

# Expanded Weapons & Armor

HOMEBREW

Expanded and revamped equipment for the world's best roleplaying game



Armor	Cost	Armor Class (AC)	Strength	Stealth	Damage	Properties	Weight
<b>No Armor</b>							
Base Armor Class	10 + Dex modifier						
Barbarian	10 + Dex modifier + Con modifier						
Monk	10 + Dex modifier + Wis modifier						
Spiked Clothing	20 gp	--	--	--	1d4 piercing	--	3 lb.
<b>Light Armor</b>							
Padded	5 gp	11 + Dex modifier	--	Disadvantage	--	--	8 lb.
Leather	10 gp	11 + Dex modifier	--	--	--	--	10 lb.
Studded Leather	45 gp	12 + Dex modifier	--	--	--	--	13 lb.
Brigandine	1500 gp	13 + Dex modifier	--	--	--	--	15 lb.
Light Spiked	2000 gp	14 + Dex modifier	Str 11	--	1d6 piercing	--	18 lb.
Light Carapace	10000 gp	15 + Dex modifier	Str 11	--	--	--	20 lb.
<b>Medium Armor</b>							
Hide	10 gp	12 + Dex modifier (max 2)	--	--	--	--	12 lb.
Chain shirt	50 gp	13 + Dex modifier (max 2)	--	--	--	--	20 lb.
Scale mail	50 gp	14 + Dex modifier (max 2)	--	Disadvantage	--	--	45 lb.
Breastplate	400 gp	14 + Dex modifier (max 2)	--	--	--	--	20 lb.
Half plate	750 gp	15 + Dex modifier (max 2)	--	Disadvantage	--	--	40 lb.
Laminar plate	1500 gp	15 + Dex modifier (max 2)	--	--	--	--	35 lb.
Medium Spiked	4000 gp	16 + Dex modifier (max 2)	Str 13	Disadvantage	1d8 piercing	--	45 lb.
Medium Carapace	15000 gp	17 + Dex modifier (max 2)	Str 13	Disadvantage	--	--	50 lb.
<b>Heavy Armor</b>							
Ring Mail	30 gp	14	--	Disadvantage	--	--	40 lb.
Chain mail	50 gp	16	Str 13	Disadvantage	--	--	55 lb.
Splint	200 gp	17	Str 15	Disadvantage	--	--	60 lb.
Plate	1500 gp	18	Str 15	Disadvantage	--	--	65 lb.
Lamellar plate	2000 gp	18	Str 15	--	--	--	60 lb.
Heavy Spiked	6000 gp	19	Str 17	Disadvantage	1d10 piercing	Heavy	70 lb.
Heavy Carapace	20000 gp	20	Str 17	Disadvantage	--	--	75 lb.
<b>Shields</b>							
Buckler	5 gp	+1	--	--	1d4 bludgeon	Deflect	2 lb.
Round	10 gp	+2	--	--	1d6 bludgeon	--	6 lb.
Tower	1500 gp	+3	Str 17	--	1d8 bludgeon	Heavy	45 lb.

## Revised & New Spells (optional)

**Description:** For the duration of the spell, the base armor class of a willing creature of your choice within range who isn't wearing armor becomes  $10 + \text{its Dexterity modifier} + \text{your spellcasting modifier}$ , if it isn't higher already. The spell ends if the target dons armor or if you dismiss the spell as an action.

Name	Class	Spell Level	School	Time	Duration	Range	Components
Barkskin	Druid, Ranger	2	Transmutation	1 action	8 hours	Self	V, S, M (a handful of oak bark)
Inspiring Visage*	Bard, Paladin	3	Enchantment	1 action	8 hours	Self (10-foot-radius)	V, S, M (a feather of a griffon)
Mage Armor	Sorcerer, Wizard	1	Abjuration	1 action	8 hours	Touch	V, S, M (a piece of cured leather)
Otherworldy Favor*	Cleric, Warlock	2	Divination	1 action	8 hours	30 feet	V, S, M (a shard of stained glass)

## Armor Properties

The armor table shows the cost, weight, and other properties of the common types of armor worn in the worlds of D&D.

**Adamantine.** An adamantine suit of armor is reinforced with adamantine, one of the hardest substances in existence. The adamantine version of an armor costs 10000 gp more than the normal version. While you're wearing it, any critical hit against you becomes a normal hit.

**Armor Class (AC).** Armor protects its wearer from attacks. The armor (and shield) you wear determines your base Armor Class.

**Armor Proficiency.** If you wear armor that you lack proficiency with, you have disadvantage on any ability check, saving throw, or attack roll that involves Strength or Dexterity, and you can't cast spells. You cannot be disarmed of your armor.

**Damage.** A creature wearing spiked armor of any variant or wielding a shield can use a bonus action to make one melee weapon attack with the armor spikes or shield at a target within 5 feet of it, and at the start of each of their turns, they can deal damage while wearing spiked armor to one creature grappled by them with the armor spikes. The damage equals the damage die in the damage column, and you use your Strength modifier for the attack and damage rolls.

**Mithril.** Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. The mithral version of an armor costs 1000 gp more than the normal version. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

**Shields.** A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by the amount stated in the armor class column. You can only gain the armor class increase from one shield at a time. If your character starts with a shield, that shield is a round shield.

**Stealth.** If the Armor table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

**Strength.** Armor can interfere with the wearer's ability to move quickly, stealthily, and freely. If the strength score is less than the score in the Strength column for an armor type, the armor reduces the wearer's speed by 10 feet unless the wearer has a Strength score equal to or higher than the listed score.

**Battlerager.** The battlerager barbarian can use all spiked armor variants for its class features, and can rage while wearing heavy armor, ignoring the restriction. The damage for all of its subclass features is reflected in the damage column of the respective armor types, replacing the damage the features normally deal.

### Simple Melee Weapons

Name	Cost	Damage	Weight	Properties
Arming sword	1 gp	1d6 slashing	3 lb.	Flexible (1d4), light
Brass knuckles	5 gp	1d4 bludgeoning	1 lb.	Glove, light, nimble
Club	1 sp	1d4 bludgeoning	2 lb.	Brawler, light, versatile (1d6)
Dagger	2 gp	1d4 piercing	1 lb.	Execute, finesse, light, thrown (range 20/60)
Greatclub	2 sp	2d4 bludgeoning	10 lb.	Brawler, heavy, two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, nimble, thrown (range 20/60)
Hidden knife	25 gp	1d4 piercing	1 lb.	Execute, finesse, glove, hidden, light
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120), versatile (1d8)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Bludgeon, light, thrown (20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	Demolish, versatile (1d8)
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Agile, versatile (1d8)
Scythe	5 gp	2d4 slashing	5 lb.	Heavy, reach, two-handed
Sickle	1 gp	1d4 slashing	2 lb.	Disarm, light, finesse
Shortspear	1 gp	1d6 piercing	3 lb.	Finesse, thrown (range 20/60), versatile (1d8)
Unarmed Strike	---	1d1 bludgeoning	---	Light, nimble

## Martial Melee Weapons

Name	Cost	Damage	Weight	Properties
Bastard sword	30 gp	1d10 slashing	6 lb.	Heavy, variable, versatile (1d12)
Battleaxe	10 gp	1d8 slashing	4 lb.	Lacerate, versatile (1d10)
Broadsword	30 gp	2d4 slashing	4 lb.	Defensive, flexible (1d4)
Chain sickle	5 gp	1d6 slashing	4 lb.	Finesse, flexible (1d6), reach, two-handed, variable
Chain club	5 gp	1d6 bludgeoning	4 lb.	Bludgeon, finesse, flexible (1d6), two-handed
Cutlass	25 gp	1d8 slashing	2 lb.	Finesse, swift
Double-bladed scimitar	100 gp	2d4 slashing	6 lb.	Deflect, finesse, flexible (1d4), two-handed
Double-headed axe	100 gp	1d6 slashing	10 lb.	Flexible (1d6), heavy, lacerate, two-handed
Double-headed hammer	100 gp	1d6 bludgeoning	10 lb.	Bludgeon, flexible (1d6), heavy, two-handed
Double-headed spear	100 gp	1d6 piercing	6 lb.	Finesse, flexible (1d6), reach, two-handed
Estoc	25 gp	1d8 piercing	2 lb.	Finesse, penetrate
Flail	10 gp	1d8 bludgeoning	2 lb.	Bypass, versatile (1d10)
Gauntlet, clawed	5 gp	1d6 slashing	2 lb.	Finesse, glove, lacerate, light
Gauntlet, spiked	5 gp	1d6 piercing	1 lb.	Finesse, glove, light, penetrate
Gauntlet, weighted	5 gp	1d6 bludgeoning	2 lb.	Finesse, bludgeon, glove, light
Glaive	20 gp	1d10 slashing	6 lb.	Finesse, heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, momentum (2d12), two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, momentum (3d6), two-handed
Greatscythe	40 gp	3d4 slashing	10 lb.	Heavy, reach, two-handed
Halberd	20 gp	2d6 slashing	6 lb.	Heavy, reach, two-handed, variable
Harpoon	1 gp	1d6 piercing	3 lb.	Liquidate, special, thrown (range 15/30)
Hidden blade	25 gp	1d6 piercing	2 lb.	Execute, finesse, hidden, light
Katana	25 gp	1d8 slashing	3 lb.	Deflect, finesse, versatile (1d10)
Khopesh	25 gp	1d6 slashing	3 lb.	Disarm, finesse, light
Lance	20 gp	1d8 piercing	6 lb.	Mount, reach
Longspear	25 gp	1d8 piercing	9 lb.	Heavy, reach, thrown (range 20/60), versatile (1d10)
Longsword	15 gp	1d8 slashing	3 lb.	Flexible (1d4), versatile (1d10)
Maul	10 gp	1d12 bludgeoning	10 lb.	Bludgeon, heavy, momentum (2d12), two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	Penetrate, versatile (1d10)
Parrying dagger	15 gp	1d4 piercing	1 lb.	Disarm, finesse, light, parry
Pike	5 gp	1d10 piercing	18 lb.	Heavy, momentum (2d10), reach, two-handed
Polehammer	5 gp	2d6 bludgeoning	18 lb.	Bludgeon, heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Defensive, finesse
Riding hammer	20 gp	1d8 bludgeoning	5 lb.	Mount, versatile (1d10)
Saber	50 gp	1d8 slashing	4 lb.	Finesse, mount
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light, nimble
Shortsword	10 gp	1d6 piercing	2 lb.	Adaptable, finesse, light
Splitstaff	25 gp	1d8 bludgeoning	8 lb.	Agile, heavy, reach, versatile (1d10)
Trident	5 gp	1d8 piercing	4 lb.	Liquidate, thrown (range 20/60), versatile (1d10)
War pick	5 gp	1d8 piercing	2 lb.	Demolish, versatile (1d10)
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Bludgeon, versatile (1d10)
Warclub	15 gp	3d4 bludgeoning	15 lb.	Brawler, heavy, two-handed
Whip	2 gp	1d4 piercing	3 lb.	Disarm, finesse, light, reach
Whipblade	25 gp	1d4 slashing	3 lb.	Drag, finesse, light, thrown (range 20/60), special

## Simple Ranged Weapons

Name	Cost	Damage	Weight	Properties
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	---	Ammunition (range 30/120)
Throwing knife	5 gp	1d6 piercing	1 lb.	Finesse, thrown (range 20/60)
Throwing star	5 sp	1d4 slashing	1/2 lb.	Finesse, thrown (range 30/120)

## Martial Ranged Weapons

Name	Cost	Damage	Weight	Properties
Blowgun	10 gp	1d1 piercing	1 lb.	Ammunition (range 25/100), covert, loading
Bowblade	50 gp	1d6 piercing	4 lb.	Ammunition (range 80/320), finesse, special, two-handed
Composite bow	50 gp	1d8 piercing	2 lb.	Ammunition (range 100/400), finesse, heavy, two-handed
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Crossbow, repeater	150 gp	1d6 piercing	7 lb.	Ammunition (range 50/200), repeater, two-handed
Greatbow	65 gp	1d10 piercing	5 lb.	Ammunition (range 200/800), bulky, cumbersome, heavy, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	25 gp	---	25 lb.	Special, thrown (range 5/20)
Wristbow	100 gp	1d4 piercing	3 lb.	Ammunition (range 30/120), glove, hidden, light, loading

## Advanced Melee Weapons

Name	Cost	Damage	Weight	Properties
Quadflail	500 gp	1d4 bludgeoning	8 lb.	Bypass, heavy, special, unwieldy
Ranseur	500 gp	3d6 piercing	20 lb.	Brutal, drag, heavy, reach, two-handed, variable
Ultragreatsword	500 gp	3d8 slashing	50 lb.	Brutal, momentum (4d8), heavy, two-handed, unwieldy
Warscythe	500 gp	4d4 slashing	15 lb.	Brutal, finesse, heavy, reach, two-handed

## Advanced Ranged Weapons (Firearms)

Name	Cost	Damage	Weight	Properties
Blackpowder grenade	125 gp	4d6 fire	1 lb.	Blackpowder, finesse, thrown (range 20/60), scatter (square 15)
Blackpowder pistol	250 gp	2d4 piercing	4 lb.	Ammunition (range 25/100), blackpowder, loading, light
Blackpowder repeater rifle	500 gp	2d4 piercing	8 lb.	Ammunition (range 50/200), blackpowder, repeater, two-handed
Blackpowder rifle	500 gp	2d6 piercing	10 lb.	Ammunition (range 100/400), blackpowder, loading, two-handed
Blunderbuss	750 gp	2d6 piercing	10 lb.	Ammunition (range 20/30), blackpowder, cumbersome, loading, scatter (in line 10), two-handed
Flame bellows	750 gp	2d6 fire	11 lb.	Ammunition (range 15), cumbersome, loading, scatter (cone 15), two-handed
Frost bellows	750 gp	2d6 cold	11 lb.	Ammunition (range 15), cumbersome, loading, scatter (cone 15), two-handed
Storm bellows	750 gp	2d6 lightning	11 lb.	Ammunition (range 15), cumbersome, loading, scatter (cone 15), two-handed

## Ammunition

Name	Cost	Damage	Weight	Properties
Arrows (20)	1 gp	---	1 lb.	---
Blowgun needles (50)	1 gp	---	1 lb.	---
Crossbow bolts (20)	1 gp	---	1.5 lb.	---
Sling bullets (20)	4 cp	---	1.5 lb.	---
Paper Cartridge Bullets (20)	3 gp	---	2 lb.	---
Bellows Canister (20)	5 gp	---	4 lb.	---

## Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin. Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the DM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals **1d4 damage** (the DM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

## Special Weapons

Weapons with special rules are described here.

**Bowblade.** The bowblade can be transformed into a scimitar or back again as a bonus action.

**Harpoon.** When you score a hit with a thrown ranged attack with the Harpoon against a Huge creature or smaller, the target cannot move further than 30 feet away from you as long as you hold the rope or tie it to an immovable object. They can free themselves with a successful DC 15 Strength (Athletics) check to rip the rope or use their action to pull out the harpoon, dealing 1d6 piercing damage to themselves unless they succeed on a DC 15 Wisdom (Medicine) check to pull it out safely.

**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 creatures that are Huge or larger. A creature can use its action to make a DC 15 Strength (Athletics) check, freeing itself or another creature within its reach on a success. Dealing 20 slashing damage to the net (AC 20) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, bonus action, or reaction to attack with a net, you can make only one attack with the net regardless of the number of attacks you can normally make.

**Quadflail.** When you hit an attack with this flail, roll a d4. The number rolled determines how many heads will hit the target. You roll the damage die and add your ability modifier as well as any other modifiers a number of times equal to the number rolled on the d4.

**Whipblade.** When you make a thrown ranged attack with the Whipblade, the blade gets pulled back into your hand as part of the attack.

## Uncommon Weapons

**Adamantine.** An adamantine weapon or piece of ammunition overcomes resistance and immunity to nonmagical bludgeoning, piercing or slashing damage that isn't adamantine. Any hit made with an adamantine weapon against an object is a critical hit, and adamantine armor is treated as normal armor. The adamantine version of a melee weapon or of ten pieces of ammunition costs **500 gp** more than the normal version, whether the weapon or ammunition is made of the metal or coated with it.

**Advanced.** Advanced weapons are difficult to master, and as a result require more specialised training than even martial weapons. Characters gain proficiency in Advanced Weapons when they have proficiency in all Martial Weapons. If a character gains proficiency in Martial Weapons at a later level, then they also gain proficiency in Advanced Weapons. If you gain the *Weapon Master* feat, you can also choose an advanced weapon as one of the weapon proficiencies you gain.

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**Firearms.** In some worlds, firearms are common and widespread among those unaffine to magic. As an optional rule, they cost 1/100th of their cost in their respective table and deal an additional damage die instead of adding your ability modifier to the damage rolls. If you gain the *Gunner* feat, you also gain proficiency in the advanced ranged weapons, and when you use the Attack action and attack with a one-handed weapon with this feat, you can use a bonus action to attack with a blackpowder pistol you are holding.

**Silver.** A silvered weapon or piece of ammunition overcomes resistance and immunity to nonmagical bludgeoning, piercing or slashing damage that isn't silvered. The silver version of a melee weapon or of ten pieces of ammunition costs **100 gp** more than the normal version, whether the weapon or ammunition is made of the metal or coated with it.

## Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons tables.

**Armor Piercing (E).** You have advantage on attack rolls with an Armor Piercing weapon or ammunition when attacking a creature that has an AC of 20 or higher.

**Blessed (E).** When a creature is hit with a Blessed weapon or ammunition, the target cannot take reactions until the end of their next turn.

**Blinding (E).** When a creature is hit with a Blinding weapon or ammunition, the target is affected by the blinded condition until the end of their next turn.

**Disabling (E).** When a creature is hit with a Disabling weapon or ammunition, the target's speed is reduced by 10 feet until the end of their next turn.

**Distracting (E).** When a creature is hit with a Distracting weapon or ammunition, the next saving throw the target makes before the end of the wielder's next turn is made with disadvantage.

**Elemental (E).** When you hit a creature with an Elemental weapon or ammunition, the target takes an additional 2d4 of one of the following damage types (chosen when gaining this property): acid, cold, fire, lightning, poison or thunder.

**Exotic (E).** When you hit a creature with an Exotic weapon or ammunition, the target takes an additional 1d8 of one of the following damage types (chosen when gaining this property): force, necrotic, psychic, or radiant.

**Glowing (E).** As a bonus action on your turn, you can have your Glowing weapon or ammunition shed bright light in a 30 foot radius, and dim light for an additional 30 feet. You can deactivate this effect with another bonus action on your turn.

**Slaying (E).** When you hit a creature with an Slaying weapon or ammunition, the target takes an additional 2d6 damage if it is of one of the following creature types (chosen when gaining this property): aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead or two distinct humanoid races (such as gnolls and orcs).

**Switching (E).** When you hit a creature with an Switching weapon or ammunition, you can use a bonus action immediately afterwards to switch places with the target.

**Adaptable.** When you make an opportunity attack with this weapon, you have advantage on the attack roll.

**Agile.** When making an attack with an agile weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls when you wield the weapon in two hands. You must use the same modifier for both rolls.

**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. If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon. A sling must be loaded to deal any damage when used this way.

**Blackpowder.** When fired, Blackpowder weapons emit a deafening crack audible 300 feet away. If a Blackpowder weapon is exposed to heavy rain, submerged, or drenched in water by a similar means, then it cannot fire. A character cannot use this weapon again until they complete a short rest in dry conditions. Blackpowder bullets and grenades are destroyed after being used.

**Bludgeon.** If you make an attack with this weapon and score a critical hit against a creature wearing armor, you can roll one additional damage die when determining the extra damage it takes.

**Brawler.** If you attack with this weapon as part of the attack action on your turn, you can use a bonus action immediately after to shove or grapple your opponent.

**Brutal.** When you score a critical hit against a creature with a Brutal weapon, you can add an additional weapon damage die to the damage dealt.

**Bulky.** When using this weapon to attack a target within 10 feet, you have disadvantage on the attack roll.

**Bypass.** When you attack a creature wielding a shield with a bypassing weapon, you can ignore the bonus to its AC from its shield.

**Covert.** If you are hidden, a missed attack with a covert weapon does not reveal you.

**Cumbersome.** When making an attack with a cumbersome weapon, you must use your Strength modifier for both the attack and damage rolls.

**Defensive.** While you are wielding a defensive weapon and no tower shield, you gain a +1 bonus to your AC. You can add this bonus only once.

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**Disarm.** You can use the Attack action to make a special melee attack with a disarm weapon, a disarming attack. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. The target of your disarming attack must be no larger than one size larger than you and must be within range if your weapon.

Make an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, the attack causes no damage or other ill effect, but its weapon lands in an unoccupied square within 10 feet of it. You have disadvantage on the attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than you, or disadvantage if it is smaller.

**Drag.** You can use the attack action to make a special melee or ranged attack with a dragging weapon, a dragging attack. If you're able to make multiple attacks with the Attack action, this attack replaces one of them. The target of your dragging attack must be no larger than one size larger than you and must be within range of your weapon. Make an attack roll contested by the target's Strength (Athletics) check or Dexterity (Acrobatics) check. If you win the contest, the attack causes no damage or other ill effect, but the target gets pulled up to 10 feet in a direction of your choice.

**Execute.** If you make an attack with an executing weapon and score a hit against an incapacitated, paralyzed, restrained, surprised or unconscious creature, you can roll one additional damage die when determining the damage it takes.

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

**Flexible.** When you take the Attack action and attack with a flexible weapon, you can use a bonus action to make another attack, dealing bludgeoning, piercing or slashing damage (your choice) equal to the value in parentheses, on the property description.

**Glove.** A glove weapon is worn on your hand or forearm, and you cannot be disarmed of it. You can hold objects, wield weapons, and cast spells with a hand fitted with a glove weapon, but you can only attack with the glove weapon if that hand is unoccupied. It takes an action to don or doff a glove weapon.

**Heavy.** Small or Tiny creatures have disadvantage on attack rolls with heavy weapons. Small and Tiny creatures may craft versions of these weapons that are more suited to them, with the size of all damage dice reduced by one die size (3d4/2d6/1d12 -> 1d10 -> 2d4/1d8 -> 1d6 -> 1d4 -> 1d1).

**Hidden.** Your weapon is hidden inside a boot, gauntlet, sleeve, staff, hat, cane or another possible location on your person and can be pulled out, ejected via a mechanism or reinserted as a bonus action. The weapon remains hidden unless a creature succeeds on a DC 20 Intelligence (investigation) check to search you.

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**Scatter.** When you take the attack action and successfully hit a creature with a scattering weapon, measure the weapon's Scatter range from the square (or point of impact) that the target you hit occupies. All creatures other than the original target that fall within the weapon's scatter range must make a Dexterity saving throw against your Scatter DC. Upon a failed save, they take damage equal to 2d6 of the same type as the weapon that you hit with.

A weapon's Scatter range and shape are mentioned in its statistics. For example, a Flame Bellows has a range of 15 feet and a Scatter range of 15 feet. This means the weapon can hit a target within 15 feet, and upon a hit, a 15-foot cone extending beyond the target will determine those hit by the Scatter effect, up to a total distance of 30 feet.

**Scatter Save DC** = 8 + your proficiency bonus + the ability score modifier that you use to determine damage for this weapon.

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

**Swift.** When you miss an attack with a swift weapon, you gain advantage on the next attack roll you make with that weapon against the same target.

**Thrown.** If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon.

For example, if you throw a hand axe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

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

**Unwieldy.** Due to being incredibly oversized, having an awkward shape, or any other number of ergonomic problems, swinging or firing this weapon is an incredible commitment. You cannot attack more than once in a single turn with this weapon, regardless of how many attacks you could normally make, unless your strength score equals 24 or higher.

**Variable.** A variable weapon is multifaceted and lets you use any part of it effectively to deal damage.

You can switch the damage type of the a variable weapon to bludgeoning, piercing or slashing damage (your choice) any time you attack with a variable weapon.

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

# Expanded Weapons & Armor

I started this project to expand on the 5e weapons & armor available in the Player's Handbook, as I found them too one-dimensional or stymied in progress in many cases, and the choice you made at character creation was often a given, if you didn't just flat-out ignore the mechanics for flavor, so this is supposed to help solve that problem without going too much into the level of depth that was normal in earlier editions while expanding on what already is there. The additional armors are also supposed to continue progress at higher levels, so that you still have something to work towards.

Thank you all once again for your input, and the time you took to analyse my homebrew, I appreciate it more than I can bring across in this comment. Feel free to use what you like, and leave out what you don't. I also don't mind if you want to use any of this in your own homebrew revamps. Enjoy the **Expanded Weapons & Armor [5E]!**

