

COMPLETE CRAFTSMAN



The Definitive
Inventive Crafting Class
by Mage Hand Press



CREDITS

Designers Michael Holik, Benjamin Ghita, Jaron Mortimer

Cover Illustrator Kirby Jackson

Graphic Designer Michael Holik

Interior Illustrations Kirby Jackson, Mariana Livraes, Lucas Ferreira CM



ON THE COVER

Kirby Jackson illustrates a dwarven craftsman in their workshop admiring the beauty of their work, as a piece of forged steel glows white-hot in the furnace.

Disclaimer: Mage Hand Press does not endorse the use of exotic weapons, and is not liable for the following: exploding boomerangs, phallic swords, ultra diced vegetables, goblin war crimes, implausibly heavy axes, rocket-propelled daggers, and sad GMs.

Mage Hand Press, and their associated logos are trademarks of Mage Hand Press LLC
© 2024 Mage Hand Press LLC. All Rights Reserved.

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>. The SRD 5.1 is licensed under the Creative Commons Attribution 4.0 International License available at <https://creativecommons.org/licenses/by/4.0/legalcode>.

Copyright Mage Hand Press, 2024

MAGE HAND PRESS

www.magehandpress.com

TABLE OF CONTENTS

CRAFTSMAN	3
CRAFTSMAN CLASS FEATURES.....	3
MASTERY PROPERTIES	6
CRAFTSMAN SUBCLASSES	9
ARCANE MAESTERS' GUILD.....	9
ARMIGERS' GUILD.....	10
BLADEWORKERS' GUILD.....	11
CALIBARONS' GUILD.....	12
CLOCKWORKERS' GUILD.....	13
COURTIERS' GUILD.....	14
FORGEKNIGHTS' GUILD.....	14
LUMINARIES' GUILD.....	15
MECHANAUTS' GUILD.....	16
SCRAPPERS' GUILD.....	18
THUNDERLORDS' GUILD.....	19
TRAPPERS' GUILD.....	20
TRAP OPTIONS.....	20
WINTERCARVERS' GUILD.....	21
CREATING WEAPONS	22
WEAPONS	25

CORE CRAFTSMAN TRAITS

Primary Ability	Strength or Dexterity
Hit Point Die	D10 per Craftsman level
Saving Throw Proficiencies	Constitution and Intelligence
Skill Proficiencies	Choose 2: Arcana, Athletics, History, Investigation, Medicine, Perception, or Persuasion
Weapon Proficiencies	Simple and Martial weapons
Tool Proficiencies	All Artisan's Tools
Armor Training	Light, Medium, and Heavy armor and Shields
Starting Equipment	Choose A, B, or C: (A) Chain Mail, Shield, Warhammer, 6 Light Hammers, Explorer's Pack, and 18 GP; or (B) Studded Leather Armor, 2 Shortswords, Heavy Crossbow, 20 Bolts, Crossbow Bolt Case, Explorer's Pack, and 13 GP; or (C) 140 GP

Craftsmen are virtuoso artisans and genius inventors. Not content merely creating masterwork pieces of weapons and armor, they invent and engineer ingenious devices and singularly deadly weapons.

MASTER OF CRAFT

Artisans are integral to every culture: buildings must be erected, pots must be sent to the kiln, tools must be forged. Despite their pervasiveness, master craftsmen are as rare as they are prized. These creators and inventors can smith items of mythic quality and can solve most any problem simply by using the right tool and the appropriate amount of force.

SECRET OF STEEL

Adventuring craftsmen come in many varieties, but nearly all leverage their advanced knowledge of metallurgy, smelting, and construction to forge arms and armor rarely seen, even by other adventurers. The smiths test their schematics and designs themselves, building prototypes and experimental gear that can later be refined into mass-produced items.

BECOMING A CRAFTSMAN...

AS A LEVEL 1 CHARACTER

- Gain all of the traits in the Core Craftsman Traits table.
- Gain the Craftsman's level 1 features, which are listed in the Craftsman Features table.

AS A MULTICLASS CHARACTER

- Gain the following traits from the Core Craftsman Traits table: Hit Point Die, Tool Proficiencies, proficiency with Martial weapons, and training with Light and Medium armor and Shields.
- Gain the Craftsman's level 1 features, which are listed in the Craftsman Features table.

CRAFTSMAN CLASS FEATURES

As a Craftsman, you gain the following class features when you reach the specified Craftsman levels. These features are listed in the Craftsman Features table.



CRAFTSMAN FEATURES

Level	Proficiency Bonus	Features	Masterwork Bonus	Weapon Mastery
1	+2	Expert Crafting, Masterwork, Weapon Masteries	+1	2
2	+2	Customize Weapon, Fighting Style	+1	2
3	+2	Craftsman subclass	+1	2
4	+2	Ability Score Improvement	+1	3
5	+3	Extra Attack, Folded Steel	+2	3
6	+3	Customize Armor, Subclass feature	+2	3
7	+3	Fortify Arsenal	+2	3
8	+3	Ability Score Improvement	+2	3
9	+4	Eye for Quality	+2	3
10	+4	Subclass feature	+2	4
11	+4	Weapon Enchantment	+3	4
12	+4	Ability Score Improvement	+3	4
13	+5	Armor Enchantment	+3	4
14	+5	Subclass feature	+3	4
15	+5	Fabrication	+3	4
16	+5	Ability Score Improvement	+3	4
17	+6	Improved Enchantment	+4	4
18	+6	Spellwrought Armor	+4	4
19	+6	Epic Boon	+4	4
20	+6	Magnum Opus	+4	4

LEVEL 1: EXPERT CRAFTING

Your experience at crafting items from raw materials grants you the following benefits.

Crafting Tools. You gain a set of Crafting Tools, a combined toolkit that covers a broad range of applications. You can use these tools as any set of Artisan's Tools. A set of Crafting Tools costs 75 GP.

Instant Crafting. You can take a Utilize action to retrieve a piece of nonmagical gear from your belt, pack, cart, or wherever you keep your tools, even if you didn't have it in your inventory before. The item's cost must be no higher than 50 GP. You can't use this feature to produce a weapon, suit of armor, Shield, or potion. An item retrieved in this way becomes lost in your inventory and vanishes when you finish a Long Rest. You can use this benefit twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

Overnight Crafting. When you take a Long Rest, you can craft nonmagical items whose combined cost in GP is no greater than your Craftsman level times 10. If an item's cost exceeds this number, you can complete it over multiple Long Rests; these rests needn't be consecutive. You must have normally required tools and raw materials. When you craft a weapon or suit of armor, the item has Resistance to damage it takes.

LEVEL 1: MASTERWORK

You can modify your equipment into Masterwork weapons and armor, improving their strength and durability.

Masterwork Weapon. You can improve a weapon into a Masterwork version over the course of two hours, which can be done during a Long Rest. The weapon gains a +1 bonus to attack and damage rolls you make with it. This bonus increases as you gain Craftsman levels, as shown on the Masterwork Bonus column of the Craftsman Features table. If the weapon already gains such a bonus, like a +2 *Longsword*, you choose which bonus to use; you can't use more than one. Only you gain this bonus with a Masterwork weapon you create.

Masterwork Armor. You can improve a suit of armor into a Masterwork version over the course of two hours, which can be done during a Long Rest. While wearing this armor, you gain a +1 bonus to Armor Class. If the armor already gains such a bonus, like a +2 *Half Plate*, you choose which bonus to use; you can't use more than one. Only you gain this bonus with Masterwork armor you create.

LEVEL 1: WEAPON MASTERY

Your training with weapons allows you to use the mastery properties of two kinds of Simple or Martial weapons of your choice. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

When you reach certain Craftsman levels, you gain the ability to use the mastery properties of more kinds of weapons, as shown in the Weapon Mastery column of the Craftsman Features table.

LEVEL 2: CUSTOMIZE WEAPON

When you finish a Long Rest, you can use your Crafting Tools and materials worth 50+ GP to modify the mastery property of a weapon. When you do so, you can replace the weapon's mastery property with another one, give the weapon a second mastery property, or remove a mastery property. A weapon can't have the same property more than once.

To give a weapon a mastery property that it doesn't have normally, that weapon must meet any prerequisite specified for the new property. Whenever a creature uses this weapon, they can use the new mastery property instead of the one normally associated with it. For example, if you give a Dagger the Vex property, any creature that can use Daggers with Weapon Mastery can use Vex with the customized Dagger.

Mastery properties are described in the "Mastery Properties" section later in this class's description.

Your modified weapons use the following rules.

One Mastery Per Attack. You can only use one mastery property for each attack. If a mastery property lets you make extra attacks, you can't use mastery properties on these extra attacks.

Only You Can Use Two. Once you give a weapon a second mastery property, only you can use its mastery properties.

Only You Use Masterwork. If a property has a Masterwork weapon as a prerequisite, only you can use it.

LEVEL 2: FIGHTING STYLE

You gain a Fighting Style feat of your choice. Defense is recommended.

Whenever you gain a Craftsman level, you can replace the feat you chose with a different Fighting Style feat.

LEVEL 3: CRAFTSMAN SUBCLASS

You gain a Craftsman subclass of your choice. A subclass is a specialization that grants you features at certain Craftsman levels. For the rest of your career, you gain each of your subclass's features that are of your Craftsman level or lower.

LEVEL 4: ABILITY SCORE IMPROVEMENT

You gain the Ability Score Improvement feat or another feat of your choice for which you qualify. You gain this feature again at Craftsman levels 8, 12, and 16.

LEVEL 5: EXTRA ATTACK

You can attack twice instead of once whenever you take the Attack action on your turn.

LEVEL 5: FOLDED STEEL

When you modify a weapon with Customize Weapon, you can also change its damage type to one of the following: Bludgeoning, Piercing, Slashing, Cold, Fire, or Lightning. You can't change a damage type that is a prerequisite for one of the weapon's mastery properties.

LEVEL 6: CUSTOMIZE ARMOR

When you finish a Long Rest, you can use your Crafting Tools and materials worth 100+ GP to customize a suit of armor with one of the following benefits. You can replace your customization on a suit of armor with another one when you finish a Long Rest.

Cast-Off. You can doff this armor as a Utilize action. Climbing. While wearing this armor, you have a Climb Speed equal to your Speed.

Diving. While wearing this armor, you have a Swim Speed equal to your Speed and can breathe underwater.

Integrated. You can integrate a Simple weapon, Martial weapon, or Shield directly into your armor when you finish a Long Rest. You can don or doff an integrated Shield without taking an action once on each of your turns. When you draw or don an integrated item, it snaps to your hand, and you can't be disarmed of it. You can switch which item is integrated when you finish a Long Rest.

Sleek. This armor doesn't impose Disadvantage on Dexterity (Stealth) checks.

LEVEL 7: FORTIFY ARSENAL

You can spend 10 minutes sharpening weapons and repairing equipment, which can be done during a Short Rest. When you do so, choose one of the following benefits.

Hone Weapons. You can hone up to five weapons. A honed weapon has Advantage on attack rolls. Once a honed weapon deals damage, it is no longer honed.

Reinforce Armor. You can reinforce up to five suits of armor. A creature wearing reinforced armor has Resistance to Bludgeoning, Piercing, and Slashing damage. Once a creature wearing reinforced armor takes damage, the armor is no longer reinforced.



LEVEL 9: EYE FOR QUALITY

You can cast *Identify* and *Locate Object* without a spell slot or components. When you cast *Identify*, you also appraise the target item, learning its market value in Gold Pieces. Intelligence is your spellcasting ability for these spells.

LEVEL 11: WEAPON ENCHANTMENT

When you finish a Long Rest, you can place one of the following enchantments on a Masterwork weapon. Only you gain the benefits of this enchantment. The enchantment on the weapon lasts until you use this feature to replace it with a different one.

Blessed. This weapon deals an extra 1d4 Radiant damage on a hit. This extra damage increases to 1d10 if the target is a Fiend or Undead.

Elemental. When you apply this enchantment, choose Acid, Cold, Fire, Lightning, or Thunder damage. The weapon deals an extra 1d6 damage of the chosen type.

Vampiric. This weapon deals an extra 1d4 Necrotic damage on a hit. When you hit an enemy with this weapon, you regain Hit Points equal to the extra Necrotic damage dealt by this enchantment.

Venomous. This weapon deals an extra 1d8 Poison damage on a hit.

LEVEL 13: ARMOR ENCHANTMENT

When you finish a Long Rest, you can place one of the following enchantments on a suit of Masterwork armor. Only you gain the benefits of this enchantment. The enchantment on the armor lasts until you use this feature to replace it with a different one.

Adamantine. While wearing this armor, any Critical Hit against you becomes a normal hit.

Cloaking. While wearing this armor, you can take the Hide action as a Bonus Action. You have Advantage on Dexterity (Stealth) checks you make as part of the Hide action during combat.

Resistance. When you apply this enchantment, choose Acid, Cold, Fire, Lightning, Poison, or Thunder damage. You have Resistance to the chosen damage type while wearing this armor.

Winged. While wearing this armor, you can take a Bonus Action to have a Fly Speed equal to your speed until the end of your turn.

LEVEL 15: FABRICATION

You can cast *Fabricate* without a spell slot or components. Intelligence is your spellcasting ability for this spell.

LEVEL 17: IMPROVED ENCHANTMENT

Each of your Weapon Enchantments deal two extra dice of damage on a hit, instead of one.

LEVEL 18: SPELLWROUGHT ARMOR

While wearing Masterwork armor, you can add your Masterwork Bonus to saving throws that you make.

LEVEL 19: EPIC BOON

You gain an Epic Boon feat or another feat of your choice for which you qualify.

LEVEL 20: MAGNUM OPUS

Your crafting expertise has culminated in an object of unparalleled majesty.

You can work for a period of 30 days to create a Very Rare or Legendary magic item of your choice. You can only craft such an item once.

If the item requires Attunement, you are instantly attuned to it and it doesn't count against the number of items you can attune to. You ignore all attunement requirements for the item. No other creature can attune to it while you are alive.

As long as you are on the same plane of existence as your item, you can take a Bonus Action to call it to your hand or onto your body (as appropriate).

MASTERY PROPERTIES

Each weapon has a mastery property, which is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character. The properties are defined below.

If a feature lets you give a weapon a mastery property it doesn't have normally, that weapon must meet any prerequisite specified for the new property, and you must be of at least the specified Craftsman level.

LEVEL 2+ PROPERTIES

The following mastery properties are available to you at Craftsman level 2+.

BLUDGEON

Prerequisite: Level 2+ Craftsman; Ranged Weapon

You can treat this weapon as a Melee weapon with the Finesse property. When you hit a creature with a melee attack using this weapon, it deals Bludgeoning damage equal to 1d6 plus your Strength or Dexterity modifier, or 1d8 plus your Strength or Dexterity modifier if the weapon is wielded in two hands.

CLEAVE

Prerequisite: Level 2+ Craftsman; Melee Weapon, Heavy Property

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

GRAZE

Prerequisite: Level 2+ Craftsman; Melee Weapon, Heavy Property

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

MOUNTED

Prerequisite: Level 2+ Craftsman; Ranged Weapon, Heavy Property

You can use a Bonus Action to mount this weapon in a fixed position until the end of your turn. While mounted, this weapon can't be moved and its damage dice increase by one step (d4 → d6 → d8 → d10 → d12, to a maximum of d12s) when the weapon is used to make a ranged attack.

NICK

Prerequisite: Level 2+ Craftsman; Light Property

When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

PARRY

Prerequisite: Level 2+ Craftsman; Melee Weapon that Doesn't Have the Two-Handed Property

When you hit a creature with this weapon and you aren't wielding a Shield, you gain a +2 bonus to your Armor Class until the start of your next turn. You can gain this bonus only once per turn.

PUSH

Prerequisite: Level 2+ Craftsman; Heavy, Two-Handed, or Versatile Property

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

SAP

Prerequisite: Level 2+ Craftsman; Versatile Property or No Weapon Property

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

SCATTER

Prerequisite: Level 2+ Craftsman; Ammunition Property

Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged attack rolls with this weapon. This weapon's range is 20/60 if it were higher.

SHIFT

Prerequisite: Level 2+ Craftsman; Melee Weapon, Light or Finesse Property

If you hit a creature with this weapon, you can immediately move 10 feet without provoking Opportunity Attacks.

SIGHTED

Prerequisite: Level 2+ Craftsman; Ammunition and Two-Handed Properties

Attacking at long range with this weapon doesn't impose Disadvantage on your attack rolls. When you hit a creature with an attack using this weapon at long range, you can reroll any of the damage dice and must use the new roll.



SLOW

Prerequisite: Level 2+ Craftsman

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

TENSION

Prerequisite: Level 2+ Craftsman; Ammunition and Two-Handed Properties

When making a Ranged attack with this 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.

FUTURISTIC WEAPONS

In futuristic settings, blasters are the dominant type of ranged weapon. These arcane weapons self-recharge and never need to be reloaded. For these weapons, the Blaster property replaces the Ammunition property and the Cooldown property replaces the Loading property for the purposes of your Craftsman features. Additionally, you can add the Overheat mastery property to weapons in such settings.

Blaster. A weapon with the Blaster property is a Ranged weapon that requires no ammunition. This property counts as the Ammunition property.

Cooldown. Because this weapon requires cooldown time between uses, you can only fire it once when you use an action, Bonus Action, or Reaction to fire it, regardless of the number of attacks you normally make. This property counts as the Loading property.

Mastery Property: Overheat (*Prerequisite: Level 2+ Craftsman; Cooldown Property*). If you hit a target with this weapon, you can overcharge the weapon. If you do so, the target takes extra damage of the weapon's type equal to your Proficiency Bonus. The weapon then Overheats. An Overheated weapon can't be used again to make an attack until the end of your next turn.

TOPPLE

Prerequisite: Level 2+ Craftsman; Heavy, Reach, or Versatile Property

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

TWINSHOT

Prerequisite: Level 2+ Craftsman; Ranged Weapon, Ammunition Property

If you hit a creature with a ranged attack roll using this weapon, you can make a ranged attack roll with the weapon against a second creature within 10 feet of the first that is also within the weapon's range. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

VEX

Prerequisite: Level 2+ Craftsman; Ammunition, Finesse, or Light Property

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

LEVEL 5+ PROPERTIES

The following mastery properties are available to you at Craftsman level 5+.

EXPLODE

Prerequisite: Level 5+ Craftsman; Fire Damage, Masterwork Ranged Weapon

When you take the Attack action, you can replace one of your ranged attacks with an explosion from this weapon's projectile. This explosion is a 5-foot-radius Sphere centered on a point you choose within the weapon's normal range. Each creature within the Sphere makes a Dexterity saving throw (DC 8 plus your Strength or Dexterity modifier and your Proficiency Bonus). On a failed save, a creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. On a successful save, a creature takes half as much damage. You can create an explosion only once per turn.

FLURRY

Prerequisite: Level 5+ Craftsman, Masterwork Weapon, Ammunition, Finesse, Light, or Versatile Property

When you make an attack with this weapon, you can choose to make two attacks instead. These attacks are always made with Disadvantage, regardless of circumstance. You can't replace these attacks. If this weapon has the Ammunition property, these attacks use twice the normal amount of ammunition. This property is often called Automatic when added to Ranged weapons.

FOLLOW-THROUGH

Prerequisite: Level 5+ Craftsman; Masterwork Melee Weapon, Heavy Property

When you take the Attack action and hit a creature with a melee attack roll using this weapon, you can replace one of your attacks with a heavier swing. You deal 2d12 extra damage to that creature of the same type dealt by the weapon. You can deal this extra damage only once per turn.

JOLT

Prerequisite: Level 5+ Craftsman; Masterwork Weapon, Lightning Damage

If you hit a creature with this weapon, the creature can't make Opportunity Attacks until the start of its next turn.

NUMB

Prerequisite: Level 5+ Craftsman; Masterwork Weapon, Cold Damage

If you hit a creature with this weapon and deal damage to it, the target can't take the Dash, Disengage, or Dodge action or have Advantage on attacks until the start of your next turn.

LEVEL 11+ PROPERTIES

The following mastery properties are available to you at Craftsman level 11+.

CRUSH

Prerequisite: Level 11+ Craftsman; Masterwork Weapon, Bludgeoning Damage

If you hit a creature with this weapon, that creature has a -3 penalty to AC until the end of your next turn. If the creature is hit more than once by weapons that have this property, the AC penalty doesn't exceed -3.

DAZE

Prerequisite: Level 11+ Craftsman; Masterwork Weapon

If you hit a creature with this weapon, that creature has Disadvantage on its next saving throw before the start of your next turn.

FINISHER

Prerequisite: Level 11+ Craftsman; Masterwork Weapon

If you hit a creature that is Bloodied with this weapon and deal damage, you can deal an extra 1d8 damage to the target. The damage is the same type as the damage dealt by the weapon and you can only deal this extra damage once per turn.

PUNCTURE

Prerequisite: Level 11+ Craftsman; Masterwork Weapon, Piercing Damage

If you hit a creature with an attack roll with this weapon and the roll is an 18-20 on the d20, you score a Critical Hit.

RAKE

Prerequisite: Level 11+ Craftsman; Masterwork Weapon, Slashing Damage

If you hit a creature with this weapon, that creature takes an extra 1d6 damage the next time you hit it using a weapon before the end of your next turn. This damage is the same type dealt by the weapon.

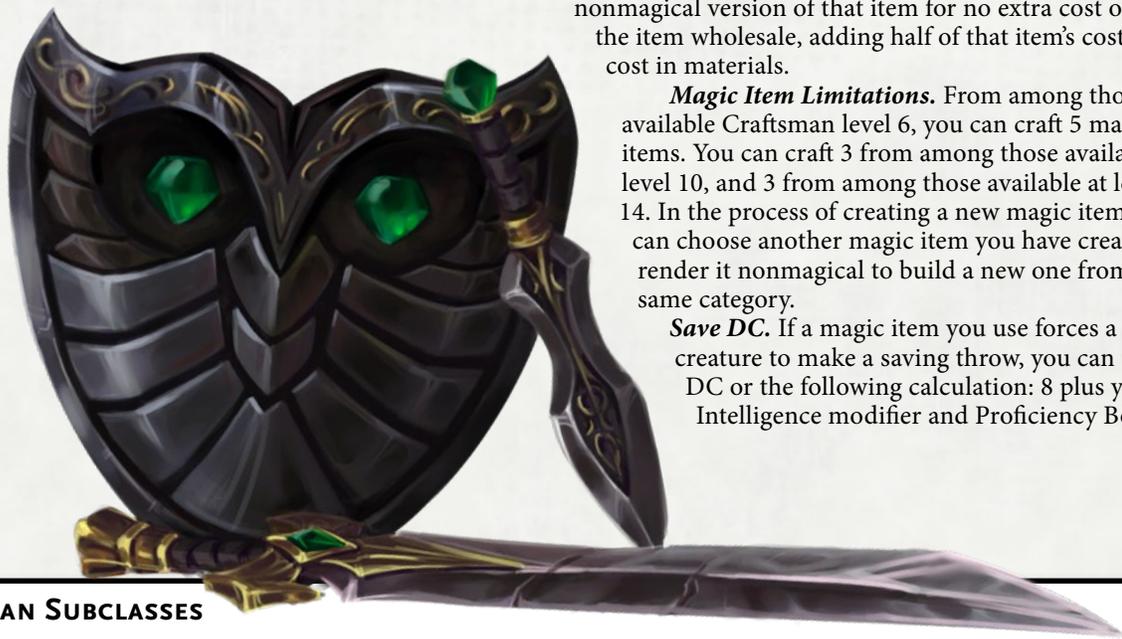
CRAFTSMAN SUBCLASSES

A Craftsman subclass is a specialization that grants you features at certain Craftsman levels, as specified in the subclass.

ARCANE MAESTERS' GUILD

Craft an Arsenal of Magic Items

While most seasoned spellcasters will enchant a handful of magic items over the course of their careers, artisans belonging to the Guild of Arcane Maesters seek to become true masters of magic item creation. They rightly take seriously the forging of such powerful relics: each creation must be a masterwork in its own right to contain the potent magic woven into them. Despite laboring for months or even years to perfect their creations, seasoned maesters are always seen to be laden with dozens of magic items, attuned to a handful of rings, and carrying a *Wand of Magic Missiles*, just in case.



LEVEL 3: ARCANE APPRENTICESHIP

You learn *True Strike* and two other cantrips of your choice from the Wizard spell list. Intelligence is your spellcasting ability for these spells. Whenever you gain a new Craftsman level, you can replace one of the cantrips you chose with this feature with another one from the Wizard spell list.

LEVEL 3: MAGIC ITEM CRAFTING

As an Arcane Maester, you can craft magic items.

Crafting Magic Items. You can use the Overnight Crafting benefit of your Expert Crafting feature to craft magic items. When you craft a magic item, the maximum cost in GP increases to your Craftsman level times 25.

The Magic Item Crafting sidebar details the magic items you can create, specifies the Craftsman level you must reach to create each magic item, and shows the cost in materials an item will require. If a magic item incorporates an item that has a purchase cost (such as a weapon or a suit of armor), you can either enchant a nonmagical version of that item for no extra cost or craft the item wholesale, adding half of that item's cost to the cost in materials.

Magic Item Limitations. From among those available Craftsman level 6, you can craft 5 magic items. You can craft 3 from among those available at level 10, and 3 from among those available at level 14. In the process of creating a new magic item, you can choose another magic item you have created and render it nonmagical to build a new one from the same category.

Save DC. If a magic item you use forces a creature to make a saving throw, you can use its DC or the following calculation: 8 plus your Intelligence modifier and Proficiency Bonus.

CRAFTSMAN SUBCLASSES

Name	Description
Arcane Maesters' Guild	Magical craftsmen that forge mundane steel into magic items
Armigers' Guild	Armorsmiths of great renown that wear reinforced steel
Bladeworkers' Guild	Weaponsmiths who build innovative implements of war and train in their use
Calibarons' Guild	Gunsmiths who develop advanced firearms and attachments
Clockworkers' Guild	Mechanists that command a pair of constructs and tinker with other mechanical creations
Courtiers' Guild	A dressmaker and tailor that is the very pinnacle of fashion
Forgeknights' Guild	Wields a portable forge to heat their weapons and armor to explosive limits
Luminaries' Guild	Craftsmen who forge weapons and armor out of an exotic material called hardlight
Mechanauts' Guild	Pilots a modified <i>apparatus of the crab</i> , a huge walking construct of fearsome power
Scrappers' Guild	Builds powerful but disposal equipment out of whatever might be lying around
Thunderlords' Guild	An electric innovator that uses lightning-charged equipment
Trappers' Guild	A mechanical tinkerer that deploys lethal booby traps during combat

MAGIC ITEM CRAFTING

The following lists show which magic items you can create, the craftsman level you must have, and the cost in materials each item requires.

Level 3, [100 GP]

Bag of Holding	Lantern of Revealing
Decanter of Endless Water	Rope of Climbing
Eyes of Minute Seeing	Sending Stones
Goggles of Night	Wand of Magic Detection
Helm of Comprehending Languages	Wand of the War Mage +1
Immovable Rod	Weapon +1

Level 6, [250 GP]

Armor +1	Helm of Telepathy
Boots of Elvenkind	Pipes of Haunting
Circlet of Blasting	Ring of Jumping
Efficient Quiver	Ring of Water Walking
Eversmoking Bottle	Wand of Magic Missiles
Eyes of Charming	Wind Fan

Hat of Disguise

Level 10 [500 GP]

Boots of Striding and Springing	Portable Hole
Eyes of the Eagle	Ring of Feather Falling
Periapt of Proof against Poison	Slippers of Spider Climbing
Periapt of Wound Closure	Winged Boots

Level 14 [2,500 GP]

Belt of Dwarvenkind	Instant Fortress
Boots of Speed	Ring of Evasion
Cape of the Mountebank	Ring of Free Action
Cloak of the Bat	Ring of Resistance
Folding Boat	Ring of X-Ray Vision
Gem of Seeing	Wand of Fear
Horn of Blasting	Weapon +2

LEVEL 6: ARCANE STRIKE

When you take the Attack action on your turn, you can replace one of the attacks with a casting of one of your Wizard cantrips that has a casting time of an action or with taking the Magic action to use a magic item that requires that action.

MAGIC ITEM BLUEPRINTS

If you wish to craft an item not included on the Magic Item Crafting sidebar, you might find a blueprint for such an item on your travels. The GM determines the Craftsman level and cost in materials required for a magic item created from a blueprint. Unless otherwise stated, a blueprint can only be used to create one magic item.

LEVEL 10: SEVER CONNECTION

When a creature hits you with an attack roll, you can take a Reaction to end your Attunement to one magic item to create a shield of magical force. Until the start of your next turn, you have a bonus to AC equal to your Intelligence modifier, including against the triggering attack, potentially causing the attack to miss you. The number of magic items you can attune to is reduced by 1 until you finish a Short or Long Rest.

LEVEL 14: MAGIC ITEM RECHARGE

When you finish a Short Rest, you can recharge a number of magic items up to your Intelligence modifier that have charges or properties that recharge at the next dawn.

Once you use this feature, you can't do so again until you finish a Long Rest.

ARMIGERS' GUILD

Build Invulnerable Armor

The Guild of Armigers devote their skills to the art of armor smithing, with the firm belief that the right plate in the right place can make a warrior invincible.

LEVEL 3: ARMORED SLAM

Once on each of your turns when you take the Attack action, you can replace one of your attacks with a body slam using your armor against a creature within 5 feet of you. The target makes a Strength saving throw (DC 8 plus your Strength or Dexterity modifier and Proficiency Bonus), taking Bludgeoning damage equal to your Armor Class on a failed save, or half as much damage on a successful save.

You can use this feature twice. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.

LEVEL 3: MASTERWORK SHIELD

You can improve a Shield into a Masterwork version over the course of two hours, which can be done during a Long Rest. While holding this Shield, you have a +1 bonus to Armor Class, in addition to the Shield's normal bonus to AC. If the Shield already gains such a bonus, like a +2 Shield, you choose which bonus to use; you can't use more than one. Only you gain this bonus with a Masterwork Shield you create.

LEVEL 6: SHINING STEEL

Your imposing, shining armor makes you a clear target for your foes. When you roll Initiative, you can challenge any number of creatures within 30 feet of yourself that can see you to battle. Each creature must succeed on a Wisdom saving throw (DC 8 plus your Strength or Dexterity modifier and Proficiency Bonus) or have Disadvantage on any attack roll against creatures other than you until the end of its next turn.

LEVEL 10: FORTIFY

As a Bonus Action, you can fortify your armor against attacks. Until the start of your next turn, you gain a bonus to your AC equal to your Strength or Dexterity modifier (your choice, minimum of +1) and have Resistance to all damage.

You can use this feature a number of times equal to your Masterwork Bonus. You regain all expended uses when you finish a Long Rest.

LEVEL 14: COLOSSAL SLAM

When you use your Armored Slam, you deal an extra 2d10 Force damage, and a target that fails its saving throw against the slam has the Prone condition. Additionally, you regain one expended use of Armored Slam when you roll Initiative.

BLADEWORKERS' GUILD

Craft Lethal Melee Weapons

Blade and bow, axe and mace: these are the tools with which the Guild of Bladeworkers aim to change the world. They believe that the right blade in the right hand can make a warrior unstoppable.

LEVEL 3: WEAPON VERSATILIST

Once on each of your turns when you make an attack roll with a weapon, you can give yourself Advantage on the roll. You can't use this feature again with that specific kind of weapon (such as Longswords) until you roll Initiative or finish a Short or Long Rest.

LEVEL 3: BANE WEAPONS

When you finish a Long Rest, you can use your Crafting Tools and materials worth 50+ GP to etch a rune of slaying on a Melee weapon or modify its rune to another one. When you etch a rune, choose one of the following creature types: Aberrations, Celestials, Dragons, Elementals, Fey, Fiends, Giants, or Undead. If a creature of that type takes damage from the weapon, the creature takes an extra 1d10 Force damage.

A weapon that deals extra damage to Dragons is called a "Dragonsbane" weapon, one that deals extra damage to Giants is called a "Giantsbane," and so on.

LEVEL 6: FLEX GRIP

During your turn, your reach is 5 feet greater with any Masterwork Melee weapon that has the Two-Handed or Versatile property.



LEVEL 10: DEFENSIVE DISARM

When a creature you can see within 5 feet of you makes an attack roll against you with a weapon, you can take a Reaction to attempt to disarm the attacker. The target makes a Strength saving throw (DC 8 plus your Strength or Dexterity modifier and Proficiency Bonus). On a failed save, it drops one item of your choice that it's holding. The object lands in a space you choose within 10 feet of the target. The target can replace the attack with one using a different weapon or an Unarmed Strike; otherwise the triggering attack misses.

LEVEL 14: VICIOUS STRIKE

When you make an attack roll with a Melee weapon and have Advantage on the roll, you can attempt a Vicious Strike. The attack roll instead has Disadvantage. If this attack hits, it scores a Critical Hit.

CALIBARONS' GUILD

Design Dangerous Ranged Weapons

Craftsmen of the Calibarons' Guild believe that gunpowder is the single greatest invention ever created by mortals. A sword may let a skilled wielder lay low a giant, and magic may let the savvy and the blessed stand up to the gods, but only a gun will let a common man put a dragon in its place.

LEVEL 3: EXOTIC AMMUNITION

When you finish a Long Rest, you can create a number of pieces of ammunition up to twice your Craftsman level. Choose the ammunition's type (such as Arrows, Bolts, or Bullets) and which of the following benefits each piece of ammunition has. Unused ammunition degrades and can no longer be fired when you finish a Long Rest.

Armor-Piercing. If you make an attack using this ammunition against a creature or object with an AC of 17 or higher, the attack roll has Advantage.

Dragon's Breath. This ammunition deals Fire damage instead of its normal damage type. A creature or flammable object hit by this ammunition starts Burning.

Drilling. Whenever this object hits a Large or smaller creature, fragments of it penetrate and continue in a 15-foot-long, 5-foot-wide Line. The first creature in that area takes damage equal to the ability modifier used to make the attack roll. This damage is the same type dealt by the weapon.

Flechette. When you make an attack using this ammunition, the attack is replaced with a hail of projectiles. Choose a target within the weapon's range to make a Dexterity saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature takes the weapon's damage, or half as much damage on a successful roll.

EXOTIC BATTERIES

In futuristic settings that use ammunition-less blasters, the Exotic Ammunition feature instead produces single-use arcane batteries that give blasters unique properties.

LEVEL 3: ZEROED SIGHTS

Your ranged attacks with Masterwork weapons ignore Half Cover and Three-Quarters Cover.

LEVEL 6: MAGAZINE

When you finish a Long Rest, you can use your Crafting Tools and materials worth 50+ GP to modify a Ranged weapon that has the Loading or Reload property. If it has the Loading property, it instead has the Reload property. If you use such a modified weapon that has the Reload property, a mechanical mechanism automatically reloads it from a belt or hopper of ammunition you are carrying (no action required).

Reload. This weapon can be used to make a number of attacks before it must be reloaded. If you are proficient with the weapon, reloading it takes an action or a Bonus Action; otherwise, reloading it takes an action. The number of attacks is determined by the size of the weapon's damage die or dice, as follows.

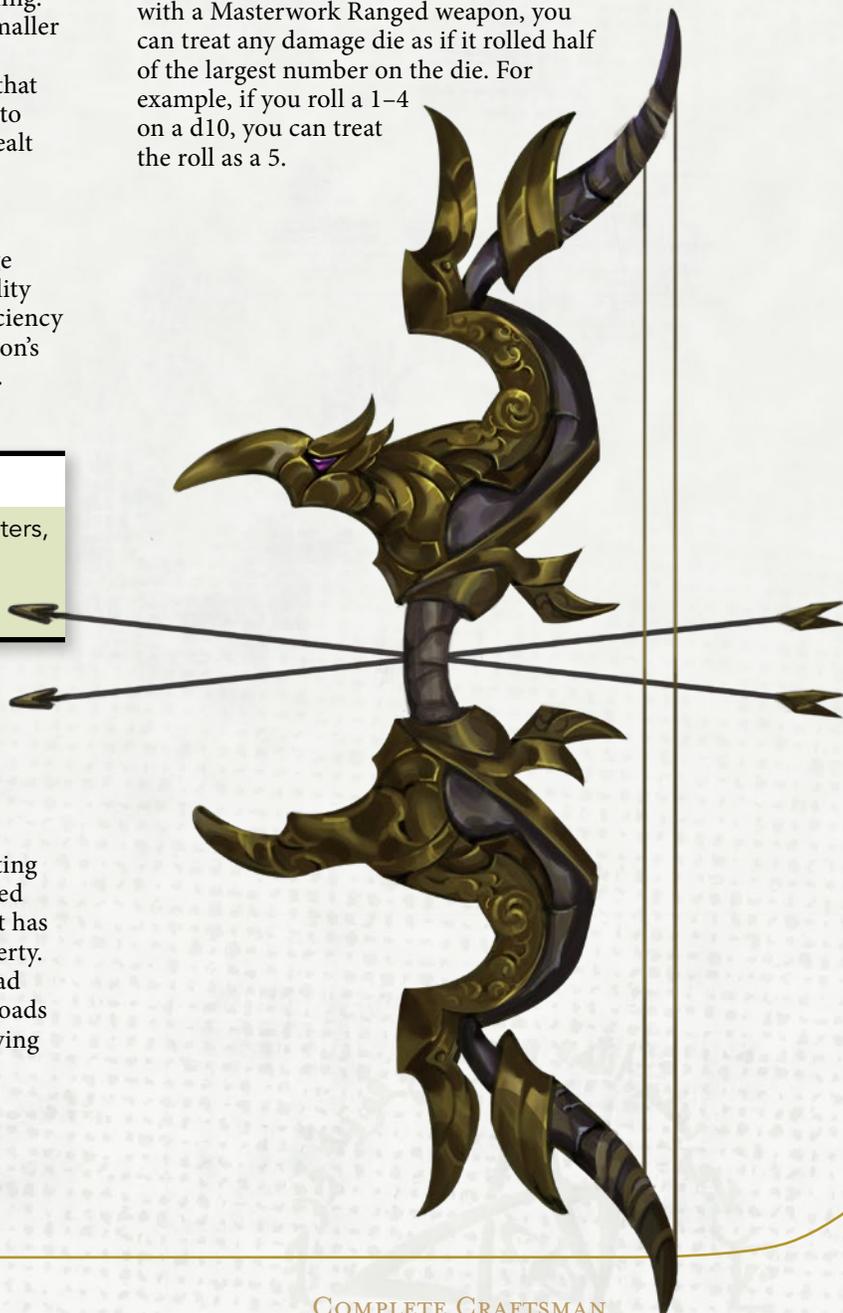
Damage Die	Reload Attacks
d4	8
d6	6
d8	4
d10	2
d12	1

LEVEL 10: SUPPRESSIVE FIRE

Once per turn when you make a ranged attack roll, you can cow the target. That creature has Disadvantage on the next attack roll before the start of your next turn.

LEVEL 14: STOPPING POWER

When you roll damage for an attack you make with a Masterwork Ranged weapon, you can treat any damage die as if it rolled half of the largest number on the die. For example, if you roll a 1–4 on a d10, you can treat the roll as a 5.



CLOCKWORKERS' GUILD

Build and Command Clockwork Minions

Masters of machinery, the tinkers and gearsmiths of the Clockworkers' Guild study and perfect the art of fashioning Constructs. Their designs are as elegant as they are functional, translating simple ticking movements through a kaleidoscope of gears and pistons to create lifelike, even seemingly intelligent, clockwork creatures. Nearly all Clockworkers are attended by a pair of their Construct servants that serve a dual purpose as attentive assistants and relentless bodyguards. Veteran Clockworkers, however, walk astride Constructs taller than themselves, great gear-driven golems of formidable strength.

LEVEL 3: CLOCKWORK CONSTRUCTS

You assemble two mechanical servants, which use the Clockwork Construct stat block. Choose the design for each Construct: a Bolter or Macer. You also determine their appearance, such as if they resemble tin soldiers or mechanical Beasts.

The Constructs are Friendly to you and your allies and obey your commands.

Constructs in Combat. In combat, the Constructs share your initiative count, but take their turns immediately before or after yours (your choice). Each Construct can move and use its Reaction on its own. You can take a Bonus Action to command one or both Constructs to take an action on its stat block or some other action on its turn. If it receives no command, a Construct can only take the Dodge action on its turn. If you have the Incapacitated condition, the Constructs take the Dodge action and move only to avoid harm.

Repairing the Constructs. Your Constructs gain the benefits of taking a Short or Long Rest as normal. You can replace Constructs that have been lost when you finish a Long Rest. You can also change the design of each Construct when you finish a Long Rest.

Customizing your Constructs. Each of your Constructs comes with an integrated weapon. When you finish a Long Rest, you can replace these weapons with Simple or Martial weapons of your choice. A Bolter can only wield Ranged weapons with the Ammunition property, whereas a Macer can only wield Melee weapons that lack the Heavy property. If you integrate a Masterwork weapon into a Construct, it gains the benefits of your Masterwork Bonus.

LEVEL 3: MECHANICAL ARM

When you finish a Long Rest, you can attach a mechanized arm to any suit of Masterwork armor. This arm follows your telepathic commands and can be used to hold weapons and Shields (allowing you to simultaneously hold a two-handed weapon and a one-handed weapon), perform Somatic components of spells, and perform other actions, though the arm doesn't grant you additional actions. If another creature wears the armor, the mechanical arm doesn't function.

CLOCKWORK CONSTRUCT

Small Construct, Unaligned

AC 13 plus your Intelligence modifier

HP 4 plus three times your Craftsman level (the Construct has a number of Hit Dice [d6s] equal to your Craftsman level)

Speed 30 ft.

		MOD	SAVE			MOD	SAVE			MOD	SAVE
STR	13	+1	+1	DEX	13	+1	+1	CON	10	+0	+0
INT	1	-5	-5	WIS	3	-4	-4	CHA	1	-5	-5

Immunities Poison, Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 60 ft.; Passive Perception 6

Languages Understands the languages you know

CR None (XP 0; PB equals your Proficiency Bonus)

ACTIONS

Crossbow (Bolter Only). Ranged Attack Roll: Bonus equals your Intelligence modifier plus your Proficiency Bonus, range 30/120 ft. *Hit:* 1d6 + 1 Piercing damage.

Mace (Macer Only). Melee Attack Roll: Bonus equals your Intelligence modifier plus your Proficiency Bonus, reach 5 ft. *Hit:* 1d6 + 1 Bludgeoning damage.

LEVEL 6: MECHANIZED ATTACHMENTS

When you finish a Long Rest, you can use your Crafting Tools and materials worth 25+ GP to affix one of the following attachments to a suit of armor or one of your Clockwork Constructs, or to replace an attachment with another one. Each armor or Construct can have one attachment at a time.

Clockwork Lantern. A Bullseye Lantern fixed to your armor casts Bright Light in a 60-foot Cone and Dim Light for an additional 60 feet. The Cone of light follows wherever you look. You can light or extinguish the lantern as a Utilize action.

Mechanized Grappling Hook. This launcher contains 80 feet of rope affixed to a Grappling Hook. As a Utilize action, you can launch the Grappling Hook at a railing, ledge, or another catch within 80 feet of yourself, the hook catches on if you succeed on a DC 13 Dexterity (Acrobatics) check. A mechanized winch then retracts the rope and up to 350 pounds of attached weight at a rate of 10 feet per minute.

Ram Helm. A pneumatic Portable Ram is integrated into this armor's helmet, which can be used without hands.

Springheels. While wearing this armor, your jump distance is doubled.

LEVEL 10: DEATH BURST

A dead man's switch is integrated into each of your constructs. When one of your Clockwork Constructs drops to 0 Hit Points, it detonates in a 5-foot Emanation. Each creature within the Emanation makes a Dexterity saving throw (DC 8 plus your Intelligence modifier and Proficiency Bonus), taking 6d6 Fire damage on a failed save, or half as much damage on a failed save.

LEVEL 14: CONSTRUCT ENCHANTMENTS

You can place a Weapon Enchantment on each of your Clockwork Constructs' integrated weapons. Your Constructs gain the benefits of this enchantment and have Advantage on attack rolls.

COURTIERS' GUILD

Look Sharp, Dress Sharper

The Courtiers' Guild works less with steel and more with fabric and lace. Dressmakers, tailors, hatters, and accessorizers, these craftsmen specialize in making their wealthy clientele look their very best. No other craftsperson possesses a keener eye for fashion or a swifter needle and thread, and few can pass as easily in royal attire as a well-dressed courtier.

LEVEL 3: ENCHANTED COSMETICS

When you finish a Long Rest, you can use your Crafting Tools and materials worth 25+ GP to aesthetically customize a weapon, suit of armor, article of clothing, or Shield. This is a cosmetic item. For example, you can change the object's color, emblazon it with a symbol, polish it to a mirror sheen, or imbue it with a minor magical effect, such as causing a cape to glow faintly in the dark or a helmet to cast a dark shadow over the wearer's face.

As a Bonus Action, you can give an ally that you can see within 30 feet of you that is wearing a cosmetic item Heroic Inspiration. You can use this Bonus Action a number of times equal to your Masterwork Bonus, and regain all expended uses when you finish a Short or Long Rest.

LEVEL 3: COSMETIC ENCHANTMENTS

When you finish a Long Rest, you can use your Crafting Tools and materials worth 25+ GP to aesthetically customize a weapon, suit of armor, article of clothing, or Shield. You can change the object's color, emblazon it with a symbol, or polish it to a mirror sheen, and imbue it with one of the following minor magical effects. At the GM's option, you may imbue the object with a minor magical effect of your choice that isn't listed here.

Dazzling. An illusory magical effect, such as sparks, smoke, glitter, or magical energy, rises from this item and follows it in trails. You can take a Bonus Action to produce an impressive burst of this effect.

Glowing. This item sheds Bright Light in a 15-foot radius and Dim Light for an additional 15 feet. You can take a Bonus Action to dismiss this effect or reactivate it.

Orbiting. As a Bonus Action, you can cause a Tiny object that weighs no more than 5 pounds (such as a Book, Lute, or Torch) to float in the air around this item and slowly orbit it. Up to three such objects can float around this item at one time.

Self-Mending. If the item is ever broken, it casts *Mending* on itself.

Shadowed. This item casts a ominous shadow around its wearer, concealing its face or part of its body, depending on the item and where it is worn. While wearing this item, you can take a Bonus Action to disguise your voice as a booming rasp, or return it to normal.

Smuggling. The item contains a magically hidden pocket or compartment that can conceal a Dagger, Wand, or similarly-sized object.

LEVEL 3: FASHIONABLE

You are always dressed to impress, granting you the following benefits.

Elegant Manners. You gain proficiency in one of the following skills of your choice: Deception, Insight, Performance, or Persuasion.

Illusory Style. You can take a Magic action to magically change the style, color, and apparent material of clothes and armor you are wearing. These changes last until you remove the clothing or armor.

Glow-Up. As a Bonus Action, you can give Heroic Inspiration to an ally that you can see within 30 feet of you that is wearing an item with a Cosmetic Enchantment. You can use this Bonus Action a number of times equal to your Masterwork Bonus, and regain all expended uses when you finish a Short or Long Rest.

LEVEL 6: PETTICOAT PLATE

You can add all the customizations of your Customize Armor feature to a suit of Masterwork armor. Only you gain the benefits of these customizations on this suit of armor.

When you reach Craftsman level 13, you can also apply every enchantment of your Armor Enchantment feature to a suit of Masterwork armor.

LEVEL 10: RAPID SUTURING

You can stitch wounds together as neatly as fabric. As a Bonus Action, you can stitch the wounds of a willing creature within 5 feet of you, causing it to regain Hit Points equal to 1d10 + your Craftsman level.

You can use this feature a number of times equal to your Masterwork Bonus. You regain one expended use when you roll Initiative and all expended uses when you finish a Short or Long Rest.

LEVEL 14: ADVENTURING COUTURE

When you use the Bonus Action of your Glow-Up, you can inspire each ally that you can see within 30 feet of you that is wearing an item with a Cosmetic Enchantment. Each creature gains Heroic Inspiration and Temporary Hit Points equal to your Craftsman level.

FORGEKNIGHTS' GUILD

Superheat Your Weapons and Strike with Explosions

To Craftsmen of the Forgeknights' Guild, heat is not merely integral to forging, curing, and welding gear, it is a weapon in its own right. The swing of a white-hot blade bites not only with steel, but with flame. A Forgeknight carries the intensity of a forge with them, storing it in their armor and building it up in their weapons, before unleashing it in a scorching blast.

LEVEL 3: PORTABLE FORGE

You have a portable forge that allows you heat metal items without a shop or foundry. If your forge is ever lost or damaged, you can repair or replace it over the course of a Long Rest using materials worth 100+ GP. While you are carrying your forge, you gain the following benefits.

Burning Weapons. When you deal damage with a weapon, it can deal your choice of Fire damage or its normal damage type.

Cantrips. You learn the *Mending* and *Produce Flame* cantrips. Intelligence is your spellcasting ability for these spells.

Fire Resistance. You have Resistance to Fire damage.

Flare Damage. Whenever you deal Fire damage and roll the highest number on any damage die, you can roll that damage die again and add it to the damage, rolling again if it is the highest number, and so on. You can add a maximum number of dice to the damage roll equal to your Intelligence modifier (minimum of 1).

LEVEL 6: EXPLOSIVE ARMORY

Using your *Customize Weapon*, you can add the *Explode* property to any weapon that deals Fire damage. This property uses the following rules.

Melee Explosions. You can add the *Explode* property to a Melee weapon, but only you can use this property on such a weapon. When you use this property with a Melee weapon, the explosion is centered on a point within your reach, and you take no damage from the explosion.

Saving Throws. You can use the following calculation for the save DC of your *Explode* property: 8 plus your Intelligence modifier and Proficiency Bonus.

LEVEL 10: SCORCHING STEEL

When a creature within 5 feet of you hits you with a melee attack roll, you can take a Reaction to deal 2d10 Fire damage to the attacker. You must be wearing Masterwork armor to use this Reaction.

LEVEL 14: FIRE BURST

While holding your Portable Forge, you can cast *Fireball*, centered on yourself, without a spell slot or components (DC 8 plus your Intelligence modifier and Proficiency Bonus). You take no damage from this spell.

You can use this feature a number of times equal to your Masterwork Bonus. You regain one expended use when you finish a Short Rest, and you regain all expended uses when you finish a Long Rest.



LUMINARIES' GUILD

Conjure Weapons and Armor from Hardlight

Ill content to work with materials like steel, wood, or cloth, Craftsmen of the Luminaries' Guild have developed tools to shape light itself into their creations. Hardlight stands among the most versatile materials ever to be discovered: it is light, pliant, and strong, but best of all, it can be conjured whole cloth into brilliant, glowing objects. Originally, its use was limited to only arcanists, but with the invention of the hardlight projector, nonmagical artisans can fashion this material into weapons and armor that appear in the blink of an eye.

LEVEL 3: HARDLIGHT PROJECTOR

You have a hardlight projector that allows you to conjure equipment out of scintillating hardlight. If your projector is ever lost or damaged, you can repair or replace it over the course of a Long Rest using materials worth 100+ GP.

As a Magic action, you can use the projector to conjure a Masterwork weapon or suit of Masterwork armor out of hardlight. This object weighs half as much as normal, sheds Bright Light in a 20-foot radius and Dim Light for an additional 20 feet.

You can have one hardlight suit of armor and one hardlight weapon at a time (or two hardlight weapons, if both weapons have the Light property). A hardlight object vanishes after 8 hours or when you dismiss it (no action required).

Hardlight Weapon. If you conjure a weapon, you can instantly use Customized Weapon to change its mastery property or give it a second one without material costs. When you reach Craftsman level 11, you can also apply a Weapon Enchantment to your weapon when you conjure it.

Hardlight Armor. If you conjure armor, you can conjure it around yourself and don it instantly. When you reach Craftsman level 13, you can instantly apply an Armor Enchantment to a suit of armor when you conjure it.

LEVEL 3: RADIANT SHELL

While you're holding your Hardlight Projector, you can take a Magic action to gain Temporary Hit Points equal to your Craftsman level.

You can use this feature as a Bonus Action a number of times equal to your Masterwork Bonus. You regain all expended uses when you finish a Long Rest.

LEVEL 6: HARDLIGHT WALL

As a Bonus Action, you can raise a defensive wall of hardlight. You can make the wall up to 60 feet long, 20 feet high, and 1 foot thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (you choose which side). The wall is translucent and persists for 1 minute or until you dismiss it (no action required).

The wall has AC 15, 50 Hit Points, and Immunity to Poison and Psychic damage. Reducing it to 0 Hit Points causes the entire wall to dissolve in a flash of light.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

LEVEL 10: IMPROVED RADIANT SHELL

Your Radiant Shell improves, granting you the following benefits.

Armor Class. While you have Temporary Hit Points, you gain a +2 bonus to your AC.

Shell Burst. When damage causes you to lose Temporary Hit Points and you have none remaining, the shell bursts in a forceful flash. Each creature you choose within a 5-foot Emanation originating from you must succeed on a Strength saving throw (DC 8 plus your Strength or Dexterity modifier and Proficiency Bonus) or be pushed 10 feet directly away from you and have the Prone condition.

LEVEL 14: HARDLIGHT EDGE

When you deal damage with a weapon, you can expend a number of Temporary Hit Points up to your Craftsman level to enhance the strike. The target takes an extra 1d8 Force damage for every 5 Temporary Hit Points expended.

MECHANAUTS' GUILD

Pilot an Enormous Crab Tank

For centuries, the pinnacle of mechanized vehicles was the *Apparatus of the Crab*, a singular device capable of exploring inhospitable environments, from the sea floor to lava-strewn volcanic fields. However, ambitious Craftsmen from the Mechanauts' Guild have drawn up designs for a new vehicle, mightier and more customizable than the old apparatus. This device is a walking tank, equipped with savage fists, scuttling legs, and climate control enhancements—a vehicle to dwarf all others, a true feat of engineering.

LEVEL 3: MECHANAUT'S APPARATUS

You build a **Mechanaut's Apparatus** with ample room for upgrades and improvements. Its blueprints are based on the *Apparatus of the Crab*, but you can model your apparatus to resemble any Beast or a Humanoid.

Entering and Exiting the Apparatus. A creature within 5 feet of the apparatus can enter the apparatus and become its pilot or exit it. Doing so costs an amount of movement equal to half its Speed (round down). The apparatus can only fit one Medium or smaller creature in the pilot's seat. Any creature within the apparatus has Total Cover from all effects originating outside of the apparatus.

MECHANAUT'S APPARATUS

Large Construct, Unaligned

AC 13 plus your Intelligence modifier

HP Five times your Craftsman level (the apparatus has a number of Hit Dice [d10s] equal to your Craftsman level)

Speed 35 ft.

	STR	DEX	CON	INT	WIS	CHA
MOD	19	15	18	1	3	1
SAVE	+4	+2	+4	-5	-4	-5

Immunities Poison, Psychic; Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

Senses Blindsight 10 ft.; Passive Perception 6

Languages None

CR None (XP 0; PB equals your Proficiency Bonus)

TRAITS

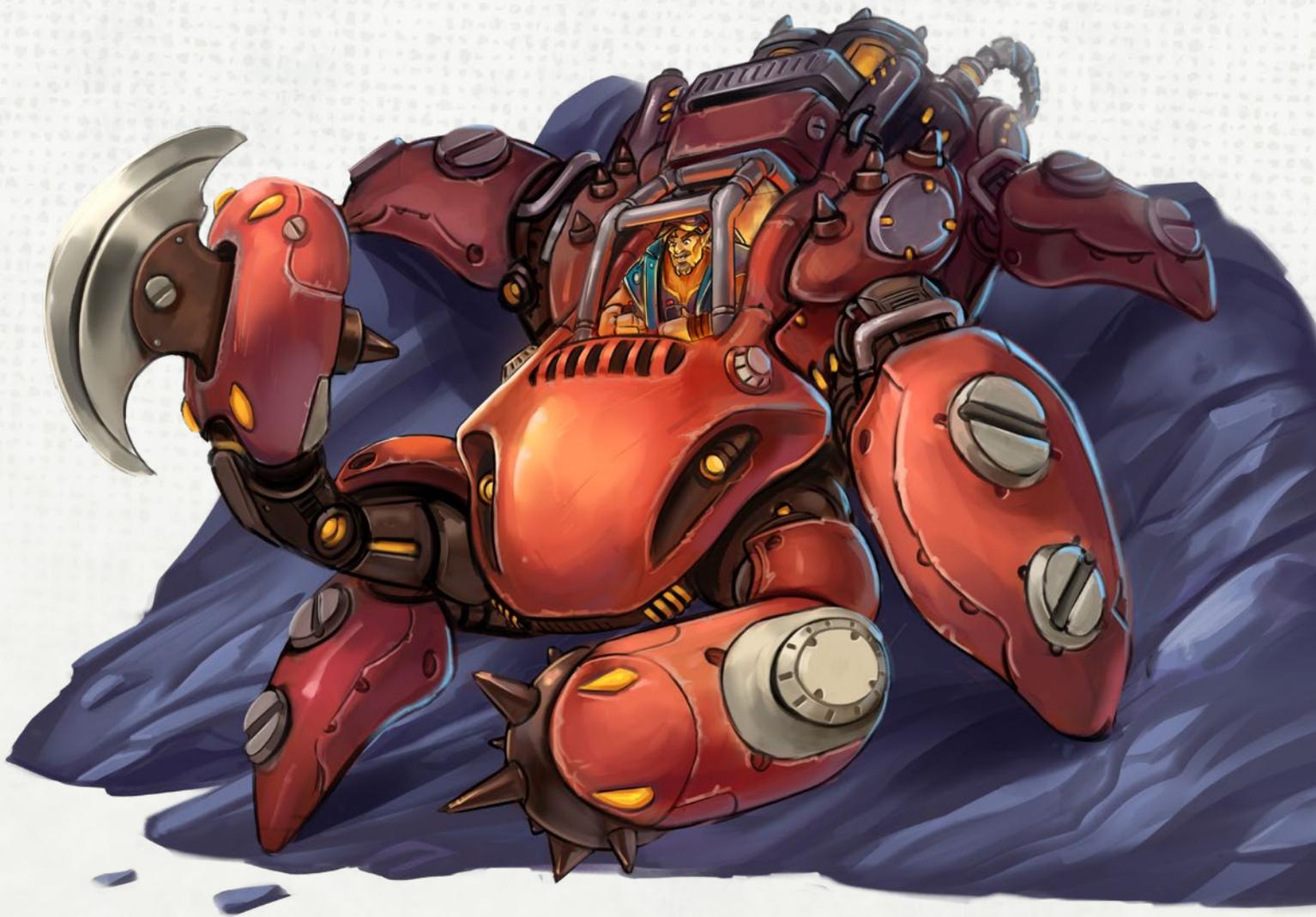
Constructed Bond. While the apparatus is being piloted, add the pilot's Proficiency Bonus to the apparatus's Strength and Constitution saving throws.

Split Damage. While the apparatus is being piloted, it has Resistance to all damage. Each time it takes damage, the pilot takes the same amount of damage.

ACTIONS

Maul (Right Hand). *Melee Attack Roll:* Bonus equals your Intelligence modifier plus your Proficiency Bonus, reach 5 ft. *Hit:* 2d6 plus your Intelligence bonus Bludgeoning damage.

Maul (Right Hand). *Melee Attack Roll:* Bonus equals your Intelligence modifier plus your Proficiency Bonus, reach 5 ft. *Hit:* 2d6 plus your Intelligence bonus Bludgeoning damage.



Piloting the Apparatus. The apparatus acts on its pilot's turn, and doesn't act unless it is piloted. The pilot sees and hears through the apparatus's sensors, gaining the benefits of any special senses it has.

On its turn, the pilot can direct the apparatus to move (no action required). The pilot can use the apparatus to take any action (other than the Magic action), Bonus Action, or Reaction. Only you can make attack rolls while piloting the apparatus, and use your Intelligence for attack and damage rolls. The apparatus gains the benefits of the pilot's class features and feats, but can't be used to emulate a magical effect.

Remote Control. While the apparatus isn't being piloted, you can command it to wait or follow you. While following, it moves on its turn so that it remains within 30 feet of you.

CAN THE APPARATUS GO THERE?

Adventuring with a Large-sized Mechanaut's Apparatus can prove challenging when exploring tunnels and underground chambers. The GM has the final say on if the apparatus can fit in a space or treats tight spaces as Difficult Terrain. As a rule of thumb: an apparatus should be able to follow the party wherever they go, even if it is hindered for a while.

Repairing the Apparatus. If the apparatus drops to 0 Hit Points, each creature inside of it is ejected in a space within 5 feet of the apparatus and has the Prone condition.

You can take the Utilize action to temporarily repair the apparatus while it has 0 Hit Points. This repair allows it to move, but it has the Incapacitated condition until it regains any Hit Points or finishes a Long Rest.

The apparatus gains the benefits of taking a Short or Long Rest as normal. If the apparatus is lost, you can build a new one for 250 GP.

Customizing the Apparatus. The apparatus comes with two integrated weapons, one in each of its arms. When you finish a Long Rest, you can replace these weapons with Simple or Martial weapons of your choice. Only one installed weapon can be Ranged. Each integrated weapon is wielded as if with two hands. If you integrate a Masterwork weapon into the apparatus, you gain the benefits of your Masterwork Bonus when attacking with it.

At Craftsman level 11, you gain the benefits of any Weapon Enchantment on an integrated weapon. At level 13, you can apply the Adamantine Armor Enchantment to the apparatus. At level 18, the apparatus gains the benefits of your Spellwrought Armor while you pilot it.

LEVEL 3: COCKPIT UPGRADE

You gain one of the following upgrades of your choice. Whenever you finish a Long Rest, you can replace the chosen option with another one.

Floodlights. While piloting the apparatus, you can take a Utilize action to activate or disable its floodlights. The lights cast Bright Light in a 120-foot Cone and Dim Light for an additional 120 feet.

Loudspeaker. The apparatus causes your voice to boom up to three times as loud as normal. You can also take the Utilize action to blare a loud horn.

Passenger Seat. You install a second seat inside the apparatus. A Medium or smaller creature within 5 feet of the apparatus can take the Utilize action to enter the apparatus's passenger seat and become its passenger or exit it. A passenger can't pilot the apparatus but has Total Cover from effects originating outside the apparatus.

LEVEL 6: FRAME UPGRADE

You gain one of the following upgrades of your choice. Whenever you finish a Long Rest, you can replace the chosen option with another one.

Arachnotron Legs. The apparatus has a Climb speed equal to its Speed.

Diving Bell. The apparatus has a Swim Speed equal to its Speed and contains a supply of air that allows creatures within it to breathe while it is underwater.

Heavy Suspension. The apparatus's jump distance triples, and it takes no damage from falling less than 100 feet.

LEVEL 10: EJECTOR SEAT

When you take damage while you're piloting the apparatus, you can take a Reaction to eject yourself and any other creature inside of the apparatus. Each ejected creature lands in a space of its choice that it can see within 30 feet of the apparatus.

LEVEL 14: MAGITECH UPGRADE

You gain one of the following upgrades of your choice. Whenever you finish a Long Rest, you can replace the chosen option with another one. You can use this feature a number of times equal to your Masterwork Bonus. You regain one expended use when you finish a Short Rest and all expended uses when you finish a Long Rest.

Ballista Cannon. While piloting your apparatus, you can take a Magic action to fire the apparatus's integrated heavy ballista in a 120-foot-long, 5-foot-wide Line. Each creature in the Line makes a Dexterity saving throw (DC 8 plus your Intelligence modifier and Proficiency Bonus), taking 6d10 Force damage on a failed save, or half as much damage on a successful one.

Missile Pod. While piloting your apparatus, you can take a Magic action to launch a salvo of micro-missiles in a 30-foot Emanation originating from the apparatus. Each creature you choose within the Emanation takes Force damage equal to 5d6.

Rocket Engine. While piloting your apparatus, you can take a Bonus Action to light the apparatus's installed rocket engine. Until the end of your turn, the apparatus's Speed doubles, it has a Fly Speed equal to its Speed, and you can attack three times when you take the Attack action using the apparatus on your turn.

SCRAPPERS' GUILD

Build Unpredictable Equipment Out of Scrap

Most Craftsmen do their best work in precisely arranged workshops with plenty of tools and space, using all the best materials. The Scrappers' Guild, however, have learned to be far more pragmatic and flexible with their tools, materials, and workspaces, allowing them to forge deadly gear out of little more than a box of sheet metal and a roll of vent tape.

LEVEL 3: SCRAP WEAPONS

When you finish a Long Rest, you can use your Crafting Tools and scrap materials to craft a number of Masterwork scrap weapons equal to your Craftsman level. When you build a scrap weapon, you can use Customize Weapon to change its mastery property or give it a second one without material costs. When you reach Craftsman level 11, you can also apply a Weapon Enchantment to your weapon when you build it. Scrap weapons use the following rules.

Temporary. Scrap weapons break when you finish a Long Rest.

Unstable. When you make an attack roll with a scrap weapon and roll a 1 on the d20, the weapon breaks.

Smashable. When you deal damage with a scrap weapon, you can break the weapon to flip one of the damage dice over and use the number on the bottom. You can't flip a d4. Note that for a balanced die, the top and bottom numbers add up to one more than the die's largest number.

LEVEL 3: QUALITY JUNK

You can use the Instant Crafting benefit of your Expert Crafting feature five times instead of twice.

LEVEL 6: DISMANTLE

Your experience in breaking things grants you the following benefits.

Construct Breaker. When you hit a Construct with a Masterwork weapon, you can maximize one of the weapon's damage dice.

Wrecker. Whenever you hit an object with a Masterwork weapon, the hit is a Critical Hit.

LEVEL 10: MAKESHIFT ARMOR

When you are hit by an attack while wearing Masterwork armor, you can take a Reaction to cause the attack to break your armor instead of dealing damage. The attack automatically misses you. While your armor is broken, it provides no bonus to AC. You can repair this armor over the course of 1 minute.

LEVEL 14: OVERDESIGNED SCRAP

When you build a scrap weapon, its damage die increases by two steps (d4 → d6 → d8 → d10 → d12, to a maximum of 1d12). If the weapon has two damage dice, each die increases by one step. When the weapon breaks, you can decrease its damage die by one step, to a minimum of 1d4, instead of breaking it.

THUNDERLORDS' GUILD

Charge Your Weapons with Electricity

From the earliest days of life, storms (and particularly lightning) have struck the creatures caught in them with awe and terror. The Thunderlords' Guild, by contrast, draws wild inspiration from the majesty of nature, and seeks to, quite literally, capture lightning in a bottle.

LEVEL 3: POWER CELL

You have a lightning-generating Power Cell that you can use to empower your equipment. If your cell is ever lost or damaged, you can repair or replace it over the course of a Long Rest using materials worth 100+ GP. While carrying your Power Cell, you gain the following benefits.

Charge Points. Your Power Cell gives you a number of Charge Points equal to your Craftsman level. You regain all expended Charge Points when you finish a Long Rest.

Shock. Once on each of your turns when you deal Lightning damage, you can expend a number of Charge Points up to your Proficiency Bonus to deal extra Lightning damage. The extra damage equals 1d6 for each Charge Point expended plus your Intelligence modifier.

Lightning Resistance. You have Resistance to Lightning damage.

Lightning Weapons. When you deal damage with a weapon, it can deal your choice of Lightning damage or its normal damage type.

LEVEL 6: ELECTRIC ARMORY

Once on each of your turns when you deal Lightning damage to a target, you can expend one Charge Point to cause an arc of electricity to leap to a creature that you can see within 5 feet of the target. This creature makes a Dexterity saving throw (DC equals 8 plus your Intelligence modifier and Proficiency Bonus). On a failed save, the creature takes damage equal to the Lightning damage dealt to the initial target, or half as much damage on a successful save.

LEVEL 6: ELECTRIC ARMORY

Using your Customize Weapon, you can add the Jolt property to any weapon, even one that doesn't deal Lightning damage. You gain the following benefit with any weapon that has the Jolt property.

Arcing Jolt. Once per turn when you use the Jolt property, you can expend one Charge Point to cause an arc of electricity to leap to a creature that you can see within 5 feet of the target. This creature is affected by the Jolt property and makes a Dexterity saving throw (DC equals 8 plus your Intelligence modifier and Proficiency Bonus). On a failed save, a creature takes Lightning damage equal to the damage dealt to the initial target, or half as much damage on a successful save.

LEVEL 10: STATIC CHARGE

As a Bonus Action, you can store an electric charge in a suit of Masterwork armor you are wearing until the end of your next turn. If a creature hits you with a melee attack while your armor is charged, it takes 3d6 Lightning damage and the armor is no longer charged.



LEVEL 14: BALL LIGHTNING

As a Bonus Action, you can expend 3 Charge Points to create a 1-foot diameter ball of electrified plasma in an unoccupied space within 5 feet of you. The ball lasts for 1 minute or until you use this feature again or dismiss it (no action required).

The ball emanates an electric field in a 5-foot Emanation. When a creature enters the Emanation for the first time on a turn or begins its turn there, you can choose for metallic weapons it is carrying to gain an electric charge until the end of the creature's turn. Whenever a creature deals damage with a charged weapon, it deals an extra 1d6 Lightning damage.

At the start of each of your turns, the ball moves up to 15 feet in a direction you choose.

TRAPPERS' GUILD

Deploy a Minefield of Lethal Traps

Craftsmen are no strangers to turrets, bombs, and clockwork mechanisms, but members of the Trappers' Guild raise this to a level of artistry. Given enough time and resources, a trapsmith can veritably blanket a room in dangerous implements, setting the stage to slay an intruder in a half-dozen unique ways. While the traps do the dirty work, the trapsmith is free to lounge about some distance away, enjoying a cold beverage and dreaming up new, dangerous designs.

LEVEL 3: DANGER SENSE

You have Advantage on Dexterity saving throws unless you have the Incapacitated condition.

LEVEL 3: TRAPS

You are a deadly master of trapsmithing with the following benefits.

Trapsmithing. You can craft an array of traps. Traps and their costs in materials are detailed at the end of the subclass description.

Quick Deployment. You can take a Bonus Action to deploy a trap of your choice. You can take this Bonus Action a number of times equal to your Craftsman level. You also regain one expended use when you finish a Short Rest, and all expended uses when you finish a Long Rest.

Quick Recovery. If a trap can be recovered, you can take a Utilize action to recover it.

Saving Throws. If a trap that you craft requires a saving throw, the DC equals 8 plus your Intelligence modifier and Proficiency Bonus.

At Higher Levels. When you reach certain Craftsman levels, your traps become more dangerous. Traps you craft deal 2 damage dice at level 5, 3 damage dice at level 11, and 4 damage dice at level 17.

LEVEL 6: BOOBY TRAP

You can conceal one of your traps over the course of a minute. A creature that takes a Search or Study action can detect a concealed trap with a successful Wisdom (Perception) or Intelligence (Investigation) check, respectively, against your Traps save DC. When a concealed trap activates, its damage dice are doubled.

LEVEL 10: ESCAPE PLAN

You can take a Reaction when an enemy moves within 5 feet of you to move up to your Speed without provoking Opportunity Attacks and deploy one trap in an unoccupied space at any point during the movement.

You can use this feature a number of times equal to your Masterwork Bonus. You regain all expended uses when you finish a Long Rest.

LEVEL 14: RAPID DEPLOYMENT

You can take a Utilize action to deploy up to three traps.

TRAP OPTIONS

The traps here are presented in alphabetical order.

Ball Bearings (1 GP). As a Utilize action, you spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Ball Bearings.

Ballista Trap (10 GP). As a Utilize action, you load this compact, Ballista Trap in an unoccupied space within 5 feet of you and aim it in a direction you choose. The trap triggers when a creature enters the area within a 30-foot-long, 5-foot-wide Line extending from the trap for the first time on a turn or ends its turn there. The Ballista Trap makes a ranged attack roll (bonus equals your Intelligence modifier plus your Masterwork Bonus and Proficiency Bonus). On a hit, the target takes Piercing damage equal to 1d8. A creature can only trigger one Ballista Trap per turn. It takes a Utilize action to recover the Ballista Trap.

Caltrops (1 GP). As a Utilize action, you spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

Hunting Trap (2.5 GP). As a Utilize action, you can set a Hunting Trap, which is a sawtooth steel ring that snaps shut when a creature steps on a pressure plate in the center. The trap is affixed by a heavy chain to an immobile object, such as a tree or a spike driven into the ground. A creature that steps on the plate must succeed on a Dexterity saving throw or take 1d4 Piercing damage and have its Speed reduced to 0 until the start of its next turn. Thereafter, until the creature breaks free of the trap, its movement is limited by the length of the chain (typically 3 feet). A creature can use its action to make a Strength (Athletics) check against your Traps save DC, freeing itself or another creature within its reach on a success. Each failed check deals 1 Piercing damage to the trapped creature. It takes a Utilize action to recover the Hunting Trap.



Razor Wire (5 GP). As a Utilize action, you deploy a tangle of Razor Wire. The wire occupies up to four 5-foot Cubes, each of which must be contiguous with at least one other Cube and be in an unoccupied space on the ground within 10 feet of you. The area of the Cubes is Difficult Terrain. When a creature moves into or within the area, it takes 1d4 Slashing damage for every 5 feet it travels. Razor Wire can't be recovered once deployed.

Trigger Bomb (5 GP). As a Utilize action, you toss this explosive device into an unoccupied space within 30 feet of you. When a creature moves within 5 feet of the Trigger Bomb, you can take a Reaction to press a detonator and cause it to explode in a 5-foot Emanation. Each creature within Emanation makes a Dexterity saving throw, taking 1d6 Fire damage on a failed save or half as much damage on a successful one. Flammable objects in the Emanation that aren't being worn or carried start Burning, and Trigger Bombs within the Emanation instantly detonate. A creature makes a save from a Trigger Bomb only once per turn. It takes a Utilize action to recover the Trigger Bomb.

WINTERCARVERS' GUILD

Sculpt Elegant Weapons from Solid Ice

Many Craftsmen are accustomed to extreme cold, but only a few have learned the ephemeral art of ice-crafting. The Guild of Wintercarvers specializes in sculpting ice into majestic and dangerous forms and working with supercooled material that possess strange, unconventional properties.

LEVEL 3: WINTER CORE

You have a freezing core that continuously draws heat from its surroundings. If your core is ever lost or damaged, you can repair or replace it over the course of a Long Rest using materials worth 100+ GP. While you are carrying your core, you gain the following benefits.

Cold Resistance. You have Resistance to Cold damage.

Frozen Weapons. When you deal damage with a weapon, it can deal your choice of Cold damage or its normal damage type.

Frostbite. Whenever you deal Cold damage and roll a 1 on any damage die, you treat that result as the highest number on that die instead.

LEVEL 3: ICE SCULPTING

While you're holding your Winter Core, you can take a Magic action to create a Medium or smaller object that can fit within a 5-foot Cube. The item is made entirely from ice, has 13 AC and 20 Hit Points. After 10 minutes, the item melts.

Ice Weapon. If you create a weapon made from ice, it deals Cold damage instead of its normal damage type. The weapon is Masterwork and you can instantly use Customize Weapon to change its mastery property or give it a second one without material costs. When you reach Craftsman level 11, you can also apply the Elemental Weapon Enchantment (Cold damage only) to an ice weapon when you create it.



LEVEL 6: FRIGID ARMORY

Using your Customize Weapon, you can add the Numb property to any weapon, even one that doesn't deal Cold damage. Additionally, when you use the Numb property, you can also use one of the following properties if the weapon also possesses it: Sap, Slow, or Topple.

LEVEL 10: GLACIAL BARRICADE

When you take damage while you're wearing Masterwork armor, you take a Reaction to coat yourself with ice. Until the start of your next turn, your Speed is 0 and can't increase and you have Resistance to all damage, including the triggering damage.

You can use this feature a number of times equal to your Masterwork Bonus. You regain all expended uses when you finish a Long Rest.

LEVEL 14: SUB-ZERO

Your Winter Core supercools your weapons, improving the following mastery properties when you use them.

Numb. The target can't take Bonus Actions until the start of your next turn.

Sap. The target has Disadvantage on its next D20 Test, instead of only its next attack roll.

Slow. The target's Speed is reduced by 20 feet instead of 10.

Topple. The target has the Prone condition without making a saving throw if it is Large or smaller.

CREATING WEAPONS

You can use the following rules to dream up new, imaginative weapons or adapt weapons from history to 5th Edition.

STARTING WEAPON

To begin, choose one of the following weapons to begin building. Choose any type of ammunition for a weapon with the Ammunition property. Choose Bludgeoning, Piercing, or Slashing damage, as appropriate, or Fire, Force, Necrotic or Radiant damage in futuristic settings.

Weapon	Damage	Properties
Simple Melee	1d6	—
Simple Ranged: Thrown	1d4	Thrown (20/60)
Simple Ranged: Ammunition	1d4	Ammunition (30/120)
Simple Ranged Firearm	2d4 + 1	Ammunition (Range 30/120), Firearm

The Firearm property above is described as follows.

Firearm. You don't add your ability modifier to the weapon's damage, unless otherwise stated. Firearm ammunition is destroyed upon use.

DAMAGE STEPS

As you modify a weapon, its damage moves up or down the following scale.

1d4 → 1d6 → 1d8 → 1d10 → 1d12 or 2d6

Further increases add a +1 bonus to the weapon's damage roll.

If the weapon being modified has 2 damage dice (such as a Greatsword or a weapon with the Firearm property), the scale is instead:

2d4 → 2d4 + 1 → 2d6 → 2d6 + 1 → 2d8 → 2d8 + 1 → 2d10 → 2d10 + 1 → 2d12

ADD PROPERTIES

Add properties from the following list to your starting weapon until it has the form, function, and damage desired. New weapon properties might change a weapon's damage, range, or other properties. The weapon must meet any prerequisite specified for its new property. You can't add a property if it decreases the weapon's damage die lower than 1d4, or 2d4 for a weapon with two damage dice.

Some of the properties on the following list are new, and include a description of the property.

BLASTER

Prerequisite: Weapon with the Ammunition Property

This property replaces the Ammunition property in futuristic settings. This weapon can't gain the Loading or Reload properties.

Blaster. A weapon with the Blaster property is a Ranged weapon that requires no ammunition. This weapon counts as having the Ammunition property.

COOLDOWN

Prerequisite: Weapon with the Blaster Property

This property replaces the Loading property in futuristic settings.

Cooldown. Because this weapon requires cooldown time between uses, you can only fire it once when you use an action, Bonus Action, or Reaction to fire it, regardless of the number of attacks you normally make. This weapon counts as having the Loading property.

DESTRUCTIBLE

Prerequisite: Ranged Weapon with the Thrown Property

The weapon's damage die increases by one step. This is a new property, as follows.

Destructible. After you make an attack with this weapon, it is destroyed.

FINESSE

Prerequisite: Melee Weapon that Doesn't Have the Two-Handed Property, or a Ranged Weapon with the Thrown Property

No changes.



HEAVY

Prerequisite: Weapon with the Two-Handed Property

If it is a Melee weapon, its damage die increases by one step.

LIGHT

Prerequisite: Weapon that Lacks the Two-Handed or Versatile Property

The weapon's damage die decreases by one step.

LOADING

Prerequisite: Ranged Weapon with the Ammunition Property

The weapon's damage die increases by one step.

MARTIAL

Prerequisite: Simple Weapon

The weapon becomes a Martial weapon, and its damage die increases by one step.

REACH

Prerequisite: Melee Weapon with the Finesse or Two-Handed Property.

The weapon's damage die decreases by one step.

RECOIL

Prerequisite: Ranged Weapon with the Ammunition and Two-Handed Properties

The weapon's damage die increases by one step. This is a new property, as follows.

Recoil. After you make an attack with this weapon, you can't make ranged attacks beyond the weapon's normal range until the end of the current turn.

RELOAD

Prerequisite: Ranged Weapon with the Ammunition Property

This is a new property, as follows.

Reload. This weapon can be used to make a number of attacks before it must be reloaded. If you are proficient with the weapon, reloading it takes an action or a Bonus Action; otherwise, reloading it takes an action. The number of attacks is determined by the size of the weapon's damage die or dice, as follows.

Damage Die	Reload Attacks
d4	8
d6	6
d8	4
d10	2
d12	1

THROWN

Prerequisite: Melee Weapon that Lacks the Two-Handed Property

The range of this property is 20/60 feet.

TWO-HANDED

Prerequisite: Weapon that Lacks the Finesse, Light, Thrown, and Versatile Properties

The weapon's damage die increases by one step.

VERSATILE

Prerequisite: Melee Weapon that Lacks the Light and Two-Handed Properties.

While being wielded in two hands, this weapon's damage die increases by one step.

ADD A MASTERY PROPERTY

Choose a mastery property for the weapon from the following options. The weapon must meet any prerequisite specified for the mastery property.

Some properties, like Automatic and Explode, may be unsuitable for certain campaign settings. The GM determines if a weapon can be made with a given mastery property.

AUTOMATIC

Prerequisite: Ammunition Property

When you make an attack with this weapon, you can choose to make two attacks instead. These attacks are always made with Disadvantage, regardless of circumstance. You can't replace these attacks. If this weapon has the Ammunition property, these attacks use twice the normal amount of ammunition.

BLUDGEON

Prerequisite: Ranged Weapon

You can treat this weapon as a Melee weapon with the Finesse property. When you hit a creature with a melee attack using this weapon, it deals Bludgeoning damage equal to 1d6 plus the ability modifier used for the attack roll, or 1d8 if the weapon is used with two hands to make the attack.

CLEAVE

Prerequisite: Melee Weapon, Heavy Property

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

EXPLODE

Prerequisite: Fire Damage, Masterwork Ranged Weapon

When you take the Attack action, you can replace one of your ranged attacks with an explosion from this weapon's projectile. This explosion is a 5-foot-radius Sphere centered on a point you choose within the weapon's normal range. Each creature within the Sphere makes a Dexterity saving throw (DC 8 plus your Strength or Dexterity modifier and your Proficiency Bonus). On a failed save, a creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. On a successful save, a creature takes half as much damage. You can create an explosion only once per turn.

GRAZE

Prerequisite: Melee Weapon, Heavy Property

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

JOLT

Prerequisite: Lightning Damage

If you hit a creature with this weapon, the creature can't make Opportunity Attacks until the start of its next turn.

MOUNTED

Prerequisite: Ranged Weapon, Heavy Property

You can use a Bonus Action to mount this weapon in a fixed position until the end of your turn. While mounted, this weapon can't be moved and its damage dice increase by one step (d4 → d6 → d8 → d10 → d12, to a maximum of d12s) when the weapon is used to make a ranged attack.

NICK

Prerequisite: Light Property

When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

PARRY

Prerequisite: Melee Weapon that Doesn't Have the Two-Handed Property

When you hit a creature with this weapon and you aren't wielding a Shield, you gain a +2 bonus to your Armor Class until the start of your next turn. You can gain this bonus only once per turn.

PUSH

Prerequisite: Heavy, Two-Handed, or Versatile Property

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

SAP

Prerequisite: Versatile Property or No Weapon Property

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

SCATTER

Prerequisite: Ammunition Property

Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged attack rolls with this weapon. This weapon's range is 20/60 if it were higher.

SHIFT

Prerequisite: Melee Weapon, Light or Finesse Property

If you hit a creature with this weapon, you can immediately move 10 feet without provoking Opportunity Attacks.

SIGHTED

Prerequisite: Ammunition and Two-Handed Properties

Attacking at long range with this weapon doesn't impose Disadvantage on your attack rolls. When you hit a creature with an attack using this weapon at long range, you can reroll any of the damage dice and must use the new roll.

SLOW

Prerequisite: None

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

TENSION

Prerequisite: Ammunition and Two-Handed Properties

When making a Ranged attack with this 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.

TOPPLE

Prerequisite: Heavy, Reach, or Versatile Property

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

TWINSHOT

Prerequisite: Ranged Weapon, Ammunition Property

If you hit a creature with a ranged attack roll using this weapon, you can make a ranged attack roll with the weapon against a second creature within 10 feet of the first that is also within the weapon's range. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

VEX

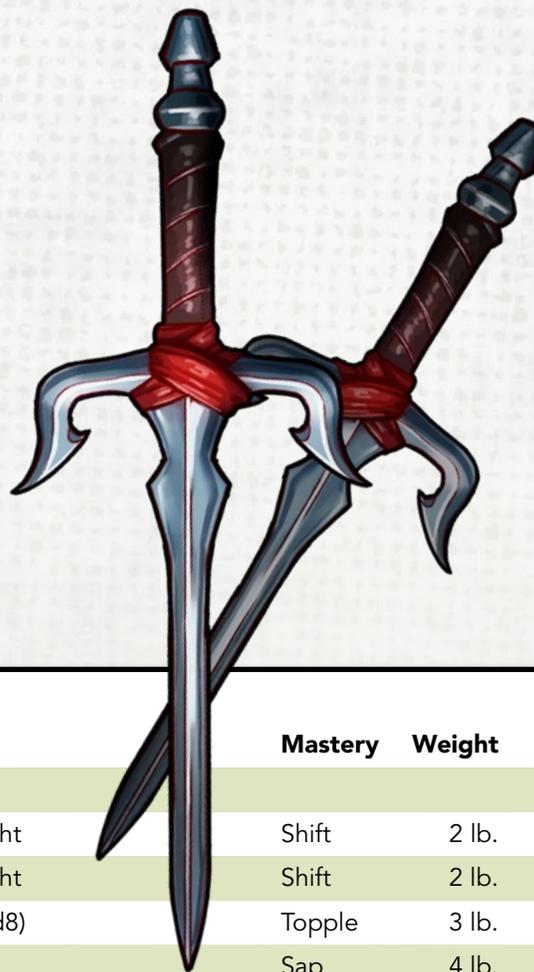
Prerequisite: Ammunition, Finesse, or Light Property

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

WEAPONS

Weapons come in an endless variety of flavors and designs, from elegant katanas to the bombastic cannons. With patience and dedication, a skilled warrior can master even the most unwieldy weapons, especially if such a weapon would give them an edge in the life or death game of combat.

This section details new weapons, their properties, and their mastery properties. Weapons are organized into those which are common to most settings and firearms which are appropriate for Renaissance-era, Industrial Age, and modern settings.



MELEE WEAPONS						
Name	Damage	Properties	Mastery	Weight	Cost	
<i>Simple Melee Weapons</i>						
Cestus	1d4 Bludgeoning	Finesse, Light	Shift	2 lb.	5 GP	
Claw Gauntlet	1d4 Slashing	Finesse, Light	Shift	2 lb.	5 GP	
Fishhook	1d6 Piercing	Versatile (1d8)	Topple	3 lb.	1 GP	
Machete	1d6 Slashing	—	Sap	4 lb.	5 SP	
Pickaxe	1d8 Piercing	Two-Handed	Slow	10 lb.	5 SP	
Punching Dagger	1d4 Piercing	Finesse, Light	Shift	2 lb.	5 GP	
Sai	1d4 Piercing	Finesse, Light	Parry	2 lb.	2 GP	
Scorpion on a Stick	1d6 Poison	—	Sap	1/2 lb.	1 SP	
Shovel	1d8 Bludgeoning	Two-Handed	Push	5 lb.	2 GP	
Tonfa	1d4 Bludgeoning	Light	Nick	1 lb.	1 SP	
<i>Martial Melee Weapons</i>						
Bastard Sword	1d8 Slashing	Versatile (1d10)	Push	8 lb.	65 GP	
Cutlass	1d8 Slashing	Finesse	Vex	2 lb.	30 GP	
Estoc	1d8 Piercing	Versatile (1d10)	Parry	3 lb.	15 GP	
Grim Scythe	1d6 Slashing	Finesse, Reach, Versatile (1d8)	Vex	6 lb.	65 GP	
Hooked Hammer	1d8 Bludgeoning	Versatile (1d10)	Topple	6 lb.	55 GP	
Katana	1d8 Slashing	Finesse, Versatile (1d10)	Vex	3 lb.	50 GP	
Khopesh	1d8 Slashing	Versatile (1d10)	Topple	4 lb.	25 GP	
Meteor Chain	1d8 Bludgeoning	Reach, Two-Handed	Topple	8 lb.	75 GP	
Naginata	1d10 Slashing	Heavy, Reach, Two-Handed	Graze	5 lb.	50 GP	
Nunchaku	1d8 Bludgeoning	Finesse	Slow	1 lb.	5 SP	
Parrying Dagger	1d6 Piercing	Finesse, Light	Parry	2 lb.	55 GP	
Scourge	1d8 Slashing	—	Sap	7 lb.	60 GP	
Spiked Chain	1d10 Piercing	Heavy, Reach, Two-Handed	Topple	15 lb.	160 GP	

RANGED WEAPONS					
Name	Damage	Properties	Mastery	Weight	Cost
<i>Simple Ranged Weapons</i>					
Boomerang	1d4 Bludgeoning	Thrown (Range 60/180)	Slow	1/4 lb.	2 GP
Throwing Dagger	1d4 Slashing	Finesse, Thrown (Range 30/120)	Vex	1 lb.	2 GP
<i>Martial Ranged Weapons</i>					
Atlatl	1d8 Piercing	Ammunition (Range 60/240; Javelin)	Slow	1 lb.	5 SP
Ballista	1d10 Piercing	Ammunition (Range 100/400; Bolt), Heavy, Mounted, Two-Handed	Mounted (1d12)	40 lb.	500 GP
Bomb	1d10 Fire	Destructible, Finesse, Thrown (Range 30/90)	Explode	1 lb.	2 GP
Edged Card	1d4 Slashing	Finesse, Light, Thrown (Range 20/60)	Nick	—	1 GP
Greatbow	1d8 Piercing	Ammunition (Range 150/600; Arrow), Heavy, Two-Handed	Tension	8 lb.	200 GP
Repeating Crossbow	1d8 Piercing	Ammunition (Range 80/320; Bolt), Heavy, Reload (4), Two-Handed	Automatic	20 lb.	75 GP
Volley Crossbow	1d10 Piercing	Ammunition (Range 20/60; Bolt), Heavy, Loading, Two-Handed	Scatter	8 lb.	115 GP

WEAPON PROPERTIES

Here are definitions of the properties in the Properties column of the weapons tables. New properties are marked with an asterisk (*).

AMMUNITION

You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from it. The type of ammunition required is specified with the weapon's range. Each attack expends one piece of ammunition. Drawing the ammunition is part of the attack (you need a free hand to load a one-handed weapon). After a fight, you can spend 1 minute to recover half the ammunition (round down) you used in the fight; the rest is lost.

DESTRUCTIBLE

After you make an attack with this weapon, it is destroyed.

FINESSE

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

FIREARM*

You don't add your ability modifier to the weapon's damage, unless otherwise stated. Firearm ammunition is destroyed upon use.

HEAVY

You have Disadvantage on attack rolls with a Heavy weapon if it's a Melee weapon and your Strength score isn't at least 13 or if it's a Ranged weapon and your Dexterity score isn't at least 13.



RENAISSANCE FIREARMS					
Name	Damage	Properties	Mastery	Weight	Cost
<i>Martial Ranged Weapons</i>					
Blunderbuss	1d12 Piercing	Ammunition (Range 20/60; Shot), Heavy, Loading, Two-Handed	Scatter	15 lb.	750 GP
Musket	1d12 Piercing	Ammunition (Range 40/120; Bullet), Loading, Two-Handed	Slow	10 lb.	500 GP
Pistol	1d10 Piercing	Ammunition (Range 30/90; Bullet), Loading	Vex	3 lb.	250 GP

INDUSTRIAL AGE FIREARMS					
Name	Damage	Properties	Mastery	Weight	Cost
<i>Simple Ranged Weapons</i>					
Double-Barrel Shotgun	2d6 Piercing	Ammunition (Range 20/60; Shell), Firearm, Recoil, Reload (2), Two-Handed	Scatter	8 lb.	175 GP
Hunting Rifle	2d6 Piercing	Ammunition (Range 80/320; Bullet), Firearm, Reload (4), Two-Handed	Sighted	8 lb.	150 GP
Parlor Gun	2d4 Piercing	Ammunition (Range 30/120; Bullet), Firearm, Light, Reload (2)	Vex	1 lb.	75 GP
Revolver	2d6 Piercing	Ammunition (Range 30/120; Bullet), Firearm, Recoil, Reload (6)	Slow	3 lb.	125 GP
<i>Martial Ranged Weapons</i>					
Cannon	2d8 Fire	Ammunition (Range 100/400; Cannonball), Firearm, Heavy, Loading, Two-Handed	Explode	225 lb.	1,500 GP
Gatling Gun	2d6 Piercing	Ammunition (Range 60/240; Bullet), Firearm, Heavy, Reload (40), Two-Handed	Automatic	125 lb.	750 GP

MODERN FIREARMS					
Name	Damage	Properties	Mastery	Weight	Cost
<i>Simple Ranged Weapons</i>					
Flare Gun	2d6 Fire	Ammunition (Range 30/120; Flare), Firearm, Loading	Slow	1 lb.	100 GP
Handgun	2d4 Piercing	Ammunition (Range 30/120; Bullet), Firearm, Light, Reload (10)	Vex	3 lb.	125 GP
<i>Martial Ranged Weapons</i>					
Assault Rifle	2d6 Piercing	Ammunition (Range 80/320; Bullet), Firearm, Reload (20), Two-Handed	Automatic	7 lb.	300 GP
Grenade Launcher	2d8 Fire	Ammunition (40/160; Grenade), Firearm, Loading, Two-Handed	Explode	10 lb.	1,000 GP
Magnum	2d8 Piercing	Ammunition (Range 30/120, Bullet), Firearm, Heavy, Recoil, Reload (6)	Slow	6 lb.	600 GP
Pump Shotgun	2d8 Piercing	Ammunition (Range 20/60, Shell), Firearm, Heavy, Recoil, Reload (8), Two-Handed	Scatter	7 lb.	550 GP
Sniper Rifle	2d8 Piercing	Ammunition (Range 100/400, Bullet), Firearm, Heavy, Loading, Two-Handed	Sighted	8 lb.	450 GP
Submachine Gun	2d4 Piercing	Ammunition (20/60; Bullet), Firearm, Light, Reload (16)	Automatic	6 lb.	250 GP

LIGHT

When you take the Attack action on your turn and attack with a Light weapon, you can make one extra attack as a Bonus Action later on the same turn. That extra attack must be made with a different Light weapon, and you don't add your ability modifier to the extra attack's damage unless that modifier is negative.

LOADING

You can fire only one piece of ammunition from a Loading weapon when you use an action, a Bonus Action, or a Reaction to fire it, regardless of the number of attacks you can normally make.

RANGE

A Range weapon 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 is 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 long range.

REACH

A Reach weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for Opportunity Attacks with it.

RECOIL*

After you make an attack with this weapon, you can't make ranged attacks beyond the weapon's normal range until the end of the current turn.

RELOAD

This weapon can be used to make a number of attacks before it must be reloaded. If you are proficient with the weapon, reloading it takes an action or a Bonus Action; otherwise, reloading it takes an action.

THROWN

If a weapon has the Thrown property, you can throw the weapon to make a ranged attack, and you can draw that weapon as part of the attack. If the weapon is a Melee weapon, use the same ability modifier for the attack and damage rolls that you use for a melee attack with that weapon.

TWO-HANDED

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

VERSATILE

A Versatile weapon can be used with one or two hands. A damage value in parentheses appears with the property. The weapon deals that damage when used with two hands to make a melee attack.

MASTERY PROPERTIES

Each weapon has a mastery property, which is usable only by a character who has a feature, such as Weapon Mastery, that unlocks the property for the character. The properties used in this book are defined below. New mastery properties are marked with an asterisk (*).

AUTOMATIC*

When you make an attack with this weapon, you can choose to make two attacks instead. These attacks are always made with Disadvantage, regardless of circumstance. You can't replace these attacks. If this weapon has the Ammunition property, these attacks use twice the normal amount of ammunition.

CLEAVE

If you hit a creature with a melee attack roll using this weapon, you can make a melee attack roll with the weapon against a second creature within 5 feet of the first that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. You can make this extra attack only once per turn.

EXPLODE*

When you take the Attack action, you can replace one of your ranged attacks with an explosion from this weapon's projectile. This explosion is a 5-foot-radius Sphere centered on a point you choose within the weapon's normal range. Each creature within the Sphere makes a Dexterity saving throw (DC 8 plus your Strength or Dexterity modifier and your Proficiency Bonus). On a failed save, a creature takes the weapon's damage, but don't add your ability modifier to that damage unless that modifier is negative. On a successful save, a creature takes half as much damage. You can create an explosion only once per turn.

GRAZE

If your attack roll with this weapon misses a creature, you can deal damage to that creature equal to the ability modifier you used to make the attack roll. This damage is the same type dealt by the weapon, and the damage can be increased only by increasing the ability modifier.

JOLT*

If you hit a creature with this weapon, the creature can't make Opportunity Attacks until the start of its next turn.

MOUNTED*

You can use a Bonus Action to mount this weapon in a fixed position until the end of your turn. While mounted, this weapon can't be moved and its damage dice increase by one step (d4 → d6 → d8 → d10 → d12, to a maximum of d12s) when the weapon is used to make a ranged attack.

NICK

When you make the extra attack of the Light property, you can make it as part of the Attack action instead of as a Bonus Action. You can make this extra attack only once per turn.

PARRY

When you hit a creature with this weapon and you aren't wielding a Shield, you gain a +2 bonus to your Armor Class until the start of your next turn. You can gain this bonus only once per turn.

PUSH

If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is Large or smaller.

SAP

If you hit a creature with this weapon, that creature has Disadvantage on its next attack roll before the start of your next turn.

SCATTER*

Being within 5 feet of an enemy doesn't impose Disadvantage on your ranged attack rolls with this weapon. This weapon's range is 20/60 if it were higher.

SHIFT*

If you hit a creature with this weapon, you can immediately move 10 feet without provoking Opportunity Attacks.

SIGHTED*

Attacking at long range with this weapon doesn't impose Disadvantage on your attack rolls. When you hit a creature with an attack using this weapon at long range, you can reroll any of the damage dice and must use the new roll.

SLOW

If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

TENSION*

When making a Ranged attack with this 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.

TOPPLE

If you hit a creature with this weapon, you can force the creature to make a Constitution saving throw (DC 8 plus the ability modifier used to make the attack roll and your Proficiency Bonus). On a failed save, the creature has the Prone condition.

VEX

If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.



PRODUCERS

GENO CALIENTE
DANA SUE CAIN
DYLAN TIMPONE
ROGER PERKEY
ILYSSA COOL
AJ BERRIOS
C SNYDER
JULIUS SCHRÖDEL
RANDOM MUFFIN
ANTONIO AFFINITO
BEN FOGLE
BILLY VOTTA
DEMOLITIONDX
DONELLOTH
MAN NOT
MKSCORPIO89
LAURA CHRISMON
TYLER KOHLMAN
CHASE HARRIS

BLAYNE WILSON
DOGAL RORN
AUSTIN KAVANAGH
SHAUN SULLIVAN
ZEKE DELEON
ANVIL
TREY STEELE
MATTHEW KRUNEK
THEPROTEANGEEK
GAYCOWBOY
JESSE SMITH
SEAN DAUGHERTY
KEVIN REYNOLDS
LIAM JONES
BILLONEEYE
JESSE ROSEN
BADCHILI
JACOB OTWELL
TREIX NYTE

LUNGFISHWARRIOR
ZEE XORN
TRIVIK
DARION NUTTER
D MIRANDA
PATRICK ROONEY
PUC THE PLAYFUL
MIKE LITKEWITSCH
GEORGE TOLLEY
MICHAEL DAVIS
KURA TENSHI
JOSEPH BLANC
PANDRIC
KAT WOHLERT
ATTACKINS
DJ
EIKE SCHULTZ
MARC-ANTOINE CÔTÉ