weapon has the thrown property, you can throw that weapon instead of making a melee attack with it. You can only make this additional attack once per turn, even if you have multiple features that allow it.



FEATS

CHARGER

When you move at least 20 feet in a straight line before stopping in a space with one or more creatures within your reach, you gain the following benefits until the end of the turn or until you move again:

- When you successfully shove a creature, you push it an extra 10 feet.
- The bonus damage dealt by your ability score modifier doubles for the first weapon attack you make.

CLOSE-QUARTERS SHOOTER

Your extensive practice using ranged weapons in close combat grants you the following benefits:

- You ignore the loading quality of ranged weapons with which you are proficient.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls.
- When you hit a creature within 30 feet of you with a ranged weapon attack using a one-handed ranged weapon, you can deal 1d6 extra damage to the creature.

This feat replaces *crossbow expert*.

DEFENSIVE DUELIST

While you are wielding a finesse or versatile weapon and no other weapons, when another creature that you can see hits you with a weapon attack, you can use your reaction to add your proficiency bonus to your AC (potentially causing the attack to miss), which lasts until the start of your next turn or until a weapon attack hits you. You must be proficient with the weapon you are wielding to gain this benefit.

DUAL WIELDER

You master fighting with two weapons. You gain the following benefits:

- You have a +1 bonus to your AC while you wield at least two one-handed melee weapons in different hands.
- You can add your ability modifier to the damage of additional attacks you make by engaging in two-weapon fighting.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.

INSPIRING LEADER

Prerequisite: Charisma 13 or higher

Your confidence inspires your companions to fight on, granting you the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You can spend 10 minutes inspiring your companions, shoring up their resolve to fight. When you do so, you and up to five friendly creatures within 30 feet of you who can see, hear, and understand you gain temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest.

MAGE SLAYER

You have practiced techniques useful in melee combat against spellcasters, gaining the following benefits:

- When a creature within 5 feet of you begins to cast a spell, you can use your reaction to make a melee weapon attack against that creature before the spell takes effect.
- When you damage a creature that is concentrating on a spell, that creature has disadvantage on the saving throw it makes to maintain its concentration.
- You have advantage on saving throws against spells cast by creatures within 5 feet of you.

SAVAGE ATTACKER

You attack with especially brutal force. You gain the benefits below:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- Whenever you roll damage for a melee weapon attack, you can reroll the weapon's damage dice once and use either total.

SHARPSHOOTER

You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits:

- Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls.
- While you are elevated 10 or more feet above a creature, your ranged weapon attacks against it ignore half cover; at 30 feet or higher, your ranged weapon attacks against it ignore three-quarters cover.
- Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage.



SHIELD MASTER

You use shields not just for protection but also for offense. You gain the following benefits while you are wielding a shield:

- You can use your bonus action to attempt to shove a creature you can see within 5 feet with your shield
- If you aren't incapacitated, you can add your shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.
- When subjected to an effect that allows you to make a Dexterity saving throw to take half damage, you can use your reaction to interpose your shield between yourself and the source of the effect.

RULES

DIVIDED FALL DAMAGE

If you land on another creature on the ground and would have taken falling damage from the impact, the damage you take from falling is divided evenly between you and the creature you land on.

DRAWING AND STOWING WEAPONS

Sheathing or stowing a weapon requires the object interaction you receive as part of your turn. You can draw a weapon as part of the attack you make with that weapon, provided you have a hand to hold it (or both hands, for two-handed weapons). This includes thrown or ranged weapons.

EXHAUSTION

Each level of exhaustion inflicts the corresponding effect:

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

If an already exhausted creature suffers another effect that causes exhaustion, its current level of exhaustion increases by the amount specified in the effect's description. A creature suffers the effect of its current level of exhaustion as well as all lower levels. For example, a creature suffering level 2 exhaustion has its speed halved and has disadvantage on ability checks.

An effect that removes exhaustion reduces its level as specified in the effect's description, with all exhaustion effects ending if a creature's exhaustion level is reduced below 1. Finishing a short or long rest removes level 1 exhaustion from a character. A long rest reduces a creature's exhaustion by 1 regardless of the current level. Being raised from the dead increases a creature's exhaustion level by 1.

GETTING UP & MOVEMENT SPEED

Mounting, dismounting, or standing up from prone expends 15 feet of movement, regardless of your speed. If a creature has less than 15 feet of movement, it takes all their movement to mount, dismount, or stand up. A creature with 0 movement cannot do these things.

INJURY

Falling to 0 HP devastates your stamina. Whenever your HP drops to 0, you gain 1 level of exhaustion.

INTENTIONAL FAILURES

Before you roll an ability check or saving throw with an ability score other than Constitution you can choose to fail that check or save and incur all the penalties of with failure. You can also choose to allow an attack to hit you.

USING CERTAIN MAGICAL ITEMS

You may draw and drink a potion yourself as a bonus action. Administering a potion to another creature requires your action. The same applies to Herbal Mixtures. Any creature capable of reading Common can activate a spell scroll.

CLASS FEATURES

BONUS PROFICIENCY—CLERIC

At 1st level, a cleric can choose to take the *Bonus Proficiency* feature. If they do so, they gain proficiency in heavy armor and martial weapons and the *Divine Strike* feature at level 8. If they do not, they gain the *Potent Spellcasting* feature at level 8 instead.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with the power of your god. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage to the target. When you reach 14th level, the extra damage increases to 2d8. This damage is different for each domain, and listed on the table below. If a domain is not on the table, the DM and player decide the appropriate damage type for that domain.

Domain	Damage Type	Domain	Damage Type
Arcana	Force	Nature	Cold/Fire/Lightning
Forge	Fire	Order	Psychic
Grave	Necrotic	Tempest	Lightning/Thunder
Knowledge	Weapon's	Trickery	Psychic
Life	Radiant	Toxin	Poison
Light	Fire	War	Weapon's

DIVINE SMITE

Starting at 2nd level, when you hit a creature with a weapon attack, you can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8. The damage increases by 1d8 if the target is an undead or a fiend, to a maximum of 6d8.

IMPROVED DIVINE SMITE

By 11th level, you are so suffused with righteous might that all your strikes carry divine power with them. Whenever you hit a creature with a weapon attack, the creature takes an extra 1d8 radiant damage.

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take the same Fighting Style option more than once, even if you get to choose again. You choose from the list below regardless of your class:

Archery: You gain a +2 bonus to attack rolls you make with ranged weapons.

Brawling: You are proficient in unarmed strikes, and they deal 1d4 + your Strength modifier in damage.

Defense: While you are wearing armor, you gain a +1 bonus to AC.

Dueling: When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Flexibility: While you are wielding a versatile weapon and no other weapons or shields, you can add your Dexterity modifier (maximum of +1 while one-handed, maximum of +2 while two-handed) to your attack rolls with that weapon.

Great Weapon Fighting: When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection: When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting: When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

HEX

If you are a warlock, you learn *hex* at level 2, which does not count against your number of spells known. You can cast *hex* a number of times equal to your spellcasting modifier without expending a spell slot, and regain all uses at the end of a short rest. When you cast *hex* in this way its duration does not increase it cannot be transferred to a new target.

HUNTER'S MARK

If you are a ranger, you learn *hunter's mark* at level 2, which does not count against your number of spells known. You can cast *hunter's mark* a number of times equal to your Wisdom modifier without expending a spell slot, and regain all uses at the end of a short rest. When you cast *hunter's mark* in this way its duration does not increase and it cannot be transferred to a new target.



IMPROVED PACT WEAPON

Prerequisites: 5th level, Pact of the Blade

You can use a pact weapon as a focus for your warlock spells. It gains a +1 bonus to its attack and damage rolls, unless it is a magic weapon that already has a bonus to those rolls. Finally, the weapon you conjure can be any weapon of your choice. You summon ranged weapons loaded with a single piece of ammunition.

MARTIAL ARTS

Your practice of martial arts gives you mastery of combat styles that use unarmed strikes and monk weapons, which are shortswords and any simple melee weapons that don't have the two-handed or heavy property. You gain the following benefits while you are unarmed or wielding only monk weapons and you aren't wearing armor or wielding a shield:

You can use Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes and monk weapons. You can roll a d4 in place of the normal damage of your unarmed strike or monk weapon. This die changes as you gain monk levels, as shown in the Martial Arts column of the Monk table.

When you use the Attack action with an unarmed strike or a monk weapon on your turn, you can make one additional unarmed strike as though you were two-weapon fighting.

PACT OF THE BLADE

You gain proficiency in medium armor, shields, and martial weapons, and can use a bonus action to create a pact weapon in your empty hand. You choose the form this weapon takes each time you create it (see part 2 for weapon options). You cannot create exotic or ranged weapons. This weapon counts as magical for the purpose of overcoming resistances and immunities, and it uses your spellcasting ability modifier for its attack and damage rolls.

Your pact weapon disappears if it is more than 5 feet away from you for 1 minute or more. It also disappears if you use this feature again, if you dismiss the weapon (no action required), or if you die.

You can transform a magic weapon into your pact weapon by performing a special ritual while you hold it. You perform the ritual over the course of 1 hour, which can be done during a short rest. You can then dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you create your pact weapon thereafter. You can't affect an artifact or a sentient weapon in this way. The weapon ceases being your pact weapon if you die, if you perform the 1-hour ritual on a different weapon, or if you use a 1-hour ritual to break your bond to it. The weapon appears at your feet if it is in the extradimensional space when the bond breaks.

At 5th level you gain the *thirsting blade* invocation, which does not count against your total number of invocations.

VARIABLE CASTING ABILITY—WARLOCK

You choose between Charisma and Intelligence to act as your spellcasting ability for your warlock spells. You cannot change this choice once you make it. You use their choice between the two whenever a spell refers to your spellcasting ability. In addition, you use your choice of ability score's modifier when setting the saving throw DC for a warlock spell you cast, and when making an attack roll with one.

VARIABLE FEATURE ABILITY—MONK

When one of your monk features—such as Unarmored Defense or Deflect Missiles—calls for you to use your Dexterity modifier, you can use your Strength modifier instead.

PART IV

New Items



MID-ADVENTURE CRAFTING

If you are proficient with a set of tools, you can create certain items with them. To craft, you declare a period of 1-8 hours and the item you craft. During that time you progress 50 gp closer to the item's sale price for every hour worked. After the interval ends, make an Intelligence check, adding your proficiency bonus. The check DC equals 18 minus the number of hours worked. If you succeed, your attempt at crafting is successful and the progress you made is added to the total progress you made to the item prior, if any. You cannot work more than 8 hours per day.

When your progress reaches or exceeds the default sale price of the item, it is complete. If you exceed the price of the item in the time you allotted you cannot begin another item; reduction of the DC over time reflects slower, more careful work on the same item. Multiple items in the same period require multiple intervals and checks.

If the item isn't finished, progress carries forward to the next crafting attempt. If the check fails, the materials you used are worth half as much as they were before. To begin crafting an item, you need materials worth at least half the item's listed price. These materials can be purchased, scavenged, etc.

For example, if you are proficient in smith's tools and have access to a forge, tools, and 5 gp of metal, you can spend one hour to make a maul so long as you succeed on a DC 17 check, or two hours with a DC 16 check.

TOOLS AND CRAFTABLE ITEMS

The table supplements *Xanathar's* to clarify which tools create which items. It supplements those rules, and does not replace them. The list is not exhaustive.

Tools	Items
Alchemist	Bombs, potions; acid, alchemist's fire, antitoxin, oil, perfume, soap
Brewer*†	Alcoholic beverages, oils
Calligrapher†	Calligraphy, scrolls
Carpenter†	Club, greatclub, shield, tower shield; wooden structures and furniture
Cartographer	Maps
Cobbler†	Shoes
Cook†	Food
Disguise	Costume clothes
Forgery	False documents, scrolls
Glassblower†	Any glass object
Herbalism	Potions of healing, herbal mixtures
Jeweler†	Jewelry, <i>decorated mod</i>
Painter†	Canvas paintings, <i>decorated mod</i>
Poisoner	Poisons
Potter*	Clay pottery
Leatherworker	cestus, <i>furred mod</i> , <i>guige mod</i> , hide armor, leather armor, shield, sling
Mason†	Stone armor & weapons
Smith	All weapons, armor, shields, <i>butt spike</i> , <i>guisarme hook</i> , <i>enhanced guard</i> , <i>serrated mods</i>
Tinker	Arquebus, crossbows, handgonne, <i>bayonet</i> , <i>poison reservoir</i> , <i>repeater</i> , <i>scope</i> , <i>second barrel mods</i>
Weaver*†	Textiles, common clothes, fine clothes, traveler's clothes
Woodcarver	Bows, arrows, bolts, shield, tower shield, <i>penescot arms mod</i>

This system can repair damaged items. An hour grants 100 gp of progress, instead of 50, when fixing an item. Rangers can use this system to perform research on favored enemies. CR replaces price; for every successful hour of "crafting" they add 1 towards the CR of the creature they chose to study. When they reach or exceed its CR they learn one piece of lore or one statistic of their choice about the creature.

This ruleset permits parties to create when traveling—instead of weeks of work, the player can allot a few hours to progress. During longer periods, *Xanathar's Guide to Everything* provides excellent guidelines.

SPECIFICS

- Alchemists use esoteric reagents and need a recipe for each potion and bomb, which they can develop as though they were crafting an item. A recipe requires half as much as the final item to finish. Herbalists can only create basic potions of healing, but gather the necessary materials as a crafting check; if they succeed they gather herbs with a value equal to the gp progress made.
- Like wizards, writers use gp to transcribe scrolls. They do not need to purchase ink and can scribe scrolls on any sheet of parchment, paper, vellum, etc.
- Some kits can be transported and used as-written in the *PHB* and *XGtE* but are too large to craft with while on the move. Those kits are marked with a * below.
- If a character has a feature that allows them to create items in half the normal time, they make 100 gp of progress per hour.
- Artistic items like jewelry can be sold for 1d4*10% more than their technical price. If materials cost 100 gp, art can be sold for 210-240 gp. Tools marked with † produce art.

OFFENSIVE GEAR

Included in this section are the other items that PCs might employ to attack, and can create. They are not weapons, and each possesses their own unique properties and traits. Adventuring gear without an aggressive combat use have been omitted, as they have not been changed. After the base adventuring gear section, each category is listed in the order of the tools used to create them.

If a piece of gear requires you to make an attack roll, you are not proficient in it unless you are trained in the use of that item or have taken the *Tavern Brawler* feat.

If a piece of gear can be thrown, it has the *Thrown* property and a range of 20/60. Throwing these items counts as a single attack when taking the attack action. You add Dexterity to attack rolls with thrown gear, and nothing to damage.

GEAR

Name	Cost	Weight	Properties & Damage
Acid Vial	25 gp	1 lb.	2d6 acid, thrown
Alchemist's Fire	50 gp	1 lb.	1d4 fire/round, thrown
Ball Bearings	1 gp	2 lb.	-
Caltrops	1 gp	2 lb.	1 piercing
Flour	2 cp	1 lb.	2d6 fire, thrown
Grappling Hook	2 gp	4 lbs.	1 piercing, thrown
Gunpowder Horn	35 gp	2 lbs.	3d6 fire, gunpowder
Gunpowder Keg	150 gp	20 lbs.	6d6 fire, gunpowder
Gunpowder Barrel	1750 gp	20 lbs.	12d6 fire, gunpowder
Holy Water	25 gp	1 lb.	2d6 radiant, thrown
Hunting Trap	5 gp	25 lbs.	1d10 piercing, status
Manacles	2 gp	6 lbs.	-
Oil Flask	1 sp	1 lb.	5 fire, thrown
Torch	1 cp	1 lb.	1 fire

ACID

You can splash the contents of this vial onto a creature within 5 feet of you or throw the vial, shattering it on impact. Make an attack against a creature or object, treating the acid as an improvised weapon using your Dexterity modifier. On a hit, the target takes 2d6 acid damage. Acid does double damage against objects, structures, and creatures made from stone or metal.



ALCHEMIST'S FIRE

This sticky, adhesive fluid ignites when exposed to air. Throwing this flask causes it to shatter on impact. Make a ranged attack against a creature or object, treating the alchemist's fire as an improvised weapon. On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. Creatures vulnerable to fire damage have disadvantage on this check, and the DC is increased to 15 for them.

BALL BEARINGS

You can spill this bag of 1,000 tiny metal balls from their pouch to cover 10 ft square area. A creature moving across the covered ground must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the saving throw. A creature that has taken the dash action on their turn or moved at least 15 ft in a straight line before entering a ball bearing-filled space makes that save at disadvantage.

Creatures that fly, jump, or hover through the space are unaffected by ball bearings.

CALTROPS

You can spread a single bag of caltrops to cover a 5-foot-square. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw. If a creature is knocked prone in a caltrop's space, it takes damage equal to the Strength score of the creature that knocked it prone or the save DC of the same effect.

Improvised collections of sharp items, such as broken glass, can be used as caltrops.

FLOUR

You can throw a bag of flour, which ruptures on impact. A 10 ft cube is filled by powder, which lingers in the air and can reveal any invisible creature. If the flour cloud is ignited, it deals 2d6 fire damage to all creatures within the cloud.

Coal, sawdust, coffee, pollen, and magnesium powder can also be used to such an effect.

GRAPPLING HOOK

If this sharp metal hook is tied to a rope, you may throw the grappling hook at an object or creature, making an attack roll against the creature or the AC of the object's material. You may then pull the rope to move that object as though you were carrying it, or the creature as though you were dragging it. You can also climb that rope.

GUNPOWDER HORN

A gunpowder horn holds 25 pinches of gunpowder to be used in loading weapons with the *Gunpowder* property. If the powder horn takes fire damage, it explodes, dealing 3d6 fire damage to all creatures and objects within 10 feet of it. A successful DC12 Dexterity saving throw halves the damage taken.

GUNPOWDER KEG

A small, personal barrel of gunpowder, typically about a foot tall. It contains 200 pinches of gunpowder to be used in weapons with the *Gunpowder* property. If the powder keg takes fire damage, it explodes, dealing 6d6 fire damage to all creatures and objects within 10 feet of it. A successful DC14 Dexterity saving throw halves the damage taken.

GUNPOWDER BARREL

A full-sized barrel of black powder. It contains 700 pinches of gunpowder to be used in weapons with the *Gunpowder* property. If the powder barrel catches fire, it explodes, dealing 12d6 fire damage to all creatures and objects within 15 feet of it. A successful DC16 Dexterity saving throw halves the damage taken.

HOLY WATER

Throwing this flash causes it to shatter on impact. Make a ranged attack against a target. If the target is a fiend or undead, it takes 2d6 radiant damage.

HUNTING TRAP

As an action, you may set this trap, which is comprised of a pressure panel, a pair of heavy iron jaws, and a spike & chain. It has +8 to hit and deals 1d10 piercing damage. It requires an action and a DC15 Strength check to remove. Failing the check by 5 or more deals an additional 1d10 piercing damage. If the trap is concealed, a DC 10 Wisdom (Perception) check will reveal it, and a DC 10 Dexterity check using thieves' tools will disable it.

MANACLES

These metal restraints can bind a Small or Medium creature, requiring a successful grapple if that creature is attempting to resist. Escaping the manacles requires a DC 20 Dexterity check to slip out, or a DC 20 Strength check to break. Each set of manacles comes with one key. Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 15 Dexterity check. Spellcasters in manacles cannot perform the somatic components of spells.

OIL FLASK

Make a ranged attack against a target creature or object, treating the oil as an improvised weapon, to splash flammable oil onto it. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 5 fire damage. You can also pour a flask of oil on the ground to cover a 5-foot-square space. If lit, the oil burns for 2 rounds and deals 5 fire damage to any creature that enters the area or ends its turn there. A creature can take this damage only once per turn.

Oil can also be used in the upkeep of armor. Taking one hour to apply a flask of oil to an armor that grants at least 13 AC (without Dexterity bonuses) removes disadvantage on stealth checks while wearing it until you take a long rest.

TORCH

A torch burns for 1 hour, providing bright light in a 20-foot radius and dim light for another 20. If you make a melee attack with a burning torch and hit, it deals 1 fire damage and ignites any oil or flour that may be on the target.

BOMBS AND GRENADES

Specialized thrown explosives, bombs are thrown using an attack to any point within 60 feet. They deal their effects in a sphere in the radius listed. All bombs weigh 1 lb, have the *Gunpowder* property unless otherwise noted, can be lit or activated as part of the same attack used to throw them, and deal half damage on a successful saving throw unless otherwise noted.

Like potions, an alchemist must know or find the recipe to create a specific bomb before they can make it. After they know it, they can make that bomb as many times as they like; most ingredients are assumed to be part of their alchemists' kits.

BOMBS

Name	Cost	Save/DC	Radius	Damage
Bomb	50 gp	Dex/12	5 ft.	2d6 fire + 2d6 thunder
Aeolian Flare	20 gp	Con/10	30 ft.	-
Ashes of Dreams	50 gp	Con/11	10 ft.	-
Boreas' Embrace	300 gp	Con/17	15 ft.	2d6 cold + 2d6 thunder
Cayenne Smog	450 gp	Con/16	30 ft.	1 fire
Charnock's Remorse	500 gp	Dex/17	30 ft.	3d6 fire/round
Dimeritium Shardsmoke	600 gp	-	5 ft.	1d6 force + 2d6 thunder
Dynamo	300 gp	Dex/14	5 ft.	4d6 lightning
Flashbang	40 gp	Con/10	15 ft.	1 thunder
Glitterburst	100 gp	Dex/13	10 ft.	2d6 piercing + 2d6 thunder
Hornet's Nest	75 gp	Con/11	25 ft.	-
Moon Dust	320 gp	Wis/14	10 ft.	3d6 radiant
Screamer	30 gp	Con/13	15 ft.	-
Shockwave Diamond	80 gp	Str/12	10 ft.	1d4 thunder
Smokestick	20 gp	-	10 ft.	-
Spirit Walker	300 gp	Cha/14	10 ft.	3d6 force + 3d6 thunder
Tanglefoot Bag	100 gp	Dex/14	5 ft.	-
Thunderstone	300 gp	Con/13	10 ft.	4d6 thunder
Torpid Air	35 gp	-	20 ft.	-
Vomit Comet	200 gp	Con/10	15 ft.	1d4 poison
Zabou	10 gp	Con/10	10 ft.	-

BOMB

The standard bomb, a metal shell packed with gunpowder. Its thunder damage is doubled against constructs and structures.

AEOLIAN FLARE

A tiny cloth filled with magnesium strips and gunpowder to set them alight. It produces blinding light on impact. All creatures that fail their saving throw are blinded until the end of their next turn. Creatures with Darkvision make their save against with disadvantage.

ASHES OF DREAMS

Fey magic and tranquilizing herbs combine in this gas bomb to tranquilize targets. Creatures that fail their save are knocked unconscious for 1d4 rounds. Creatures immune to being magically put to sleep are immune to this effect.

BOREAS' EMBRACE

Packed with shards of True Ice and cold magic, creatures that fail their initial saving throw against this bomb are restrained and gain +2 to their AC. This effect lasts for 1 minute. They may repeat the saving throw at the end of each of their turns, ending both effects on a success.



CAYENNE SMOG

Filled with a powder distilled from exotic fruits, this chemical grenade releases a billowing cloud of excruciating gas from the space it is thrown for 1 minute. On a failed save, creatures within the cloud are blinded and poisoned. Affected creatures can repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. Creatures immune to fire damage or that do not need to breathe are immune to this bomb's effects. This bomb does not have the *Gunpowder* property.

CHARNOCK'S REMORSE

A closely-guarded secret of contemporary alchemy, the result of a quest for ever-burning flames. The result was a horrific, burning chemical which sticks to clothing, skin, and buildings, continuing to burn for 10 minutes unless completely starved of air by smothering. This fire is even immune to the effects of *prestidigitation*, *control flames*, and other extinguishing spells. Capable of burning damp materials and causing excruciating pain, creatures suffering from it must also succeed on a DC10 Constitution saving throw or be immediately incapacitated until the fire is put out or they die.

While capable of burning in damp conditions, this bomb retains the *Gunpowder* property and must be ignited as normal. Creatures that succeed on their Dexterity saving throw against this bomb take no damage.

DIMERITIUM SHARDSMOKE

Crafted from a series of complicated enchantments, reagents, and metals, the tiny blast of smoke interferes with magic itself. When it explodes it imitates the effects of the *dispel magic* spell for all effects within range. If a check is required, it has a +5 to the d20 roll.

DYNAMO

A palm-sized metal sphere covered in greebling, this marvel of alchemical engineering unleashes stored lightning in all directions. It lacks the gunpowder property and does double damage when thrown underwater, and has a 20 ft radius of effect in water or damp conditions. Unlike other items and weapons, it can move its full range when used underwater.

FLASHBANG

This bomb creates a burst of light and sound upon impact, disorienting creatures within range. On a failed saving throw, all creatures within its range are blinded and deafened for 1 minute. They may repeat the saving throw at the end of each of their turns, ending the effect on themselves on a success. Creatures with Tremorsense or Darkvision make the initial saving throw against this bomb with disadvantage.

GLITTERBURST

Silver dust and shards fill this bomb, inflicting terrible damage on creatures vulnerable to it. Creatures that do not resist damage from silvered weapons take doubled piercing damage and have disadvantage on their saving throws against this bomb. Its thunder damage is doubled against constructs and structures.

HORNET'S NEST

This large sphere is packed by rounded balls of soft metal and rubber that explode in a wide radius. All creatures within range that fail their saving throw against it are stunned until the end of their next turn, incapacitated by nonlethal pain. Creatures resistant to damage from nonmagical weapons make their saving throw against this bomb with advantage, and creatures immune to automatically succeed.

MOON DUST

Packed with parilla cuttings and shards of feldspar, this bomb is designed to combat shapeshifters. Creatures with the *shapechanger* trait make their saving throw against this bomb with disadvantage and, if they take damage from it, revert to their human form and cannot change from it for 1 hour.

SHOCKWAVE DIAMOND

A small crystal of compressed energy, this tiny object shatters on impact and releases all its power at once. On a failed save, all creatures within its radius are pushed 10 feet away and knocked prone. They take damage regardless of whether they fail the save or not. This bomb deals an additional 3d4 thunder damage to objects, structures, and constructs within its range.

SMOKESTICK

A flammable compound that produces a thick plume of smoke within its effect range for 1 minute. The area within its range is heavily obscured for 1 minute.

SPIRIT WALKER

When this bomb explodes, it send all creatures within its radius that failed their save into the ethereal plane for 2d6 rounds, after which they return, unharmed, in the same place.

TANGLEFOOT BAG

A bag of magical, sticky tar that erupts from the point of impact. Creatures in its radius must succeed on a saving throw against it or be restrained. A successful DC14 Strength check can break a restrained creature free. In addition, its entire area is difficult terrain for 1 minute, after which the tanglefoot compound dries. If a 5ft square of tar takes 10 points of fire damage, it dries early and is no longer difficult terrain. This bomb does not have the *Gunpowder* property.

THUNDERSTONE

A small rock densely packed with incredible magical power. When thrown, it shatters on impact, releasing tremendous concussive energy. It damages objects as well as creatures, and deals double damage to structures and constructs, both of which automatically fail their saving throws.

TORPID AIR

A concoction that thickens the air within its area of effect, rapidly slowing descents. Bursting on impact, all creatures that fall to a point on the ground within its range have their falling damage quartered. This effect lasts for 1 minute.

VOMIT COMET

Containing an assortment of pungent, rotting materials, the terrible smell of this bomb can stop creatures close to it in their tracks. Those who fail their save within its area of effect are poisoned, have their movement speed reduced by 10 feet, and must repeat their saving throw or lose their action to retch and stagger. This effect lasts for 1 minute. Creatures that cannot be poisoned or do not have to breathe are immune to this effect.

ZABOU

The fungal zabou can be hurled, releasing its cloud of spores on impact. Any creature in its area must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. The poisoned creature's skin itches for the duration. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



OILS

These magically-infused ointments can coat weapons and armor to produce a temporary magical effect. Oils last for one hour, after which they naturally evaporate, or until they're cleaned off or washed away.

Oils can be applied to a weapon, piece of armor, or 3 pieces of ammunition. A character needs at least 1 free hand to apply an oil. Oils cannot be applied to items worn or carried by an unwilling and conscious target.

Items can only benefit from one oil at a time. A new application overrides the old and removes it.



CREATING OILS

Characters proficient with both arcana and brewer's supplies can create oils. To create oils, a character needs an amount of the corresponding gemstone dust valued at least half the oil's cost, and a flask of oil. Unlike alcoholic beverages, oils can be created while traveling, with the portable kit.

OIL COMPONENTS

Oil	Component	Oil	Component
Accuracy	Pearl	Frost	Sapphire
Blessing	Diamond	Nightmares	Amethyst
Corruption	Emerald	Power	Garnet
Decay	Onyx	Resilience	Aquamarine
Energy	Topaz	Spite	Peridot
Flameborn	Ruby	Thunderclap	Alexandrite

OILS

Oil of:	Weapon Effect	Armor Effect	Rarity	Cost
Accuracy	Gain +1 to hit	Gain +1 AC	Uncommon	500 gp
Blessing	Deal Radiant damage	Gain resistance to Necrotic damage	Uncommon	200 gp
Corruption	Deal Poison damage	Gain resistance to Acid damage	Uncommon	200 gp
Decay	Deal Necrotic damage	Gain resistance to Radiant damage	Uncommon	200 gp
Energy	Deal lightning damage	Gain resistance to Thunder damage	Uncommon	200 gp
Flameborn	Deal Fire damage	Gain resistance to Cold damage	Uncommon	200 gp
Frost	Deal Cold damage	Gain resistance to Fire damage	Uncommon	200 gp
Nightmares	Deal Psychic damage	Gain resistance to Force damage	Uncommon	200 gp
Power	Deal +1 damage	Reduce damage taken by 1	Uncommon	200 gp
Resilience	Deal Force damage	Gain resistance to Psychic damage	Uncommon	200 gp
Spite	Deal Acid damage	Gain resistance to Poison damage	Uncommon	200 gp
Thunderclap	Deal Thunder damage	Gain resistance to Lightning damage	Uncommon	200 gp
Greater Accuracy	Gain +2 to hit	Gain +2 AC	Rare	2500 gp
Greater Blessing	Deal Radiant damage+ 1d4 extra	Gain immunity to Necrotic damage	Very rare	1000 gp
Greater Corruption	Deal Poison damage +1d4 extra	Gain immunity to Acid damage	Very rare	1000 gp
Greater Decay	Deal Necrotic damage +1d4 extra	Gain immunity to Radiant damage	Very rare	1000 gp
Greater Energy	Deal Lightning damage +1d4 extra	Gain immunity to Thunder damage	Very rare	1000 gp
Greater Flameborn	Deal Fire damage +1d4 extra	Gain immunity to Cold damage	Very rare	1000 gp
Greater Frost	Deal Cold damage +1d4 extra	Gain immunity to Fire damage	Very rare	1000 gp
Greater Nightmares	Deal Psychic damage +1d4 extra	Gain immunity to Force damage	Very rare	1000 gp
Greater Power	Deal +2 damage	Reduce damage taken by 2 (min. 1)	Rare	400 gp
Greater Resilience	Deal Force damage +1d4 extra	Gain immunity to Psychic damage	Very rare	1000 gp
Greater Spite	Deal Acid damage +1d4 extra	Gain immunity to Poison damage	Very rare	1000 gp
Greater Thunderclap	Deal Thunder damage +1d4 extra	Gain immunity to Lightning damage	Very rare	1000 gp



SCROLLS

You must have proficiency in both arcana and either calligrapher's tools or forgery kit in order to create spell scrolls. You must know the spell you scribe through the entire creation process.

SPELL LEVELS & SCROLLS

Spells cast from a scroll use their own attack bonuses and save DCs, listed on the table below. Each scroll weighs ¼ lb. The prices on the table list the gp threshold to create them.

SCROLLS

Spell Level	Rarity	Attack Bonus/DC	Price
Cantrip	Common	+5/13	50 gp
1st	Common	+5/13	100 gp
2nd	Uncommon	+5/13	200 gp
3rd	Uncommon	+7/15	1,000 gp
4th	Rare	+7/15	2,000 gp
5th	Rare	+7/15	10,000 gp
6th	Very Rare	+9/17	20,000 gp
7th	Very Rare	+10/18	50,000 gp
8th	Very Rare	+10/18	75,000 gp
9th	Legendary	+11/19	100,000 gp



HERBAL MIXTURES

Any herbalist who takes the time to gather ingredients can make these mixtures. Gathering uses the same mechanics as a mid-adventure crafting check for you, and grants materials worth the same amount as the gp progress made. These ingredients cannot be sold for that amount; they are useless in their inert base forms. You know the recipe for each herbal mixture if you are proficient in herbalist's kits. Each mixture weighs 1 lb.

HERBAL MIXTURES

Mixture	Cost
Alertness Draught	2 gp
Antiparalytic	100 gp
Antipathogen	100 gp
Antitoxin	50 gp
Clearbreath	10 gp
Healer's Kit	5 gp
Incense	2 gp
Insect Repellant	1 sp
Journeybread	5 gp
Nightlight	20 gp

ALERTNESS DRAUGHT

For 1 hour, the drinker of this bitter brew has advantage on Perception checks and saving throws against sleep effects.

ANTIPARALYTIC

This flavorless slimy fluid grants the drinker advantage on saving throws against paralysis for 1 hour.

ANTIPATHOGEN

A chalky, dry tablet that grants advantage on saving throws against disease for 8 hours.

ANTITOXIN

This vial of liquid grants advantage on saving throws against poison for 1 hour when drunk.

CLEARBREATH

Any creature which inhales this grey mist gains advantage on saving throws against a ghost's *stench* and other features that use scent.

HEALER'S KIT

A leather pouch containing bandages, splints, and salves, this kit has 10 uses. You can expend a use as an action to stabilize a creature that has 0 hit points, without needing to make a Medicine check.

INCENSE

A small stick of scented herbs that relaxes the mind and can be used during religious ceremonies or spell rituals.

INSECT REPELLANT

An acrid concoction applied to the skin that repels insects for 24 hours. It has no effect on swarms or giant insects. Multiple insect repellants can be created with the same crafting check.

JOURNEYBREAD

Despite its weight, this dense vegetable cake acts as a day's rations for a medium creature.

NIGHTLIGHT

A thick, purple liquid kept in a glass vial that glows with flameless light for 1 hour when shaken. It emits bright light in a 30-foot radius and dim light for another 30 feet.

POISONS AND TOXINS

Characters proficient in poisoner's kits can create the poisons below with ingredients from their kit. If a poison mentions a non-humanoid creature in its name, the poisoner must first gather vital ingredients from a dead or incapacitated specimen of that creature, requiring a DC 20 Nature check and 1d6 minutes. Characters must be proficient in poisoner's kits to make that check. Applying or triggering a poison requires an action.

TYPES OF POISONS

Poisons come in four varieties. Each variety is applied to a creature in a different way; those methods are listed below.

Contact: Contact poison can be smeared on an object and remains potent until touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.

Ingested: A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid.

Inhaled: These poisons are powders or gases that take effect when inhaled. Releasing the powder or gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

Injury: Injury poison can be applied to weapons, three pieces of ammunition, trap components, and objects that deal piercing or slashing damage. It remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects. Undelivered injury poisons dry from a weapon after 1 hour.

DMG POISONS

Poison	Type	Save/DC	Price
Basic Poison	Injury	Con 10	100 gp
Assassin's Blood	Ingested	Con 10	150 gp
Burnt Othur Fumes	Inhaled	Con 13	500 gp
Carrion Crawler Mucus	Contact	Con 13	200 gp
Drow Poison	Injury	Con 13	200 gp
Essence of Ether	Injury	Con 15	300 gp
Malice	Inhaled	Con 15	250
Midnight Tears	Ingested	Con 17	1500 gp
Oil of Taggit	Contact	Con 13	400 gp
Pale Tincture	Ingested	Con 16	250 gp
Purple Worm Poison	Injury	Con 19	2,000 gp
Serpent Venom	Injury	Con 11	200 gp
Torpor	Ingested	Con 15	600 gp
Truth Serum	Ingested	Con 11	150 gp
Wyvern Poison	Injury	Con 15	1200 gp

BASIC POISON

You can use the poison in this vial to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon or ammunition must make a DC 10 Constitution saving throw or take 1d4 poison damage.

ASSASSIN'S BLOOD

A creature subjected to this poison must make a Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

BURNT OTHUR FUMES

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes 3 (1d6) poison damage. After three successful saves, the poison ends.

CARRION CRAWLER MUCUS

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DROW POISON

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

ESSENCE OF ETHER

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 8 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

MALICE

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. The poisoned creature is blinded.

MIDNIGHT TEARS

A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 17 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.



OIL OF TAGGIT

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

PALE TINCTURE

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or take 3 (1d6) poison damage and become poisoned. The poisoned creature must repeat the saving throw every 24 hours, taking 3 (1d6) poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

PURPLE WORM POISON

This poison must be harvested from a dead or incapacitated purple worm. A creature subjected to this poison must make a DC 19 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

SERPENT VENOM

This poison must be harvested from a dead or incapacitated giant poisonous snake. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

TORPOR

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

TRUTH SERUM

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a zone of truth spell.

WYVERN POISON

This poison must be harvested from a dead or incapacitated wyvern. A creature subjected to this poison must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

NEW CONTACT POISONS

Poison	Save/DC	Price
Aboleth Oil	Con 14	2,500 gp
Black Ivy Paste	Con 16	200 gp
Black Lotus Extract	-	6,520 gp
Boneshard Paste	Con 13	750 gp
Brawler's Bourbon	Con 12	175 gp
Chuul Paralytic	Con 13	450 gp
Golden Ice	Con 17	1,200 gp
Sunlight Oil	Con 18	1,300 gp

ABOLETH OIL

A creature subjected to this oil must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease, but the creature is unaware that they have been affected. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

BLACK IVY PASTE

A creature subjected to this poison must make a DC 16 Constitution saving throw or take 3 (1d6) poison damage. The paste retains its potency until a total of at least 10 damage has been dealt.

BLACK LOTUS EXTRACT

A creature subjected to this poison takes 55 (10d10) poison damage.

BONESHARD PASTE

An undead subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute, also taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one. The creature's speed is reduced to 0 until the end of their next turn. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BRAWLER'S BOURBON

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

CHUUL PARALYTIC

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GOLDEN ICE

An evil creature that comes into contact with golden ice must make a DC 17 Constitution saving throw or take 30 (12d4) cold damage. This damage bypasses all resistances and immunities.

SUNLIGHT OIL

A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or become poisoned for 24 hours. The poisoned creature is unconscious. The creature wakes up if it takes damage.

NEW INGESTED POISONS

Poison	Save/DC	Price
Bloodwine	Con 18	250 gp
Celestial Lightsblood	Con 25	13,500 gp
Depraved Decadence	Con 25	9,500 gp
Lockjaw	Con 11	250 gp
Nightmare Root	Con 19	1,450 gp
Pallid Serpent's Deception	Con 16	1,340 gp
Unicorn Blood	Con 17	500 gp

BLOODWINE

An undead subjected to this poison must succeed on a DC 18 Constitution saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one. The blood of a living creature acts as bloodwine to any creature that drinks their blood for the next 8 hours.

CELESTIAL LIGHTSBLOOD

A creature subjected to this poison must make a DC 25 Constitution saving throw. On a failed save, their Dexterity score is decreased by 2, but cannot be reduced past 1, and they must repeat the saving throw at the beginning of their next turn. On a subsequent failed save, their Constitution score is decreased by 2, but cannot be reduced past 1. These scores can only be restored by the greater restoration spell or similar magic.

DEPRAVED DECADENCE

A creature subjected to this poison must make a DC 25 Constitution saving throw. On a failed save, a creature can no longer receive sustenance by consuming food. Every two days the creature goes without sustenance, their Constitution score decreases by 1. If a creature's Constitution score reaches 0 due to this effect, they die.

LOCKJAW

A creature subjected to this poison must make a DC 11 Constitution saving throw. On a failed save, the creature's jaw muscles lock and its tongue falls numb. An affected creature cannot speak or cast spells that require verbal components for 10 minutes.

NIGHTMARE ROOT

A creature subjected to this poison must make a DC 19 Constitution saving throw. On a failed save, the creature's sleep is haunted with a combination of their greatest fears and everything they've ever done wrong. An affected creature cannot benefit from long rests, and therefore gains a point of exhaustion at the beginning of the next day. The poison leaves the creature's system 24 hours after ingestion.

PALLID SERPENT'S DECEPTION

A creature subjected to this poison must succeed on a DC 16 Constitution saving throw, taking 22 (4d10) psychic damage on a failed save, and must repeat the saving throw at the start of each of its turns. On a successful save, the effect ends. While the creature remains poisoned in this way, it must succeed on a DC 16 Wisdom saving throw at the end of each of its turns, taking 11 (2d10) psychic damage on a failed save.

UNICORN BLOOD

A creature subjected to this poison heals (4d4 + 4) hit points and must then succeed on a DC 17 Constitution saving throw. On a failed save, they are affected by one of the options of the *bestow curse* spell for one week. The DM rolls a d4 to determine which curse takes hold.

NEW INHALED POISONS

Poison	Save/DC	Price
Anosmia	Con 18	800 gp
Dretch Gas	Con 11	200 gp
Dust of the Desert Winds	Con 11	120 gp
Euphoria Breath	Wis 11	365 gp
Fish out of Water	Con 13	350 gp
Gorgon Breath	Con 13	1,200 gp
Gravedust	Con 10	100 gp
Green Dragonbreath	Con 18	2,500 gp
Insanity Mist	Con 15	2,250 gp
Vrock Spores	Con 14	620 gp

ANOSMIA

A creature subjected to this poison must make a DC 18 Constitution saving throw. On a failed save, the creature loses its sense of smell for 48 hours. If the creature relies on smell to locate other creatures, it can no longer do so. The creature automatically fails any Wisdom (Perception) check that relies on smell. If the creature has the keen smell trait, it must also succeed on a Wisdom saving throw or act as though affected by the confusion spell during their next turn.

DRETCH GAS

Dretch gas lingers for 1 minute after it is released, or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.

DUST OF THE DESERT WINDS

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or take 3 (1d6) necrotic damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the creature takes 2 (1d4) necrotic damage. After five successful saves, the poison ends. If the creature spends its action consuming a liquid, it automatically succeeds the saving throw for that turn.

EUPHORIA BREATH

A creature subjected to this poison must succeed on a DC 11 Wisdom saving throw or, for 1 minute the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1-4. The target takes no actions uses all of its movement to move in a random direction.

5-6. The target does nothing on its turn save Wisdom saving throw, ending the effect on itself on a success.

FISH OUT OF WATER

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the creature loses any ability to breath underwater. Rules for suffocating can be found on page 183 of the Player's Handbook.

GORGON BREATH

A creature subjected to this gas must succeed on a DC 13 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

GRAVEDUST

An undead subjected to this poison must succeed on a DC 10 Constitution saving throw or become incapacitated for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GREEN DRAGONBREATH

A creature subjected to this poison must succeed on a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

INSANITY MIST

A creature subject to this poison must succeed a DC 15 Constitution saving throw or gain an effect listed on the short-term madness table within the DMG (page 259). The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

VROCK SPORES

A creature subjected to these spores must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

NEW INJURY POISONS

Poison	Save/DC	Price
Bearded Devil Venom	Con 12	600 gp
Bloodfire Paste	Con 13	650 gp
Bone Devil's Sting	Con 14	1,000 gp
Celestial Essence	Con 14	400 gp
Centipede Venom	Con 11	200 gp
Cockatrice Saliva	Con 11	750 gp
Ettercap Venom	Con 11	50 gp
Grell Venom	Con 11	150 gp
Imp Venom	Con 11	200 gp
Lichbane	Con 17	650 gp
Liquid Mortality	Con 22	1,250 gp
Metabolite	Con 25	1,200 gp
Naga Venom	Con 13	1,900 gp
Pit Fiend Venom	Con 21	17,000 gp
Pseudodragon Venom	Con 11	12 5gp
Purified Couatl Venom	Con 13	700 gp
Scorpion Venom	Con 9	115 gp
Spider Venom	Con 10	100 gp
Sprite Poison	Con 10	175 gp
Svirfneblin Poison	Con 12	165 gp
Thri-kreen Venom	Con 11	180 gp
Wasp's Sting	Con 11	230 gp
Witchbane Poison	Con 17	700 gp
Yuan-ti Venom	Con 11	110 gp
Zealot's Blade	Con 25	4,000 gp

BEARDED DEVIL VENOM

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BLOODFIRE PASTE

A creature subjected to this poison must make a DC 13 Constitution saving throw, taking 11 (2d10) fire damage on a failed save, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the creature takes 3 (1d6) fire damage. After three successful saves, the poison ends. This effect ignores a creature's immunity to poison, but cannot effect a creature without blood.



BONE DEVIL'S STING

A creature subjected to this poison must succeed on a DC 14 Constitution saving throw or take 17 (5d6) poison damage and become poisoned for 1 minute. On a successful save, the target takes half damage and is not poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

CELESTIAL ESSENCE

An undead subjected to this poison must succeed on a DC 14 Constitution saving throw or take 5 (2d4) radiant damage.

CENTIPEDE VENOM

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

COCKATRICE SALIVA

A creature subjected to this venom must succeed on a DC 11 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

ETTERCAP VENOM

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 4 (1d8) poison damage and becoming poisoned for 1 minute on a failed save. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

GRELL VENOM

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or become poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

IMP VENOM

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

LICHBANE

An undead subjected to this poison must make a DC 17 Constitution saving throw. On a failed save, their Intellect, Wisdom, and Charisma scores are reduced by 2 for 1 minute. At the beginning of their next turn, they must repeat the saving throw. On a failure, the effect becomes permanent and can only be cured by a greater restoration spell or similar magic.

LIQUID MORTALITY

An undead subjected to this poison must make a DC 22 Constitution saving throw. On a failed save, their Strength score is permanently reduced by 2. If this effect reduces an undead's Strength to 0, they are utterly destroyed, and cannot be resurrected or reanimated by any means other than a *wish* spell. The creature's Strength score can be restored by a *greater restoration* spell or similar magic.

METABOLITE

A creature subjected to this poison must make a DC 25 Constitution saving throw. On a failed save, an affected target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. A creature affected by this poison makes another Constitution saving throw at the end of each of its turns. On a successful save, the effect ends for it. On a failed save, the poison's saving throw DC decreases by 10.

NAGA VENOM

A creature subjected to the venom of a spirit naga must succeed on a DC 13 Constitution saving throw, taking 31 (7d8) poison damage on a failed save, or half as much damage on a successful one.

PIT FIEND VENOM

A creature subjected to this poison must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

PSEUDODRAGON VENOM

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

PURIFIED COUATL VENOM

A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake. This effect ignores immunity to the poisoned condition.

SCORPION VENOM

A creature subjected to this poison must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

SPIDER VENOM

A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or take 2 (1d4) poison damage.

SPRITE POISON

A creature subjected to this poison must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

SVIRFNEBLIN POISON

A creature subjected to this poison must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

THRI-KREEN VENOM

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. If the saving throw fails by 5 or more, the creature is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

WASP'S STING

A creature subjected to this poison must succeed on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

WITCHBANE POISON

A creature subjected to this poison must make a DC 17 Constitution saving throw. On a failed save, they lose 1d4 spell slots, starting at level 1 slots and increasing until that many spell slots have been lost. This effect ignores all magical effects that grant immunity to poison.

YUAN-TI VENOM

A creature subjected to the poison from a yuan-ti malison must succeed on a DC 11 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

ZEALOT'S BLADE

A creature subjected to this poison must make a DC 25 Constitution saving throw, taking 78 (12d12) poison damage on a failed save, or half as much damage on a successful one. This damage ignores resistances and immunities.



PART V

Credits



CONCEPT CREDITS

The Path of the Ironclad was inspired by the Path of Iron, created by [Submortimer](#), [Giant in the Playground](#). Similarly, the corona option for the Path of the Cataclysm was created by the Haven discord group and can be found [here](#). It is included with permission. Jana suggested the College of Passion. [/u/badooga1](#) created the version of the warlord listed in this document. It can be found [here](#). It is included with permission. Emily suggested the Chameleon rogue.

Weapons Remastered was originally created by another anonymous user, whose work can be found [here](#). I owe the entire creation of this work to them. The wording for bypass, winged, and the tower shield comes from the highly similar work of [/u/theapoapostolov](#). We have collaborated to some degree and I am very grateful for his help. [/u/AngryRepublican](#) inspired the creation of the harpoon, the martial spear (indirectly), and the chain whip.

Nearly all of the changes listed in Part 3 were created by [/u/devikyn](#) in *Martial Mastery*. The crafting rules used here modify those created by Kittenhugs of dmsguild.com. Alchemical Oils were made by [/u/giffyglyph](#) and are included with permission. The herbal mixtures were taken from Wraith Wright's *Comprehensive Equipment Manual*; some had their prices or functions changed for balance reasons, and many of the more redundant, niche, specific, or minimally effective items were removed. The poisons are a simplified version of those created by [/u/Glorac](#). Many have had some of their crunchier properties—aquatoxins, banetoxins' mathematics, and legality rules—have been removed for ease of play.

DEDICATIONS AND THANKS

I owe so much to the people who helped make this massive undertaking successful. First, I owe so much to my eternally patient players, who took new and sometimes insane changes in stride. For hours every weekend they've playtested content in this document, and it could have never happened without them. Alicia, Emily, John, Michael, Kevin, Matt, Langston, Jana, Jonah. I owe you guys so much.

To the playtesters I joined biweekly for the sole purpose of homebrewing—thank you too. You've realized changes I would have never imagined trying to go it alone, and flaws in these archetypes I never even considered. Frank, Camden, Steven, thank you too.

The people who've given feedback on archetypes and rules also deserve enormous thanks. Sean, [/u/aeyana](#), [/u/theapoapostolov](#), Badooga, Katz, CDC, Entrench, Dusk, and everyone else who's told me an idea sucked and how I could improve it. This would be impossible without you.

Finally, I have to thank the anonymous user who posted the original *Weapons Remastered*. I have spoken with them once, and have no means to do so again. But they made all this possible, and changed the way I think about tabletop and my participation in it forever.

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- *Cover*, Architect of Fate (Anthology)
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