

# SOBROS EXPANDED MUNDANE ARMORY

## BLADE OIL.

These fine oils are made by skilled alchemists. Some are said to be made from the spit of dragons, others from the blood of angels. A given flask of blade oil is associated with one damage type, based on the materials used. You can apply blade oil to a melee weapon or 6 pieces of ammunition as an action.

Every attack made with that weapon or ammunition before the oil dries deals an extra 1d4 damage of that specific oil's damage type.

The oil dries after 1 minute.

## TANGLEFOOT BAG.

A tanglefoot bag is a small sack filled with tar, resin, and other sticky substances. As an action, you can throw this sack up to 20 feet, causing it to come apart and goo to burst out, entangling the target. Make a ranged attack against a creature or object, treating the Tanglefoot Bag as an improvised weapon. On a hit, the bag bursts and coats the target with its contents. The target is restrained for a minute. A restrained creature can use its action to attempt a DC 10 Strength check to break free, ending the effect.

## HEATSTONE.

Heatstones are pieces of volcanic glass formed naturally in deserts that have the ability to keep an area pleasantly warm even in otherwise frigid conditions.

Though these stones are often traded away to colder regions or used to keep tents comfortable during the desert nights, magicians and scientists both routinely find new ways to put heatstones to use.

Some heatstones are alchemically treated to produce heat that lasts indefinitely or to be used in permanent items. However, common heatstones found in the wilds can be made to function as described below with only a simple alchemical treatment and can be bought at the listed price.

Alchemically treated to enhance their natural heat-generating properties, these round or ovoid stones of volcanic glass provide enough heat to keep chambers warm in the coldest winter. One heatstone keeps a 20-foot-square area comfortably warm even in severe cold (between 32° F and 0° F).

A single heatstone is activated by striking it against any hard surface, after which point it continues to provide heat for 24 hours. Following the 24 hours that the heatstone provides heat, it is destroyed. An active heatstone does not give off enough heat to cook food or cause damage.

## SMOKE PELLET.

As an action or bonus action, you can throw a smoke pellet at a point within 10 feet of you. The smoke pellet

then detonates, creating a 10-foot cube filled with smoke. This area is heavily obscured until the end of your next turn.

## SMOKESTICK.

As an action, you can ignite a smokestick using a torch, tinderbox, or other source of fire or intense heat. Once ignited, the smokestick is consumed and a 10-foot cube around it is filled with smoke for one minute. This area is heavily obscured. A moderate or strong wind disperses the smoke in one round.

## THUNDERSTONE.

As an action, you can throw a thunderstone up to 30 feet. When it strikes a hard surface or is struck hard, it creates a deafening bang. Creatures within 10 feet of the stone must make a DC 11 Constitution saving throw or be deafened for 10 minutes. If a creature deafened in this way casts a spell with verbal components, it must make a DC 11 saving throw with their spellcasting ability, or fail to cast the spell.

## SUNROD.

A sunrod burns for 1 hour, providing bright light in a 20-foot radius and dim light for an additional 20 feet. Sunrods can illuminate underwater, as they are not open flames.

## TINDERTWIG.

You can strike the end of this small, wooden stick on a flammable object. The object immediately ignites when struck.

## ADVENTURING GEAR

Name	Cost	Weight
Blade Oil	100 gp	1 lb.
Tanglefoot Bag	50 gp	4 lb.
Heatstone	20 gp	1 lb.
Smoke Pellet	15 gp	1/4 lb.
Smokestick	25 gp	1/2 lb.
Thunderstone	30 gp	1 lb.
Sunrod	25 gp	1 lb.
Tindertwig	1 gp	1/4 lb.

# ADDITIONAL MUNDANE ARMORY WEAPONS

## REVISED WHIPS

Because honestly, we've all seen Castlevania or recognize how disappointing whips are in D&D. The following are a few variants of common whips, and an optional grappling rule regarding whips employed in Sun of Sobros.

### BULLWHIP

*Weapon: Martial, Melee*

15gp, 3lb. — 1d6 bludgeoning - Finesse, Reach+

More favorable to adventurers and rogues, the Bullwhip is a larger, longer, leather whip with more weight and power.

Your reach is not 10 ft, but 15 ft. If you are using the Whip Grappling rule, those grappled by a bullwhip do not gain advantage on their checks to break free.

### CAT O' NINE TAILS

*Weapon: Martial, Melee*

15gp, 1lb. — 1d4 bludgeoning + 1d4 slashing - Finesse

A Cat O' Nine Tails is a multi-tailed whip, that sacrifices range for brutality.

### CHAIN WHIP

*Weapon: Martial, Melee*

25gp, 7lb. — 1d6 bludgeoning - Finesse, Reach, Versatile

A deceptively powerful variant of the whip weapon. With a metal chain and heavy blunt point, this weapon has far more bulk than its leather counterparts, without sacrificing its versatility.

By using this weapon with two hands, you can increase your accuracy and power. You deal 2d4 damage.

### SPIKE-TIPPED WHIP

*Weapon: Martial, Melee*

20gp, 2lb. — 1d4 bludgeoning 1d4 piercing - Finesse, Reach

A modification to the basic whip. Although not as hefty as the Chain Whip, still more savage than it's predecessor as well as highly customizable.

#### SOBROS OPTIONAL RULE: WHIP GRAPPLING

Instead of making an attack roll, when using any variant of whip, you may use your action to attempt to grapple the opponent.

If you successfully grapple your target, they have advantage on breaking free from the grapple until you further secure them, with magic or with your body.

### ARCANE WHIP TIPS

*Although it is not completely common, some that wield Spike-Tipped Whips switch out their tips for those with magic properties.*

One of the most common modifications to Spike-Tipped Whips are arcane tips, which let the player make modifications to their whip. Instead of dealing 1d4 of piercing, they deal 1d4 of the chosen damage type.

In combat, you may use your action to switch your whip tip to a tip that possesses a different damage type so long as it's in your position.

Rarity	Damage Type(s)	Price
Common	Piercing	200 gp
Uncommon	Cold, Fire, Poison	500 gp
Rare	Acid, Lightning, Thunder	1000 gp
Very Rare	Necrotic, Radiant	2500 gp

### WAR FAN

*Weapon: Martial, Melee*

15gp, 3lb. — 1d6 slashing or bludgeoning - Finesse, Light, Thrown (20/40), returning

Also known as gunbai uchiwa, war fans are a rare, but not unused weapon. They are commonly underestimated, as they have a razor-sharp edge, and can be whipped at high speeds by their chain.

### SPIKED GLOVES

*Weapon: Martial, Melee*

50gp, 4lb. — 1d8 piercing - Finesse

Gauntlet with four claws on the fist like a tiger's paw

### IRON CLAW

*Weapon: Martial, Melee*

15 gp, 2.5lb. — 1d4 piercing - Finesse, hidden, light

An iron claw is comprised of bands of metal that wrap around the wielder's hands, with dagger-like blades extending at each fingertip

### DUAL DAGGERS

*Weapon: Martial, Melee*

15gp, 1lb. — 2d4 slashing. - Two-handed, finesse, thrown (30/120), special

These daggers come in pairs and are designed to be wielded together. They are often used by master thieves for close quarters fighting.

Special. This is a pair of daggers that you wield as one weapon. While wielding this weapon, you cannot engage in two-weapon fighting.

## CHAIN, WEIGHTED

*Weapon: Martial, Melee*

32 gp, 10lbs. — 1d6 bludgeoning - versatile, finesse, special

Sometimes called a chain whip, meteor hammer, or kusari-fundo, weighted chains are unwieldy weapons often used when laws or markets keep more refined weapons out of commoners' hands.

When wielded in one hand, only part of the chain can be used, granting the weapon the light property. While wielded in two hands, the full length of the chain is swung, granting the weapon gains the reach and heavy properties. Additionally, weighted chains count as monk weapons.

## KARAMBIT, VARIANT

*Weapon: Simple, Melee*

5 gp, 1lb. — 1d4 slashing or piercing - Finesse, Light, Special

The karambit is a knife with a curved blade resembling a talon, and a slightly curved and ergonomic handle that bears a ring at its end. It can be used to both slash and cut, and was used originally as a farming tool, before being adapted as a weapon.

Special. The ring on the karambit handle prevent you from being disarmed from it. In addition,, the karambit is easy to use, but complex to master, becoming lethal in trained hands. When wielded by a monk or by someone proficient with martial weapons, you can use the curvature of the blade to rip your targets. When you cause piercing damage with a karambit, you cause your reaction to cause additional 1d4 slashing damage (not attack required).

## HEAVY FLAIL

*Weapon: Martial, Melee*

50gp, 7lb. — 1d12 bludgeoning - Heavy, Two-handed

The design of this long-handled weapon is derived from the mundane threshing tool. Metal studs supplement its hinged striking end.

## CHAKRAM

*Weapon: Martial, Ranged*

50gp, 1lb. — 1d6 slashing - Finesse, Light, Thrown (20/60)

This unusual weapon looks like a brass hoop with sharpened edges. Its razor-thin edge is ideal for dismembering opponents.

## WAR BOW

*Weapon: Martial, Ranged*

400gp, 10lb. — 1d12 piercing - Heavy, two-handed, ammunition (range 200/800), massive, special

War Bows require specialist training to use, they cannot be taken as a starting weapon. Proficiency can only be gained through downtime training for a weapon.

War Bows require a Strength or Dexterity score of 20. Also when using this weapon to attack a target within 15 feet, you have disadvantage on the attack roll. Strength can be used in place of Dexterity when firing this weapon.

**Massive:** During your turn you cannot attack before or after moving with a massive weapon. Cannot be used by a creature smaller than medium size.

## ARQUEBUS

*Weapon: Martial, Ranged*

75 gp, 12lb. — 1d10 piercing - Ammunition (range 40/120), heavy, loading, two-handed

An early firearm and predecessor to the musket, used in the late Medieval period as a supplement to bows and crossbows. It has a long range and high damage, but is very loud and has a reputation for misfires. An alternative to bows in Medieval-era campaigns without getting too anachronistic, it performs largely the same role as the Heavy Crossbow, but with a little more bang

## EXPANDED FIREARMS SYSTEM

Head over to The expanded Firearms Document for more information on customised firearm creation.



EXPANDED FIREARMS DOCUMENT

## AMMUNITION

Crossbows and bows now have a variety of different ammunition options that are setting neutral, as detailed here:

### ARROW, BODKIN (10)

*Ammunition, 5gp*

When you roll maximum on the weapon's damage dice, you roll an additional 1d4 and add it to the final damage.

### ARROW, BROADHEAD (10)

*Ammunition, 5gp*

When dealing damage to a creature wearing no armor or natural armor with an AC of 16 or lower, you deal an additional 2 piercing damage. What creatures count for this bonus is ultimately up to DM discretion.

### BOLT, ARMOR PIERCING (10)

*Ammunition, 5gp*

When attacking a creature wearing cuirass frame armor, plackart frame armor, with a thick hide, or with natural armor with an AC of 16 or higher with this weapon, you gain a +2 to hit. What creatures count for this bonus is ultimately up to DM discretion.

### ARROW/BOLT, BARBED

*Ammunition, 1gp*

This piece of ammunition causes bleeding wounds. A creature hit with a barbed arrow or bolt takes 1 point of piercing damage per piece of ammunition at the beginning of its turn until it uses its action to pull the arrow or bolt free, or until it succeeds on a DC 15 Constitution Saving Throw, which they may make at the end of each of their turns. If the creature succeeds on the saving throw, all barbed ammunition currently in the creature are destroyed, and they are immune to this effect for 10 minutes. Once pulled free of the wound, the ammunition is destroyed.

### ARROW/BOLT, SMOLDERING

*Ammunition, 10gp*

This piece of ammunition has a hollow point containing alchemist's fire and a simple ignition mechanism. When you hit a creature with a smoldering arrow or bolt, it explodes into an inferno. In addition to doing normal damage to the target, all creatures in a 5-foot radius must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity Modifier), or take 1 damage die lower than the weapon's (so 1d6 for a longbow, etc.) fire damage, or half as much on a successful save.

### ARROW/BOLT, SMOKING

*Ammunition, 5gp*

This piece of ammunition lets out a blast of smoke on contact. In addition to doing normal damage, a 20-foot radius sphere centered on the creature or point you hit is heavily obscured until the end of your next turn. Once ignited, the ammunition is destroyed.