

EXPANDED ARMOURY



**A COMMUNITY CREATED SUPPLEMENT FOR
THE WEAPONS & ARMOUR OF D&D 5E**



EXPANDED ARMOURY



What separates a hero from the common man? A stout heart, filled with the longing of adventure? An illustrious past, a mysterious future? Or is it simply that heroes have better arms and armour? Is it the simple segregation of those that hit and those that get hit? Is that, in the end, what makes a hero?

Probably not, but having good gear certainly isn't going to hurt. Well, it's not going to hurt *you*, at any rate.

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WEAPON PROPERTIES

Below is a list of expanded properties for weapons. Much of the new weaponry detailed later in this resource already utilises these new properties, but you could also have skilled blacksmiths and weapon makers add these properties to existing weapons - for a fee, of course. An example of how sellable properties could work is also included at the end of this resource.

These properties are designed to be balanced in the sense that any benefits they confer come with appropriate disadvantages, but you may need to fine-tune these.

GENERAL

Bleeding. When hit by a weapon with the *bleeding* property, the target takes a further 1d4 - 1 damage of the type that originally damaged it at the start of its next turn (no bonuses included). In melee weapons, this bleeding quality could come from waved or serrated edges; in ranged weapons, it could come from barbed bolts or arrows.

Defensive. All attack rolls made with weapons that have the *defensive* property suffer a -1 penalty. However, when a creature attacks with a weapon with this property on its turn or during its reaction, it gains +1 to its AC until the end of its next turn. In melee weapons, this defensive quality could come from a protective hilt or a lighter construction, allowing for quicker movements; on ranged weapons, it could come from a wide guard at the front of the weapon or a camouflaged cover.

Strengthened. Weapons with the *strengthened* property gain +1 to damage rolls, but also gain the *heavy* property. The weapon also loses the *finesse* and *light* properties, if it had them. This property cannot be added to weapons that already have the *heavy* property. Metal weapons might be strengthened by adding more material and folding the metal upon itself, whilst wooden weapons might be strengthened with a coat of wax or some other substance.

Lightened. Weapons with the *lightened* property use a damage die lower than their original versions (e.g. 1d8 becomes 1d6, 3d6 becomes 3d4; any original 1d4s suffer a -1 penalty to damage per die instead). However, the weapon also gains the *light* and *finesse* properties. This property cannot be added to a weapon that already has the *light* property, or one which has the *two-handed* property. Both metal and wooden weapons might be lightened by making the material hollow.

MELEE WEAPONS ONLY

Parrying. Weapons with the *parrying* property use a damage die lower than their original versions (e.g. 1d8 becomes 1d6, 3d6 becomes 3d4; any original 1d4s suffer a -1 penalty to damage per die instead). However, when a creature wielding a weapon with this property is hit with a melee attack, it can use its reaction to add +2 to its AC until the start of its next turn, including against the triggering attack. Weapons might be made light enough to parry with by hollowing them out, or by shedding extra sections of the weapon (such as guards or spikes).

Heated (metal weapons only). Weapons with the *heated* property become boiling to the touch, at the expense of their structural integrity. Attacks with a weapon with this property gain an extra die of the weapon's normal damage die in fire damage. However, if a creature wielding a weapon with this property rolls a 1 on an attack roll, the heated section of the weapon melts away and is destroyed.

Frozen. Weapons with the *frozen* property freeze whatever they come into contact with, at the expense of their structural integrity. Creatures hit by a weapon with this property cannot take reactions until the end of their next turn. The creature's speed is also reduced by 5 ft. until the end of its next turn. However, if a creature wielding a weapon with this property rolls a 1 on an attack roll, the frozen section of the weapon shatters and is destroyed.

Double-Ended. Weapons with the *double-ended* property have a weapon at both ends (as with a swordstaff, for instance). When a creature attacks with a weapon that has this property, it can use its bonus action to attack the same target again immediately afterwards. Doubled-ended weapons always have the *two-handed* property, and weapons cannot have the *double-ended* and *finesse* properties at the same time. Weapons with this property require a Dexterity score of 12 or more to wield. Sometimes double-ended weapons will deal different types of damage depending on the end used; this is detailed in the weapon's damage description.

RANGED WEAPONS ONLY

Aiming. Weapons with the *aiming* property gain a +1 bonus to attack rolls. However, when a creature uses a weapon with this property, either on its turn or during its reaction, it suffers a -1 penalty to its AC until the end of its next turn. Longbows and shortbows might gain this quality through the use of magnifying scopes, whilst light and heavy crossbows might achieve it by having tripods attached to the bottom of the barrel.

Bayonnetted. Weapons with the *bayonnetted* property use a damage die lower than their original versions (e.g. 1d8 becomes 1d6, 3d6 becomes 3d4; any original 1d4s suffer a -1 penalty to damage per die instead). However, ranged weapons with this property can also be used to make a melee attack, dealing the same damage die as a ranged attack with the weapon would. This attack uses the Strength ability unless the weapon also has the *finesse* property.

Double-Decked. Weapons with the *double-decked* property can load two pieces of ammunition instead of one, at the cost of some accuracy. Whenever a creature takes the Attack action with a ranged weapon that has property, it can make two attack rolls instead of one, dealing the weapon's damage die once per piece of ammunition. However, it can still only target one creature; furthermore, weapons with this property expend two pieces of ammunition per attack, and all attack rolls suffer a -2 penalty.

ARMOUR PROPERTIES

To give armour more flavour, a list of new properties for armour is provided below. Many of the new armours detailed later in this resource already use these properties, but you can also have blacksmiths and armourers offer to add these properties to existing armours, for a price. Like the new weapon properties above, benefits conferred by these properties are tempered by potential disadvantages.

GENERAL

Bolstered. Armour with the *bolstered* property has been made tougher and heavier, usually by adding extra material to the armour. Armour with this property provides +1 AC more than its non-bolstered version, but the wearer suffers -3 to their initiative. Armour can be bolstered multiple times, as shown by the table below:

AC Bonus	Penalty
+1	-3 initiative
+2	-6 initiative and -5 ft. speed
+3	-10 initiative and -10 ft. speed

If such armour is found by players, the DM decides how much the armour has been bolstered by.

Lightened. Armour with the *lightened* property has been made thinner and more dexterous, often by removing excess material. Armour with this property suffers -1 AC less than its non-lightened version, but the wearer gains +3 to their initiative. Armour can be lightened multiple times, as shown by the table below:

AC Penalty	Bonus
-1	+3 initiative
-2	+6 initiative
-3	+10 initiative

Plated (medium or heavy armour only). Extra metal or wooden plates can replace weaker sections of armour to help protect against certain types of attacks. Creatures wearing armour with the *plated* property have resistance to non-magical piercing damage, but vulnerability to non-magical and magical bludgeoning damage.

Chain-linked (medium or heavy armour only). Sections of chainmail can replace particular parts of a piece of armour to help protect against certain types of attacks. Creatures wearing armour with the *chain-linked* property have resistance to non-magical slashing damage, but vulnerability to non-magical and magical piercing damage.

Leathered (medium or heavy armour only). Layers of quality leather can replace particular sections of a piece of armour to help protect against certain types of attacks. Creatures wearing armour with the *leathered* property have resistance to non-magical bludgeoning damage, but vulnerability to non-magical and magical slashing damage.

LIGHT ARMOUR ONLY

Camouflaged. Armour with the *camouflaged* property has been painted or adapted in some other way to make it blend into a certain kind of natural background. The DM decides what the armour was designed to blend with, choosing from the following areas: arctic, coast, desert, forest, grassland, mountain, swamp, or urban. Creatures that wear armour with the *camouflaged* property have advantage on Dexterity (Stealth) checks to hide, and Wisdom (Perception) checks made to see them have disadvantage, as long as the wearer is in the area the armour is designed to blend with. However, the armour's appearance marks the wearer out as a shady character, causing them to have disadvantage on Charisma (Persuasion) and Charisma (Deception) checks.

Pocketed. Armour with the *pocketed* property has extra zips and secret locations worked into the material. Pocketed armour can have up to three secret sections which can each contain items up to 1 foot cubed in volume. This armour grants the wearer advantage on Dexterity (Sleight of Hand) checks to hide anything that has previously been placed in one of the secret pouches; however, if someone does discover one of the secret sections, they become very mistrustful of the wearer, and may become hostile if they were already suspicious of the them (at the DM's discretion).

MEDIUM ARMOUR ONLY

Balanced. Armour with the *balanced* property has been fine-tuned to accomodate jack-of-all-trade types, providing unusual synergy with the wearer's weaponry. Armour with this property can only be worn by creatures whose Strength and Dexterity scores have a difference of 4 points or less. Creatures wearing armour with this property can choose to use either the Strength or Dexterity modifiers for attack and damage rolls with melee weapons, regardless of whether those weapons have the *finesse* property or not.

Spiked. Only the versatility of medium armour allows for the option of turning the armour itself into a weapon. Armour with the *spiked* property is covered in an array of sharp objects (DM's choice if the armour is found), particularly on the shoulders and arms. Whilst wearing armour with this property, a creature that successfully uses the Shove or Grapple action deals 1d4 piercing damage plus the wearer's Strength modifier to the target, alongside the usual effects of the action. This damage is also dealt if another creature successfully shoves or grapples the wearer. The menacing nature of the armour means the wearer has disadvantage on Charsima (Persuasion) and Charisma (Deception) checks, but advantage on Charisma (Intimidation) checks.

HEAVY ARMOUR ONLY

Lockable. Sometimes armour is so sturdy all you need to do is wait for your attackers to wear themselves out. Creatures wearing armour with the *lockable* quality can, as an action, lock the sections of their armour together, which reduces their speed to 0 ft. and incapacitates them, but grants them +5 AC for as long as the armour is locked. The wearer must use an action on its turn to unlock the armour again. This quality continues to function even if the wearer drops to 0 Hit Points whilst the armour is locked.

Rooted. Armour with the *rooted* property has been built with extra weight in the boot and leg sections, making it very difficult to topple the wearer. Creatures that wear armour with this property have advantage on Strength (Athletics) checks to escape grapples, and if any action or effect would knock the creature prone, the creature can make a DC 14 Strength saving throw, managing to remain standing on a save (at the DM's discretion). However, the extra weight of the armour means the wearer has disadvantage on all Dexterity checks and saving throws.

EXPANDED WEAPON LIST

Many of these weapons utilise the new properties detailed above to ensure they are not simply reskinned version of ordinary weapons.

SIMPLE MELEE WEAPONS

Weapon	Cost	Damage	Properties
Shiv	1 cp	1 piercing	<i>light, finesse, thrown (20/60)</i>
Pernach	5 gp	1d6 bludgeoning	<i>heavy, strengthened</i>
Wakizashi	3 gp	2 slashing	<i>finesse, bleeding</i>
Awl pike	2 gp	1d6 piercing	<i>defensive</i>
Chakram	4 gp	1d4 slashing	<i>bleeding, thrown (20/60)</i>
Scythe	4 gp	1d6 slashing	<i>heavy, two-handed, reach, bleeding</i>

SIMPLE RANGED WEAPONS

Weapon	Cost	Damage	Properties
Blowdart	4 gp	1d4 piercing	<i>finesse, loading, ammunition (20/60)</i>
Guarded shortbow	30 gp	1d6 piercing	<i>two-handed, ammunition (80/320), defensive</i>
Bayonnetted light crossbow	30 gp	1d6 piercing	<i>two-handed, loading, ammunition (80/320), bayonnetted</i>

MARTIAL MELEE WEAPONS

Weapon	Damage	Properties	
Swordstaff	20 gp	1d8 slashing / 1d6 bludgeoning	<i>heavy, two-handed, double-ended</i>
Katana	20 gp	1d6 slashing	<i>finesse, bleeding</i>
Partisan	10 gp	1d8 piercing	<i>reach, two-handed, parrying</i>
Arming sword	15 gp	1d8 slashing	<i>versatile (1d10), defensive</i>
Parrying sword	20 gp	1d6 piercing	<i>finesse, light, parrying</i>

MARTIAL RANGED WEAPONS

Weapon	Damage Properties		
Scoped longbow	60 gp	1d8 piercing	heavy, two-handed, ammunition (150/600), aiming
Mounted heavy crossbow	60 gp	1d10 piercing	heavy, loading, two-handed, ammunition (100/400), aiming
Two-shot hand crossbow	100 gp	1d6 piercing	light, loading, ammunition (30/120), double-decked



EXPANDED ARMOUR LIST

Many of these armours utilise the new properties detailed above, and the 'Special Armour' list might give you a flavour of what can be achieved by combining multiple properties into one item.

LIGHT ARMOUR

Armour	Cost	AC	Properties
Thief's armour	20 gp	11 + Dex	<i>pocketed</i>
Glade leathers	15 gp	11 + Dex	<i>camouflaged (forest)</i>
Assassin's armour	45 gp	10 + Dex	<i>camouflaged (urban), lightened (+3 initiative)</i>
Tough studs	25 gp	13 + Dex	<i>bolstered (-3 initiative)</i>

MEDIUM ARMOUR

Armour	Cost	AC	Properties
Plated scail	75 gp	14 + Dex (max 2)	<i>Stealth disadvantage, plated</i>
Tough breastplate	500 gp	15 + Dex (max 2)	<i>bolstered (-3 initiative)</i>
Fine-tuned chain shirt	100 gp	13 + Dex (max 2)	<i>balanced</i>
Spiked half plate	1,000 gp	15 + Dex (max 2)	<i>Stealth disadvantage, spiked</i>

HEAVY ARMOUR

Armour	Cost	AC	Properties
Lighter splint	200 gp	16	<i>Stealth disadvantage, lightened (+3 initiative)</i>
Rooted ring mail	50 gp	14	<i>Stealth disadvantage, rooted</i>
Leathered plate	2,000 gp	18	<i>Stealth disadvantage, leathered</i>
Tough chain mail	100 gp	17	<i>Stealth disadvantage, bolstered (-3 initiative)</i>

SPECIAL ARMOUR

Armour	Cost	AC	Properties
Midnight's Skin (studded leather armour)	200 gp	10 + Dex	<i>camouflaged (urban), pocketed, lightened (+6 initiative)</i>
Sentinel's Skin (breastplate)	850 gp	16 + Dex (max 2)	<i>balanced, spiked, bolstered (-6 initiative, -5 ft. speed)</i>
Shellskin (plate)	2,800 gp	20	<i>lockable, rooted, bolstered (-6 initiative, -5 ft. speed)</i>



IMPROVING YOUR ARMS

Due to the balanced nature of the properties in this resource, there should be little issue (besides price) with players adding, removing, and combining new properties onto their weapons and armour. Below are some recommended prices and timeframes for such processes.

WEAPONS

Even the smallest of villages is likely to have someone that knows how to mend blades and sharpen arrowheads, though finding an arcanist skilled enough to create a functioned heated or frozen weapon might take a little longer.

WEAPONSMITH

Property	Cost	Time
<i>Bleeding</i>	10 gp	Tenday
<i>Defensive</i>	6 gp	Four days
<i>Strengthened</i>	15 gp	Tenday
<i>Lightened</i>	4 gp	Two days
<i>Parrying</i>	12 gp	Five days

FLETCHER & BOWYER

Property	Cost	Time
<i>Bleeding</i>	5 sp per ammunition	One hour per ammunition
<i>Defensive</i>	8 gp	Five days
<i>Strengthened</i>	15 gp	Tenday
<i>Lightened</i>	4 gp	Two days
<i>Aiming</i>	12 gp	Five days
<i>Bayonnetted</i>	6 gp	Three days
<i>Double-Decked</i>	18 gp	Twelve days

ARCANIST

Property	Cost	Time
<i>Heated</i>	40 gp	One day
<i>Frozen</i>	30 gp	One day

ARMOUR

Armour is not quite an nuanced a subject as weaponry, so most self-respecting blacksmiths will be able to deal with a range of armour properties.

ARMOURER

Property	Cost	Time
<i>Bolstered</i>	50 gp	Tenday
<i>Lightened</i>	30 gp	Tenday
<i>Plated</i>	30 gp	Three days
<i>Chain-linked</i>	30 gp	Three days
<i>Balanced</i>	45 gp	Five days
<i>Spiked</i>	50 gp	Tenday

LEATHERWORKER

Property	Cost	Time
<i>Camouflaged</i>	45 gp	Tenday
<i>Pocketed</i>	20 gp	Three days
<i>Leathered</i>	30 gp	Three days

MASTER ARMOURER

Property	Cost	Time
<i>Lockable</i>	75 gp	Twelve days
<i>Rooted</i>	75 gp	Twelve days

CREDITS

Written and created by Benjamin Campbell (a.k.a. bangbangyouaredead) using the Homebrewery.

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