

HOME BREWING: WEAPONS

CREATE BALANCED WEAPONS OF YOUR OWN
v1.01

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CREATING A BALANCED WEAPON

This guide has been designed with the intention to provide you with some general guidelines for homebrewing balanced weapons. It is divided in three sections including this one. In this section you will find some general information on simple and martial weapons, as well as the way you should price your weapons or handle downtime designing and crafting of new weapons.

The Smithery, the second section of this guide, offers you guidelines to create a balanced weapon of different qualities in three simple steps. And in the **The Armory**, you can find a few weapons created using this guide.

NON-ESSENTIALS

These features of weapons are mechanically unimportant, so feel free to adjust them to fit your setting.

Cost. The price of weapons should be determined by the materials used to create them, as well as the expertise of the artisan required to produce it. Simple weapons are, as their name suggests, simple, easy to craft, while martial weapons are more specialized, usually requiring longer time and greater knowledge to produce. A suggested price of simple weapons is 1 cp to 10 gp, and martial weapons 5 gp to 100 gp. Even more expensive are weapons of superior quality (see the **Superior Weapons** subsection).

Some weapon properties (like Scope) directly affect the weapon cost, since they require other items (like the spyglass – 1,000 gp) to produce.

Damage type. The type of damage your weapon deals mechanically does not affect the game significantly, so your choice should be based only on the flavor and the manner that the weapon will be used. One exception to this is that if your weapon uses arrows or bolts as ammunition, it should deal piercing damage.

Weight. Weight of a weapon usually doesn't affect the game in a significant way. For those rare occasions that it does, you should adjust it so that light, finesse and throwing weapons weigh less, and heavy and two-handed weigh more than others.

SIMPLE WEAPONS

When making a simple weapon, you should consider the following points:

- Not much skill should be required to construct a simple weapon
- It should be made from cheap and/or readily available materials
- Most people are or should be able to wield and effectively use these weapons without much or special training
- The base damage dice of simple weapons should not be more than a 1d6, or a 1d8 if they have the two-handed property.

MARTIAL WEAPONS

When making a martial weapon, you should consider the following points:

- Martial weapons require skilled craftsmen to produce, and can incorporate complex mechanisms in their designs.
- They are usually made out of metal and/or higher quality wood.
- Using martial weapons requires special training, and becoming proficient with them can take months or even years of training
- The base damage dice of martial weapons should not be more than a 1d8, or a 1d12 if they have the two-handed property. Although some, difficult to use, rare or complex weapons can deal more than these values.

AMMUNITION

Some ranged weapons use ammunition. These are often packaged and sold in groups of 20 or 50 (Player's Handbook, 150), and weigh 1 or 1½ lb. Keep in mind the principles of weapon appraisal here as well.

DOWNTIME DESIGNING & CRAFTING

If you are DMing, there is a slim chance that one of your players has asked you at some point to craft a weapon of their own design. Or you might be one such player trying to persuade your DM to give you this opportunity. Well, you are in luck, as this subsection of the guide deals with precisely that.

As a part of their downtime activity, a character can start designing a weapon. Depending on the complexity of the design, this process can be as short as a single day, or take months, even years.

The design time is divided into design time periods. A successful DC 13 Intelligence check completes one period. With three completed design time periods, the design is completed and characters can proceed to crafting the item.

First time crafting a weapon from a new design is partially trial and error, so it's not the same as regular item crafting. Similarly to designing, the crafting time is partitioned into craft time periods. Depending on the design, crafting requires an appropriate tool proficiency. The DM should decide how many of the craft time period should be completed by which tools. Succeeding a DC 13 Ability check using the appropriate tools completes one period.

DOWNTIME ACTIVITY PERIODS

Weapon	Design time period	Craft time period
Simple	1 day	1 day
Martial	2 days	2 days
Uncommon martial	4 days	4 days
Rare martial	1 week	2 weeks
Very rare martial	2 weeks	1 month
Legendary martial	1 month	2 months

If multiple characters are working at the same time on the same design, increase the design and crafting time by 1 period for each additional worker. Each character rolls for checks, and every successful check completes one period.

THE SMITHERY

To help you balance your weapon, this guide will use points. Your starting budget is 5, if you are designing a simple weapon, or 6, if you are designing a martial weapon (though it can be more, see the **Superior Weapons** subsection). You will spend these points on different properties and damage dice for your weapon.

Some properties are negative and award you additional points to use (e.g. Heavy awards you 1 additional point), so while choosing your base damage, feel free to „loan“ points and dip below 0, as long as you gain enough points choosing negative properties later in weapon creation to eliminate that debt.

Some weapons in the Player's Handbook do not strictly match these guideline, being weaker (such as club, greatclub, mace, sickle, sling, flail, morningstar, war pick and blowgun); and some simple weapons have the stats of martial weapons (dagger, handaxe).

In the following text, you, the homebrewer, will sometimes be referred to as the smith so as not to confuse you with the weapon's user.

STEP 1

First, you will have to decide what kind of weapon are you making, a melee or a ranged one. Melee weapons have a base reach of 5 feet, and use Strength for attack and damage calculations, while ranged weapons have the „Ranged (Normal/Long)“ property, and use Dexterity for attack and damage calculations. Keep in mind that when you make a ranged attack with a weapon, you have disadvantage on the attack roll if you are within 5 feet of a hostile creature who can see you and who isn't Incapacitated (Player's Handbook, 195).

STEP 2

Decide on the damage dice your weapons will use. For this, use the table below. The columns „Simple Weapon“ and „Martial Weapon“ show the suggested handedness of the weapon, for the purpose of balance. Those marked with „N/R“ should are not recommended.

WEAPON DAMAGE DICE

Damage dice	Cost (points)	Simple Weapon	Martial Weapon
1	1	One-handed	One-handed
1d3	2	One-handed	One-handed
1d4	3	One-handed	One-handed
1d6	4	One-handed	One-handed
1d8	5	Two-handed	One-handed
2d4	6	Two-handed	Two-handed
1d10	6	N/R	Two-handed
1d4+1d6	7	N/R	Two-handed
1d12; 2d6; 1d4+1d8	8	N/R	Two-handed

For more damage dice options, see **The Appendix**.

STEP 3

Choose the weapons properties. The attributes you choose greatly affect the way your weapon will be used in battle, as well as the weapons flavor. Some of the attributes affect the weapon negatively, so they award additional points instead of requiring you to spend them (such as „Heavy“, „Loading“, and „Two-Handed“). The table below lists some of the attributes and their cost in points. The column „Requires“ shows the type of weapon the property is available to, where „R“ stands for Ranged, and „M“ for Melee. Take this column as more of a suggestion than a rule, as it could be possible for your creation to, for example, posses the versatile attribute as a ranged weapon (though you might consider the *Grip (Damage Dice)* special property from the **Special Properties** subsection).

PROPERTIES

Property	Cost (points)	Requires
Light	1 (2 if ranged)	M, R
Finesse	1	M
Heavy	Gain 1	M, R
Loading	Gain 1	R
Reach	2	M
Thrown (range 20/60)	1	M, R
Thrown (range 30/120)	2	M, R
Two-handed	Gain 1	M, R
Versatile ¹	2	M

¹ The versatile damage dice is one of the one point higher cost to the base damage dice.

If you are creating a ranged weapon, use the table below to determine the weapon's range.

RANGE

Range (Normal/Long)	Cost (points)
5/15	0
20/60; 25/100; 30/90; 30/120; 40/120	1
60/240; 80/320	2
100/400; 120/480; 150/600	3
200/800; 250/1000; 200/600; 300/900	4

You may notice that multiple ranges cost the same. Though you could always pick the longest range in the category for your weapon, I strongly suggest you pick the one that makes most sense instead.

One other thing that you may have noticed is that there are two types of Normal/Long range pairings: one where the long range is three times the normal, and the other where the long range is four times the normal. In general, thrown and mechanical weapons use the three times, and bow-type weapons use the four times range pairs.

SPECIAL PROPERTIES

Some weapons have special properties that do not fit any of the above ones. If you wish to add such a property, you can use one or more of the ones described in the text below, or create one yourself.

These include some of the existing properties from the Player's Handbook, as well as quite a bit of new ones.

SPECIAL PROPERTIES TABLE

Name	Cost (points)	Requirements
Awkward	Gain 3	—
Brutal	2	—
Contaminated	1	Melee weapon (or ammunition) dealing piercing or slashing damage
Crippling	2	Heavy
Crushing	3	Heavy melee
Disarming	1	Melee
Deafening	1	—
Ensnaring	5	Thrown
Entrapping	7	Thrown
Flashy	4	—
Glove	1	Melee
Grappling	2	Melee
Grip	1	One-handed ranged
Jousting	Gain 1	—
Pulling	1	Reach or ranged
Quick	1	Light
Repeating	1	Loading
Returning	1	Thrown
Shielding	1	—
Slow	Gain 1	Weapon that doesn't deal damage
Scope	—	Ranged
Uncorrodable	—	—
Specialized Damage	— 2	— 2

² See the **Specialized Damage** subsection, page 4

Special properties in alphabetical order.

Awkward. *Gain 3 points.* You have disadvantage when you use a this weapon to attack a target within 5 feet of you.

Brutal (Damage dice). *Costs 2 points.* A damage value in parentheses appears with the property—the damage when the target is hit with this weapon while missing any of its hit points. (In the parentheses, the smith chooses damage dice appropriate to the base weapon damage, according to the table below. If the weapon uses multiple dice, change only one of those into brutal weapon die, e.g. 1d8+1d4 turns into either 2d8 or 1d12+1d4)

Damage dice

Brutal damage dice

1	1d4
1d3	1d6
1d4	1d8
1d6	1d10
1d8	1d12

Contaminated. *Costs 1 point; Requires: Melee weapon (or ammunition) dealing piercing or slashing damage.* A creature hit by the weapon must perform a DC 11 Constitution check. On a failed save, the creature contracts sewer rot. Symptoms manifest after 1d10 days. (*Design suggestion: If the weapon is made from iron, you can have it be rusted, signaling to players that it might be contaminated by tetanus causing bacteria*)

Crippling. *Costs 2 points; Requires: Heavy.* A creature hit by the weapon has its speed reduced by 10 feet until the start of your next turn.

Crushing. *Costs 3 points; Requires: Heavy melee weapon.* A creature hit by the weapon must make a DC 10 Ability (of smith's choice; commonly Dexterity, Strength, and Constitution) saving throw, falling prone on a failed one.

Deafening. *Costs 1 point.* A creature hit by the weapon is deafened until the end of their next turn.

Disarming. *Costs 1 point; Requires: Melee weapon.* This weapon is designed to disarm your opponent. If a creature is attacking you using a melee weapon, you can use your reaction to attempt to disarm the creature, forcing it to drop the weapon it attacked you with. The target must make a DC 10 Ability (of smith's choice; commonly Dexterity, Strength, and Constitution) saving throw. On a failed save, it drops the weapon at its feet.

Ensnaring. *Costs 5 points; Requires: Thrown.* A Large or smaller creature hit by the weapon has its speed reduced to 0 until it is freed. The weapon has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Ability (of smith's choice; commonly Dexterity, Strength, and Constitution) check, freeing itself or another creature within its reach on a success. Dealing 5 damage (of smith's choice; commonly slashing, piercing, or bludgeoning) to the weapon (AC 10) also frees the creature without harming it, ending the effect and destroying the weapon. (The smith can increase the cost by 1 to increase the DC, health points, and the AC by 3 of the weapon/effect)

Entrapping. *Costs 7 points; Requires: Thrown.* A Large or smaller creature hit by the weapon is restrained until it is freed. The weapon has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Ability (of smith's choice; commonly Dexterity, Strength, and Constitution) check, freeing itself or another creature within its reach on a success. Dealing 5 damage (of smith's choice; commonly slashing, piercing, or bludgeoning) to the weapon (AC 10) also frees the creature without harming it, ending the effect and destroying the weapon. (Increase the cost by 1, and increase the DC, health points, and the AC by 3 of the weapon/effect)

Flashy. *Costs 4 points.* If the weapon is within range of bright light, a creature hit by the weapon is blinded until the end of their next turn.

Glove. *Costs 1 point; Requires: Melee weapon.* Your unarmed strike damage dice and damage type become this weapon's damage dice. If your unarmed strikes already deal damage equal to this weapon's damage or higher, add damage to the unarmed strike's damage according to the table below instead. In addition, this weapon cannot be disarmed, and you can carry other weapons in a hand that uses this one.

GLOVE DAMAGE CONVERSION TABLE

Weapon damage dice	Additional damage
1d3; 1d4	+1
1d6; 1d8; 2d4	+2
Other (of greater cost)	+3

Grappling. *Costs 2 points; Requires: Melee weapon.* While using this weapon, you have an advantage on grappling checks.

Grip (Damage Dice). *Costs 1 point; Requires: One-Handed, Ranged weapon.* 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. (In the parentheses, smith chooses damage dice of one point higher cost than that of the weapon's)

Jousting. *Gain 1 point.* The weapon requires two hands to wield when you aren't mounted. (The weapon is treated as having the two-handed property).

Pulling. *Costs 1 point; Requires: Reach or Ranged.* On hit, the target must succeed on a DC 10 Strength saving throw or be pulled up to 5 feet in a straight line toward you.

Quick. *Costs 1 point; Requires: Light.* When you use your action to perform an action with this weapon, you can use your bonus action to perform a second attack with the same weapon. You do not add your ability modifier to the damage of the second attack, unless the modifier is negative.

Repeating (Capacity). *Costs 1 point; Requires: Loading.* A capacity value in parentheses appears with the property—the weapon possesses a magazine that can hold up to the capacity number of pieces of ammunition. The weapon does not require loading while there is ammunition in the magazine. (The capacity of the magazine should be up to 5. By increasing the cost to 2, the smith can increase the capacity above 5)

Returning. *Costs 1 point; Requires: Thrown.* If the weapon misses, it returns to the thrower.

Shielding. *Costs 1 point.* While wielding this weapon increases your Armor Class by 1.

Slow. *Gain 1 point; Requires: Weapon with no damage dice.* When you use an action, bonus action, or reaction to attack with the weapon, you can make only one attack regardless of the number of attacks you can normally make.

Scope. *Costs 0 points; Requires: Ranged weapon.* When attacking with this weapon, you can use your bonus action to aim with the weapon's scope. Attacking at long range doesn't impose disadvantage on your ranged weapon attack roll this turn. Using the scope requires proficiency with martial ranged weapons. (Weapons with this property should cost around 1,000 gp more, depending on the setting)

Uncorrodable. *Costs 0 points; Requires: Metal weapon.* This weapon cannot be rusted or corroded by any means, e.g. rust monster attack (Monster Manual, 262). (The smith should increase the cost of such weapon by about 50 gp, depending on the setting)

SPECIALIZED DAMAGE

From the text above, you can see that some properties (like brutal and versatile) allow your weapon to deal more damage if a certain condition has been met. Following this logic, we can create multiple special weapon properties by limiting the effectiveness of a weapon by adding such conditions.

For example, we can create a property that would allow your weapon to be more effective against one type of creature, like undead, dragon, or humanoid (kenku).

Creature-Type Slaying (Damage dice). *Costs: 1 point.* A damage value in parentheses appears with the property—the damage to creatures of specified type. (The slaying damage dice is one of a two-point higher cost to the base damage dice. Creature-type is of smith's choice; if humanoid, specify one type of humanoids)

CREATURE-TYPE SLAYING EXAMPLE

The process of creating a shortsword designed specifically to slay oozes might look like this:

To add the 1-point-costing creature-type slaying property to a shortsword, we should either remove one property from it (light or finesse), or lower it's base damage. For this example, let's lower the damage dice by 1 point from 1d6 to 1d4.

Now let's add the **Ooze Slaying (Damage Dice)** to it. Seeing that the base damage is now 1d4, the damage dice of the special property become 1d8.

SUPERIOR WEAPONS

Some martial weapons are very rare, due to the amount of work the craftsman has to put in or the vastness of knowledge required to produce it. These weapons, while not magic, because of their superior quality could be mistaken for one. If your creation is one such weapon, you can adjust the starting amount of points you can spend according to the table below.

SUPERIOR ITEM PRICING

Rarity	Starting points	Price
Uncommon	7	200 gp to 1,000 gp
Rare	8	1,000 gp to 4,000 gp
Very rare	9	4,000 gp to 16,000 gp
Legendary	10+	More than 16,000 gp

Legendary items that start with more than a 10-point budget should be priced much higher. A good rule of thumb would be an additional 32,000 gp per point.

If player characters want to design and craft a legendary item of more than 10-point budget, double the legendary martial time periods from the Downtime Activity Periods table on page 1 for each point. For example, designing and crafting a 13-point budget legendary martial weapon adjusts the time periods to 8 months design, and 16 months craft time.

For some superior weapons, you might want to consider some additional damage dice options. For a more detailed table, listing recommended one-hand and two-hand damage dice for each rarity, see **The Appendix**.

ADDITIONAL DAMAGE DICE OPTIONS

Damage dice	Cost (points)
3d4; 1d6+1d8; 1d4+1d10	9
2d8; 2d4+1d6; 1d4+1d12; 1d6+1d10	10
4d4; 2d4+1d8; 1d4+2d6; 1d6+1d12; 1d8+1d10	11
1d20; 3d6; 2d10; 3d4+1d6; 2d4+1d10; 1d4+1d6+1d8; 1d8+1d12	12
3d4+1d8; 2d4+2d6; 1d4+2d8; 2d6+1d8; 2d4+1d12; 1d4+1d6+1d10; 1d10+1d12	13

SUPERIOR MAGIC WEAPONS

If you wish to make a magic weapon out of a superior one, you should make them ever more rare than their common counterparts. For example, a +1 superior weapon (uncommon) would be rare.

EXAMPLES OF USING THIS GUIDE

EXAMPLE I

For the first example, we are going to create a weapon that launches spinning blades and deals slashing damage from a distance.

Step 1: This weapon's type will be ranged

Step 2: It will be a martial weapon that deals 2d6 damage. This means that out of our 6 points, we have spent 8, giving us a total of -2 points to spend on attributes, so we'll have to look for ways to gain at least 2 additional points in the next step. Also, this weapon should be two-handed, considering its damage.

Step 3: We'll give our weapon a range of 30/120, spending 1 more point (new total of -3). Now to gain those back, we'll give it „Heavy“, „Loading“, and „Two-handed“ as well, bringing our total to 0.

And finally, let's add some fluff. It's a sophisticated piece of machinery, and would require a skilled craftsman a long time and a lot of material to produce. Let's set the price at 100 gp, and the weight at 20 lb.

We should also set the price of the ammo it uses. The spinning blades require much more iron to produce than regular arrows, but less than a dagger, so let us set it at 1 gp for 5 pieces of ammunition.

EXAMPLE II

This next weapon is going to be of legendary quality, one of a kind, giving us the starting budget of 10 points. Let's say that it is a longsword that belonged to a prince of a far away land, and that it took his old smith's a lifetime's worth of effort to create. It does not have any magical properties, but its edge has been grinded to razor sharpness, and the nature of different metals used to create it produced an alloy that is hard to bend or break with impact.

Step 1: Since this is a longsword, it's going to be a melee weapon.

Step 2: The base damage of this weapon will be 1d6+1d8. After this step, we still have 1 more point to spend.

Step 3: As with a regular longsword, we'll give this one the versatile property, so we can choose one of the 10-cost damage dice as the versatile damage. Two of the offered damage dice stand out: 1d6+1d10 since it contains a d10 that is also present in the original weapon damage, and 2d8 since it's the easiest to remember. We'll take the 1d6+1d10 for the authenticity.

Finally, the price of the weapon and it's weight. This sword is made out of an alloy that is lighter than steel, so the sword will weigh 2 lb instead of 3 lb that the regular longsword weighs, but it will cost 20 000 gp.

EXAMPLE III

In the same manner as in the 2nd example, we can create the whole series of different rarity weapons, with the damage dice simply increasing by a 1-point category higher:

Name	Cost	Damage	Weight	Properties
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Shortsword, uncommon	250 gp	1d8 piercing	2 lb.	Finesse, light
Shortsword, rare	1000 gp	1d10 piercing	2 lb.	Finesse, light
Shortsword, very rare	4000 gp	1d6+1d4 piercing	2 lb.	Finesse, light
Shortsword, legendary	16000 gp	2d6 piercing	1 lb.	Finesse, light

Or by adding new properties:

Name	Cost	Damage	Weight	Properties
Flail	10 gp	1d8 bludgeoning	2 lb.	--
Flail, uncommon	200 gp	1d8 bludgeoning	2 lb.	Light
Flail, rare	1000 gp	1d8 bludgeoning	2 lb.	Finesse, light
Flail, very rare	4000 gp	1d8 bludgeoning	2 lb.	Finesse, light, special (quick)
Flail, legendary	16000 gp	1d8 bludgeoning	2 lb.	Finesse, light, special (quick, pulling)

THE ARMORY

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
10-foot pole	5 cp	2d4 bludgeoning	7 lb.	Two-handed, thrown (range 20/60), reach, special (awkward)
Brass knuckle	2 gp	1d4 bludgeoning	½ lb.	Light, special (quick)
Chain	2 sp	1d4 bludgeoning	2 lb.	Versatile (1d6), reach
Leiomano	10 gp	1d6 slashing	2 lb.	Finesse
Spiked gauntlet	1 gp	1d4 piercing	1 lb.	Light, special (glove)
Scythe	2 gp	1d6 slashing	5 lb.	Two-handed, reach
Walking stick	10 gp	1d6 bludgeoning	2 lb.	Light
<i>Simple Ranged Weapons</i>				
Boomerang	1 sp	1d4 bludgeoning	1 lb.	Thrown (20/60), special (returning)
Light crossbow, variant	30 gp	1d6 piercing	5 lb.	Ammunition (80/320), loading, special [grip (1d8)]
Stone	–	1d4 bludgeoning	1 lb.	Thrown (range 20/60)
<i>Martial Melee Weapons</i>				
Bone-breaking club	25 gp	1d10 bludgeoning	11 lb.	Heavy, two-handed, special (crippling)
Cat o' nine tails	10 gp	1d3 slashing	2 lb.	Finesse, light, special [brutal (1d6)]
Claw	25 gp	1d6 slashing	1 lb.	Light, special (glove)
Combat arm gauntlet	15 gp	1 slashing	3 lb.	Finesse, light, special (disarming, glove, shielding)
Long maquahuitl	25 gp	1d4 bludgeoning + 1d6 slashing	6 lb.	Two-handed
Reflecting blade	30 gp	1 piercing	2 lb.	Light, special (flashy)
Rondel	5 gp	1d4 piercing	1 lb.	Finesse, light, special (quick)
Rusty shortsword	1 gp	1d4 piercing	2 lb.	Finesse, light, special (contaminated)
Katana, uncommon	250 gp	1d8 slashing	2 lb.	Finesse, versatile (1d10)
Dagger, rare	1,600 gp	1d8 piercing	2 lb.	Finesse, light, thrown (range 20/60)
Barbed whip, very rare	2,000 gp	1d4 slashing + 1d4 piercing	3 lb.	Finesse, reach
DM's cudgel, legendary	20,000 gp	1d20 bludgeoning	3 lb.	Heavy, two-handed
Grim scythe, legendary	32,000 gp	1d10 + 1d12 slashing	12 lb.	Heavy, two-handed, reach, special (awkward)
<i>Martial Ranged Weapons</i>				
Bolas	5 sp	–	1 lb.	Thrown (range 20/60), special (ensnaring)
Kylie	1 gp	1d4 bludgeoning	1 lb.	Heavy, thrown (80/320), special (crippling)
Composite bow	75 gp	1d6 piercing	2 lb.	Ammunition (range 150/600), two-handed
Repeating crossbow, uncommon	200 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), heavy, loading, special [repeating (5)], two-handed
Giant bow, rare	1,600 gp	1d10 piecing	10 lb.	Ammunition (range 250/1000), heavy, two-handed

APPENDIX

RECOMMENDED DAMAGE DICE

Damage dice	Cost (points)	Simple Weapon	Common Martial Weapon	Uncommon Martial Weapon	Rare Martial Weapon	Very Rare Martial Weapon	Legendary Martial Weapon
1	1	1-H	1-H	1-H	1-H	1-H	1-H
1d3	2	1-H	1-H	1-H	1-H	1-H	1-H
1d4	3	1-H	1-H	1-H	1-H	1-H	1-H
1d6	4	1-H	1-H	1-H	1-H	1-H	1-H
1d8	5	2-H	1-H	1-H	1-H	1-H	1-H
2d4	6	2-H	2-H	1-H	1-H	1-H	1-H
1d10	6	N/R	2-H	1-H	1-H	1-H	1-H
1d4+1d6	7	N/R	2-H	2-H	1-H	1-H	1-H
1d12; 2d6; 1d4+1d8	8	N/R	2-H	2-H	2-H	1-H	1-H
3d4; 1d6+1d8; 1d4+1d10	9	N/R	N/R	2-H	2-H	2-H	1-H
2d8; 2d4+1d6; 1d4+1d12; 1d6+1d10	10	N/R	N/R	N/R	2-H	2-H	2-H
4d4; 2d4+1d8; 1d4+2d6; 1d6+1d12; 1d8+1d10	11	N/R	N/R	N/R	N/R	2-H	2-H
1d20; 3d6; 2d10; 3d4+1d6; 2d4+1d10; 1d4+1d6+1d8; 1d8+1d12	12	N/R	N/R	N/R	N/R	N/R	2-H
3d4+1d8; 2d4+2d6; 1d4+2d8; 2d6+1d8; 2d4+1d12; 1d4+1d6+1d10; 1d10+1d12	13	N/R	N/R	N/R	N/R	N/R	N/R
5d4; 2d12; 3d4+1d10; 1d4+3d6; 1d6+2d8; 2d6+1d10; 2d4+1d6+1d8; 1d4+1d6+1d12; 1d4+1d8+1d10; 1d4+1d20	14	N/R	N/R	N/R	N/R	N/R	N/R
3d8; 4d6; 4d4+1d6; 3d4+1d12; 2d4+2d8; 1d4+2d10; 2d6+1d12; 2d4+1d6+1d10; 1d4+2d6+1d8; 1d4+1d8+1d12; 1d6+1d8+1d10; 1d6+1d20	15	N/R	N/R	N/R	N/R	N/R	N/R
1d4+1d10+1d12; 2d8+1d10; 1d6+2d10; 1d6+1d8+1d12; 1d8+1d20; 1d4+2d6+1d10; 1d4+1d6+2d8; 2d8+1d10; 2d4+1d8+1d10; 2d4+1d6+1d12; 3d6+1d8; 3d4+2d6; 4d4+1d8; 1d8+1d20; 1d4+1d10+1d12; 1d6+1d8+1d12; 2d8+1d10	16	N/R	N/R	N/R	N/R	N/R	N/R

1-H - One-handed; 2-H - Two-handed; N/R - Not recommended

CREDITS

I would like to thank the contributors of the <http://www.dandwiki.com> for inspiration for some of the special weapon properties and weapons.

This document was formatted and written in <http://homebrewery.naturalcrit.com>

This product is available on the [DM's guild store](#).



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PROMOTIONAL MATERIAL

A guide to homebrewing cantrips is in the works and will probably be available in February on the DM's guild. In the mean time, if you are an aspiring Dungeon Master, or a dedicated player, you might be interested in some of our high quality roll20 tokens.

ORDNING OF GIANTS

There is a storm brewing in the north. The social structure of the giants, the ordning, is crumbling, and the internal struggle is affecting the realms of men. Who will come out on top of the ordning. It's time to test your strength against the giants!

WHAT IS INCLUDED IN THE PACK

This pack includes six basic types of giants, four tokens of each, 24 High-Quality tokens in all. All tokens are adapted for 3x3 tile (Giant) size use.

Giants included:

- Hill Giants
- Stone Giants
- Frost Giants
- Fire Giants
- Storm Giants
- Cloud Giants



[Link to the roll20 Marketplace page](#)

INTO THE DARKNESS

It's time to explore the Underdark. Who else better to guide you than it's inhabitants. Be wary though, for the Underdark is a perilous place.

WHAT IS INCLUDED IN THE PACK

This pack includes 19 tokens featuring low level (or challenge rating) monsters and NPC you and your group might encounter there.



[Link to the roll20 Marketplace page](#)

CRITTERS AND FAMILIARS

The world is populated with all sorts of creatures, from the cunning tiger to the mighty tarrasque, though the tiniest of these are often neglected. Populate your world with these tiny critters and give your party the pets they so desperately need, and your wizard the familiar of his dreams.

WHAT IS INCLUDED IN THE PACK

This pack includes a variety of critters - from slimy frogs to the noble cat. For the best effect, use the smallest size token.



[Link to the roll20 Marketplace page](#)

CHANGE LOG

V1.01 – 17.1.2018.

- Added **Change Log**
- Changed the name of **Rusty** special property to **Contaminated** and expanded usage from metal weapons to all melee weapons and ammunition (otherwise the same)
- Minor wording changes
- Expanded the **Recommended Damage Dice** table in the Appendix to include damage dice options up to 16 (up from 13)
- Other changes to **Recommended Damage Dice** table:

Damage dice	New point category	Old point category
4d4	11	12
3d4+1d6	12	13
3d4+1d8; 2d4+2d6	13	–