

# THE WARRIOR'S CODEX REFORGED



**HOMEBREW**

Everything 5e martials should have had from the start.

# INTRODUCTION

his document is the end result of more than two years of work, with the goal of improving martial characters in D&D 5e. While it might seem otherwise since I focus on mechanics, I believe any character can be fun to play with great characterization. But I also believe that a character's numerical competence is equally vital. D&D crashes make-believe and a skirmish wargame together, and both parts are necessary for a fun experience.

Unfortunately, I and many others have found that martial characters are not as fun to play. While they have more health, deal consistent damage, and have fewer resources to track, they have meager options on the battlefield, and can't compete when they try to affect the world outside combat. In character-building they have a similar dearth of effective options. Many subclasses are mediocre, and others are just plain *bad*. In *The Warrior's Codex Reforged*, I've attempted to rectify that. Instead of a full system overhaul or mass rewrites of class features, I addressed three glaring weaknesses:

**1. Fewer combat options.** Every weapon felt the same. Now each one has a unique combination of properties that creates its own niche. Weapon-switching to better meet the enemy becomes commonplace and adds a new level of strategy. 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 and artificers among the latter, 5e has 6 martial classes and 7 spellcaster classes. There are 47 published caster subclasses, and 38 official martial ones. Worse, many martial subclasses—such as Arcane Archer, Path of the Totem Warrior, and paladin, monk, and ranger—explicitly and inherently use magic.

**3. Fewer viable options.** Many warrior archetypes are much, much weaker than their magical brethren, to the point that players entirely unconcerned with whiteroom theorycrafting take notice during play. The problem appears not only in abstraction, but in regular games. This document contains several attempts to rework egregious examples (though it avoids the ranger, which wiser brewers have already addressed). When accompanied by new subclasses, these reworks create a flood of new and exciting choices.

That said, I have nothing against mages or their players. 5e has addressed the divide between martial and caster marvelously and the gap is as small as it has ever been—but it could be smaller. To shrink it more, I haven't made casters worse, but martials better. A rising tide lifts all boats. Rules on weapons, item creation, and even a few new subclasses for non-martial classes will delight players who favor magic.

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

But I believe the latter two add *too* much complexity. They are fantastic, well-researched works, to a fault. Too many options slows play and confuses players.

This document—I hope—reaches a middle ground with its expanded *Weapons Remastered* to create more options without overwhelming players. It doesn't rewrite core aspects of the system, and doesn't rely on gear and gear alone to bridge the gap. Ultimately, experiment, and see what works best for your table.

## TABLE OF CONTENTS

<b>INTRODUCTION</b>	2
Using This Book	3
<b>WARRIOR RACES</b>	5
<b>SUBCLASSES</b>	10
Barbarian	11
Bard	19
Cleric	21
Druid	22
Fighter	23
Monk	43
Paladin	46
Rogue	49
Sorcerer	53
Wizard	54
<b>WEAPONS</b>	56
Weapon Properties	58
Simple Weapons	60
Martial Weapons	61
Shields	62
Ammunition	62
Exotic Weapons	62
Special Weapon Properties	63
Armor	64
Siege Engines	65
Weapon Customization	67
Alternative Weapons	72
<b>NEW RULES</b>	73
Proficiency Changes	74
Class Feature Changes	75
Feat Changes	77
Rule Changes	78
<b>NEW ITEMS</b>	80
Crafting	81
Offensive Gear	83
Bombs and Grenades	84
Oils	87
Scrolls	88
Herbal Mixtures	88
Poisons	89
<b>NEW MONSTERS</b>	96
<b>APPENDICES</b>	107
WCX Cheat Sheet	108
Weapon Profiles	109
Generating Magical Weapons	120
Credits	125

# USING THIS BOOK

*The Warrior's Codex* is a massive project, and from the beginning it can be difficult to decide where to begin! The answer is anywhere that you choose. The Codex isn't one package, and you are free to pick and choose the parts you like and leave the rest behind. Read through this homebrew with your group and pick out the parts you like!

## MUST-READS

Everyone should read the Introduction and Using This Book sections, to better understand *The Warrior's Codex*'s goals and how it affects the game.

If you play a race or subclass changed by **Part I: Warrior Races** and **Part II: Subclasses**, read the relevant sections. You can also read those sections when interested in creating a new character.

All table members should read **Part III: New Weapons** in its entirety, to make sure they understand the meat of this book and the new functions of their weapons and armor, and the new options they have in combat.

The same applies to **Part IV: New Rules**, to make sure no one is blindsided by any changes, and understands any other options they might have to further customize their character. Some players might even see an unexpected buff.

**Part V: Items** is helpful for creative combatants and players who like to craft items and use them in combat, but is not required reading.

**Part VI: New Monsters** exists for the DM, who has the chance to add new armies for mid- and high-level players to face singlehandedly. They also provide a quick way to handle combat between large groups, and act as an example for wording when a monster carries a weapon with WCX properties.

**Part VII: Appendices** should be read by everyone. The cheat sheet is an invaluable quick reference, and the profiles contain examples of each weapon and a brief explanation of its use, history, and other trivia.

## CONVERTING TO WCX

Unfortunately, most campaigns won't begin with the Codex in place, and have to switch mid-game. This section contains the most important changes from RAW. A full list of changes can be found [here](#). Remember that your group can adopt as much or as little of this book as you want, and most parts work independently of one another. Choose the parts you like, and feel free to ignore the rest. With the exception of the Way of the Raptor and the Path of the Bonebreaker, every subclass in this book can be used without the other content introduced in *The Warrior's Codex*.

## SUBCLASSES

Subclasses are the easiest place to begin converting, as each only affects one character. When your group decides to use this book and one character uses a subclass listed on the left column of the table, replace all of that character's subclass features with those of the archetype listed on the right.

Note that the Cavalier is divided into two separate subclasses. If your Cavalier player uses the Martial Archetype for its powerful defense abilities, convert the character to a Bastion. If the player plays the archetype as a heavy cavalry archetype, use Cataphract instead.

Published Subclass	WCX Subclass
<b>Barbarian</b>	
Battlerager <sup>SCAG</sup>	Bonebreaker
Berserker	Berserker
Storm Herald <sup>XGE</sup>	Cataclysm
<b>Fighter</b>	
Arcane Archer <sup>XGE</sup>	Spellslinger
Banneret/PDK <sup>SCAG</sup>	Bannerlord
Cavalier <sup>XGE*</sup>	Bastion
Cavalier <sup>XGE*</sup>	Cataphract
Champion	Exemplar
Eldritch Knight	Mage Knight
Sharpshooter <sup>UA</sup>	Marksman
<b>Rogue</b>	
Assassin/Mastermind	Infiltrator

## WEAPONS

After the subclasses come weapons, armor, and other gear. Fortunately, most weapons share the same names as their PHB versions, and can be converted to the new mechanics with ease—just add their properties. Some weapons could be converted into multiple options depending on how you use them, and a select few change the name of a weapon and assign that same name to a new one. Watch out for those. Use this subsection to determine which gear to convert to from the old PHB versions.

PHB Weapon	Converted WCX Weapon
Spear	Shortspear if proficient in simple weaps.
Spear	Javelin if above, but thrown
Spear	Spear if proficient in martial weaps.
Spear	Harpoon if above, but thrown
Longsword	Bastard sword if used for versatile
Longsword	Arming sword if one-handed
Shortsword	Shortsword if used for light
Shortsword	Arming sword
Rapier	Rapier/sabre/estoc
Longbow	Recurve bow
Shield	Shield
Arrow	Field arrow
Crossbow bolt	Quarrel

## A NOTE ABOUT FEATS:

Many of the weapons and properties included in this book give weaker versions of abilities previously granted by feats (such as parries, unarmed strikes, and power-attacks) to all characters that wield appropriate weapon. If a feat's big draw becomes less valuable as a result of using this document, allow the player to change the feat for another, or an ASI.

## SPECIAL CASES

A *spear* converts to a *shortspear* if the user is proficient in simple weapons but not martial ones, or a *javelin* if it was used primarily as a thrown weapon.

If the character is proficient in martial weapons, instead change it to a *spear*, or a *harpoon* if it was used for throwing. It is not recommended to convert an existing weapon to a *boar spear*.

If a *longsword* is used for its *versatile* property, it becomes a *bastard sword*. If one-handed, it is an *arming sword*.

A *shortsword* remains a *shortsword* but might become an *arming sword* at your discretion.

Depending on the fencing style of the user, a *rapier* becomes a *rapier*, a *sabre*, or an *estoc*.

Perhaps confusingly, the old *longbow* becomes a *recurve bow*, and the new *longbow* a weapon all its own. The recurve bow is more typical of fantasy and popular bows, while the longbow is the titanic artillery piece employed by medieval English infantry. This includes all mentions of longbows, including in enemy statblocks or racial and class features.

All *shields* remain typical shields granting +2 AC instead of any of the other more unique shields, but choose whether an individual shield has a *strap* or *handle* grip during the conversion process.

All *arrows* become *field arrows*, and all *crossbow bolts* become *quarrels*. Projectiles with more variety can be purchased from this point on from any crafter.

If a character uses a *trident*, *whip*, or *net*, use that weapon as their one free exotic weapon proficiency (explained in more detail in Part IV: New Rules).

While exotic weapons are listed as a separate category for the purposes of class and subclass proficiencies, any feature that requires any simple or martial weapon to use can also use an exotic weapon.

## ARMOR

While armor's mechanics are unchanged, many names have shifted places on the table, which may confuse longtime players. Use the table below, or choose the armor with the same AC as the old that is closest in price.

PHB Armor	Converted WCX Armor
Padded	Leather
Leather	Leather
Studded leather	Gambeson
Hide	Hide
Chain shirt	Breastplate
Scale mail	Brigandine
Breastplate	Cuirass
Half plate	Half-plate
Ring mail	Scale
Chain mail	Hauberk
Splint	Splint
Plate	Full plate

The old *padded armor* no longer exists. It is identical in appearance to the *gambeson*, which was a far superior type of armor compared to *leather*, which remains *leather armor*.

*Studded leather* is replaced by the *gambeson*.

Medium armor, with its new and varied Dexterity caps, can become virtually any kind of medium armor except *cuirass* or *half-plate*. As long as the end result is equal to your current AC, your choice is fine.

*Hide armor* remains hide, and *half plate* is similarly unchanged.

*Breastplates* become *cuirasses*.

*Ring mail* becomes *scale armor*, *chain mail* becomes a *hauberk*, and *splint* and *plate* are unchanged, though both have a lower Strength requirement.

## PROFICIENCIES

While the martial classes gain proficiency in all simple and martial weapons, other classes gain proficiency in an itemized list of weapons. The new weapons are added to those lists, as seen below.

- Bard:** Arming sword, estoc, parrying dagger, sabre, buckler
- Druid:** Blowgun, boar spear, cestus, harpoon, spear
- Monk:** Spear
- Ranger:** Herbalism kit or Woodcarver's tools
- Rogue:** Arming sword, bastard sword, estoc, garotte wire, longsword, parrying dagger, sabre, buckler, medium armor

Barbarians, fighters, paladins, and rangers gain proficiency in one exotic weapon or shield of their choice.

These rules are repeated and detailed in Part IV.

## OTHER RACIAL AND CLASS CHANGES

Part IV of this document lists a variety of adjusted features, traits, and abilities for races, classes, and subclasses. When a feature has the same name as another existing one, remove the existing version entirely and replace it with the WCX feature of the same name.

## OTHER FORMATS

For ease of use, this homebrew can be found in PDF format [here](#) and png format [here](#).

## CONTACTING THE AUTHOR

The best way to reach me with questions or feedback is a Discord message to FungusAmongUs#7561. For a small, pleasant community built discussing and playtesting this content, join the FungalBrewery [Discord server](#).

## AVRAE INTEGRATION

For players and DMs who use Avrae to play using Discord, you can use this [link](#) to import this bestiary, and can find the pack of weapons and armor [here](#).

## UPDATES

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# PART I

Warrior Races



# WARRIOR RACES

This section contains changes to certain races, which all share a certain warlike disposition. Some of them are, as written in official materials, radically different from their mythological or historical basis, and could use a rework to better match "reality." Others are very weak, and could use a boost as other races leave them far behind in power. A few others are new thematic races, added to expand this section and add more options for martial characters.

## CENTAUR

Raucous and passionate as wild stallions, centaurs are creatures with the lower body of a horse and the upper body of a human. Incorrigible nomads, these wanderers put down few roots and possess the wisdom of centuries of experience in the wild. When they pass through, wild celebrations that end with missing food, drink, and citizenry are to be expected.

**Ability Score Increase.** Your Strength score increases by 2, and your Wisdom score increases by 1.

**Age.** Centaurs mature and age at the same rate as humans.

**Alignment.** With a need to travel and their love of festivities, centaurs tend toward chaotic alignment. They are rarely purposely malicious, though the victims of their merrymaking disagree.

**Size.** Centaurs stand between 6 and 7 feet tall, with their equine bodies reaching about 4 feet at the withers. Your size is Medium.

**Speed** Your base walking speed is 40 feet.

**Hybrid Nature.** You have two creature types: humanoid and monstrosity. You can be affected by a game effect if it works on either of your creature types.

**Charge.** If you move at least 30 feet straight toward a target and then hit it with a melee attack on the same turn, you can immediately follow that attack with a bonus action, making one attack against the target with your hooves.

**Hooves.** Your hooves are natural melee weapons, which you can use to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to  $1d4 + \text{your Strength modifier}$ , instead of the bludgeoning damage normal for an unarmed strike.

**Equine Build** You count as one size larger when determining your carrying capacity, the weight you can push or drag, and the creatures that you can grapple or shove. In addition, climbing is especially difficult for you because of your hooves. When you climb, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot. A bipedal creature Medium or smaller size can ride on your back if you allow it. In such a situation, you continue to act independently, not as a controlled mount.

Finally, you are always considered mounted for all features and rules that involve it, such as mounting another creature (which you cannot do) or weapons with the *cavalry* property.

**Wild Life.** You gain proficiency in two of the following: Animal Handling, Medicine, Nature, Performance, Survival, Brewer's supplies, Leatherworker's tools, or Weaver's tools.

**Language.** You can speak, read, and write Common and another language of your choice.

## DRAGONBORN

An ancient race created by dragons in their own image, the poverty of the dragonborn belies their mighty heritage. Scattered to the winds by conquest and diaspora, time and distance have not dulled this proud race's passion. Filled by a boisterous zest for life and a love of riches that matches their draconic ancestors, these vibrantly-colored reptile-men live ostentatious lives in spite of their low work as laborers, mercenaries, and hired muscle.

**Ability Score Increase.** Your Strength score increases by 2.

**Age.** Young dragonborn grow quickly. They walk hours after hatching, attain the size and development of a 10-year-old human child by the age of 3, and reach adulthood by 15. They live to be around 80.

**Alignment.** Impassioned and independent, most dragonborn tend toward chaotic alignment. While their color does not influence their disposition (unlike true dragons), very few dragonborn are neutral; they tend toward extremes of good or evil.

**Size.** Dragonborn are bulky, standing well over 6 feet tall and averaging about 250 lbs. Your size is Medium.

**Draconic Ancestry.** You are descended from a particular breed of dragon. Choose a type of dragon from the Draconic Ancestry table. Your breath weapon, damage resistance, and the color and material of your scales are determined by the dragon type, as shown in the table.

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

**Damage Resistance.** You have resistance to the damage type associated with your draconic ancestry.

**Breath Weapon.** You can use a bonus action to exhale destructive energy, determined by your ancestry. When you use your breath weapon, each creature in the area must make a saving throw. The DC for this saving throw equals  $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$ . A target takes  $2d6$  damage on a failed save, and half as much damage on a successful one. The damage increases to  $3d6$  at 3rd level, and increases by another d6 every other level afterward.

Once you use your breath weapon, you cannot use it again until you complete a long rest.

You can also manifest tiny wisps of your breath weapon without expending it, or even if you used it already. Dragonborn often use fire or lightning sparks to light fires, cold breath to cool fevers, or acid to melt tiny pits in surfaces.

**Languages.** You can speak, read, and write Common and Draconic.

**Subrace.** As dragonborn grow to adulthood, they begin to exemplify one aspect of dragonkind, which alters their physical and magical power. These aspects are commonly, but not always, passed from parent to child, and often affect a dragonborn's less tangible talents and personality traits in addition to their physical abilities.

### AVARICE

Dragons' famed lust for gold endures in these dragonborn, who suffer the inescapable allure of treasure.

**Ability Score Increase.** Your Intelligence score increases by 1.



**Hoard-Keeper.** You know the *mending* cantrip. Once you reach 3rd level, you can cast the *alarm* spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *locate object* spell; you must finish a long rest in order to cast the spell again using this trait. Intelligence is your spellcasting ability for these spells.

**Treasure Sense.** You can supernaturally sense gold, gems, and other treasures within 30 feet of you and through most barriers, but your senses are blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. You can use this trait to detect the presence of magical items, but not identify them or their abilities.

### BRUTALITY

Broader and bulkier than their kin, Brutality Aspect Dragonborn embody the physical might of their ancient ancestors, who fought with savage cunning and brutal efficiency.

**Ability Score Increase.** Your Constitution score increases by 1.

**Powerful Build** You count as one size larger when determining your carrying capacity, the weight you can push, drag, or lift, and the creatures that you can grapple or shove.

**Tenfold Shields.** While you aren't wearing armor, your Armor Class equals  $13 + \text{your Dexterity modifier}$ . You can use a shield and still gain this benefit.



**Teeth like Swords.** Your claws and teeth are natural weapons with which you are proficient that deal slashing damage (for claws) or piercing damage (for teeth) equal to  $1d4 + \text{your Strength modifier}$ , instead of the normal bludgeoning damage for an unarmed strike.

You can also use your jaws to grapple a creature without a free hand. When you grapple a creature in this way, it has disadvantage on saving throws against your breath weapon until it is released from your grip.

### MAJESTY

A dragon inspires awe in all who encounter it. The dragonblood that flows through your veins gives you the same commanding presence.

**Ability Score Increase.** Your Charisma score increases by 1.

**Supernatural Awe.** You know the *thaumaturgy* cantrip. Once you reach 3rd level, you can cast the *cause fear* spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *enthral* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

**Voice of the Wyrm.** You can expend your use of your breath weapon to roar, forcing creatures of your choice within 30 feet of you that can hear you to make a Wisdom saving throw ( $DC 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ ). On a failed save, a target is frightened of you for 1 minute. If it takes damage, it can repeat the save, ending the effect on itself on a success.

## MASTERY

With the primordial magic of their ancestors flowing through their veins, Mastery Aspect Dragonborn are natural-born mages with incredible control over their ancestral power.

**Ability Score Increase.** Your Charisma score increases by 1.

**Dragonblood Sorcery.** You know one cantrip determined by your Draconic Ancestry, as listed on the table below. Charisma is your spellcasting ability for this cantrip.

Dragon	Damage Type	Spells
Black	Acid	<i>primal savagery</i> <sup>XGE</sup>
Blue	Lightning	<i>shocking grasp</i>
Brass	Fire	<i>create bonfire</i> <sup>XGE</sup>
Bronze	Lightning	<i>lightning lure</i> <sup>SCAG</sup>
Copper	Acid	<i>acid splash</i>
Gold	Fire	<i>produce flame</i>
Green	Poison	<i>poison spray</i>
Red	Fire	<i>fire bolt</i>
Silver	Cold	<i>frostbite</i> <sup>XGE</sup>
White	Cold	<i>ray of frost</i>

**Elemental Channel.** You can use your finely-tuned magical power to warp the elements. When you deal acid, cold, fire, poison, or lightning damage, you can change that damage to the same type as your Draconic Ancestry.

## HALF-GIANT

Lowest on the Ordning and shunned outside their own kinds, these radically-different groups share common ancestry with true giants and other, smaller races.

**Ability Score Increase.** Your Strength score increases by 2.

**Age.** Half-giants live long lives, but not as long as their true-giant ancestors. They reach adulthood in their 30s and can live as long as 200 years.

**Alignment.** Attuned to nature's impassive rhythms with focus on self-reliance and accountability, half-giants tend to neutrality, and are rarely evil unless otherwise noted.

**Size.** Half-giants stand between 7 and 8 feet tall and weigh between 240 and 300 pounds. Your size is Medium.

**Speed** Your base walking speed is 30 feet.

**Muscle Mass.** You have proficiency in the Athletics skill.

**Powerful Build** You count as one size larger when determining your carrying capacity, the weight you can push, drag, or lift, and the creatures that you can grapple or shove.

**Language.** You speak, read, and write Common and Giant.

**Subrace.** Long lines of ancestry divide the half-giants into distinct clans, detailed below:

### GOLIATH

In the highest mountains live Goliaths, descended from humanoids and stone giants. These folk live peaceful lives but can be brutally dangerous when roused to anger.

**Ability Score Increase.** Your Constitution score increases by 1.

**Mountain Born.** You're acclimated to high altitude, including elevations above 20,000 feet, and naturally adapted to cold climates. You have resistance to cold damage.

**Stone Flesh.** Mineral veins that block incoming damage fill your skin. The first time on a turn that you take nonmagical bludgeoning, piercing, or slashing damage, you reduce that damage by an amount equal to your Constitution modifier (a minimum of 1).

### FIR BOLG

This primordial race has inhabited ancient forests since elder times, competing with fey and humans for territory. Their name means "men of the bag" or "men of the bellows," indicating their ability to swell with spasmodic battle-rage.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Language.** You can speak, read, and write Sylvan.

**Fury of the Ancients.** You can channel your ancestors' battle-rage to force your body to swell with anger. As a bonus action, you cause yourself and everything you are wearing or carrying to increase by one size category (from Medium to Large), and gain 1d4+4 temporary hit points. This transformation and temporary HP last for 1 minute. In this state, your weapon attacks do an additional 1d4 damage.

You can enter this battle-rage a number of times equal to your Strength modifier (a minimum of once), and must complete a long rest before you do so again.

### NEPHILIM

Born of sinful mortals and fallen angels, these antedeluvian warrior-poets ruled the earth before the rise of humanoids. Uncannily beautiful, their haunting battle-hymns echo from the hidden warbands and prehistoric ruins where they linger.

**Alignment.** The vengeful Nephilim conquer and subjugate the races that succeeded them. They are usually evil.

**Ability Score Increase.** Your Charisma score increases by 1.

**Born Crusader.** All Nephilim are fearsome fighters, trained for battle. You gain one fighting style of your choice.

**Language of the Gods.** You can speak, read, and write Celestial. As a bonus action, you can issue inspiring chants or terrible challenges in that mighty tongue. Choose a number of creatures equal to your Charisma modifier (a minimum of 1) within 60 feet that can hear you. A target has advantage or disadvantage (your choice) on the first attack roll or ability check it makes before the start of your next turn.

You can give this oration a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

### OGRILLON

The children of unfortunate unions between ogres and humans, orcs, or large goblinoids, ogrillon are diminished in size, appetite, and stupidity when compared to their purebred ogre kin.

**Alignment.** Selfish, indulgent, and brutish, with attention spans limited to their appetites, ogrillon are outcasts wherever they go. They are usually chaotic, and are very rarely good.

**Ability Score Increase.** Your Constitution score increases by 1.

**Language.** You can speak, read, and write Orcish or Goblin, taught by other monsters or your non-ogre parent.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

**Dense.** You are too dull-witted for magic that twists the senses to affect your mind. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

**Menacing.** You gain proficiency in the Intimidation skill.

## HUMAN

Able to inhabit any environment and conquer any territory, humans have a rich history of cultural variety, adaptability, and sheer endurance. A dwarf or orc has more stamina, but where they recognize a task as impossible, humanity's dogged determination pushes them onward regardless.

**Ability Score Increase.** Each one of your Ability Scores increases by 1.

**Age.** Humans reach adulthood in their late teens and live less than a century.

**Alignment.** Humans tend toward no particular alignment. The best and the worst are found among them.

**Size.** Humans vary widely in height and build, from barely 5 feet to just over 6 feet. Your size is Medium.

**Speed** Your base walking speed is 30 feet.

**Marcher's Endurance.** Primitive humanity hunted by outlasting their prey over slow pursuit, an ability that serves modern humans well on long marches and sleepless nights. You have advantage on saving throws against exhaustion.

**Languages.** You can speak, read, and write Common.

**Subrace.** Humans can inhabit most environments, and gain particular skills from living there. Many humans' origins can be identified at a glance, for human anatomy and physiognomy adapts to its environment over generations with frightening speed.

## FOREST

Surrounded by hostile wilderness, forest humans are a hardy people who eke out a living in fields or build walls to protect against the horrors lurking in the brambles. Others inhabit the depths of the woods, living amongst nature, and rely on its bounty for survival and its chaotic tangles for protection.

**Woodsman.** You gain proficiency in Stealth, the hand axe or arming sword, and Woodcarver's tools.

**Man the Walls.** Forest humans congregate in towns and castles; others use mighty tree trunks for protection. Used to taking shelter in battle, you gain an additional +1 bonus to AC and Dexterity saving throws from half and three-quarters cover.

## DESERT

Congregated around oases and springs, the harsh desert yields to this people a multitude of resources. Famed for their wealth, the centers of trade, learning, and culture built by these far-traveling people shine like diamonds in the sand.

**Traveling Trader.** You gain proficiency in Persuasion, the scimitar or shotel, and Navigator's tools. You also learn one language of your choice.

**Take the Heat.** You're naturally adapted to hot climates, as described in chapter 5 of the *Dungeon Master's Guide*, you have advantage on saving throws against spells and other effects that deal fire damage, and you ignore difficult terrain created by sand.

Finally, a tiny taste of water harmlessly tells you if it is clean and safe to drink—without poison, disease, or contamination.

## STEPPE

Inhabitants of bare, rolling plains, these oft-nomadic humans rely on herds of animals for meat, milk, and material instead of the harsh soil. They are just as capable at training them for war; when united under a common banner, they form an unstoppable force.

**Horselord** You gain proficiency in Animal Handling, the scimitar or recurve bow, and Vehicles (land).

**Nomad** You fight with agility, stamina, and control greater than any other human. Your base walking speed increases by 5 feet, and when mounted you and any creature you ride have advantage on Dexterity checks and saving throws.

## JUNGLE

In the deep, humid woods in the tropical regions, these humans survive against and alongside the most dangerous mundane and magical beasts. Living in groups that range from tribal bands to mighty empires in cities of vine-choked stone, these fierce humans live with a grudging respect for their hostile environment, which leads unwary foreigners to their demise.

**Rainforest Warrior.** You gain proficiency in Perception, the battleaxe or spear, and light armor. You also have a climbing speed equal to your walking speed.

**Eyes in the Gloom.** Unlike most humans, you have excellent night vision. You can see in dim light as though it were bright light, and in darkness your keen senses grant you advantage on Perception checks that rely on hearing or smell.

## ISLANDER

Scattered across the coasts and isolated islands across the world, this resolute group of humans colonizes far-flung and hostile terrain that others dare not seek. They fly in the face of the assumption that humans are terrestrial creatures, and thrive in and around the world's sapphire oceans.

**Fishermen.** You gain proficiency in Survival, the harpoon or trident, and Vehicles (Water). You also gain a swim speed equal to your walking speed.

**Stand in the Surf.** Used to long trips on rough seas, you stand obstinate against the elements. You have advantage on checks and saving throws against weather, spells, and other effects that would knock you prone or move you against your will. You also ignore the effects of heavy precipitation and strong winds, as described in the *Dungeon Master's Guide*.

## TUNDRA

Inhabitants of the highest mountains and the coldest cliffs at the ends of the world, these humans defy the elements simply by existing. With a wasteless lifestyle that borrows from the creatures native to their snowy homes, these humans owe their survival to their tenacity and inventiveness in the face of impossibility.

**Sustenance Hunter.** You gain proficiency in Nature, the boar spear or harpoon, and Leatherworker's Tools.

**Last Through the Winter.** You are more inured to subzero temperatures than most. You are naturally adapted to cold climates, and have advantage on saving throws against spells and other effects that deal cold damage. You also ignore all difficult terrain created by ice, snow, and slush.

# PART II

New Subclasses

## BARBARIAN

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 *Storm Herald*. It gives them greater command over their magic and changes them from the bearers of the storm to walking natural disasters.

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.

The **Path of the Totem Warrior** gains more than a dozen new options with the *Menagerie of Might*, which adds totem powers for the fox, elephant, locust, shark, and more.

### 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 untrammeled 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 wipes 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 make a Wisdom saving throw ( $DC\ 8 + \text{your proficiency bonus} + \text{your Charisma modifier} + \text{your Strength modifier}$ ). 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 hit points while you are raging, you can choose to instead be reduced to 1 hit point. When you do so, you gain temporary hit points equal to twice your Barbarian level that last until the end of your rage. You immediately become frenzied if you aren't already. After that frenzied rage ends, all levels of exhaustion that you have are removed. You can use this feature once per long rest.





## PATH OF THE BONEBREAKER

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

### FLESH AND STEEL

Starting when you take this path at 3rd level, you gain proficiency in spiked armor. Spiked armor is light armor made from plates of leather embedded with spikes that weighs 20 lbs. While you wear it, your AC is  $13 + \text{your Dexterity modifier}$ . While wearing spiked armor, whenever you make a Strength (Athletics) check to avoid, inflict, escape, or maintain a grapple with another creature, or overrun one, you deal  $1d4$  piercing damage to that creature. When another character wears this item, 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 cestus during a short rest.

Finally, 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.

### FURIOUS FISTS

Your unarmed strikes hit harder than any other. Your unarmed strikes deal  $1d6$  bludgeoning damage, and your attacks with a cestus (detailed in part 2) deal  $1d8$  bludgeoning damage. When you attack with a cestus or unarmed strike, you can make an additional attack with that weapon as a bonus action.

### 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 end one of the following conditions on yourself: blinded, charmed, deafened, frightened, poisoned, or restrained. When you end a condition, roll the spent hit die, add your Constitution modifier to it, and regain hit points equal to the total roll.

### THORNS CHARGE

At 10th level, you can barrel through many foes. When you take the Dash action, you can Overrun any number of creatures without expending an action or bonus action, and when you Overrun a creature it takes  $2d4$  bludgeoning damage and is knocked prone. If you are wearing spiked armor, this action deals piercing damage instead.

If the creature that you attempted to overrun succeeds on the check, it takes half as much damage and isn't knocked prone, but you still move through its space.

### RIGHT HOOK

Beginning at 14th level, you can ruthlessly exploit the flaws in your enemies' guard. If you advantage on an attack roll with an unarmed strike or cestus and you hit, you can use the maximum possible result on all of the attack's damage dice instead of rolling.



## PATH OF THE CATACLYSM

All barbarians have powerful rage. The untamed elemental fury of those who follow the Path of the Cataclysm is a more tangible rage than most. Attuned to the greatest extremes and natural disasters, these barbarians train with druids or other wanderers in places where the reaches of civilization end. 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 options listed below. Your aura gains features based on the type you choose, and you can change the power to which you are attuned whenever you gain a level in this class.

When a creature starts its turn within your aura, you can deal magical damage to it equal to half your Barbarian level. Your aura determines the type of damage dealt. When you enter a rage, and as an action while raging, you can send power surging through your aura.

When you do so, creatures of your choice in the area take an amount of damage equal to  $1d6 + \text{your Constitution modifier}$ , of the same type as your aura.

If your aura's effects require a saving throw, the DC equals  $8 + \text{your proficiency bonus} + \text{your Constitution modifier}$ .

**Volcano.** You radiate incredible heat and powerful flames. You deal fire damage and cast bright light within and 15 feet beyond the limits of your aura, and dim light for another 15. When you take damage, you can use your reaction to erupt superheated jets of flame. Creatures of your choice within 5 feet of you take an amount of fire damage equal to your Constitution modifier (a minimum of 1) and are blasted 5 feet away from you.

**Flood.** You are a portal to the crushing ocean depths. Your aura deals bludgeoning damage. Creatures of your choice in your aura jump half as high and far as they could otherwise. For all creatures of your choice without a swim speed, 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. You can use a bonus action to focus the lightning on a creature or object within your aura and blast it in a straight line up 15 feet toward or away from you. If the target is composed of or wearing metal, you can move it up to 30 feet instead.

**Blizzard.** Winter wind and frigid snow surrounds you. You deal cold damage, and can use the plunging temperature to soothe the flames of battle. You can use a bonus action to give a creature of your choice within your aura temporary hit points equal to half your Barbarian level.

**Blight.** You emanate diseased miasma. You deal necrotic damage, and creatures of your choice in your aura suffer disadvantage on Strength and Dexterity checks as plague and parasite wrack their bodies.

**Earthquake.** Your blows carry the incredible power of shifting earth and falling avalanches. You deal thunder damage, and can use a bonus action to focus the tremors on a creature of your choice within your aura. That creature must make a Strength saving throw or be knocked prone.

**Sandstorm.** Wind hurls sand around your body. You deal slashing damage, and the area within your aura is difficult terrain for all creatures of your choice that lack a climbing speed. You can use your reaction to impose disadvantage on 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 within and 20 feet beyond the limits of your aura, and dim light for another 20. You can use a bonus action to intensify the glare for one creature, which must make a Constitution saving throw. On a failed save, the target is blinded until the start of its next turn.

## OMEN OF CATASTROPHE

At 6th level, your power grants you benefits at all times, whether you are raging or not.

**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 within a range of 30 feet. If you already have darkvision, its range increases by 30 feet.

**Tempest.** You gain resistance to lightning damage, and ignore the penalties imposed by strong wind and heavy precipitation.

**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 or strong winds, and can survive for thrice as long without food or water. You also learn the *gust* cantrip. Constitution is your spellcasting ability for it.

**Corona.** You cannot be blinded, gain darkvision within a range of 30 ft., and learn the *light* cantrip. Constitution is your spellcasting ability for it.

## GAIA'S EMBRACE

Beginning at 10th level, you can not only shield your allies from your furious aura, but protect them against similar effects. All creatures of your choice within your aura have resistance to your aura's damage type unless you have flood or sandstorm aura. Those auras grant you and your allies resistance to cold damage and fire damage, respectively.

## CHANNEL THE APOCALYPSE

At 14th level, you can use powerful magics that personify your disaster. You learn a pair of spells determined by your aura, which you can cast only while raging. 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 your choice of one of the two spells a number of times equal to your Constitution modifier (a minimum of 1), and regain all expended castings at the end of a long rest. Your spellcasting ability for these spells is Constitution, and all are cast at 4th level if they are not a higher level.

**Volcano.** *immolation*,<sup>XGE</sup> *wall of fire*

**Flood.** *control water*, *maelstrom*<sup>XGE</sup>

**Tempest.** *chain lightning*, *wind wall*

**Blizzard.** *ice storm*, *wall of ice*

**Blight.** *blight*, *giant insect*

**Earthquake.** *bones of the earth*,<sup>XGE</sup> *earthquake*

**Sandstorm.** *wall of sand*,<sup>XGE</sup> *whirlwind*<sup>XGE</sup>

**Corona.** *dawn*,<sup>XGE</sup> *flame strike*

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 attack after attack 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 strikes is a drumbeat punctuating the rhythm of battle. Starting at 3rd level, when you hit a hostile creature with a weapon attack while raging, your rage damage bonus increases by 1. This bonus cannot exceed your half your barbarian level, and lasts until you miss an attack or your rage ends.

### FURIOUS FOOTWORK

Beginning at 6th level, you gain proficiency in drums and your choice of Acrobatics or Performance. When you are prone, you can stand up using only 5 feet of movement, and when you Dash you ignore difficult terrain or any penalty to your speed, unless your speed is 0.

### BATTLE BEAT

Starting at 10th level, you can use a bonus action while raging to make an uproar that thrills the hearts of your allies. Friendly creatures within 60 feet of you that can hear you have advantage on saving throws to avoid being charmed, frightened, exhausted, or put to sleep until the start of your next turn.

When you take this bonus action, you can choose to inspire affected allies. Once before the start of your next turn, each inspired ally can add your Constitution modifier to one ability check, attack roll, or saving throw it makes. It can wait until after it rolls the d20 before deciding to use the bonus, but must decide before the DM says whether the roll succeeds or fails. Once the bonus is added, it is lost. A creature can have only one bonus at a time. You can grant this bonus a number of times equal to your Constitution modifier (a minimum of once) and regain expended uses when you finish a long rest.

### STACCATO

Beginning at 14th level, the sound of your mighty blows sends a shockwave bursting through other targets. When you hit a creature 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, barbarians who follow the Path of the Ironclad have mastered defensive combat by using civilization's greatest innovations: metal. They eschew leather and furs for heavy plate, and exchange their crude weapons for gigantic, finely-forged instruments of destruction. Clad in shining steel, these warriors 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 can use all barbarian class features while wearing it, even if those features state otherwise.

You can wield any melee weapon with the *versatile* or *two-handed* property in one hand as though it were held in two, though you cannot use two-weapon fighting with weapons that you wield in this way, and you must use your Reckless Attack feature in order to attack with them in this way. If your size is Small, you can wield a weapon with the *heavy* property without penalties. Finally, you gain proficiency with smith's tools, and can produce armor and weapons twice as quickly.



## UNYIELDING

Starting at 6th level, your armor's weight lets you barrel through obstacles. While you wear heavy armor, you can move through difficult terrain and effects that require you to spend additional feet of movement such as the *wall of thorns* spell without being slowed. In addition, when you are subjected to an effect that would move you, knock you prone, or both against your will, you can use your reaction to ignore the effect.

## IRON CURTAIN

At 10th level, the bulk of your mighty armor forces enemies to work around your presence, distracting them from harming your allies. When a creature within 5 feet of you takes nonmagical bludgeoning, piercing, or slashing damage, you can reduce the damage taken by an amount equal to your armor's damage reduction, if any.

## DREADFUL DREADNOUGHT

Starting at 14th level, your ability to shrug off mighty blows demoralizes your enemies, which reduces the impact of their subsequent strikes. Whenever you take an amount of bludgeoning, piercing, or slashing damage less than half your barbarian level, the creature that inflicted that damage has disadvantage on the next attack it makes against you, before the end of its next turn.

## PATH OF THE TOTEM WARRIOR:

### MENAGERIE OF MIGHT

The animal kingdom contains creatures as vast, exotic, and bizarre as any monster. Totemic attunement to a few terrestrial mammals allows barbarians following the Path of the Totem Warrior to gain the powers of some of the most noble, powerful animals known to human culture, but the world offers so much more. If you follow the Path of the Totem Warrior from the Player's Handbook, you have access to the options presented here. For a version of this content with features organized by level, click [here](#).

#### ELEPHANT

**Totemic Spirit.** While you're raging, any 5-foot space of difficult terrain that you enter ceases to become difficult terrain for any creature that passes through it after that point. This effect occurs even if the difficult terrain is created by magic. The spirit of the elephant tears through snarls of vegetation and rubble.

**Aspect of the Beast.** You have tremorsense in a 10-foot radius around yourself. You can sense the general location of thunder damage dealt, earthquakes, storms, and burrowing creatures within a number of miles equal to your Constitution modifier (minimum 1).

**Totemic Attunement.** When a creature falls prone within 5 feet of you while you're raging, you can use your reaction to make a special unarmed strike by stomping on that creature. You are proficient in this attack, which deals damage equal to 2d8 + your Strength modifier in bludgeoning damage.

#### FOX

**Totemic Spirit.** While raging, you can move up to 5 feet in any direction when a creature misses you with a melee attack. This movement does not provoke attacks of opportunity. The spirit of the fox makes you swift and evasive.



**Aspect of the Beast.** You have advantage on checks and saves against illusions, and gain proficiency in Insight. The tricksy fox knows when it is being fooled.

**Totemic Attunement.** While you are raging, when you make a Charisma check or saving throw, you can replace the number you roll with your barbarian level.

#### GORILLA

**Totemic Spirit.** When you fail an ability check or saving throw while raging, you can use your reaction to gain a bonus to the roll equal to the number of allied creatures within 10 feet of you. This bonus cannot exceed your Constitution modifier (minimum 1). The spirit of the gorilla makes you a competent leader that never fails its troop.

**Aspect of the Beast.** You gain the threatening bulk of a gorilla. You have a climbing speed equal to your walking speed, and gain proficiency in Intimidation.

**Totemic Attunement.** While raging, your reach for making melee weapon attacks is 10 feet, rather than 5. A weapon with the reach property does not increase this reach further.

#### LOCUST

**Totemic Spirit.** While raging, you have advantage on saving throws to avoid being charmed, frightened, deafened, or blinded. The spirit of the swarm gives you the independent resilience of a million eyes, ears, and minds.

**Aspect of the Beast.** You gain the plasticity of a swarm. You can squeeze through spaces large enough for creatures two sizes smaller than you, rather than one.

**Totemic Attunement.** Whenever you damage a creature while raging, it loses any temporary hit points it has, and you gain half that many temporary hit points. When you damage a creature that has no temporary hit points while raging, its maximum HP is reduced by an amount equal to your rage bonus damage until the creature finishes a short or long rest.



## MOLE

**Totem Spirit.** While raging, you can use an action to gain a burrowing speed equal to half your normal speed until the end of your turn. This action is considered an attack for the purposes of maintaining your rage. The spirit of the mole lets you burrow through earth and stone.

**Aspect of the Beast.** You gain the senses of a mole, and have tremorsense in a range of 30 feet.

**Totemic Attunement.** While raging, you can replace one of your weapon attacks with a special melee attack (which you are proficient in) that does no damage. If it hits, the target makes Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier). On a failed save, the target is paralyzed until the start of its next turn. Moles can produce paralyzing venom, and its spirit gives you the same power on grander scale.

## MULE

**Totem Spirit.** While raging, you can't be moved against your will, and you have advantage on Constitution checks and saving throws. The spirit of the mule makes you obstinate and enduring.

**Aspect of the Beast.** You gain the stamina of a mule. You count as one size larger when determining your carrying capacity, and the weight you can push, drag, or lift. You have advantage on saving throws inflicted by a forced march.

**Totemic Attunement.** While raging, you ignore difficult terrain and any effect, both magical and nonmagical, that reduces your movement, so long as the effect does not reduce your movement to 0.

## PEACOCK

**Totem Spirit.** While raging, you can use your reaction to impose disadvantage on a melee attack made against you. If it misses, you can cause that attack to hit one creature of your choice other than the attacker that is within 5 feet of you. The spirit of the peacock shines with dizzying elegance.

**Aspect of the Beast.** You gain the splendor of a peacock. You add an amount equal to your rage bonus damage to your Charisma checks.

**Totemic Attunement.** The first creature you damage on each of your turns is charmed by you until the start of its next turn. The beauty of your rage dazzles your enemies.

## RAM

**Totem Spirit.** While raging, you have advantage on saving throws against effects that would knock you prone, move you against your will, or stun you. You also have resistance to cold damage while raging. The spirit of the ram fills you with its sure-footed resilience.

**Aspect of the Beast.** You gain the balance of a mountain sheep. You have a climbing speed equal to your walking speed, and have advantage on checks to maintain your grip and footing while climbing.

**Totemic Attunement.** When you hit a creature with a melee weapon attack while raging, you can choose to knock that creature 5 feet away from you and occupy the vacated space. This shift does not expend movement or provoke opportunity attacks.

## SERPENT

**Totem Spirit.** While you're raging and have at least one free hand, you can attempt to grapple a creature as a bonus action. The spirit of the snake accelerates your strikes made to capture prey.

**Aspect of the Beast.** You gain the venomous touch of a snake. You have proficiency in poisoner's kits.

**Totemic Attunement.** While raging, any creature grappled by you takes 1d6+ your Strength modifier + your rage bonus in bludgeoning damage when it starts its turn. The constricting power of the snake crushes your enemies.

## SHARK

**Totem Spirit.** While raging, you gain temporary hit points equal to your Constitution modifier whenever you damage a creature that doesn't have all its hit points with a melee attack. The spirit of the shark makes you ferocious at the smell of blood.

**Aspect of the Beast.** You gain the swiftness and senses of a shark. You have a swimming speed equal to your walking speed, can breathe underwater, and creatures that do not have all their hit points cannot hide from you.

**Totemic Attunement.** While raging, the first enemy you damage with a melee weapon attack each turn has disadvantage on attack rolls against you until the end of its next turn. An enemy is immune to this effect if it can't see or hear you or if it can't be frightened.

## TIGER

**Totem Spirit.** While raging, you can Search for hidden enemies as a bonus action, and you have advantage on Wisdom (Perception) checks. The spirit of the tiger hones your ability to find enemies and prey to a razor's edge.

**Aspect of the Beast.** You gain proficiency in two skills from the following list: Athletics, Acrobatics, Perception, Stealth, and Survival. The cat spirit hones your survival instincts.

**Totemic Attunement.** While you're raging, if you move at least 20 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you can use a bonus action to make an additional melee weapon attack against it.

## TOAD

**Totem Spirit.** While raging, you gain the poisonous skin of a frog. You can use your reaction to inflict the poisoned condition on any creature that touches you, grapples you, or hits you with a natural weapon. This poison lasts until the end of the creature's next turn.

**Aspect of the Beast.** You gain the crural strength of a toad. The height and length of your high and long jumps are doubled.

**Totemic Attunement.** While raging, any creature you damage is pulled 15 feet straight towards you. The spirit of the toad snatches your foes and draws them in.

## TORTOISE

**Totem Spirit.** While you are raging and not wearing armor, bludgeoning, piercing, and slashing damage done to you from both magical and nonmagical weapons is reduced by 3. The spirit of the tortoise grants you its incredible resilience.

**Aspect of the Beast.** You suffer none of the drawbacks of old age, and you can't be aged magically.

**Totemic Attunement.** The amount of weight that you can push, drag, lift, and carry quintuples while you are raging. Your AC when not wearing armor also becomes 18, unless it is already higher. You can still use a shield and gain this benefit. The spirit of the tortoise carries the world on its back, and so must you.

## WHALE

**Totem Spirit.** When you rage, you gain a number of temporary hit points equal to your Constitution score, which last until your rage ends. While you have those temporary hit points, you have resistance to cold and fire damage. The spirit of the whale protects you from the elements.

**Aspect of the Beast.** You gain the senses of a whale. Whenever you aren't deafened, you have blindsight out to a range of 60 feet, and gain a swim speed equal to your walking speed.

**Totemic Attunement.** While raging, you are under the enlarge effect of the enlarge/reduce spell. You also count as one size larger than your enraged size for the purposes of determining which creatures you can grapple and shove.

## COMBINATION TOTEMS

As the rules are written, totem barbarians aren't limited to a single animal and can mix-and-match their totem features to associate with multiple beasts. However, many barbarians choose a single animal and build their character's theme and aesthetic around it. To play into that concept, the table opposite lists combinations of mechanical totem powers (perfectly in line with rules as written) to create single-animal totem paths without flooding the book with new and redundant mechanics.

## REFLAVORED TOTEM ANIMALS

Totem	3	6	14
Albatross	Eagle	Elk	Eagle
Ant	Wolf	Locust	Shark
Boar	Bear	Tiger	Elk
Camel	Whale	Mule	Mule
Cheetah	Elk	Tiger	Tiger
Crab	Serpent	Shark	Serpent
Crocodile	Shark	Tiger	Serpent
Dragonfly	Eagle	Wolf	Eagle
Hippopotamus	Mule	Bear	Elk
Hornet	Locust	Serpent	Eagle
Kangaroo	Eagle	Toad	Tiger
Lion	Gorilla	Wolf	Tiger
Lobster	Tortoise	Tortoise	Serpent
Monkey	Gorilla	Fox	Gorilla
Orca	Wolf	Whale	Shark
Ox	Ram	Mule	Tortoise
Rabbit	Fox	Toad	Mule
Rat	Fox	Locust	Shark
Rhinoceros	Bear	Bear	Wolf
Scorpion	Serpent	Serpent	Locust
Spider	Serpent	Serpent	Tiger
Stallion	Eagle	Elk	Elk
Vulture	Shark	Wolf	Locust



## 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

When you join the College of Passion 3rd level your Armor Class equals  $10 + \text{your Dexterity Modifier} + \text{your Charisma modifier}$  when you are not wearing armor.

#### LOVESTRUCK

When you join the College of Passion at 3rd level, choose one of the following styles of combat. Each exploits the passions of the combatant in a different way.

Regardless of style, you can use the weapons you gained proficiency in as a spellcasting focus.

**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 the target to make a Charisma saving throw against your spell save DC.

On a failed save, the target is charmed by one creature of your choice that it can see for 1 minute, or until the target takes damage. While charmed in this way, the target is also paralyzed. The charmed creature repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Pole Dancer.** You gain proficiency in glaives, guisarmes, halberds, lances, lucernes, pikes, pollaxes, ranseurs, and spears. While you are wielding one of those weapons and you grant a Bardic Inspiration die, the target gains temporary hit points equal to twice your Charisma modifier + your bard level.

**Seven Veils.** You have advantage on attack rolls against creatures charmed by you, and you gain proficiency in scimitars. When wielding a melee weapon in each hand, you can use an action to expend a use of your Bardic Inspiration and force a hostile creature that you can see to make a Wisdom saving throw against your Bard spell save DC. On a failed save, the target is charmed by you, and you can use a bonus action to make a melee weapon attack. You can also use accessories on your person as spellcasting foci, such as ribbons, veils, scarves, and shawls.

#### EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, when you take the Attack action on your turn.

### KILLING WITH KINDNESS

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

**Cupid: Love's Wings.** You can use a bonus action and 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.



**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.

**Seven Veils: Gossamer Kiss.** You can use an action and a spell slot of 3rd level or higher to pull illusion magic around yourself. You teleport to any point within 60 feet and make two weapon attacks, with advantage, against a creature of your choice within your reach after you teleport.



## COLLEGE OF THE VOICE

"Words carry weight. Mine moreso than yours."

Bards of the College of the Voice ridicule paltry singers and tellers of tawdry tales. To them, their voice is their instrument, and the ancient words they speak their performance. Bards of this college are regarded with reverence, for those with the power to join it speak their will into reality. The hills shake with their bellowed incantations, which warp the world to suit their whims. When these bards speak, even the mightiest creatures fall before their words.

### SHOUTS

When you join the College of the Voice 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. These spells are shouts, and do not require material or somatic components.

In addition to spell slots, you can expend a bardic inspiration die to attempt to cast a shout at its lowest level. Roll the die. If the result is equal to or exceeds the level of the spell, you cast it.

Spells marked with a \* on the table are already on the bard spell list. When you cast a shout, it has a verbal component added if it does not already have one, and the sound of your voice booms like thunder. All creatures within 300 feet hear you when you cast a spell on the shout table in this way.

### Bard Level

### Spells

1st	<i>animal friendship, faerie fire*</i>
3rd	<i>dragon's breath<sup>XGE</sup>, earthbind<sup>XGE</sup></i>
5th	<i>call lightning, fear*</i>
7th	<i>dominate beast, stoneskin</i>
9th	<i>dominate person, hold monster*</i>
11th	<i>soul cage<sup>XGE</sup>, tenser's transformation<sup>XGE</sup></i>
13th	<i>whirlwind<sup>XGE</sup>, ethereality*</i>

### Bard Level

### Spells

15th	<i>dominate monster*, control weather</i>
17th	<i>meteor swarm, time stop</i>

### TONGUE OF THE ANCIENTS

Starting at 3rd level, you choose the language that forms your shouts. You learn one of the following languages: Abyssal, Celestial, Draconic, Deep Speech, Infernal, Primordial, or Sylvan. When you use a shout, you speak the verbal component in this language. You also know *comprehend languages* and can cast it at will, without expending a spell slot.

### THUNDERING YELL

Starting 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 Bard spell save DC. On a failed save, a target takes 2d8 thunder damage, is pushed a number of feet equal to 5 times your Charisma modifier (a minimum of 5 feet), and is knocked prone. On a success, a creature takes half damage and is not moved or knocked prone. For every spell slot higher than 1st, the damage increases by 1d8.

### LEGEND REND

Starting at 14th level, you learn words of power that force the mightiest creatures to comprehend their own mortality. You can use an action to scream those words to one creature within 100 feet of you that can hear you. That creature must make a Wisdom saving throw against your bard spell save DC. On a failed save, the target temporarily loses any resistances to damage and immunities to conditions, and has disadvantage on all saving throws. This effect ends after 1 minute. The affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature cannot use a Legendary Resistance, if it has one, to succeed on saving throws against this feature.

You can use this feature once, and regain all expended uses after you finish a long rest.

# CLERIC

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 later in this supplement, the **Toxin** domain is a master of crippling debuffs and poisoned blades alike.

## DIVINE DOMAIN: TOXIN

You serve of one of the gods of poison, venom, and intoxication. These gods, which include the spider-goddess Lolth, Dionysus, Talona, and the bitter star Wormwood, value diverse 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 assassin's knife or the bubbling of a hag's brew.

### DOMAIN SPELLS

#### Cleric Level Spells

1st	<i>ray of sickness, detect poison and disease</i>
3rd	<i>Melf's acid arrow, protection from poison</i>
5th	<i>slow, stinking cloud</i>
7th	<i>confusion, vitriolic sphere<sup>XGE</sup></i>
9th	<i>cloudkill, contagion</i>

### 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 exotic poisons with holy magic and mundane materials. Starting at 1st level, you no longer need to gather any specific ingredients to craft poisons. Your prayers also enhance their potency—you can use your Cleric spell save DC instead of the listed DC for poisons that you make, and your Wisdom modifier, instead of Intelligence, when you make an ability check to craft. Finally, you have advantage on saving throws against poison and have resistance to poison damage.



### CREEPING DEATH

Starting at 1st level, the venom coursing through 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 your Channel Divinity to coat a weapon you're holding with the ichor of your god.

As a bonus action, you channel holy poison through your weapon. For the next minute or until you are incapacitated, any creature you damage with that weapon must make a Constitution saving throw against your spell save DC. On a failed save, the target is poisoned for the next minute. The creature repeats the saving throw at the end of each of its turns, ending the poison on itself on a success.

Alternatively, you can use this feature to deal an extra 1d8 acid damage with attacks you make with the weapon.

### CONSECRATED 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, though you can choose to suffer the poisoned condition when it is inflicted upon you.

### CHANNEL DIVINITY: NOXIOUS ANOINTMENT

Beginning 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 noxious 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, your weapons are always infused 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.

### POTIONED POISON

At 17th level, your deity's power has filled you with so much toxicity that harmful chemicals rejuvenate you. When you are subjected to poison damage, you take no damage and instead regain a number of hit points equal to the poison damage dealt. If a poison deals damage over multiple turns, you only regain those hit points once, because you cannot be poisoned and suffer no effects over time.

For example, you can drink a dose of Purple Worm Poison and regain 12d6 hit points.

When a friendly creature you can see within 60 feet of you takes poison damage, you can use your reaction to confer this benefit to them, eliminating the damage, until the start of your next turn.

# DRUID

Druuids are in little need of help—they are one of the best classes in the game for area and enemy control, and have unmatched utility. They are pigeonholed, however, by their flavor, and so remain somewhat unpopular.

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 with spells that cripple their enemies or reshape the land as they see fit, they are the perfect keepers of balance between nature and civilization.

## 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.

### TRAPPINGS OF CIVILIZATION

Starting at 2nd level, you forsake the druidic taboo against metal armor and gain proficiency in heavy armor and martial weapons. When you change your form using Wild Shape or a druid spell, any armor you wear becomes barding for your new form. The armor reverts to its default shape if it is removed from your animal form. You also gain proficiency in one tool of your choice, or in one of the following skills: History, Insight, Deception, or Persuasion.

### CIRCLE SPELLS

Your connection to the thin line between nature and civilization grants you access to certain spells. At 3rd, 5th, 7th, and 9th level you gain access to the spells listed for that level in the Circle of the Boundary Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

### CIRCLE OF THE BOUNDARY SPELLS

Druid Level	Circle Spells
3rd	<i>heat metal, magic weapon</i>
5th	<i>haste, plant growth</i>
7th	<i>fabricate, guardian of nature<sup>XGE</sup></i>
9th	<i>passwall, steel wind strike<sup>XGE</sup></i>

### VERDICT OF THE UNSEELE

At 2nd level all things fall to your jurisdiction. You can use an action and expend a druid spell slot 1st level or higher to curse a creature that you can see within 60 feet of you. The target must make a Wisdom saving throw against your Druid spell save DC. On a failed save, it suffers one of the following effects for 1 minute. If you use a slot of 3rd or 4th level, the effect lasts for up to 8 hours. When you use a slot of 5th level or higher, you can maintain the curse for up to 24 hours.



You can remove the curse at any time, requiring no action. If you curse a creature when you have already cursed another, the curse on the first creature ends.

**Dulled Swords.** Every time the target damages you with an attack, its attacks against you take a cumulative -1 penalty to attack and damage rolls. This penalty cannot exceed a value greater than your Wisdom modifier (a minimum of 1).

**Thin the Herd.** Every time the target takes damage from a weapon attack, attacks made against it deal an additional, cumulative +1 bonus to damage. This bonus cannot exceed a value greater than your Wisdom modifier (a minimum of 1).

### WARDEN'S MAGIC

Starting at 6th level, when you use your action to cast a druid spell, you can make one weapon attack as a bonus action.

### HUNTING PARTY

Starting at 10th level, your mark of death can be used by all creatures, wild and not. Instead of attacks made by you or against you, all creatures benefit from and add to the bonus granted by your Verdict of the Unseelie.

### SHAPER OF THE BALANCE

At 14th level the diverse materials that compose the natural and civilized worlds become one and the same to you. Whenever you cast a druid spell of 1st level or higher that affects wood, vegetation, stone, soil, or metal, it can target or affects any of those materials as it does those listed in the spell.

In addition, you can target a nonmagical object that you could create with *fabricate*, and use the spell to disassemble it back into its raw materials.

# FIGHTER

Some think Fighters are a basic class, to be used until their player graduates to something more specialized. The goal of this supplement is to prove that is untrue, and to strengthen weaker fighter subclasses and give the class exciting new options to fit many playstyles and archetypes.

**Bannerlords** take the mounted prowess of cavaliers and combine it with a supercharged version of the *Purple Dragon Knight*'s support powers to become an inspiring commander.

**Bastions** are born from *Cavaliers'* defensive abilities and the Dwarven Defenders of old to form an indomitable wall.

**Cataphracts** embody the ideal of heavy cavalry that persisted for centuries. They ride their enemies down only to whirl out of harm's way for another charge.

**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.

**Exemplar** revises the *Champion*, which the *Brute*'s release suggested was necessary. It remains simple, but takes a new niche as the quintessential warrior who makes any combination of weapons viable.

**Firebreathers** create 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.

**Heroes** are a warriors full of passion, chosen by a god to carry out divine will. They benefit from divine interference in their battles, for the gods have a vested interest in them.

**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.

**Marksman** revises the *Sharpshooter* from *Unearthed Arcana*, which added static bonuses to an already impressive playstyle and little else. This version gives ranged fighters multiple options, and a new identity as daredevil performers.

**Spellscorn** work best in a campaign with a plethora of magic items and spellcasting enemies, where they counter the greatest threats 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 uses all ranged weapons, not just bows.

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

**Valkyries** soar across the battlefield, healing their allies and choosing who among the fallen may enter Valhalla.

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

**Warlords** support and guide their allies into tactical battlefield positions and coordinate the party's assault.



## BANNERLORD

Bannerlords 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 adds your Charisma modifier (a minimum of 1) to its initiative roll.

### RAISE THE COLORS

At 3rd level, your allies rally to you. You can use a bonus action to raise a banner, flag, pennant, or other eyecatch which you hold in one or both hands to bolster yourself and your allies. When you do so, choose one of the benefits below.

You and each friendly creature within 15 feet of you gains that benefit for 1 minute, until you drop or sheathe the eyecatch, you use this feature again, or you are incapacitated. You can only provide one benefit from Raise the Colors at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of once), and regain all expended uses at the end of a long rest.

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

**Draw swords together.** When an affected creature is attacked and another affected creature is within 5 feet of it, the latter can use its reaction to become the target of the attack instead.

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

**Fear not, for I am with you.** Each affected creature has advantage on saving throws against fear.

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

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

**Those are brave men, let's go kill them.** When an affected creature rolls a 1 on a damage die for an attack with a weapon, it can reroll the die and must use the new roll.

While you have an eyecatch raised, you can restore an ally's fighting spirit by expending one hit die as a bonus action. A friendly creature of your choice within 30 feet of that you can see you regains the hit points from that hit die, instead of you.

### 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, when you are mounted, the range of Raise the Colors' effects increases to 60 feet.



### 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 benefiting from Raise the Colors can use its reaction to move up to its speed in the same direction as you.

The first time your or a charging enemy come within 5 feet of a hostile creature during this charge, you or that ally can force that creature to make a Strength saving throw ( $DC = 8 +$  your proficiency bonus + your Strength modifier). On a failed save, the target falls prone, 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 choose two benefits of 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 pride themselves on the simple (but fundamental) dwarven martial art of collective defense. To dwarves, clan and honor eclipse the self, so defense of others is fundamental to their military training. But anyone can use these skills, including hoplites and legionnaires.

### DEFENSIVE STANCE

When you take this archetype at 3rd level, you can use a bonus action to enter a Defensive Stance that braces you and yours against attacks. It lasts for 1 minute or until you choose to end it as a bonus action, 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 your allies have half cover when within 5 feet of you. When a friendly creature within your reach is hit by an attack, you can use your reaction to become the target of that attack so long as the attacker can reach you as well.

**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.** When a creature within your reach makes an attack, you can use your reaction to taunt or otherwise draw the creature's attention. The next attack it 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 expended uses when you finish a long rest.

### SOLDIER ON

At 7th level, you and all creatures accompanying you don't make saving throws against exhaustion for the first 4 hours of a forced march. In addition, you don't suffer any penalties from sleeping in armor. 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 2d4 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 the triggering attack. You can use this reaction once per Defensive Stance.

At 15th level, if the attack still hits, the damage the target takes is halved.

### ROLLING THUNDER

At 10th level, you can use your reaction to move 10 feet toward a friendly creature that is hit by an attack. As part of the same reaction, you can use Towering Shield.

In addition, you can move your full speed in Defensive Stance.

### 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 from you.

### 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 instead of you.
- 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  $8 + \text{your proficiency bonus} + \text{your Strength modifier}$ .

## 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 it with a melee weapon attack, you deal an extra  $2d6$  damage and can force it to make a Strength saving throw. If it fails, your momentum carries it 5 ft. away from you in the same direction you moved. If this shove causes it to enter another creature's space, that creature takes  $2d6$  bludgeoning damage and both fall prone.

Lancer's Charge allows your mount to take a bonus action on your turn, and acts as a triggering attack for *trampling charge* and similar features that allow creatures to make an additional attack as a bonus action.

## 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 is immune to this effect for 24 hours.

Once per turn, you can choose to make a weapon attack roll with advantage, so long as the attack is made against a creature smaller than you, or a creature that is unmounted and smaller than your mount.

## WHEEL AROUND

At 15th level, any creature you damage during your turn cannot take opportunity attacks against you or your mount 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, your speed and the speed of any creature you use as a mount increases by 10 feet.





## DERVISH

Graceful and dangerous as their whirling blades, dervishes combine incredible skill with the illusion of reckless abandon in their whirling battle-dances. Incredibly dexterous, 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 use to make a melee weapon attack against any number of creatures within your reach, with the same attack and damage roll for each. After you make that attack, you spin in place until the start of your next turn. While spinning, you cannot move, and creatures within your reach make attack rolls against you with disadvantage.

At the start of your next turn you can choose to make the special attack again and continue spinning, or stop spinning and end the dance. You must stop spinning after 1 minute.

Your spinning dance ends if another force or creature (such as a shove or the *thunderwave* spell) moves you at least 5 feet. Your dance also ends immediately if you are knocked prone.

You can make the special spinning attack to begin a new dance a number of times equal to your Strength modifier + your Dexterity modifier (a minimum of 2). Using the special attack to maintain the dance on subsequent turns does not consume an additional use of this feature. You regain all uses at the end of a long rest.

## QUICK FEET

Beginning at 7th level, your speed increases by 10 feet, and you ignore movement penalties from difficult terrain. You gain proficiency in Acrobatics, and have advantage on 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 spinning and a creature makes a melee weapon attack against you, you can use your reaction to add your proficiency bonus to your armor class (including against the triggering attack) until the end of your turn.

Finally, you can choose to make the spin attack to maintain your dance at any time during your turn, instead of the start.

## 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 one weapon you are currently wielding.



## DRAGOON

Also known as Dragon Knights or Dragonslayers, Dragoons emulate the grace and power of dragons. To a Dragoon, 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

When you choose this archetype 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 choose a new type when you finish 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 four times 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 leaping.

Once during the leap, if a creature is within your reach, you can make a melee weapon attack against it. Any falling damage you would avoid when you land 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 that are currently airborne. You can use this attack 3 times, and must complete a short or long rest before you do so again. If the attack misses, you do not expend a use.

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

### DRAGONHIDE

At 7th level, supernatural resilience and sleekness fills you. You gain resistance to your Draconic Attunement damage type, and can exceed your normal movement with the leap 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 leap, 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 and regain hit points equal to the damage you deal with that attack if you hit.

### 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 leaping.

### 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  $3 + \text{the character's Strength modifier}$  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, including the startup, consumes 26 of the typical 30 feet of movement.

To contrast, a Dragoon with 16 STR can use their action to leap 30 feet laterally and 24 feet vertically, and make a single attack. While their doubled lateral distance would reach 32 feet, they can't leap more than 30 feet until their level 7 feature allows them to exceed it.

## EXEMPLAR

Exemplar are simple, mighty warriors who combine raw power with rigorous training. Regardless of the weapons they wield, an Exemplar 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. To them, it matters little. To play an Exemplar is to make any warrior archetype possible.

### STRIKE TRUE

You are the master of every weapon and every fighting form. When you choose this archetype at 3rd level, you gain proficiency in all exotic weapons and shields, as well as improvised weapons. Any weapon you wield has a damage die of 1d8 while you use it, unless it already uses a larger die or multiple damage dice. 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 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 speed also increases by 5 feet.

### EMPOWERED FIGHTING STYLES

At 10th level, your chosen fighting style provides further benefits, beyond those it already grants.

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

**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 are wielding a melee weapon in one hand and no other weapons, you can use your bonus action to attempt to disarm a creature when you hit it with a weapon attack.

**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 damage rolls with versatile weapons.

**Great Weapon Fighting.** If your size is small, you ignore disadvantage inflicted by using heavy weapons. If your size is medium, when you roll a 3 on a damage die for an attack you make with a melee weapon that you are holding with two hands, you can reroll the die. You must use the new roll.

**Protection.** When a creature you can see attacks a target, including you, within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a weapon or shield to do so. If the attack misses, you can make one melee weapon attack against the creature who made it, as part of the same reaction.



**Two-weapon fighting.** When you make an additional attack as a bonus action, you can choose to deal half the damage you ordinarily would and attempt to shove the target prone.

### FINAL STAND

Starting at 15th level, your indomitable will lets you power through mortal injuries. When you succeed on a death saving throw, you can choose to regain 1 hit point. When you do so, your current level of exhaustion is reduced by 1, you can stand without consuming any movement, and can take your turn as though you started your turn with 1 hit point remaining. Any friendly creature within 30 feet of you that can see you gains a number of temporary hit points equal to your Fighter level + your Charisma modifier.

### 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

The archetypal Firebreather is a master of an ancient tradition and heir to control over the first element mastered by civilization. To a Firebreather, battle is another deadly dance, where they dazzle and decimate with finely-honed techniques. Their weapon of choice is deadly as their enemies' blades, but Firebreathers balance easy grace with masterful control of the battlefield.



### FIREDANCE

When you choose this archetype at 3rd level, you can use a bonus action to light the weapons you are wielding on fire for 1 minute, or until you drop or sheathe the weapon. These flames shed bright light for 20 feet and dim light for another 20. When you attack with a lit weapon, it or the ammunition fired from it deals extra fire damage equal to your Fighter level divided by 3. You can use this ability three times, and must complete a short or long rest before you do so again.

### FLAME BREATH

Also at 3rd level, you can use an action to inhale the flames from your ignited weapons and exhale expel them in a 15-foot cone, a 10-foot radius centered on yourself, or a line 30 feet long and 5 feet wide. Each creature within the area must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). A target takes 3d6 fire damage on a failed save, or half as much on a successful one. After you breath the fire on your weapons fades until the end of your next turn. Your Flame Breath deals an additional 1d6 fire damage when you reach 5th, 7th, 9th, and 11th levels in this class.

## MASTER TO STUDENT

The art of firebreathing is an intimate affair, with knowledge and techniques passed down from masters to singular apprentices. 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, lessening its impact and bending it to your will. When a creature you can see within 30 feet of you takes fire damage, you can use your reaction to grant that creature resistance to fire damage until the end of your next turn (including the damage from the triggering effect). You can grant this resistance to any number of creatures with the same reaction, so long as those creatures all took fire damage from the same effect.

The first time you hit a creature with a weapon attack during your next turn, the attack deals an extra 1d6 fire damage for every creature you granted fire resistance.

You can also use a bonus action to absorb and snuff out nonmagical fires that are Medium or smaller. When you do so, you deal an additional 1d6 fire damage on the first weapon attack that you make before the end of your turn.

### COAL ROAD

Beginning at 15th level you can use a bonus action to leave a path of burning coals along the ground behind you. Until the end of your turn, every space you move through is set ablaze for 1 minute. This area is difficult terrain for any creature without resistance or immunity to fire damage, and when a creature moves into or within the area, it takes fire damage equal to half your Fighter level.

You can use this feature once, and must complete a short or long rest before you do so again.

### DANCING FLAME

Beginning at 18th level, you can use an action to summon a fire elemental called a Dancing Flame that shadows your movements. When you create it, it appears within 5 feet of you, and takes its turn in combat immediately after yours, following the telepathic instructions that you give it (requiring no action). The Flame cannot regain hit points, and persists until it is destroyed or you are incapacitated. Once you summon one, you cannot do so again until you complete a long rest.

The Dancing Flame uses the statistics of a *fire elemental* (the DM has this creature's statistics), but is Medium instead of Large, and its ability scores, proficiency bonus, and number of attacks are equal to your own. It wields ignited versions of weapons you are wielding (gaining the same bonus you do from Firedance) and is proficient with them. If you are wielding a magical weapon, none of that weapon's magical properties are copied by the Dancing Flame.

## HERO

Not every mortal chosen by the gods becomes a cleric or paladin. Some become heroes. The archetypal Hero includes half-gods like Heracles and Cú Chulainn, prodigies like Odysseus, and zealous knights like Roland who inspire legends with their incredible feats of prowess and bravery. Each are favored by a god or gods, who aid and bless them along the way.

### DEMIGOD'S PASSION

When you choose this archetype at 3rd level, the heights of your emotions—madness, joy and rage beyond mortal ken—enhance your body beyond mortal limits. You can use a bonus action to activate this feature, gaining the following benefits for one minute:

- You have advantage on Strength checks, and can attempt to grapple or shove a creature of any size.
- The height and distance of your jumps are doubled.
- You gain a climbing and swimming speed equal to your walking speed, which increases by 10 feet.
- The first time you damage a creature with a weapon attack on your turn, the attack deals an extra 1d8 damage of a type associated with your god, which you choose when you gain this feature. For example, a god of the tempest could cause you to deal additional cold, lightning, or thunder damage.

You can use this feature twice per long rest, and gain an additional use at 7th, 10th, and 18th levels in this class. You can also use this feature without expending it when a sufficiently inspiring event occurs, such as the re-emergence of a personal enemy or the death of a lover. Your DM ultimately determines which situations incite emotion strong enough to activate this feature for free, but you determine your character's reaction to events. Cooperate to determine when this feature activates.

### CHOSEN'S BLESSING

At 3rd level, you can channel a portion of your god's powers with your choice of a spell below. Charisma is your spellcasting ability for these spells and sets the save DC (8 + your proficiency bonus + your Charisma modifier) of other abilities you gain from this archetype. You can cast the spell three times per long rest, without material components.

Domain	Spell	Domain	Spell
Arcana	<i>detect magic</i>	Nature	<i>entangle</i>
Forge	<i>heat metal</i>	Order	<i>silence</i>
Grave	<i>bane</i>	Tempest	<i>warding wind</i>
Knowledge	<i>identify</i>	Toxin	<i>ray of sickness</i>
Life	<i>cure wounds</i>	Trickery	<i>alter self</i>
Light	<i>daylight</i>	Travel	<i>pass w/o trace</i>
Love	<i>charm person</i>	War	<i>warding bond</i>
Music	<i>shatter</i>	Winter	<i>armor of agathys</i>

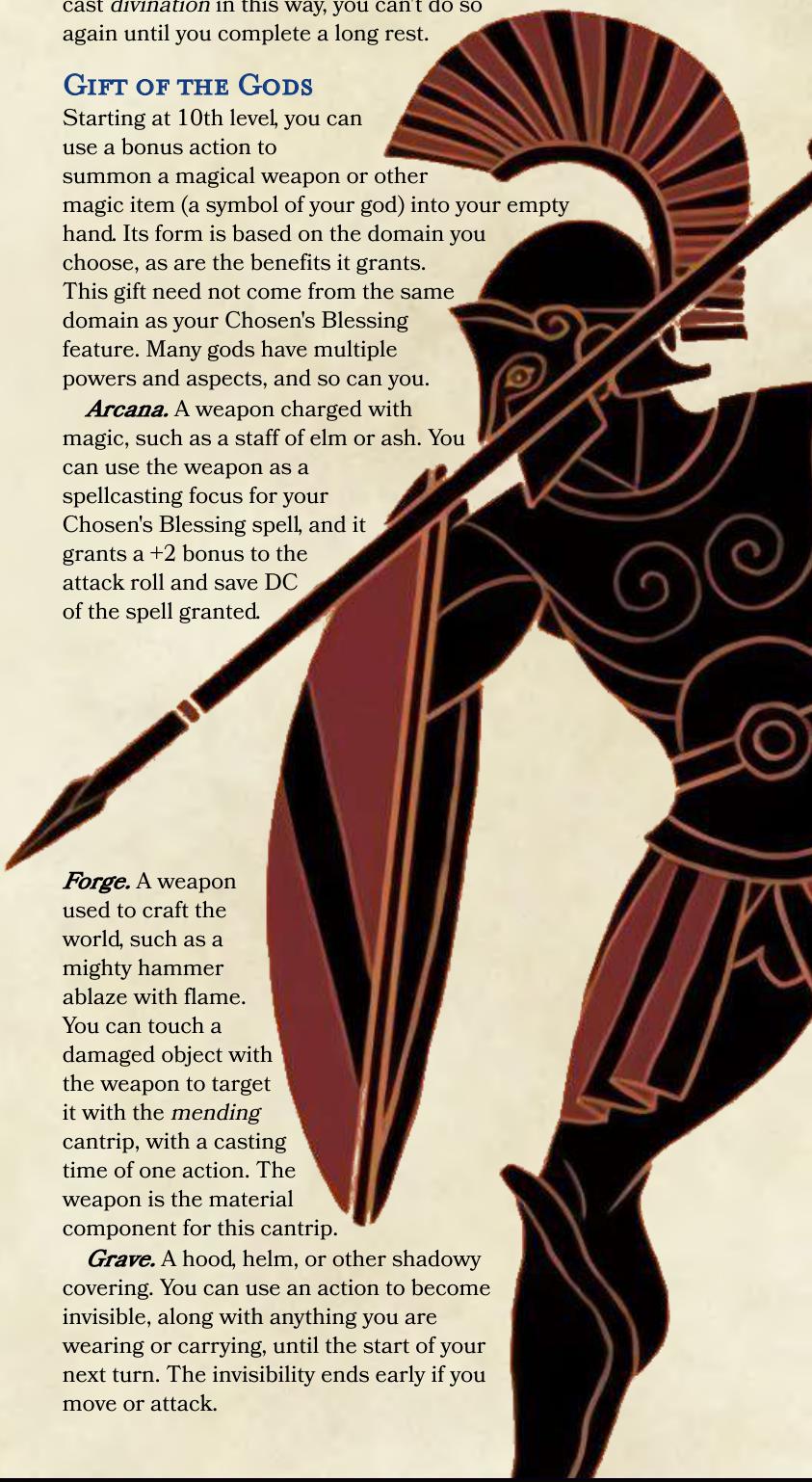
### SEEK GUIDANCE

Starting at 7th level, you can speak to the gods. You learn Celestial, and gain proficiency in Intelligence (Religion) checks regarding your deity. You also learn the *divination* spell, and can cast it without material components. Once you cast *divination* in this way, you can't do so again until you complete a long rest.

### GIFT OF THE GODS

Starting at 10th level, you can use a bonus action to summon a magical weapon or other magic item (a symbol of your god) into your empty hand. Its form is based on the domain you choose, as are the benefits it grants. This gift need not come from the same domain as your Chosen's Blessing feature. Many gods have multiple powers and aspects, and so can you.

**Arcana.** A weapon charged with magic, such as a staff of elm or ash. You can use the weapon as a spellcasting focus for your Chosen's Blessing spell, and it grants a +2 bonus to the attack roll and save DC of the spell granted.



**Forge.** A weapon used to craft the world, such as a mighty hammer ablaze with flame. You can touch a damaged object with the weapon to target it with the *mending* cantrip, with a casting time of one action. The weapon is the material component for this cantrip.

**Grave.** A hood, helm, or other shadowy covering. You can use an action to become invisible, along with anything you are wearing or carrying, until the start of your next turn. The invisibility ends early if you move or attack.

**Knowledge.** A book, scroll, or other writings filled with lore. While you hold this book, you can add your proficiency bonus to any Intelligence check, if you don't add it already.

**Life.** A symbol of medicine, such as a staff wrapped with snakes. When you or another creature within 30 feet of you casts a spell of 1st level or higher that restores hit points, you can use your reaction to add your Charisma modifier to the hit points gained.

**Light.** A beacon-like weapon, such as a bow and arrows that glow sun or moonlight, or a blazing torch. This weapon casts natural sunlight as bright light in a 10 ft. radius around you, and dim light for another 10.

**Love.** A weapon imbued with the power of love, such as a bow and arrows with heart-shaped heads. Once per turn when you damage a creature with this weapon, it must make a Wisdom saving throw. On a failed save, it is charmed by you until the start of your next turn.

**Music.** An instrument of your choice, which you are proficient in. If you use an action to play it, two creatures of your choice that can hear you take 1d10 psychic damage. The number of targets increases to three at 11th level in this class, and four at 17th level.

**Nature.** A weapon hewn from the natural world, such as a mighty axe or a gnarled staff. While wielding it, you cannot be slowed by difficult terrain, and you can target a 5 ft. area of difficult terrain with a weapon attack, clearing it.

**Order.** A weapon that symbolizes authority, such as a stately mace or mighty sword. Once per turn when you damage a creature with this weapon, you can force the target to make a Strength saving throw. On a failed save, the target is knocked prone.

**Tempest.** A weapon forged from the sea or storm, such as a blazing javelin, a coral trident, or a silver axe. While wielding this weapon, precipitation, high winds, and other effects that heavily obscure an area have no effect on you. If the weapon doesn't already have the *thrown* property, the version you summon does.

**Toxin.** A weapon dripping with poison. While you hold this weapon, you are immune to poison damage and the poisoned condition. Once per turn when you damage a creature with this weapon, it must succeed on a Constitution saving throw or be poisoned until the end of its next turn.

**Trickery.** A weapon that casts visions into the mind of its victim. Once per turn when you damage a creature with this weapon, it must succeed on a Wisdom saving throw or be blinded until the start of its next turn.

**Travel.** A pair of winged sandals or other footwear that grant flight in short bursts. You gain a flying speed equal to your walking speed, but fall at the end of your turn if nothing holds you aloft.

**War.** A fine instrument of war. While you wield it you have advantage on initiative rolls, and when a creature within 30 feet of you makes an attack roll, you can use your reaction to grant a bonus to the roll equal to your Charisma modifier.

**Winter.** A suit of icy armor or clothing. While you wear it, you have resistance to cold and fire damage, and have advantage on saving throws against extreme heat and cold.

## HIDDEN IN THE MIST

Starting at 15th level, your god intervenes directly to protect you from peril, obscuring other mortals' vision and moving you out of harm's way. When you are targeted by an attack or spell, you can use your reaction to cast *misty step*, causing the attack to miss you.

After you teleport, you are invisible until the start of your next turn. You can use this feature three times per long rest.

## DEMIGOD

Starting at 18th level, you become a minor god. You gain eternal youth; at the end of a long rest you can appear as any age, no longer suffer any effects of aging, and cannot die of old age. In addition, your near-immortality makes you more enduring; you don't fail a death saving throw when you take damage while at 0 hit points.

You also gain one of the following benefits. The domain you choose doesn't have to be the same domain as your Chosen's Blessing or Gift of the Gods domain.

**Arcana.** You are immune to force damage, and automatically identify any spell when you see it cast.

**Forge.** You are immune to fire damage, and gain a +1 bonus to your AC.

**Grave.** You are immune to necrotic damage, and when you die you return to life with a new body in 1d10 days.

**Knowledge.** You are immune to psychic damage, and can double your proficiency bonus when you make any Intelligence check that you are proficient in.

**Life.** You are immune to radiant damage, and when you regain hit points or restore them to another creature, the number of hit points gained is doubled.

**Light.** You are immune to radiant damage, can see perfectly in dim light and darkness for any distance.

**Music.** You are immune to thunder damage, and cannot be charmed or deafened.

**Nature.** You are immune to poison damage, and can cast *speak with animals* and *speak with plants* at will.

**Order.** You are immune to psychic damage, and whenever a creature of chaotic alignment forces you to make a saving throw, you have advantage on the save.

**Tempest.** You are immune to lightning and thunder damage.

**Toxin.** You are immune to poison damage, and your attacks and spells ignore resistance and immunity to poison damage and the poisoned condition.

**Trickery.** You can cast *polymorph* at will, targeting only yourself. You can use this spell to turn into a humanoid, as well as a beast, but the humanoid must have a CR no higher than 1/4 your fighter level.

**Travel.** The distance you and creatures with you can travel in a day doubles, and you cannot be restrained or paralyzed.

**War.** At the start of each of your turns, you and creatures of your choice within 30 feet of you gain a number of temporary hit points equal to half your fighter level.

**Winter.** You are immune to cold damage, and ranged spell attacks have disadvantage against you, as they refract off your icy armor or dissipate in the clouds of snow.

## 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 into one.

### SPELLCASTING

When you reach 3rd level, you augment your martial prowess with the ability to cast spells. See PHB chapter 10 for the 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 Mage 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, which you choose from the wizard spell list.

The Spells Known column of the Mage Knight Spellcasting table shows when you learn more wizard spells of 1st level or higher. Each of these spells 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.

Any spell with the word "smite" or "strike" in its name is considered a wizard spell for you.

Whenever you gain a fighter level, 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.

**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.

**Spell Save DC** = 8 + your proficiency bonus + your Intelligence modifier

**Spell attack modifier** = your proficiency bonus + your Intelligence modifier

**Spellcasting Focus:** You can use an arcane focus as a spellcasting focus for your wizard spells.

### 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 make a spell attack roll, you can instead focus the spell through your bonded weapon. Make a spell attack roll with your weapon attack bonus instead of your spell attack bonus, and your weapon's reach instead of the spell's range. If the roll exceeds the target's AC, you inflict the effect of the spell on the target. You cannot attack a creature outside the spell's range, but you can make ranged spell attacks within 5 feet without disadvantage.

### 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 1st level or higher that deals damage, attacks with your bonded weapon deal an extra 1d6 damage of that type until the end of your next turn.

### ARCANE WHIRLWIND

At 15th level, when you use your Action Surge, you can use the additional action to cast *steel wind strike* without expending a spell slot.

### BATTLEMAGE

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 to 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 eliminate priority targets on the field.

### MARK TARGET

When you choose this archetype at 3rd level, you can mark a creature when it misses you with a melee attack or you hit it with a melee attack. You can also mark a creature whose identity you know if you take 10 minutes to gather and ruminant upon information about it. You can have a creature marked indefinitely, and you gain insight into that creature's thoughts, beliefs, and style of combat.

You can have a number of marks equal to your Wisdom modifier at any one time (a minimum of 1). You can remove any number of marks at the end of a short or long rest, and a creature is no longer marked when you see its corpse.

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

- You have advantage on Wisdom (Insight) and Charisma (Intimidation) checks against it.
- If a mark misses you with a melee attack, you can use your reaction to make one weapon attack against it.
- You have advantage on opportunity attacks against it.
- When you take an opportunity attack against it, you can attempt to grapple it 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 one of the following: 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 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 its allies, or retracing its 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 its current location, where it plans to go next, and when and how it plans to go there.
14-19	You know its exact current location, and have a few ideas about its future plans.
8-13	You know its general location, and have a few ideas about its plans. Some might be wrong.
2-7	You have a few ideas as to what the mark plans to do next. Some of them might be wrong.
1	Your mark's own contacts discover your efforts and inform it. You have disadvantage on Intelligence, Wisdom, and Charisma checks against your mark for 24 hours.



### NO ESCAPE

At 10th level, every time you hit a mark with a melee weapon attack, its speed is reduced by 5 ft until the end of its next turn.

### OUT OF MY WAY

Starting at 15th level, you can predict your marks' actions and use that knowledge to protect others. When a mark makes a melee attack against an allied creature within 15 feet of you, you can use your reaction to move towards the target, entering your ally's space and shoving them into the nearest unoccupied space. You then become the target of the mark's attack. If that attack misses you, you can make one melee 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 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 mark misses you once on any creature's turn, even if a mark misses you more than once.

### MARKS AND THE ORDER OF OPERATIONS

Your marks are separate from the variant action described on page 271 of the *DMG* and do not gain the benefits of that action. In order to use mark-based features against a creature it must already be marked. If an unmarked enemy misses you and you mark it, you cannot use your reaction to counter, because it wasn't a mark when it missed. Similarly, if you hit a creature and mark it, its speed is not reduced, because it was not a mark when you hit it.

## MARKSMAN

Marksmen's impeccable aim make them invaluable on the battlefield, where they can pick off vital targets. Famous for both accuracy and showmanship, Sharpshooting holds a long history of competition and fame; skilled snipers often surpass great warriors.

### TRICKSHOTS

When you choose this archetype at 3rd level, you exceed a common archer or triggerman and enter the realm of entertainment. You learn two of the following Trickshots, and an additional one when you reach 10th and 15th level in this class. You can only use Trickshots with ranged attacks made ranged or thrown weapons. An attack can only benefit from one Trickshot at a time.

**Barrage.** You can use your action to make a ranged weapon attack against any number of creatures within 5 feet of a point you can see within your weapon's range. You must have ammunition or thrown weapons for each target, as normal, and you make a separate attack roll for each target.

**Double Up.** Once on your turn when you make a ranged weapon attack, you can use two weapons or pieces of identical ammunition instead of one, and deal an additional damage die if the attack hits. The close and long ranges of this attack are halved.

**Hairtrigger.** When you have advantage on a ranged weapon attack roll against a target, you can forgo the advantage for that roll to make an additional ranged weapon attack against the same target as a bonus action.

**Heavy Impact.** When you hit a Huge or smaller creature with a ranged weapon attack you can push it 5 feet away from you.

**Ricochet.** Once on your turn when hit a creature with a ranged weapon attack, you can make a second attack against another creature within 30 feet of the original target, using the same piece of ammunition. The second attack's damage is halved.

### EXHIBITION SHOOTER

Also at 3rd level, you can rally allies with displays of incredible skill. 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. You have 3 uses of this feature. You regain all expended uses when you finish a short or long rest, and one use when you damage a hostile creature benefitting from 1/2 or 3/4 cover.

### SHOWOFF

At 7th level, when you land a critical hit with a ranged weapon attack, you can use a bonus action to give a creature within 30 feet of you that can see and hear you advantage on the next ability check or saving throw it makes within the next minute. You also gain proficiency in Performance.

### SHARPSHOOTER STYLE

Starting at 10th level, you choose one of the following styles to further distinguish yourself.

**Close Quarters.** Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged weapon attacks, and you can use your weapons and some ammunition as melee weapons. You are proficient in the melee attacks that you make with ranged weapons, and when used in this way all ranged weapons deal 1d8 bludgeoning damage. Arrows and bolts have the *light* and *finesse* properties, and deal 1d4 piercing damage.

**Sniper.** The standard and long ranges of your weapons increase by 15 feet, you can Search as a bonus action, and if you haven't yet moved during your turn can expend all your movement to gain advantage on the first ranged attack you make on your turn.

**Quickdraw.** You add your proficiency bonus to initiative rolls. When you roll initiative, you can make a single ranged weapon attack.

### TWAIN ARROW

Beginning at 15th level when you or another creature that you can see within the normal range of your weapon is targeted by a ranged attack, you can use your reaction to deflect the projectile with a shot. Make an attack roll. If your roll matches or exceeds the enemy's, the attack misses.

### DEADSHOT

At 18th level, your devastating aim takes enemies out of the fight quickly. When you reduce an enemy to a number of hit points less than your Fighter level with a ranged 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 practice magic themselves, and choose 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 spells cast with a 1st-level slot. This resistance includes 2nd-level slots at 7th level, 3rd-level at 15th, 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 creatures of your choice 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 or long rest.

## INQUISITOR

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

If you spend 1 minute observing another creature outside of combat, you learn if it can cast spells, and two of the following:

- the creature's spell save DC
- its current number of unexpended spell slots, points, or casts
- the feature that grants it spells, such as caster class and level or *innate spellcasting*
- any two spells it knows from a school of your choice, if any

## WEAVECUTTER

Starting at 10th level, your attacks breach magical resistances, wards, and effects. Your weapon attacks are considered magical and ignore any magical effects that increase a creature's Armor Class, such as the bonus from +1 armor or the *shield* spell.

When you damage a creature that is concentrating on a spell, the DC for it to maintain 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. Once per turn when you damage a creature, you can absorb the power of a magical item that creature is wearing, carrying, or attuned to. That magical item becomes inert for 1d4 rounds, (reactivating at the end of your turn after that many turns pass) during which time none of its properties apply to the user, and none of its abilities, spells, or magical properties can be used. You also gain a number of temporary hit points based on the item's rarity. You lose any remaining temporary hit points when the item becomes active again. You can target a magical item that is inert to extend the time it is inoperable, though you gain no additional temporary hit points for doing so.

You can also use this feature on a magical item you are wearing or carrying, either as a bonus action or as a reaction when you take damage. The temporary hit points absorb as much of the incoming damage as possible, and those left last until the item reactivates.

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

## SPELL REFLECTION

At 18th level, magic becomes desperate to escape you and flows back up the channels it carves into the weave. Your Null grants you immunity to damage from spells cast at 4th-level or lower, rather than resistance. Whenever you are targeted by one of those spells, you can use your reaction to reflect it back at its caster, using the spellcaster's slot level, spell save DC, attack bonus, and spellcasting ability. If the reflected spell targets multiple creatures, those other creatures are still targeted by the spell. 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 your turn, the damage type of the attack changes to the type you chose.

## 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 (unless the specific shot has a different trigger). 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  $2 + \text{your Intelligence modifier}$  (a minimum of 3), 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 in this class.

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

**Arcane Shot save DC** = 8 + your proficiency bonus + your Intelligence modifier

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

## LINGERING ENCHANTMENT

At 7th level, your magical powers linger in your weapons. Your attacks with ranged and thrown weapons are considered magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage. This magic fades immediately after the attack hits or misses its target.

## BEWITCHED MISSILE

Also at 7th level, you can direct an errant shot toward a new target. When you make a ranged 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 hit with an Energized Attack you can deal an extra 2d6 damage of the same type and apply the corresponding effect from the list below. This extra damage increases to 4d6 at level 18. You can use this feature a number of times equal to your Intelligence modifier, and 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 halved 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 up to 10 feet away from you.

**Lightning:** If the target is made of metal or wearing armor made from metal, you can roll the damage for the attack twice and use either result.

**Necrotic:** The target can't regain hit points until the start of your 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 double 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 extra action can be an Energized Attack, and applies the corresponding bonus from Magic Mortar without expending a use of that feature. Each 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, 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 ignores all but total 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 electricity 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 *doppelsoldner* landsknechts of the 16th century. While lighter-armored 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. Your speed increases by 5 feet, and when you are wielding a bastard sword, longsword, or greatsword in both hands and are not wearing heavy armor you can use your sword to parry attacks.

When you are hit by a weapon attack, you can use your reaction to attempt 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, the attack is considered to have missed you entirely.

If you take no damage from the parried attack, you can also move 5 feet and make one melee weapon attack against a target within reach as part of the same reaction. You can also use this special counterattack if you parried an attack with another feature that allows you to block attacks with a weapon, such as a weapon's *parry* property or the *Defensive Duelist* feat.

### 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. If you haven't moved on your turn, you can expend all of your movement to move up to 60 feet, so long as you stop within 5 feet of a hostile creature. This movement does not provoke opportunity attacks. You then make two melee weapon attacks. Afterward, your turn continues as normal. You can use this feature a number of times equal to your Dexterity modifier (a minimum of 1), and regain all uses at the end of a long rest.

### 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 melee weapon using Fechtbücher Expert, you make your counterattack with advantage.

### BLADE DYNAMO

Once you reach 18th level, when you use your reaction to attack 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 twice, and must complete a short rest before you do so again.

## VALKYRIE

The Valkyrie soars above the battlefield in search of worthy souls to escort to the afterlife, who will be resurrected to fight again at the end of the world. A Valkyrie trains in healing, service, judgement, and most importantly, battle, for she will fight alongside her chosen. These fighters are warrior-spirits born mortal, proving their worth before their ascension.

### RESTRICTION: FEMALE CHARACTERS ONLY

While both male and female warriors can die honorably, only female souls can become these glorious champions. Valkyries both mortal and immortal are a special variety of celestial that always manifests in female form.

### WARRIOR OF THE HALL

At 3rd level, you can open your soul to the hall of glorious dead, channeling a fragment of its power. You gain the following benefits:

**Inspiring Cry.** When you take the Attack action, you can shout a snippet of heroic poetry that inspires any number of friendly creatures within 30 feet that can hear you. An affected creature can add your Wisdom modifier (a minimum of 1) to one attack roll or saving throw it makes before the start of your next turn. You can use this ability thrice per short rest.

**Rise Again.** At dusk in Valhalla, the lethal wounds of the dead close, and as one of its stewards you can heal the fighters you choose. You learn *prayer of healing*. Wisdom is your spellcasting ability for this spell, and when you cast it in this way it has a casting time of one action. You can cast *prayer of healing* in this way thrice per long rest.

### SHIELD MAIDEN

Starting at 7th level, your experience preparing yourself and others for battle allows you to strip and don armor efficiently. It costs an object interaction, rather than an action, for you to don or doff any shield, and you don and doff armor in half the time. When you help another creature don or doff armor, the time the process takes is quartered, rather than halved.

### HONORED DEAD

Also at 7th level, your ability to choose the final destination of a mortal soul allows you to ease its return to life. You can conduct a minute-long ritual over the body of a deceased creature, preparing the soul to either return or cross over. Once this ritual is completed, the material cost of any spell cast to resurrect the creature is waived and it comes under the effect of *gentle repose*.

A creature cannot benefit from this ritual more than once, and you cannot bless the corpse of a creature that was not killed in combat.



### RIDE OF THE VALKYRIE

When the day comes, you will charge with your sisters across the sky. Starting at 10th level, when you use Inspiring Cry or finish casting *prayer of healing* granted by Rise Again, you grant yourself and one targeted creature a flying speed of 60 feet for 1 minute. This ability can manifest as feathered wings sprouting from your back, a mighty gale that holds you aloft, a shadowy eight-legged horse that appears beneath you, or another form of your choice.

### JUDGE THE FALLEN

Starting at 15th level, you can cast *speak with dead* a number of times equal to your Wisdom modifier per long rest (a minimum of once). If the target of your spell died violently, your casting does not expend a use of this feature.

In addition, allied creatures within 30 feet of you have advantage on death saving throws.

### DAWN OF THE FINAL DAY

Starting at 18th level, you have been found worthy. When you die, your soul will ascend to Valhalla. More importantly, your powers of healing cannot be matched. Once per day, you can use your action to cast *mass heal*. You and every creature that gains hit points from *mass heal* gain a flying speed of 60 feet for 1 minute.



## VARANGIAN

Warriors from the far reaches of the north who sailed and settled across the known world, who seek wealth 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 defeating an enemy quickly does less damage to any valuables they might be carrying. When you choose this archetype at 3rd level, you can wound enemies to make it easier to bring them down. Once on your turn when you hit a creature with a weapon attack, it must succeed on a Constitution saving throw or suffer one of the wounds below.

**Shoot to Wound save DC = 8 + your proficiency bonus + your Strength modifier**

### WOUNDS

The target's anatomy need not perfectly match those described in the feature for wounds to take effect.

**Arm.** For the next minute, the first weapon attack roll the target makes on each of its turns is made with disadvantage.

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

**Ear.** The target is deafened for 1 hour.

**Gut.** The target cannot take reactions until the end of its next turn.

**Leg.** The target's movement speed is reduced by 10 feet until the end of its next turn.

**Throat.** The target cannot speak until the end of its next turn.

### MERCANTILE

You are accustomed to wandering far to sell your war loot. At 7th level, you gain proficiency in navigator's tools, and your choice of 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.

### RANSOMER

Also at 7th level, you gain benefits from your history of taking captives. You gain proficiency in Athletics, and your proficiency bonus is doubled for checks that use it. Whenever you attempt to knock a creature out, you deal your weapon's normal damage even if the weapon you use lacks the *nonlethal* property, though you always deal bludgeoning damage. Finally, dragging a grappled creature costs you no additional movement.

### SHOTCALLER

When you reach 10th level, you can sacrifice one of your attacks on your turn to indicate an opening to one ally within 30 feet that can see or hear you. That ally can use its reaction to make a weapon attack. If the attack hits, the target must make a Constitution saving throw against your Shoot to Wound DC. On a failed save, the target suffers one wound, chosen by the ally that made the attack.

### 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 it to reroll the save.

### GLINT OF GOLD

You know riches, and the people that carry them. Starting at 18th level, you know the exact monetary value of any object you see, magical or nonmagical. You also have advantage on Strength checks and 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.



## 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 EYE

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, and you add your Intelligence modifier to your Initiative rolls.

### INSPIRING SURGE

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

**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.

# MONK

Light on their feet and heavy with their blows, monks represent a fast, mystical form of martial artistry divorced from the might of any other warrior. These unarmored fighters received several changes in the later section of this document, which also introduces three new subclasses.

The **Way of the Current** uses a smooth, flowing style, and the confidence of these elegant defenders is never shaken.

The **Way of the Hurricane** closes distance better than any other monk, with attacks so fast that the very air booms with the sound of their footsteps.

The followers of the **Way of the Raptor** are vicious fighters that wipe out the weak with a predator's savage efficiency.

## WAY OF THE CURRENT

A trickling stream is humble yet ever-moving, and so are the meditative followers of the Way of the Current. Each movement is chosen with practiced deliberation, which allows its users to remain untouched and serene as the torrent of battle rages around them.

### STANCE OF THE STREAM

Starting at 3rd level, when you take the Dodge action the moment of calm allows you to regain your sense of inner peace, which allows you to enter a controlled, combat-ready stance until the start of your next turn.

If a creature misses you with a melee attack while you are in your stance, you can use your reaction to make an unarmed strike against that creature.

In addition, when a Large or smaller creature moves at least 10 feet straight toward you and enters your reach, you can spend 1 ki point to knock it off-balance and send it sprawling to any point within 10 feet of you.

At 11th level, you can target Huge creatures with this feature, and at 17th level you gain the ability to target Gargantuan creatures.

### BEND LIKE THE RIVER

Water moves as it wishes, and is difficult to capture. Starting at 6th level, you have advantage on Dexterity (Acrobatics) to escape from being grappled or restrained, and can attempt to escape as a bonus action, rather than an action. You are also treated as one size smaller for the purpose of squeezing through spaces.

In addition, you deal doubled damage to structures and objects that are not being worn or carried. The trappings of civilization are no match for a mighty flood.

### CALM SURFACE

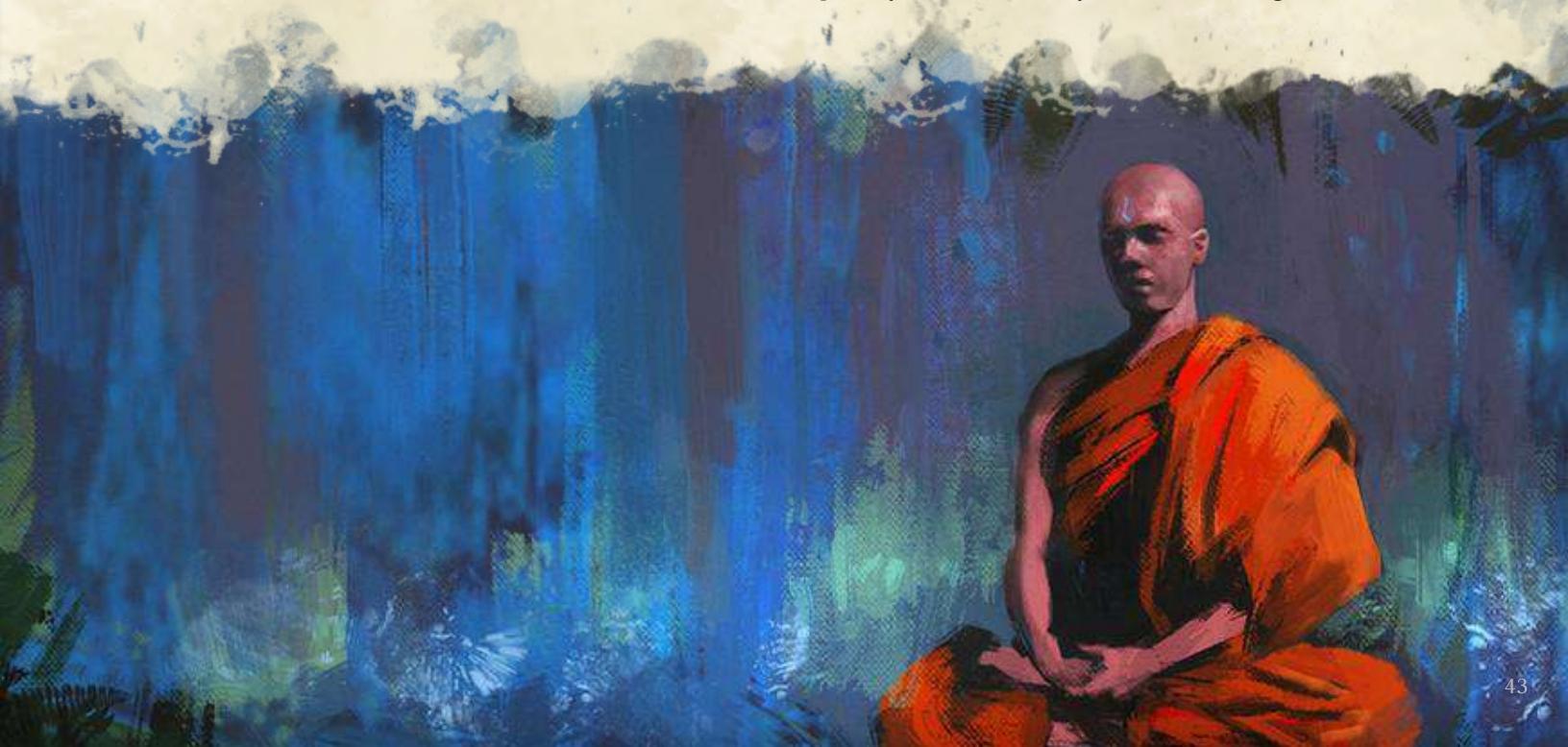
Starting at 11th level, the flow of your blocks and parries makes you nigh-impossible to touch. When you enter Stance of the Stream, you can spend an additional 2 ki points and gain the ability to target both ranged and melee attacks with your Deflect Attack feature until your stance ends. In this state, Deflect Attack does not use your reaction unless you attack with a projectile or attempt to disarm the attacker.

If you reduce the damage of a melee weapon attack to 0, you can use your reaction to throw the attacker to any point within 15 feet of you.

### SPIRIT MAELSTROM

Beginning at 17th level, you can become the epicenter of an astral whirlpool that draws energy. When you are targeted by a harmful area of effect, such as *cone of cold* or a behir's lightning breath, you can use your reaction to drain the destructive power into yourself. The effect targets no objects or creatures other than you.

You suffer no damage or other effects, and store the magical power within your ki. The next time you hit a creature with a melee weapon attack before the end of your next turn, the energy is unleashed, causing the attack to deal bonus damage equal to the amount and type of damage you would have received from the effect you absorbed. If you fail to hit a creature before the end of your next turn, the rampant energy explodes inside you. You suffer all effects from the power you absorbed as if you failed the saving throw.



## WAY OF THE HURRICANE

A follower of the Hurricane moves faster than the eye can see, streaking from one target to the next in a dizzying blur. From a distance, their battles sound like a barrage of cannonfire, and they whip up torrential winds that send their enemies flying like leaves in a gale. The few who survive battles with its followers claim their opponent teleported behind them and punished their mistakes with a storm of brutal attacks.

### WHIRLWIND BLOWS

Starting at 3rd level, you specialize in attacks that hurl your body across the battlefield in the blink of an eye. Whenever you take the Dash or Disengage action, you can make an unarmed strike as part of the same action.

If the attack hits, a shockwave of power explodes from the point of impact. Every creature within 5 feet of the target other than you must make a Strength saving throw. On a failed save, a creature is knocked 10 feet away from the target. Large or smaller objects not being worn or carried are hurled the same distance.

If a creature collides with another creature or an object, it takes bludgeoning damage equal to your Wisdom modifier.

### RUSHDOWN

The Way of the Hurricane teaches aggression and rewards decisive action. Starting at 6th level, when a creature that you can see misses you with an attack, you can use your reaction to move up to your speed toward the attacker. If you end this movement within 5 feet of the attacker, you can also make one melee weapon attack against it.

### BAREFOOT BLITZ

You sprinted over hot coals and ran marathons over sharp stones to earn your speed. Starting at 11th level, you ignore difficult terrain, and can move along ceilings using your Unarmored Movement Improvement feature.

### LEAP INTO ACTION

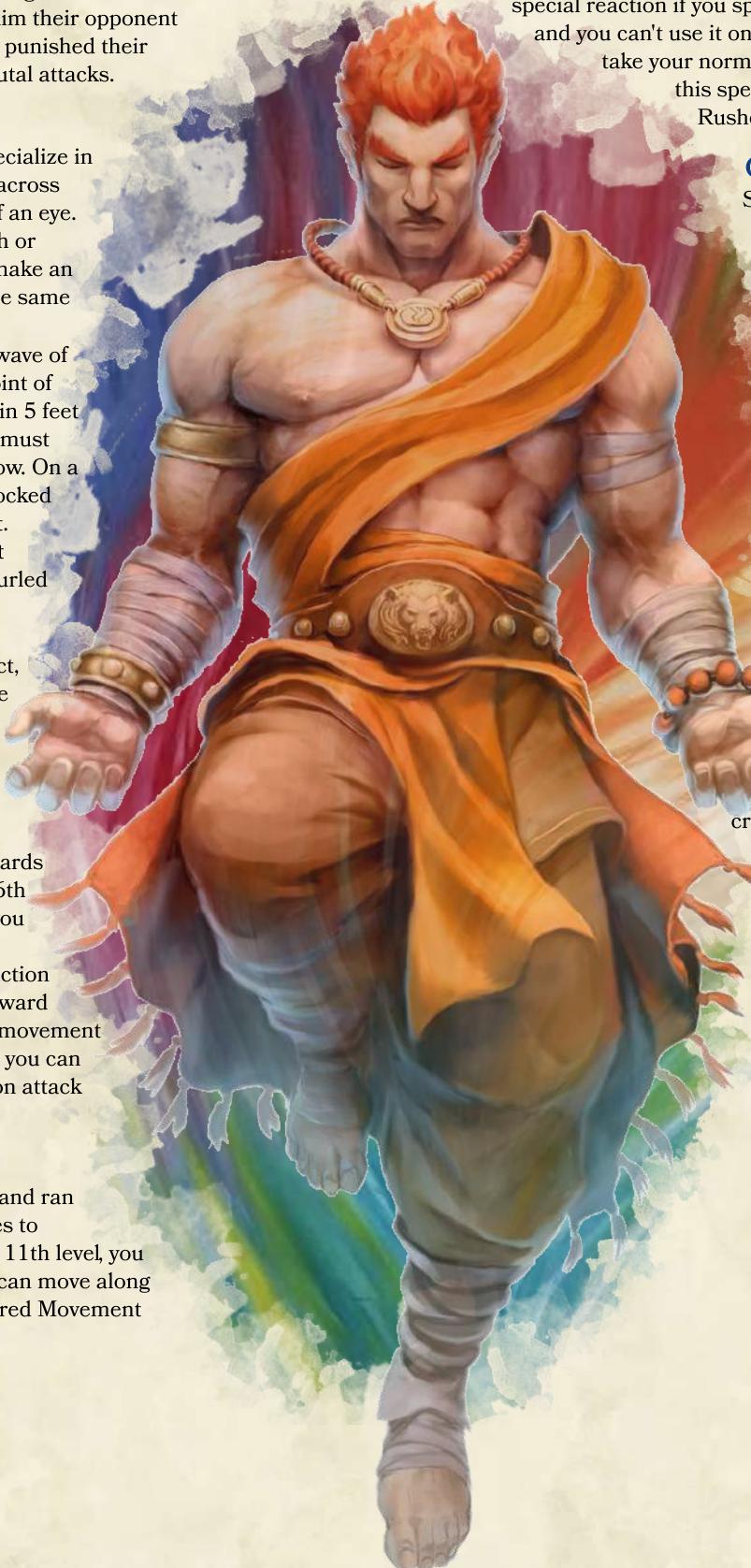
Also at 11th level, your impatient nature, nurtured by your training, allows you to scream across the battlefield. In combat, you have a special reaction that you can take once on every creature's turn, except your turn. You can only use this special reaction if you spend 2 ki to activate it, and you can't use it on the same turn that you take your normal reaction. You can use this special reaction only to use Rushdown or Slow Fall.

### GALEFORCE

Starting at 17th level, you move faster than the eye can see, and your attacks break the sound barrier. When you move, you can spend any amount of movement to teleport that distance instead of moving normally, so long as you move into an unoccupied space that you can see.

When you teleport, you unleash a booming thunderclap that all creatures within 300 feet of you can hear.

If you teleport within 5 feet of a creature and hit it with an attack, you can spend 1 ki point to deal additional thunder damage equal to half your monk level.





## WAY OF THE RAPTOR

Every martial artist wields their natural gifts to their full potential, and the Way of the Raptor's clawed monks refuse to waste their unique abilities. Invented by bestial humanoids with razor-sharp talons, practitioners of this tradition harry their enemies with rushes of vicious strikes that disembowel them in fountains of gore.

### RACIAL RESTRICTION

Creatures without claws or talons cannot perform the claw attacks integral to this tradition. Only aarakocra, kenku, leonin, lizardfolk, dragonborn, kobolds, and shifters can join the Way of the Raptor. In some settings, goblinoids, orcs, or tieflings have the necessary sharp talons, and are included.

### CARNIVORE'S GRIP

When you choose this tradition at 3rd level, you can combine claws and martial arts to rip enemies to shreds. You can deal slashing damage with unarmed strikes that use your claws if you couldn't already, and your claws have the *status: slashing* property. You can inflict *status: slashing* against any creature, and *status: slashing* that you inflict with your claws ignores resistance and immunity to necrotic damage.

In addition, when you damage a creature with your claws, you can use a bonus action to attempt to grapple that creature, using the attack roll's total in place of a Strength (Athletics) roll. If a target escapes the grapple, it takes slashing damage equal to your Dexterity modifier.

### PREY ON THE WEAK

Starting at 6th level, your hunter's senses allow you to pick out weakened and fleeing prey. You have advantage on Wisdom (Perception) checks, Wisdom (Survival) checks, and opportunity attacks against any creature that doesn't have all its hit points.

You also know which hostile creature that you can see has the fewest hit points remaining. You do not know the amount.

### OPPORTUNIST

Starting at 11th level, you can strike enemy weakpoints by using others as a distraction. When you attack a creature, you can use 2 ki points to gain advantage on attack rolls against it until the end of your turn, so long as another enemy of the target is within 5 feet of it, and that enemy isn't incapacitated.

### DEATH BY A THOUSAND CUTS

At 17th level, your martial skill and connection to your primal roots transforms you into a whirlwind of claws and fangs. Whenever you use your Flurry of Blows, you can spend an extra ki point to make number of unarmed strikes equal to your Dexterity modifier, instead of two.



## PALADIN

Masters of healing, support and defensive magic, and powerful attackers, paladins are one of the most powerful and versatile classes in the game. With its focus on martial abilities and items, *The Warrior's Codex* makes paladins even more powerful—not that they need it. There are no paladin oath reworks, but two more oaths have been included.

The Oath of **Festivity** celebrates life, for it is worth living, and brings joy and comfort to those who have none.

The Oath of **Indemnity** is a restorative oath whose followers focus on bringing victims of monsters and magic to their original state. Not only warriors, they are healers, builders, and keepers of fairness and impartiality.

### OATH OF FESTIVITY

The Oath of Festivity appeals to paladins with an unquenchable zest for life and the need to spread it to others. When times are darkest and gloom casts a shadow over the people, these paladins are there to bring joy back into the lives of their comrades and allies. Also called motley knights, these paladins fight in armor adorned with vibrant cloth, bright paints, and glittering stones, and act as shining beacons of genuine excitement that stand against evils that douse the world in darkness, gore, and misery.

However, they do not take disturbing or saccharine pleasure in the destruction of their foes. Nor are they tactlessly excitable in grim circumstances. Somber encouragement or a stiff drink offered without a word can restore the spirit as much as a feast, though every opportunity for feasting and revelry should be taken.

#### TENETS OF FESTIVITY

The tenets of this oath call its adherents to care for the well-being of others as well as themselves.

**Fun.** Life is a gift and every day a celebration to be relished. Create opportunities to enjoy it and alleviate boredom and misery wherever it exists.

**Joy.** Act as a persistent comfort to the hurting, and a source of happiness for those without it. Create experiences that will never be forgotten.

**Plenty.** No celebration is complete without abundant food and drink, and no life can be happy if it wants for basic necessities. Ensure there is comfortable excess in all things.

**Hospitality.** There is always room for another chair at the bar, another seat at the table, and another friend in your heart. Bring others into the fold and share with them.

#### OATH SPELLS

You gain oath spells at the paladin level listed.

Spell	Loot
3rd	<i>ceremony</i> <sup>XGE</sup> <i>Tasha's hideous laughter</i>
5th	<i>enthall</i> , <i>skywrite</i> <sup>XGE</sup>
9th	<i>catnap</i> , <sup>XGE</sup> <i>hypnotic pattern</i>
13th	<i>private sanctum</i> , <i>resilient sphere</i>
17th	<i>greater restoration</i> , <i>hallow</i>

## GOOD HOST

You gain proficiency in cook's utensils or brewer's supplies.

## CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

**Rebuke the Sober.** You can use your Channel Divinity to bring revelry and merriment to others, for their benefit or detriment as you choose. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, the target becomes poisoned and charmed by you for 1 minute. The affected creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

**Champion's Banquet.** In quiet moments, you can use your Channel Divinity to prepare a source of relief for others at the end of a short rest, such as comfort food, a stiff drink, or kind words. Any creature that can see or hear you regains hit points equal to your Charisma modifier, and is cured of one curse, condition, or disease of your choice.

## AURA OF REVELRY

Starting at 7th level, your incorrigible excitement suppresses fatigue. While you are conscious, you and friendly creatures within 10 feet of you do not suffer the effects of the blinded, deafened, exhausted, poisoned, and unconscious conditions, unless the creature in the aura suffers the condition willingly or currently has 0 hit points. Affected creatures are not cured of any conditions they suffer, and the effects return when a creature leaves your aura.

At 18th level, the range of this aura increases to 30 feet.

## DRAMATIC ENTRANCE

Starting at 15th level, you gain an impeccable sense of dramatic timing that allows you to enter the fray with a thrilling buildup and explosive introduction. From the beginning of any combat until the start of your first turn, you have advantage on checks and saving throws, and during your first turn you can take an additional action.

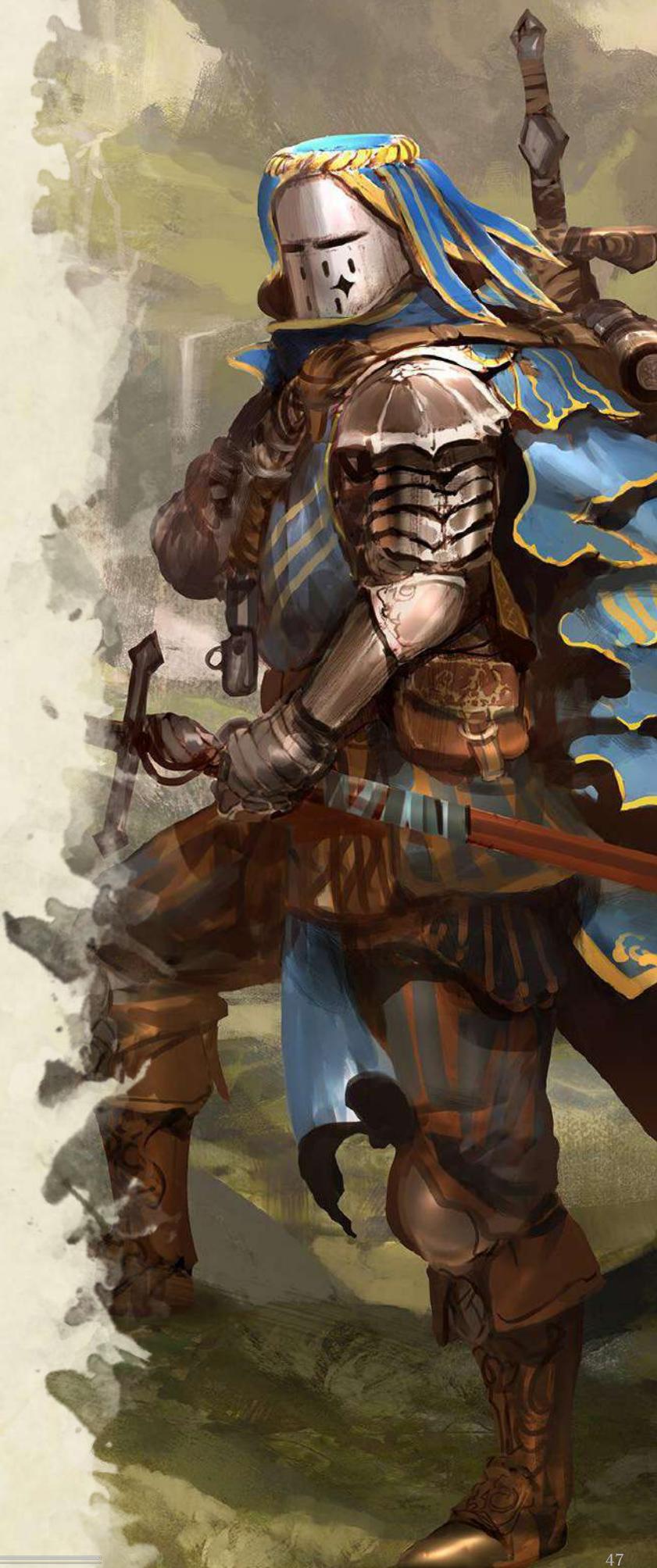
In addition, you cannot be surprised.

## LIFE OF THE PARTY

At 20th level, you can use an action transform into a brilliant source of reinvigorating joy for 1 hour. In this state, you radiate rays of multicolored bright light in a 300-foot radius, which dispel magical darkness and reveal illusions, which appear as ghostly, monochrome apparitions. The light also reveals creatures that are hidden or in the ethereal plane. You can choose to exclude a creature or illusion from this effect.

While transformed, you and creatures of your choice within 60 feet of you cannot be blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, or stunned, and any levels of exhaustion a creature is suffering are removed when it starts its turn within 60 feet of you. The first time a creature of your choice enters this aura or starts its turn there, it gains the benefits of the *death ward* spell, which last until your transformation ends. Once a creature gains this benefit, it cannot do so again until your next transformation.

Once you use this feature, you can't use it again until you finish a long rest.



## OATH OF INDEMNITY

The Oath of Indemnity binds paladins to help others. Its followers believe in the redress of wrongs, the repair of the ruined, and acts of prevention to ensure tragedies never happen again. They comfort broken people and repair broken property alike. Also known as gold knights and underwriters, paladins of the Oath of Indemnity are bound to repair the aftermath of catastrophe.

But these paladins are not starry-eyed cornucopias to be exploited by the opportunistic or overwhelmed by the desperate. They are generous and genuine, but the oath also requires a strict adherence to readiness and fairness. Even the most penniless refugee deserves a share, but no more. This oath calls its followers to be charitable, but also skeptical, because those who take advantage of others' kindness seek these paladins hoping to trick them.

### TENETS OF INDEMNITY

The tenets of the Oath of Indemnity demand careful examination to ensure accurate distribution of assistance.

**Duty.** Your first and foremost responsibility is to provide aid to the wronged and stricken. They are your only priority.

**Self-sufficiency.** To help others you must be able to help yourself. If you are insecure in your abilities, you crumble beneath the weight of your responsibilities.

**Integrity.** You hold the lives and livelihoods of others in trust. Their faith in you is invaluable, and must be honored.

**Readiness.** It is not enough to address the aftermath. Preparation saves more lives than retribution.

**Fairness.** Every injured party receives a fair share of reparations—and not a cent more. Scorn those who seek profit from your altruism, and punish them harshly.

### GOOD AS NEW

At 3rd level, you learn the *mending* cantrip, and when you cast it the damage you target can be 5 feet or smaller in any dimension.



## OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spell
3rd	<i>absorb elements</i> , <sup>XGE</sup> <i>sanctuary</i>
5th	<i>augury</i> , <i>calm emotions</i>
9th	<i>glyph of warding</i> , <i>remove curse</i>
13th	<i>divination</i> , <i>fabricate</i>
17th	<i>greater restoration</i> , <i>mass cure wounds</i>

## CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following Channel Divinity options.

**Pooled Risk.** When a creature within 30 feet of you takes damage, you can use your reaction to evenly distribute the damage between every willing creature within 30 feet of you.

If a creature has 0 hit points or the damage would reduce it to 0, that creature doesn't take a share of damage, and the shares are recalculated excluding it. If the distributed damage reduces every creature to 0, Pooled Risk fails.

**Recompense.** When you or a creature that you can see within 60 feet of you ends a spell that failed to deal damage, you can use your reaction and your Channel Divinity to restore the lost spell slot. The spell must be capable of dealing damage. The level of the spell slot that you restore cannot exceed your paladin level divided by 3.

## AURA OF LIABILITY

Starting at 7th level, an aura of responsibility surrounds you, so even the most evil creatures suffer remorse. When you or a creature within 10 feet of you takes damage, the attacker takes psychic damage equal to your Charisma modifier (a minimum of 1), so long as it is also within your aura.

At 18th level, the range of this aura increases to 30 feet.

## COVERED PERILS

You are so experienced in common forms of accident that your body is supernaturally inured to them. Starting at 15th level, you have resistance to fire, lightning, and thunder damage. You can target creatures and objects within 60 feet of you with *absorb elements*, instead of yourself, so long as that creature took fire, lightning, or thunder damage.

## RATE ADJUSTMENT

At 20th level, as an action, you can become an avatar of rejuvenation. For 1 minute, scars, blemishes, and the ravages of time vanish and you appear in the prime of your life. In this state, you gain the following benefits:

- Once on your turn before you make an attack roll, ability check, or saving throw, you can request collective aid. Creatures within 30 feet of you can roll a d20, and you use the highest number rolled on one die instead of rolling.
- An enemy can take damage from Aura of Liability any number of times on a turn, rather than once.
- When a creature takes damage that activates your Aura of Liability, it regains a number of hit points equal to your Charisma modifier (a minimum of 1).

Once you use this feature, you can't use it again until you finish a long rest.

# ROGUES

Elusive and evasive, rogues are masters of many talents and move in many spheres. Their archetypes categorize and specialize them even further, and those listed here improve two of the weakest archetypes and add several more.

**Blinks**, with the magical portal hidden within their bodies, are master thieves and pickpockets whose sleight of hand is unmatched.

**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.

**Thunderbolts** specialize in overwhelming the senses rather than hiding from them, with explosive power and speed that channels the power of lightning.

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

## BLINK

The legendary Blinks are master thieves and pickpockets with a supernatural knack for concealment. Having manifested a portal to a personal demiplane in your hands, you join their ranks as one of the few able to make contraband vanish in the blink of an eye.

## PALM PORTAL

When you choose this archetype at 3rd level, the plane within you stabilizes, allowing you to use it with finesse. You can use an action to touch a Medium or smaller object and spirit it away into a demiplane tied to you, that only you can access.

If another creature is wearing or carrying the object, you can use an action to hit the creature with an unarmed strike to take it. You can use your Strength or Dexterity modifier for the attack roll. This attack deals no damage.

In addition, when you or a creature within 10 feet of you is targeted by a ranged attack, you can use your reaction to pull the projectile or spell into your portal. The creature has disadvantage on the attack. If it misses, you pull the projectile into your demiplane. On your next turn, you can use an action to reverse the projectile, making a ranged weapon attack against a target within the original attack's range, as though it originated from you. You are proficient in the attack, and if the attack hits, it deals additional force damage equal to your rogue level. The attack is considered a ranged weapon attack for the purposes of triggering your Sneak Attack.

You can also use a bonus action to pull a Small or smaller object that you can see 30 feet toward you. If it is less than 30 feet away from you, it flies into your empty hand. If a creature or another object impedes its progress, it stops harmlessly and falls to the ground.

As an action, you can withdraw any object stored inside your demiplane, which can hold a weight no greater than your carrying capacity. At 13th and 17th levels in this class, its capacity doubles.



## POCKET PRISON

Starting at 9th level, you can store a creature inside your demiplane. You can target a Medium or smaller creature with the unarmed strike from Palm Portal, and if it hits, the creature takes 2d6 force damage and is pulled into your demiplane for the next minute, or until you pull another creature inside. While in the demiplane, the creature is unharmed and takes turns and actions as normal, but it is blinded and deafened until freed.

## DISTORTION SHIELD

Starting at 13th level, you can solidify the rippling distortions in the universe around your hand to create a solid barrier. You can use a bonus action to focus the disturbances into a rippling energy disc around your palm, which persists as though you were concentrating on a spell. While the disc has manifested, you gain a +2 bonus to your AC, and you cannot wield weapons or manipulate other objects in that hand.

## SINGULARITY

Beginning at 17th level, you are under the effects of the *blink* spell whenever you are conscious, unless you choose to suppress it.

## 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 it, you gain proficiency in another skill of your choice.

Your proficiency bonus is doubled for any ability check you make that uses Deception. You receive this benefit regardless of the skill proficiency you gain from this feature. If another feature, such as Expertise, doubles your proficiency bonus for Deception checks, another skill of your choice that you are proficient gains this benefit.

## COLOR CHANGE

Most rogues 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 within 5 feet of you.

When your color is changed, you are invisible until you expend movement or take any kind of action. You can take the Hide action with this feature even if other creatures can see you when you use it. Starting at 13th level, you can move up to half your speed without revealing yourself.

## PINPOINT EYES

At 9th level, your eyes mimic the abilities of your reptile namesake. Lightly-obsured 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 Search 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 damage a creature with your Sneak Attack, you can force it to make a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier). If it fails, the creature is poisoned for 1 minute. While poisoned in this way, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poisoned condition on a success. You can use this feature once per short or long rest, though you do not expend a use if the target succeeds on its initial save.

## WALKING CHROMATOPHORE

Beginning at 17th level, you can change your body's colors in real time. You can cast *greater invisibility* on yourself without using a spell slot. You can do so a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses when you finish a long rest. Constitution is your spellcasting ability for this spell.

## INFILTRATOR

Professional killers and talented socialites, Infiltrators combine a keen eye and quick tongue with mastery of the blade. Glamorous assassins who must all manner of societies, their tongues are just as sharp as their knives.

## COUP DE GRÂCE

When you choose this archetype at 3rd level, you have advantage on initiative rolls, and on attack rolls against creatures that have not yet acted in combat. Any attack you land against a creature that is stunned, surprised, or has not yet taken a turn in combat is a critical hit.

## TOOLS OF THE TRADE

Also at 3rd level, you have assembled invaluable skills for any assassination. 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
- Two 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:

- 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 3 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 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 deal the maximum possible amount of damage.

When you land a critical hit with your Coupe de Grace feature, the target must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack it.

## THUNDERBOLT

While most rogues favor stealth and subterfuge, others favor shock and awe. These rogues, charged with elemental lightning, are one such archetype, and surge from one target to the next in a blinding display that leaves survivors dazzled and casualties burned to death.

## ELECTRICAL CHARGE

When you choose this archetype at 3rd level, electricity courses through your body, ready to overtake you at a moment's notice. You can use an action to transform into a living bolt of lightning and move in any direction of your choice, expending movement as normal. In this state, opportunity attacks against you have disadvantage, you have advantage on checks against effects that grapple or restrain, and you can move through other creatures.

You return to your normal state if you stop moving or change direction. If you do so inside another creature, you are shunted to the nearest unoccupied space.

When you move through a creature or return to normal within 5 feet of it, you can attack it as part of the same action. You can inflict your Sneak Attack against the target without having advantage on the roll, though all the other rules for Sneak Attack still apply. When you inflict Sneak Attack in this way, it deals lightning damage instead of your weapon's.

## RIDE THE LIGHTNING

Starting at 3rd level, your attunement to electricity allows you move and speak like an elemental being. You gain the following benefits:

- You can glide through the air, borne by lingering charge. The length of your long jumps and the height of your high jumps is doubled.
- Because you stream through water like electricity, you gain a swimming speed equal to your walking speed.
- You can speak, read, and write Auran.

## FLOW OF THE CURRENT

Starting at 9th level, you flow like lightning through conductive objects. When you touch a wet or metallic object in your Electrical Charge form, you can move within its metal components or along its wet surface, expending movement as normal. Your Electrical charge form shrinks to fit within the object or surface if it is smaller than you.

If you change direction when moving in this way, you maintain your Electrical Charge form. You can exit the object in any unoccupied space that you can reach with your remaining movement, and can leave as a lightning bolt that travels in any direction or in your normal form. If you run out of movement or end your turn in the object, you are ejected into the nearest available space.

## THUNDER CHILD

Starting at 13th level, the electricity that courses through your body just beneath the surface grants you the ability to move like an elemental of the storm. You have resistance to lightning, thunder, and falling damage, and can move through a space as narrow as 1 foot without squeezing. You can also enter another creature's space and stop there. Until you or that creature leave that space, any attack that misses you targets that creature instead.

## BLITZ

Beginning at 17th level, you can use an action to blast any number of points that you choose within 60 feet of you with explosive lightning bolts. Each creature and object within 5 feet of a point must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier). On a failed save, a target takes 5d6 lightning damage and 5d6 thunder damage, and is knocked prone. On a success, the target takes half as much damage and doesn't fall prone. You can then teleport to any of the chosen points.

A creature or object in the area of more than one bolt is affected only once, and the thunder damage this effect deals to objects is doubled. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

## 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 choose this archetype at 3rd level, you move more agilely when fleeing from enemies. Your speed increases by 5 feet. Whenever you Disengage using your Cunning Action, you can attempt to shove one creature within reach. If you haven't successfully inflicted Sneak Attack on this turn, you can 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 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. In strong winds, you have advantage on ranged attack rolls and Wisdom (Perception) checks that rely on hearing, rather than disadvantage.

### 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 before you can do so again.

### WHIRLWIND SPRINT

At 17th level, tailwinds thrust you forward in a single, deadly strike. You gain a new action. When you take it, each creature in a line 30 feet long and 15 feet wide extending from you in a direction of your choice must make a Dexterity saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$ ). On a failed save a creature takes  $10d6$  force damage, or half as much on a success. You can take this action once per short rest.

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

### DASHING AND MOVEMENT:

If you Dash, the movement available during your turn increases by an amount equal to your speed. This affects the flight granted by Whirlwind Sprint. If you dash you can fly 90 feet before falling, because you only fall at the end of your turn, regardless of your current speed. If you dash with both action and bonus action, you can fly 135 feet.



# SORCERERS

Sorcery could rightfully be called an odd inclusion for this document, but the *iron core* fits right into a book filled with steel and strategy. They defend themselves and their allies from physical damage, and are so attuned to metal that they wear the heaviest armor with ease.

## IRON CORE SORCERY

This bloodline originates from a subset of elemental earth refined by millenia of industry. Perhaps an ancestor survived immersion in molten adamantine, or generations past lived in mining towns surrounded by ore. Regardless of source, each Iron Core harbors a kernel of magic metal within.

### ARMOR AFFINITY

At 1st level, you gain proficiency in heavy armor, and your speed is not reduced by wearing it.

### IRON GUARD

Also at 1st level, you can use your action to form a ward of magical metal around yourself or one creature you can see within 30 feet. While you are conscious, any bludgeoning, piercing, or slashing damage dealt to a guarded creature is reduced by an amount equal to your Charisma modifier + your Sorcerer level divided by 3 (rounded down). You can use an action to move this benefit to another creature and can remove it freely, with no action. You can guard one creature with this feature. At 5th level in this class you can have two guards on separate creatures, and three creatures at 14th level.

### BLOODLINE SPELL LIST

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

#### Level Spells

1st *entangle, shield*

3rd *heat metal, spike growth*

5th *minute meteors<sup>XGE</sup>, protection from energy*

7th *death ward, fabricate*

9th *hold monster, steel wind strike<sup>XGE</sup>*

11th *blade barrier, globe of invulnerability*

### SHAPE THE STEEL

Starting at 6th level, even the firmest metal bends for you. You can use an action and expend 3 sorcery points to slowly reshape a Large or smaller nonmagical object that is not being worn or carried into a new form over the course of 1 minute. If you stop touching the object before the minute is up, it reverts to its original form.

You cannot create or destroy mass, only reshape it, and cannot change its temperature. You can't use this feature to create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, or armor, unless you have proficiency with the tools used to craft such objects. This feature cannot deal damage to creatures.

### 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 within 60 feet of you. An infused creature's current and maximum hit points increase by 15, and it gains a +1 bonus to its armor class until it completes a long rest. You can conduct this ritual once per long rest.

### ARCANE CONDUCTION

Beginning at 18th level, choose one of the following damage types when you apply a guard to a creature: lightning, fire, cold, thunder, radiant, necrotic or force. The guarded creature has resistance to that damage type, and when it takes damage of the chosen type you can use your reaction to channel the energy around the metallic ward into a protective barrier. That guarded creature gains temporary hit points equal to the damage taken.

If it has those temporary hit points and deals damage, the guarded creature can choose to remove all remaining temporary HP and discharge the energy, adding damage to the attack equal to your sorcerer level, of the type that triggered this feature.





## WIZARDS

Another odd inclusion, even the scholarly wizard has a place in this document. Members of the *Cavalry* Tradition devote themselves to keeping themselves alive on the battlefield to act as support and artillery for infantry, and as veteran battlemages they are a perfect fit for the Codex.

### ARCANE TRADITION: CAVALRY

Magic can slaughter dozens and turn the tide of battle in an instant, and wizards' value and frailty make them prime targets. Cavalry wizards use equestrian skills and practical knowledge to keep its practitioners alive on the bloody battlefield. The magic's long range and their mounts' incredible mobility keeps members of this school casting mighty spells out of harm's way.

#### MOUNTED MAGE

When you select this school at 2nd level, you learn a ritual that summons a magical force which takes the form of a noble steed. This ritual takes 1 hour and expends a spell slot of 1st level or higher. The mount assumes the shape of any Large beast of CR 1/2 or lower without a flying speed.

Your mount vanishes if killed or if you summon another mount. It obeys your verbal commands and can only take the Dash, Disengage, and Dodge actions.

You also gain proficiency in Animal Handling.

As you gain levels in this class, your mount can take on more powerful forms, listed on the table below. To summon a stronger mount, you must expend a slot the same level as the creature's CR or higher.

Wizard Level	Mounts
4th	dire wolf, lion
6th	giant boar, rhinoceros
8th	pegasus, griffon
9th	nightmare, owlbear
12th	chuul, elephant
15th	shambling mound, unicorn
18th	mammoth, wyvern

If you summon a mount with a CR lower than the level of the spell slot used, it gains two additional hit dice for every spell slot above the level required to summon it.



## VETERAN'S TRICKS

Starting at 6th level, your experience with battlefield survival at any cost grants you an improvisational trick based on a school you favor. When you finish a long rest, you can replace the trick you know with a different one, changing your tactics to suit your situation.

**Abjuration—Improvised Ward.** When you cast a spell of 1st level or higher, your AC and the AC of your mount increase by 1 until the start of your next turn.

**Conjuration—Back in the Saddle.** If you cast a spell of 1st level or higher while on foot, you can teleport onto your mount if it is within 30 feet of you.

**Divination—Incoming!** When you cast a spell of 1st level or higher, you and your mount have advantage on the next Dexterity saving throw you make before the start of your next turn.

**Enchantment—Shock Tactics.** One creature you damage with a spell of 1st level or higher has disadvantage on the first attack it makes against you or your mount before the end of your next turn.

**Evocation—Elemental Endurance.** When you damage a creature with a spell of 1st level or higher, you and your mount gain resistance to one damage type dealt by that spell until the start of your next turn.

**Illusion—Ride in the Night.** Hushing magic quiets your footsteps. You and your mount move silently, gaining advantage on Dexterity (Stealth) checks.

**Necromancy—Tireless Rider.** You and your mount draw on the endurance of undeath. Neither of you need to eat, drink, breathe, or sleep. When you take a long rest, you spend four hours in an inactive, motionless state. You appear inert, but remain conscious, and can see and hear normally.

**Transmutation—Battlefield Rations.** You learn *purify food and drink* and *create food and water*, which you can cast as rituals. These spells do not count against your number of spells prepared per day.

## BONDED SOULS

Starting at 10th level, whenever you cast a spell that targets yourself, the spell targets the mount as well. When you target your mount with a spell, the spell also targets you.

## REARING HOOVES

Beginning at 14th level, you can sacrifice your action on your turn to allow your mount to take an action, ignoring the limits imposed on a controlled mount. You take the rest of your turn as normal. If your mount has Legendary Actions, it still cannot use them.

# PART III

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 make with this weapon (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 features.

### CAVALRY

These weapons are well-suited to combat on the move. If you damage a creature with a cavalry weapon after moving at least 30 feet straight toward a target while mounted, you deal an extra 1d6 damage.

### ENSNARING

These weapons feature chains, hooks, or other parts that entangle. When you hit with an ensnaring weapon, you can use your bonus action to attempt to shove the target prone, disarm it (*DMG* page 271), or pull it into a space within 5 feet of you. You can use your weapon attack bonus instead of your Strength (Athletics) bonus when you attempt this action.

When you attempt to disarm a creature using a weapon with the *ensnaring* property, you do not have disadvantage on the roll if the target is larger than you.

### FINESSE

These precise weapons lend themselves to dextrous combat. When you 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.



### FINISHER

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

### GUNPOWDER

These weapons utilize volatile powder as a propellant to fire projectiles or explode. They cannot be used underwater, and ammunition from these weapons cannot be reused. When you make an attack, the weapon flashes, 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 and one piece of ammunition. It takes an action to load 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 or lightning damage, an item 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 or smaller creatures make attacks with heavy weapons at disadvantage. You cannot attack more than once per turn with a heavy weapon unless you have a Strength score 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 weapon that you're holding in one hand, you can use a bonus action to attack with a different light weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

### LOADING

Because of the time required to load this weapon, you fire only one piece of ammunition when you attack with 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 choose to knock a creature out instead of killing them, nonlethal weapons deal their normal damage.

### PARRY

If a creature hits you with a melee attack while you are wielding a weapon with the *parry* property that you are proficient with, you can use your reaction to add half your proficiency bonus to your AC for that attack, potentially causing it to miss. If you are wielding two weapons with the *parry* property, you add your entire proficiency bonus instead, so long as you have proficiency with both items.

### PRONE FIGHTING

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

## RANGED

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.

Some ranged weapons have a Strength requirement listed. You cannot make attack rolls with that ranged weapon if your Strength is lower than that value.

## 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. 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 an attack roll with a status weapon exceeds the target's AC by 5 or more, it inflicts an additional status effect based upon the type of damage dealt. A critical hit also triggers status.

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

**Bludgeoning** weapons hit with staggering blows that daze the target. Inflicting this status prevents the targeted creature from taking reactions and reduces its passive Perception by 5 until the start of its next turn.

**Piercing** weapons reward precise or focused attacks, punching holes in enemy defenses. When you inflict this status, the next attack made against the target gains a bonus equal to your proficiency bonus.

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

## SUNDERING

The weapon features qualities that crush, break, or penetrate armor. When you attack an object or a target wearing a breastplate, brigandine, cuirass, half plate, hauberk, splint, or full plate with a sundering weapon, 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. Weapons with this property ignore the damage reduction provided by certain kinds of armor.

According to 5e's rules, you cannot add your proficiency bonus to any die roll more than once. However, if WCX effects such as *status: piercing* allow you to add your proficiency bonus to an attack or damage roll multiple times (once from your attack roll and once from piercing status that you inflicted on a previous attack), you can do so.

## SWEEEPING

These weapons strike in broad motions. When you reduce an enemy to 0 hit points with a sweeping weapon, you can target another creature within 5 feet of the first that you can 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.

## 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. The standard and maximum ranges of a weapon with the *thrown* property increases 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, and must be wielded in two hands to attack with it. If one of your hands is occupied by performing somatic components, grappling, etc, you cannot attack with this weapon until you return your hand to the weapon. This property is relevant only when you attack with the weapon, not when you simply hold it.

## 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. In place of a weapon attack, you can wind up or set your weapon. On the next attack you make with the weapon, you add an additional weapon die, and when you add your ability score modifier to the weapon's damage, you double that modifier. A weapon can only add one such damage die in this way. If you don't make an attack by the end of your next turn the weapon is no longer wound up. A weapon that is wound up can be used to make an opportunity attack when an enemy enters your reach.

## WINGED

These weapons have specially-shaped heads that halt the forward movement of their target toward the wielder after piercing the target, and can be used to catch shields and weapons. After damaging a Huge or smaller creature with a melee attack from a winged weapon, the creature cannot move toward you and must expend 2 feet of movement for every foot it moves within your reach. This reduction ends if it leaves your reach or you make another attack roll with the winged weapon. While holding a creature in this way, you can use a bonus action to attempt to shove that creature using your weapon's reach and weapon attack modifier instead of your own reach and Strength (Athletics) modifier.

You can use a bonus action to attempt to disarm a creature within your reach, using your weapon attack modifier in place of Strength (Athletics).



## WEAPON CHARTS

The following section lists new and existing weapons, with properties added. Some weapons list multiple damage types. When attacking with one of those weapons, you indicate which damage type you use before you make the attack roll.



### 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 lb. Light, nonlethal
Dagger	4 gp	1d4 piercing/slashing	3/4 lb. Finesse, finisher light, prone fighting, thrown (range 20/60)
Goedendag	5 sp	1d6 bludgeoning/piercing	3 lb. Sundering, two-handed, wind-up
Greatclub	5 sp	2d4 bludgeoning	10 lb. Heavy, nonlethal, status, two-handed
Handaxe	1 gp	1d6 slashing	1 lb. Light, status, thrown (range 20/60)
Javelin	5 sp	1d6 piercing	2 lb. Thrown (range 60/120)
Light Hammer	2 sp	1d4 bludgeoning	1 lb. Light, status, sundering, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb. Status, sundering
Quarterstaff	2 sp	1d6 bludgeoning	4 lb. Nonlethal, versatile (2d4)
Shortspear	1 gp	1d6 piercing	4 lb. Light, versatile (1d8)
Sickle	1 gp	1d4 slashing	2 lb. Ensnaring, light, status

### SIMPLE RANGED WEAPONS

Name	Cost	Damage	Weight	Strength	Properties
Blowgun	10 gp	1 piercing	1 lb.	—	Ammunition (range 25/50), loading, special
Dart	5 cp	1d4 piercing	1/4 lb.	—	Finesse, thrown (range 20/60)
Light Crossbow	30 gp	1d8 piercing	1 lb.	Str 8	Ammunition (60/120), loading, two-handed
Shortbow	25 gp	1d6 piercing	1 lb.	Str 9	Ammunition (90/360), two-handed
Sling	1 sp	1d4 bludgeoning	1/8 lb.	—	Ammunition (30/60), nonlethal



## MARTIAL MELEE WEAPONS

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



## MARTIAL RANGED WEAPONS

Name	Cost	Damage	Weight	Strength	Properties
Hand Crossbow	75 gp	1d6 piercing	2 lb.	Str 10	Ammunition (range 30/60), light, loading, prone fighting
Heavy Crossbow	50 gp	1d12 piercing	6 lb.	Str 12	Ammunition (range 100/200), heavy, loading, status, two-handed
Longbow	70 gp	1d10 piercing	2 lb.	Str 13	Ammunition (range 150/600), heavy, status, two-handed
Recurve Bow	50 gp	1d8 piercing	1 lb.	Str 10	Ammunition (range 100/400), two-handed

## SHIELDS

Name	Cost	+AC	Weight	Properties	Grip
Buckler	8 gp	1	2 lb.	Parry	Handle
Pavise	25 gp	2	7 lb.	Special	Handle
Shield	10 gp	2	5 lb.	—	Handle, strap
Tower Shield	50 gp	3	16 lb.	Special	Strap

## AMMUNITION

Name	Cost	Weight	Weapon	Properties
Barbed Quarrel	15 cp	1 oz.	Crossbow	Adds <i>serrated</i> modification
Blowgun Needle	2 cp	1 oz.	Blowgun	—
Bodkin Arrow	30 cp	1 oz.	Bow	Sundering
Broadhead Arrow	50 cp	1 oz.	Bow	Slashing damage, status
Bullet	30 cp	½ oz.	Gun	—
Elemental Ammunition	50 gp	1 oz.	All	Special
Field Arrow	5 cp	1 oz.	Bow	—
Grapeshot	10 gp	3 oz.	Gun	Special
Hunting Bolt	2 cp	1 oz.	Crossbow	Bludgeoning damage, Nonlethal
Quarrel	5 cp	1 oz.	Crossbow	Sundering
Sling Bullet	1/5 cp	1 oz.	Sling	—
Silver Bullet	15 gp	½ oz.	Gun	Special

## EXOTIC WEAPONS

Exotic weapons are unwieldy, niche, or novel. Some are less effective weapons than popularly conceived and require expertise to use effectively. You can gain proficiency in an exotic weapon from class or race features, training rules, or the *Weapon Master* feat.

### EXOTIC MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Chain Whip	5 gp	1d6 bludgeoning	10 lb.	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.	Cavalry, light, special
Hooksword	35 gp	1d8 slashing	3 lb.	Ensnaring, parry, status
Trident	5 gp	2d4 piercing	4 lb.	Finisher, versatile (1d10), winged
Whip	2 gp	1d4 slashing	3 lb.	Ensnaring, finesse, reach

### EXOTIC RANGED WEAPONS

Name	Cost	Damage	Weight	Strength	Properties
Arquebus	400 gp	2d8 piercing	10 lb.	—	Ammunition (range 60/120), gunpowder, loading, two-handed
Boomerang	25 gp	1d4 bludgeoning	1 lb.	Str 9	Finesse, nonlethal, special, thrown (range 30/60)
Greatbow	200 gp	2d6 piercing	10 lb.	Str 18	Ammunition (range 150/600), heavy, special, status, two-handed
Handgonne	250 gp	2d6 piercing	4 lb.	—	Ammunition (range 30/90), gunpowder, loading
Net	1 gp	—	1 lb.	—	Special, thrown (range 5/15)

### EXOTIC SHIELDS

Name	Cost	Damage	Weight	Grip	Properties
Lantern Shield	100 gp	1d4 piercing	3 lb.	Strap	Light, special
Long Shield	75 gp	—	6 lb.	Handle	Special, versatile (1d8 piercing)

## SPECIAL WEAPONS

### ARMING SWORD

The techniques of an arming sword are fairly basic, easy to learn, and highly defensive. As a result, you can safely focus on offense. Whenever you inflict *status* with an arming sword you inflict the status effects of both piercing and slashing damage, regardless of the damage type you dealt.

### BOOMERANG

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

### BLOWGUN

If you are hidden when you attack with this weapon, you do not reveal your location.

### BLOWGUN NEEDLE

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

### CESTUS

Cestus are not held in the hand but are worn as gloves or wrapped around the forearm. If you are wielding a cestus, you can use that hand to grapple an enemy, but you cannot make attacks with that hand without ending the grapple. You cannot wield other weapons or shields in that hand, nor can it perform somatic components. Because of its small size and attachment to your hand, you cannot drop a cestus or be disarmed of one unless you are incapacitated. You must use an action to don or doff a cestus, but can don or doff a pair of cestus in one action.

### 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.

### ELEMENTAL AMMUNITION

Elemental ammunition includes enchanted bullets, quarrels, needles, or arrows charged with magic. You cannot buy elemental ammunition, but you can craft it if you have proficiency in the appropriate tools and the Arcana skill, and can cast a spell at-will that deals acid, cold, fire, lightning, or thunder damage. When you finish a piece of elemental ammunition, it deals that damage instead of its normal damage type.

### GAROTTE WIRE

Garrote Wire cannot be used on any creature greater than 1 size larger than you, and you can only attack with a garotte if you have advantage. On a hit, the target is automatically grappled and restrained. Until the grapple ends, the target cannot breath 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 (minimum 1).

### GAUNTLET-SWORD

This specialized sword is built into a stiff gauntlet. When wielding this weapon you cannot be disarmed of it or drop it. It takes an action to don or doff a gauntlet sword.

### 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 line 5 foot wide and as long as the gun's normal range. You can target a number of creatures in that line equal to your proficiency bonus, making new attack rolls for each creature.

### GREATAXE

The blows of a greataxe, though crude, stagger and daze opponents. When you inflict *status* with a greataxe you inflict the effects of both slashing and bludgeoning status on the target, even though you only deal slashing damage.

### GREATBOW

An enormous bow with a massive draw weight, this bow uses Strength instead of Dexterity for attack and damage rolls.

### 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.

### LANTERN SHIELD

An apparatus combining a small shield, a lantern, a gauntlet, and several blades. When wielded it adds +2 to your Armor Class, can be used to make a melee weapon attack that deals 1d4 piercing damage, and can store a lit bullseye lantern, which you wield while holding this shield. If you are disarmed of this shield or doff it, the lantern moves with it. It takes an action to add or remove a lantern from this shield.

### LONG SHIELD

These large shields bear a large triangular boss and a set of hooks and blades built into the rim. They act like normal shields that add a +2 to AC when wielded in one hand. When you wield one in both hands, it acts as a melee weapon that deals 1d8 piercing damage, and has the *ensnaring*, *heavy*, and *parry* properties. When held in both hands, a dueling shield still grants +2 AC.

### MORNINGSTAR

A morningstar is a heavy bludgeon covered in sharpened spikes. When you inflict *status* with a morningstar you inflict the status effects of both piercing and bludgeoning status, regardless of the damage type you dealt.

### 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.

## PAVISE

A pavise is a tall, oblong shield used to provide portable cover. You can use your action to plant a pavise in the ground, doffing it as part of the same action. In this state it is no longer wielded and stands on its own to act as 1/2 cover for an upright creature, or total cover for a prone one.

## SILVER BULLET

This bullet deals no special damage against most creatures, but any attack with a silver bullet that hits a creature with a special vulnerability to silver, like some fiends or shapechangers, is an automatic critical hit.

## TOWER SHIELD

To wield a tower shield, you must be Medium or larger with at least 15 Strength. You can use your reaction to gain three-quarters cover against harmful area-of-effects such as breath weapons or spells when you are targeted by such effects. Effects that travel around corners are unaffected. If you are directly between another creature and the effect's origin, that creature gains half cover so long as it is your size or smaller.

## UNARMED STRIKE

An attack with any part of your body, such as a fist or knee. Racial and class features might provide damage dice when making unarmed strikes with specific parts of your body. Unarmed strikes act as a melee weapon for features that activate after a successful weapon attack, such as martial maneuvers, divine smites, or spells delivered with weapons, but is not considered a weapon when an effect such as the Dual Wielder feat requires you to hold one.

## SHIELD GRIPS

Shield grips determine how you hold a shield.

**Handles** are a wood or metal bar on the inside of a shield, like a weapon's hilt. These shields can be doffed or donned with the item interaction you receive as part of your turn and can be dropped freely, but enemies have advantage on checks made to disarm you of it.

**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 checks made to disarm you of the shield.

While some shields list more than one grip type on their table entries, an individual shield of that type has only one. You choose the type of grip it has when it is created or purchased.

## ARMOR REVISED

The table below shows the cost, weight, armor class, and properties each type of armor. Class proficiencies and stealth rules remain unchanged, as do donning and doffing rules. However, armor weighs half as much while you wear it for the purposes of encumbrance.

When worn, half plate and heavy armor offer **Damage Reduction**. When you take nonmagical bludgeoning, piercing or slashing damage, the damage you take is reduced by an amount equal to half your proficiency bonus, rounded down. Full plate reduces the damage by an amount equal to your proficiency bonus. This reduction applies before you apply resistance or vulnerability.

## STARTING ARMOR

You start with the armor listed for your class. If you start with a shield, you can choose any non-exotic shield.

- 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.
Breastplate	200 gp	13+Dex (max 3)	—	—	20 lb.
Brigandine	100 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	100 gp	15	Str 12	Disad.	40 lb.
Hauberk	150 gp	16	Str 13	Disad.	30 lb.
Splint	300 gp	17	Str 14	Disad.	35 lb.
Full Plate	1,500 gp	18	Str 14	Disad.	45 lb.



# SIEGE ENGINES

The mightiest mundane items, siege engines are expensive, slow artillery used in battles and sieges. Their might allows settlements without magic or heroes to defend themselves against supernatural threats. Each requires a certain number of actions to load, aim, and attack (in that order), and can be operated by either a crew or a single creature across multiple turns. You must have appropriate ammunition, as detailed later in this section, to fire a siege engine.

As objects, each are immune to psychic and poison damage. The table below details each of these objects, including their armor class, health, and required number of actions for each stage. Each adds the listed bonus to its attack and damage rolls, and all save the organ gun and cauldron deal doubled damage to objects and structures. A siege engine's damage changes based on the ammunition loaded into it.

## SIEGE ENGINES

Name	AC	HP	Size	Range	Bonus	Weight	Price	To-Load	To-Aim	To-Attack
Ballista	15	50	Large	250/300 ft.	+6	2 tons	1,500 gp	1	1	1
Cannon	19	75	Large	300/1700 ft.	+8	5 tons	2,000 gp	6	1	1
Cauldron	19	20	Medium	5 ft.	—	160 lb.	35 gp	3	1	1
Organ Gun	17	40	Large	60 ft. cone	+5	700 lb.	1,000 gp	10	1	1
Ram	15	100	Huge	5 ft.	+8	3 tons	200 gp	—	5	1
Siege Tower	15	200	Gargantuan	—	—	10 tons	2,500 gp	—	—	—
Trebuchet	15	150	Huge	200/800	+6	2.5 tons	1,500 gp	3	1	1

## CAULDRON

Filled with liquid and suspended above a gate, wall, or portcullis, creatures in a 5-foot-radius cylinder extending from the cauldron to the ground must succeed on a DC 15 Dexterity saving throw or take damage, or half as much on a successful saving throw.

## ORGAN GUN

A set of fanned barrels used as an anti-personnel weapon. An organ gun's massive spread allows targets to escape its grasp; it has disadvantage on all attacks. An organ gun expends 10 bullets for every attack it makes.

## RAM

This movable galley is equipped with an iron-clad log suspended by chains. It requires 6 medium creatures to operate, which have total cover against attacks from above. When it attacks a door or wall, it has advantage on the roll, and deals  $3d10+6$  bludgeoning damage to that structure.



## SIEGE TOWER

A siege tower is a mobile wooden structure with a beam frame and slats in its walls. Large wheels or rollers allow the tower to be pushed or pulled by 8 medium creatures or 4 large ones. Medium or smaller creatures can use the siege tower to reach the top of walls up to 40 feet high. A creature in the tower has total cover from attacks outside the tower.

## TREBUCHET

These siege engines hurl their payloads in high arcs that hit targets behind all but total cover, and can arc over walls. The creature which aims the trebuchet chooses a point in range. All creatures within 5 feet of that point must succeed on a DC 16 Dexterity saving throw or takes 8d10 bludgeoning damage. Objects in that area also take damage. In addition to heavy stones, trebuchets can fire a variety of other items, which change the damage type it deals.

## CAULDRON CONTENTS

You can fill a cauldron with more than boiling water. The table below lists several alternate options, as well as water. A cauldron is assumed to contain 20 gallons of liquid, or the volume of 160 standard flasks. A cauldron defaults to boiling water.

Name	Damage	Cost
Acid	4d6 acid	500 gp
Boiling Fat	4d6 fire	1 gp
Holy Water	3d6 fire	500 gp
Lava	10d8 fire	—
Boiling Oil	5d6 fire	32 gp
Boiling Pitch	6d6 fire	5 gp
Boiling Water	3d6 fire	—

**Boiling Oil.** When a creature fails its saving throw against the cauldron, it is coated in oil. If the target takes any fire damage before the oil dries (after 1 minute), the target takes an additional 10 fire damage from the burning oil. A 5-foot-radius circle directly below the cauldron is also covered in oil. If lit, the oil burns for 4 rounds and deals 10 fire damage to any creature that enters the area or ends its turn there. A creature can take this damage only once per turn.

**Holy Water.** Fiends and undead take an additional 4d6 radiant damage from a cauldron of holy water on a failed saving throw, or half as much damage on a success.

**Magma.** Only the strongest magical cauldrons can withstand the heat of boiling magma, but it can be a potent siege weapon in battles with magically-gifted combatants.

**Boiling Pitch.** When a creature fails its saving throw against the cauldron, it is coated in sticky goo. That creature's speed is halved until it takes 10 minutes to scrape the tar from its body. If it hasn't removed the tar after 1 hour passes, the tar hardens, and it is restrained until another creature removes the material.

## TREBUCHET AMMUNITION

Trebuchets fire boulders, but can be loaded with a variety of other projectiles with different damage and areas of effect. By default, trebuchets launch boulders.

Name	Damage	Cost	Weight
Barrel, Alc. Fire	5d10 bludgeoning	16,000 gp	90 lb.
Barrel, Sewage	5d10 bludgeoning	4 gp	80 lb.
Boulder	8d10 bludgeoning	1 gp	20 lb.
Bomb	varies	varies	10 lb.
Corpse	varies	—	Varies

**Barrel of Alchemist's Fire.** After the initial impact (which deals this barrel's listed bludgeoning damage), alchemist's fire explodes from the barrel in all directions. Every creature within 30 feet of the point where the barrel landed must make a DC 16 Dexterity saving throw. On a failed save, it takes 4d4 fire damage, or half as much on a success. On a failed save, a creature or object is set alight and 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, which extinguishes the flames.

**Barrel of Sewage.** After the initial impact, sewage seeps from the barrel in all directions. Every creature within 30 feet of the point where the barrel landed must succeed on a DC 16 Constitution saving throw against disease or take 2d10 poison damage and contract sewer plague (DMG page 256). On a successful saving throw, a creature takes half as much poison damage and does not contract the disease.

**Bombs.** You can load up to any 10 bombs into a trebuchet at once. These bombs will not explode until they are fired and impact at the aimed point. Each individual bomb forces its saving throw in its radius, against its effects.

**Corpse.** A corpse targets a space the same size as the creature it was in life (a 5 ft. square for a medium creature, 10 ft. for large, etc). The corpse of a small creature deals 1d10 bludgeoning damage and 1d10 poison damage. The bludgeoning damage increases by 1d10 for every size above small. Most trebuchets cannot fire gargantuan creatures.

## OTHER AMMUNITION

This table lists the projectiles fired by the other siege weapons. Organ guns use 10 standard gun bullets (listed on page 62) per shot.

Name	Damage	Cost	Weight	Weapon
Ballista Bolt	2d10 piercing	1 gp	15 lb.	Ballista
Iron Cannonball	10d8 bludgeoning	50 gp	100 lb.	Cannon
Stone Cannonball	8d8 bludgeoning	1.5 gp	70 lb.	Cannon



## WEAPON CUSTOMIZATION

Materials, extras, and other customizations for weapons diversify them even further. While not the numerical bonuses from masterwork items of older editions, these alterations allow you to customize your weapons further.

### MATERIALS

The composition of a weapon can be just as important as the skill of its wielder. While every weapon has a default material, different substances provide circumstantial benefits in certain situations. The material of a weapon cannot be changed after its creation. All the materials listed here can be used to make melee weapons, ranged weapons, armor, and ammunition, though not all have an effect in each form.

#### ADAMANTINE

An ultra-hard jet-black metal with a multicolored sheen, weapons made from this meteoric metal devastate other objects. Whenever an adamantine weapon or piece of ammunition hits an object, the hit is a critical hit. All adamantine melee weapons have the *sundering* property, against all types of wearable armor. When wearing armor made from adamantine, any critical hit against you becomes a normal hit. An adamantine item costs 500 gp more than the normal version, whether the weapon is made of the metal or coated with it. Weapons and armor made of adamantine are not considered magical unless otherwise noted.

#### ADAMANTITE

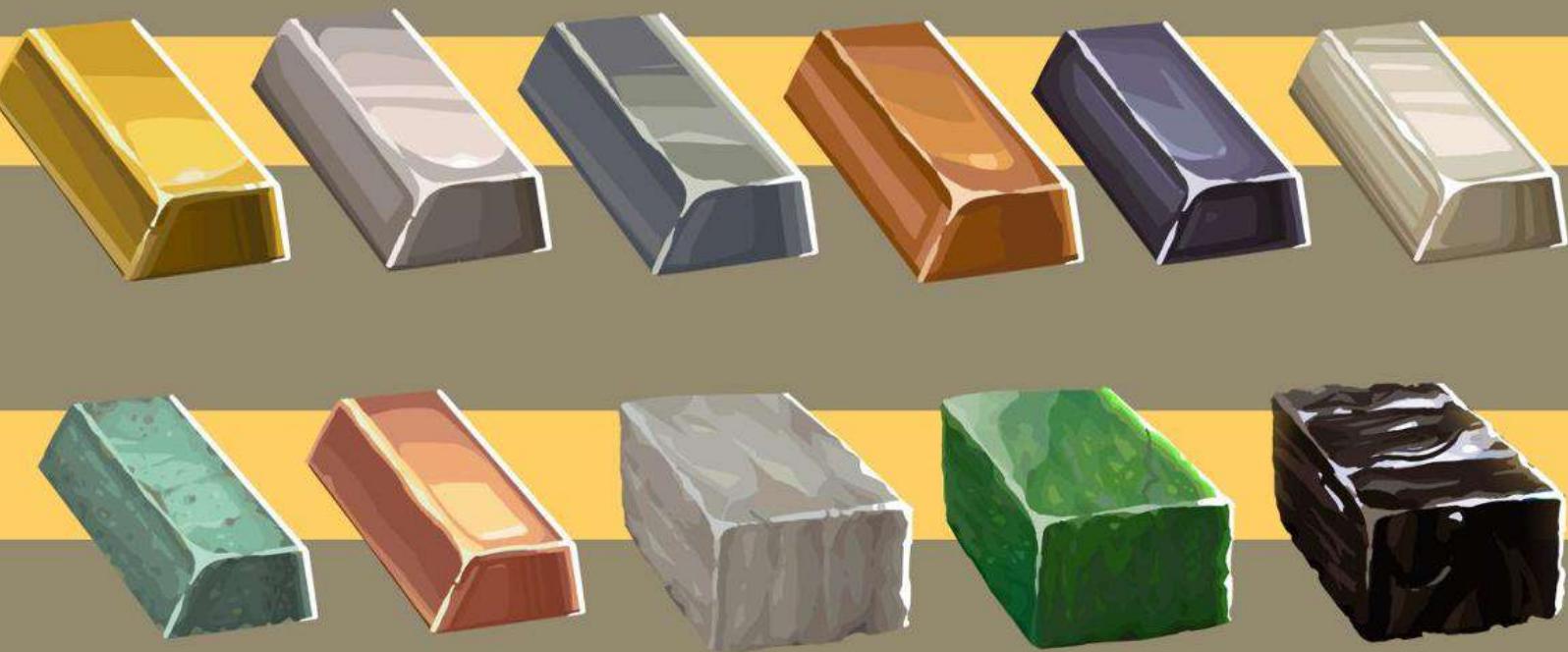
A rare material created when underdark Faerzress corrupts adamantine deposits. Used extensively by drow, this material has all properties of adamantine, but also temporarily absorbs poison into itself. When you apply an injury poison to an adamantite weapon or piece of ammunition, the poison isn't removed after the first injury, but is instead applied every time you deal piercing or slashing damage to a creature for the next minute, after which it dries. When exposed to sunlight, adamantite weapons disintegrate. Weapons made from adamantite are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

#### BRONZE

A gold-colored alloy of copper and tin. Though replaced by iron and steel, bronze weapons are known for their magical affinity. When you create a magical weapon, armor, or piece of ammunition using bronze, it takes half the typical time and price to create. Bronze weapons cost 50% more than their iron counterparts, but are produced and sold by few smiths. They must be cast, rather than forged, and such a process is often forgotten. Most bronze weapons are antiques, though the use of cannon and bombards, cast from the metal, have caused a resurgence in the use of bronze.

#### MATERIAL AVAILABILITY

Most smiths can only create items out of wood, iron, and steel. Specialized craftsmen can make weapons from bronze, stone, and obsidian. The rest are magical materials, and cannot be purchased; they must be found or created as other magical items are.



### COLD IRON

They may rust and deform more quickly than steel, but iron weapons hold a key advantage besides their low cost and ubiquity: they are anathema to fey. Iron weapons ignore fey creatures' resistances and immunities to nonmagical weapons and damage, and when a fey creature starts its turn in contact with an item made of iron, it takes 1 fire damage. All iron is considered cold iron, and iron is one of the most common materials used to make weapons. Fey are not pleased by this development.

### FLAMETOUCHE D 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 any undead, and likewise cannot be wielded 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.

### MITHRAL

A light, flexible material, mithral armor removes Strength requirements and disadvantage on Stealth checks inflicted by wearing certain armor.

Weapons made from mithral are similarly light, weighing half as much as their iron counterparts. Mithral weapons with the *Heavy* property can be used to make extra attacks regardless of the user's strength 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 whenever the weapon deals slashing damage. Requiring expert craftsmen, obsidian weapons cost quadruple the price of the equivalent iron weapon.

### STEEL

The best mundane metal that can be made by a typical weaponsmith. It has no magical properties, but its nature allows 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 black puddings' *corrosive form* and cost 50% more than their iron counterparts. Weapons made from steel by default are listed with their cost when made of steel.

### STONE

Rarely-used, all weapons made from stone deal bludgeoning damage, even if it would normally deal another type. All weapons and armor made with stone have the *heavy* property, lose *finesse* and *light* if they have them, 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. Weapons and ammunition made from true ice are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

### WOOD

Softer and more flexible than most materials, wood is used to make most ranged weapons and some ammunition and does not alter the statistics of those weapons. A wooden weapon or piece of ammunition has the *blunted* modification if it is not made from wood by default, and costs half as much. If the weapon's default material is wood, it works as normal, and uses its listed cost.

## DEFAULT MATERIALS

Most weapons are made of a combination of metal and wood, typically iron. As stated above, iron, wood, steel, and cloth are the only materials that player characters can purchase from typical craftsmen. Bronze, stone, and the *silvered* modification (listed below) require specialized craftsmen, and other materials are magical.

Many weapons were comprised of multiple materials—crossbows and arquebuses used both wood and metal, bows use specific types of wood or horn for the arms and sinew for the string, and so on. Melee weapons, especially polearms, used a haft made of wood and a head made of iron or steel. Armor features several layers of cloth padding beneath its metal exterior. For simplicity's sake this table lists only one type of material, either the majority used in construction (for ranged weapons and ammunition) or the material of the part that contacts the targets (for melee weapons).

## WEAPON MATERIALS

Weapon	Default Material
Boar Spear	Iron
Club	Wood
Dagger	Iron
Goedendag	Iron
Greatclub	Wood
Handaxe	Iron
Javelin	Iron
Light Hammer	Iron
Mace	Iron
Quarterstaff	Wood
Shortspear	Iron
Sickle	Iron
Blowgun	Wood
Dart	Wood
Light Crossbow	Wood
Sling	Leather
Arming Sword	Steel
Bastard Sword	Steel
Battleaxe	Iron
Estoc	Steel
Flail	Iron
Glaive	Iron
Greataxe	Iron
Greatsword	Steel
Guisarme	Iron
Halberd	Iron
Harpoon	Iron
Lance	Iron
Longsword	Steel

## Weapon

## Default Material

Lucerne	Iron
Maul	Iron
Morningstar	Iron
Parrying Dagger	Iron
Pike	Iron
Pollaxe	Iron
Ranseur	Iron
Rapier	Steel
Sabre	Steel
Scimitar	Steel
Shortsword	Steel
Shotel	Steel
Spear	Iron
War Pick	Iron
Warhammer	Iron
Cestus	Leather
Chain Whip	Iron
Garotte Wire	Cloth
Gauntlet-Sword	Steel
Hooksword	Steel
Trident	Iron
Unarmed Strike	n/a
Whip	Leather
Arquebus	Wood
Boomerang	Wood
Greatbow	Wood
Handgonne	Wood
Net	Cloth

## SHIELD MATERIALS

Item	Default Material
Buckler	Iron
Shield	Wood
Tower Shield	Iron
Dueling Shield	Iron
Lantern Shield	Steel

## AMMUNITION MATERIALS

Item	Default Material
Barbed Quarrel	Wood
Blowgun Needle	Wood
Bodkin Arrow	Wood
Broadhead Arrow	Wood
Bullet	Iron

## AMMUNITION MATERIALS

Item	Default Material
Elemental Amm.	Varies
Field Arrow	Wood
Grapeshot	Iron
Hunting Bolt	Wood
Quarrel	Wood
Sling Bullet	Stone
Silver Bullet	Silver

## ARMOR MATERIALS

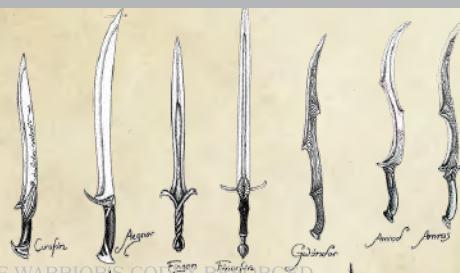
Item	Default Material
Leather	Leather
Gambeson	Cloth
Padded Jack	Cloth
Hide	Leather
Breastplate	Steel
Brigandine	Iron
Cuirass	Iron
Half-plate	Steel
Scale	Iron
Hauberk	Iron
Splint	Iron
Full Plate	Steel

## SIEGE ENGINE MATERIALS

Engine	Default Material
Ballista	Wood
Cannon	Iron
Cauldron	Iron
Organ Gun	Iron
Ram	Wood
Siege Tower	Wood
Trebuchet	Wood

## SIEGE AMMUNITION MATERIALS

Ammunition	Default Material
Ballista	Wood
Iron Cannonball	Iron
Stone Cannonball	Stone



THE WARRIOR'S CODE REFORGED

## MODIFICATIONS

Weapons are not discrete items. They can be altered, gaining add-ons that improve their features or add new ones. You can make or purchase the modifications below and add them to the items they list. A weapon can have more than one modification, and modifications are permanent.

### MODS

Name	Price	Name	Price
Bayonet	20 gp	Guisarme Hook	25 gp
Blunted	10 gp	Jagged	-
Butt Spike	10 gp	Penobscot Arms	150 gp
Consecrated	200 gp	Poison Reservoir	1500 gp
Decorated	100 gp	Repeater	300 gp
Enhanced Guard	15 gp	Scope	6000 gp
Flaming	-	Second Barrel	500 gp
Furred	10 gp	Serrated	100 gp
Guige	2 sp	Silvered	100 gp
		Spiked	20 gp

### BAYONET

*Modifies: light crossbow, heavy crossbow, arquebus*

When you wield a weapon with a bayonet attached, you can wield it as a melee weapon to make an attack that deals 1d6 piercing damage with a reach of 5 feet.

### BLUNTED

*Modifies: a melee weapon or piece of ammunition that deals piercing or slashing damage*

The weapon can only deal bludgeoning damage and gains the *nonlethal* property. When you roll the highest number on a damage die, you must reroll the die and take the second roll.

### BUtT SPIKE

*Modifies: boar spear, javelin, shortspear, glaive, greataxe, guisarme, halberd, harpoon, pike, pollaxe, ranseur, spear*  
When you come within 5 feet of a prone creature on your turn, you can use your bonus action to make a melee weapon attack against that creature. This attack deals 1d6 piercing damage. None of the weapon's properties apply to that attack.

### CONSECRATED

*Modifies: a weapon or piece of ammunition*

Consecrated weapons are considered magical for the purposes of overcoming the resistances and immunities to nonmagical damage of fiends and undead. A cleric can create a consecrated weapon by performing an 8-hour ritual where they submerge the weapon in 200 gp of holy water and stand vigil. This consumes the holy water.

### DECORATED

*Modifies: armor*

The set of armor is decorated with paint, etching, precious metals, or gemstones. It confers no benefits on the battlefield, but may grant advantage on Persuasion checks while you wear it by creating an aura of wealth and prestige.



### ENHANCED GUARD

*Modifies: dagger, mace, arming sword, bastard sword, battlaxe, estoc, greatsword, longsword, morningstar, parrying dagger, rapier, shortsword*

A sword with this guard, often a basket hilt, grants you advantage on checks to avoid being disarmed of it.

### FLAMING

*Modifies: all melee weapons, all ammunition except bullets*  
For 1 minute, half the damage you deal with this weapon or piece of ammunition is fire damage. You can use an action to spread and light oil on 3 pieces of ammunition or a melee weapon, which sets them alight.

### FURRED

*Modifies: armor*

Armor lined or reinforced with animal hides and furs for warmth. When wearing furred armor, you make saving throws against extremely cold environments and weather with advantage, and against hot environments at disadvantage. Adding fur increases armor's weight by 5 pounds. Hide Armor is always furred.

### GUIGE

*Modifies: buckler, shield, tower shield, dueling shield*

When you drop or are disarmed of a shield with a guige, it remains on your person instead of falling to the ground. It provides no bonus to armor class and you are not wielding it.

### GUISSARME HOOK

*Modifies: glaive, pike*

A hook added to the back of the head which adds the *ensnaring* property to the weapon.

### JAGGED

*Modifies: any melee weapon*

A broken weapon can still be of some use. You cannot add your proficiency bonus to attack rolls made with this weapon, but it gains the status: *slashing* property until repaired.

### PENOBSCOT ARMS

*Modifies: shortbow, greatbow, longbow, recurve bow*

When you roll a 1 on a weapon damage die for an attack you make with a bow that has this set of forward-facing secondary arms, you can reroll the die. You must use the new roll, even if the new roll is also a 1.

### POISON RESERVOIR

*Modifies: a melee weapon that deals piercing or slashing damage*

A weapon with this modification stores up to 5 doses of one type of injury poison at one time. When you deal piercing or slashing damage to a creature, you can choose to deliver the poison. Poison in the reservoir never dries.

### REPEATER

*Modifies: light crossbow, hand crossbow, heavy crossbow*

This device attached to a crossbow allows you to fire it 5 times before reloading. You can load 5 pieces of ammunition instead of 1 when you load this weapon.

### SCOPE

*Modifies: light crossbow, shortbow, greatbow, heavy crossbow, longbow, recurve bow, arquebus*

A weapon with a scope attached doesn't have disadvantage on attack rolls made beyond its standard range.

### SECOND BARREL

*Modifies: arquebus, handgonne*

This additional barrel multiplies the weight of the gun by 1.5 and allows you to attack twice, instead of once, before reloading the gun. You can load both barrels as an action.

### SERRATED

*Modifies: a melee weapon or piece of ammunition that deals piercing or slashing damage*

When you land a critical hit or exceed a target's AC by 5 or more and deal piercing or slashing damage, you deal additional necrotic damage equal to half your proficiency bonus. Objects, Constructs, and Elementals and other creatures that do not bleed may be immune to this damage, at the discretion of your DM.

### SILVERED

*Modifies: a melee weapon or a piece of ammunition*

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. The cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

### SPIKED

*Modifies: club, greatclub, cestus*

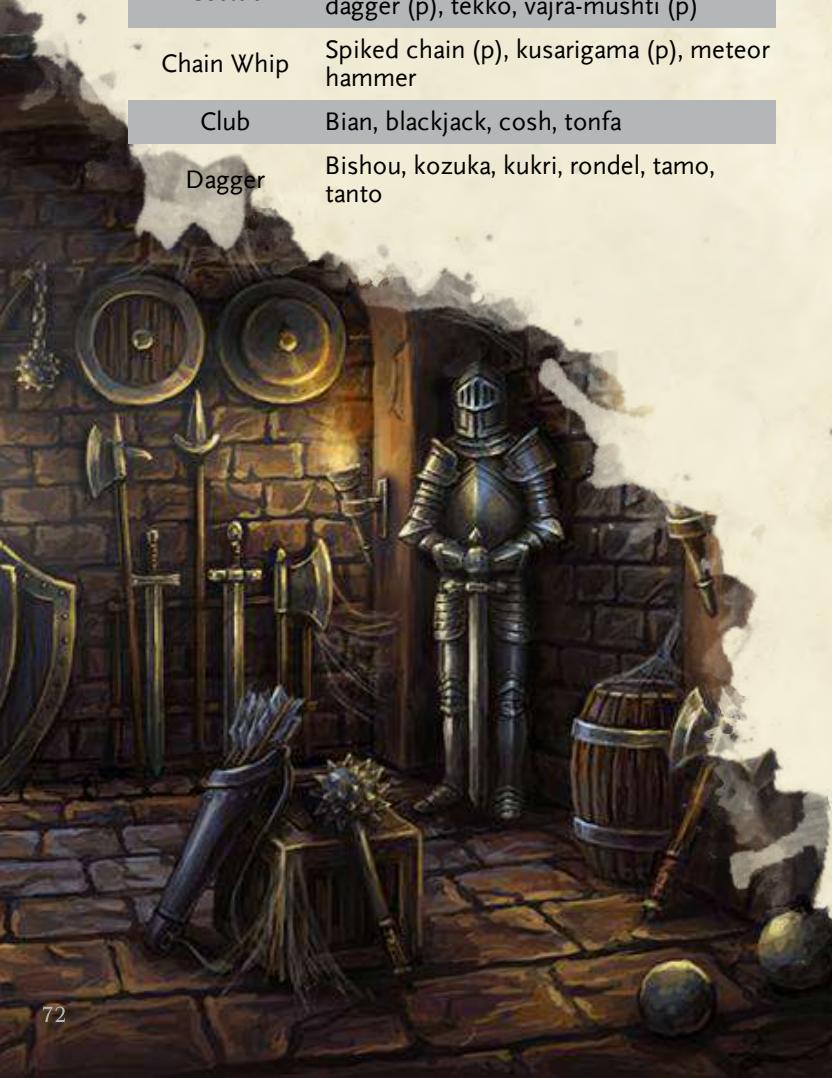
When you land a critical hit or exceed a target's AC by 5 or more, you deal additional piercing damage equal to your proficiency bonus.

# 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 alternates originate from cultures and technological eras outside the late-medieval/early-renaissance European pastiche of D&D, and may not be appropriate for every setting or areas within a setting. 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 technological path very different 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
Arming Sword	Broadsword, falchion (s), sabre
Battleaxe	Fu, khopesh, machete, masakari
Brigandine	Lorica segmentata
Buckler	Parma
Cestus	Bagh nakh (s), knuckleduster, push dagger (p), tekko, vajra-mushti (p)
Chain Whip	Spiked chain (p), kusarigama (p), meteor hammer
Club	Bian, blackjack, cosh, tonfa
Dagger	Bishou, kozuka, kukri, rondel, tanto



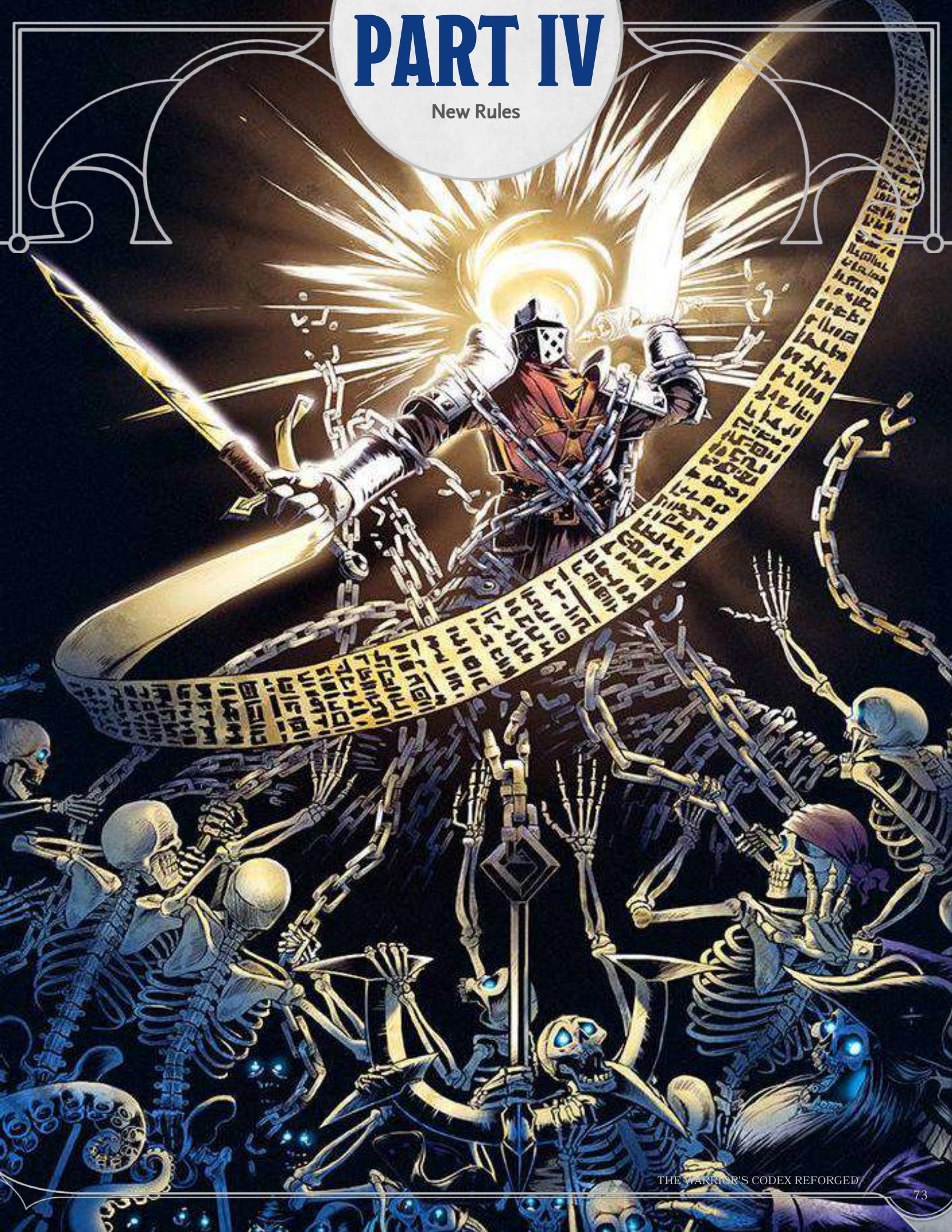
Weapon	Alternative
Flail	Nunchaku (b), urumi (s)
Goedendag	Plançon a picot
Glaive	Bill, bisento, bardiche, falx, fauchard, guandao, lochaber axe, naginata, rhompaia, sovnya, swordstaff, voulge
Greatclub	Peasant flail, kanabo, tetsubo
Greatsword	Claymore, changdao, flamberge, nodachi, zweihander
Guisarme	Mancatcher
Handaxe	Chakram, ono, tomahawk
Javelin	Mau, uchi-ne
Lance	Umayari
Light Hammer	Chui
Longsword	Katana
Longbow	Daikyu
Morningstar	Leiomano, macuahuitl
Pike	Ahlspiess, sarissa, mao, nagaeyari
Parrying Dagger	Sai
Quarterstaff	Gun, bo
Ranseur	Corsequ, partizan, spontoon, rawcon
Scimitar	Cutlass, liuyedao
Shield	Aspis, heater, ishlangu, kite, pelte
Shortspear	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, toki poutangata
Whip	Cat-o-nine-tails, lasso

Alternative *armors*, fortunately, are a simple matter of scale. A prehistoric game would feature leather and bone—the equivalent of plate armor could be as simple as bone overlay on the chest. A heavy bronze Babylonian breastplate could also be considered plate armor if, in the setting, it is the best armor available. Ultimately, aesthetic and mechanic can co-exist.

This phenomenon also applies to armor in the typical setting, as well. A "gambeson" could be heavily padded clothing supplemented by a helm, bracers, and almain collar, and leather armor could be padded clothing. Ultimately, the willingness of the group to stretch plausibility for aesthetics varies between tables. This document leans simulationist, which limits reflavors, but this page gives great leeway. Ultimately, flavor and mechanics can coexist.

# PART IV

New Rules



# MECHANICAL CHANGES

While robust, some of 5e's rules can be tweaked or clarified. This section focuses on quality-of-life changes, buffs, adaptations to fit rules established in this document, and house rules. It also includes changes to races, classes, and subclasses too small to count as a full rework.

## RACIAL TRAITS

### ELF WEAPON TRAINING

*Eladrin, high elf, wood elf, variant half-elf*

You have proficiency with the sabre, scimitar, shothet, shortsword, shortbow, and recurve bow.

### DROW WEAPON TRAINING

*Drow, variant half-elf*

You have proficiency with blowguns, estocs, rapiers, shortswords, and hand crossbows.

### DWARVEN COMBAT TRAINING

*Hill dwarf, mountain dwarf, duergar*

You have proficiency with the battleaxe, greataxe, handaxe, light hammer, maul, and warhammer.

### LEGACY OF AVERNUS

*Zariel Tiefling*

You know the *thaumaturgy* cantrip. When you reach 3rd level, you can cast the *searing smite* spell as a 1st-level spell once with this trait and regain the ability to do so when you finish a long rest. You also gain proficiency in light armor and two martial weapons of your choice.

### POWERFUL BUILD

*Bugbear, Loxodon, Orc*

You count as one size larger when determining your carrying capacity, the weight you can push, drag, or lift, and the creatures that you can grapple or shove.

### SEA ELF TRAINING

*Sea elf, variant half-elf*

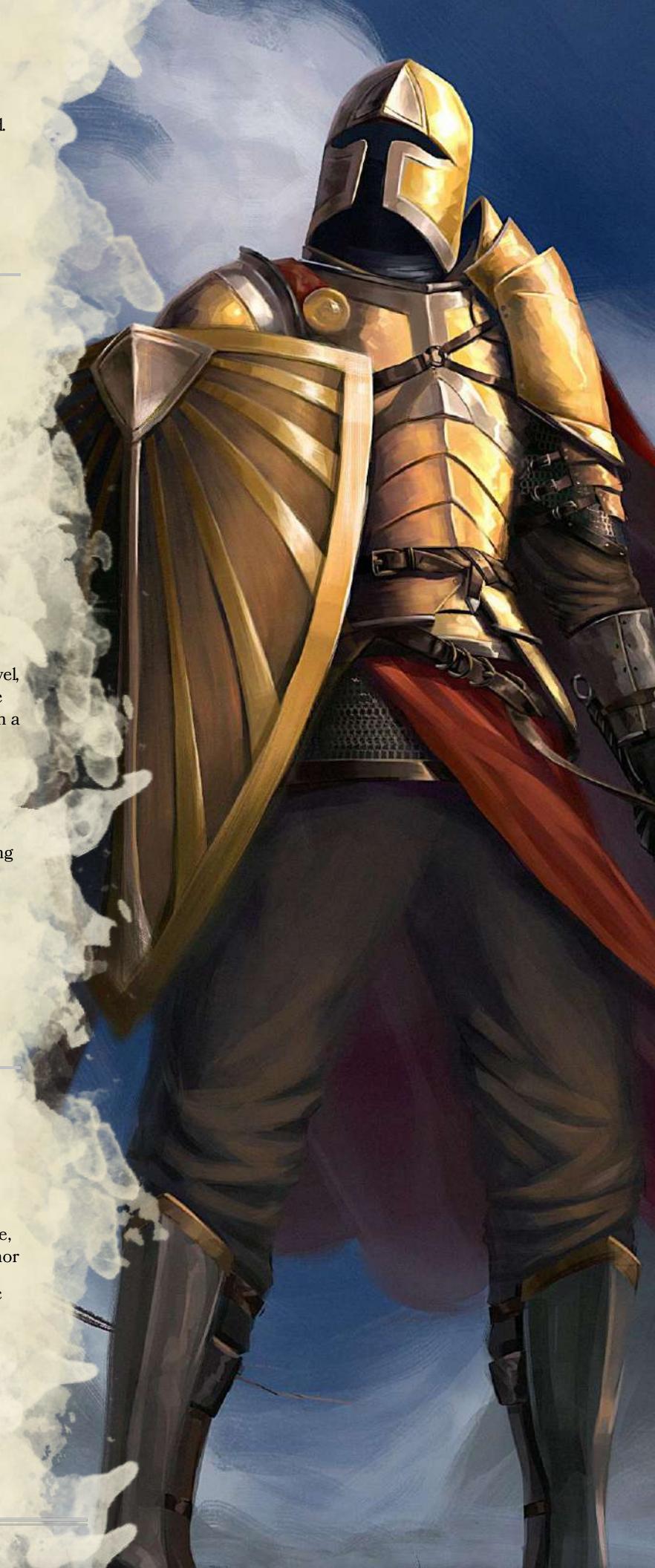
You have proficiency with the harpoon, spear, shortspear, trident, light crossbow, and net.

## WEAPON PROFICIENCIES

Some classes gain proficiency in additional items:

- **Bard:** Arming sword, estoc, parrying dagger, sabre, buckler
- **Druid:** Blowgun, boar spear, cestus, harpoon, spear
- **Monk.** Spear
- **Ranger.** Herbalism kit or Woodcarver's tools
- **Rogue:** Arming sword, bastard sword, estoc, garotte wire, longsword, parrying dagger, sabre, buckler, medium armor

Proficiency in shields does not grant proficiency in exotic shields. Barbarians, fighters, paladins, and rangers gain proficiency in one exotic weapon or shield of their choice during character creation. Multiclassing into those classes does not grant this additional weapon proficiency.



Some straightforward weapons are easy to learn, being simple to use after drilling. It takes half as much time to train to gain proficiency in the shortspear, light crossbow, spear, hand crossbow, heavy crossbow, arquebus, and handgonne.

## CLASS FEATURES

### ARCANE FIREARM

#### *Artillerist Specialist*

At 5th level, you know how to turn a wand, staff, rod, hand crossbow, light crossbow, heavy crossbow, arquebus, or handgonne into an arcane firearm, a conduit for your destructive spells. When you finish a long rest, you can use woodcarver's tools to carve special sigils into one of the above and turn it into your arcane firearm. The sigils disappear from the object if you later carve them on a different item but otherwise last indefinitely.

You can use your arcane firearm as a spellcasting focus for your artificer spells. When you cast an artificer spell through the firearm, roll a d8, and you gain a bonus to one of the spell's damage rolls equal to the number rolled.

### CLERICAL CANON

#### *Cleric*

At 1st level, you choose one of the following features.

**War Priest:** You gain proficiency in heavy armor and martial weapons, and *Divine Strike* at 8th level in this class.

**White Mage:** Your AC when not wearing armor equals 10 + your Dexterity modifier + your Wisdom modifier, and you gain *Potent Spellcasting* at 8th level in this class.

If your domain's *Bonus Proficiency* feature grants you proficiency in other things, such as a set of tools or a language, you gain that proficiency regardless of the choice you make here.

### 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 in this class, the extra damage increases to 2d8. This damage is magical and differs for each domain (listed below). If a domain lists more than one damage type, you choose the type you deal when you hit with an attack. If the domain is not listed on the chart, work with your DM to determine the appropriate damage type to use.

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

### CLEANSING TOUCH

#### *Paladin*

Starting at 14th level, you can use your action to expend 10 points from the pool of healing from Lay on Hands to end one spell on yourself or one willing creature that you touch.

### DEFLECT ATTACK

#### *Monk*

Starting at 3rd level, you gain a new defensive technique based on the ability score you chose to use for your monk features (see *Variant Feature Ability—Monk*).

**Deflect Missiles:** if you chose Dexterity, you can use your reaction to deflect or catch the projectile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by  $1d10 + \text{your Dexterity modifier} + \text{your monk level}$ . If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. You can then spend 1 ki point to make a ranged attack (range 20/60 feet) with the item you just caught, as part of the same reaction. The missile is considered a monk weapon with which you are proficient for that attack.

**Disarming Counter:** If you chose Strength, you can use your reaction to block when you are hit by a melee weapon attack. The damage you take from the attack is reduced by  $1d10 + \text{your Strength modifier} + \text{your monk level}$ . If you reduce the damage to 0, you can catch the weapon if it is small enough for you to hold in one hand and you have at least one hand free. You can then spend 1 ki point to attempt to disarm your attacker as part of the same reaction. You make the Strength (Athletics) check with advantage.

### DIVINE SMITE

#### *Paladin*

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. This damage can be added to an attack that attempts to knock out, instead of kill, an enemy, without making the attack lethal.

### 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. This damage can be added to an attack that attempts to knock out, instead of kill, an enemy, without making the attack lethal.

### FIGHTING STYLE

#### *College of Swords*

At 3rd level, you adopt a style of fighting as your specialty. Choose one of the following options: Dueling, Flexibility, or Two-Weapon Fighting. You can't take a Fighting Style option more than once, even if something in the game lets you choose again.

### FIGHTING STYLE

#### *Fighter, Paladin, Ranger, College of Valor*

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 the options presented to your class in the *PHB*:

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



**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.

## FLURRY OF BLOWS

### Monk

Immediately after you take the Attack action on your turn, you can spend 1 ki point to make two swift unarmed strikes or attacks with a monk weapon as a bonus action. These strikes use your Martial Arts die for damage.

## HEX

### 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 (a minimum of 1 use). When you cast *hex* in this way its duration does not increase, it cannot be transferred to a new target, it no longer requires concentration, and can be cast in the same turn as another spell of first level or higher. You can still use a spell slot to cast it normally.

## HUNTER'S MARK

### 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 (a minimum of 1 use). When you cast *hunter's mark* in this way its duration does not increase, it cannot be transferred to a new target, it no longer requires concentration, and can be cast in the same turn as another spell of first level or higher. You can still use a spell slot to cast it normally.

## IMPROVED PACT WEAPON

### Warlock

#### 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 of the martial or exotic options in Part 2, or any shield. You summon ranged weapons loaded with a single piece of the cheapest ammunition used for that weapon.

## MARTIAL ARTS

### Monk

Your martial artistry involves combat styles that use the body and monk weapons, which are any melee weapons you are proficient in that lack the *two-handed* or *heavy* properties. You gain the following benefits while you are unarmed or wielding only monk weapons and 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 gain proficiency in unarmed strikes and two other exotic melee weapons of your choice. Those exotic weapons are considered monk weapons for you. Your unarmed strikes have the *light* and *finesse* properties.

- You can roll a d4 in place of the normal damage of your unarmed strikes or monk weapons. 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 unarmed strike or attack with a monk weapon as a bonus action. This bonus action attack uses your martial arts die instead of the normal weapon damage die.
- Before you make an unarmed strike, you can apply one of the following properties to that attack: *bypass*, *ensnaring*, *finisher*, *heavy*, *prone fighting*, *status*, *sundering*, *sweeping*.

## PACT OF THE BLADE

*Warlock*

This pact boon works as written, with the following changes:

- You gain proficiency in medium armor, shields, and martial weapons.
- You create your pact weapon, which is any melee weapon with which you are proficient, as a bonus action.
- When you attack with your pact weapon weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.
- If the weapon has the *heavy* property or a Strength requirement, you can attack as though you meet the requirements to use it without a penalty.
- At 5th level in this class, you gain the *thirsting blade* invocation, which does not count against your number of invocations known.

## RAGE

*Barbarian*

Rage works as written, with the following changes:

- When you make an attack with a melee weapon using Strength, you gain a +2 bonus to the damage roll. This bonus increases as you level.
- If you are able to cast spells, you can't cast them or concentrate on them while raging, unless the spell was granted by a feature from your race.

## RAGE BEYOND DEATH

*Path of the Zealot*

Beginning at 14th level, the divine power that fuels your rage allows you to shrug off fatal blows. While you're raging, having 0 hit points doesn't knock you unconscious or add levels of exhaustion. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until your rage ends, and you die then only if you still have 0 hit points.

## SNEAK ATTACK

*Rogue*

Beginning at 1st level, you can deal an extra 1d6 damage to one creature you hit with a weapon attack if you have advantage on the attack roll. The weapon attack must use an arming sword, bastard sword, longsword, or a weapon with the *finesse*, *light*, or *ranged* properties. You don't need advantage if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases as you gain levels in this class, as shown in the Sneak Attack column of the Rogue table.

## SPELLCASTING FOCUS

*Arcane Trickster*

You can use an arcane focus (found in Chapter 5 of the *PHB*) as a focus for your wizard spells.

## SPELLCASTING FOCUS

*Bard*

You can use a musical instrument or arcane focus (found in Chapter 5 of the *PHB*) as a focus for your bard spells.

## SPELLCASTING FOCUS

*Ranger*

You can use a druidic focus (found in Chapter 5 of the *PHB*) as a focus for your ranger spells.

## VARIABLE FEATURE ABILITY

*Warlock*

You choose between Charisma and Intelligence to act as your ability score whenever one of your Warlock or Patron features calls for you to use Charisma. You cannot change this choice once you make it. You use your choice between the two whenever a spell or class feature refers to your spellcasting ability. You must have a 13 or higher in your chosen ability score to multiclass as a warlock.

## VARIABLE FEATURE ABILITY

*Monk*

You choose between Strength and Dexterity to act as your ability score whenever one of your monk features calls for you to use Wisdom. You cannot change this choice once you make it, and must have a 13 or higher in your chosen ability score to multiclass as a monk, as well as a 13 or higher in Wisdom.

## FEATS

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### CHARGER

Once per turn when you move at least 20 feet in a straight line (or are moved by a mount), you gain the following benefits until you hit with a melee attack, move, or your turn ends:

- When you shove a creature, you push it an extra 5 feet.
- You gain a +5 bonus to the damage of next melee weapon attack you make.

### ELEMENTAL ADEPT

Choose one of the following damage types: acid, cold, fire, lightning, or thunder. Your attacks, spells, and features ignore resistance to damage of that chosen type. In addition, when you roll a 1 on a damage die of that damage type, you can treat it as a 2. You can select this feat multiple times. Each time you do so, you must choose a different damage type.

### HEAVY ARMOR MASTER

*Prerequisite: Proficiency with heavy armor.*

You can use your armor to deflect strikes that would kill others. Your Strength score increases by 1, to a maximum of 20, and the damage reduction you gain from heavy armor increases by 3.

When a creature hits you with a melee weapon attack, you can use your reaction to attempt to disarm the creature of that weapon. If your armor reduced the damage to 0, you have advantage on the check.

## 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. You choose to make the attack before or after 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 your reach.

## 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.
- Your ranged weapon attacks ignore half cover and three-quarters cover.
- Before you make a ranged weapon attack with a 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 for both protection and 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.
- If you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can use your reaction interpose your shield between yourself and the effect. You take no damage on a successful save.

## WEAPON MASTER

You have practiced extensively with a variety of weapons. Your Strength or Dexterity score increases by 1, to a maximum of 20, and you gain one of the following benefits:

- You gain proficiency in four simple or martial weapons
- You gain proficiency in two simple or martial weapons, and one shield
- You gain proficiency in two simple or martial weapons, and one exotic weapon
- You gain proficiency in two exotic weapons
- You gain proficiency in one exotic shield

## FEAT BONUSES

Some feats now increase one of your ability scores by 1, to a maximum of 20, when you take them.

- Defensive Duelist: Dexterity
- Dungeon Delver: Intelligence or Wisdom
- Grappler: Strength
- Inspiring Leader: Charisma
- Medium Armor Master: Strength or Dexterity
- Savage Attacker: Strength or Dexterity
- Skulker: Dexterity or Wisdom

## WEAPON FEATS

With new weapons, some feats benefit more weapons than before. Many of these feats are from *Unearthed Arcana*, and several are redundant or overpowered when combined with weapon properties. Those feats are marked with \*.

- **Blade Mastery:**\* arming sword, bastard sword, estoc, rapier, scimitar, shothol, hooksword
- **Fell Handed:**\* club, cestus, goedendag, greatclub, light hammer, mace, pollaxe
- **Flail mastery:**\* chain whip
- **Polearm Master:** boar spear, shortspear, spear, guisarme, lucerne, pike, pollaxe, ranseur. You can only use the bonus action attack if you are holding the weapon in both hands.
- **Shield Master:** tower shield, lantern shield
- **Spear Mastery:**\* boar spear, shortspear, harpoon, pike

## COMBAT RULES

### ACTION: TOSS

*A new variant action, along with Overrun, Disarm, Tumble, Climb onto a Bigger Creature, etc.*

When a creature has another grappled, it can hurl the grappled creature in place of one of its weapon attacks. The thrower makes a Strength (Athletics) check and attempts to throw the grappled creature a number of feet equal to twice the result in any direction. The tossed creature takes a die of falling damage for every 10 feet it was thrown and lands prone unless it succeeds on a Dexterity (Acrobatics) check with a DC equal to the Athletics check used to throw it, or uses a feature or spell to land safely.

The larger a creature, the higher the DC to throw it:

Size	DC	Size	DC
Tiny	5	Large	23
Small	11	Huge	29
Medium	17	Gargantuan	35

### DRAWING AND STOWING WEAPONS

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).

### EXHAUSTION

Exhaustion works as written, with the following changes:

- When your HP drops to 0, you gain a level of exhaustion.
- You can remove the first level of exhaustion, and only the first level, at the end of a short rest. If you have two or more levels, you must complete a long rest to remove one.

### FALLING DAMAGE

When a creature lands it takes 1 damage die of bludgeoning damage for every 10 feet it fell, to a maximum of 150 dice. When a creature falls it instantly descends up to 500 feet, and falls at the end of each of its turns until it lands. It lands prone unless it took no falling damage.

The damage dice rolled when a creature falls change based on the size of the creature falling. Medium creatures roll d6s, while creatures of other sizes roll different dice, listed below:

Size	Die	Size	Die
Tiny	1 per 10 ft.	Large	d8
Small	d4	Huge	d10
Medium	d6	Gargantuan	d12

## GETTING UP & MOVEMENT

Standing from prone expends 15 feet of movement, regardless of your speed. If you have less than 15 feet of movement, it takes all your movement to mount, dismount, or stand up. If you have 0 movement, you cannot do these things

## INTENTIONAL FAILURES

Before you roll an ability check or saving throw with an ability score other than Constitution you can choose to fail instead. You can also choose to allow an attack to hit you.

## KNOCKING A CREATURE OUT

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. Before you make a melee attack with a weapon, you can declare a less violent intent. If the attack hits, it deals bludgeoning damage equal to  $2 + \text{your Strength modifier}$ . If the weapon has the *nonlethal* property, it does its full damage instead. In either case, if the targeted creature is reduced to 0 hit points, it falls unconscious and is stable.

Some weapons and features add additional damage. An attack with such benefits cannot knock a creature out unless the weapon has the *nonlethal* property, and the bonus feature deals the same damage type as the weapon, or increases its damage (such as Sneak Attack or Rage). Attacks that deal additional damage of a different type (such as the *banishing smite* spell) cannot be used to knock a creature out.

## MAGICAL ITEM USE

You draw and drink a potion yourself as a bonus action. Administering a potion to another creature requires an action. Any creature capable of reading the language a spell scroll can written in can activate it.

## MOUNTED COMBAT

A willing creature at least one size larger than you with appropriate anatomy can serve as a mount.

During your turn, you can mount a creature within 5 feet of you, or dismount. Doing so costs 15 feet of movement. If an effect moves your mount involuntarily or you are knocked prone while you're on it, you must succeed on a DC10 Dexterity saving throw or fall off the mount, landing prone in a space within 5 feet. If your mount is knocked prone, you can use your reaction to dismount as it falls and land on your feet. Otherwise, you fall prone within 5 feet of it.

While you're mounted, you can control a mount that has been trained to accept a rider, or allow it to act independently. Intelligent creatures, such as dragons, always act independently. While controlling a mount, you cannot move except to dismount. Instead, your mount moves both of you as you direct it during your turn, carrying you with it. Your mount can take an action at any time during your turn, but can only Dash, Disengage, or Dodge.

An independent mount retains its place in the initiative order. Bearing a rider puts no restrictions on the actions the mount can take, and it moves and acts as it wishes. In either case, if the mount provokes an opportunity attack while you're on it, the attacker can target you or the mount.

## SPECIAL ATTACKS AND MULTIATTACK

When a creature can make multiple attacks with the Attack action, special attacks such as a grapple, shove, overrun, or toss replace one of those attacks, not all of them.

## UNDERWATER COMBAT

When fighting underwater, you have disadvantage on melee attack rolls unless you use a boar spear, dagger, javelin, shortspear, harpoon, spear, or trident. You suffer disadvantage even with those weapons if you do not deal piercing damage. Only crossbows, nets, and harpoons can make ranged attacks and any attack made beyond a weapon's normal range misses. A submerged creature has resistance to fire damage, and vulnerability to lightning damage if it doesn't have resistance or immunity to lightning damage. Unless you can breathe underwater, you cannot cast spells with a Verbal component.

## CONDITIONS

### GRAPPLED

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappler is incapacitated or if an effect removes the grappled creature from the reach of the grappler or grappling effect.
- A grappled creature can attack the appendage grappling it if the attacker is outside of its reach. The appendage shares statistics with its owner, unless they are listed separately, as with the roper (MM pg 261). These attacks are made with disadvantage, and their damage is halved.
- A creature grappling another can move the grappled creature with it, but its speed is halved unless the grappled creature is two or more sizes smaller than it.
- A creature grappling another can shove it to a different place within its reach and maintain the grapple.

### PARALYZED

- A paralyzed creature is incapacitated and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any melee attack that hits the creature is a critical hit.

### PRONE

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- Melee attack rolls against the creature have advantage. Ranged attack rolls against it have disadvantage, unless the attacker is elevated at least 15 feet above the target. Ranged attack rolls also have advantage if the attacker is at least 25 feet above the prone target.

### UNCONSCIOUS

- An unconscious creature is incapacitated, can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any melee attack that hits the creature is a critical hit.

# PART V

New Items



# MID-ADVENTURE CRAFTING

## WHEN TO USE THESE RULES

Se has serviceable crafting rules—for downtime. Those rules don't fit all campaigns, because adventures with a short timeframe or that spend large periods in transit can't fit normal downtime activities. These rules are to be used in those circumstances, with time measured in hours and days instead of weeks—and that timeframe only. Use downtime rules for crafting during longer periods; if the party rests for three months or more, use *Xanathar's Guide to Everything*. If they stop for three weeks, one night, six days, etc, use these.

## CRAFTING POINT VALUES

In this system, all items require a certain number of points. An item is worth a number of points equal to its value in gold pieces divided by 50. If the item's gold price is not divisible by 50, divide it and round its point value down to the nearest whole number (minimum 1 point). When you begin work on an item, it has 0 points, and you finish crafting it when you exceed its point value with a crafting check.

If you have a feature that allows you to create items with reduced time or cost, in this system you gain 2 points for each hour of successful crafting instead of 1.

## REQUIREMENTS TO CRAFT

To craft an item, you must have proficiency in the appropriate tool or kit, listed below. That list is not exhaustive and your DM ultimately decides what you can craft. Proficiency in a tool grants you the knowledge to create the items on the table; you know the recipes for nonmagical items, bombs, poisons, and scrolls. For potions and magical item recipes, use the Crafting a Magical Item rules in *Xanathar's*.

You must also possess abstracted raw materials worth half the item's listed price before you begin crafting. You must have access to those materials until the item is completed, at which point they are consumed. You cannot use those materials on another item while the first is in progress.

## PRELUDE TO CRAFTING

To work on an item, you must meet all the requirements listed above, choose the item, and declare a number of hours between one and eight. That period represents the amount of time your character spends crafting. You cannot work more than eight hours between any two long rests. If you are interrupted or quit crafting for 1 hour or more during your declared interval, you automatically fail your crafting check.

## THE CRAFTING CHECK

After you finish working the period of time you declared, you make an Intelligence check, which are you are proficient in thanks to your tools. The DC for this check equals 18 minus the number of hours you work. If you work for eight hours, the DC becomes 10. If you work for three, the DC is 15, and so on.

If you succeed, the item-in-progress gains a number of points equal to the number of hours you worked and adds them to its current total. If you fail, you add no points, though the item does not lose any points it already has.

If you don't finish the item within your allotted time, it retains the points you have successfully applied to it, and you can add additional points with further crafting checks until the item is completed.

## FINISHING EARLY & MULTIPLE ITEMS

If you exceed the number of points required to make an item, you may *not* begin another one with the remaining time. A crafting check encompasses the entire period you allotted to work. Finishing with an excess of points represents extra time spent to avoid and correct mistakes. Extra points do not increase an item's value or confer any other benefit.

A crafting check represents your work with a *single* item. You work on one at a time. Even if the points you accumulated exceeded the monetary value of the item you work on, you can only craft that item during the time you allotted. For example, a dagger is worth 2 gp, and  $2 \div 50 = 0.04$ , but it is still worth one point, and takes an hour minimum. If you allot four hours, you cannot create four daggers. You create one. If you want to make four daggers in four hours, you must allot an hour for the first dagger, make the check, and if you succeed, move on. If you fail, you can allot another hour to try again, or move on to another project. You do not have to choose all your items and times before you begin your first crafting check; you can allot any new times after you finish your first, but cannot exceed 8 total hours worked in a day. You cannot change a duration after it begins, or the item crafted after the check resolves.

## OTHER USES

A damaged item starts with half its total points. You can make crafting checks to restore its point total and make it usable again if you are proficient in the appropriate kit or Tinker's tools. The material cost to repair a damaged item is half the typical value.

If you are a ranger, you can research your favored enemies to learn any statistic, such as an ability score, AC, or a random feature, of one such creature that you have seen. The creature has a point value equal to its CR. When you reach that point value with "crafting" checks (requiring no materials) you learn that information.

## TOOL-SPECIFIC RULES

Some kits can be transported and used as-written in the *PHB* and *XGtE* but are too large to craft items while on the move. Those kits are marked with a \* below. Artistic items, such as jewelry, can be sold for 1d4\*10% more than their written price. For example, if an item with a listed price of 200 gp and a materials cost of 100 gp is art, it can be sold for 220-280 gp. Items marked with † are art.

## EXAMPLES

Annie, a rogue with proficiency in Tinker's Tools, would like to create an arquebus. They cost 500 gp, so she buys the necessary supplies for 250 gp. She has six hours to spare after the party makes camp, and allots it all to one crafting check. She makes the check (DC 12) and rolls a 15. Success! The in-progress arquebus has 6 points, but requires 10. The next night, Annie has two hours. She rolls her crafting check (DC 16) with a result of 10, and fails. She must try again later.

Yarldrit, a forge cleric, would like a new set of plate. He must wait until the party returns to town, where he keeps a forge. The party returns, and plans to stay there a month. He can work up to eight hours every day he's in town, so long as he remains at his forge for the duration of his allotted times. If he doesn't finish before the party leaves again, he can continue later.

Or, he can cast *fabricate* and be done in 10 minutes.



## TOOLS AND CORRESPONDING ITEMS

Tools	Items
Alchemist	Acid vial, alchemist's fire, antitoxin, oil, perfume, soap; bombs, potions
Brewer*	Oils; alcoholic beverages†
Calligrapher	Scrolls; calligraphy†
Carpenter	Club, greatclub, shield, tower shield; wooden structures and furniture†
Cartographer	Maps†
Cobbler	Shoes†
Cook	Food†
Disguise	Costume clothes
Forgery	Scrolls, False documents†
Glassblower	Any glass object†
Herbalism	Potions of healing, herbal mixtures
Jeweler	Decorated mod, jewelry†,
Painter	Decorated mod, eye black, war paint, paintings†
Poisoner	Poisons
Potter*	Clay pottery
Leatherworker	<i>Furred, guige mod; cestus, sling, hide armor, leather armor, shield</i>
Mason	Stone armor & weapons, statuary†, carvings†
Smith	<i>Butt spike, guisarme hook, enhanced guard, serrated mods; weapons, armor, shields made of iron/steel</i>
Tinker	<i>Arquebus, crossbows, handgonne, bayonet, poison reservoir, repeater, scope, second barrel</i>
Weaver*	Common clothes, fine clothes, traveler's clothes, textiles†
Woodcarver	<i>Penobscot arms mod; boomerangs, bows, arrows, quarrels, shield, tower shield; statuary†, carvings†</i>

# ADVENTURING GEAR

Included in this section are other items that PCs might employ to attack, and can create. They are not weapons, and each possess 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 proficient in improvised weapons. If you have the Extra Attack feature, you can use one of your attacks to use an item instead of the Use an Item action.

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 your Dexterity modifier 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, 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 lb.	1 piercing, thrown
Holy Water	25 gp	1 lb.	2d6 radiant, thrown
Hunting Trap	5 gp	25 lb.	1d10 piercing, status
Manacles	2 gp	6 lb.	-
Oil Flask	1 sp	1 lb.	5 fire, thrown
Powder Horn	35 gp	2 lb.	3d6 fire, gunpowder
Powder Keg	150 gp	20 lb.	6d6 fire, gunpowder
Powder Barrel	1750 gp	90 lb.	12d6 fire, gunpowder
Torch	1 cp	1 lb.	1 fire, light
War Paint	1 gp	—	-



**Acid Vial.** As an action, you can splash the contents of this vial onto a creature or throw the vial, making a ranged attack roll against a creature of your choice within range. On a hit, the target takes 2d6 acid damage. This acid does doubled damage to objects. If you empty the contents of this vial onto an object within 5 feet, the attack automatically hits.

**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. 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. If a creature is vulnerable to fire damage it has disadvantage on this check, and the DC is increased to 15 for it.

**Ball Bearings.** You can spill these tiny metal balls from their pouch to cover a level area 10 feet square. A creature moving across the covered area 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. Creatures that fly, jump, or hover over the area are unaffected by the 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.

Improvised collections of sharp items, such as broken glass, can be used as caltrops. Creatures that fly, jump, or hover over the space are unaffected by the caltrops.

**Flour.** You can throw a bag of flour, which ruptures on impact. The cloud of powder fills a 10 ft cube, which lingers in the air for 1 minute. Any creature or object in the cloud can't benefit from being invisible while inside. If the flour cloud takes any fire damage or touches open flames, it deals 2d6 fire damage to all creatures within the cloud and is destroyed.

Coal, sawdust, coffee, pollen, magnesium powder, and other flammable materials can be used in place of flour.

**Grappling Hook.** If this sharp metal hook is tied to a rope, you can 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 can 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 if the creature or object hooked to it is larger than you. The hook can be removed with an object interaction by any creature.

**Holy Water.** Throwing this flask 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.** You can use an action to set this trap in an unoccupied space, which is comprised of a pressure panel and heavy iron jaws affixed to the ground by a spike and chain. When a creature walks through its 5ft. space, the trap makes a melee attack against that creature. The trap has +8 to hit and deals 1d10 piercing damage, and if it hits the target is grappled (escape DC 15). Whether the attack hits or misses, the trap cannot make a second attack until the creature escapes and the trap is set again. Failing the check to escape by 5 or more deals an additional 1d10 piercing damage to the trapped creature.

**Manacles.** These metal restraints bind a Small or Medium creature. A conscious, unwilling creature must be grappled or incapacitated before manacles can be applied to it. Escaping 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 if the manacles are applied to their hands. A creature with manacles applied to both ankles has a walking speed of 10 feet.

**Oil Flask.** You can use an action to throw this flask of flammable oil onto a creature or object, splashing the oil onto it if you hit. If the oil-covered target takes any fire damage within the next minute, it takes an additional 5 fire damage. The oil is not consumed when this bonus fire damage is applied. You can also pour a flask of oil on the ground to cover a 5 foot square. If lit, the oil burns for 1 minute and deals 5 fire damage to any creature that enters the area or starts its turn there. A creature can take this damage once per turn.

Oil can also lubricate armor. You can spend an hour applying oil to a set; until your next long rest that armor does not impose disadvantage on stealth checks. Finally, you can use a flask to apply the *flaming* modification to a weapon.

**Powder Horn.** A gunpowder horn holds up to 25 pinches of gunpowder to be used in weapons with the *gunpowder* property. If the powder horn takes fire or lightning damage, it explodes, dealing 3d6 fire damage to all creatures and objects within 10 feet of it. A successful DC 12 Dexterity saving throw halves the damage taken.

**Powder Keg.** A personal barrel of gunpowder 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 or lightning damage, it explodes, dealing 6d6 fire damage to all creatures and objects within 10 feet of it. A successful DC 14 Dexterity saving throw halves the damage taken.

**Powder 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 takes fire or lightning damage, it explodes, dealing 12d6 fire damage to all creatures and objects within 15 feet of it. A successful DC 16 Dexterity saving throw halves the damage taken.

**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.

**War Paint.** This threatening paint on the face or body takes one hour to apply, and lasts 8 hours. You or another creature proficient in painter's tools can apply it. While you wear it, you add the painter's proficiency bonus to Intimidation checks.

## BOMBS AND GRENADES

Bombs are specialized explosives and thrown chemicals, often made from a hollow shell packed with gunpowder and exotic materials. You can throw a bomb to any point within 60 feet of you, where it explodes. That point acts as the origin of the bomb's effects. All bombs weigh 1 lb., have the *gunpowder* and *thrown* properties unless otherwise noted, and are lit or activated as part of the same action used to throw them.

### BOMBS

Name	Price	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	550 gp	Con/17	15 ft	2d6 cold + 2d6 thunder
Cayenne Smog	450 gp	Con/16	30 ft.	1 fire
Charnock's Remorse	1500 gp	Dex/17	20 ft.	3d6 fire
Dimeritium Shardsmoke	600 gp	—	5 ft.	1d6 force + 2d6 thunder
Dynamo	300 gp	Dex/14	10 ft.	4d6 lightning
Flashbang	40 gp	Con/10	15 ft.	1 thunder
Glitterburst	100 gp	Dex/13	10 ft.	4d6 piercing
Hornet's Nest	75 gp	Con/11	25 ft.	—
Moon Dust	320 gp	Wis/14	10 ft.	3d6 radiant
Shockwave Diamond	250 gp	Str/12	10 ft.	4d6 thunder
Smokestick	20 gp	—	10 ft.	-
Spirit Walker	1000 gp	Cha/14	10 ft.	3d6 force + 3d6 thunder
Tanglefoot Bag	100 gp	Dex/14	5 ft.	-
Torpid Air	35 gp	—	20 ft.	-
Vomit Comet	200 gp	Con/10	15 ft.	1d4 poison

**Bomb.** The standard bomb. When it explodes, all creatures and objects in a 5-foot-radius sphere must make a DC 12 Dexterity saving throw. On a failed save, a target takes 2d6 fire damage and 2d6 thunder damage, and half as much damage on a success. This bomb's thunder damage is doubled against constructs, objects, and structures.

**Aeolian Flare.** A tiny cloth pouch filled with magnesium strips and gunpowder to set them alight. When this bomb explodes, it produces blinding light. Each creature in a 30-foot-radius sphere must make a DC 10 Constitution saving throw. On a failed save, a target is blinded until the end of its next turn. Creatures with Darkvision have disadvantage on the save.

**Ashes of Dreams.** Fey magic and tranquilizing herbs combine in this gas bomb to sedate targets. A creature within 10 feet of the explosion must make a DC 11 Constitution saving throw. On a failed save, the target falls unconscious for 1d4 rounds, or until it takes damage. Creatures immune to being magically put to sleep are immune to this effect.

**Boreas' Embrace.** Packed with shards of True Ice and cold magic, this bomb forces all targets in a 15-foot-radius sphere to make a DC 17 Constitution saving throw. On a failed save, a target is restrained. While restrained in this way, its Armor Class increases by 2. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.



**Cayenne Smog.** Filled with a powder distilled from exotic fruits, this chemical grenade releases a billowing cloud of excruciating gas in a 30-foot radius. The cloud lasts for 1 minute. The first time a creature enters the cloud on a turn or starts its turn there, it must make a DC 16 Constitution saving throw. On a failed save, it is poisoned for 10 minutes, and blinded while poisoned in this way. An affected creature repeats the save at the end of each of its turns, ending the poison 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, this bomb is the end result of a quest for ever-burning flames. It is a horrific incendiary which sticks to clothing, skin, and buildings, continuing to burn for 10 minutes unless extinguished. When this bomb explodes, all creatures in a 20-foot-radius sphere must make a DC 17 Dexterity saving throw. On a failed save, a target takes 3d6 fire damage and is set alight. On a success, it takes half as much damage and is not set on fire.

Additionally, every flammable creature and item in a 20-foot-radius, 40-foot-high cylinder extending from the sphere's point of origin down to the ground must make the same saving throw. If the chemicals land in an unoccupied space, they burn for 10 minutes, or until they are extinguished. The first time on a turn that a creature enters a burning space, it takes 2d6 fire damage, but the fire does not spread onto it.

A creature set on fire by Charnock's Remorse takes an additional 2d6 fire damage at the start of each of its turns for 10 minutes. The burning is excruciating; when a creature takes this damage, it must succeed on a DC 10 Constitution saving throw or fall unconscious until another creature uses an action to wake it.

A creature can use its action to extinguish the flames in a 5-foot square or on a creature, including itself. This fire cannot be affected or extinguished by effects such as the *prestidigitation* control flames and spells, or effects (such as a *frost brand* weapon) that extinguish flames.

While capable of burning in damp conditions, this bomb retains the *gunpowder* property and must be ignited as normal.

**Dimeritium Shardsmoke.** Crafted from a series of complicated enchantments, reagents, and metals, the blast of smoke from this bomb interferes with magic itself. When it explodes, all creatures, spells, and effects within 5 feet of the point it explodes are targeted by the *dispel magic* spell. If a check is required to dispel an effect, the bomb has a +5 bonus to the d20 roll.

**Dynamo.** A palm-sized metal sphere covered in greebling, this marvel of alchemical engineering unleashes stored lightning. All creatures in a 10-foot-radius sphere must make a DC 14 Dexterity saving throw. On a failed save, the target takes 4d6 lightning damage. Thanks to its electrochemical power, this bomb lacks the *gunpowder* property. When used underwater, heavy rain, or wet conditions, its radius increases by 10 feet. Unlike other items and weapons, it can move its full range when used underwater, as the machinery within the sphere propels it through water.

**Flashbang.** This bomb creates a burst of light and sound upon impact, disorienting creatures within range. When it explodes, all creatures in a 15-foot-radius sphere must succeed on a DC 10 Constitution saving throw or be blinded and deafened for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures with Tremorsense or Darkvision have disadvantage on the initial saving throw from this bomb.

**Glitterburst.** Silver dust and shards fill this bomb, inflicting terrible damage on creatures vulnerable to it. All creatures within 10 feet of its explosion must make a DC 13 Dexterity saving throw. On a failed save, the target takes 4d6 piercing damage, and half as much on a success. Creatures with special vulnerabilities to silvered weapons take doubled piercing damage and have disadvantage on saving throws against this bomb. This bomb is considered a silvered weapon for the purposes of overcoming resistance and immunity to damage of creatures susceptible to silvered weapons.

**Hornet's Nest.** This large sphere is packed by rounded balls of soft metal and rubber that explodes in a 25-foot-radius sphere. A creature within that radius must succeed on a DC 11 Constitution saving throw or be stunned until the end of its next turn, incapacitated by nonlethal pain. Creatures resistant to nonmagical bludgeoning damage make their saving throw against this bomb with advantage, and creatures immune to it automatically succeed.

**Moon Dust.** Packed with parilla cuttings and shards of feldspar, this bomb is designed to combat shapeshifters. It explodes in a 10-foot-radius sphere, and each creature within that sphere must make a DC 14 Wisdom saving throw. A target takes 3d6 radiant damage on a failed saving throw, and half as much on a success. Creatures with the *shapechanger* trait make their saving throw against this bomb with disadvantage and when damaged by it revert to their natural form. They cannot change from this form for one hour.

**Shockwave Diamond.** Also called a thunderstone, this tiny crystal of compressed energy shatters on impact and unleashes a concussive shockwave in a 10-foot radius. A target within that area must succeed on a DC 12 Strength saving throw or take 4d6 thunder damage, be knocked 5 feet away from the center of the explosion, and fall prone. On a successful save, a target takes half as much damage and is not moved or knocked prone. This bomb deals doubled damage to objects, structures, and constructs.

**Smokestick.** The flammable compound inside this bomb produces a thick plume of smoke, filling a 10-foot radius sphere centered around the point it exploded for 1 minute. This bomb does not explode until it hits the ground or a solid surface; it cannot explode in the air. This bomb cannot explode unless it rests on the ground or an object. The area within the cloud of smoke is heavily obscured.

**Spirit Walker.** A shell packed with hallucinogens and cursed bone powder. When this bomb explodes, any creature within 5 feet of must succeed on a DC 14 Dexterity saving throw or be sent into the ethereal plane for 2d6 rounds. After that time ends, the creature returns to the space it left, or the nearest unoccupied space if another creature or object filled that space in the interim.

**Tanglefoot Bag.** A bag of magical, sticky tar that erupts in a 5-foot radius around the point of impact. Creatures in its radius must succeed on a DC 14 Dexterity saving throw against it or be grappled (escape DC 14). While grappled in this way, the target is restrained. In addition, the ground beneath its radius is difficult terrain for 1 minute, after which the 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.

**Torpid Air.** A concoction that thickens the air within a 20-foot-radius sphere to cushion falling creatures. Unlike most bombs, it does not explode until it hits the ground or another solid surface. All creatures that land within its radius take 1/4 the falling damage they normally would (minimum 1). This bomb thickens the air for 1 minute, after which the atmosphere returns to its normal density.

**Vomit Comet.** Containing an assortment of pungent, rotting materials, the terrible smell released by this bomb stops enemies in their tracks. A creature within 15 feet of this bomb when it explodes must make a DC 10 Constitution saving throw. On a failed save, the target takes 1d4 poison damage and it poisoned for 1 minute. While poisoned in this way its speed is reduced by 10 feet, and it must repeat the saving throw at the start of each of its turns or spend its action retching and staggering. If it succeeds on this saving throw, the poison ends. Creatures that cannot be poisoned or do not have to breathe are immune to this bomb.



# OILS

These magically-infused ointments coat weapons and armor to produce a temporary magical effect. As an action, you can apply an oil to a weapon, piece of armor, or 3 pieces of ammunition. You must have at least 1 free hand to apply an oil. Oils dry one hour after application, but can also be cleaned or washed off. An item can only benefit from one oil at a time. If you apply a second oil, it removes the first.

A weapon or piece of armor is considered magical while it has the oil applied to it.



## CREATING OILS

### OILS

Oil of:	Weapon Effect	Armor Effect	Rarity	Price
Accuracy	Gain +1 to hit	Gain +1 AC	Uncommon	500 gp
Blessing	+1d4 radiant damage	Gain resistance to radiant damage	Uncommon	400 gp
Corruption	+1d4 poison damage	Gain resistance to poison damage	Uncommon	400 gp
Decay	+1d4 necrotic damage	Gain resistance to necrotic damage	Uncommon	400 gp
Energy	+1d4 lightning damage	Gain resistance to lightning damage	Uncommon	400 gp
Flameborn	+1d4 fire damage	Gain resistance to fire damage	Uncommon	400 gp
Frost	+1d4 cold damage	Gain resistance to cold damage	Uncommon	400 gp
Power	+1d6 damage	Reduce damage taken by 1	Uncommon	400 gp
Psionics	+1d4 psychic damage	Gain resistance to psychic damage	Uncommon	400 gp
Resilience	+1d4 force damage	Gain resistance to force damage	Uncommon	400 gp
Spite	+1d4 acid damage	Gain resistance to acid damage	Uncommon	400 gp
Thunderclap	+1d4 thunder damage	Gain resistance to thunder damage	Uncommon	400 gp

You must have proficiency in both the *arcana* skill and *brewer's supplies* to create oils. The necessary materials are an amount of the appropriate gemstone dust worth at least half the oil's cost, and a flask of oil. Unlike alcoholic beverages, you can create oils while traveling.

## 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



# SCROLLS

In addition to the appropriate tools, scribing a spell scroll requires proficiency in the Arcana skill. You must know the spell you scribe through the entire creation process of scribing a spell; if you forget the spell midway through the scroll you cannot complete it. You expend gold pieces to transcribe scrolls, much like the method wizards use to create their spellbooks. Because of this, you need no materials to create a spell scroll beyond a medium, such as paper, parchment, vellum, papyrus, or stone.

## SPELL LEVELS & SCROLLS

Spells cast from a scroll use their own attack bonuses and save DCs, listed on the table below. Each scroll weighs  $\frac{1}{4}$  lb.

## 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	+9/17	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

These herbal mixtures provide small, but potent benefits when applied or consumed. Each weighs  $\frac{1}{2}$  lb. except the Healer's Kit, which weighs 3 lb.

## HERBAL MIXTURES

Mixture	Cost
Alertness Draught	25 gp
Antiparalytic	50 gp
Antipathogen	20 gp
Antitoxin	50 gp
Clearbreath	10 gp
Eye Black	1 gp
Healer's Kit	5 gp
Incense	25 gp
Insect Repellant	1 sp
Journeybread	5 gp
Nightlight	20 gp
Sunscreen	10 gp

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

**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 that inhales this mist gains advantage on saving throws against *stench* and other features that attack scent.

**Eyeblack.** This strip of grease applied under or on the eyes, grants advantage on saving throws against being blinded for 8 hours or until it is washed off.

**Incense.** A small stick of scented herbs that relaxes the mind and can be used during rites or as a material component for spells that call for incense/herbs, including those with a gp value.

**Insect Repellant.** An acrid concoction applied to the skin that repels insects for 24 hours. It has no effect on swarms or giant insects.

**Journeybread.** 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, after which it becomes inert.

**Sunscreen.** This cream, often made from mud admixture, lasts for 1 hour and grants advantage on saving throws inflicted by extreme heat.

# POISONS AND TOXINS

Characters proficient in poisoner's kits can create the poisons in this section with the ingredients stored in their poisoner's kit by default, unless the poison uses a non-humanoid creature in its name. In such cases, the poisoner must gather the vital ingredients or the venom itself from a dead or incapacitated specimen. This delicate process requires succeeding on a DC20 Intelligence (Nature) check and 1d6 minutes. The character must be proficient in Poisoner's kits to make this check and adds their proficiency bonus if they aren't already proficient in the Nature skill.

To applying a poison to a weapon or other object in combat 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

Poison	Type	Save/DC	Price
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	Con 20	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 must succeed on a DC 20 Constitution saving throw or take 55 (10d10) poison damage.

**Boneshard Paste.** An undead subjected to this poison must succeed on a DC 13 Constitution saving throw. On a failed save, the target takes 18 (4d8) radiant damage and is poisoned for 1 minute. On a successful save, the target takes half as much radiant damage and is no longer poisoned. While poisoned in this way, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This poison ignores immunity to the poisoned condition.

**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. While poisoned in this way, the target is also paralyzed. The target 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
Antithesis	Con 14	1,300 gp
Bloodwine	Con 11	250 gp
Celestial Lightsblood	Con 25	13,500 gp
Depraved Decadence	Con 25	9,500 gp
Lich Dust	Con 18	2,400 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

**Antithesis.** A creature subjected to this slimy mixture of parasitic microscopic entities must succeed on a DC 14 Constitution saving throw. On a failed save, the target is infected with a disease that prevents it from regaining hit points through any method besides a short or long rest. Any time the target regains hit points any other way, it instead takes 4 (1d8) poison damage and can repeat the saving throw, ending the effect on itself on a success.

**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. If consumed by a living creature, the blood of that creature acts as bloodwine to any creature that drinks its blood until the creature completes a long rest.

**Celestial Lightsblood** A creature subjected to this poison must make a DC 25 Constitution saving throw. On a failed save, its Dexterity score is decreased by 2 (but cannot be reduced below 1), and it must repeat the saving throw at the start of its next turn. On a failed save, the target's Constitution score is decreased by 2, but cannot be reduced past 1. This reduction 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, no matter how much it eats. Every two days the creature goes without sustenance, its Constitution score decreases by 1. If a creature's Constitution score reaches 0 due to this effect, it dies.

**Lich Dust.** When a creature inhales the bone dust of a destroyed lich, it takes 10 (3d6) cold damage and must make a Constitution saving throw. On a failed save, the target is paralyzed for 1 minute. The paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**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 its greatest fears and everything they've ever done wrong. An affected creature cannot benefit from long rests, its exhaustion level increases by 1 at the start 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 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 regains 14 (4d4 + 4) hit points and must succeed on a DC 17 Constitution saving throw or be cursed, suffering one of the effects of the *bestow curse* spell for one week. The DM rolls 1d4 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
Gorgon Breath	Con 13	1,200 gp
Gravedust	Con 10	100 gp
Green Dragonbreath	Con 18	2,500 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. 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 suffer the effects of the *confusion* spell until the end of its 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 other than repeat the Wisdom saving throw, ending the effect on itself on a success.

**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.

**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
Ghost Blossom Extract	Con 13	420 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
Tears of the Infernal	Con 22	7,650 gp
Thri-kreen Venom	Con 11	180 gp
Veinrot Poison	Con 13	500 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.

**Ghost Blossom Extract.** A creature subjected to this poison must succeed on a Constitution saving throw or be poisoned for 1 minute. The poisoned creature is also paralyzed. If it fails its saving throw by 3 or more, the target drops any items it is holding, and if it fails by 5 or more, the creature falls prone. The poisoned 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, its Intelligence, Wisdom, and Charisma scores are reduced by 2 for 1 minute. At the end of its next turn, the target 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, its Strength score is permanently reduced by 2. If this effect reduces an undead's Strength to 0, it is destroyed, and cannot be resurrected or reanimated by any means other than a *wish* spell. The target'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 or be poisoned for 1 minute. While poisoned in this way, the target suffers the effect of the *slow* spell. The target repeats the saving throw at the end of each of its turns, ending the effect on itself on a success.

**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.

**Tears of the Infernal** This incredibly rare poison is made from the blood of a powerful fiend and the spit of an ancient black dragon. A creature subjected to this poison must succeed on a DC 22 Constitution saving throw, taking 31 (7d8) acid and 35 (10d6) fire damage on a failed save, or half as much damage on a success. This effect ignores all resistances and immunities.

**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.

**Veinrot Poison.** A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or take 5 (2d4) necrotic damage and become poisoned. While poisoned in this way, the creature's Constitution score decreases by 2. The poisoned creature repeats the saving throw every 24 hours, taking 5 (2d4) necrotic damage on a failed save.

While the creature is poisoned, the damage it takes from this poison can't be healed by any means. After three successful saving throws against this poison, the effect ends, and the hit points can be restored.

**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, the target loses 1d4 spell slots, removing 1st-level slots first and moving to the next highest level when all slots of that level 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 VI

New Monsters



# MILITARY UNITS

Sometimes you face more than a few scattered infantry—squads or evil small armies can challenge a high-level party and still lose, and any more than a dozen monsters can be difficult for the DM to manage. Designed with rules introduced in the Warrior's Codex 2.0 and the *Book of Hordes*, this section combines diverse weapon options with efficient mass combat statblocks to create groups of specialized soldiers. This section also acts as a guide to monster creators indicating how properties introduced in WCX should be incorporated into monsters' abilities.

## BATTALION OF KNIGHTS

Gargantuan horde of large creatures, unaligned

**Armor Class** 18 (plate)

**Hit Points** 312 (25d20 + 50)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Skills** Athletics +12, Intimidation +7, Persuasion +7

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 10

**Languages** Any one language (usually Common)

**Challenge** 14 (11,500 XP)

**Horde.** The battalion can occupy another creature's space and vice versa, and the battalion can move through any opening large enough for a Large beast. Additionally, the battalion is immune to any spell or effect that would alter its form.

**Plate Armor.** When the battalion takes nonmagical piercing or slashing damage, the damage it takes is reduced by 5.

**Reactive.** the battalion of knights can take one reaction on every turn in combat.

**Stampede.** When the battalion moves through the space of a Huge or smaller creature, the squad can force the creature to make a DC 18 Strength saving throw. On a failed save, the creature is knocked prone.

**Trampling Charge (Warhorse).** If the battalion of knights moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, the attack deals an extra 1d6 damage. The target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the battalion of knights can make another attack with its hooves against it as a bonus action.

### Actions

**Multiattack.** The Battalion makes four cavalry charge attacks, or two attacks if it has half its hit points or fewer.

**Cavalry Charge.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 7) piercing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing status.

**Hooves.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 7) bludgeoning damage.





## CANNON CREW

Gargantuan horde of medium humanoids, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 67 (5d20 + 15)

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	17 (+3)	10 (+0)	12 (+1)	10 (+0)

**Saving Throws** Con +6

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Damage Resistances** poison, psychic

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 5 (1,800 XP)

**Siege Engine.** If the cannon crew dies, it leaves behind a cannon with half of its hit points that another crew of humanoids can operate.

**Siege Monster.** The cannon crew deals double damage to objects and structures.

### Actions

**Multiattack.** The cannon crew makes four melee attacks, or two attacks if it has half of its hit points or fewer.

**Dagger.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing or slashing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing or slashing status.

**Fire Cannonball (recharge 5-6, or 6 if the cannon crew has less than half its hit points).** *Ranged Weapon Attack:* +8 to hit, range 300/1700 ft., one target. *Hit:* 44 (8d8 + 8) bludgeoning damage.

## CONTUBERNIUM

Gargantuan horde of medium creatures, lawful neutral

**Armor Class** 19 (half plate, shield)

**Hit Points** 125 (10d20 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 11

**Languages** Latin

**Challenge** 5 (1,800 XP)

**Half-plate armor.** When the contubernium takes nonmagical piercing or slashing damage, the damage it takes is reduced by 1.

**Horde.** The contubernium can occupy another creature's space and vice versa, and the squad can move through any opening large enough for a Medium humanoid. Additionally, the contubernium is immune to any spell or effect that would alter its form.

**Reactive.** The contubernium can take one reaction on every turn in combat.

### Actions

**Multiattack** The contubernium makes four attacks, or two attacks if it has less than half its hit points.

**Javelin.** *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 60/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage in melee, or 6 (1d6 + 3) piercing damage at range.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing or slashing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing or slashing status.

**Volley.** The contubernium hurls a volley of javelins at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 14 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) piercing damage, or 14 (4d6) piercing damage if the squad has half its hit points or fewer. On a successful save, it takes half as much damage.

## CRUSADER

Medium human, lawful good

**Armor Class** 18 (full plate)  
**Hit Points** 112 (15d8 + 45)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	11 (+0)	14 (+2)	16 (+3)

**Saving Throws** Wis +5, Cha +6  
**Skills** Athletics +7, Religion +3  
**Condition Immunities** frightened  
**Senses** passive Perception 12  
**Languages** Common, Latin  
**Challenge** 5 (1,800 XP)

**Spellcasting.** The crusader is a 7th-level spellcaster. The crusader's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The crusader has the following paladin spells prepared:

1st level (4 slots): *command*, *cure wounds*, *searing smite*

2nd level (3 slots): *branding smite*, *lesser restoration*, *zone of truth*

### Actions

**Multiattack.** The crusader makes two attacks with its pollaxe.

**Arming Sword.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing and slashing status.

**Pollaxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning, piercing, or slashing damage plus 4 (1d8) radiant damage. If the attack roll exceeds the target's AC by 5 or more, it suffers status of the same type as the attack.

### Reactions

**Parry.** The crusader adds 1 to its AC against one melee attack that would hit it. To do so, the crusader must see the attacker and be wielding an arming sword.

## FENCER

Medium humanoid, unaligned

**Armor Class** 15 (leather)  
**Hit Points** 66 (12d8 + 12)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	14 (+2)	11 (+0)	15 (+2)

**Skills** Acrobatics +8, Athletics +5, Persuasion +6  
**Senses** passive Perception 10  
**Languages** any one language (usually Common)  
**Challenge** 3 (700 XP)

### Actions

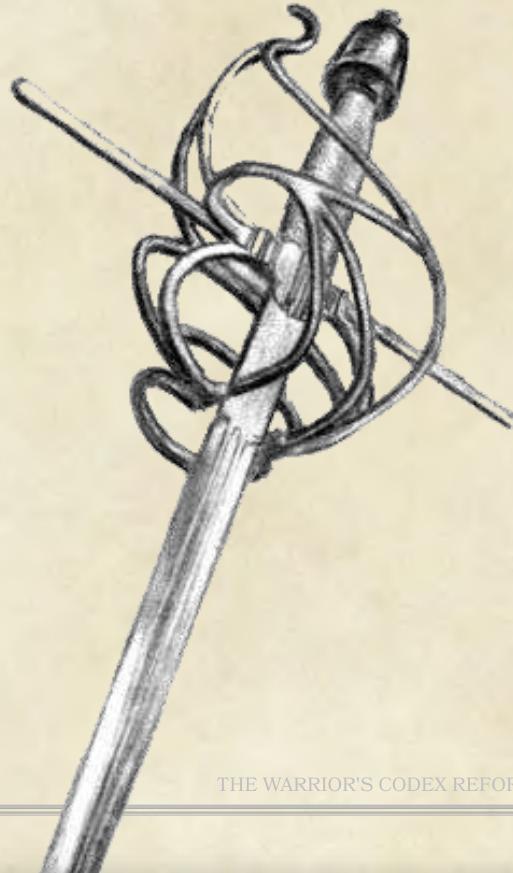
**Multiattack.** The fencer makes three attacks: one with a parrying dagger and two with its sabre.

**Sabre.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

**Parrying Dagger.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing or slashing damage, or 9 (2d4 + 4) piercing or slashing damage if the target is prone.

### Reactions

**Parry.** The fencer adds 4 to its AC against one melee attack that would hit it. To do so, the fencer must see the attacker and be wielding a parrying dagger or rapier.



## HORDE OF BARBARIANS

Gargantuan horde of medium humanoids, unaligned

**Armor Class** 13 (hide)

**Hit Points** 189 (14d20 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

**Skills** Athletics +9, Intimidation +3

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 10

**Languages** any one language

**Challenge** 7 (2900 XP)

**Aggressive.** As a bonus action, the horde of barbarians can move up to its speed toward a hostile creature that it can see.

**Horde.** The horde can occupy another creature's space and vice versa, and the horde can move through any opening large enough for a Medium creature. Additionally, the horde is immune to any spell or effect that would alter its form.

**Reactive.** The horde of barbarians can take one reaction on every turn in combat.

**Stampede.** When the horde moves through the space of a Large or smaller creature, the horde can force the creature to make a DC 17 Strength saving throw. On a failed save, the creature is knocked prone.

### Actions

**Multiattack.** The horde makes four greataxe attacks, or two greataxe attacks if the horde has less than half its hit points remaining.

**Greataxe.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (1d12 + 6) slashing damage, or 19 (2d12 + 6) slashing damage if the target is prone. If the attack roll exceeds the target's AC by 5 or more, it suffers bludgeoning and slashing status.

**Bloodbath.** Each creature of the horde's choice in the horde's space must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 52 (8d12) slashing damage, or 26 (4d12) slashing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

**Volley.** The horde launches a volley of javelins at a point within 60 feet of it. Each creature of the horde's choice in a 10-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 28 (8d6) piercing damage, or 14 (4d6)piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

## LANDSKNECHTE UNIT

Gargantuan horde of medium humanoids, any alignment

**Armor Class** 17 (half plate)

**Hit Points** 150 (12d20 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	10 (+0)

**Skills** Athletics +9

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 11

**Languages** any one language (usually Common)

**Challenge** 9 (5,000 XP)

**Horde.** The unit can occupy another creature's space and vice versa, and the unit can move through any opening large enough for a Medium humanoid. Additionally, the squad is immune to any spell or effect that would alter its form.

**Reactive.** the landsknechte unit can take one reaction on every turn in combat.

### Actions

**Multiattack** The unit makes four attacks, or two melee attacks if it has fewer than half its hit points. No more than two of the attacks can be ranged attacks. It can replace an attack with an attempt to disarm a creature within reach, knock it prone, or pull it 5 feet towards itself.

**Greatsword.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing or slashing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing or slashing status.

**Halberd.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing or slashing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing or slashing status.

**Arquebus.** *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing status.

### Reactions

**Parry.** The unit adds 3 to its AC against one melee attack that would hit it.

**Spearwall.** When a creature enters the unit's reach, it can make one halberd attack. This attack does an additional 1d10 damage.

## \_MOUNTED KNIGHT

*Large creature, any alignment*

**Armor Class** 18 (full plate)

**Hit Points** 93 (11d10+33)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+3)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Con +5, Wis +2

**Skills** Athletics +6, Intimidation +4, Persuasion +4

**Senses** passive Perception 10

**Languages** Any one language (usually Common)

**Challenge** 4 (1,100 XP)

**Brave.** The mounted knight has advantage on saving throws against being frightened.

**Cavalry.** If the mounted knight is reduced to less than half its hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken. On a failure, the mounted knight loses its Trampling Charge feature, its speed becomes 30 ft., it cannot make hoof or couched lance attacks, and its size becomes medium.

**Plate Armor.** When the mounted knight takes nonmagical piercing or slashing damage, the damage it takes is reduced by 4.

**Trampling Charge.** If the mounted knight moves at least 20 ft. straight toward a creature and then hits it with a Couched Lance attack on the same turn, the attack does an extra 1d6 damage. The target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the mounted knight can make an attack with its hooves as a bonus action.

### Actions

**Multiaattack.** The mounted knight makes two melee attacks.

**Couched Lance.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. Hit: 10 (1d12 + 4) piercing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing status.

**Hooves.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) damage.

**Longsword.** *Melee Weapon Attack:* +6 to hit, +8 against armored targets, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning, piercing, or slashing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers status of the same type as the damage dealt.

### Reactions

**Parry.** The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a longsword.

## ORDER OF CRUSADERS

*Gargantuan horde of medium humanoids, lawful good*

**Armor Class** 16 (hauberk)

**Hit Points** 405 (30d20 + 90)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	16 (+3)	11 (+0)	14 (+2)	16 (+3)

**Saving Throws** Wis +7, Cha +8

**Skills** Athletics +12, Religion +5

**Condition Immunities** charmed, frightened, grappled, paralyzed, poisoned, petrified, prone, restrained, stunned

**Senses** passive Perception 12

**Languages** Common, Latin

**Challenge** 16 (15000 XP)

**Horde.** The order of crusaders can occupy another creature's space and vice versa, and the horde can move through any opening large enough for an individual creature within the horde. Additionally, the horde is immune to any spell or effect that would alter its form

**Reactive.** The order of crusaders can take one reaction on every turn in combat.

**Spellcasting.** The order of crusaders is a 7th-level spellcaster. The order of crusaders's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The order of crusaders has the following paladin spells prepared:

1st level (4 slots): *command, cure wounds, searing smite*

2nd level (3 slots): *branding smite, lesser restoration, zone of truth*

### Actions

**Multiaattack** The order of crusaders makes four attacks, or two attacks if it has half its hit points or fewer.

**Arming Sword.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) piercing or slashing damage plus 9 (2d8) radiant damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing and slashing status.

**Pollaxe.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 12 (1d10 + 7) slashing damage plus 9 (2d8) radiant damage. If the attack roll exceeds the target's AC by 5 or more, it suffers bludgeoning, piercing, or slashing status.

### Reactions

**Parry.** The order of crusaders adds 4 to its AC against one melee attack that would hit it. To do so, the order must see the attacker and be wielding an arming sword.

## PEASANT LEVY

Gargantuan horde of medium humanoids, any alignment

**Armor Class** 12 (gambeson)

**Hit Points** 94 (9d20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	10 (+0)	9 (-1)	10 (+0)	10 (+0)

**Skills** Animal Handling +2

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

**Reactive.** The levy can take one reaction on every turn in combat.

**Horde.** The levy can occupy another creature's space and vice versa, and the levy can move through any opening large enough for a Medium humanoid. Additionally, the squad is immune to any spell or effect that would alter its form.

### Actions

**Multiattack.** The levy makes four attacks, or two attacks if it has fewer than half its hit points remaining. It can replace an attack with an attempt to disarm a creature within reach, knock it prone, or pull it 5 feet towards itself.

**Guisarme.** *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

## PHALANX

Gargantuan horde of medium humanoids, any lawful alignment

**Armor Class** 20 (full plate, shield)

**Hit Points** 137 (11d20 + 22)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

**Saving Throws** Dexterity +3

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 11

**Languages** Any one language (usually Dwarvish or Greek)

**Challenge** 6 (2,300 XP)

**Horde.** The phalanx can occupy another creature's space and vice versa, and the phalanx can move through any opening large enough for a Medium humanoid. Additionally, the phalanx is immune to any spell or effect that would alter its form.

**Plate Armor.** When the phalanx takes nonmagical piercing or slashing damage, the damage it takes is reduced by 3.

**Reactive.** The phalanx can take one reaction on every turn in combat.

**Shieldwall.** Another creature can only occupy the phalanx's space if it allows it.

### Actions

**Multiattack** The phalanx makes four attacks, or two attacks if it has half its hit points or fewer.

**Spear.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.



## RETIARIUS

Medium humanoid, unaligned

**Armor Class** 13 (leather)  
**Hit Points** 112 (15d8 + 45)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

**Saving Throws** Str +7, Dex +5, Con +6  
**Skills** Athletics +10, Intimidation +5  
**Senses** passive Perception 11  
**Languages** Any one language, usually Latin  
**Challenge** 5 (1800 XP)

**Brave.** the retarius has advantage on saving throws against being frightened.

### Actions

**Multiattack** The retarius makes three melee attacks.

**Trident.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage, or 9 (1d10 + 4) piercing damage if used with two hands to make a melee attack, or 11 (3d4 + 4) piercing damage if the target is prone, or 15 (2d10 + 4) if used with two hands to make a melee attack against a prone target.

**Net.** \* *Ranged Weapon Attack:* \* +5 to hit, range 25/35 ft., one target. \* *Hit:* \* 0 damage, and if the target is large or smaller it is restrained until it uses an action to free itself.

## SQUAD OF ARBALESTS

Gargantuan horde of medium humanoids, unaligned

**Armor Class** 18 (brigandine, pavise)  
**Hit Points** 115 (11d20)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	10 (+0)	12 (+1)	10 (+0)

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious  
**Senses** passive Perception 11  
**Languages** any one language (usually Common)  
**Challenge** 5 (1,800)

**Hands Full.** The squad cannot make a heavy crossbow attack unless it has already used Plant Pavise.

**Horde.** The squad can occupy another creature's space and vice versa, and the squad can move through any opening large enough for a Medium humanoid. Additionally, the squad is immune to any spell or effect that would alter its form.

**Reactive.** The squad of arbalests can take one reaction on every turn in combat.

### Actions

**Multiattack** The squad makes four ranged weapon attacks, or two ranged weapon attacks if it has fewer than half its hit points remaining.

**Heavy Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing status.

**Plant Pavise.** The squad doffs its shield and plants it in the ground, reducing its AC by 2 but granting it half cover so long as it does not move more than 5 feet in any direction. The squad can don its shield again as an action.

**Volley.** The squad fires a volley of bolts at a point within 100 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 52 (8d12) piercing damage, or 26 (4d12) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.



## SQUAD OF ARQUEBUSIERS

Gargantuan horde of medium creatures, unaligned

**Armor Class** 12 (leather)

**Hit Points** 94 (9d20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	10 (+0)	11 (+0)	10 (+0)

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 10

**Languages** Any one language (usually Common)

**Challenge** 4 (1,100 XP)

**Horde.** The squad can occupy another creature's space and vice versa, and the squad can move through any opening large enough for a Medium humanoid. Additionally, the squad is immune to any spell or effect that would alter its form.

**Reactive.** The squad of arbalests can take one reaction on every turn in combat.

**Reload Time.** After the squad makes an arquebus or volley attack, it cannot make either attack until it takes an action to reload its weapons.

### Actions

**Arquebus.** *Ranged Weapon Attack:* +4 to hit, range 60/120 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing status.

**Volley.** The squad fires a volley of bullets at a point within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 11 Dexterity saving throw. On a failed save, a creature takes 36 (8d8) piercing damage, or 18 (4d8) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

## SQUAD OF HALBERDIERS

Gargantuan horde of medium humanoids, any alignment

**Armor Class** 16 (cuirass)

**Hit Points** 150 (12d20 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Skills** Athletics +8

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 10

**Languages** any one language (usually German, French, or Italian)

**Challenge** 8 (3,900 XP)

**Horde.** The squad can occupy another creature's space and vice versa, and the squad can move through any opening large enough for a Medium humanoid. Additionally, the squad is immune to any spell or effect that would alter its form.

**Reactive.** The squad of halberdiers can take one reaction on every turn in combat.

### Actions

**Multiaattack.** The squad makes four halberd attacks, or two halberd attacks if it has less than half its hit points. It can replace an attack with an attempt to disarm a creature within reach, knock it prone, or pull it 5 feet towards itself.

**Halberd.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing or slashing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing or slashing status.

### Reactions

**Spearwall.** When a creature enters the squad's reach, it can make one melee attack. This attack does an additional 1d10 damage.

## SQUAD OF HORSE ARCHERS

Gargantuan horde of large creatures, unaligned

**Armor Class** 15 (leather)

**Hit Points** 150 (12d20 + 24)

**Speed** 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	14 (+2)	11 (+0)	13 (+1)	10 (+0)

**Skills** Acrobatics +6, Animal Handling +5, Perception +3

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 14

**Languages** any one language, usually Common

**Challenge** 7 (2900 XP)

**Reactive.** the squad of horse archers can take one reaction on every turn in combat.

**Stampede.** When the squad moves through the space of a Huge or smaller creature, the squad can force the creature to make a DC 17 Strength saving throw. On a failed save, the creature is knocked prone.

### Actions

**Multiattack** The squad makes four recurve bow attacks, or two recurve bow attacks if the horde has less than half its hit points remaining.

**Recurve Bow.** Ranged Weapon Attack: +7 to hit, range 100/400 ft., one target. Hit: 8 (1d8+4) piercing damage.

**Volley.** The horde looses a volley of arrow at a point within 60 feet of it. Each creature of the horde's choice in a 10-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 28 (8d8) piercing damage, or 14 (4d8) piercing damage if the horde has half its hit points or fewer. On a successful save, it takes half as much damage.

## SQUAD OF LONGBOWMEN

Gargantuan horde of medium creatures, any alignment

**Armor Class** 15 (gambeson)

**Hit Points** 115 (10d20 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	13 (+1)	10 (+0)	10 (+0)	10 (+0)

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 10

**Languages** Any one language (usually Common)

**Challenge** 4 (1,100 XP)

**Horde.** The squad can occupy another creature's space and vice versa, and the squad can move through any opening large enough for a Medium humanoid. Additionally, the squad is immune to any spell or effect that would alter its form.

**Reactive.** The squad can take one reaction on every turn in combat.

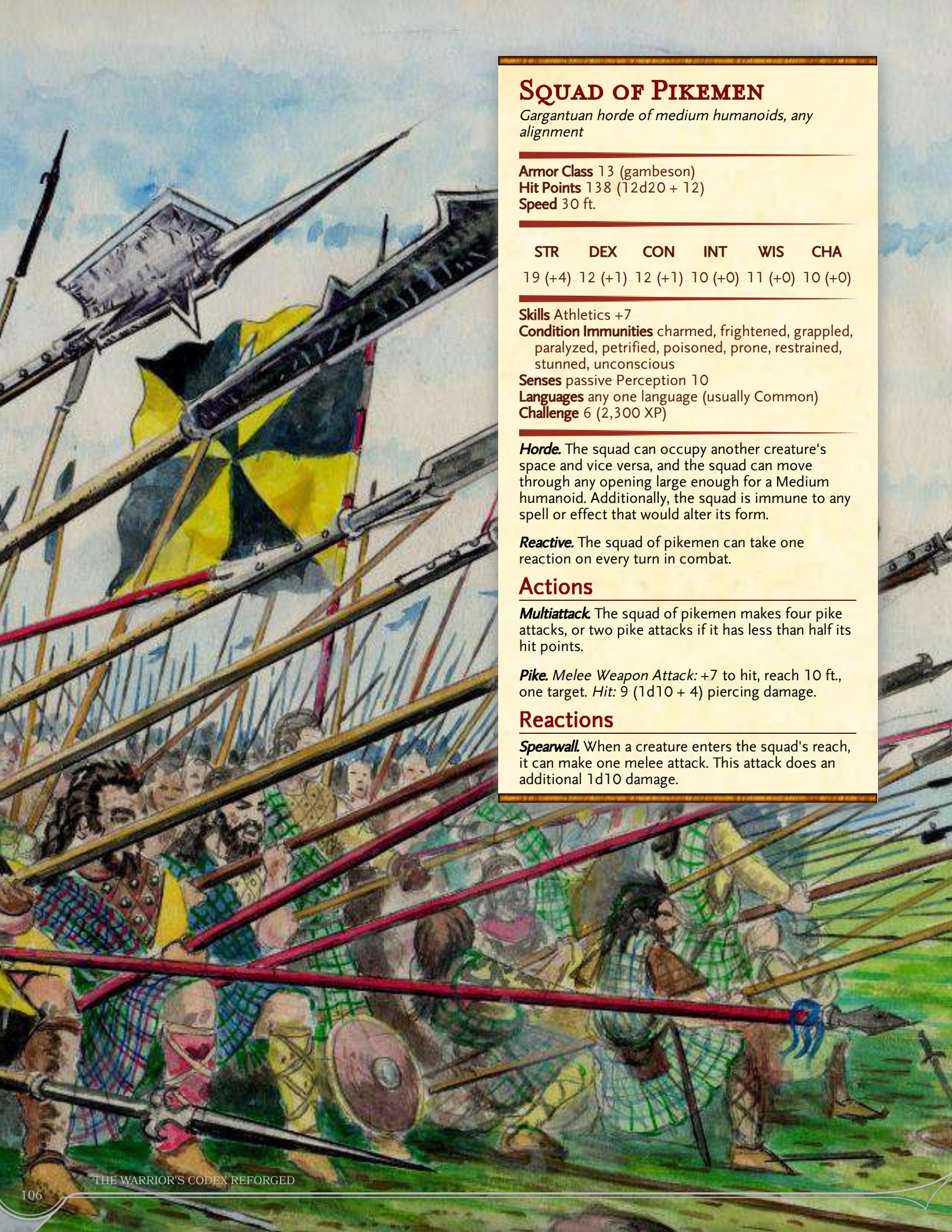
### Actions

**Multiattack** The squad of longbowmen makes four longbow attacks, or two attacks if it has half its hit points or fewer.

**Cudgel. Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. Hit: 5 (1d4+3) bludgeoning damage. The squad of longbowmen can choose to make this attack nonlethal before making the attack roll, knocking the target unconscious instead of killing it if the target is reduced to 0 hit points.

**Longbow. Ranged Weapon Attack:** +5 to hit, range 150/600 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the attack roll exceeds the target's AC by 5 or more, it suffers piercing status.

**Volley.** The squad looses a volley of arrows at a point within 150 feet of it. Each creature in a 10-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 44 (8d10) piercing damage, or 22 (4d10) piercing damage if the squad has half its hit points or fewer. On a successful save, it takes half as much damage.



## SQUAD OF PIKEMEN

Gargantuan horde of medium humanoids, any alignment

Armor Class 13 (gambeson)

Hit Points 138 (12d20 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
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19 (+4)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)
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**Skills** Athletics +7

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 6 (2,300 XP)

**Horde.** The squad can occupy another creature's space and vice versa, and the squad can move through any opening large enough for a Medium humanoid. Additionally, the squad is immune to any spell or effect that would alter its form.

**Reactive.** The squad of pikemen can take one reaction on every turn in combat.

### Actions

**Multiattack** The squad of pikemen makes four pike attacks, or two pike attacks if it has less than half its hit points.

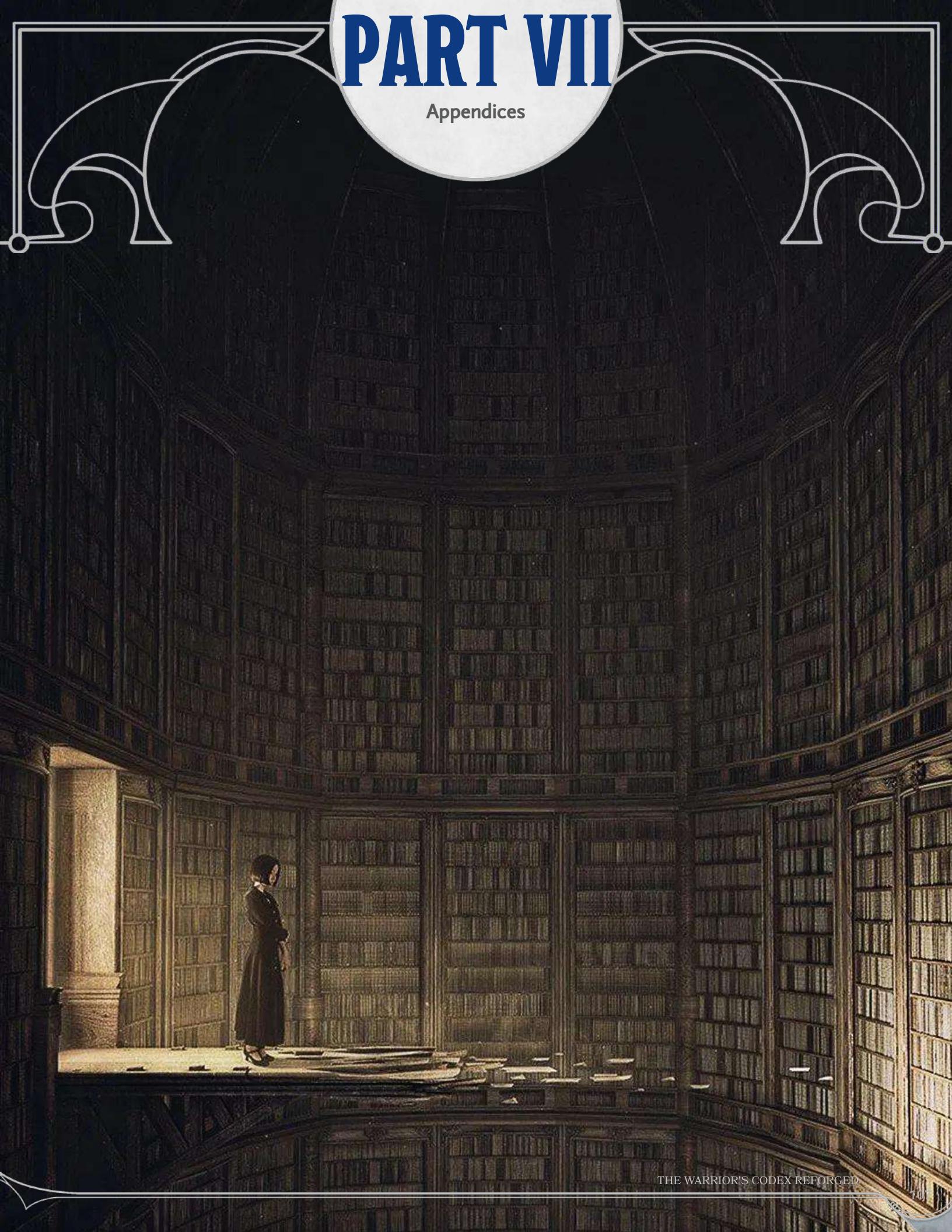
**Pike.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

### Reactions

**Spearwall.** When a creature enters the squad's reach, it can make one melee attack. This attack does an additional 1d10 damage.

# PART VII

Appendices



Name	Range	Damage	Properties		Name	Range	Damage	Properties	
<b>Boar spear</b>	5	1d6 P	Versatile (1d8), winged		<b>Lucerne</b>	10	1d10 BP	Heavy, reach, sundering, two-handed	
<b>Club</b>	5	1d4 B	Light, nonlethal		<b>Maul</b>	5	2d6 B	Finisher, heavy, status, sundering, two-handed	
<b>Dagger</b>	5	1d4 PS	Finesse, finisher, light, prone f., thrown (20/60)		<b>Morningstar</b>	5	1d8 BP	Status: B+P, sundering	
<b>Goedendag</b>	5	1d6 BP	Sundering, two-handed, wind-up		<b>Parrying Dagger</b>	5	1d4 P	Finesse, finisher, light, parry, prone f.	
<b>Greatclub</b>	5	2d4 B	Heavy, nonlethal, status, two-handed		<b>Pike</b>	10	1d10 P	Heavy, reach, two-handed, wind-up	
<b>Handaxe</b>	5	1d6 S	Light, status, thrown (20/60)		<b>Pollaxe</b>	5	1d10 BPS	Heavy, parry, status, two-handed	
<b>Javelin</b>	5	1d6 P	Thrown (60/120)		<b>Ranseur</b>	10	1d10 PS	Heavy, reach, two-handed, winged	
<b>Light hammer</b>	5	1d4 B	Light, status, sundering, thrown (20/60)		<b>Rapier</b>	5	1d8 P	Finesse, parry, status	
<b>Mace</b>	5	1d6 B	Status, sundering		<b>Sabre</b>	5	1d8 S	Cavalry, finesse, parry	
<b>Quarterstaff</b>	5	1d6 B	Nonlethal, versatile (2d4)		<b>Scimitar</b>	5	1d6 S	Cavalry, finesse, light, status	
<b>Shortspear</b>	5	1d6 P	Light, versatile (1d8)		<b>Shortsword</b>	5	1d6 PS	Finesse, light, parry, status	
<b>Sickle</b>	5	1d4 S	Ensnaring, light, status		<b>Shotel</b>	5	1d8 PS	Bypass, ensnaring, finesse	
<b>Blowgun</b>	25/50	1 P	Loading, special		<b>Spear</b>	10	1d8 P	Reach, versatile (1d10)	
<b>Dart</b>	20/60	1d4 P	Finesse, thrown		<b>Unarmed Strike</b>	5	1 B	Nonlethal, special	
<b>Light crossbow</b>	60/120	1d8 P	STR 8, loading, two-handed		<b>War Pick</b>	5	1d8 P	Status, sundering, versatile (2d4)	
<b>Shortbow</b>	90/180	1d6 P	STR 9, Two-handed		<b>Warhammer</b>	5	1d8 B	Status, sundering, versatile (2d4)	
<b>Sling</b>	30/60	1d4 B	Nonlethal		<b>Hand crossbow</b>	30/60	1d6 P	STR 10, light, loading, prone f.	
<b>Arming Sword</b>	5	1d8 PS	Party, status: P+S		<b>Heavy crossbow</b>	100/200	1d12 P	STR 12, heavy, loading, status, two-handed	
<b>Bastard Sword</b>	5	1d8 PS	Party, status, versatile 2d4		<b>Longbow</b>	150/600	1d10 P	STR 13, heavy, status, two-handed	
<b>Battleaxe</b>	5	1d8 S	Status, sweeping, versatile 2d4		<b>Recurve bow</b>	100/400	1d8 P	STR 10, two-handed	
<b>Cestus</b>	5	1d4 B	Light, nonlethal, special, status		<b>Chain whip</b>	5/10	1d6 B	Bypass, ensnaring, special, versatile (1d8)	
<b>Estoc</b>	5	1d8 P	Finesse, sundering, versatile 2d4		<b>Garrote Wire</b>	5	1d6 S	Finesse, light, special, two-handed	
<b>Flail</b>	5	1d8 BP	Bypass, ensnaring, wind-up		<b>Gauntlet-Sword</b>	5	1d6 S	Cavalry, light, special	
<b>Glaive</b>	10	1d10 S	Heavy, reach, sweeping, two-handed		<b>Hooksword</b>	5	1d8 S	Ensnaring, party, status	
<b>Greataxe</b>	5	1d12 S	Finisher, heavy, special, two-handed		<b>Trident</b>	5	2d4 P	Finisher, versatile (1d10), winged	
<b>Greatsword</b>	5	2d6 PS	Heavy, party, status, sweeping, two-handed		<b>Whip</b>	10	1d4 S	Ensnaring, finesse, reach	
<b>Guisarme</b>	10	1d10 P	Ensnaing, heavy, reach, two-handed		<b>Arquebus</b>	60/120	2d8 P	STR 10, gunpowder, loading, two-handed	
<b>Halberd</b>	10	1d10 PS	Ensnaing, heavy, reach, status, two-handed		<b>Boomerang</b>	30/60	1d4 B	STR 9, finesse, nonlethal, special, thrown	
<b>Harpoon</b>	5	1d8 P	Status: S, thrown (20/60)		<b>Greatbow</b>	150/600	2d6 P	STR 18, heavy, special, status, two-handed	
<b>Lance</b>	10	1d12 P	Cavalry, reach, special, status		<b>Handgonne</b>	30/90	2d6 P	Gunpowder, loading	
<b>Longsword</b>	5	1d10 BPS	Party, status, sundering, two-handed		<b>Net</b>	5/15	-	Special, thrown	
<b>Ammunition</b>	<b>Type Properties</b>				<b>Quarrel</b>	P Sundering	<b>Blowgun Need.</b>	P	P
<b>Barbed Quarrel</b>	P Status: S	<b>Broadhead Arr.</b>	S Status: S	<b>Field Arr.</b>	P				
<b>Grapeshot</b>	P Special	<b>Sling Bullet</b>	P	<b>Bookin Arr.</b>	P Sundering	<b>Elemental Am.</b>	P	<b>Hunting Bolt</b>	P Special
<i>Bypass: ignore shield/parry</i>									
<i>Cavalry: +1d6 w/ 30 ft. charge</i>									
<i>Ensnaing: BA shove/pull/dis</i>									
<i>Finesse: STR or DEX</i>									
<i>Finisher: +1 die w/prone target</i>									
<i>Nonlethal: full dmg w/nonlethal</i>									
<i>Special: see descriptions</i>									
<i>Sweeping: kill = overflow dmg to adj. w/sameatk</i>									
<i>Winged: target can't approach, BA disarm</i>									

# WEAPON PROFILES

The expanded weapons in this document refer to weapons that don't exist in the public consciousness or uses terms more specific than most players and DMs understand offhand. This section categorizes the weapons and briefly explains the origins and use of each one.

It's important to keep in mind that the research done here is done by an amateur and hobbyist, and by no means scholarly. In addition, the differences between weapons are not nearly as cut and dry as the mechanical differentiations suggest. Many real weapons, such as the bardiche, fit as multiple mechanical weapons (in this case, a greataxe or a glaive).

It would be convenient if it were they were so easy to categorize, but the use and design of existing weapons and the development of new ones changed quickly and drastically throughout the centuries of the Middle Ages, which were not nearly as stagnant as typically assumed.

## SPEARS

In close combat, the fighter with greater reach usually wins. 5e, with its massive pools of hit points, doesn't always reflect that reality, but spears have existed since prehistoric times and dominated the battlefield until the modern era. Spears even survived the dominance of firearms after the Renaissance; the bayonet transforms any rifle or musket into a potent melee weapon with greater reach than a knife or a club.



**Boar Spear.** These short, heavy spears are equipped with two lugs perpendicular to the head, which prevent the large animals it was used to hunt from sliding up the haft and attacking the wielder. Used to hunt boars, larger variants were used against bears and European bison. In war, they were used against warhorses. This spear has existed since at least 1200 A.D.



**Javelin.** A one-handed short spear used for throwing. The javelin, like the spear, has a long and storied history, seeing use by stone-age humans, Greek warriors, Roman soldiers, and African hunters all to incredible effect. Its simplicity, low price, long range, and use of Strength make it ubiquitous.



**Shortspear.** The most basic spear, a haft of straight wood with a point of metal or sharpened stone. Used with one or both hands, this weapon has the simplest use of any other: point it at the enemy, and thrust. Common among peasants pressed into service, and basic soldiers.



**Harpoon.** Used for underwater hunting by islander and coastal cultures, the iron varieties used by 19th-century whalers made this weapon infamous. The head of the harpoon has rear-facing barbs, making it difficult and painful to withdraw.



**Spear.** While all the weapons in this section are varieties of spear, the mechanics of the spear represent a one-handed weapon between 6 and 9 feet long, with a stone or metal point on the end. Some two-handed spears have specialized heads or functions. Those spears are also called polearms, and classified separately in this document, but the real line is blurrier.



**Lance.** The staple of the Medieval knight, the lance transfers the momentum of a horse's charge into a single point. It is the primary reason knights dominated medieval warfare, and why many other weapons—the guisarme, the mace, and the warhammer—were designed to counter them.



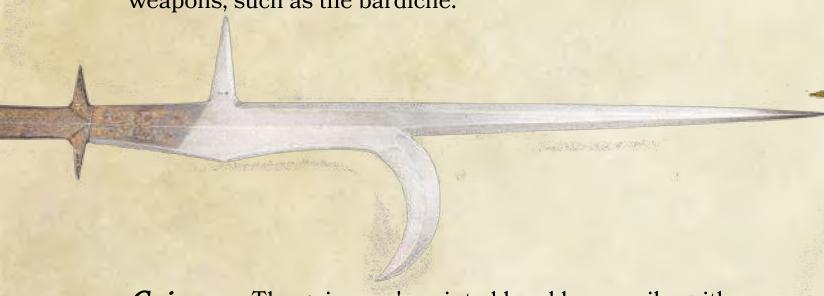
**Trident.** A one-handed spear used in fishing and in gladiator combat by *retiarius* fighters, who used it in tandem with nets. Famously wielded by Poseidon, the Greek god of the sea.

## POLEARMS

The natural evolution of the spear, this diverse collection of weapons emphasizes the benefits of long reach and leverage, with more specialized uses based on the head. There are dozens of polearm variants, many very similar to one another. *The Warrior's Codex* includes as many differentiations as possible before the section becomes cluttered, and provides alternatives to consider later in this chapter.



**Glaive.** A single-edged blade attached to a long haft, which increases this weapon's cutting power. By attaching a hook to the back edge, the polearm can also be used to disarm enemies and pull cavalry from horses. The mechanical statistics include the glaive, but also many other cutting pole weapons, such as the bardiche.



**Guisarme.** The guisarme's pointed head has a spike with a hook attached to one side to pull knights from their horses. So effective was the polearm among levied peasant troops that French nobles campaigned to have it banned. Used between 1000 and 1300.

### **Halberd**

The halberd combines the cutting power of the glaive, the long reach of the pike, and the maneuvering of the guisarme to create a deadly combination of options. The head of a halberd uses an axe blade, a long point, and a rear hook. Popular from the 15th century onwards, German mercenaries used the halberd for centuries and the Swiss guard carries it ceremonially today.



**Lucerne.** A polearm with a hammerhead on the end, used for striking enemies with blunt force at distance. A pike-like point and a spike on the far side allowed its users to pierce as well as strike, affording it versatility in large groups and giving plenty of opportunity for swift thrusting attacks.

### **Pike.**

The quintessential polearm, this long two-handed spear saw use in mass military units, where the cluster of sharp points warded off cavalry charges and kept enemies out of reach. The pike actually survived knights' obsolescence into the era of gunpowder; "pike and shotte" formations used pikemen and halberdiers to protect arquebusiers and musketeers between volleys.



**Ranseur.** Similar to the boar spear, the head of a ranseur features a pair of additional points at angles, to prevent enemies and animals from pushing the haft deeper in and allowing the user to keep the attacker at bay. Some variants sharpened the outer ends of the points, allowing the ranseur to cut as well as pierce.

## STAVES

Short poles between 6 and 9 feet long, staves can be walking sticks, magic foci, or potent weapons in their own right. Often associated with monks, the staff has a long history of use in both Occidental and Oriental martial tradition.

**Quarterstaff.** A simple staff of hard wood between 6 and 9 feet long, sometimes capped with metal, this weapon was used for duels and defense among the English pre-1500, though records are rare compared to other weapons.



**Pollaxe.** The pollaxe features an axe head, hammerhead on the reverse side, an upward point, and side-facing spikes all mounted on the end of a short staff, with movements derived from staff fighting. The pollaxe and the longsword could accomplish almost anything that a dismounted knight on foot needed.

## BLUDGEONS

With an entire damage type dedicated to them, bludgeons are simple to use—swing and strike the enemy to break bones, knock unconscious, and cause internal bleeding. Effective at transmitting force through armor, everything from a simple club to a mighty two-handed warhammer falls into this category.

**Club.** Any one-handed weapon without a blade or point, used to inflict blunt trauma. In addition to carved clubs like shillelaghs and cudgels, a table leg, candlestick, or bone might make an effective club.

**Goedendag.** A historically difficult weapon, the goedendag might be one of two weapons: either a baseball-bat-like club with a spike on the end that could bash or pierce armored enemies, or a longer shortspear with a similar spike used as a short, sturdy pike. It means "good day" in Dutch, and is thought to be a grim joke by the 14th-century Flemish mercenaries that used it—any enemy struck by the weapon most certainly isn't having a good day. The version used in this document is the two-handed spear, with the *wind-up* property to meet charging enemies. The *morningstar* can act as the one-handed version.

**Greatclub.** A larger and heavier club, used with two hands for greater striking force. Tree limbs, baseball bats, and the Japanese *tetsubo* are all common forms of greatclub.

**Light Hammer.** A small hammer, commonly used for tools. Larger warhammers are more likely to see battlefield use, but in a pinch or when used by an amateur fighter, it can be just as deadly.



**Mace.** The quintessential anti-armor weapon, the mace is a club with a metal haft and large head. Unlike a hammer, the head has radial symmetry, often a ball or set of flanges. Maces are commonly associated with clergy, supposedly to avoid shedding blood while going to war. This speculation is based on the Bayoux Tapestry and popular culture perpetuating it, and has no basis in history.



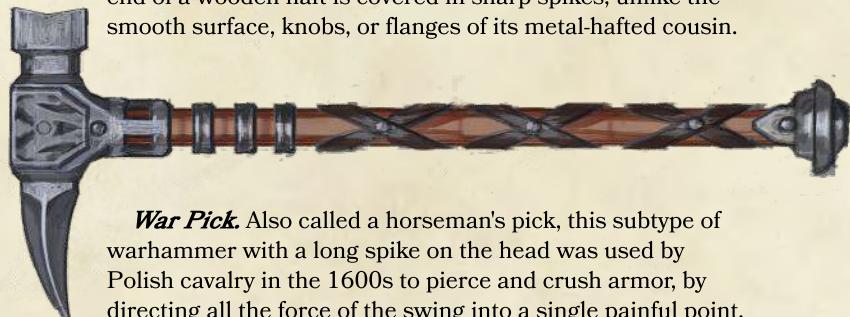
**Flail** A spiked sphere of iron attached to a wooden handle by a chain that may not have existed at all. Depictions are few and archaeological examples fewer, casting doubt on its existence, but the flail is too ubiquitous to remove. At the discretion of the DM, it might be an exotic weapon, rather than martial.



**Maul** A mighty two-handed warhammer, often depicted with a head far larger than the longer-hafted lucerne or a one-handed hammer. The maul might also be used to break rocks or hammer spikes into the ground.



**Morningstar** Similar to the mace, this heavy mass at the end of a wooden haft is covered in sharp spikes, unlike the smooth surface, knobs, or flanges of its metal-hafted cousin.



**War Pick** Also called a horseman's pick, this subtype of warhammer with a long spike on the head was used by Polish cavalry in the 1600s to pierce and crush armor, by directing all the force of the swing into a single painful point.



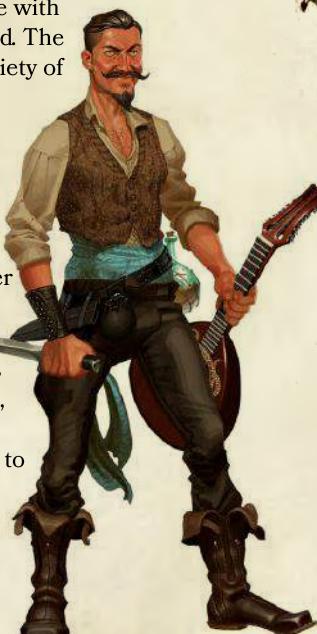
**Warhammer.** Any hammer used for combat rather than utility, introduced during the late Middle Ages to counter the development of heavy armor which deflected blows from axes and swords. For the purposes of this document longer warhammers are classified as *mauls*, and even *longer* warhammers are classified as *lucernes*, a blunt polearm.

## KNIVES

Light, easy to conceal, and deadly, knives are favored by assassins, thugs, and close-range fighters. This category contains a variety of small blades, many of which are contained in the single *dagger* to keep simplicity.

**Dagger.** A small, one-handed knife with a blade that can be straight or curved. The statistics of the dagger include a variety of knives used for cutting, stabbing, or even throwing. A dagger makes an effective sidearm and can kill a downed enemy in an instant—an efficient way to kill a knight is to knock him from his horse and stab him through the eyeslit with a dagger while he lies on the ground.

**Parrying Dagger.** As fencing developed, rapiers and other swords were often accompanied by daggers, used for parrying and defense. The parrying dagger, with a larger guard to better defend the user from enemy blades, saw heavy use.



## AXES

A heavy blade made of metal or stone attached to a wooden haft, these easy-to-make weapons have existed since the stone age. The cutting wedge gains leverage from the haft, making them easy to swing and deal damage as well as use.

**Handaxe.** A small axe, held in a single hand and used for quick strikes and throwing. It includes hatchets and tomahawks, and its versatility as both weapon and tool makes it useful when weight becomes a consideration. Throwing these weapons is a popular sport in some parts of the modern world.

**Battleaxe.** A mighty one- or two-handed axe, used for cutting down enemies. Often depicted in the hands of barbarians, vikings, dwarves, and orcs, this weapon might have one or two heads. Battle-axes are specialized for combat rather than utility, often with all-metal hafts to prevent breakage.

**Greataxe.** A greataxe is a long battleaxe with a haft too short to be considered a halberd or glaive. Commonly depicted as a headsman's axe, in D&D the greataxe is heavier and hits harder than its longer-reached brethren.



## Straight Swords

One of the most important weapons in Western literature and culture, the sword is a symbol of competence, status, training, and wealth. Expensive to make, learn, and maintain, these swords are typically used by upper-class warriors. They usually (but not always) have two-edged blades, though the user might only sharpen one and use the other to parry. With an enormous number of variants and developments, the Oakeshott Typology provides more details on straight swords' morphology than this document could hope to.



**Arming Sword** Any sword used as a sidearm. In this document, it refers to the knightly sword, a one-handed weapon used for both cutting and thrusting by early medieval knights after their supply of lances were exhausted. Commonly called a "broadsword," that term was likely not used by contemporaries. The knightly sword was admired all over the world; their trade was heavily regulated and both Viking treasure-hoarders and Islamic historians praised the craftsmanship of Frankish blades in the Early Middle Ages.

**Bastard Sword** A popular modern media term for a moderately-heavy sword that can be used in one or both hands. Historical evidence for a weapon of that kind is spotty, but it may have existed. Because fantasy references it so often and its versatility is undeniable, it is included here.



**Greatsword** The evolution of the two-handed straight sword is a long and complicated one that is not altogether clear. In this document, a greatsword refers to the large two-handed swords that emerged during the late Middle Ages and early Renaissance to counter polearms, such as the German zweihander and the flamberge, as well as the Scottish claymore. They are later evolutions of the cruciform longsword and the knightly sword before them, and contemporaries referred to them all as a longsword.

**Longsword** The word "longsword" had many meanings. In this document, it refers to the two-handed "cruciform sword" popular with knights in the later parts of the middle ages, which predated the larger Renaissance weapons commonly called "greatswords" today. In addition to cutting and thrusting with two hands on the hilt, the user can grip the midpart of the blade to thrust with precision, or even switch to a reverse grip to strike the enemy with the pommel, which imitates a warhammer.



**Shortsword** A wide category that covers any one-handed blade too short to be considered another kind of arming sword but too long to be used as a knife.

## CURVED SWORDS

While all swords require impressive dexterity and finesse to use, these weapons have a reputation for users with great skill and agility. These swords typically feature a single cutting edge, rather than two, and the blades are curved in a long arc.

**Sabre.** Popular among cavalrymen in the Early Modern Period (the Napoleonic wars and surrounding era), these blades combine the elegance of fencing weapons with the force-transfer of the lance centuries prior to create an elegant weapon that can be used on horseback or on foot, to cut enemies with brutal slashes or parry their attacks with elegant ease.



**Scimitar.** This one-handed curved sword—shorter and lighter than a sabre—originated in the pre-Ottoman Middle East. A weapon equally suited to devastating slashes delivered from horseback and on foot thanks to its shape, the scimitar persisted for centuries. Several subtypes exist, each similar to a sabre in its native lands, and the term has fallen out of use today.

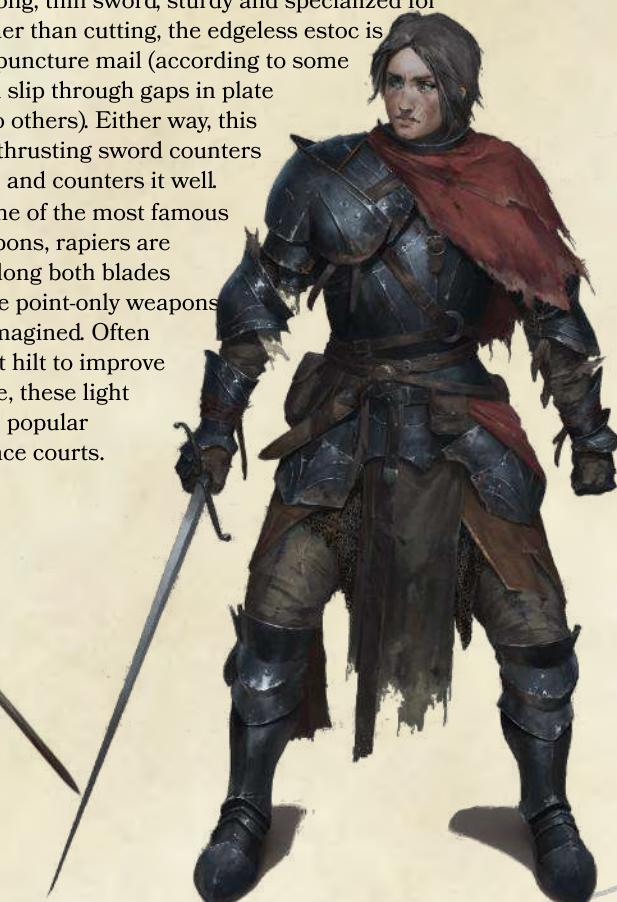
**Shotele.** An ancient weapon that originated in Ethiopia. Unlike the rest of the curved swords, the interior curve contains the sharp edge of this weapon, similar to a sickle. According to contemporaries, they were used both to pull mounted enemies from horseback and to circumvent shields, both to terrifying effect.

## FENCING SWORDS

Finer weapons that evolved from straight swords, with a focus on fine technique and piercing gaps in armor. They favor speed and precision over power, though every sword required a great deal of finesse to use properly.

**Estoc.** A long, thin sword, sturdy and specialized for piercing rather than cutting, the edgeless estoc is designed to puncture mail (according to some sources) and slip through gaps in plate (according to others). Either way, this two-handed thrusting sword counters heavy armor, and counters it well.

**Rapier.** One of the most famous fencing weapons, rapiers are sharpened along both blades instead of the point-only weapons commonly imagined. Often with a basket hilt to improve hand defense, these light swords were popular in Renaissance courts.



## OTHER SWORDS

All other swords, that don't fit into a category with the others.

**Gauntlet-Sword** Known as a *dandpatta* in Marathi and a *pata* in Hindi, this weapon attaches the blade of a sword to a gauntlet that encircles the hand and wrist. Used from both infantry and cavalry for cut-and-run attacks, this weapon was commonly used in tandem with another pata, a shield, or another one-handed weapon. While it existed in the 17th and 18th centuries rather than the early Renaissance period the rest of this document emulates, the concept and design are too wonderful to omit.

**Hooksword** A weapon used in Chinese martial arts, these swords have a shephard's-crook-like hook at the end of the blade used to trap or catch enemy weapons. These weapons are often used in pairs.

## CORDS

**Chain Whip.** A weapon common to Chinese martial arts, made of metal rods linked by short lengths of chain. The statistics of this weapon also refer to lengths of spiked chain that might be used as an improvised or impractical, but certainly painful, weapon.

**Garotte.** Any length of cord, chain, rope, or wire used to strangle, often as an assassination weapon. Variations of this weapon have been used since the Roman empire, and they were very popular during the 20th century.

**Whip.** A flexible weapon, often made of lengths of braided leather that are coiled when not in use. Providing long reach and often making a loud noise, whips are used on both animals and people to inflict pain and ensure obedience. Dextrous whip use also lets the user disarm or trip their enemies, making it effective for nonlethal solutions.

## OTHER MELEE WEAPONS

All melee weapons that don't fit into any of the categories listed above.



**Cestus.** For the purposes of this document, this cestus is any kind of fist weapon, including tekko, brass knuckles, and boxing gloves. Historically, the Roman cestus referred to strips of leather wrapped around the knuckles and upper arms, sometimes studded or spiked.

## BOWS

A ranged weapon that looses a projectile—the arrow—by storing tension in the flexible wooden arms and then releasing it, causing the string to snap straight and the arrow to fly forward. Bows have been used since prehistoric times, and continue to be popular today as sport and hunting weapons. The last confirmed bow kill in warfare was committed by "Fighting Jack" Churchill during the Second World War.

Contrary to popular belief, early bows require enormous strength to draw and aim. Modern bows make the draw far easier, and bowmen, not infantrymen, were the strongest members of several medieval armies.



**Shortbow.** The smallest bows, used by hunters, peasants, and trainees. With a weaker draw weight and shorter range than other bows, they still make effective weapons.

**Longbow.** The personal artillery of the Middle Ages, the English longbow (which the longbow in this document is based upon) required *incredible* strength to use. During the Hundred Years' War, longbowmen rained volleys down on French knights at long range, embedding them with arrows. This bow has a height roughly equal the user's, which gives it its enormous draw, power, and range. After the invention of the crossbow, the massive longbow was supplanted everywhere in Europe except England, which continued its widespread archery tradition for centuries after others abandoned it.

**Recurve Bow.** A recurve refers to a bow of any size whose arms curl forward at the ends, which delivers energy to the arrow more efficiently and allows for a stronger shot without additional draw weight and corresponding strength from the user. In this document, it acts as an intermediary between small shortbows and longbows (which had little to no forward curve), and its statistics serve as an abstraction for most bows of middling size.

**Greatbow.** A massive fictional bow used by creatures of enormous strength, such as giants, the Anor Londo archers, or Odysseus of Ithaca. This bow dwarfs its user, and has a draw weight so great that most archers could never hope to use it.



## CROSSBOWS

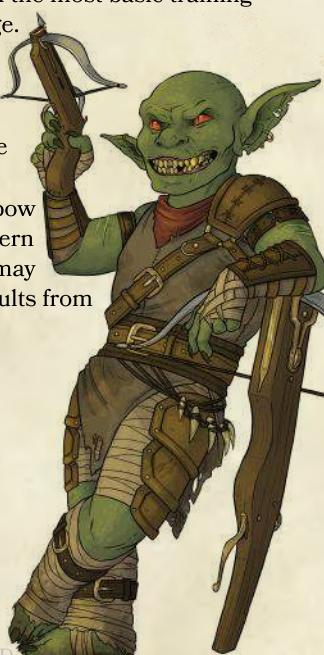
A horizontal bow that is winched rather than drawn, then triggered to fire, these weapons gained widespread use after their invention in China. With relative ease of use for far greater power than what the user could accomplish with a bow, they made it very easy to raise large numbers of cheap troops. They were very popular among Italian mercenaries, and while their range was shorter than English longbows, it is far easier to train an arbalist than an archer, so they saw significant use in mass warfare on the continent until firearms could compete.



**Light Crossbow.** Likely to see the most use, this easy-to-train crossbow gives someone with even the most basic training effective killing capabilities at range.

**Heavy Crossbow.** Mighty crossbows, often with arms of metal instead of wood, that deliver enormous force and require significant strength to crank.

**Hand Crossbow.** A small crossbow held in one hand, not unlike a modern pistol. Often dual-wielded. May or may not have actually existed; most results from cursory research refer back to tabletop RPGs.



## GUNS

Firearms and their presence in fantasy is contentious, but there is no denying that plate armor was contemporary with early guns. The firearms used in this document use the matchlock mechanism, which pressed a slow-burning match to the gunpowder when the user squeezed the trigger. Developed in the later half of the 15th century, the matchlock was used alongside the wheellock, which was superseded by the matchlock and the larger-caliber musket as time passed.



**Arquebus.** A two-handed firearm with a superficial resemblance to a musket, though with a more primitive firing mechanism and a smaller bore. First appearing in the Ottoman empire, the pre-matchlock versions of these weapons were steadied on walls or tripods, but the trigger allowed them to be used as handheld weapons.

**Handgonne.** A general term for any gunpowder weapon held in both hands (compared to a bombard or cannon) or, later, in one hand. WCX refers to the pistol-like matchlock weapons that appear in museums dated in the late 1400s to mid 1500s.

## OTHER RANGED WEAPONS

The rest of the ranged weapons, which don't fit into a single category.

**Blowgun.** A length of reed or bamboo into which a dart or needle (often poisoned) is placed. The user's breath propels the projectile forward, almost silently, into the target. A popular weapon among assassins and guerillas.



**Dart.** Any thrown projectile that doesn't fit into the other categories, including foot-long spears, throwing knives, shuriken, and other sharp, hurled projectiles.

**Sling.** A leather thong or strap into which stones are placed, which hurls them at the enemy with centrifugal force. A simple and humble weapon, but not one to be underestimated.

**Boomerang.** A specially-shaped piece of wood used for hunting and warfare that, when thrown properly, returns to the user's hand rather than continuing onward.

**Net.** A series of cords knotted together to form a mesh that can ensnare and entrap an enemy. Popularly used by gladiators, this weapon sees use among hunters, trappers, and fishermen.

## SHIELDS

Shields have existed for centuries, just as spears, knives, and clubs have, and remain a critical component of personal defense even into the modern era, where they are commonly used by riot police. While their bulk made knights in plate armor ignore them (they added very little additional benefit against humanoid enemies when a knight was already in plate), less-armored enemies continued and continue to use them.

**Buckler.** A small, round shield made entirely of metal, with a large bulge (or boss) in the center used to parry attacks. Commonly used in fencing.



**Pavise.** A tall shield made of wood used by crossbowmen, who carried it to serve as portable cover. The large spike in the bottom allowed its user to plant it in the ground to shield them while they ducked behind it to winch a crossbow.

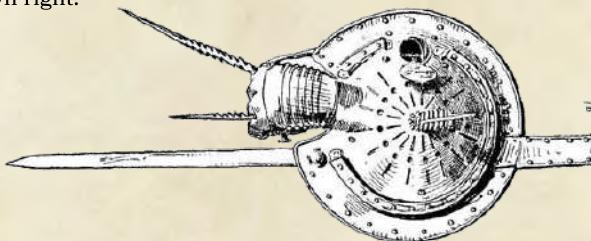
**Shield** This broad category includes every other type of shield, made of both wood and metal, such as the round targe shield, the cavalry-wielded kite shield, and many more. The differences between such shields are minimal, so they can be combined into one item.



**Tower Shield** A tall shield, typically rectangular, capable of covering most or all of the user's body, giving them extra cover against attacks.



**Long Shield** Also called a dueling shield, this shield often featured a large triangular boss in the middle for bashing enemies along with a set of blades, spikes, and hooks to give extra versatility. It was used both alone and as a weapon in its own right.



**Lantern Shield** Popular during the Italian Renaissance in the 1500s and 1600s and used for nighttime duels, this specialized buckler fits an entire lantern and integrates a gauntlet and blades into its construction.

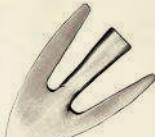
## ARROWS

The projectiles loosed (not fired) from bows, made of a straight shaft of wood either sharpened or equipped with a metal or stone head and fletching to straighten the arrow's flight. A humongous variety of arrows and arrowheads have existed over time, and the small variety here cover major variations used during the Middle Ages.



**Bodkin.** An arrowhead with a straight spike used against armored targets and reportedly capable of piercing maille and plate. More common than broadheads.

**Broadhead** A steel arrowhead employed against lighter-armored targets, capable of causing large wounds with its multiple blades.



**Field** These cheap arrows mimic the flight of harder-headed arrows, and can be used against practice targets with minimal penetration.

## OTHER AMMUNITION

The other kinds of ammunition, which are more intuitive than the varieties of arrowhead, or even have their own section already.

**Bullet.** The ammunition fired by guns, a round, unrifled sphere made of lead. Individual arquebusiers often trimmed their bullets to fit their guns, or even made their own bullets.

**Quarrel** The darts fired by crossbows, with a variety of characteristics depending on specialization. Unlike arrowhead names, their functions are fairly self-explanatory.

## ARMOR

**Leather.** Also including thick clothing, this flexible armor made from tanned animal hides offers basic protection against glancing blows, but cannot endure extended punishment.

**Gambeson.** Armor made from layers of quilted cloth. Warm, thick, and flexible. Thinner gambesons are worn beneath other armor to act as padding, and thicker variants make excellent armor on a budget. Often worn by peasants, mercenaries, and other groups on a budget.

**Padded Jack.** A gambeson with chains or spaced plates along the arms and shoulders to provide additional protection.

**Hide.** Thick, heavy clothing made of furs and skins.

**Breastplate.** A metal plate that covers the front of the torso, covering the vitals but leaving the vulnerable back open for flexibility.

**Brigandine.** Often confused for studded leather, a piece of torso armor with metal sheets riveted to the interior to create a shell around the user. Also called a coat of plates.

**Cuirass.** A breastplate with matching backplate.

**Half-plate.** Budget plate armor that covers the torso, head, and upper limbs, but not the extremities.

**Scale.** A full-body harness made of small, flat scales. Famous in the Middle East and Greece.

**Hauberk.** Armor made of interlocked rings that covers the torso, arms, and thighs, and often the head.

**Splint.** Budget plate with the arms and legs covered by leather with metal plates riveted to the outside, to substitute for a full suit.

**Full Plate.** Fitted, customized armor that covered the body from head to toe in shaped metal sheets, with maille to fill in gaps and padded gambeson worn underneath. Virtually impenetrable and immensely expensive.

## MAGICAL WEAPONS

### DIVERSIFIED OPTION TABLES

Many magical weapons could be any weapon in a category, or any weapon at all. This section adds tables so the DM can generate a magical weapon, armor, shield, or piece of ammunition using the new varieties introduced in *The Warrior's Codex*, and opens more options for weapon designs.

Most of the magical weapons in the *Dungeon Master's Guide* are swords, but characters often use weapons other than swords. There is no reason, for example, that a *frost brand* couldn't be a boar spear, halberd, or even a heavy crossbow, rather than a sword. So long as the necessary properties match—such as slashing damage for a vorpal weapon—there is no need to be limit magical weapons. When you place or generate loot and roll a magical weapon, consider using the tables below to determine which weapon it should be.

For example, if you roll a *sword of sharpness* on Magic Item Table H, roll on the tables below to determine the type and weapon that the new item should be. So long as the weapon can deal slashing damage, you can make a new weapon—such as a *halberd of sharpness* or a *hooksword of sharpness*—without issue.

Afterward, use the Aesthetics section below to add more backstory, personality, and unique design to the new weapon.

Alternatively, if a magical weapon that you rolled can belong to a category of items, use the appropriate table to determine the specific weapon. For example, if you roll a *berserker axe*, roll on the axe table to find which type of axe it should be. You can also use the tables for shields, ammunition, and armor, found after the weapon tables, to do the same.

### TABLES

#### WEAPON TYPE

1d10	Weapon Type
1	Spears
2	Polearms/Staves
3	Bludgeons
4	Knives
5	Axes
6	Swords
7	Other melee
8	Ranged—tension
9	Ranged—propulsion
10	Ammunition

**SPEARS**

<b>1d6</b>	<b>Weapon</b>
1	Boar spear
2	Javelin
3	Shortspear
4	Harpoon
5	Spear
6	Trident

**POLEARMS/STAVES**

<b>1d8</b>	<b>Weapon</b>
1	Glaive
2	Guisarme
3	Halberd
4	Lucerne
5	Pike
6	Ranseur
7	Quarterstaff
8	Pollaxe

**BLUDGEONS**

<b>1d10</b>	<b>Weapon</b>
1	Club
2	Goedendag
3	Greatclub
4	Light hammer
5	Mace
6	Flail
7	Maul
8	Morningstar
9	War Pick
10	Warhammer

**KNIVES**

<b>1d4</b>	<b>Weapon</b>
1-2	Dagger
3-4	Parrying dagger

**AXES**

<b>1d6</b>	<b>Weapon</b>
1-2	Handaxe
3-4	Battleaxe
5-6	Greataxe

**SWORDS**

<b>1d12</b>	<b>Weapon</b>
1	Arming Sword
2	Bastard Sword
3	Greatsword
4	Longsword
5	Shortsword
6	Sabre
7	Scimitar
8	Shotel
9	Estoc
10	Rapier
11	Gauntlet-sword
12	Hooksword

**OTHER MELEE**

<b>1d4</b>	<b>Weapon</b>
1	Chain whip
2	Garotte
3	Whip
4	Cestus

**RANGED WEAPONS—TENSION**

<b>1d8</b>	<b>Weapon</b>
1	Shortbow
2	Longbow
3	Recurve bow
4	Greatbow
5	Light crossbow
6	Heavy crossbow
7	Hand crossbow
8	Sling

**RANGED WEAPONS—PROPELLSION**

<b>1d6</b>	<b>Weapon</b>
1	Arquebus
2	Handgonne
3	Blowgun
4	Dart
5	Boomerang
6	Net

## SHIELDS

1d6	Weapon
1	Buckler
2	Lantern shield
3	Long shield
4	Pavise
5	Shield
6	Tower shield

## AMMUNITION

1d10	Ammunition
1	Barbed quarrel
2	Blowgun needle
3	Bodkin arrow
4	Broadhead arrow
5	Bullet
6	Field Arrow
7	Grapeshot
8	Hunting bolt
9	Quarrel
10	Sling bullet

## LIGHT ARMOR

1d6	Type
1-2	Leather
3-4	Gambeson
5-6	Padded jack

## MEDIUM ARMOR

1d10	Type
1-2	Hide
3-4	Breastplate
5-6	Brigandine
7-8	Cuirass
9-10	Half-plate

## HEAVY ARMOR

1d4	Type
1	Scale
2	Hauberk
3	Splint
4	Full plate

## AESTHETICS

Inspired by the section that begins on page 141 of the *Dungeon Master's Guide*, this section has no mechanical effect at all. Instead, it adds more options when determining the history and appearance of magical items in your campaign, to help make each feel unique. Two identical +2 weapons, for example, can feel entirely different if they boast different appearances (compare a +2 elven greatsword and a +2 orcish greataxe), the histories to match, and different quirks and minor properties.

This section adds aesthetics for more creators, with multiple options for most groups, and additional details about the item's creation, history, or past owners. It does not expand on the quirks or minor properties of the weapons.

Instead, this section is for fun and inspiration! Modify and draw inspiration from the ideas presented here as you see fit, and feel free to apply them to more items than weapons.

### AESTHETIC OPTIONS

To choose an aesthetic, roll a d100, divide the result by 2, and choose the result from the table. Round the number up.

- Humans.** The weapon is made from brightly-polished steel trimmed with gold or silver, and studded with gemstones. It has straight, clean edges, and has simple, but elegant, patterns.
- Dwarves.** The weapon is made from thick, heavy bronze. Layers of concentric hexagons form the body of the weapon, while the handle is made from cast iron.
- Dwarves.** The weapon is carved from a single piece of stone, with great weight. Rubies are embedded in the rock. Bronze or brass trim provides additional color.
- High elves.** Made from polished steel with grips of fine wood or ceramics, elegant filigree in precious metals or delicate pigments are worked through the weapon's design, which arcs gently from one segment to the next in a single elegant curve.
- High elves.** Gold and silver paneling covers the handles of this weapon, which curl up in elegant arcs that remind the eye of creeping vines or cresting waves.
- Wood elves.** Made from magical heartwood that never dulls or breaks, the grip of this weapon is elegantly carved with deep grooves. The entire surface is painted with bright colors, and the feathers of exotic birds or the teeth of mighty beasts decorate it.
- Wood elves.** The rock-hard bone of an exotic creature forms the core of this weapon. The bone might be sharpened, or blades of long obsidian or flint form the edges. Turquoise and other semiprecious stones cover its surface. Leather from the creature that lost the bone forms the grip.
- Dark elves.** A single piece of obsidian, shaved down layer by layer to a smooth, polished surface, forms this weapon. Dark rubies and amethysts decorate its handle of matte black metal.

9. **Dark elves.** A blade of dark steel that ripples when the light runs across it emerges from a handle of grainy dark wood wrapped in black silk.
10. **Sun elves.** Like the high elves, weapons made by sun elves flow like water from one arc of the handle and blade to the next without pause. It is unadorned and made from simple metals and woods, but its simplicity belies its perfect balance and impeccable construction.
11. **Sun elves.** Otherwise unadorned, the golden hilt of this weapon catches the light and fills the mind with meditative calm whenever beheld.
12. **Halflings.** This weapon is humble and plain, with a leather grip that sits comfortably in your palm.
13. **Halflings.** All the nonmetal parts of the weapon are made from the wholesome wood of the halflings' pastoral forests, painted a pleasant blue or green with twirling gold lines.
14. **Orcs.** This unbalanced weapon's construction from a wooden core and spikes of bone, teeth, or metal shrapnel conceal its grim efficacy. While crude, blood flows from the jagged gashes left by this weapon's serrated edges.
15. **Orcs.** This bone weapon is embedded with points or blades made of chipped flint or teeth of wild beasts. Trophies hang from its handle, tied by a leather cord. These trophies might be beautiful, like precious stones or stolen jewelry, or grisly, like parts taken from enemy orcs.
16. **Goblins.** The bones and teeth of another goblin form the handle and points of this weapon, which contains a core made from the shards of another magical item, lost to time. If shaken, the pieces rattle inside.
17. **Goblins.** The weapon is rusty and ancient, but has never dulled. Rough twine around the handle helps you grip it, while the pitted surface is caked with dried blood.
18. **Dragons/Dragonborn.** The weapon is covered in the brilliantly-colored scales of a dragon, whose hard edges form the blade. When swung, it glides through the air, and a gemstone of matching color sits in the pommel. The hilt is made of semiprecious metal.
19. **Dragons/Dragonborn.** A core of perfect steel is surrounded by a carved work of art made of precious stone, depicting a dragon wrapped around the haft or blade.
20. **Yuan-ti.** With a hilt made of jade and decorated with emeralds, the points and blades of weapons made by yuan-ti are conical spines that resemble the tips of snake fangs.
21. **Yuan-ti.** This weapon is eerily smooth to the touch, for it is coated by a thin, membranous layer of bronze or mossy green snakeskin that covers all but the very tip.
22. **Merfolk/sahuagin.** Made from carved whalebone with a rough coral grip, this melee piercing weapon is flexible and bendy, but razor-sharp.
23. **Merfolk/sahuagin.** The elegant arcs of this weapon bring to mind the flowing of water. It is made from polished coral and decorated with pearls.
24. **Druuids.** This weapon is made from a piece of living wood, especially ash or oak. Green shots sprout, wither, and die along its surface. In spite of its material, it never rots or burns.
25. **Druuids.** Covered in totems from animals, monsters, or humanoids, this bone weapon is embedded with swirling druidic script that act as channels for the blood of creatures sacrificed with this weapon.
26. **Wizards.** Studded with crystals, this meticulously-proportioned weapon is separated into multiple glowing parts that all float near each other, maintaining their shape.
27. **Wizards.** Studded with gems, this weapon is a reservoir of latent magical energy. The multitude of gems embedded in its surface glow with unnatural brilliance, and the entire object vibrates.
28. **Warriors.** Endowed with the physical or mental abilities of its creator, this weapon might resemble the mundane version of an item created by any race. Certain situations can endow a mundane item with magical might.
29. **Aberrations.** Made from unrecognizable stone or unearthly metal and studded with uncut stones, this weapon features relief carvings of impossible intricacy and nonsense patterns. They are uncomfortable to look at.
30. **Aberrations.** While this weapon appears with the aesthetic of another people, it is soft and warm to the touch, like living flesh.
31. **Fiends.** This weapon, with harsh angles that resemble support struts connecting parts together, is made from a single piece of black cast-iron and covered in cruel spikes.
32. **Fiends.** This weapon is made from the flexible bone of living beings. At least one skull appears in its design, within which glows the faint light of the tortured soul forced to inhabit the object.
33. **Fey.** Made of an unknowable white or pink metal, this weapon is made of interconnected filigree from tip to tip, like an ice sculpture. Its spires appear incredibly delicate, but the weapon is just as unbreakable as the rest.
34. **Fey.** Flowers bloom on the base of this elf-like weapon, which smell sweeter than honey but whose scent is impossible to remember. Its light design makes it easy for the wielder to perform complex maneuvers with it.
35. **Celestials.** Bold and elegant, made from smooth white marble, platinum, gold, and decorated with a multitude of precious stones, this weapon has more value than any mortal needs. It is far lighter than its bulky construction should allow.
36. **Celestials.** Holy symbols of the god that created this weapon are etched into patterns in this weapon's surface, or as cutouts in the blade. It takes the shape of the race of the god that created it, but its craftsmanship is too perfect and the materials too valuable to have been made by any mortal smith.
37. **Undead** Made from a single piece of black steel, dull rubies like crystallized blood decorate this weapon. Skulls and other bones form the hilt.
38. **Undead** Wet to the touch, this weapon's contact points are made from living bone, and exposed organs ooze and pulse with unlife.
39. **Elemental Air.** Light as a feather, this weapon is made from the durable bones of the magical birds that sail eternal through the skies of the plane of air. Glass beads that appear to contain wisps of colored smoke decorate it.
40. **Elemental Air.** This weapon is a roc talon, ground into the appropriate shape. Its edge never dulls, nor does its predatory black luster.
41. **Elemental Fire.** The weapon is made from elegant arcs of polished brass and rose gold, and is set with rubies. Its reflections are tinted golden-red.
42. **Elemental Fire.** The weapon is made from chipped obsidian or bubbled volcanic rock, with veins of magma flowing harmlessly within it. It is warm to the touch.

43. **Elemental Water.** With points made of the bones of exotic fish and wrapped with mother-of-pearl, this elegant piercing weapon is long, slender, and razor-sharp.
44. **Elemental Water.** Highly flexible, this weapon appears to bend or warp when swung through the air. Its metal parts are enameled deep blue, sea-green, or stormy grey, and a dark sapphire the size of an eye is set into it.
45. **Elemental Earth.** Made of an uncast piece of heavy iron ore, it is far heavier than a normal weapon for its size, and might chip when it strikes a glancing blow. It never loses its edge, however.
46. **Elemental Earth.** Carved in geometric terraces with heavy Terran runes scribed in its depths, this stone weapon reverberates like a quake whenever it strikes an enemy.
47. **Elemental Ice.** The item is cold to the touch, and made of a transparent piece of blue-white ice, frosted at the edges. A piece of deep blue cord wrapped around the hilt shields unprotected hands from the chill.
48. **Elemental Ice.** Made of delicate platinum filigree, this weapon has none of its apparent fragility. Instead, it cuts through enemy flesh effortlessly, and the wounds it leaves fill with tiny ice crystals. The points are tipped with diamond.
49. **Inevitables.** Made from brass, unpolished steel, and titanium, a seam runs through this unadorned weapon as though it were a shell surrounding a mechanical interior. If listened to closely, you can hear the sound of clicking gears and hissing pistons.
50. **Vampires.** Elegant and cruelly sharp, this weapon seems to shiver in delight when it draws blood. Its handle is made from black leather; its naked steel reflects crimson-tinted light, and the wounds it leaves bleed little, as though the blood has already been sucked away.

## CREATION

After determining the weapon's culture of origin and appearance, roll a d20 to determine who made the item, and how or why it came to exist.

1. A master craftsman, at the request of a patron.
2. A master craftsman, as their final magnum opus before they died.
3. An amateur craftsman, who created it by accident.
4. A spellcaster, who created it as a side effect of another project
5. A smith, spellcaster, or mighty warrior who infused it with their power as they died.
6. A mighty warrior whose feats endowed a mundane item with magic power.
7. A mundane smith, in a faraway and exotic location, whose techniques gave it the power it has.
8. A celestial or other god who blessed a mundane item to serve the needs of a devout follower.
9. A great hero, who wandered the far planes and whose feats endowed the item with power.
10. A smith, who foresaw a vision that the weapon would one day be used for heroics far beyond their other creations.
11. A supernatural creature, whose natural powers give the weapon its abilities.
12. A spellcaster, who created the weapon as part of an experiment or to solve a problem.

13. A spellcaster, who created the weapon from the sacrifice of innocent bodies or souls.
14. A spellcaster, who plans to use the weapon as a power source for a greater ritual.
15. A mighty dragon, who created the weapon from parts of its own body as a gift to a creature who impressed it.
16. A tyrannical lord, who had the weapon quenched in the blood of the unfortunate souls who crossed their path.
17. An ancient clan or priesthood, who created the weapon to serve as a symbol as well as a practical purpose.
18. The weapon was forged in the subterranean heat of a volcano.
19. The magic of the creature that the weapon slew transformed it from a mundane weapon to a magical one, and it carries a fragment of that creature's power within it.
20. The weapon is a standard-issue item carried by a supernatural creature, such as a fey, fiend, or celestial. In the hands of a mortal, it has great power.

## STORY

After deciding who created the weapon and a few details about its creation, roll a d20 to determine how it came to its current location, before it fell into the hands of your party.

1. It has mouldered in a collection, vault, or museum.
2. It was buried in the tomb of its owner or creator.
3. It was sealed away by enemies of its user to keep its power hidden.
4. All entrances to the place it was stored collapsed or were sealed, leaving it alone.
5. It fell into a river or sea, where it was lost.
6. It was abandoned on a battlefield and buried in a shallow grave with its master and a thousand other dead.
7. A beast swallowed the weapon, and its bones surround it and the rest of the treasure it consumed.
8. The adventurer carrying it died in the wilderness or dungeon, and it became another piece of treasure.
9. Its creator was terrified of their work and hid it away, hoping it would never be found.
10. It has been used constantly for decades or centuries, and it has committed many deeds great or terrible.
11. The descendants of its wielder kept it as a sign of prestige.
12. It was taken as a trophy by the enemies of its wielder.
13. Religious importance has been placed on it, and it is or was used for religious ceremony.
14. It awaits its destined wielder in a hidden shrine.
15. A monster coveted it for its storied history and added it to its hoard.
16. It fulfilled its intended purpose, and now sits idle.
17. Its owner was killed suddenly and it sits unrecognized with the rest of their possessions.
18. It was stolen from its rightful place by bandits or robbers.
19. A powerful benevolent being has taken it under its protection until the time is right.
20. It was lost to the Astral Plane after the Bag of Holding that contained it was placed in another item, and recently returned to its current plane at a random spot.

After that, if you choose, you can roll on the tables of page 141 of the *Dungeon Master's Guide* to decide the weapon's quirks and special properties, if any. The table of minor beneficial and detrimental properties used by artifacts can provide even more mechanical inspiration, to make every item truly unique—though far more powerful.

## 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 server and can be found [here](#). It is included with permission.

Hydrus suggested the additional animal combinations hippopotamus, spider, and vulture in the Menagerie of Might.

Littlemapleleaf 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.

Copyrightdragon suggested the Chameleon rogue, requested the Toxin domain—which began my journey into homebrew, and provided ideas on the Windblown, Firedancer, Valkyrie, Oath of Indemnity, and every monk—which brought each into a publishable state. Copyright also provided feedback on the Toss action.

Kezvin suggested the Exemplar fighter, and the two of us collaborated to create and finish it.

ZeroDarkFang and Ragnar Bearson contributed to a heavy rework of the Oath of Indemnity's high-level features.

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 spear as it exists in this document, and the chain whip.

Kroth'Bakal suggested that several weapons, including mace and battleaxe, gain the *enhanced guard* modification.

Dust suggested that nets become usable in underwater combat.

Many of the rules and feat 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 modified from work 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.

Alfa/Polaris created the cheat sheet table seen above. It has been a marvelous help in my own games, and I know it will be for you as well.

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. We have only spoken once, and I have no means to do so again. But they made all this possible, and changed the way I think about tabletop RPGs and my participation in them forever.

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## LOOKING FOR MORE?

You can find the discord server mentioned just above right here [here](#). Come to give feedback, share stories of this and other brews, and catch more updates on my projects!

You can find a comprehensive list of all my homebrew [here](#).

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