

RACIAL WEAPONS

The *Player's Handbook* offers a standard selection of weaponry options drawn from historical (human) cultures. The weapons presented here are designed to be used by the cultures of the non-human races of the *Player's Handbook*. These weapons are more exotic than typical weapons. They have special rules for proficiency and combat, which are also outlined here.

RACIAL WEAPON PROFICIENCY

Racial weapons are not simple or martial weapons in the general sense. However, they are considered martial weapons for their associated races. If a character is proficient with all martial weapons (from the barbarian, cleric with the tempest or war domain, fighter, paladin, or ranger classes), then they are also proficient with their racial weapon.

For example, a dwarf fighter is proficient with a dwarven longaxe, but a dwarf sorcerer is not. The same dwarf fighter is proficient with a dwarven longaxe, but not halfling skipstones.

TRAINING FOR PROFICIENCY

Characters can use the Training downtime activity to gain proficiency in racial weapons.

A character can gain proficiency with a racial weapon associated with their race by spending 125 days of downtime, paying 1 gp per day for training expenses.

A character that has proficiency with all martial weapons can gain proficiency with a racial weapon associated with a different race by spending 125 days of downtime, paying 1 gp per day for training expenses.

A character that does not have proficiency with all martial weapons can gain proficiency with a racial weapon associated with a different race by spending 250 days of downtime, paying 1 gp per day for training expenses.

NEW WEAPON PROPERTIES

Racial weapons are unusual and have weapon properties not found in the *Player's Handbook*. The properties for each racial weapon are given in the Racial Weapons

Table. Any property not described here is described in the *Player's Handbook*.

Adaptable. A weapon that has the adaptable property can be used to make both ranged attacks with ammunition and melee attacks. The weapon appears twice on the Racial Weapons Table – once among the melee weapons, and once among the ranged weapons. If a character can make more than one attack as part of an action, they can choose ranged or melee for each attack separately. When attacking melee or ranged, use the damage and weapon properties from the appropriate entry on the Racial Weapons Table.

Double. A weapon with the double property has two ends with which attacks can be made. When a creature wielding a double weapon uses the Attack action, they choose one end of the weapon to use (for as many attacks as allowed). Then they must use a bonus action to make an attack with the other end.

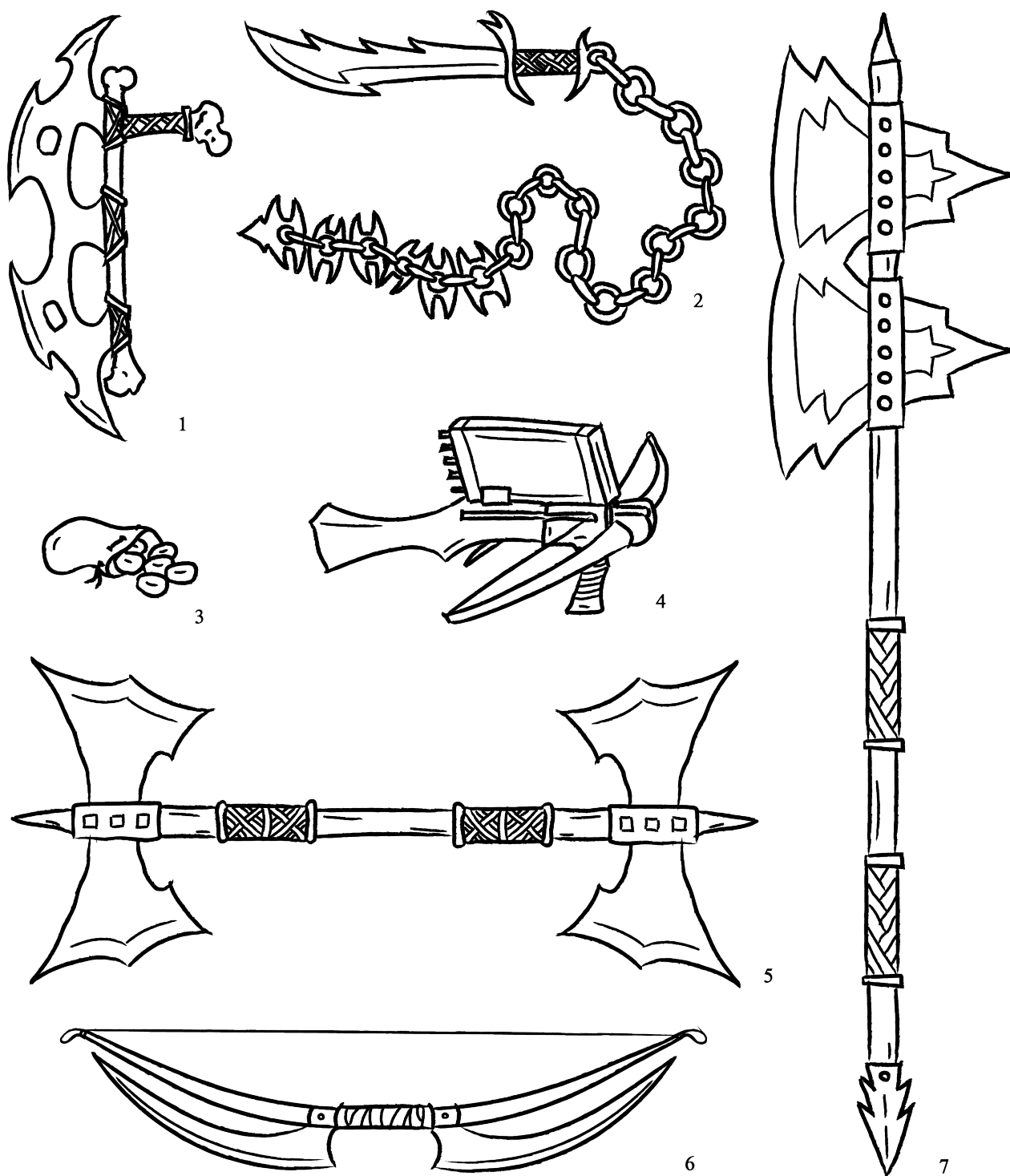
A creature can choose either end to use during the Attack action, although if they can take multiple attacks as part of the attack action, they must all be made with the same end, and the attack with the bonus action must use the other end.

A creature wielding a double weapon is treated as if they were wielding two weapons, and the benefit from the Two-Weapon Fighting style and the Dual Wielder feat. Normal rules restricting two-weapon fighting with weapons that do not have the light property apply.

Reload. The reload property can be found in the *Dungeon Master's Guide* (p.267).

RACIAL WEAPON DESCRIPTIONS

Each racial weapon is described here.



Racial Weapons: 1. Dragonborn shieldblade, 2. Tiefling chainsword, 3. Halfling skipstones, 4. Gnomish repeating crossbow, 5. Orcish double-axe, 6. Elven bladed bow, 7. Dwarven longaxe

Dragonborn Shieldblade. A dragonborn shieldblade, or *ch'taakh* in Draconic, is a long curved blade. It is held like a shield against the arm, typically in the off-hand, although some dragonborn warriors dual-wield *ch'taakhij*. A shieldblade is effective at parrying aside attacks, and gives the wielder a +1 bonus to AC.

A creature wielding a shieldblade is considered to be wearing a shield for all effects, such as the Defender fighting style.

Dwarven Longaxe. A dwarven longaxe is exactly what it sounds like. A blade roughly as big as that of a greataxe, except a bit longer and not as wide, is set on the end of a long haft. Races other than dwarves often find the longaxe unwieldy.

Elven Bladed Bow. An elven bladed bow resembles a longbow, except that narrow blades have been mounted in front of both limbs of the bow. A bladed bow can be used to make ranged attacks or melee attacks should the target get too close.

Gnomish Repeating Crossbow. Gnomish tinkers invented the repeating crossbow to allow a crossbow to be fired more quickly. A magazine holding five crossbow bolts is loaded onto the crossbow. The forearm of the crossbow is pumped backwards, pulling back

and readying the string and loading a bolt from the magazine into the groove. The crossbow can be fired five times before the magazine has to be replaced as an action or bonus action.

Halfling Skipstones. A halfling skipstone is a small stone that is round and slightly disc-shaped. A skipstone is carefully chosen for its ability to ricochet from one target to another. After a creature makes a successful ranged attack with a skipstone, if there is another target within 15 ft. of the first target, the thrower can make an additional attack with disadvantage against this new target. If the additional attack hits, the thrower does not add their ability score to the damage.

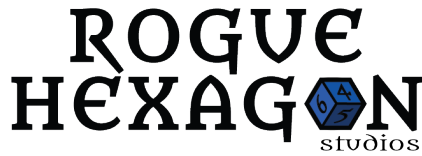
Orcish Double-Axe. An orcish double-axe has two battle-axe-sized blades on either end. These weapons are prized by orc chieftains. Because of the heft of the double-axe, only experienced warriors (with the Dual Wielder feat) can effectively wield a double-axe.

Tiefling Chainsword. A tiefling chainsword looks like a jagged scimitar with a 5 ft.-long spiked chain attached to the hilt. When wielded, the sword is held in one hand and the chain is held in the other. The chain end (and only the chain end) can be used to make reach attacks.

RACIAL WEAPONS TABLE

NAME	COST	DAMAGE	WEIGHT	PROPERTIES
<i>Racial Melee Weapons</i>				
Dragonborn Shieldblade	20 gp	1d6 slashing	3 lb.	Light, special
Dwarven Longaxe	75 gp	2d6 slashing	7 lb.	Heavy, two-handed, reach
Elven Bladed Bow	100 gp	1d6 slashing / 1d6 slashing	6 lb.	Adaptable, light, finesse, double, heavy, two-handed
Orcish Double-Axe	60 gp	1d8 slashing / 1d8 slashing	8 lb.	Double, heavy, two handed
Tiefling Chainsword	40 gp	1d6 slashing (blade) / 1d6 piercing (chain)	8 lb.	Double, two-handed, light, finesse, reach (chain only)
<i>Racial Ranged Weapons</i>				
Elven Bladed Bow	100 gp	1d8 piercing	6 lb.	Ammunition (range 100/400), adaptable, heavy, two-handed
Gnomish Repeating Crossbow	250 gp	1d8 piercing	7 lb.	Ammunition (range 80/320), reload (5), two-handed
Halfling Skipstone	1 gp	1d4 bludgeoning	1/2 lb.	Thrown (range 20/60), special

CREDITS



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