

Exotic Weapons



Many Isles



EXOTIC WEAPONS

When looking at weapons, say in the [Combat guide](#), one notices a distinct uniformity. All of them seem fashioned by a human medieval-style society.

But what about other races? There's more to the Many Isles than just humans! For that purpose, exotic weapons exist. Bring diversity to your armaments, and give all those races out there their own weaponry!

EXOTIC PROPERTY

These weapons have one or more components that make them difficult for except a select few to use. It might be weighted strangely, designed for long arms, have negative connotations associated with it, or just too damn complex to use. Whatever the reason, most people stick to what they know and scoff at the idea of using a dumb and unsafe weapon such as the one with the exotic property. Those that *do* have proficiency with it, however, are attached to it and will prefer it over other weapons - even if said other weapons are better.

LEARNING EXOTIC WEAPONS

Regardless of the first impression, sometimes characters will decide to give these weapons a chance.

Becoming proficient with an exotic weapon requires all other requirements needed to use the weapon. For example, a character not proficient in the martial weapon cannot make a learning check for an exotic martial weapon.

- To become proficient, it requires a day's downtime activity and a DC 12 Intelligence or Sleight of Hand check.
- A character is allowed to make a check once per level.
- On a natural 1, they can never try to learn the same weapon again.

Possibly, a mentor (such as a member of the race that usually uses a given exotic weapon) might also be required for the learning process.

OTHER SPECIAL PROPERTIES

When looking through the list, you will notice that a number of properties not listed in the [Starter Guide](#) are given to some of these weapons. Find a list of those properties further below.

DWARVEN WEAPONS

Name	Cost	m	ab	d	Damage	Properties
Simple Melee						
Hammer	6 gp	-2	2	0	1d4 bludgeoning	Tool, Thrown (range 1.5/3)
Spike, hard	6 gp	-1	2	0	1d6 piercing	-
Spike, secret	30 gp	0	1	0	1d6 piercing	Concealed
Martial Melee						
Axe, battle	30 gp	-1	3	0	1d8 slashing	Versatile (1d10)
Axe, dain	60 gp	-1	4	1	1d10 slashing	Heavy, Two-Handed, Reach 10ft
Poleaxe, dwarven	50 gp	-1	5	0	1d8 slashing	Heavy, Versatile(1d10), Reach 10 ft
Martial Ranged						
Crossbow, dwarf	100 gp	0	:20	0	1d8 piercing	Two-Handed, Loading, Ammunition(bolts), Range 80/320ft
Crossbow, siege	80 gp	0	:23	0	1d10 piercing	Heavy, Two-Handed, Loading, Ammunition(bolts), Range 100/400

GNOME WEAPONS

Name	Cost	m	ab	d	Damage	Properties
Simple Melee						
Knife, small	5 gp	0	1	0	1d4 slashing	Light, Finesse, Thrown (range 30/60)
Martial Melee						
Knife, big	2 gp	0	2	0	1d6 slashing	Light
Pick, underworld	75 gp	-1	3	0	1d6 piercing	Tool, Versatile (1d8 piercing)
Half-Pike	30 gp	-2	2	0	1d8 slashing	Two-Handed, Reach
Simple Ranged						
Sling	2 gp	0	1	0	1d4 bludgeoning	Ammunition, (range 2/7)

FEY WEAPONS

Name	Cost	m	ab	d	Damage	Properties
Martial Melee						
Blade, knife	50 gp	0	0	2	1d6 slashing	Exotic, Light, Finesse
Blade, elven	20 gp	0	0	3	1d8 slashing	Exotic, Light, Finesse, Quality
Martial Ranged						
Bow	60 gp	0	2	0	1d8 piercing	Two-Handed, Ammunition, (6/25)

ORC WEAPONS

Name	Cost	m	ab	d	Damage	Properties
Martial Melee						
Axe, war	40 gp	-1	3	0	1d8 slashing	Heavy
Axe, great	80 gp	-1	4	0	1d10 slashing	Heavy, Two-Handed
Axe, half	10 gp	0	2	0	1d6 slashing	Heavy, Thrown (range 30/50)
Polearm, orc	60 gp	-2	5	0	2d8 slashing	Heavy, two-handed, Reach (10ft)
Spear, war	40 gp	-1	2	0	1d8 slashing	Heavy, Versatile (1d10)
Simple Ranged						
Sling, orc	5 gp	0	1	0	1d6 bludgeoning	Exotic, light, might, ammunition (range 1.5/3)
Martial Ranged						
Bow, bone	100 gp	0	2	0	1d6 piercing	Exotic, Ammunition (3/12), two-handed
Bow, war	150 gp	0	4	0	2d8 piercing	Ammunition (range 10/40), heavy, large, two-handed

GOBLIN WEAPONS

Name	Cost	m	ab	d	Damage	Properties
Martial Melee						
Sword, hook	5 gp	-1	1	1	1d6 slashing	Exotic
Whip, sword	100 gp	-1	1	0	2d6 slashing	Exotic, Two-Handed, Crit +1
Martial Ranged						
Shortbow	60 gp	0	2	0	1d6 piercing	Ammunition, (range 4/16), two-handed

SPECIAL PROPERTIES

Some weapon properties cannot be found in 5eS combat guides. These are listed here.

Concealed. Weapons that are designed to be hidden and are easy to overlook. When searching a suspect for weapons, even trained guards will miss them. Investigation checks made to spot Concealed weapons have disadvantage.

Exotic. An odd kind of weapon for creatures not accustomed to it. See above.

Tool. A weapon that has a secondary purpose useful in labor or artisan craft.

Quality. These weapons have been crafted by master smiths and are of great value. This makes them quite rare.

THANKS TO YOU!!

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Thank you for all you've done for the Many Isles, even if it's just reading this and you have no idea of what the Many Isles is.

It's a whole setting and worldbuilding community, one where you can find any support you need or any gaming material you might wish, such as this very guide.

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Made with the Homebrewery

Special thanks to u/JCWpoker