COMPLETE CRAFTSMAN

5E COMPATIBLE

The Definitive Inventive Crafting Class by Mage Hand Press

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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.

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Table of Contents

Chapter 1: Craftsman 1
- Creating a Craftsman 1

Class Features 2
Artisans' Guilds 5
- Arcane Maesters' Guild 5
- Armigers' Guild 6
- Bladeworkers' Guild 7
- Calibarons' Guild 7
- Clockworkers' Guild 8
- Courtiers' Guild 9
- Forgeknights' Guild 10
- Luminaries' Guild 11
- Mechanauts' Guild 12
- Scrappers' Guild 14
- Thunderlords' Guild 14
- Trappers' Guild 16
- Traps 16

Masterwork Properties 17
Weapon Properties 17
Armor Properties 24
Chapter 2: Exotic Equipment 27
Weapons 27
- Firearms and Blasters 31
- Switch Weapons 35
- Weapon Properties 36
- Special Weapons 37

Armor 38

Chapter 1: Craftsman

A burly dwarf brings her hammer down on a glowing hunk of steel, launching a shower of sparks into the air. The room resonates with the sound of metal impacting metal, while the bright, hot piece of steel in her tongs begins to take shape.

An elf threads a needle with an impossibly thin metallic wire, preparing to set the stitches into what looks to be leather armor, but made of dragon's hide. Once satisfied with the measurements, he proceeds with a flurry of dexterous needlework.

A gnome with an intricate set of goggles examines the stock for her latest work: a portable ballista. She examines the gearing and loading crank, ensures the tension on the bowstring, and scans the bolt rail for imperfections. She smiles, for she knows her work is without flaw.

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 of all types are an integral part of every culture: buildings must be erected, pots must be sent to the kiln, tools must be forged. Despite their pervasiveness, master craftsmen are still as rare as they are prized. These artisans, 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.

Creating a Craftsman

When you create your craftsman, the most important thing to consider is your crafting expertise. Though all craftsmen of adventuring stock can stitch leather armor, forge weapons, and tinker with magic items, only those who dedicate themselves to a single craft can attain legendary works. Each type of craftsman, from the practical to the wildly eccentric, have their place, but no craftsman can specialize in everything.

Moreover, few craftsmen are self-taught. Most learn the finer points of their craft under the tutelage of a master artisan (whether or not their master was a craftsman, in the conventional sense). Did you study under a master, and if so, what drove you to apprentice underneath them?

Lastly, consider how you view your work. Are you pragmatic, viewing your creations as tools to serve a purpose? Are you artistic, striving to craft pieces of unrivaled beauty and perfection? Or are you experimental, tinkering and building with wild abandon to break new ground and innovate on established norms?

Quick Build

You can make a craftsman quickly by following these suggestions. Make Strength or Dexterity your highest ability score, followed by Intelligence. Next, select Athletics and Investigation as your skills. Finally, choose a background befitting of your history of craftsmanship.

The Craftsman

Level	Proficiency Bonus	Features	Active Crafting
1st	+2	Exotic Proficiencies, Active Crafting	25 gp
2nd	+2	Masterwork (Apprentice properties), Tool Belt	25 gp
3rd	+2	Artisans' Guild	50 gp
4th	+2	Ability Score Improvement	75 gp
5th	+3	Extra Attack, Masterwork (Journeyman properties)	100 gp
6th	+3	Folded Steel	125 gp
7th	+3	Artisans' Guild feature	150 gp
8th	+3	Ability Score Improvement	175 gp
9th	+4	Eye for Quality	200 gp
10th	+4	Artisans' Guild feature	225 gp
11th	+4	Masterwork (Master properties)	250 gp
12th	+4	Ability Score Improvement	275 gp
13th	+5	Flawless Construction	300 gp
14th	+5	Artisans' Guild feature	325 gp
15th	+5	Uncanny Tool Belt	350 gp
16th	+5	Ability Score Improvement	375 gp
17th	+6	Masterwork (Legendary properties)	400 gp
18th	+6	Artisans' Guild feature	425 gp
19th	+6	Ability Score Improvement	450 gp
20th	+6	Magnum Opus	500 gp

Class Features

As a craftsman, you gain the following class features.

Hit Points

Hit Dice: 1d10 per craftsman level
Hit Points at 1st Level: 10 + your Constitution modifier
Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per craftsman level after 1st

Proficiencies

Armor: All armor, shields
Weapons: Simple weapons, martial weapons
Tools: All artisan's tools

Saving Throws: Constitution, Intelligence
Skills: Choose two from: Arcana, Athletics, History, Investigation, Medicine, Perception, and Persuasion

Craftsman's Tools

As a craftsman, you carry a set of craftsman's tools, a combined toolkit which covers a broad range of applications. You can use a set of craftsman's tools for any ability check you would make with any set of artisan's tools. A set of craftsman's tools costs 75 gp.

Equipment

You start with the following equipment, in addition to the equipment granted to you by your background:

- A set of craftman's tools
- A shield and (*a*) chain mail, (*b*) leather armor, or (*c*) scale mail
- A dagger and (*a*) a warhammer or (*b*) any simple weapon
- (*a*) a light crossbow and 20 bolts or (*b*) a shortbow and 20 arrows
- A dungeoneer's pack

Exotic Proficiencies

Starting at 1st level, you gain proficiency with exotic weapons and exotic armor, which are unconventional, yet effective items with which no other class is proficient. If a feature or effect grants proficiency with a weapon or suit of armor, it doesn't grant proficiency with exotic weapons or exotic armor, unless otherwise stated.

Active Crafting

Also at 1st level, you can craft one nonmagical item each day when you take a long rest, without losing the benefits of a long rest. You pay half the item's gold piece cost in materials, up to 25 gp. If an item costs more than 25 gp in materials, you can finish the item by working on it for multiple days, spending 25 gp each day until the item is completed.

As you gain levels in this class, your crafting speed increases, allowing you to spend more on materials for each day of crafting, as shown in the Active Crafting column of the Craftsman table.

Items you craft using this feature are worth half their gold piece cost when sold. This means that you can sell an item to refund its cost in materials, but not to make a profit.

Masterwork

At 2nd level, you begin to learn the deeper intricacies of weapon and armor craftsmanship.

Masterwork Equipment

As a craftsman, you are capable of creating weapons and armor of the utmost quality; such creations are known as masterwork items. To create a masterwork version of an item, add 50 gp to the cost in materials you pay to craft the item. Masterwork weapons you create have a +1 bonus to attack rolls. A magic weapon that adds a bonus to your attack and damage rolls doesn't add this bonus to attack rolls.

MASTERWORK PROPERTIES

Properties	Craftsman Level	Cost
Apprentice	2nd	—
Journeyman	5th	100 gp
Master	11th	250 gp
Legendary	17th	400 gp

Masterwork Properties

Masterwork weapons and armor can be modified with masterwork properties, advanced modifications that transform them into truly unique weapons and armor. Masterwork properties are separated into 4 levels: Apprentice, Journeyman, Master, and Legendary. You can apply any number of Apprentice properties to a masterwork weapon, or up to three Apprentice properties to a masterwork suit of armor. Additionally, you can apply one Journeyman, one Master, and one Legendary property to each masterwork item.

If you add a Master or Legendary property to an item, only you can use it.

Modifying Equipment

Using the Active Crafting feature, you can modify a weapon or suit of armor when you take a long rest. This allows you to do the following:

Improving Equipment. You can make any nonmagical weapon or suit of armor masterwork for a cost of 50 gp in materials.

Adding Masterwork Properties. Adding masterwork properties of Journeymen level or higher requires a cost in gold pieces and also requires you to be of a high enough level in this class, as shown in the Masterwork Properties table. When you learn a new level of materwork properties, you can apply a property from that level to a masterwork item at no cost.

Check the Weapons Exceptions sidebar in the Weapon Properties section before adding masterwork properties to a weapon.

Downtime Crafting

Any character can craft an item in their downtime, the craftsman is simply better at it. To craft an item, a character requires three things:

- **Materials.** In most cases, the raw materials for an item can be obtained for half the item's gold piece cost. This cost can fluctuate depending on the character's current circumstances, contacts, or access to materials.
- **Tools.** You must have a set of appropriate artisan's tools and proficiency in their use to craft an item. Occasionally, an item might call for an entire workshop or other special tools to be crafted.
- **Time.** The time required to craft an item is measured against its cost in materials. A character makes progress toward crafting an item equal to 5 gp for each day of downtime, completing their work when this amount exceeds the item's cost in materials. As a craftsman, you work faster than a normal character, and make progress equal to 10 gp progress each day.

You can sell any item you craft during your downtime for its total gold piece cost. As such, if you run a shop or craft items during your downtime purely to make a profit, you can make 5 gp per day, assuming you sell all of your items.

Whenever you modify the properties of a masterwork weapon, you can change its damage type to bludgeoning, piercing, or slashing damage, if its damage was already one of these types.

Removing Properties. You can remove any properties of a masterwork item, including those a weapon had when you first created it. You can't remove a property from an item that is a prerequisite for another of the item's properties. If you replace a property of Journeyman level or higher with a property of the same level over the same long rest, you can do so without an additional cost in materials.

Crafting Ability

Intelligence is the primary ability you use when crafting items. You use your Intelligence modifier when setting the saving throw DC for items that you craft.

Masterwork save DC = 8 + your proficiency bonus + your Intelligence modifier

Tool Belt

By 2nd level, you always have the right tool at hand. You can use your 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 gold piece cost can be up to 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 ability a number of times equal to your Intelligence modifier (a minimum of once), and you regain all expended uses when you finish a long rest.

Artisans' Guild

At 3rd level, you join an Artisans' Guild. Select one of the Guilds from those listed below; you gain the 3rd level feature of that guild. You gain an additional Guild feature at 7th, 10th, 14th and 18th level.

Ability Score Improvement

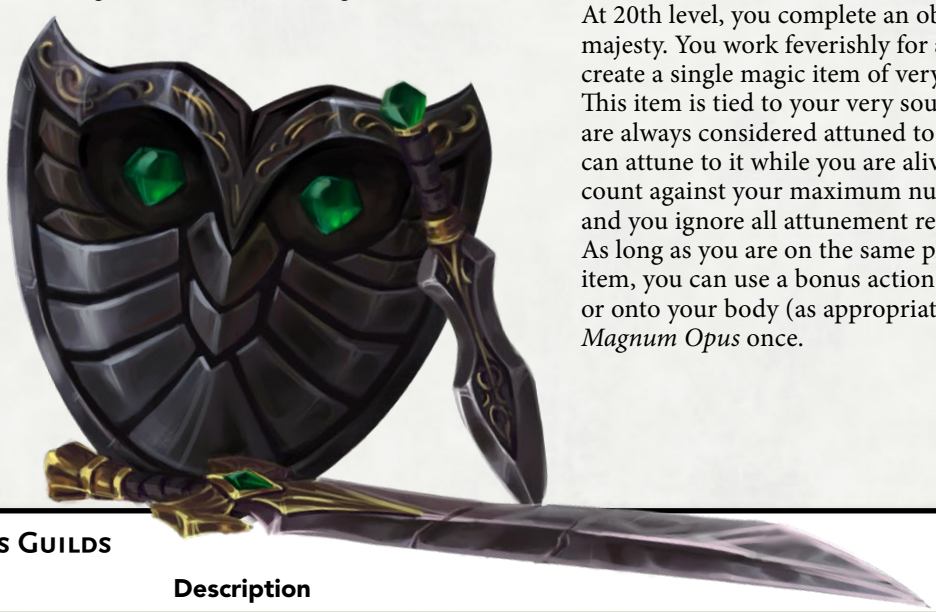
When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Folded Steel

At 6th level, you discover or create new processes for making your masterwork gear even stronger than before. Masterwork weapons crafted or modified by you count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



Eye for Quality

Starting at 9th level, you can cast the *identify* spell at will, without using a spell slot or spell components. Additionally, when you cast the spell, you also appraise the target item, learning its market value in gold pieces.

Flawless Construction

Beginning at 13th level, masterwork items you create don't rust, pit, fray at the edges, or otherwise show signs of aging. Additionally, they have resistance to all damage. Items you create can only be destroyed by effects that can destroy magic items.

Uncanny Tool Belt

By 15th level, you have a knack for finding the most useful things buried away in your cart. You can produce a single common or uncommon magic item from your tool belt. The item becomes lost in your inventory and vanishes when you finish a long rest.

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

Magnum Opus

At 20th level, you complete an object of unparalleled majesty. You work feverishly for a period of 30 days to create a single magic item of very rare or legendary rarity. This item is tied to your very soul: regardless of type, you are always considered attuned to it, and no other creature can attune to it while you are alive. This item doesn't count against your maximum number of attuned items, and you ignore all attunement requirements for the item. As long as you are on the same plane of existence as your item, you can use a bonus action to call it to your hand or onto your body (as appropriate). You can only craft a *Magnum Opus* once.

Artisan's Guilds

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 *apparatus of the crab*, 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

Artisans' Guilds

All master craftsmen learn the basics of smithing, leatherworking, woodworking, and other necessary disciplines on the path to mastery, either on their own or under tutelage of another master artisan. However, as they hone their skills, they invariably find themselves drawn to gatherings of other like-minded craftsmen. These groups, formalized as Guilds, provide a means for craftsmen to compare notes and schematics, acquire resources, and provide a means for craftsmen to ply their trade.

Arcane Maesters' Guild

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.

Magic Item Crafting

When you join this guild at 3rd level, you unlock the secrets of crafting items infused with magical energy. The Magic Item Crafting sidebar details the magic items you can create, specifies the level you must reach in this class to create each magic item, and shows the cost in materials an item will require. You can craft a magic item by spending multiple days working on it, as per the Active Crafting feature.

From among those available at 3rd level, you can craft 5 magic items. You can craft 3 from among those available at 7th, 3 from among those at 10th, and 2 from among those at 14th. In the process of creating a new magic item, you can dismantle a magic item you have created in order to build a new one from the same category.

Apprentice Property

Also at 3rd level, you learn to apply the following masterwork property to your equipment:

Enchanted

Apprentice weapon property

Components: Masterwork weapon

This weapon is interwoven with strong magical enchantments. You can use your Intelligence, instead of Strength or Dexterity, for this weapon's attack and damage rolls.

Instant Attunement

Beginning at 7th level, your experience in creating magic items allows you to quickly bond with them. You can use your action to attune to a magic item, and you can end your attunement to an item as part of the same action. You can use this ability a number of times equal to your Intelligence modifier, and you regain all expended uses when you finish a short or long rest.

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.

3rd level, 100 gp	***7th level, 250 gp***
Bag of holding	Boots of elvenkind
Decanter of endless water	Circlet of blasting
Eyes of minute seeing	Cloak of elvenkind
Folding boat	Efficient quiver
Handy haversack	Eyes of charming
Goggles of night	Pipes of haunting
Helm of comprehending languages	Portable hole
Immovable rod	Ring of jumping
Lantern of revealing	Ring of water walking
Periapt of health	Wand of magic missiles
Rope of climbing	Wind fan
Wand of secrets	
10th level, 500 gp	***14th level, 1,000 gp***
Boots of striding and springing	Belt of dwarvenkind
Eversmoking bottle	Boots of levitation
Eyes of the eagle	Boots of speed
Gloves of missile snaring	Cape of the mountebank
Hat of disguise	Cloak of the bat
Helm of telepathy	Gem of seeing
Periapt of proof against poison	Horn of blasting
Periapt of wound closure	Instant fortress
Ring of feather falling	Iron bands of binding
Ring of mind shielding	Ring of free action
Slippers of spider climbing	Ring of the ram
Winged boots	Ring of X-ray vision
	Wand of enemy detection
	Wand of fear

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 will determine 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.

Ephemeral Enchantment

Starting at 10th level, you can spend 10 minutes to lay an enchantment on a nonmagical weapon, enchanting up to 6 nonmagical weapons during a short or long rest. For the next 8 hours, each enchanted weapon counts as magical for the purpose of overcoming damage resistance and immunity to nonmagical attacks and damage.

Sever Connection

By 14th level, you can break the connection that binds you to your magic items and repurpose that magic to protect yourself. As a reaction when a creature you can see targets you with an attack, or when you make a saving throw, you can end your attunement to one magic item. Until the start of your next turn, you gain a bonus to your Armor Class and saving throws equal to your Intelligence modifier. The total number of magic items you can attune to is reduced by 1 until you finish a short or long rest.

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

Legendary Property

At 18th level, you reach the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork suit of armor:

Resonant

Legendary armor property

Components: Suit of exotic masterwork armor

By spending a short rest focusing on a magic item while wearing this armor, you can attune the item directly to the armor. You can use the magic item as though you were attuned to it while you are wearing the armor. You can attune up to two items to the armor, and can end an item's attunement to the armor by spending another short rest focused on the item.

Armigers' Guild

The 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.

Fighting Style

Beginning at 3rd level, you not only learn to forge powerful armor, but can wear it with skill. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Shining Steel

Starting at 7th level, your imposing, shining armor makes you a clear target for your foes. When you roll initiative and aren't surprised, you can challenge any number of creatures within 60 feet of you that can see you to battle. Each affected creature must succeed on a Wisdom saving throw against your Masterwork save DC or have disadvantage on any attack roll that doesn't target you on the first round of combat. A creature with an Intelligence of 3 or less automatically succeeds on this saving throw.

Armor Reinforcement

Starting at 10th level, you can spend 10 minutes to reinforce a suit of armor, or you can reinforce up to 6 suits of armor during a short or long rest. This armor retains its reinforcement until the creature wearing it is hit, after which it is no longer fortified. Reinforced armor gains one of the following properties of your choice:

Adamant. When a creature wearing this armor takes damage, it reduces the amount it takes by 1d8.

Banded. A creature wearing this armor has a +1 bonus to Armor Class.

Fortify

Starting at 14th level, as a bonus action, you can gain resistance to all damage until the end of your next turn.

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

Legendary Property

At 18th level, you reach the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork suit of armor:

Invincible

Legendary armor property

Components: Suit of exotic masterwork armor

While you are wearing this armor, bludgeoning, piercing, and slashing damage that you take from nonmagical attacks is reduced by 5.

Bladeworkers' Guild

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

Fighting Style

Starting when you choose this guild at 3rd level, you not only forge great weapons, you fight with them as well. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the Two-Handed or Versatile property for you to gain this benefit.

Hand-and-a-Half. While wielding a versatile weapon in two hands, you gain a +1 bonus to attack and damage rolls with that weapon.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

Sabotaging Strike

Beginning at 7th level, you can use your knowledge of armament construction to disarm your foes and crush their armor. Once on each of your turns, when you take the Attack action, you can replace one of your attacks with one of the following special melee attacks.

Disarm. You attempt to disarm a target within your reach. The target makes a Strength saving throw against your Masterwork save DC. On a failed save, it drops one item of your choice that it is holding or carrying. The object lands at its feet.

Sunder. You attempt to shatter the defenses of a target within your reach that is wearing armor or carrying a shield. The target must make a Dexterity saving throw against your Masterwork save DC. On a failed save, the target's armor or shield takes a permanent and cumulative −1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If a creature's armor or shield is damaged but not destroyed, it can repair it over the course of a short or long rest

Honed Weapons

Starting at 10th level, you can spend 10 minutes to fortify a weapon, or fortify up to 6 weapons during a short or long rest. This weapon retains its fortification until it hits a target, after which it is no longer fortified. A fortified weapon gains one of the following properties of your choice:

Honed. This weapon has a +2 bonus on attack rolls.

Sharpened. This weapon deals an 1d8 additional damage on a hit.

Versatile Weapon Master

By 14th level, you can wield all manner of weapons in rapid succession. Once on each of your turns when you attack with a weapon, you can gain advantage on the attack roll. You can use this ability four times: once to make a ranged weapon attack with a weapon that has the Ammunition property, once to make a melee weapon attack with a two-handed weapon, once to make a melee weapon attack with a one-handed weapon, and once to make a ranged weapon attack with a thrown weapon. Each use must be with a different weapon, and you regain each use of this ability after one minute. You can't use this ability if you have disadvantage on the attack roll, or if you can't see the target.

Legendary Property

At 18th level, you reach the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

Devastating

Legendary weapon property

Components: Masterwork exotic weapon

This weapon scores a critical hit on a roll of 18–20.

Calibarons' Guild

The Calibarons know, better than most, that gunpowder is the single greatest invention ever created by mortals. A sword may let a skilled wielder lay a giant low 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.

Fighting Style

Starting at 3rd level, you adopt a particular style of gunfighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.

Akimbo. When you engage in two-weapon fighting with firearms, you do not take a penalty to the damage of the second attack.

Bullseye. You gain a +2 bonus to ranged attack rolls you make using firearms. The weapon must have the Sighted property or have a normal range of 80 feet or longer to gain this effect. This effect does not stack with the Archery fighting style.

Duelist. While you are wielding a firearm in one hand and nothing in the other, if you make a ranged weapon attack and exceed the target's AC by 5 or more, you deal an extra die of weapon damage. You can only use this ability once per round.

Shotgunner. When you hit with a ranged weapon attack using a firearm that has the Scatter property, you can reroll the lowest damage die, and you must use the new roll, even if the new roll is lower than the original.

Apprentice Property

Starting at 7th level, you can add the following special property to your firearms:

Suppressor

Apprentice weapon property

Components: Martial or exotic masterwork ranged weapon with the Firearm property

Attacks with this weapon make only a low thud or a quiet clink, audible out to 10 feet, and release a puff of smoke to mask the light given off by the blast.

Ballistic Calibration

Starting at 10th level, you can spend 10 minutes to calibrate and reinforce a ranged weapon, or you can calibrate up to 6 ranged weapons during a short or long rest. This weapon retains its calibration until it hits a target, after which it is no longer calibrated. A calibrated ranged weapon gains one of the following properties of your choice:

Clockwork Bolter

Small Construct, Unaligned

Armor Class 14 (natural armor)
Hit Points 3 (1d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	13 (+1)	10 (+0)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/8 (25 XP)

Two-Handed. The bolter counts as having two hands with which to wield its installed weapon. The bolter can only use ranged weapons.

Actions

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Clockwork Macer

Small Construct, Unaligned

Armor Class 14 (natural armor)
Hit Points 3 (1d6)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (–1)	10 (+0)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1/8 (25 XP)

One-Handed. The macer counts as having one hand with which to wield its installed weapon. The macer can only use melee weapons.

Actions

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Ballistic. This weapon deals an extra die of damage on a hit.

Calibrated. This weapon scores a critical hit on a roll of 18–20.

Underbarrel Grenade Launcher

Beginning at 14th level, you have learned to construct the ultimate firearm attachment: an underbarrel grenade launcher. You can use your action to attach this launcher to a two-handed ranged weapon with the Firearm property or remove it from one. If the launcher is ever lost or stolen, you can construct a new one over the course of a long rest with 100 gp in materials.

You can use your action to fire the launcher at a point you can see within 60 feet of you. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw against your Masterwork save DC, taking 8d6 fire damage on a failed save, or half as much on a successful save.

Once you fire the launcher, you can't do so again until you finish a short or long rest.

Legendary Property

At 18th level, you reach the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

Burst Fire

Legendary weapon property

Components: Masterwork exotic firearm with the Automatic property

When you take the Attack action to make an attack with this firearm, you can use your bonus action to make one additional attack with it.

Clockworkers' Guild

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.

Clockwork Constructs

Starting when you join this guild at 3rd level, you assemble two mechanical servants: each of which can be a clockwork bolter and a clockwork macer.

Construct Statistics. The statistics for your clockwork bolter and clockwork macer are given in their relevant stat blocks. Additionally, your constructs add three times your level to their maximum hit points.

Customizing your Constructs. Each of your constructs comes equipped with an installed masterwork weapon, which you can modify with masterwork properties. Your constructs are always proficient with installed weapons and can use Master and Legendary masterwork properties.

Repairing your Constructs. When you take a long rest, you can repair your constructs to their hit point maximums. You are always considered to have enough scrap and material to build and repair your constructs. When you do so, you can convert a clockwork bolter into a macer, and vice-versa.

If you can't recover one of your constructs, you can build a new one for no cost when you take a long rest. The new construct is not modified with the same masterwork properties as the lost construct.

Commanding your Constructs. Your constructs act on your turn, though they don't take actions unless you command them to. While your constructs are within 500 feet of you, you can mentally command them to move to specific locations (no action required).

When you take the Attack action on your turn, you can forgo one of your attacks to command both of your constructs to attack. Your constructs use your Intelligence modifier + your proficiency bonus instead of their normal attack bonus, if it would be higher.

The connection to your constructs is taxing, and you cannot magically summon nor command any other creatures while your constructs are active.

Mechanized Arm

Starting at 7th level, you have developed a mechanized arm attached to your person which follows your telepathic commands. This arm is fully functional and can be used to hold weapons and shields (allowing you to 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.

Clockwork Attachments

Starting at 10th level, you can spend 10 minutes to fit a clockwork attachment to a suit of armor, or fit up to 6 attachments to suits of armor during a short or long rest. Each suit of armor can have only one attachment. This armor retains its attachment for 8 hours, after which the attachment breaks. Choose from among the following attachments:

Clockwork Lantern. The armor has a forward-facing lantern which sheds bright light in a 30-foot cone and dim light for an additional 30 feet wherever the wearer looks.

Motorized Sheath. The armor can launch one weapon carried in it in a fraction of a second. Drawing this weapon doesn't count against the number of objects you can interact with on your turn.

Piston Joint. One of the armor's shoulders and elbows is reinforced with a pneumatic piston, granting the wearer advantage on any Strength (Athletics) check that uses only that arm. Additionally, the wearer can hang by one hand using that arm without making an ability check.

Spring Boots. The armor has springs attached to its heels, doubling the wearer's jump distance.

Death Burst

Beginning at 14th level, you can integrate a dead man's switch into each of your constructs: a bomb which detonates when your construct is critically damaged. When a construct with the bomb drops to 0 hit points, it detonates in a 5-foot radius explosion. Each creature within the area must make a Dexterity saving throw against your Masterwork save DC or take 6d6 fire damage.

Legendary Property

At 18th level, you reach the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork suit of armor:

Overclocked

Legendary armor property

Components: Masterwork suit of armor

While wearing this armor, you can cast the spell *haste* once without using a spell slot. Once you do so, you can't do so again until you finish a short or long rest.

Courtiers' Guild

The Courtiers' Guild works less with steel and more with fabric and lace. Dressmakers, tailors, hatters, and accessorizors, 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 as a well-dressed courtier.

Flashy Accessory

Starting when you join this guild at 3rd level, you create an extravagant accessory to catch wandering eyes. You can take the Help action as a bonus action to distract a creature that can see you within 30 feet, allowing you to aid an ally in attacking it.

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

Fashionable

By 3rd level, you are always dressed to impress. You can use your action to magically change the style, color, and apparent material of clothes or armor you are wearing. These changes last until you remove the clothing or armor.

Additionally, while wearing armor you have crafted, you can use your Intelligence, instead of Charisma, for Charisma (Persuasion) checks. You also have advantage on any check you make to convince someone that you are nobility, a wealthy merchant, or another person of standing.

Rapid Suturing

By 7th level, you can stitch wounds together as neatly as fabric. As an action, you can mend the wounds of a willing creature within 5 feet of you, causing it to regain hit points equal to 1d10 + half your craftsman level, up to a maximum of the damage taken in the last minute. You can only use this ability on a creature that has taken damage within the last minute. Once a creature regains hit points in this way, it can't do so again until it finishes a short or long rest.

Tailor-Fit

Starting at 10th level, you can spend 10 minutes tailoring the clothing or armor another creature is wearing, or tailor up to 6 creatures during a short or long rest, ensuring that it is up to the highest standards of fashion. A tailored creature can add your Intelligence modifier to the next Charisma check it makes. Once it uses this ability, it can't do so again until it is tailored again.

Petticoat Plate

By 14th level, you can wear a suit of light armor underneath another set of armor. Even if you are wearing two suits of armor, you only use the statistics of the outermost suit of armor. As a bonus action, you can doff your outermost suit of armor for a quick wardrobe change.

Legendary Property

At 18th level, you reach the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

Scissor

Legendary weapon property

Components: Masterwork exotic melee weapon that deals slashing damage

When you hit a creature with this weapon, you can use one of the following abilities:

- You sever the clasp holding a necklace, periapt, or belt to the target, or cut the straps of a backpack, pouch, or sheathed weapon, causing the item to land at the target's feet.
- You slice at the straps holding up the target's armor. The target's armor takes a permanent and cumulative −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10. A creature can repair its armor over the course of a long rest.

Forgeknights' Guild

To a Forgeknight, heat is not merely integral to forging, curing, and welding gear, it is a weapon in its own right, for 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.

Portable Forge

When you join this guild at 3rd level, you construct a portable forge which allows you to heat objects you are forging without a specially constructed shop or foundry. When you gain this forge, you are assumed to have been working on it in your spare time, only bringing it to full functionality when you take this subclass. If your forge is ever lost or damaged, you can repair or replace it over the course of a long rest with 100 gp of materials.

While you are carrying your forge, you gain the following benefits:

- Weapons you wield can deal fire damage instead of their normal damage type.
- You have resistance to fire damage.
- You can cast the cantrips *mending* and *produce flame*. Intelligence is your spellcasting ability for each of these spells.

Forgefired Armory

Starting at 7th level, you can add the Explosive and Heat properties to your exotic melee weapons. You can add the Heat property to any melee weapon, even if it already has another Journeyman property. When you hit a target with an explosive melee weapon, it creates an explosion at the point of impact, as per the Explosive property, which doesn't harm you or the weapon.

Superheated Weapons

Starting at 10th level, you can plunge a number of melee weapons or pieces of ammunition into an active forge or your portable forge, heating them to white-hot temperatures. Weapons and ammunition placed in the forge must be made of metal, and remain heated for 10 minutes. You can heat one weapon or 2 pieces of ammunition in the forge as an action, or up to 10 weapons or 20 pieces of ammunition over the course of 1 minute.

The first time a heated weapon or piece of ammunition hits a target, it deals an extra 1d6 fire damage and is no longer heated.

Fire Burst

Beginning at 14th level, you can release the heat of your portable forge in a colossal burst. While holding your forge, you can cast the *fireball* spell, centered on yourself, without using a spell slot or material components, using your Masterwork save DC. You take no damage from this spell.

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

Legendary Property

At 18th level, you achieve the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork suit of armor:

Forge Plate

Legendary armor property

Components: Masterwork suit of exotic heavy armor

You build a miniature furnace into this armor, as well as layers of heat-dispersing materials. While wearing this armor, you have immunity to fire damage.

Additionally, when you take the Dash action, you can choose to cast the *wall of fire* spell without using a spell slot or spell components as part of that action. The wall appears at the end of your turn. Instead of creating a straight or ringed wall of fire, the wall follows the path along the ground over which you moved on your turn, up to a distance of 60 feet.

Once you use this property, you can't use it again until you finish a short or long rest

Luminaries' Guild

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 craftsmen can fashion this material into weapons and armor that appear in the blink of an eye.

Hardlight Projector

Starting when you join this guild at 3rd level, you learn to forge lasting equipment out of hardlight using a special device called a hardlight projector. If the projector is lost or destroyed, you can construct a new one over a long rest with 100 gp of materials.

Instead of constructing weapons or armor out of traditional materials, you can use the hardlight projector to build them out of scintillating hardlight. Such equipment weighs half as much as normal and sheds bright light in a 20-foot radius and dim light for an additional 20 feet. Additionally, you can use your bonus action to summon your hardlight weapons and armor, causing them to appear on your person, or use your bonus action to dismiss them into the projector. Only you can use your hardlight weapons.

Photonic Fortifications

At 7th level, you can use an action to raise a defense wall of hardlight. Choose a point within 15 feet of you. Starting from that point, a number of translucent panels up to your Intelligence modifier appear in unoccupied spaces, which connect to form one continuous wall. Each panel is 5 feet wide, 4 feet tall, 1/4-inch-thick, and is tall enough to provide half cover for any Medium creature behind it. Creatures can't move through the wall, though they can jump over it. The wall persists for 1 minute or until you dismiss it on your turn (no action required).

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

Honed Weapons

Starting at 10th level, you can spend 10 minutes to fortify a melee weapon with a glittering hardlight coating, or fortify up to 6 during a short or long rest. This weapon retains its fortification until it hits a target, after which it is no longer fortified. A fortified weapon gains one of the following properties of your choice:

Force Edged. This weapon deals force damage on a hit and deals an additional 1d4 damage on a hit.

Radiant Edged. This weapon's reach increases by 5 feet and it deals radiant damage on a hit.

Beam Cannon

Starting at 14th level, as an action, you can overcharge your hardlight projector to fire a beam in a 100-foot long, 5-foot wide line out from you in a direction you choose. Each creature within that area must make a Dexterity saving throw against your Masterwork save DC. A creature takes 8d6 radiant damage, or half as much on a success. The blast leaves behind a super-heated trail in the area of the line, which remains until the start of your next turn. A creature which enters the area for the first time on their turn takes 3d6 radiant damage. The beams ignite flammable objects in the area that aren't being worn or carried.

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

Legendary Property

At 18th level, you reach the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork suit of armor:

Hardlight Shell

Legendary armor property

Components: Masterwork suit of exotic armor

As a bonus action while wearing this armor, you can raise a spherical hardlight shield around yourself for a short time. You gain temporary hit points equal to twice your level, which last until the start of your next turn. Additionally, while these temporary hit points persist, spell attacks targeting you automatically miss and you have immunity to radiant damage.

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

Mechanauts' Guild

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.

Mechanaut's Apparatus

At 3rd level, you complete the frame of 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 after any beast or as a humanoid figure.

Apparatus Statistics. The statistics of your apparatus are given in the Mechanaut's Apparatus stat block. The apparatus's Armor Class is based on your Intelligence modifier and its hit points are based on your craftsman level.

Customizing the Apparatus. Your apparatus comes with two installed masterwork weapons, which you can modify with masterwork properties or replace with different weapons when you finish a long rest. Only one installed weapon can be ranged. Furthermore, you can only load or reload an installed ranged weapon by using your action while you are inside the apparatus (or two actions if the weapon has the Mounted property). Your apparatus is always proficient with its installed weapons, and can use masterwork weapons with Master and Legendary properties.

Repairing the Apparatus. When your apparatus drops to 0 hit points, it can't move or act, but can be repaired. You can spend 1 minute restoring the apparatus's ability to move at half speed, which it loses if it takes damage again before it is repaired.

You can repair your apparatus at the end of a short rest by spending your Hit Dice, causing it to regain hit points as if it had taken a short rest. When you finish a long rest, you can repair your apparatus, causing it to regain all its hit points. You are always considered to have enough materials to repair your apparatus. If your apparatus is lost, you can build a new one for 400 gp.

Entering and Exiting the Apparatus. A creature can enter or exit the apparatus by using half its movement. While within the apparatus, a creature has total cover from effects originating outside of it. Your armor properties have no effect while you are within the apparatus. Only one Medium or Small creature can be in the apparatus at a time.

Piloting the Apparatus. A creature that is inside the apparatus can pilot it; the apparatus acts on its pilot's turn. Any creature piloting the apparatus can command it to move on its turn (no action required). When you pilot the apparatus, you can use your action to command it to take the Attack, Dash, Disengage, Hide, or Use an Object action. You can also command it to use a reaction, using your own reaction to do so.

Only one creature can pilot the apparatus at a time. The pilot takes half of the amount of damage the apparatus takes.

While you are outside the apparatus, you can command the apparatus to wait or follow you. While following, it moves on its turn to remain within 30 feet of you.

Attacking with the Apparatus. The apparatus attacks with its integrated weapons as if you were wielding them, and uses your Dexterity or Intelligence modifier (your choice) for its attack and damage rolls, using the same modifier for both. When you take the Attack action, it makes the same number of attacks you normally would.

Cockpit Upgrade

At 3rd level, you can customize your apparatus by upgrading its piloting compartment. Choose one of the following upgrades:

Comfortable Amenities. The interior of the apparatus is particularly cozy, perhaps even including a warm blanket and pillow. You can sleep while within the apparatus without ill effect.

Ejector Seat. This apparatus comes equipped with an emergency ejection system, allowing for quick escape. Exiting this apparatus costs no movement.

Loudspeaker. The apparatus comes equipped with a system that magnifies your voice up to three times as loud as normal.

Mechanaut's Apparatus

Large Construct, Unaligned

Armor Class 13 + its creator's Intelligence modifier
Hit Points 30 (10 × its creator's craftsman level)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	18 (+4)	1 (–5)	3 (–4)	1 (–5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 120 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge —

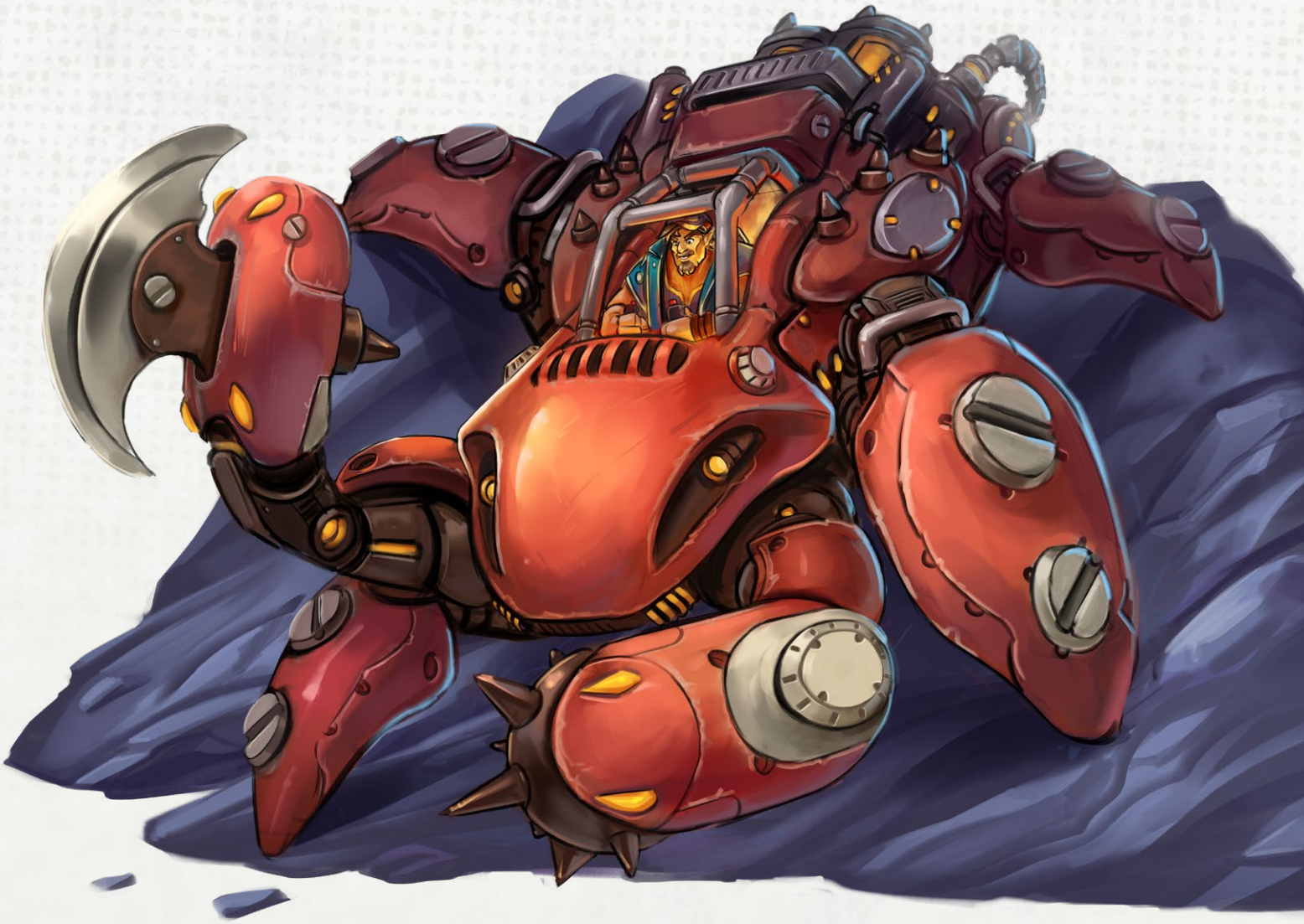
Cockpit Cover. Any creature inside the apparatus is granted total cover from outside effects, but takes half the damage taken by the apparatus.

Double Two-Handed. The apparatus has two mechanical arms, each of which can hold one installed weapon. Each mechanical arm is powerful enough to wield weapons as if with two hands. The apparatus can only use melee weapons.

Actions

Maul (right hand). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Maul (left hand). *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.



Limb Upgrade

By 7th level, you have redesigned your apparatus's legs to achieve better mobility. Choose one of the following upgrades:

Arachnotron Legs. The apparatus can move up, down, and across vertical surfaces and ceilings, and it gains a climbing speed equal to its walking speed.

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

Telescopic Frame. While no one is inside the apparatus, you can use your bonus action to command it to collapse down to Medium size or return to Large size. While collapsed in this way, the apparatus can't be entered.

Passenger Seat

Starting at 10th level, you have installed a second seat inside the cockpit, which takes an action to enter and exit. A creature can't pilot the apparatus from this seat, but it does have total cover from outside effects.

Attachment Upgrade

Beginning at 14th level, you have installed an external attachment to your apparatus. Choose one of the upgrades below. Once you use the installed upgrade, you must finish a short or long rest before you can use it again.

Ballista Cannon. As an action, you can fire the apparatus's integrated heavy ballista in a 5-foot-wide, 60-foot-long line. Each creature in the line must make a Dexterity saving throw against your Masterwork save DC, taking 5d10 piercing damage on a failed save, or half as much damage on a successful one.

Gyro Module. You can use your action to rapidly rotate your apparatus, allowing you to make a melee attack against any number of creatures within 5 feet of you, with a separate attack roll for each target. You can't move between these attacks.

Rocket Engine. You can use your bonus action to light the apparatus's installed rocket engine, propelling you up to 30 feet in a straight line in any direction you choose. If you make a melee attack immediately after this movement, the attack is made with advantage. On a hit, this attack knocks the target prone or pushes it up to 10 feet away from you (your choice).

Legendary Property

At 18th level, you reach the peak of your craft You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

Pneumatic

Legendary weapon property

Components: Masterwork exotic melee weapon

If this weapon is installed in a mechanaut's apparatus and it deals more than one die of damage on a hit, whenever you roll damage, you can maximize one of the weapon's damage dice instead of rolling it.

Scrappers' Guild

Most craftsmen do their best work in precisely arranged workshops, with exact components, plenty of tools and space, and all the best materials. You, however, have learned to be far more pragmatic and flexible with your choices for tools, materials, and workspace, allowing you to forge deadly gear out of little more than a box of scraps and a roll of vent tape.

Makeshift Brawler

Starting when you choose this guild at 3rd level, you gain proficiency with improvised weapons.

Scrap Smithing

At 3rd level, you learn how to craft magnificent gear under less than ideal conditions and with less than ideal materials. You can craft scrap weapons, armor, and shields, which function identically to normal items, with the following exceptions:

- You can make a number of scrap items equal to your proficiency bonus when you take a long rest, as per the Active Crafting feature. Your scrap items are masterwork and you can apply masterwork properties to them.
- Regardless of properties, your scrap weapons cost nothing in materials and require no tools to make.
- Scrap items break after 24 hours.
- Scrap items fall apart more easily. When you attack with a scrap weapon and roll a 1 on the d20, the weapon breaks and is no longer functional. Likewise, if you suffer the effects of a critical hit while wearing scrap armor or holding a scrap shield, roll a Dexterity saving throw for each piece of gear, with a DC equal to 10 or half the damage dealt, whichever is higher; on a failure, that armor or shield breaks and is no longer considered functional.

Quality Junk

Starting at 7th level, you find treasure where others see only trash. When you make a Charisma (Persuasion) check to buy or sell scrap or salvage, you can use your Intelligence modifier instead of your Charisma modifier, and you add double your proficiency bonus to the check.

Additionally, you can cobble together tools and other equipment much more efficiently out of scrap. You regain expended uses of your Tool Belt ability following a short or long rest.

Scrapper's "Improvement"

Starting at 10th level, you can spend 10 minutes to fortify a scrap weapon, or fortify up to 6 scrap weapons during a short or long rest, each of which gains the following property:

Unstable. This weapon deals an additional die of damage. On a hit, this weapon breaks and can't be repaired.

Impromptu Repair

Starting at 14th level, you learn to make surprisingly effective repairs using scrap or junk. So long as you have a suitable amount of raw material (metal, wood, stone, etc.) and a bonding agent (nails, rivets, *sovereign glue*, copious amounts of tape, etc.), you can use your action to repair a nonmagical object or construct. A repaired object is restored to full functionality and also regains hit points equal to your craftsman level + your Intelligence modifier.

A destroyed or dead construct can be restored to functionality by using this ability, as long as no more than 1 minute has passed since the construct was destroyed. You can use this ability a number of times equal to your Intelligence modifier and regain all uses of this ability when you finish a long rest.

Legendary Property

At 18th level, you reach the peak of your craft You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

Quick Configuration

Legendary weapon property

Components: Masterwork weapon

When you apply this property to a weapon, select any other masterwork property of Master level or lower that the item doesn't already have. The item gains that property as a bonus property, even if it already had another property of the same level. You can use your action to replace this bonus property with another property of Master level or lower that the item doesn't already have. The item must always meet the prerequisites for its bonus property.

Thunderlords' Guild

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

Power Cell

Starting when you join this guild at 3rd level, you construct a lightning-generating power cell, which comes connected to a set of conduit gauntlets. When you gain these items, you are assumed to have been working on them in your spare time, only bringing them to full functionality when you choose this subclass. If these pieces of equipment are lost or damaged, you can replace them over the course of a long rest with 100 gp worth of materials.

Charge Points. Your power cell gives you a number of charge points, which represent the electrical energy stored within your power cell. Your maximum number of charge points is equal to half your craftsman level, rounded up. You can spend these points to generate various electrical effects through your power cell. You regain all expended charge points when you finish a short or long rest.

Using Charge Points. Once per turn when you hit a creature with an attack that deals lightning damage, you can spend 1 or more charge points, up to a maximum number equal to your proficiency bonus, to enhance the power of the attack. When you do so, choose one of the following effects:

Arc. Lightning arcs to nearby targets. Choose a number of creatures equal to the number of charge points you spend that are within 15 feet of the target of your attack. Each of the chosen creatures must make a Dexterity saving throw against your Masterwork save DC. On a failed save, a creature takes lightning damage equal to 1d6 + your Intelligence modifier.

Discharge. The creature you hit takes an extra 1d6 lightning damage for each charge point you spend.

Jolt. The creature you hit can't take reactions until the start of your next turn.

Shock

At 3rd level, while you are carrying your power cell and it has at least 1 unspent charge point, you gain the following benefits:

- Weapons you wield can deal lightning damage instead of their normal damage type.
- You know the *shocking grasp* and *spare the dying* cantrips. Intelligence is your spellcasting ability for these spells.

Lightning Rod

Starting at 7th level, while you're carrying your power cell, you have resistance to lightning damage. Additionally, whenever you take lightning damage from a hostile creature while wearing your gauntlets, you can regain 2 expended charge points as a reaction.

Static Charge

Starting at 10th level, you can spend 10 minutes to store an electric charge in a weapon or suit of armor, or you can store an electric charge in up to 6 different weapons or suits of armor during a short or long rest. Unexpended charges dissipate after 1 hour. A charged weapon or suit of armor gains the following appropriate property:

Charged Armor. When you take damage from a melee attack, you can use your reaction to expend the charge, dealing 1d8 lightning damage to the creature that hit you.

Charged Weapon. When you hit a creature with an attack using this weapon, you can expend the charge to deal an extra 1d6 lightning damage to the target.

High Voltage

Starting at 14th level, while carrying your power cell, you can spend 5 charge points to cast the *lightning bolt* spell without using a spell slot or material components. This spell uses your Masterwork save DC.

Legendary Property

At 18th level, you reach the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

Electroshock

Legendary weapon property

Components: Masterwork exotic weapon

When you hit a creature with this weapon, you can expend the weapon's built-in power cell to shock the target. The target must succeed on a Constitution saving throw against your Masterwork save DC or become stunned until the end of your next turn.

Once you use this property, you can't use it again with this weapon until you finish a short or long rest.

Trappers' Guild

Craftsmen are no strangers to turrets, bombs, and clockwork mechanisms, but the craftsmen 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.

Danger Sense

Starting when you join this guild at 3rd level, your experience with traps gives you an edge when escaping danger. You have advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Traps

You are an expert in designing ingenious and lethal traps. Starting at 3rd level, you can craft traps designed for quick deployment, which are detailed in the Traps section below.

When you take the Attack action, you can forgo one or more of your attacks to deploy a trap. You can deploy a number of traps equal to your Intelligence modifier (minimum of 1), and you regain all expended deployments when you finish a short or long rest. You can use an action to disarm and recover one of your traps that hasn't been triggered, which also restores one use of your trap deployments.

Booby Trap

Starting at 7th level, you can take 1 minute to conceal one of your traps from an unsuspecting target. A creature can detect a concealed trap by using its action to make an Intelligence (Investigation) or Wisdom (Perception) check against your Masterwork save DC, or by having a passive Perception score higher than that DC. The next time this trap activates before being disarmed, it deals twice as many damage dice.

Ambush Modification

Starting at 10th level, you can spend 10 minutes to modify a ranged weapon, or you can modify up to 6 ranged weapons during a short or long rest, each of which gains the following property:

Hair-Trigger. This weapon has advantage on the first attack it makes using the Ready action.

Rapid Setup

At 14th level, as an action, you can deploy up to four traps.

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

Legendary Property

At 18th level, you reach the peak of your craft. You learn the following Legendary masterwork property, which you can immediately apply to a masterwork weapon:

Net

Legendary weapon property

Components: Masterwork exotic ranged weapon that doesn't have the Firearm property

When you hit a Large or smaller creature with this weapon's projectile, it also deploys a net that automatically hits the creature.

Traps

Craftsmen of the Trappers' Guild can build the following traps:

Ballista Trap

You load this compact, ballista-like device 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 5-foot-wide, 30-foot-long line extending from the front of the trap. When it triggers, the ballista fires automatically, making a ranged attack against the creature.

This attack roll uses your Intelligence modifier and proficiency bonus. On a hit, the target takes 2d8 piercing damage.

Man-Trap

You affix this oversized hunting trap to the ground in an unoccupied 5-foot-square area within 5 feet of you. When a Small or larger creature moves within the trap's area, the trap clamps down on the creature. The creature must make a Dexterity saving throw against your Masterwork save DC. On a failed save, the creature takes 2d8 slashing damage, and if it is Large or smaller, it becomes trapped, making it unable to move. On a successful save, the creature takes half as much damage and isn't trapped. The trapped creature or another creature within 5 feet of it can use its action to make a Strength check against your Masterwork save DC, freein the trapped creature on a success. A Huge or larger creature that failed its saving throw rips the trap from its mounting the next time it moves.

Razor Wire

You deploy a tangle of razor-sharp wire in up to four unoccupied, contiguous, 5-foot-square areas you choose within 10 feet of you. Each of these areas becomes difficult terrain. When a creature moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels. Once deployed, the razor wire can't be recovered.

Trigger Bomb

You toss this explosive device into an unoccupied space within 30 feet of you. As a reaction when a creature you can see or hear moves within 5 feet of the bomb, you can press the detonator, causing the bomb to explode. Each creature within 5 feet of the bomb must make a Dexterity saving throw against your Masterwork save DC, taking 2d6 fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in the area that aren't being worn or carried.

Masterwork Properties

Masterwork properties can be applied to any masterwork weapon or suit of armor, provided you can spare the time and gold cost required to apply it. Each property entry details the property's level and the type of equipment it can be applied to.

Unless otherwise noted, a piece of gear can't have the same property more than once; for example, you can't apply the Heavy property to a greatsword, or the Martial property to a longbow.

Damage Steps

If a masterwork property increases or decreases a weapon's damage, it is moved up and down one step on the following scale, down to a minimum of 1d4:

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 firearm), the scale is instead:

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

Variant Damage Dice

With the GM's permission, you can exchange your exotic weapon's damage dice for an equivalent variant. Sets of dice are equivalent when the sum of the largest numbers of each set of dice are equal. For example, you can replace a weapon that deals 1d8 with 2d4 or a weapon that deals 2d12 with 4d6 or 3d8.

Weapon Properties

The following masterwork weapon properties are organized by crafting level. If a masterwork property adds a weapon property which is new to this class, it includes that property in its description.

Generally, Apprentice properties can be used to fashion nearly any type of simple, martial, or exotic weapon, though some weapons might require one Journeyman property as well. Master and Legendary properties, by contrast, are used almost exclusively by master craftsmen on their personal equipment.

Masterwork properties applied to ranged weapons apply their effects to their ammunition, if applicable.

Apprentice Weapon Properties

You can apply any number of Apprentice properties to a masterwork weapon.

Aerodynamic

Apprentice weapon property

Components: Masterwork weapon with the Thrown property

This weapon's normal range increases by 40 feet and its long range increases accordingly (see the "Changing Weapon Ranges" sidebar).

Automatic

Apprentice weapon property

Components: Masterwork ranged weapon with the Reload property

This weapon gains the Automatic property and its damage decreases by one step. The weapon's normal range decreases by 20 feet and its long range decreases accordingly.

Automatic. When you make an attack with this weapon on your turn, you can choose to make two attacks instead. These attacks are always made with disadvantage, regardless of circumstance. These attacks use twice the normal amount of ammunition.

Balanced

Apprentice weapon property

Components: Masterwork exotic weapon with the Heavy property

Small creatures wielding this weapon don't have disadvantage on attack rolls with it as a result of its Heavy property.

Collapsible

Apprentice property

Components: Masterwork exotic weapon

This weapon folds down to half its size when not in use.

Concealable

Apprentice weapon property

Components: Masterwork weapon with the Light property

This weapon gains the Concealable property.

Concealable. While stowed, you have advantage on Dexterity (Stealth) checks made to conceal this weapon.

Elegant

Apprentice weapon property

Components: Masterwork exotic melee weapon with the Light property or a masterwork exotic ranged weapon with the Light and Thrown properties

This weapon gains the Elegant property and its damage die increases by one step.

Elegant. This weapon requires exceptional skill to use. You must have a Dexterity score of 16 or higher to wield an elegant weapon.

Exotic

Apprentice weapon property

Components: Masterwork martial weapon

This weapon becomes an exotic weapon and its damage die increases by one step.

No class, other than the craftsman, gains proficiency with exotic weapons.

Extended Magazine

Apprentice weapon property

Components: Masterwork martial or exotic weapon with the Reload property

The Reload capacity of this weapon is doubled.

Finesse

Apprentice weapon property

Components: Masterwork melee weapon that doesn't have the Two-Handed property or a masterwork ranged weapon that has the Thrown property

This weapon gains the Finesse property.

Firearm

Apprentice weapon property

Components: Masterwork ranged weapon with the Loading or Reload property that doesn't have the Tension property

This weapon becomes a firearm and gains the Firearm property. Its damage die increases by four steps and moves to two damage dice, if possible.

Firearm. You don't add your ability modifier to this weapon's damage rolls. Firearm ammunition can't be recovered once used.

Fist

Apprentice weapon property

Components: Masterwork melee weapon with the Light property

This weapon gains the Fist property.

Fist. Attacks made with this weapon are treated as unarmed strikes.

Foregrip

Apprentice weapon property

Components: Masterwork ranged weapon with the Ammunition property that doesn't have the Two-Handed property

This weapon gains the Foregrip property.

Foregrip. This weapon can be used with one or two hands. If used in two hands, its normal range increases by 50 feet and its long range increases accordingly.

Heavy

Apprentice weapon property

Components: Masterwork martial or exotic weapon with the Two-Handed property that doesn't have the Double property

This weapon gains the Heavy property. If it is a melee weapon, its damage die increases by one step.

If it is ranged, its normal range increases by 20 feet and its long range increases accordingly.

Light

Apprentice weapon property

Components: Masterwork weapon that doesn't have the Two-Handed or Versatile properties

This weapon gains the Light property, and its damage die decreases by one step.

Loading

Apprentice weapon property

Components: Masterwork ranged weapon with the Ammunition property that doesn't have the Reload property

This weapon gains the Loading property, and its damage die increases by one step.

Martial

Apprentice weapon property

Components: Masterwork simple weapon

This weapon becomes a martial weapon, and its damage die increases by one step.

Nonlethal

Apprentice property

Components: Masterwork martial or exotic ranged weapon

This weapon gains the Nonlethal property.

Nonlethal. When you reduce a creature to 0 hit points using this weapon, you can choose to knock the creature out, rendering it unconscious, rather than deal a killing blow.

Parrying

Apprentice weapon property

Components: Masterwork exotic melee weapon with the Finesse or Light property

This weapon gains the Parrying property and its damage die decreases by one step.

Parrying. While wielding this weapon and not wielding a shield, you gain a +1 bonus to your AC against melee attacks.

Reach

Apprentice weapon property

Components: Masterwork martial or exotic melee weapon with the Finesse or Two-Handed property

This weapon gains the Reach property, and its damage die decreases by one step.

Reload

Apprentice weapon property

Components: Masterwork ranged weapon with the Ammunition property that doesn't have the Loading property

This weapon gains the Reload (5) property. If you apply the Reload property to a martial or exotic weapon with the Mounted property, you can choose to give it the Reload (1, 2 actions) property, and increase its damage by three steps.

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 a bonus action; otherwise, reloading it takes an action. Some weapons require an action or longer to reload, even if you have proficiency, which is specified in the Reload property. If reloading a weapon requires longer than one action, the weapon can't be used to make attacks until reloading is finished.

Returning

Apprentice weapon property

Components: Masterwork martial or exotic weapon with the Light and Thrown properties

This weapon gains the Returning property.

Returning. After being thrown, this weapon returns to your hand at the end of your turn.

Scatter

Apprentice weapon property

Components: Masterwork ranged weapon with the Ammunition and Two-Handed properties that doesn't have the Sighted property

This weapon gains the Scatter property and its damage die decreases by one step. The weapon's damage die increases by two steps when an attack with it is made against a target within half of its normal range.

The weapon's long range becomes three times the weapon's normal range. The weapon's normal range decreases by 70 feet and its long range decreases accordingly.

Scatter. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

Sighted

Apprentice weapon property

Components: Masterwork martial or exotic ranged weapon with the Ammunition property that doesn't have the Scatter property

This weapon gains the Sighted property. Additionally, its normal range increases by 50 feet and its long range increases accordingly.

Sighted. This weapon has disadvantage on attack rolls made against targets within 20 feet of you.

Superheavy

Apprentice weapon property

Components: Masterwork exotic melee weapon with the Heavy property

This weapon gains the Superheavy property and its damage die increases by one step.

Superheavy. This weapon is unusually large for its type. You must have a Strength score of 16 or higher to wield a superheavy weapon.

Blaster

In high-tech settings, such as the *Dark Matter* campaign setting, many weapons release blasts of energy instead of conventional projectiles. The Blaster property replaces the Firearm property in such settings. All rules that apply to firearms apply to blasters as well.

For the purpose of applying masterwork properties, blasters count as ranged weapons with the Ammunition and Reload properties. You can also apply the Overheat and Variable properties listed below to blasters.

Blaster

Apprentice weapon property

Components: Masterwork ranged weapon with the Loading or Reload property that doesn't have the Tension property

This weapon loses the Ammunition, Loading, and Reload properties, as well as any damage die increases associated with those properties. It gains the Blaster property and deals radiant damage instead of its normal damage type. If this weapon wasn't previously a firearm, its damage die increases by four steps and moves to two damage dice, if possible. The weapon's normal range increases by 20 feet and its long range increases accordingly.

Blaster. A weapon with the Blaster property is a ranged weapon that requires no ammunition. Blasters are considered firearms for the purpose of class features and abilities. Like firearms, you don't add your ability score modifier to blasters' damage rolls.

Variable

Apprentice weapon property

Components: Masterwork exotic ranged weapon with the Blaster property

This weapon has a variable power cell. As a bonus action, you can change the damage type of the blaster to cold, fire, lightning, radiant, thunder, or back to its normal damage type.

Overheat

Journeyman weapon property

Components: Masterwork martial or exotic weapon with the Blaster and Heavy properties

This weapon gains the Overheat property and its damage die increases by two steps.

Overheat. Once you make an attack with this weapon, it can't be used again to make an attack until the end of your next turn.

Switch

Apprentice weapon property

Components: Two masterwork exotic weapons

This weapon gains the Switch property and its damage die decreases by one step. You can integrate two weapons together with the Switch property, forming a single unit in which each weapon is one of the unit's two forms. You can choose to use two identical weapons with the Light property for one of the weapon's forms.

Switch. This weapon has two forms. You can swap between which weapon is being used at any time, even between attacks.

Thrown

Apprentice weapon property

Components: Masterwork melee weapon that doesn't have the Two-Handed property

This weapon gains the Thrown property with a normal range of 20 feet and a long range of 60 feet.

Trip

Apprentice weapon property

Components: Masterwork martial or exotic melee weapon

This weapon gains the Trip property.

Trip. You can make a shove attempt against any creature within this weapon's reach. Furthermore, you have advantage on ability checks you make to shove a creature using this weapon.

Two-Handed

Apprentice weapon property

Components: Masterwork weapon that doesn't have the Finesse, Foregrip, Light, Thrown, or Versatile properties

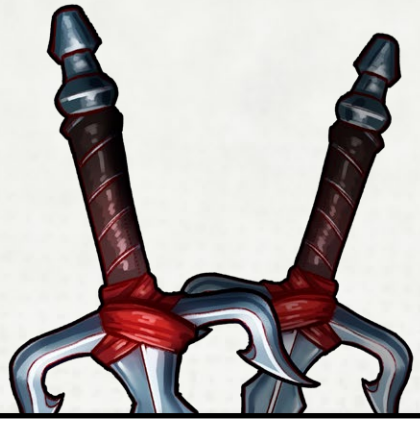
This weapon gains the Two-Handed property and its damage die increases by one step. Additionally, if it is a ranged weapon, its normal range increases by 50 feet and its long range increases accordingly.

Versatile

Apprentice weapon property

Components: Masterwork melee weapon that doesn't have the Light or Two-Handed properties

This weapon gains the Versatile property. While being wielded in two hands, its damage die increases by one step.



Modified Weapon Proficiencies

Once you modify a weapon's properties, it may no longer resemble its original function or profile. If a character has proficiency with a specific weapon (as opposed to a category of weapons, such as simple or martial) the GM decides whether the character also has proficiency with a modified version of that weapon.

Journeyman Weapon Properties

You can apply only one Journeyman property to a weapon at a time. You can't apply a Journeyman property to a weapon that already has one..

Brutal

Journeyman property

Components: Masterwork exotic weapon

This weapon gains the Brutal property.

Brutal. This weapon deals two additional dice of damage on a critical hit.

Counterweighted

Journeyman weapon property

Components: Masterwork exotic weapon with the Two-Handed property

You can wield this weapon in one hand, as long as you don't have a weapon in your other hand.

Double

Journeyman weapon property

Components: Masterwork exotic melee weapon that doesn't have the Heavy property

This weapon gains the Double property and its damage die decreases by one step.

Double. This weapon has two damage-dealing ends. When you use the Attack action and make an attack with this weapon, you can use your bonus action to make an additional attack with it; you don't add your ability modifier to the damage roll of this additional attack.

Explosive

Journeyman weapon property

Components: Masterwork martial or exotic ranged weapon

This weapon gains the Explosive property and its damage die decreases by one step. If this weapon dealt bludgeoning, piercing, or slashing damage, its deals fire damage instead.

Explosive. When this weapon's projectile hits a target, it explodes in a 15-foot diameter sphere. The projectile can target an unoccupied space within its range. Each creature other than the target within the blast radius (for a Medium or smaller target, each creature within 5 feet of it) must make a Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Heat

Journeyman weapon property

Components: Masterwork martial or exotic ranged weapon with the Firearm property

This weapon gains the Heat property and its damage die increases by one step.

Heat. This weapon gains a heat point whenever an attack is made with it and loses one heat point whenever you begin your turn. If the weapon gains 3 heat points, it overheats and loses all heat points. An overheated weapon can't be used to make an attack again until the end of your next turn.

Magical

Journeyman weapon property

Components: Masterwork exotic weapon

This weapon becomes magical and gains a +1 bonus to its attack and damage rolls. This benefit stacks if you apply the Magical property at different levels.

Massive

Journeyman weapon property

Components: Masterwork exotic melee weapon with the Superheavy property

This weapon gains the Massive property and its damage die increases by two steps.

Massive. You can only make an attack with this weapon when you take the Attack action, and only as the first attack you make on your turn. Once you make an attack with this weapon, you can't make any attacks until the start of your next turn. If you would be able to attack more than once when you take the Attack action on your turn, you deal an extra two dice of damage for each attack you forgo when using this weapon.

Mounted

Journeyman weapon property

Components: Masterwork martial or exotic ranged weapon with the Heavy property

This weapon gains the Mounted property and its damage die increases by two steps.

Mounted. This weapon is normally used while attached to a tripod, vehicle, or other bracing mount. You can mount or unmount this weapon as an action. While it is mounted, it can't be moved. It can only be used to make an attack while unmounted if held by a Medium or larger creature with a Strength score of at least 15.

Precision

Journeyman weapon property

Components: Masterwork exotic melee weapon with the Elegant property

This weapon gains the Precision property.

Precision. Once per turn, you can deal an extra 1d6 damage to one creature you hit with this weapon if you have advantage on the attack roll.

Rocket

Journeyman weapon property

Components: Masterwork exotic weapon

This weapon gains the Rocket property and its damage die decreases by one step.

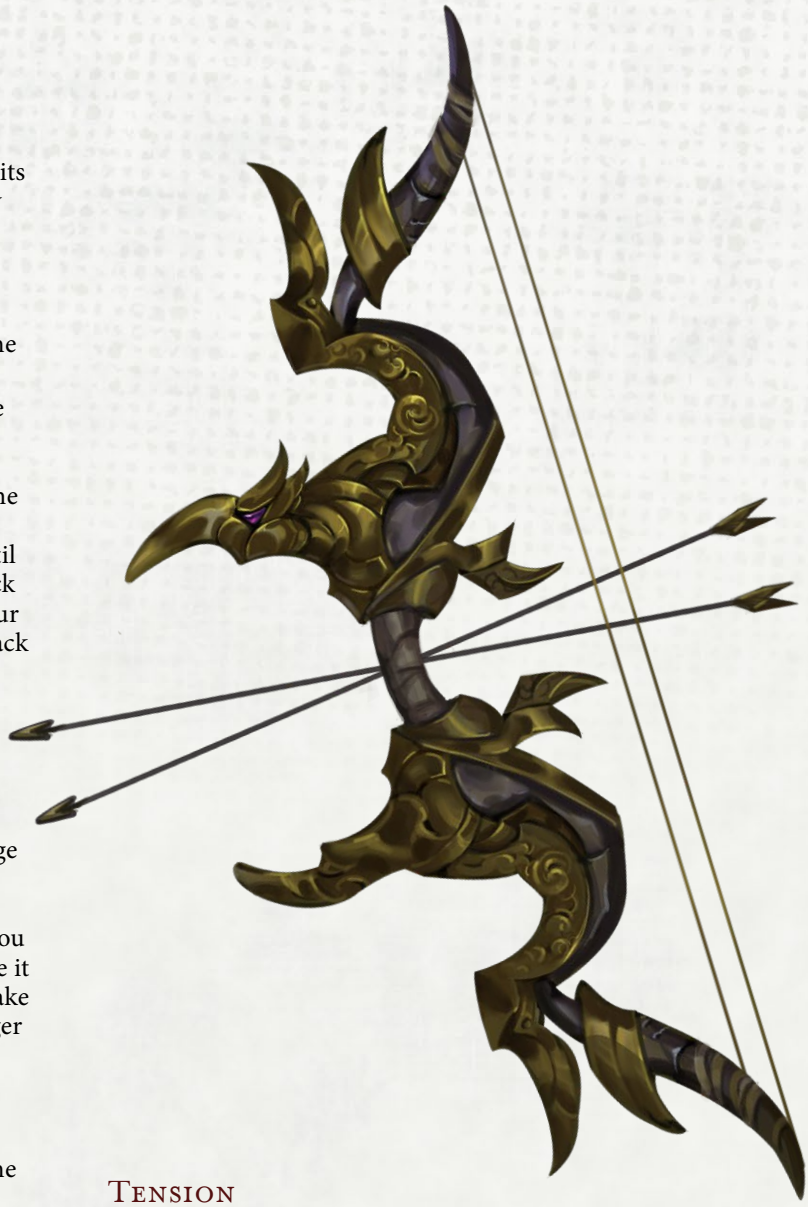
Rocket. This weapon has a small propulsive engine attached to it or its projectiles. Once per turn, when you hit a creature with this weapon, you can deal an extra 1d4 damage to the target.

Sniper

Journeyman weapon property

Components: Masterwork exotic ranged weapon with the Ammunition property that doesn't have the Scatter property

This weapon's long range becomes eight times the weapon's normal range.



Tension

Journeyman property

Components: Masterwork exotic ranged weapon that doesn't have the Firearm property

This weapon gains the Tension property.

Tension. When making a ranged weapon attack with a tension 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.

Twinshot

Journeyman weapon property

Components: Masterwork exotic ranged weapon

This weapon gains the Twinshot property.

Twinshot. Once on each of your turns when you make an attack with this weapon, you can make another attack with it against a different creature that is within 5 feet of the original target and within range of this weapon.

Master Weapon Properties

You can apply only one Master property to a weapon at a time.

Adamantine

Master weapon property

Components: Masterwork exotic melee weapon with the Heavy or Versatile property

This weapon's damage die increases by two steps, and it deals double damage to objects and structures.

Blessed

Master weapon property

Components: Masterwork exotic weapon

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

Earthshatter

Master weapon property

Components: Masterwork exotic weapon with the Massive property

This weapon's damage die increases by two steps. On a hit with this weapon, the target must make a Strength saving throw. On a failed save, the target is knocked prone or pushed 10 feet away from you (your choice).

Elemental

Master weapon property

Components: Masterwork exotic weapon

When you apply this property, choose acid, cold, fire, lightning, or thunder damage. This weapon deals an extra 1d6 damage of the chosen type on a hit.

Keen

Master weapon property

Components: Masterwork exotic melee weapon with the Finesse or Versatile property

This weapon scores a critical hit on a roll of 19 or 20.

Magical

Master weapon property

Components: Masterwork exotic weapon

This weapon becomes magical and gains a +1 bonus to its attack and damage rolls. This benefit stacks if you apply the Magical property at different levels.

Changing Weapon Ranges

A ranged weapon's long range is either three times its normal range or four times its normal range, depending on the type of projectile it fires. When a masterwork property changes a weapon's normal range, change the long range by three or four times the amount, as appropriate to the weapon.

You can't apply a weapon property if it would reduce a ranged weapon's normal range to 0 feet, and you can't remove the Ammunition or Thrown property of a ranged weapon.

Mithral

Master weapon property

Components: Masterwork exotic melee weapon with the Finesse property

This weapon's damage die increases by two steps, and its weight is halved.

Serrated

Master weapon property

Components: Masterwork exotic weapon that deals slashing damage

When a creature takes damage from serrated weapons twice or more in a single turn, it takes an extra 1d8 slashing damage.

Slaying

Master weapon property

Components: Masterwork exotic weapon

When you apply this property, choose one creature type other than Humanoids. This weapon deals an extra 1d12 damage to creatures of the chosen type.

Vampiric

Master weapon property

Components: Masterwork exotic weapon

This weapon deals an extra 1d4 necrotic damage on a hit. When you hit a hostile creature with this weapon, you regain hit points equal to the extra necrotic damage dealt by this property.

Venom

Master weapon property

Components: Masterwork exotic weapon

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

Legendary Weapon Properties

You can apply only one Legendary property to a weapon at a time.

Crushing

Legendary weapon property

Components: Masterwork exotic weapon that deals bludgeoning damage

When you hit a creature that has natural armor or is wearing armor, the target takes a cumulative –1 penalty to the AC its armor offers. Armor reduced to an AC of 10 in this way is destroyed. A creature can repair its armor or heal the damage dealt to its natural armor over the course of a long rest.

Deadly

Legendary weapon property

Components: Masterwork exotic ranged weapon with the Firearm property

When you make an attack with this weapon as part of an action, you can add your ability modifier to its attack and damage rolls, instead of just to its attack rolls.

Magical

Legendary weapon property

Components: Masterwork exotic weapon

This weapon becomes magical and gains a +1 bonus to its attack and damage rolls. This benefit stacks if you apply the Magical property at different levels.

Penetrating

Legendary weapon property

Components: Masterwork exotic weapon with the Ammunition or Thrown property that deals piercing damage

This weapon pierces through its targets. When you make a ranged attack with this weapon and do not have disadvantage, you can target all creatures in a straight line within this weapon's normal range. You don't make an attack roll for this attack. Instead, each creature in the line must succeed on a Dexterity saving throw or take damage as if it were hit by the weapon.

Seeking

Legendary weapon property

Components: Masterwork exotic ranged weapon

When you make an attack roll that doesn't have disadvantage with this weapon and miss, you instead hit the target and deal 5 damage of the weapon's type. This damage can't be increased in any way, and no other effects can be applied to the hit.

Threatening

Legendary weapon property

Components: Masterwork exotic melee weapon

When a creature provokes an opportunity attack from you while you are holding this weapon, you can use this weapon to make an opportunity attack against that creature without using your reaction.

Vorpal

Legendary weapon property

Components: Masterwork exotic weapon that deals slashing damage

When you make an attack against a creature with this weapon and score a critical hit, that target takes an extra 4d8 slashing damage. Then roll another d20. If you roll a 20 on the second roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Whirlwind

Legendary weapon property

Components: Masterwork exotic melee weapon with the Elegant property

When you engage in two-weapon fighting using two weapons with this property, you can make a bonus attack against any number of creatures within 5 feet of you, with a separate attack roll against each target. You can't move between these bonus attacks.

Weapon Exceptions

Some weapons, in the name of verisimilitude, have unusual balancing that makes them slightly stronger or weaker compared to weapons a craftsman might usually craft. If you modify one of these weapons as a craftsman, first remove any of the weapon's Special properties, then check following rules:

Arc Baton, Catchpole, Trident. Increase the weapon's damage to 1d8.

Assault Rifle. Increase the weapon's damage to 2d6 + 1 and decrease its reload to 10.

Avia-Ra Sunstaff, Chained Anchor, Hunting Rifle. Increase the weapon's damage to 2d6 + 1.

Bayonet, Photonic Lash, Whip. Increase the weapon's damage to 1d6.

Blitz Cannon. Decrease the weapon's damage to 2d6 + 1 and increase its range to 30/90 ft.

Blowgun, Bolas, Bomb, Net, Volcanic. This weapon can't be modified by masterwork properties.

Boomerang, Doomerang, Throwing Dagger. Add the Aerodynamic masterwork property.

Diode Beam. Increase the weapon's damage to 2d10.

Gatling Gun. Increase the weapon's damage to 2d8 + 1, and decrease its reload to 10.

Handaxe. Decrease the weapon's damage to 1d4.

Handgun, Psionic Helm, Repeater, Revolver. Decrease the weapon's range to 50/200 ft.

Hardlight Ballista. Increase the weapon's damage to 2d10 + 1 and increase its reload to 5.

Javelin. Decrease the weapon's range to 20/60 ft.

Lance. Add the Two-Handed property and decrease the weapon's damage to 1d8.

Light Cannon. Increase the weapon's damage to 2d12 + 1.

Longbow. Decrease the weapon's range to 100/400 ft.

Magnum, Explosive Magnum. Add the Two-Handed property and increase the weapon's range to 100/400 ft.

Magnus. Increase the weapon's damage to 2d10, add the Two-Handed property, and increase its range to 120/480 ft.

Musket, REC Gun, Volley Gun. Increase the weapon's damage to 2d8 + 1.

Parlor Gun, Phaser. Increase the weapon's damage to 2d4 + 1.

Rocket Launcher. Increase the weapon's damage to 2d12 + 1 and add the Mounted property.

Rocket Hammer. Make the weapon exotic and increase its damage to 1d12.

Armor Properties

The following armor properties are organized by crafting level. Generally, exotic armor is made using the Exotic property, while the other Apprentice properties are used to tailor a suit of armor to a craftsman's personal tastes. Higher-level properties, by contrast, drastically alter suits of armor to which they are applied.

Apprentice Armor Properties

You can apply a maximum of three Apprentice properties to a suit of armor.

Cleated

Apprentice armor property

Components: Masterwork suit of medium or heavy armor

While wearing this armor, when you would be moved by an effect against your will, reduce that movement by 10 feet.

Climbing

Apprentice armor property

Components: Masterwork suit of exotic light armor

This armor is outfitted with integrated climbing gear. While wearing this armor, as long as you have one hand free, you gain a climbing speed equal to your walking speed.

Comfortable

Apprentice armor property

Components: Masterwork suit of armor

You can sleep in this suit of armor with no ill effect.

Environmental

Apprentice armor property

Components: Masterwork suit of armor

While wearing this suit of armor, you can tolerate temperatures as cold as −100 degrees Fahrenheit or as warm as 300 degrees Fahrenheit.

Exotic

Apprentice armor property

Components: Masterwork suit of armor that isn't exotic

This armor becomes exotic armor, and you have a +1 bonus to AC while wearing it.

No class, other than the craftsman, gains proficiency with exotic armor.

Integrated

Apprentice armor property

Components: Masterwork suit of exotic armor

You can integrate a weapon directly into your armor, or you can integrate two weapons (one into each arm) if neither has the Two-Handed property. When you draw an integrated weapon, it snaps to your hand and you can't be disarmed of it. When you stow it, it retracts back into your armor. You can switch which weapons are integrated over the course of a long rest.

Quick-Change

Apprentice armor property

Components: Masterwork suit of armor

You can don or doff this suit of armor as an action.

Retractable

Apprentice armor property

Components: Masterwork suit of exotic medium or heavy armor

One of the gauntlets on this suit of armor has a retractable shield set into it. While wearing this armor, you can don or doff this shield as a bonus action.

Scaled

Apprentice armor property

Components: Masterwork suit of exotic light armor

This armor is covered in heavy, hardened scales. The AC provided by this armor increases by 3. However, you only add your Dexterity modifier to a maximum of +2 when determining your Armor Class while wearing it.

Spiked

Apprentice armor property

Components: Masterwork suit of heavy armor

This suit of armor is bristling with spikes. While wearing this armor, creatures who are in contact with you (either by grappling you, being grappled by you, or having swallowed you whole) take piercing damage equal to 1d4 + your Strength modifier at the start of your turn.

Journeyman Properties

You can apply only one Journeyman property to a suit of armor at a time.

Adamantine

Journeyman armor property

Components: Masterwork suit of exotic heavy armor

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While wearing it, any critical hit against you becomes a normal hit.

Arcane

Journeyman armor property

Components: Masterwork suit of exotic armor

This armor is covered in arcane etchings. When you apply this property to a suit of armor, choose two cantrips from the wizard spell list. While wearing this armor, you can cast those cantrips. Intelligence is your spellcasting ability for these cantrips.

Arrow-Catching

Journeyman armor property

Components: Masterwork suit of exotic medium or heavy armor

Whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

Diving

Journeyman armor property

Components: Masterwork suit of exotic armor

This suit of armor is equipped with webbed fins, a mask, and an air bladder containing 8 hours of breathable air. While wearing it, you gain a swimming speed equal to your walking speed. Additionally, while breathing from the air bladder, you can breathe normally underwater or in a vacuum, and you ignore the effects of inhaled poisons. The suit's air supply can be refilled over the course of a long rest.

Juggernaut

Journeyman armor property

Components: Masterwork suit of exotic heavy armor

This suit of armor is fitted with massive plates and a heavy, reinforced helmet. While wearing this armor, you count as an obstacle providing three-quarters cover, instead of half cover. You must have a Strength score of 16 or higher to proficiently wear this armor.

Maneuvering

Journeyman armor property

Components: Masterwork suit of exotic light or medium armor

This armor contains a set of spring-loaded, automatically retracting grappling hooks, allowing you an incredible amount of maneuverability. As a reaction when you fall, or as a bonus action on your turn, you can project a grappling hook at a target location you can see that is no farther away than walking speed. If the target location can hold your weight, you are pulled there, expending movement as normal. This movement doesn't provoke opportunity attacks. You must have a Dexterity score of 16 or higher to use this ability.

Mithral

Journeyman armor property

Components: Masterwork suit of medium or heavy armor

This suit of armor is made of mithral, a light and flexible metal that is as strong as steel. Armor made of mithral weighs half as much as normal, has no Strength requirement, and doesn't impose disadvantage on Dexterity (Stealth) checks. If the armor is medium armor, the maximum Dexterity modifier you can apply to your Armor Class increases to 3, instead of 2, and the armor can easily be worn hidden under normal clothing.

Resistance

Journeyman armor property

Components: Masterwork suit of armor

When you apply this property to a suit of armor, choose any damage type other than psychic. While wearing this armor, you have resistance to that damage type.

Master Armor Properties

You can apply only one Master property to a suit of armor at a time.

Animated

Master armor property

Components: Masterwork suit of exotic heavy armor

This armor is enchanted with powerful transmutation magic. As an action, you can doff the armor, which animates, becoming a Medium animated object, as per the *animate objects* spell.

The armor's AC equals your own while you wore it. The armor uses your own melee attack bonus instead of its own. If you were holding a weapon when the armor became animated, it can make one attack with that weapon instead of its normal slam attack.

The armor remains animated for 1 minute or until it is reduced to 0 hit points, after which time it becomes inanimate. If your animated armor is within 30 feet of you, you can end this effect early by using your action to command your animated armor to return to you and be donned as inanimate armor as part of the action.

Once you use this ability, you can't do so again until you finish a long rest.

Cloaking

Master armor property

Components: Masterwork suit of exotic light armor

This armor can easily hide the wearer when needed. While wearing this armor, you can cast the *invisibility* spell without expending a spell slot or material components. Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

Clockwork

Master armor property

Components: Masterwork suit of exotic heavy armor

This suit of armor has dozens of clockwork mechanisms integrated into it, granting you a number of benefits. While wearing this armor, your jump distance is tripled, and you have advantage on Strength (Athletics) checks (other than grapple checks). Additionally, your armor locks down when you take the Dodge action, causing your AC to become 22, if it was lower.

Glamoured

Master armor property

Components: Masterwork suit of exotic armor

This armor doesn't impose disadvantage on Dexterity (Stealth) checks. You can also use a bonus action to cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this ability again or remove the armor.

Trollskin

Master armor property

Components: Masterwork suit of exotic medium armor

This suit of armor is made of or lined with troll skin. While wearing this armor, you can use a bonus action to regain hit points equal to 1d10 + your craftsman level. Once you use this ability, you can't do so again until you finish a short or long rest.

Winged

Master armor property

Components: Masterwork suit of exotic light armor

This armor has a set of wings that you can extend from it or fold back into it as a bonus action. While wearing this armor with the wings extended, you have a flying speed equal to your walking speed.

Legendary Armor Properties

You can apply only one Legendary property to a suit of armor at a time.

Colossal

Legendary armor property

Components: Suit of exotic masterwork heavy armor

This suit of armor doubles in size when donned. While wearing this armor, you gain the effect of the "Enlarge" option of the *enlarge/reduce* spell.

Etherealness

Legendary armor property

Components: Masterwork suit of exotic armor

This suit of armor is infused with ectoplasm. While wearing this armor, you can use your action to gain the effect of the *etherealness* spell, which lasts for 10 minutes or until you use an action to end it. Once you use this ability, you can't do so again until you finish a long rest.

Fleet

Legendary armor property

Components: Masterwork suit of exotic light armor

This armor is designed to maximize the wearer's speed. While wearing this armor, your speed increases by 10 feet, you have advantage on initiative rolls, and opportunity attacks against you are made with disadvantage.

Immortal

Legendary armor property

Components: Masterwork suit of exotic medium or heavy armor

Whenever you drop to 0 hit points and don't die outright, you can make a DC 13 Constitution saving throw. If you succeed, you drop to 1 hit point instead. You can use this ability three times, and you regain all expended uses of it when you finish a long rest.

Additionally, you have advantage on death saving throws.

Mirrored

Legendary armor property

Components: Suit of exotic masterwork light armor

While wearing this armor, you can cast the *mirror image* spell without expending a spell slot. Once you cast the spell in this way, you can't do so again until you finish a short or long rest.

Spellguard

Legendary armor property

Components: Masterwork suit of exotic armor

This armor is covered in protective sigils and charms. While wearing this armor, you have advantage on saving throws against spells.

Warding

Legendary armor property

Components: Masterwork suit of exotic medium armor

This suit of armor generates a field of force, protecting its wearer from harm. As a bonus action on your turn, you can gain temporary hit points equal to half your craftsman level.

Chapter 2: Exotic Equipment

Unconventional or experimental weapons and armor might be found in the hands of a warrior hailing from a far-off land, in the ruins of an advanced civilization, or in the workshop of a skilled, yet eccentric craftsman. This chapter details a number of exotic weapons and exotic suits of armor with descriptions and lists properties for their use.

Weapons

Weapons come in an endless variety of flavors and designs, from the subtle elven foil to the bombastic light cannon. With patience and dedication, a skilled warrior can master even the most unwieldy or exotic weapons, especially if such a weapon would give him an edge in the life or death game of combat.

This section details new types of weapons, their properties, and special rules pertaining to their use. Weapons are organized into those which are common to most settings and firearms which are appropriate for Renaissance-era, Industrial Age, modern, and futuristic settings. It also organizes weapons by the proficiencies necessary to use them: simple, martial, and exotic.

Exotic Weapon Proficiencies

Exotic weapons and armor require an incredible level of skill to wield or wear properly, as they are often either unusually heavy, oddly balanced, or bizarre in construction. As such, no class (other than the craftsman) gains proficiency with the exotic weapons and armor presented in this chapter. For a member of another class to gain proficiency with exotic weapons and armor, they must take the Exotic Mastery feat.

Exotic Mastery

Prerequisite: Proficiency with martial weapons

You have trained in the use of unorthodox types of weapons and armor of irregular design. As such, you gain proficiency with exotic armor and four exotic weapons of your choice.

Two-Weapon Fighting

You can engage in two-weapon fighting with any two light weapons. When you take the Attack action and attack with a light weapon that you're holding in one hand, you can use a bonus action to attack with the second weapon that you're holding in the other hand. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative.

If the bonus attack wouldn't add an ability modifier to damage—such as with firearms—you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

You can only use a ranged weapon in either of your hands to engage in two-weapon fighting if it has one of the following properties:

Blaster. You can attack with this weapon normally.

Loading. You can make one attack with the weapon. You can attack again with it once you have a free hand to load the weapon.

Reload. You can't reload the weapon until you have a free hand to do so.

Thrown. You can throw this weapon.

Simple Melee Weapons

Name	Cost	Damage	Weight	Properties
Cestus	5 gp	1d4 bludgeoning	2 lb.	Fist, light
Claw Gauntlet	5 gp	1d4 slashing	2 lb.	Fist, light
Fishhook	1 gp	1d6 piercing	3 lb.	Versatile (1d8)
Hook Hand	25 gp	1d4 piercing	1 lb.	Finesse, light, special
Kama	1 gp	1d4 slashing	2 lb.	Finesse, light
Machete	5 sp	1d6 slashing	4 lb.	Special
Pickaxe	5 sp	1d8 piercing	10 lb.	Two-handed
Punching Dagger	5 gp	1d4 piercing	2 lb.	Fist, light
Sai	2 gp	1d4 piercing	2 lb.	Finesse, light
Scorpion on a Stick	1 sp	1d6 poison	1/2 lb.	—
Shovel	2 gp	1d8 slashing	5 lb.	Two-handed
Tonfa	1 sp	1d4 bludgeoning	1 lb.	Light

Martial Melee Weapons

Name	Cost	Damage	Weight	Properties
Bayonet	2 gp	1d4 piercing	1 lb.	Finesse, light, special
Catchpole	15 gp	1d6 piercing	6 lb.	Reach, special, two-handed
Cutlass	30 gp	1d8 slashing	2 lb.	Finesse
Estoc	15 gp	1d8 piercing	3 lb.	Versatile (1d10)
Harpoon	5 gp	1d8 piercing	4 lb.	Special, thrown (range 20/60)
Katana	50 gp	1d8 slashing	3 lb.	Finesse, versatile (1d10)
Kopesh	25 gp	1d6 slashing	4 lb.	Finesse, light, trip
Naginata	50 gp	1d10 slashing	5 lb.	Heavy, reach, two-handed
Nunchaku	5 sp	1d6 bludgeoning	1 lb.	Finesse, light

Exotic Melee Weapons

Name	Cost	Damage	Weight	Properties
Assassin's Blade	75 gp	1d10 slashing	1 lb.	Concealable, elegant, finesse, light
Bastard Sword	65 gp	1d10 slashing	8 lb.	Versatile (1d12)
Boomeraxe	80 gp	1d8 slashing	5 lb.	Light, returning, thrown (20/60)
Chained Anchor	175 gp	1d12 bludgeoning	30 lb.	Brutal, heavy, superheavy, reach, trip, two-handed
Chain Whip	55 gp	1d8 bludgeoning	7 lb.	Finesse, reach
Dervish	175 gp	1d8 slashing	6 lb.	Double, finesse
Dire Flail	60 gp	1d10 bludgeoning	7 lb.	—
Double Sword	165 gp	1d10 slashing	6 lb.	Double, two-handed
Dwarven Waraxe	100 gp	2d8 slashing	20 lb.	Heavy, superheavy, two-handed
Elven Foil	75 gp	1d8 piercing	4 lb.	Finesse, parrying
Gnomish Hooked Hammer	55 gp	1d10 bludgeoning	6 lb.	Trip, versatile (1d12)
Greatspear	55 gp	1d12 piercing	25 lb.	Heavy, reach, two-handed
Grim Scythe	65 gp	1d10 slashing	6 lb.	Finesse, versatile (1d12)
Hook Sword	60 gp	1d10 slashing	3 lb.	Elegant, finesse, light, trip
Meteor Chain	75 gp	1d12 bludgeoning	8 lb.	Heavy, reach, trip, two-handed
Mountain Cleaver	200 gp	2d10 slashing	50 lb.	Heavy, massive, superheavy, two-handed
Parrying Dagger	55 gp	1d6 piercing	2 lb.	Finesse, light, parrying
Ripsword	175 gp	1d10 slashing	10 lb.	Brutal, versatile (1d12)
Rocket Fist	55 gp	1d6 bludgeoning	2 lb.	Fist, light, returning, rocket, thrown (range 40/120)
Spiked Chain	160 gp	1d8 piercing	15 lb.	Double, reach, trip, two-handed
Spring Glove	60 gp	1d6 bludgeoning	2 lb.	Finesse, fist, reach
Zweihander	80 gp	2d8 slashing	16 lb.	Heavy, superheavy, two-handed

Simple Futuristic Melee Weapons

Name	Cost	Damage	Weight	Properties
Antimatter Dagger	100 gp	1d4 necrotic	1 lb.	Finesse, light
Ballistic Gloves	50 gp	1d4 force	1 lb.	Fist, light
Laser Claws	75 gp	1d4 radiant	1 lb.	Fist, light
Void Shackles	50 gp	1d4 necrotic	1 lb.	Fist, light

Martial Futuristic Melee Weapons

Name	Cost	Damage	Weight	Properties
Arc Baton	150 gp	1d6 lightning	2 lb.	Special
Battlefist	75 gp	1d8 bludgeoning	3 lb.	Special
Laser Halfsword	150 gp	1d6 radiant	2 lb.	Finesse, light
Laser Sword	450 gp	1d8 radiant	3 lb.	Finesse, special, versatile (1d10)
Photonic Lash	150 gp	1d4 radiant	2 lb.	Finesse, reach
Plasma Cutter	175 gp	1d10 slashing	10 lb.	Special, two-handed
Repulsor Gauntlet	150 gp	1d10 force	4 lb.	Heavy
Rocket Hammer	200 gp	1d10 bludgeoning	18 lb.	Heavy, rocket, two-handed
Thermal Lance	150 gp	1d8 fire	6 lb.	Versatile (1d10)
Wrenchinator	30 gp	1d12 bludgeoning	10 lb.	Heavy, two-handed

Exotic Futuristic Melee Weapons

Name	Cost	Damage	Weight	Properties
Atomic Axe	150 gp	2d8 radiant	10 lb.	Heavy, superheavy, two-handed
Electrode Chain	300 gp	1d8 lightning	3 lb.	Finesse, reach, trip, versatile (1d10)
Gravity Maul	400 gp	2d10 force	50 lb.	Heavy, massive, superheavy, two-handed
Hardlight Discus	300 gp	1d10 force	2 lb.	Elegant, finesse, light, returning, thrown
Laser Halberd	200 gp	1d12 radiant	5 lb.	Heavy, reach, two-handed
Laser Sword, Double	600 gp	1d10 radiant	6 lb.	Double, two-handed
Laser Sword, Parrying	500 gp	1d8 radiant	3 lb.	Finesse, parrying, versatile (1d10)
Laser Sword, Relic	500 gp	1d10 radiant	3 lb.	Finesse, versatile (1d12)
Lightning Talons	225 gp	1d8 lightning	1 lb.	Brutal, fist, light

Simple Ranged Weapons

Name	Cost	Damage	Weight	Properties
Bolas	3 gp	—	2 lb.	Special, thrown (range 20/60)
Shuriken	5 cp	1d4 slashing	1/4 lb.	Finesse, thrown (range 20/60)

Martial Ranged Weapons

Name	Cost	Damage	Weight	Properties
Atlatl	5 sp	1d6 piercing	1 lb.	Ammunition (range 30/120)
Boomerang	2 gp	1d4 bludgeoning	1/4 lb.	Light, light, returning, thrown (range 60/180)
Chakram	2 gp	1d4 slashing	1 lb.	Light, returning, thrown (20/60)
Crossbow, Repeating	75 gp	1d8 piercing	20 lb.	Ammunition (range 100/400), heavy, reload (5), two-handed
Dagger, Throwing	2 gp	1d4 slashing	1 lb.	Finesse, light, thrown (range 60/180)

Exotic Ranged Weapons

Name	Cost	Damage	Weight	Properties
Bomb	2 sp	1d10 fire	1 lb.	Finesse, special, thrown (range 30/90)
Crossbow, Automatic	125 gp	1d8 piercing	25 lb.	Ammunition (range 60/240), automatic, reload (10), two-handed
Crossbow, Sniper	110 gp	1d12 piercing	20 lb.	Ammunition (range 150/600), heavy, loading, sighted, two-handed
Crossbow, Wrist	125 gp	1d8 piercing	6 lb.	Ammunition (range 30/120), concealable, light, loading
Demolition Bow	200 gp	1d8 fire	4 lb.	Ammunition (range 80/320), explosive, two-handed
Doomerang	155 gp	1d6 fire	1/2 lb.	Explosive, finesse, thrown (range 60/180)
Edged Card	5 gp	1d8 slashing	—	Light, thrown (range 20/60)
Elven Longbow	100 gp	1d10 piercing	3 lb.	Ammunition, heavy, (range 100/400), two-handed
Goliath Sling	155 gp	1d10 bludgeoning	1 lb.	Ammunition (range 100/400), heavy, tension, two-handed
Greatbow	200 gp	1d10 piercing	8 lb.	Ammunition (range 100/400), heavy, tension, two-handed
Portable Ballista	500 gp	2d8 piercing	40 lb.	Ammunition (range 100/400), heavy, loading, mounted, two-handed
Saw Launcher	185 gp	1d12 slashing	15 lb.	Ammunition (range 100/400), brutal, heavy, loading, two-handed
Shotbow	115 gp	1d8 piercing	8 lb.	Ammunition (range 30/90), heavy, scatter (1d12), two-handed
Twinbow	200 gp	1d10 piercing	4 lb.	Ammunition (range 100/400), heavy, twinshot, two-handed

AMMUNITION

Ammunition	Cost	Weight
Arrows (20)	1 gp	1 lb.
Ballista bolt	1 gp	2 lb.
Blowgun needles (50)	1 gp	1 lb.
Crossbow bolts (20)	1 gp	1½ lb.
Greatbow arrow (5)	1 gp	10 lb.
Javelin, atlatl	5 sp	2 lb.
Saw launcher blade	2 gp	2 lb.
Sling bullets (20)	4 cp	1½ lb.

Firearms and Blasters

Black powder represents a paradigm shift in the art of warfare, fueling everything from powerful siege weapons to concealable, handheld guns. In many campaign settings, firearms supplant the traditional scheme of weapons, forcing arrows, swords, and battleaxes into obsolescence. They might even be commonplace, a staple tool for hunting and defense.

Futuristic firearms, powered by arcane energy or extremely advanced science, are called blasters, and fire a pulse of energy or condensed plasma instead of conventional projectiles. While blasters are commonplace in many science-fiction settings, they might only make an appearance in other settings only as wild, steampunk-esque experiments, or in the remnants of a derelict, advanced civilization.

Firearms follow slightly different rules to conventional ranged weapons, and also generally use two or more damage dice. Blasters used in futuristic settings are considered firearms and use these rules as well.

Firearm Damage Rolls

Unlike other weapons, you don't add your ability modifier to the damage roll of a firearm unless otherwise stated.

Two-Weapon Fighting with Firearms

When you engage in two-weapon fighting with two light firearms, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

Firearm Ammunition

All firearms require special ammunition. Most firearms use bullets, but some require even more specialized projectiles. The ammunition of a firearm is destroyed upon use.

FIREARM AMMUNITION

Ammunition	Cost	Weight
Blunderbuss shot (10)	1 gp	2 lb.
Bullets (10)	2 gp	2 lb.
Dragon Bullet	1 gp	—
Grenade	5 gp	3 lb.
Harpoon	5 gp	4 lb.
Musket balls (10)	1 gp	2 lb.
Rocket	20 gp	6 lb.
Shell (10)	5 gp	2 lb.

Firearm Proficiencies

Characters in most campaign worlds won't have proficiency with firearms, but in settings with widespread firearms, characters gain the proficiencies listed on the Firearm Proficiencies table.

FIREARM PROFICIENCIES

Class	Proficiencies
Core Classes	
Barbarian	Simple firearms, martial firearms
Bard	Simple firearms, martial firearms that don't have the Explosive, Heat, Heavy, or Overheat properties
Cleric	Simple firearms
Druid	Simple firearms that don't have the Two-Handed or Scatter properties
Fighter	Simple firearms, martial firearms
Monk	Simple firearms
Paladin	Simple firearms, martial firearms
Ranger	Simple firearms, martial firearms
Rogue	Simple firearms, martial firearms that don't have the Explosive, Heat, Heavy, or Overheat properties
Sorcerer	Simple firearms that don't have the Two-Handed or Scatter properties
Warlock	Simple firearms
Wizard	Simple firearms that don't have the Two-Handed or Scatter properties
Mage Hand Press Classes	
Alchemist	Simple firearms
Binder	Simple firearms
Captain	Simple firearms, martial firearms
Channeler	Simple firearms, martial firearms
Craftsman	Simple firearms, martial firearms, exotic firearms
Gunslinger	Simple firearms, martial firearms
Investigator	Simple firearms, martial firearms that don't have the Explosive, Heat, Heavy, or Overheat properties
Martyr	Simple firearms, martial firearms
Necromancer	Simple firearms
Warden	Simple firearms, martial firearms that don't have the Sighted property
Warmage	Simple firearms
Witch	Simple firearms

Firearm Eras

Firearms have evolved dramatically throughout human history, and will continue to evolve into the far future. Therefore, in addition to being organized into simple, martial, and exotic categories, the firearms presented in this book are organized by eras, the periods of time in which they might be encountered. Many firearms might appear in any era, especially if the story demands an unusual weapon enters the fray, but many are best suited to campaign settings which echo their level of technology.

Simple Renaissance Firearms

Name	Cost	Damage	Weight	Properties
Flintlock	75 gp	2d6 piercing	6 lb.	Ammunition (range 30/120), dry, light, loading, misfire

Martial Renaissance Firearms

Name	Cost	Damage	Weight	Properties
Blunderbuss	180 gp	2d8 piercing	8 lb.	Ammunition (range 30/90), dry, heavy, loading, misfire, scatter (2d10), two-handed
Musket	175 gp	2d8 piercing	10 lb.	Ammunition (range 80/320), dry, loading, misfire, two-handed

Exotic Renaissance Firearms

Name	Cost	Damage	Weight	Properties
Duck's Foot	225 gp	2d8 piercing	12 lb.	Ammunition (range 30/120), dry, light, loading, misfire, twinshot
Volley Gun	300 gp	2d8 piercing	40 lb.	Ammunition (range 100/400), dry, heavy, misfire, reload (10, 2 actions), two-handed

Simple Industrial Age Firearms

Name	Cost	Damage	Weight	Properties
Double-Barrel Shotgun	200 gp	2d6 piercing	8 lb.	Ammunition (range 10/30), reload (2), scatter (2d8), two-handed
Hunting Rifle	175 gp	2d6 piercing	8 lb.	Ammunition (range 80/320), reload (5), two-handed
Parlor Gun	75 gp	2d4 piercing	2 lb.	Ammunition (range 30/120), concealable, light, reload (2)
Revolver	100 gp	2d6 piercing	3 lb.	Ammunition (range 60/240), reload (6)

Martial Industrial Age Firearms

Name	Cost	Damage	Weight	Properties
Gatling Gun	3,000 gp	2d8 piercing	125 lb.	Ammunition (range 80/320), automatic, heavy, mounted, reload (40), two-handed
Harpoon Gun	250 gp	2d8 piercing	10 lb.	Ammunition (range 30/120), loading
Light Cannon	3,000 gp	2d12 bludgeoning	225 lb.	Ammunition (range 80/320), heavy, mounted, reload (1, 2 actions), special, two-handed

Renaissance-era firearms, such as flintlocks and muskets, are weapons that have taken the first steps away from heavy cannons and into portable rifles, making them the progenitors of all modern firearms. Weapons from this era use musket balls and loose black powder, and are therefore slow to reload and more prone to malfunction. Importantly, these weapons exist comfortably in many fantasy settings alongside bows, swords, and axes, especially where pirates are at play.

Industrial Age firearms, such as revolvers and double-barrel shotguns, stem from advancements in machinery and assembly lines, granting them more interchangeable parts and cartridged bullets. These guns lacked the clean assembly-line consistency of modern firearms, but laid down the bedrock for designs that have not changed much since: a classic six-shot revolver is as timeless as it is effective. While the heyday of Industrial Age firearms was in the Wild West, their simple and reliable construction means they are still commonplace in the modern day.

Modern firearms have embraced automatic fire, ammunition magazines, and lighter caliber bullets (which can travel at much higher speeds). For these guns, form begets function: weapons are designed for a specific role, such as sniper rifles for long range and shotguns for close quarters, and every aspect of their design supports this role. Moreover, weapons that enjoyed success in the West, such as the double-barrel shotgun, can still be found in use today.

Futuristic firearms have only tenuous connections to the weapons of the past. Though they retain the profile of handguns, shotguns, and assault rifles, futuristic firearms are powered by rechargeable arcane batteries (or power cells) and produce bursts of pure energy instead of bullets. Generally, these weapons are referred to as blasters and, though they never need to be reloaded, tend to be more expensive and more finicky than modern firearms. Blasters, for example, can overheat, and will require a cooldown period before being used again.

Exotic Industrial Age Firearms

Name	Cost	Damage	Weight	Properties
Double Handgun	300 gp	2d8 piercing	6 lb.	Ammunition (range 30/120), reload (6), twinshot
Dragon Rifle	225 gp	2d10 fire	8 lb.	Ammunition (range 100/400), dry, heavy, loading, two-handed
Quadruple-Barrel Shotgun	250 gp	2d8 piercing	16 lb.	Ammunition (range 30/90), heavy, reload (4), scatter (2d10), two-handed

Simple Modern Firearms

Name	Cost	Damage	Weight	Properties
Handgun	100 gp	2d6 piercing	3 lb.	Ammunition (range 60/240), reload (10)
Submachine Gun	200 gp	2d4 piercing	6 lb.	Ammunition (range 10/40), automatic, light, reload (16), foregrip

Martial Modern Firearms

Name	Cost	Damage	Weight	Properties
Assault Rifle	350 gp	2d6 piercing	7 lb.	Ammunition (range 80/320), automatic, reload (20), two-handed
Grenade Launcher	850 gp	2d8 fire	10 lb.	Ammunition (80/320), explosive, loading, two-handed
Magnum	500 gp	2d8 piercing	6 lb.	Ammunition (50/200), heavy, reload (6)
Pump Shotgun	200 gp	2d6 piercing	7 lb.	Ammunition (range 30/90), heavy, reload (10), scatter (2d8), two-handed
Rocket Launcher	1,250 gp	2d10 fire	20 lb.	Ammunition (range 80/320), heavy, reload (1, 2 actions), special, two-handed
Sniper Rifle	500 gp	2d8 piercing	8 lb.	Ammunition (range 150/560), heavy, reload (4), sighted, two-handed

Exotic Modern Firearms

Name	Cost	Damage	Weight	Properties
Anti-Material Rifle	650 gp	2d10 piercing	30 lb.	Ammunition (range 150/450), heavy, loading, sighted, two-handed
Assault Shotgun	350 gp	2d8 piercing	10 lb.	Ammunition (range 10/30), automatic, heat, heavy, scatter (2d10), two-handed
Briefcase Gun	650 gp	2d8 piercing	6 lb.	Ammunition (range 30/120), concealable, reload (10)
Magnum, Explosive	1,250 gp	2d8 fire	8 lb.	Ammunition (range 50/200), explosive, heavy, reload (4)
Multi-Rocket Launcher	1,750 gp	2d8 fire	22 lb.	Ammunition (range 30/90), explosive, heavy, loading, scatter (2d10), two-handed
Revolving Grenade Launcher	900 gp	2d8 fire	16 lb.	Ammunition (range 100/400), explosive, heavy, reload (6), two-handed

Simple Futuristic Blasters

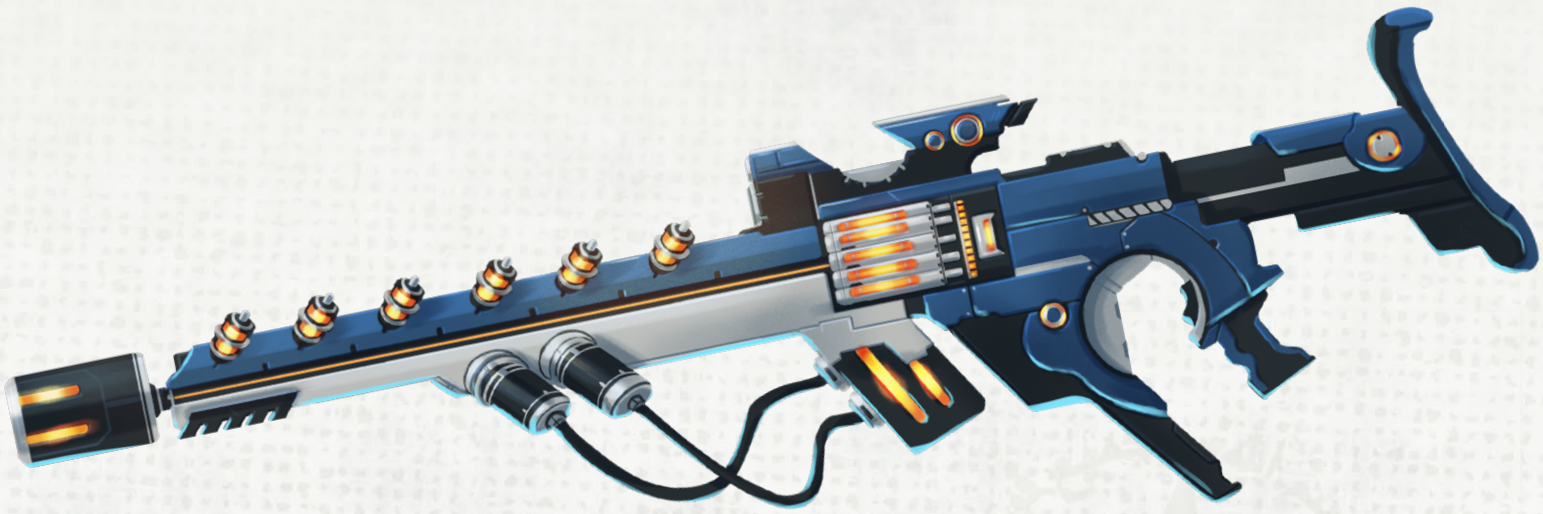
Name	Cost	Damage	Weight	Properties
Avia-Ra Sunstaff	150 gp	2d6 radiant	6 lb.	Blaster (range 100/400), special, two-handed
Ion Cannon	250 gp	2d6 radiant	6 lb.	Blaster (range 30/90), scatter (2d8), two-handed
Phaser	75 gp	2d4 radiant	2 lb.	Blaster (range 50/200), light, nonlethal
Repeater	100 gp	2d6 radiant	3 lb.	Blaster (range 60/240)
Standard Carbine	250 gp	2d6 radiant	7 lb.	Automatic, blaster (range 80/320), two-handed
Swarm Pistol	100 gp	2d4 radiant	2 lb.	Automatic, blaster (range 30/120), foregrip, light

Martial Futuristic Blasters

Name	Cost	Damage	Weight	Properties
Antimatter Carbine	400 gp	2d6 necrotic	4 lb.	Automatic, blaster (range 30/120), foregrip
Blitz Cannon	800 gp	2d8 lightning	7 lb.	Blaster (range 10/30), heavy, scatter (2d10), two-handed
Concussion Rifle	800 gp	2d8 thunder	8 lb.	Blaster (range 150/600), sighted, two-handed
Diode Beam	2,000 gp	2d8 radiant	80 lb.	Blaster (range 120/480), heavy, mounted, special, two-handed
Magnus	800 gp	2d8 radiant	6 lb.	Blaster (range 70/280), heavy, overheat
Plasma Launcher	1,000 gp	2d6 fire	8 lb.	Blaster (range 50/200), explosive, foregrip
Psionic Helm	750 gp	2d6 psychic	3 lb.	Blaster (range 70/280), special
REC Gun	1,500 gp	2d8 radiant	120 lb.	Automatic, blaster (range 100/400), heavy, mounted, two-handed
Singularity Emitter	2,500 gp	2d10 force	400 lb.	Blaster (range 120/480), heavy, overheat, special, two-handed
Volcanic	1,000 gp	2d6 fire	10 lb.	Blaster (range 15-foot cone), heat, heavy, two-handed, special

Exotic Futuristic Blasters

Name	Cost	Damage	Weight	Properties
Binary Gun	550 gp	2d6 radiant	6 lb.	Automatic, blaster (range 80/320), light, twinshot
Experimental Carbine	450 gp	2d8 force	5 lb.	Automatic, blaster (range 80/320), two-handed
Fusion Emitter	3,000 gp	2d10 radiant	60 lb.	Blaster (range 120/480), heat, heavy, special, two-handed
Hardlight Ballista	1,250 gp	2d10 force	20 lb.	Blaster (range 170/680), heavy, reload (1), sighted, two-handed
Hyper Blitz Cannon	950 gp	2d8 lightning	10 lb.	Automatic, blaster (range 30/90), heat, heavy, scatter (2d10), two-handed
Linear Accelerator	800 gp	2d8 varies	12 lb.	Automatic, ammunition (range 100/400), heavy, special, two-handed



Switch Weapons			—First Weapon Form—		—Second Weapon Form—	
Name	**Cost**	**Weight**	**Damage**	**Properties**	**Damage**	**Properties**
Blaster Sword	900 gp	6 lb.	1d8 radiant	*Melee Weapon* Finesse, special, versatile (1d10)	2d6 radiant	*Ranged Weapon (Blaster)* Automatic, blaster (range 30/120), foregrip
Bowblade	115 gp	3 lb.	1d8 slashing	*Melee Weapon* Versatile (1d10)	1d8 piercing	*Ranged Weapon* Ammunition (range 150/600), heavy, two-handed
Brass Knuckle Revolver	150 gp	2 lb.	1d6 bludgeoning	*Melee Weapon* Fist	2d6 piercing	*Ranged Weapon (Firearm)* Ammunition (range 30/120), reload (6)
Crossbow, Axe	130 gp	18 lb.	1d12 slashing	*Melee Weapon* Heavy, two-handed	1d10 piercing	*Ranged Weapon* Ammunition (range 100/400), heavy, loading, two-handed
Deckhammer	80 gp	10 lb.	1d8 slashing	*Melee Weapon* —	1d12 bludgeoning	*Melee Weapon* Heavy, reach, superheavy, two-handed
Gunsword	165 gp	4 lb.	1d8 piercing	*Melee Weapon* Finesse, versatile (1d10)	2d6 piercing	*Ranged Weapon (Firearm)* Ammunition (range 30/120), reload (6)
Hinge Spear	160 gp	15 lb.	1d8 piercing	*Melee Weapon* Double, two-handed	1d12 piercing	*Melee Weapon* Heavy, two-handed
Kusarigama	85 gp	10 lb.	1d6 slashing	*Melee Weapon* Finesse, light	1d8 bludgeoning	*Melee Weapon* Reach, trip, two-handed
Modulus	1,650 gp	10 lb.	2d8 radiant	*Ranged Weapon (Blaster)* Blaster (range 150/600), sighted, two-handed	2d8 radiant	*Ranged Weapon (Blaster)* Blaster (range 30/90), heat, heavy, scatter (2d10), two-handed
Rifle Spear	235 gp	12 lb.	1d8 piercing	*Melee Weapon* Finesse, versatile (1d10)	2d8 piercing	*Ranged Weapon (Firearm)* Ammunition (range 100/400), heavy, loading, two-handed
Shotgun Axe	280 gp	15 lb.	1d12 slashing	*Melee Weapon* Heavy, two-handed	2d6 piercing	*Ranged Weapon (Firearm)* Ammunition (range 30/90), heavy, reload (10), scatter (2d8), two-handed
Split Staff	50 gp	4 lb.	1d6 bludgeoning	*Two Melee Weapons* Light	1d8 bludgeoning	*Melee Weapon* Double, versatile (1d10)
Split Swords	185 gp	5 lb.	1d6 slashing	*Two Melee Weapons* Light, finesse	1d8 slashing	*Melee Weapon* Double, versatile (1d10)
Whip Sword	70 gp	6 lb.	1d6 slashing	*Melee Weapon* Finesse, reach	1d8 slashing	*Melee Weapon* Finesse, versatile (1d10)

Switch Weapons

Easily the most unorthodox category of exotic weapons, switch weapons are compound inventions which merge two seperate weapons into a single flexible platform. From the relatively tame bowblade—a bladed, folding longbow contraption—to the overly designed crossbow axe, these weapons allow for rapid changes in combat style for any situation that arises.

Weapons on the Switch Weapons table have the Switch property.

Switch Weapon Proficiencies

All switch weapons are exotic, so only craftsmen natively gain proficiency in their use. However, a switch weapon's individual forms might strongly resemble weapons a character is already familiar with, so it may be easier to learn than other exotic weapons.

The GM can allow a character to gain proficiency with a switch weapon by practicing with it for seven days, assisted by a tutor that already has proficiency. The character must have proficiency with weapons that exactly match the statistics of each of the weapon's forms.

Weapon Properties

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

Ammunition. You can use a weapon that has the Ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. The ammunition of a firearm is destroyed upon use. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

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

Automatic. When you make an attack with this weapon on your turn, you can choose to make two attacks instead. These attacks are always made with disadvantage, regardless of circumstance. These attacks use twice the normal amount of ammunition.

Blaster. A weapon with the Blaster property is a ranged weapon that requires no ammunition. Blasters are considered firearms for the purpose of class features and abilities. Like firearms, you don't add your ability score modifier to blasters' damage rolls.

Brutal. This weapon deals two additional dice of damage on a critical hit.

Concealable. While stowed, you have advantage on Dexterity (Stealth) checks made to conceal this weapon.

Double. This weapon has two damage-dealing ends. When you use the Attack action and make an attack with this weapon, you can use your bonus action to make an additional attack with it; you do not add your ability modifier to the damage roll of this bonus attack.

Dry. If this weapon is ever submerged in water or doused with a significant quantity of water, it jams. A jammed firearm can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Elegant. This weapon requires exceptional skill to use. You must have a Dexterity score of 16 or higher to wield an elegant weapon.

Explosive. When this weapon's projectile hits a target, it explodes in a 15-foot diameter sphere. The projectile can target an unoccupied space within its range. Each creature other than the target within the blast radius (for a Medium or smaller target, each creature within 5 feet of it) must make a DC 14 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

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

Fist. Attacks made with this weapon are treated as unarmed strikes.

Foregrip. This weapon can be used with one or two hands. If used in two hands, its normal range increases by 50 feet and its long range increases by 200 feet.

Heat. This weapon gains a heat point whenever an attack is made with it, and loses one heat point whenever you begin your turn. If the weapon gains 3 heat points, it overheats and loses all heat points. An overheated weapon can't be used to make an attack again until the end of your next turn.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Massive. You can only make an attack with this weapon when you take the Attack action, and only as the first attack you make on your turn. Once you make an attack with this weapon, you can't attack again until the start of your next turn. If you would be able to attack more than once when you take the Attack action on your turn, you deal an extra two dice of damage for each attack you forgo when using this weapon.

Misfire. When you roll a 1 on the d20 for an attack roll with this weapon, it jams. A jammed weapon can't be used to make an attack until a creature uses its action to clear the weapon malfunction.

Mounted. This weapon is normally used while attached to a tripod, vehicle, or other bracing mount. You can mount or unmount this weapon as an action. While it is mounted, it can't be moved. It can only be used to make an attack while unmounted if held by a Medium or larger creature with a Strength score of at least 15.

Nonlethal. When you reduce a creature to 0 hit points using this weapon, you can choose to knock the creature out, rendering it unconscious, rather than deal a killing blow.

Overheat. Once you make an attack with this weapon, it can't be used again to make an attack until the end of your next turn.

Parrying. While wielding this weapon and not wielding a shield, you gain a +1 bonus to your AC against melee attacks.

Precision. Once per turn, you can deal an extra 1d6 damage to one creature you hit with this weapon if you have advantage on the attack roll.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

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 a bonus action; otherwise, reloading it takes an action. Some weapons require an action or longer to reload, even if you have proficiency, which is specified in the Reload property. If reloading a weapon requires longer than one action, the weapon can't be used to make attacks until reloading is finished.

Returning. After being thrown, this weapon returns to your hand at the end of your turn.

Rocket. This weapon has a small propulsive engine attached to it or its projectiles. Once per turn, when you hit a creature with this weapon, you can deal an extra 1d4 damage to the target.

Scatter. If you make an attack against a target that is within half this weapon's normal range, you deal the damage value listed in parentheses instead of the weapon's normal damage dice.

Sighted. This weapon has disadvantage on attack rolls made against targets within 20 feet.

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

Superheavy. This weapon is unusually large for its type. You must have a Strength score of 16 or higher to wield a superheavy weapon.

Switch. This weapon has two forms. You can swap between which weapon is being used at any time, even between attacks.

Tension. When making a ranged weapon attack with a tension 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.

Thrown. If a weapon has the Thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the Finesse property.

Trip. You can make a shove attempt against any creature within this weapon's reach. Furthermore, you have advantage on ability checks you make to shove a creature using this weapon.

Twinshot. Once on each of your turns when you make an attack with this weapon, you can make another attack with it against a different creature that is within 5 feet of the original target and within range of the weapon.

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

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

Special Weapons

Weapons with special properties are described here.

Avia-Ra Sunstaff. This weapon can also be used as a quarterstaff.

Arc Baton. When a creature is hit with this weapon, it can't take reactions until the start of its next turn.

Battlefist. This weapon acts as an oversized, articulated gauntlet. It can hold and manipulate objects, though you can't attack with your battlefist while you're holding an object with it.

Bayonet. As an action, a bayonet can be mounted to any two-handed ranged weapon or removed from it. While mounted, you can use the bayonet to make a two-handed melee weapon attack, which deals 1d8 piercing damage on a hit.

Bolas. A creature hit by a bolas falls prone until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also frees the creature without harming it, ending the effect and destroying the bolas. You can only throw one bolas on your turn.

Bomb. When a bomb hits a target, it explodes in a 5-foot radius and is destroyed. The bomb can be thrown at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a DC 11 Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Additionally, as a bonus action, you can empty some of the bomb's explosive material to permanently remove the blast radius from this bomb, dealing damage only to the bomb's target.

Catchpole. This weapon is used to immobilize creatures at a distance. When you hit a creature of Large size or smaller with this weapon, you can attempt to grapple the creature instead of dealing damage. When you do so, you use your attack roll for the grapple check, rather than making a Strength (Athletics) check. While grappling a creature with this weapon, you can't use the weapon on another target.

Diode Beam. As an action, this weapon can be fired continuously in a beam, affecting a 120-foot long, 5-foot wide line in a direction you choose. When a creature enters the area for the first time on a turn or starts its turn there, it must make a DC 14 Dexterity saving throw or take 4d6 radiant damage.

At the beginning of each of your subsequent turns, roll a d20. On a 5 or lower, the weapon overheats and can't be fired until the end of your next turn. If you roll higher than 5, you can use your action to continue firing the beam and can change the direction the line faces from you.

Fusion Emitter. When this weapon hits a target, each creature within 5 feet of the target is pushed 5 feet away from it.

Harpoon. You can use an action to tie a rope to the end of a harpoon before it is thrown. If a rope-tied harpoon hits a target, it becomes embedded in the target, and you can use an action on subsequent turns to hold fast to the rope and make an opposed Strength (Athletics) check against the target to pull it up to 10 feet closer to you. Additionally, when the target moves, you can use your reaction to make an opposed Strength (Athletics) check against it, preventing its movement on a success. If you use your action to do anything else, you lose your grip on the rope. If the target has hands, it can remove the harpoon as an action.

Hook Hand. This is a one-handed weapon, usable only if you are missing a hand or have a special cuff designed to fit over your hand. Any Humanoid that is missing a hand and regularly wears a hook has proficiency with this weapon.

Laser Sword. Depending on this weapon's construction, it can deal force, necrotic, or radiant damage. Once the weapon is created, this damage type doesn't change.

Light Cannon. This weapon deals double damage to objects and structures.

Linear Accelerator. This weapon uses any item of 10 pounds of less that can fit within a 1-foot cube as ammunition. Its damage type is bludgeoning, piercing, or slashing damage, as appropriate to the ammunition used.

Machete. This weapon deals double damage to Plants and vegetation.

Plasma Cutter. This weapon ignores the damage threshold of nonmagical objects that it cuts.

Psionic Helm. You can use your choice of Intelligence, Wisdom, or Charisma, instead of Dexterity, for this weapon's attack rolls.

Rocket Launcher. This weapon deals double damage to objects and structures.

Singularity Emitter. When this weapon hits a target, each creature within 10 feet of the target is pulled up to 5 feet toward it.

Volcanic. Whenever you make an attack with this weapon, it spews flames in a 15-foot radius cone. Each creature within that area must make a DC 14 Dexterity saving throw or take 2d6 fire damage.

Armor

The most profoundly devastating weapons are worth nothing in battle if their wielders are left unprotected. Thankfully, innovative craftsmen have constructed armor just as devious and twice as sturdy as the most dangerous exotic weapons.

Exotic Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Brigandine Armor	95 gp	13 + Dex modifier	—	—	20 lb.
Medium Armor					
Banded Plate	450 gp	15 + Dex modifier (max 2)	—	—	25 lb.
Hero Plate	800 gp	16 + Dex modifier (max 2)	—	Disadvantage	45 lb.
Heavy Armor					
Lamellar Armor	125 gp	17	Str 13	Disadvantage	65 lb.
Mountain Plate	2,000 gp	19	Str 15	Disadvantage	75 lb.

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