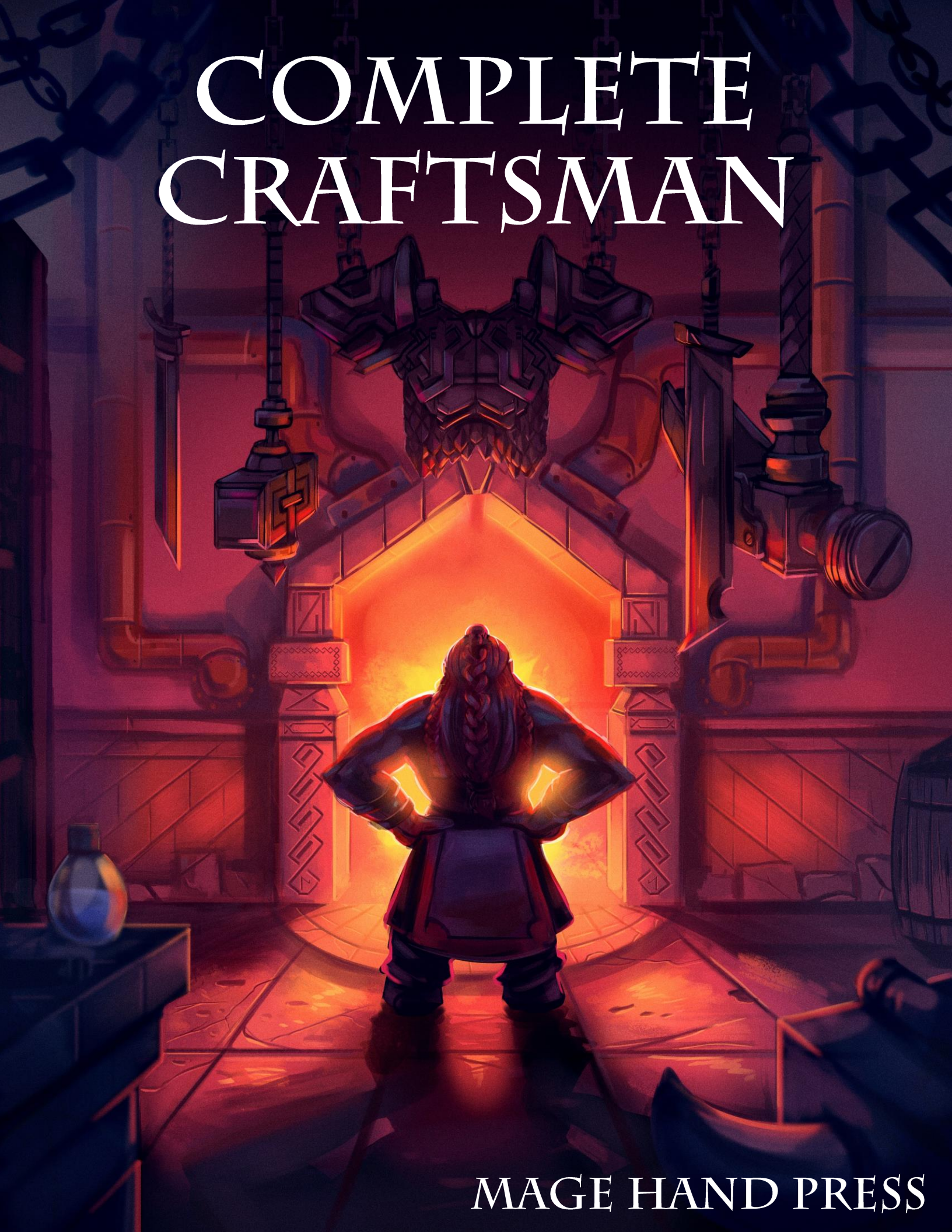


COMPLETE CRAFTSMAN



MAGE HAND PRESS

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CHAPTER 1: CRAFTSMAN

A burly dwarf brings his hammer down on a glowing hunk of steel, launching a shower of sparks into the air. Sweat pours down his back, and his arms strain with each strike, revealing thick cords of muscle, yet he does not tire. The air resonates with the sound of metal impacting metal, while the bright, hot piece of steel in his tongs begins to take shape. Gradually, it flattens, widens, hardens, and cools. He quenches the newly formed blade in an oil bath, then sets his mind to preparations for polishing, sharpening, and fitting the weapon with a handle and guard.

An elf threads a needle with an almost impossibly thin metallic wire, preparing to set the stitches into a set of what looks to be leather armor, but made of dragon's hide. She checks the placement and attachment of the owlbear down lining and ensures that her apprentice set the crystal studs into the surface properly. Once satisfied, she sets about her work in a flurry of dexterous stitches.

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

MASTER OF CRAFT

Artisans of all types are an integral part of every culture: buildings must be erected, pots must be set to the kiln, tools must be smithed. 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 use 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-production 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 unrivalled beauty and perfection? Or are you experimental, tinkering and building with wild abandon to break new ground and innovate on established norms?



THE CRAFTSMAN		
Level	Proficiency Bonus	Features
1st	+2	Bonus Proficiencies, Smithy
2nd	+2	Masterwork (Apprentice properties), Tool Belt
3rd	+2	Guild
4th	+2	Ability Score Improvement
5th	+3	Extra Attack, Masterwork (Journeyman properties)
6th	+3	Folded Steel
7th	+3	Guild feature
8th	+3	Ability Score Improvement
9th	+4	Rapid Modifications
10th	+4	Guild feature
11th	+4	Masterwork (Master properties)
12th	+4	Ability Score Improvement
13th	+5	Craftsman's Strike
14th	+5	Guild feature
15th	+5	Uncanny Tool Belt
16th	+5	Ability Score Improvement
17th	+6	Masterwork (Legendary properties)
18th	+6	Guild feature
19th	+6	Ability Score Improvement
20th	+6	Magnum Opus

QUICK BUILD

You can make a craftsman quickly by following these suggestions. Make Intelligence your highest ability, followed by Strength or Dexterity. Next, select Athletics and Investigation as your skills.

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

Saving Throws: Intelligence, Constitution

Skills: Two from: Arcana, Athletics, History, Investigation, Medicine, Perception, and Persuasion

EQUIPMENT

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

- A set of craftsman's tools
- A shield and (a) chain mail or (b) 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
- An explorer's pack and one kit you're proficient with

BONUS PROFICIENCIES

Starting at 1st level, you are proficient with exotic weapons, armor, and shields. You are also proficient with all sets of artisan's tools.

SMITHY

At 1st level, you carry a set of craftsman's tools, a combined toolkit which covers the essentials of all artisan's tools and allows you to add your proficiency bonus to anything you craft. It weighs 20 lb. and can be replaced for 75 gp.

While using these tools to craft an item, you can make a day's worth of progress towards crafting in the 8 hours during a long rest. Each day, you can craft items worth a total of 50 gp times your craftsman level. As normal, you must provide material equal to half the items' market value.

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. By spending an additional 100 gp in materials and 8 hours of work when crafting a weapon or suit of armor, you can create a masterwork version of that item. In addition, you can spend 100 gp and 8 hours of time to modify an existing item to be masterwork.

MASTERWORK PROPERTIES

Properties	Craftsman Level	Cost
Apprentice	2nd	—
Journeyman	5th	200 gp
Master	11th	400 gp
Legendary	17th	500 gp

MASTERWORK BONUS

As you gain levels in this class, the masterwork items you craft will grant a Masterwork bonus when wielded or worn by a proficient creature. At 5th level, your masterwork weapons have a +1 bonus on attack and damage rolls and your masterwork suits of armor have a +1 bonus to AC. This bonus increases to +2 at 11th level, +3 at 17th level.

MASTERWORK PROPERTIES

Masterwork items you craft can be modified with masterwork properties, advanced modifications which allow you to create truly unique weapons and armor. Masterwork properties are separated into 4 levels: Apprentice, Journeyman, Master, and Legendary. You can apply a number of Apprentice properties equal to your Intelligence modifier + your Masterwork Bonus (minimum 1) to a piece of gear, and can apply one each of Journeyman, Master, and Legendary properties to a masterwork item.

While anyone can use a masterwork version of a weapon or suit of armor if they are proficient with it, once a piece of masterwork gear has been modified with a Master or Legendary property, it is then fitted to your exact specifications and can only be used proficiently by you.

You can apply any number of masterwork properties to a single piece of masterwork equipment over a period of 8 hours, which may be done over the course of a long rest. Each added masterwork property requires a cost in materials and can only be done by craftsmen of a high enough level, as shown in the Masterwork Properties table. You can remove or replace masterwork properties on an item in the same amount of time, though you must still pay the cost of newly added masterwork properties.

When you learn a new level of masterwork properties, you can apply a property from that level to two pieces of masterwork equipment at no cost. Additionally, whenever you apply a masterwork property to a weapon that deals bludgeoning, piercing, or slashing damage, you can change that weapon's damage type to bludgeoning, piercing, or slashing.

While magic weapons and armor can be made masterwork, once modified with masterwork properties,

they do not grant a masterwork bonus to attack rolls, damage rolls, or armor class.

CRAFTING ABILITY

Intelligence is your primary ability when it comes to crafting. In addition, you use your Intelligence modifier when setting the saving throw DC when an item that you craft calls for one.

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

TOOL BELT

While other adventurers may rely on spells, or luck, or brute strength to solve a problem, you believe in always having the right tool on hand. Starting at 2nd level, you can use your action to retrieve a piece of nonmagical gear from your belt, apron, pack, cart, or wherever you keep your tools, even if you did not have it in your inventory before. This item's price in gp must be no higher than 10 times your craftsman level. Items retrieved this way become lost in your inventory and vanish you take a long rest. You can use this ability a number of times equal to your Intelligence modifier and regain all expended uses following 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 ability of that guild. You gain an additional Guild ability 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 purposes of overcoming damage resistance and immunity.

CRAFTING

The ability to forge and create items is central to the craftsman. To craft an item, a character requires three things: materials, tools, and time:

- In most cases, the raw materials for an item can be obtained for 1/2 the item's price. This cost can fluctuate depending on the character's current circumstances, contacts, or access to natural resources.
- A set of the appropriate artisan's tools and proficiency in their use is generally all that is required to craft an item, though occasionally use of a larger shop is needed for more complex items, and proper scaffolding and earth-moving equipment is needed for building structures.
- The time required to craft an item is measured against its market value. Normally, 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 price. As a craftsman, you work much faster, and make progress equal to 50 gp × your craftsman level each day.

RAPID MODIFICATIONS

Starting at 9th level, you gain the ability to quickly reconfigure your equipment to meet your needs.

As an action, you can replace a masterwork property on a single piece of gear with any other masterwork property of the same level. You can't replace a property that is a prerequisite for another of the weapon's properties, and the weapon must meet all the prerequisites for the new property. You can use this ability a number of times equal to your Intelligence modifier, and regain all expended uses when you finish a long rest.

CRAFTSMAN'S STRIKE

You've learned how to build, but you also know how to destroy. Starting at 13th level, your weapon attacks deal maximum damage to objects, and an additional 1d8 damage to constructs.

UNCANNY TOOL BELT

You have a knack for finding the most useful things buried away in your cart. Starting at 15th level, you can produce a single common or uncommon magic item from your tool belt. The item become lost in your inventory and vanish when you a long rest. Once you use this ability, 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 can retreat into your forge for a period of 30 days; during this time, you are feverishly working. At the end of the 30 days, you emerge from your forge, carrying your creation: 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 does not 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 call it to your hand or onto your body (as appropriate). You can only craft a *Magnum Opus* once.



ARTISANS' GUILDS

All master craftsmen individually 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.

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.

ARMOR MASTER

You not only learn to forge powerful armor, but can wear it with skill. At 3rd level, you gain one of the following fighting styles:

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.

ICONIC EMBLEM

Starting at 7th level, you can emblazon your armor and shield with a personal symbol, one that is known by many to represent craftsmanship and valor. A creature that sees you can identify you with a DC 12 Intelligence check. Additionally, whenever an ally that can see you makes a saving throw that they are not proficient in, they can add half your proficiency bonus (rounded up) to the save.

ARMIGER'S EYE

Starting at 10th level, you can spend 10 minutes to reinforce a suit of armor, or up to 6 following a short or long rest, which 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.

This armor retains its reinforcement until the creature wearing it is hit, after which it is no longer fortified.

WALL OF IRON

Starting at 14th level, as a bonus action, you can gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. Once you use this ability, can't use it again until you finish a short or long rest.

MASTER ARMORSMITH

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

INVINCIBLE PLATING

Legendary Property

Components Suit of exotic masterwork armor

You learn how to make your steel nigh indestructible to certain forms of strikes. Select either bludgeoning, piercing, or slashing damage; while wearing this suit of armor, you are immune to that type of damage.

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.

WEAPON MASTER

You not only forge great weapons, you fight with them as well. At 3rd level, you gain one of the following fighting styles:

Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

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.

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

WICKED BLADE

By 7th level, your fiendishly clever weapons have earned you a reputation. You can add twice your proficiency bonus to Charisma (Intimidation) checks you make using one of your masterwork weapons.

ADAMANT WHETSTONE

Starting at 10th level, you can spend 10 minutes to fortify a weapon, or up to 6 following a short or long rest, which 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.

This weapon retains its fortification until it hits a target, after which it is no longer fortified.

SUNDERING STRIKE

Starting at 14th level, you can use your knowledge of the weak points of weapons and armor to render them useless. As an action on your turn, you can make a single attack against an enemy, targeting their weapon or armor in an attempt to sunder it. If you hit, that creature must succeed on a Dexterity saving throw against your Masterwork save DC. On a failure, the item is broken, unusable until it is fixed. Once you use this ability, you must finish a short or long rest before you can do so again.

MASTER WEAPONSMITH

At 18th level, you reach the peak of your craft. You learn the following Legendary Masterwork Property.

DEVASTATING

Legendary property

Components Masterwork exotic weapon

This weapon scores a critical hit on a roll of 18, 19, or 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

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 additional 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 worse than the original.

HAND LOAD

Starting at 7th level, so long as you have access to your craftsman tools, you can create ammunition and explosives at no cost. Over the course of a long rest, you can create 40 pieces of normal ammunition, 20 pieces of special ammunition of any type, or 2 explosives. Over a short rest, you can make 10 pieces of normal ammunition, 5 pieces of special ammunition, or 1 explosive.

BALLISTIC TUNING

Starting at 10th level, you can spend 10 minutes to calibrate and reinforce a ranged weapon, or up to 6 following a short or long rest, which gains one of the following properties of your choice:

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

Calibrated. This weapon deals a critical hit on a roll of 18-20.

This weapon retains its fortification until it hits a target. The weapon is then no longer fortified.

APPLIED DEMOLITIONS

Starting at 14th level, you can add your Intelligence modifier to the damage roll of any explosive you craft. Additionally, you can increase or decrease the explosion radius of any explosive you craft by up to 5 feet.

MASTER GUNSMITH

At 18th level, you reach the peak of your craft. You learn the following Legendary Masterwork Property:

BURST FIRE

Legendary 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 a single additional attack with it.



CLOCKWORK BOLTER

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 28 (8d6)

Speed 25 ft.

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

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 28 (8d6)

Speed 25 ft.

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

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.

CLOCKWORKERS' GUILD

Masters of clockwork, 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, who serve a dual purpose as attentive and hardworking assistants and relentless bodyguards. Furthermore, the most veteran members of this guild walk astride construct creations taller than themselves, great gear-driven golems of formidable strength.

CLOCKWORK CONSTRUCTS

Starting when you join this guild at 3rd level, you construct two mechanical servants. You can choose a clockwork bolter or a clockwork macer for each of your two constructs, and can change your decision when you take a long rest. 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.

When you take a long rest, you can repair your constructs to their full hit points. You are always considered to have enough scrap and material to build and repair your constructs.

Your constructs act on your turn, though they don't take actions unless you command them to. You can mentally command your constructs to move (no action required) and designate where each will move, or use your action to command all of your constructs to attack. Additionally, you can use your bonus action to command one of your constructs to attack; this construct does not add an ability score to its damage roll.

Your constructs use your Intelligence modifier + your proficiency bonus instead of their normal attack bonus, if it would be higher. Additionally, your constructs add twice your level to their maximum hit points.

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

Starting at 5th level, you can choose to build a gear guardian, instead of two clockwork bolters or clockwork macers.

QUICK-DETACH

Starting at 7th level, you can switch which weapons are installed into your clockwork constructs on the fly. As an action, you can remove the weapon installed in one of your

constructs within 5 feet of you and replace it with a weapon you are holding.

REINFORCED CLOCKWORK

Starting at 10th level, you can spend 10 minutes to apply additional reinforcement to one of your constructs. The next time that construct takes damage, it reduces the damage taken by 1d8.

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 10-foot radius explosion. Each creature within the area must make a Dexterity saving throw against your Masterwork save DC or take 6d6 fire damage.

SHIELD GUARDIAN

Beginning at 18th, you've driven the final bolt in what will likely amount to your greatest mechanical creation: a shield guardian. As long as you are alive, only you can wear the guardian's amulet; while you are wearing it, you cannot command any other constructs. As an action, you can replace the guardian's fist weapon with any installed masterwork weapon of your choice.

GEAR GUARDIAN

Small construct, unaligned

Armor Class 17 (natural armor, shield)

Hit Points 60 (6d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	7 (-2)	5 (-3)	1 (-5)

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 7

Languages —

Challenge 2 (450 XP)

Shield. The centurion carries a shield (included in the AC), which it can don or doff as an action.

Two-Handed. The guardian has two hands with which to wield its installed weapon and shield.

ACTIONS

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

FILIGRIST'S GUILD

The master artisans of the great fey elf cities are some of the most talented craftspeople anywhere in the multiverse. While they could make anything, they generally prefer to exhibit their incredible skills by fashioning decorative items: jewelry, sculptures, and ornaments. The masterpieces forged by a filigrist are treasures that will be passed down in families for generations, jealousy buried in tombs, and unearthed centuries later, looking every bit as magnificent.

ORNAMENTATION

When you enter this profession at 3rd level, you learn to craft armor and weapons that incorporate beautification not only as an aesthetic choice, but as an enhancement to the item's capabilities. By spending 500 gold and 8 hours of work, you can apply the Ornamented property to a masterwork weapon or the Decorated property to a suit of Masterwork armor.

DECORATED

Apprentice property

Components Suit of masterwork armor

As a reaction when you are hit by an attack from a creature you can see, you can cause the attacker to reroll the attack against you and add your Intelligence modifier to your AC. The attacker must use the new roll.

You can apply this property multiple times, once at each level of Masterwork properties. You can use this ability once for each time this property has been applied, regaining all expended when you finish a long rest.

ORNAMENTED

Apprentice property

Components Masterwork weapon

Once per turn when you make an attack roll with this weapon and miss, you can reroll the attack, adding your Intelligence modifier to the roll. You must use the new roll.

You can apply this property multiple times, once at each level of Masterwork properties. You can use this ability once for each time this property has been applied, regaining all expended when you finish a long rest.

FORMIDABLE FINERY

At 3rd level, you also learn how to craft jewelry that is both beautiful and remarkably functional. You can designate a collection of rings, necklaces, bracelets, and other jewelry you have crafted that is worth at least 1,000 gp as a suit of finery. While wearing your finery, your Armor Class is

equal to 10 + your Dexterity modifier + 1 per 1,000 gold your finery is worth (maximum +3). Your finery is treated as a suit of exotic masterwork light armor. You can continue to invest gold and jewels into your finery, improving the bonus it provides to your Armor Class, by spending the gold necessary as you work on your finery over a long rest.

While wearing your finery, you can use your Intelligence modifier instead of your Charisma modifier for Deception, Intimidation, and Persuasion checks.

ALLURING FINERY

Starting at 7th level, as an action, while wearing your finery, you can force one creature that you can see within 30 feet of you to make a Wisdom saving throw, opposed by your Masterwork save DC. On a failed save, the creature is drawn to you, compelled by your glorious accoutrements. For the next minute, it has disadvantage on attack rolls against creatures other than you.

The effect ends if you attack any other creature, if you cast a spell that targets a hostile creature other than the target, if a creature friendly to you damages the target or casts a harmful spell on it, or if you end your turn more than 30 feet away from the target.

You can use this ability a number of times equal to your Intelligence modifier, and regain all expended uses when you finish a long rest.

MAGNIFICENCE

When you reach 10th level, you can spend 10 minutes polishing a suit of armor or a weapon until it sparkles, or up to 6 following a short or long rest. The polished piece of gear gains the following benefits:



Brilliant. The item sheds bright light in a 20-foot radius, and dim light for an additional 20 feet. The item shines for 8 hours, after which the light fades. While the item is shedding light, if the creature using that item fails on a saving throw, it can use its reaction to reroll that saving throw; it must take the second roll. Once this ability is used, the item's light fades. A creature can only benefit from this ability once every 24 hours.

DAZZLING DEFENSES

At 14th level, your weapons shine with the rainbow hues of dozens of gemstones. When you deal damage to a creature with a weapon that has the Ornamented property, you can use your bonus action to distract the creature, causing it to have disadvantage on the next attack roll or saving throw it makes.

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

MASTER FILIGRIST

At 18th level, you reach the peak of your craft. You learn the following Legendary property:

ROYAL

Legendary property

Components Suit of exotic masterwork armor

This armor, fit for a king or emperor, is layered with brilliant gold and gems. While wearing this armor, you can add your Intelligence modifier to all saving throws you make.

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 ARMAMENT

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 for 100 gp.

Using the projector, you can apply the following masterwork properties to your equipment:

HARDLIGHT

Apprentice property

Components Masterwork weapon

This weapon is forged entirely from hardlight, expanding into a brilliant solid object when drawn and condensing again into a control chip when stored. This weapon weighs nothing, but possesses a similar amount of inertia when used. Its damage type changes to force. As an interaction on your turn, draw or store any hardlight weapons you possess and don or doff a suit of hardlight armor.

HARDLIGHT

Apprentice property

Components Suit of masterwork armor

This armor is constructed entirely from shimmering hardlight, appearing about you in an instant when needed. It weighs nothing and glows with dim light in a 10-foot radius sphere. As an interaction on your turn, you can don or doff this armor, and draw or store any hardlight weapons you possess.

LIGHTFORGE

Also at 3rd level, as a bonus action, you forge a suit of armor, a shield, a set of artisan tools, or any melee weapon that deals bludgeoning, piercing, or slashing damage, made entirely out of scintillating hardlight. Weapons and armor created by this ability can be exotic, but can't be masterwork. After 10 minutes, this object evaporates completely into light.

PHOTONIC FORTIFICATIONS

At 7th level, you can use an action to raise a defense wall of hardlight. Select a space within 15 feet of you. Starting from that point, a number of translucent panels equal to your Intelligence modifier appear, 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 cannot 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.

HARDLIGHT EDGE

Beginning at 10th level, you can spend 10 minutes to fortify a weapon with a glittering hardlight coating, or up to

6 following a short or long rest, which 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 deals radiant damage on a hit and its reach increases by 5 feet.

This weapon retains its property until it hits a target, after which it loses its property.

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, opposed by your spell 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 4d6 fire 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.

MASTER LUMINARY

At 18th level you reach the peak of your craft. You learn the following Legendary crafting technique:

PHOTONIC

Legendary property

Components Masterwork exotic weapon with the Hardlight property

The weapon is infused with unstable hardlight, increasing its damage potential. This weapon can deal radiant damage instead of its normal damage type, and it deals an additional 1d6 force or radiant damage on a hit (your choice).

PHOTONIC

Legendary property

Components Suit of exotic masterwork armor with the Hardlight property

This armor is constructed from refined hardlight, making it highly resistant to damage. This armor grants resistance to radiant and force damage while worn, and unarmed attacks made while worn deal an additional 1d4 radiant or force damage (your choice).

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 fireballs*, just in case.

MAESTER'S RING

When you take this profession at 3rd level, you forge yourself a small magic item known as a Maester's Ring. This ring is attuned to you, doesn't count against your number of attuned items, and, if lost, will always return to your finger on the following dawn.

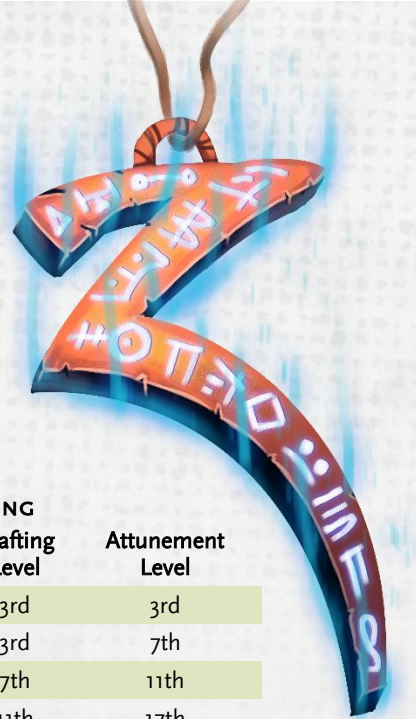
When you craft this ring, select two cantrips from the wizard spell list. While wearing this ring, you can cast either of those cantrips, as well as the *mending* cantrip. Your ring gains one additional cantrip of your choice at 10th level and at 18th level.

ARCANE SMITHING

When you begin this profession at 3rd level, you learn a more efficient, though more strenuous, method of enchanting magic items. When you craft a magic item, you may do so at a rate of 150 gp per craftsman level per day, continuing until you have reached the market value of the item (see the Magic Item Crafting table, page 47). Enchanting a magic item at this rate is a taxing process: when you finish a long rest after any day that you make progress towards completion of an item at this speed, you take one level of exhaustion, which can only be removed by completing a long rest.

When enchanting an item in this fashion, you do not need to expend spell slots or know the specific spells required to make the item in question, though you must still have or create a schematic for that item and meet the minimum level requirement. Moreover, creating items that require attunement is far more difficult, requiring you to be a higher level than normal to craft, as shown on the Maester Crafting table.

Starting at 7th level, you have advantage on all Intelligence (Arcana) checks made to create magic item schematics.



MAESTER CRAFTING

Rarity	Crafting Level	Attunement Level
Common	3rd	3rd
Uncommon	3rd	7th
Rare	7th	11th
Very Rare	11th	17th
Legendary	17th	20th

ATTUNEMENT SPECIALIST

Starting at 7th level, you can attune to 4 magic items at once, and can attune to any magic item even if you don't meet the attunement requirements. At 18th level, this number increases to 5 magic items.

Additionally, you can attune to a magic item which requires attunement as an action, and can use any scroll as if you were a spellcaster with that spell on your spell list. Since you cannot cast spells, you must always make a spellcasting check to cast a spell from a scroll when using this ability.

EFFICIENT ENCHANTING

At 10th level, you learn to enchant small batches of regularly used consumable magic items with little to no cost or effort. Whenever you craft a consumable common magic item, you can instead create a batch of 1 + your Intelligence modifier of that item. When you craft a consumable uncommon magic item, you instead make two of it.

RAPID RECHARGE

Starting at 14th level, as an action on your turn, you can allow a magic item you are holding to regain a number of charges equal to the amount it normally regains at dawn. Once you use this ability, you cannot do so again until you complete a long rest.

MASTER SPELLWRIGHT

At 18th level, you reach the peak of your craft. You learn the following Legendary crafting properties:

ARDENT

Legendary property

Components Suit of masterwork exotic armor

Select three damage types from the following list: cold, fire, force, lightning, necrotic, psychic, radiant, thunder. While wearing this suit of armor, you gain resistance to those three damage types.

MYSTICAL

Legendary property

Components Exotic masterwork weapon

If this weapon deals an additional die of damage due to its Master property, it deals two dice of additional damage instead.

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.

THUNDERLORD GEAR

At 3rd level, you craft two unique pieces of gear: a power cell and a pair of conduit gauntlets. These are both complex, costly pieces of equipment, requiring long hours of study and experimentation to create. 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 take this subclass.

If your power cell is ever lost or damaged, you can repair or replace it over the course of a long rest with 100 gp of materials. You can repair, replace, or create a copy of one of your conduit gauntlets over the course of a long rest with 150 gp of materials.

Name	Cost	Weight	Damage	Properties
<i>Exotic Ranged Weapon</i>				
Conduit Gauntlets	150 gp	2 lb.	2d6 lightning	Blaster (40/120), light

Charge Points. You have 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 conduit gauntlets. You regain all expended charge points when you finish a short or long rest.

Conduit Gauntlets. Your conduit gauntlets are each exotic masterwork weapons, with statistics shown below. These draw power from your power cell, and do not function if disconnected from it. While wearing them, you can still manipulate or hold objects in those hands, though you cannot do so and attack with them at the same time. You can add your Intelligence modifier, instead of your Dexterity modifier, to attack rolls you make with your conduit gauntlets.

Beautiful art,
coming soon!

CONDUCTION

Starting at 3rd level, when you hit a creature with an attack that deals lightning damage on your turn while wearing your conduit gauntlets, you can spend one or more charge points to enhance the power of the attack. When you do so, add your Intelligence modifier to the damage roll of that attack, and you can apply one of the following effects:

Burst. Each creature within 10 feet of the creature you hit must succeed on a Dexterity saving throw against your Masterwork save DC or take lightning damage equal to half the damage rolled.

Chain. Your attack causes lightning to arc to nearby creatures. For every 2 charge points spent, you can make a single ranged spell attack against a creature you can see within 15 feet of the creature you hit. This attack deals 1d8 + your Intelligence modifier on a hit.

Flash. You can use your bonus action to move up to half your movement speed. Doing so does not provoke opportunity attacks.

Impulse. The creature you hit is shoved 10 feet for each charge point spent directly away from you.

Jolt. The creature you hit cannot take reactions until the start of your next turn.

SHOCK

At 3rd level, while you are wearing your conduit gauntlets and have at least one unspent charge point, you can use the cantrips shocking grasp and spare the dying. Intelligence is your spellcasting modifier for these spells.

LIGHTNING ROD

Starting at 7th level, while you're wearing your conduit gauntlets, you gain 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 suit of armor or weapon, or up to 6 pieces of gear if done over a short or long rest.

Charged Armor. When you use this ability to charge a suit of armor, the first time you take damage from a melee attack, you can use your reaction to expend the charge, dealing 2d6 lightning damage to the creature that struck you.

Charged Weapon. When you use this ability to charge a weapon, the weapon deals 1d6 additional lightning damage on a hit, expending the charge.

HIGH VOLTAGE

Starting at 14th level, while wearing your conduit gauntlets, you can spend 5 charge points to cast the spell *lightning bolt* without using a spell slot. This spell uses your Masterwork save DC.

Additionally, when you deal lightning damage to a creature twice on your turn, you can use your bonus action to deal that creature an additional 1d8 lightning damage.

MASTER ELECTRICIAN

At 18th level, you reach the peak of your craft. You learn the following Legendary properties:

COIL

Legendary property

Components Suit of masterwork exotic armor

You fit an electrical coil to the back of your armor. As a bonus action on your turn, you can activate or deactivate the coil, generating a 10-foot radius field of electrical energy around you. The first time a creature enters this area during a turn or if it starts its turn there, it must make a Dexterity saving throw or take 2d6 lightning damage. A creature damaged by this ability can't use its reaction until the end of your next turn.

CONDUCTIVE

Legendary property

Components Conduit gauntlet

When you use your Conduction ability with this weapon, you can add the following effect to the attack if you spend 2 or more charge points:

Stun. The target must succeed on a Constitution saving throw or be stunned until the end of your next turn.

TRAPPER'S GUILD

Craftsmen are no strangers to turrets, bombs, and clockwork mechanisms, but the craftsmen of the Trapper's 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

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 and deploy traps, which are detailed in the Traps section below, using your crafting tools and a bag of trapsmith's parts. This bag of gears, detonators, springs, and other mechanical equipment contains many of the parts you need to construct traps.

You can deploy a number of traps equal to your craftsman level at no cost, and regain all expended uses when you finish a long rest.

Instead of improving your traps independently, you instead refine the quality of your parts using the following property:

TRAP UPGRADE

Apprentice property

Components Trapsmith's parts

Any trap you build using your trapsmith's parts has a +1 bonus to its attack rolls and save DC. You can apply this property multiple times, once at each level of Masterwork properties, further increasing the bonus by +1 each time.

SMART TRAPS

Starting at 7th level, traps you deploy do not trigger on or target creatures you choose.

BOOBY TRAP

Starting at 10th level, you take 10 minutes to conceal one of your traps from an unsuspecting target. A creature can detect a concealed trap by taking using its action to make an Intelligence (Investigation) or Wisdom (Perception)

check (DC equals your crafting technique save DC), or by having a passive Perception score higher than that DC. The first time this trap activates, it deals twice the normal damage.

RAPID SETUP

By 14th level, you can assemble a gauntlet of traps in the blink of an eye. As an action, you can deploy three traps which all have a deployment time of 1 action. These traps can't trigger until the end of your turn. Once you use this ability, you can't use it again until you finish a long rest.

MASTER TRAPSMITH

At 18th level, you reach the peak of your craft. You learn the following crafting technique:

AMBUSH WEAPON

Legendary property

Components Exotic masterwork weapon with the Two-Handed property

By integrating the clever springs and clockwork of your trapsmith parts into your weapon, you always have a spare quick-deploy trap on hand. You can use your action to load any trap with a deployment time of 1 action into this weapon. Once loaded, the trap can be deployed as a bonus action.

TRAPS

Trappes have a wide variety of dangerous armaments to main and disable their enemies. Generally, traps are deployed by throwing them within range as an action and activate on some sort of trigger. As an action or a bonus action, you can disarm and recover one of your deployed traps. Deployed traps do not count against the total number of traps you can deploy. Unless otherwise specified, a trap occupies the same space as a Tiny creature. If one of your traps calls for a saving throw, it uses your masterwork save DC.

AUTO-TURRET

Deployment Time: 1 action

Range: 5 feet

Trigger: 1 bonus action

This sophisticated device automatically lines up a crossbow on a target, retracts the bowstring, and fires a bolt. You can designate a target within 30 feet of the auto-turret by speaking a coded instruction as a bonus action on your turn. The turret then makes an attack roll (attack bonus equals your proficiency bonus + your Intelligence modifier.) On a hit, the turret deals 1d8 piercing damage. The turret carries only 10 pieces of ammunition and deactivates automatically 1 minute after being deployed.

DEPLOYABLE BARRIER

Deployment Time: 1 action

Range: 5 feet

Trigger: None

Though not a trap in the conventional sense, a deployable barrier is a simple, yet vital tool for survival in combat. This barrier collapses to be easily carried and expands to be 5 feet wide and almost 4 feet tall, mounting securely into the ground, when deployed. The barrier has AC 8 and 25 HP. A Medium creature that hunkers down behind it has three-quarters cover from the opposite side. Small and smaller creatures have full cover behind the barrier.

Two or more of these barriers can be linked to create larger walls consisting of 5-foot panels, each of which can be independently targeted and destroyed.

LANDMINE

Deployment Time: 1 minute

Range: 0 feet

Trigger: Target moving within the trap's area

You bury a landmine, an explosive with a pressure trigger, which explodes when a creature steps on it. Once a landmine is buried, it occupies a 5-foot-square area under the ground. If a Small or larger creature steps in this area, it and each creature within 5 feet of it must make a Dexterity saving throw. On a failed save, the target takes 1d10 damage from the bomb, or half as much on a successful save. Each creature within 5 feet of the target takes half damage on a failed save. A landmine is destroyed when it is triggered.

A creature can detect the presence of a buried landmine with a Wisdom (Perception) check opposed by your crafting technique save DC.

This damage of this trap increases as you gain higher levels in this class. At 5th level, the damage increases to 2d10, at 11th level, the damage increases to 3d10, and at 17th level, the damage increases to 4d10.

MAN-TRAP

Deployment Time: 1 action

Range: 0 feet

Trigger: Target moving within the trap's area

This oversized hunting trap, which is affixed to the ground in an unoccupied 5-foot-square area, clamps down with sharpened teeth onto the legs of an unfortunate creature that steps into it. A target that steps into the trap must succeed on a Dexterity saving throw or take 1d10 slashing damage and stop moving. Until the target or another creature uses its action to make a Strength check (DC equals your Masterwork save DC) to free the target, it can't move. Creatures of Huge size and larger can move normally, ripping the trap from its mounting when they move.

This damage of this trap increases as you gain higher levels in this class. At 5th level, the damage increases to 2d10, at 11th level, the damage increases to 3d10, and at 17th level, the damage increases to 4d10.

RAZOR WIRE

Deployment Time: 1 action

Range: 10 feet

Trigger: Target moving through the wire's line

This immensely sharp wire is fired from a special device that anchors its two ends in surfaces that you choose and pulls the wire taut. When you deploy this trap, you choose two locations within range as anchor points; the wire occupies a line between those points.

This wire is thin and nearly invisible. A creature can detect razor wire with a Wisdom (Perception) check opposed by your Masterwork save DC. If a creature that does not see the razor wire crosses its line, it must make a Dexterity saving throw, taking 2d8 slashing damage on a failed save, or half as much on a successful one.

REMOTE-CONTROL BOMB

Deployment Time: 1 action

Range: 5 feet

Trigger: The bomb contacts a creature

You can use your action to deploy this rolling construct bomb within 5 feet of you and you can use your bonus action to remotely steer it using a second device. The device moves up to 25 feet when you steer it, and you see from the bomb's perspective when you do so. You can control only 1 deployed remote-control bomb at a time.

If you steer this bomb into an obstacle, it explodes. The target makes a Dexterity saving throw, taking 1d8 fire damage on a failed save, or half as much on a successful one.

The damage of this trap increases as you gain higher levels in this class. At 5th level, the damage increases to 2d8, at 11th level, the damage increases to 3d8, and at 17th level, the damage increases to 4d8.

TRIGGER MINE

Deployment Time: 1 action

Range: 30 feet

Trigger: 1 bonus action

These throwable mines detonate when you use your bonus action to press a detonator. All trigger mines currently deployed detonate at once when you do so. Each creature within 5 feet of one or more bombs must make a Dexterity saving throw. A creature takes 1d8 fire damage on a failed save, or half as much on a successful one.

The damage of this trap increases as you gain higher levels in this class. At 5th level, the damage increases to 2d8, at 11th level, the damage increases to 3d8, and at 17th level, the damage increases to 4d8.

MASTERWORK PROPERTIES

Masterwork properties can be applied to any piece of masterwork equipment, 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 cannot have the same property more than once; for example, you cannot 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



WEAPON PROPERTIES

The following weapon properties are organized by crafting level. 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. If a property requires a martial weapon, you can apply it to an exotic weapon.

APPRENTICE PROPERTIES

You can apply a number of Apprentice properties equal to your Intelligence modifier + your Masterwork Bonus (minimum 1) to a weapon.

AERODYNAMIC

Apprentice property

Components Masterwork weapon with the Thrown property

The thrown range of this weapon doubles and its damage decreases by 1 step.

AUTOMATIC

Apprentice property

Components Masterwork ranged weapon with the Ammunition property

This weapon gains the Automatic property and its damage decreases by 1 step.

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

BALANCED

Apprentice property

Components Masterwork martial weapon with the Heavy property

This weapon gains the Balanced property.

Balanced. This weapon is suitable for nimble, swift combat, despite its size. A weapon with this property can be wielded by Small creatures without disadvantage.

BLASTER

Apprentice property

Components Masterwork ranged weapon with the Ammunition property

This weapon loses the Ammunition, Loading, and Reload properties, as well as any damage die increases associated with these properties. It gains the Blaster property and deals radiant damage instead of its normal type. If this weapon was not previously a firearm, its damage die increases by three steps, and moves to two damage dice, if possible.

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.

COLLAPSIBLE

Apprentice property

Components Masterwork weapon

This weapon gains the Collapsible property.

Collapsible. This weapon has hollowed out portions, usually in the handle, allowing you to collapse it in on itself for ease of storage and concealment. While stowed, you have advantage on Dexterity (Stealth) checks made to conceal this weapon.

ELEGANT

Apprentice property

Components Masterwork exotic weapon with the Light property

This weapon gains the Elegant property and its damage 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 property

Components Masterwork martial weapon

This weapon becomes an exotic weapon and its damage increases by 1 step.

EXTENDED MAGAZINE

Apprentice property

Components Masterwork martial weapon with the Reload property

The Reload capacity of this weapon is doubled.

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.

FINESSE

Apprentice property

Components Masterwork melee weapon that does not have the Two-Handed property

This weapon gains the Finesse property.

FIST

Apprentice property

Components Masterwork melee weapon that does not have the Two-Handed or Versatile properties

This weapon gains the Fist property and its damage decreases by 1 step.

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

FOREGRIP

Apprentice property

Components Masterwork weapon with the Reload property that does not 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 and long ranges double.

HEAVY

Apprentice property

Components Masterwork martial weapon with the Two-Handed property

This weapon gains the Heavy property and its damage die increases by 1 step.

LIGHT

Apprentice property

Components Masterwork weapon that does not have the Two-Handed or Heavy properties

This weapon gains the Light property and its damage die decreases by 1 step.

LOADING

Apprentice property

Components Masterwork ranged weapon with the Ammunition property that does not have the Reload property

This weapon gains the Loading property. Its damage die increases by one step.

MARTIAL

Apprentice property

Components Masterwork simple weapon

This weapon becomes a martial weapon. If the weapon is a melee weapon, its damage increases by 1 step. If the weapon is ranged, its short range increases by 20 feet and its long range increases by 60 feet if the weapon's long range is three times its short range, or by 80 feet, if the weapon's long range is four times its short range. This property can't be applied to an exotic weapon.

NONLETHAL

Apprentice property

Components Martial 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.

PAIRED

Apprentice property

Components Masterwork martial weapon that has the Light property

This weapon gains the Paired property.

Paired. This weapon comes with a twin weapon using the same statistics. Ideal for two-weapon fighting, you can draw or stow both weapons at the same time. If you lose one of the paired weapons, the remaining weapon loses this property. Removing this property breaks down the twin weapon.

PARRYING

Apprentice property

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

This weapon gains the Parrying property.

Parrying. While wielding this weapon and not wielding a shield, you gain a +1 to your AC against melee attacks. You can only gain the benefit of one weapon with this property at a time.

REACH

Apprentice property

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

This weapon gains the Reach property and its damage die decreases by 1 step.

RETURNING

Apprentice property

Components Masterwork melee 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.

RELOAD

Apprentice property

Components Masterwork martial ranged weapon with the Loading property

This weapon loses the Loading property as well as its associated damage die increase, causing its damage die to decrease by one step. The weapon gains the Reload (5) property. If you apply the Reload property to a weapon with the Mounted property, you can choose to give it the Reload (1, 2 actions) property, and increase its damage by two steps.

Removing this property causes the weapon to inherit the Loading property instead.

Reload. This weapon can be used to make a number of attacks before it must be reloaded. If you are not proficient with the weapon, reloading it takes an action. If you are proficient, you can reload it as a bonus action. Some weapons require 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.

SCATTER

Apprentice property

Components Masterwork ranged weapon with the Ammunition or Blaster property that does not have the Sighted property

This weapon gains the Scatter property and its damage die decreases by one step. The weapon's normal and long ranges are reduced by half, and 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.

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 property

Components Masterwork martial ranged weapon with the Ammunition or Blaster property that does not have the Scatter or Sighted property

This weapon's range doubles and it either gains the Sighted property or its damage die decreases by one step.

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

SUPERHEAVY

Apprentice property

Components Masterwork exotic melee weapon with the Heavy property

This weapon gains the Superheavy property and its damage increases by 1 step.

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

SWITCH

Apprentice property

Components Two masterwork exotic weapons

You combine two weapons into a single unit, which has the Switch property. The damage dice of each weapon form decreases by one step.

Switch. This weapon has two forms. The damage and properties of the second form are listed in parentheses. You can swap between which weapon is being used as if you were drawing a weapon.

TENSION

Apprentice property

Components Masterwork exotic bow or crossbow that does not have the Blaster 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.

THROWN

Apprentice property

Components Masterwork melee weapon that does not have the Two-Handed property

This weapon gains the Thrown property with a range of (20/60).

TRIP

Apprentice property

Components Masterwork martial melee weapon

This weapon gains the Trip property.

Trip. When you take the Attack action with this weapon and hit a creature, instead of dealing damage, you can immediately use a bonus action to attempt to shove that creature prone. You have advantage on this shove attempt.

TWO-HANDED

Apprentice property

Components Masterwork weapon that does not have the Finesse, Foregrip, Light, Thrown, or Versatile properties

This weapon gains the Two-Handed property and its damage die increases by 1 step.

VARIABLE

Apprentice property

Components Masterwork exotic ranged weapon with the Blaster property

This blaster 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.

VERSATILE

Apprentice property

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

This weapon gains the Versatile property. While being wielded in two hands, its damage die increases by 1 step.

JOURNEYMAN PROPERTIES

You can't apply a Journeyman property to a weapon which already has a property of this level.

BRUTAL

Journeyman property

Components Masterwork martial weapon

This weapon gains the Brutal property.

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

COUNTERWEIGHTED

Journeyman property

Components Masterwork exotic weapon with the Two-Handed property

If your Strength score is 17 or higher, you can wield this weapon in one hand.

DOUBLE

Journeyman property

Components Masterwork exotic melee weapon that does not have the Heavy property

This weapon gains the Double property.

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 attack.

EXPLOSIVE

Journeyman property

Components Masterwork martial ranged weapon

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

Explosive. When this weapon's projectile hits a target, it explodes in a 5-foot radius. The projectile can be fired at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

MASSIVE

Journeyman property

Components Masterwork exotic melee weapon with the Superheavy property

This weapon gains the Massive property and its damage increases by 2 steps.

Massive. Once you make an attack with this weapon, you can't attack with it again until the beginning 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 additional two dice of damage when using this weapon.

MOUNTED

Journeyman property

Components Masterwork martial ranged weapon with the Heavy property that does not have the Superheavy property

This weapon gains the Mounted property and its damage increases by 2 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.

OVERHEAT

Journeyman property

Components Masterwork martial weapon with the Blaster and Heavy properties

This weapon gains the Overheat property and its damage increases by 2 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.

PRECISION

Journeyman property

Components Masterwork exotic 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.

RIFLED

Journeyman property

Components Masterwork ranged weapon with the Ammunition or Blaster property

You do not have disadvantage on attacks made at long range with this weapon.

ROCKET

Journeyman 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 additional 1d4 damage to the target.

TWINSHOT

Journeyman 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 the weapon.



MASTER PROPERTIES

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

ADAMANTINE

Master property

Components Masterwork exotic melee weapon with the Versatile or Heavy property

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

BLESSED

Master property

Components Masterwork exotic weapon

This weapon deals an additional 1d6 radiant damage on a hit. This additional damage increases to 1d12 radiant damage if the target is a fiend or undead.

CURSED

Master property

Components Masterwork exotic weapon

This weapon deals an additional 1d6 necrotic damage on a hit. This additional damage increases to 1d12 necrotic damage if the target is a celestial or fey.

DEADBLOW

Master property

Components Masterwork exotic bludgeoning weapon

This weapon deals an additional 1d4 bludgeoning damage on a hit, and you can automatically shove any creature of Large size or smaller hit by it up to 10 feet away from you.

EARTHSHATTER

Master property

Components Masterwork exotic weapon with the Massive property

On a hit with this weapon, the target must make a Strength saving throw or be knocked prone.

KEEN

Master property

Components Masterwork exotic melee weapon with the Elegant property

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

NOXIOUS

Master property

Components Masterwork exotic weapon

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

MAGNETIC

Master property

Components Masterwork exotic weapon

This weapon is highly magnetic and is attracted to metal. This weapon deals an additional 1d4 lightning damage on a hit. Additionally, you gain a 1d4 bonus on attack rolls with this weapon against any creature that is wearing metal armor or is primarily composed of metal, such as a construct.

MITHRAL

Master property

Components Masterwork exotic melee weapon with the Finesse property

This weapon's damage die increases by 2 steps, and it weighs half as much.

PRIMORDIAL

Master property

Components Masterwork exotic weapon

This weapon deals an additional 1d6 fire, lightning, cold, acid, or thunder damage, your choice, on a hit.

RESONANT

Master property

Components Masterwork exotic weapon

This weapon deals an additional 1d4 psychic damage on a hit. This additional damage increases to 1d10 psychic damage on a critical hit.

SERRATED

Master 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 additional 1d8 slashing damage.

LEGENDARY PROPERTIES

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

CLEAVING

Legendary property

Components Masterwork exotic weapon that deals slashing damage

When you Attack a creature with this weapon and score a critical hit, that target takes an extra 4d6 slashing damage. If you roll a 20 on the attack roll, roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the GM. If the creature has no limb to sever, you lop off a portion of its body instead.

CRUSHING

Legendary property

Components Masterwork exotic weapon that deals bludgeoning damage

Each time you hit a creature with this weapon, its AC is reduced by 1, to a minimum of 10 AC. This effect lasts until the affected creature completes a short or long rest.

DEADLY

Legendary property

Components Masterwork exotic firearm or blaster

You can add your ability modifier to the attack and damage rolls of attacks made with this weapon, instead of just attack rolls.

PENETRATING

Legendary property

Components Masterwork exotic ranged or thrown weapon that deals piercing damage

This weapon's shots pierce through its targets. When you make an attack with this weapon, you can attack all creatures in a straight line within this weapon's normal range; each creature must succeed on a Dexterity saving throw or take the weapon's damage.

SEEKING

Legendary property

Components Masterwork exotic weapon

Once per turn, when you make an Attack with this weapon that does not have disadvantage and miss, you instead hit the target and deal minimum damage.

SWIFT

Legendary property

Components Masterwork exotic melee weapon with the Elegant property

This weapon can be used to attack blindingly fast. When you use the Attack action and make an attack with this weapon, you can use your bonus action to make an additional attack. If you engage in two-weapon fighting with two swift weapons, you can make two attacks, instead of one, as a bonus action.

THREATENING

Legendary property

Components Masterwork exotic melee weapon

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

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 PROPERTIES

You can apply a number of Apprentice properties equal to your Intelligence modifier + your Masterwork Bonus (minimum 1) to a suit of armor.

CLEATED

Apprentice property

Components Suit of masterwork medium or heavy armor

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

CLIMBING

Apprentice Property

Components Suit of masterwork 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 climb speed equal to your movement speed.

COMFORTABLE

Apprentice property

Components Suit of masterwork armor

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

ENVIRONMENTAL

Apprentice property

Components Suit of masterwork armor

While wearing this suit of armor, you can ignore detrimental effects of temperatures as low as -100 degrees or as high as 300 degrees.

EXOTIC

Apprentice property

Components Suit of masterwork armor that isn't exotic

This armor becomes exotic armor and gains a +1 to its AC.

INTEGRATED

Apprentice Property

Components Suit of masterwork 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.

PLATED

Apprentice property

Components Suit of masterwork medium armor

This armor gains a set of heavy, reinforced plates. The AC provided by this armor increases to 18, though it now gains no benefit from your Dexterity bonus. Additionally, you have disadvantage on Dexterity (Stealth) checks made while wearing it.



QUICK-CHANGE

Apprentice property

Components Suit of masterwork armor

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

RETRACTABLE

Apprentice property

Components Suit of masterwork 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 property

Components Suit of masterwork light armor

This armor is covered in heavy, hardened scales. The AC provided by this armor increases by 3, but its maximum Dexterity bonus becomes +2.

SPIKED

Apprentice property

Components Suit of masterwork 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.

STUDDED

Apprentice property

Components Suit of masterwork light armor

This armor is covered in hardened studs. The AC provided by this armor increases by +1.

JOURNEYMAN PROPERTIES

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

ADAMANTINE

Journeyman property

Components Suit of masterwork 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 property

Components Suit of exotic masterwork armor

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

DIVING

Journeyman property

Components Suit of exotic masterwork armor

This suit of armor is equipped with webbed fins, a mask, and an air bladder containing 1 hour of breathable air. While wearing it, you gain a swim speed equal to your movement speed. Additionally, while breathing from the air bladder, you can breathe normally underwater or in a vacuum, and you ignore the effects of breathable poisons. This bladder can be refilled over the course of a long rest.

JUGGERNAUT

Journeyman property

Components Suit of exotic masterwork 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, for creatures that are within 5 feet of you. You must have a Strength score of 18 or higher to proficiently wear this armor.

MAGNETIC

Journeyman property

Components Suit of exotic masterwork medium or heavy armor

This suit of armor is reinforced with lodestone and a small coil containing an electric charge. As a bonus action, you can activate this coil. When a creature within 5 feet of you is targeted by a ranged weapon attack while this coil is active, the attack targets you instead. You can deactivate this coil as a bonus action.

MANEUVERING

Journeyman property

Components Suit of exotic masterwork 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 within your movement speed. If the target location can hold your weight, you are pulled there, expending movement normally. This

movement does not provoke opportunity attacks. You must have a Dexterity score of 16 or higher to use this ability.

MITHRAL

Journeyman property

Components Suit of masterwork 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, does not impose disadvantage on Dexterity (Stealth) checks, and increases its maximum Dexterity bonus by 1 (if it is allowed one). Medium armor made of mithral can easily be worn hidden under normal clothing.

RESISTANCE

Journeyman property

Components Suit of masterwork armor

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

MASTER PROPERTIES

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

CLOAKING

Master property

Components Suit of exotic masterwork light armor

This armor can easily hide the wearer when needed. While wearing this armor, you can cast the *invisibility* spell without using a spell slot. Once you do so, you cannot do so again until you complete a short or long rest.

CLOCKWORK

Master property

Components Suit of exotic masterwork 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 movement speed increases by 10 feet, your jump distance triples, and you gain advantage on Strength (Athletics) checks (other than grappling checks).

DRAGONSCALE

Master property

Components Suit of exotic masterwork medium or heavy armor

This armor is covered in dragonscales, teeth, and bones. When you apply this property, choose a type of dragon from the list below. While wearing this armor, you have advantage on saving throws against the Frightful Presence

and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon you chose (shown below)

Dragon	Resistance
Black	Acid
Blue	Lightning
Brass	Fire
Bronze	Lightning
Copper	Acid
Gold	Fire
Green	Poison
Red	Fire
Silver	Cold
White	Cold

GHOSTLY

Master property

Components Suit of exotic masterwork armor

This suit of armor is infused with ectoplasm. While wearing this armor, you can use your bonus action to gain the effects of the *etherealness* spell for up to 10 minutes, and can use a bonus action again to deactivate it; you do not need to use all 10 minutes consecutively. The armor regains all expended time when you finish a long rest.

TROLLSKIN

Master property

Components Suit of exotic masterwork armor

This suit of armor is made of or is lined with troll skin. While wearing this armor, you can use a bonus action to regain hit points equal to 1d10 + your Constitution modifier. You can use this ability twice, regaining all expended uses when you complete a short or long rest.

WINGED

Master property

Components Suit of exotic masterwork light armor

This armor has a set of wings that can extend from a pack set on the back of the suit, which you can do as a bonus action. While wearing this armor with the wings extended, you have a fly speed equal to your movement speed.

LEGENDARY PROPERTIES

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

FURIOUS

Legendary property

Components Suit of exotic masterwork armor

While wearing this armor, if you have no more than half of your hit points left, you have resistance to bludgeoning, piercing, and slashing damage.

GOLEM

Legendary property

Components Suit of exotic masterwork heavy armor

This suit of armor is exceptionally large and powerful. While wearing this armor, you are treated as if you were under the effect of the “Enlarge” effect of the *enlarge/reduce* spell.

HYPER

Legendary property

Components Suit of exotic masterwork light armor

This armor is designed to maximize the wearer’s speed. While wearing this armor, your movement speed increases by 10 feet, you gain advantage on initiative rolls, and you can take the Dash action as a bonus action.

IMMORTAL

Legendary property

Components Suit of exotic masterwork medium or heavy armor

While wearing this suit of armor, you have advantage on death saving throws, and your hit point maximum is treated as 50 points higher for the purposes of determining if an effect kills you from massive damage.

Additionally, while rolling death saving throws, if you roll a 20 on the die, you regain a number of hit points equal to your craftsman level + your Intelligence modifier.

OVERSHIELD

Legendary property

Components Suit of exotic medium masterwork 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.

SPELLGUARD

Legendary property

Components Suit of exotic masterwork armor

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

CHAPTER 2: EXOTIC ARMS AND ARMOR

Unconventional or experimental weapons and armor might be found in the hands 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. Such exotic equipment requires 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 any of the exotic weapons and armor presented below. To gain proficiency with exotic equipment, you must take the Exotic Mastery feat, detailed at the end of this chapter.

MELEE WEAPONS				
Weapon	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Antimatter Dagger	100 gp	1d4 necrotic	1 lb.	Finesse, light
Ballistic Gloves	50 gp	1d4 force	1 lb.	Fist, light
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
Punching Dagger	5 gp	1d4 piercing	2 lb.	Fist, light
Sai	2 gp	1d4 piercing	2 lb.	Finesse, light
Skathári Warclub	10 gp	1d8 piercing	10 lb.	Two-handed
Tonfa	1 sp	1d4 bludgeoning	1 lb.	Light
<i>Martial Melee Weapons</i>				
Arc Baton	150 gp	1d6 lightning	2 lb.	Special
Battlefist	75 gp	1d8 bludgeoning	3 lb.	Special
Bayonet	2 gp	1d4 piercing	1 lb.	Finesse, light, special
Cutlass	30 gp	1d8 slashing	2 lb.	Finesse
Estoc	15 gp	1d8 piercing	3 lb.	Versatile (1d10)
Gnomish Kneecapper	15 gp	2d6 bludgeoning	5 lb.	Balanced, heavy, two-handed
Harpoon	5 gp	1d8 piercing	4 lb.	Special, thrown (range 20/60)
Kopesh	25 gp	1d6 slashing	4 lb.	Finesse, light, trip
Katana	50 gp	1d8 slashing	3 lb.	Finesse, versatile (1d10)
Laser Sword	450 gp	1d8 radiant	3 lb.	Finesse, special, versatile (1d10)
Naginata	50 gp	1d10 slashing	5 lb.	Heavy, reach, two-handed
Nunchaku	5 sp	1d6 bludgeoning	1 lb.	Finesse, light
Photonic Lash	150 gp	1d4 radiant	2 lb.	Finesse, reach
Plasma Cutter	175 gp	1d10 slashing	10 lb.	Special, two-handed
Quickblade	20 gp	1d4 slashing	1 lb.	Collapsible, finesse, light, thrown (20/60)
Repulsor Gauntlet	150 gp	1d10 force	4 lb.	Heavy
Thermal Lance	150 gp	1d8 fire	6 lb.	Versatile (1d10)
Trident	15 gp	1d8 piercing	4 lb.	Thrown (range 20/60), versatile (1d10)
Wrenchinator	30 gp	1d12 bludgeoning	10 lb.	Heavy, two-handed

MELEE WEAPONS CONT.

Weapon	Cost	Damage	Weight	Properties
<i>Exotic Melee Weapons</i>				
Bastard Sword	150 gp	1d10 slashing	5 lb.	Versatile (1d12)
Blast Maul	160 gp	1d12 bludgeoning	18 lb.	Heavy, two-handed, rocket
Boomeraxe	160 gp	1d8 slashing	5 lb.	Light, returning, thrown (20/60), versatile (1d10)
Booster Sword	165 gp	1d8 slashing	8 lb.	Rocket, versatile (1d10)
Bowblade	215 gp	1d8 slashing	5 lb.	Versatile (1d10), switch (<i>ranged</i> 1d8 piercing; ammunition (range 150/600), heavy, two-handed)
Canelash	167 gp	1d6 slashing	4 lb.	Finesse, reach, switch (<i>melee</i> 1d8 bludgeoning; versatile (1d10))
Carver	185 gp	1d10 slashing	6 lb.	Brutal, heavy, reach, two-handed, switch (<i>melee</i> 1d8 slashing; brutal)
Chained Anchor	215 gp	2d8 bludgeoning	80 lb.	Heavy, massive, reach, superheavy, two-handed
Chainwhip	152 gp	1d6 bludgeoning	4 lb.	Finesse, light, reach, trip
Component Sword	220 gp	2d6 slashing	7 lb.	Heavy, two-handed, switch (<i>melee</i> 1d6 slashing; finesse, light, paired)
Deckhammer	270 gp	1d12 bludgeoning	48 lb.	Heavy, special, superheavy, two-handed, switch (<i>melee</i> 1d8 slashing)
Dervish	175 gp	1d8 slashing	4 lb.	Double, finesse, light
Double-Sword	165 gp	1d10 slashing	6 lb.	Double, versatile (1d12)
Dwarven Waraxe	160 gp	1d10 slashing	6 lb.	Double, thrown (range 20/60), versatile (1d12)
Elven Foil	225 gp	1d10 piercing	1 lb.	Elegant, finesse, light, parrying
Gargoyle Axe	230 gp	2d8 slashing	20 lb.	Brutal, heavy, superheavy, two-handed
Greatspear	110 gp	1d10 piercing	5 lb.	Thrown (range 20/60), versatile (1d12)
Grim Scythe	200 gp	1d10 slashing	4 lb.	Elegant, finesse, light, precision, versatile (1d12)
Hinge Spear	205 gp	2d6 piercing	12 lb.	Heavy, two-handed, switch (<i>melee</i> 1d10 piercing; double, two-handed)
Kusarigama	105 gp	1d10 slashing	4 lb.	Finesse, reach, trip, two-handed
Mancatcher		1d4 piercing	8 lb.	Reach, special, two-handed
Meteor Chain	175 gp	1d12 bludgeoning	14 lb.	Heavy, reach, trip, two-handed
Mountain Cleaver	250 gp	2d10 slashing	45 lb.	Heavy, massive, superheavy, two-handed
Parrying Dagger	100 gp	1d6 piercing	1 lb.	Finesse, light, parrying
Rifle Spear	225 gp	1d8 piercing	15 lb.	Versatile (1d10), switch (<i>ranged firearm</i> 2d8 piercing; ammunition (range 40/120), two-handed)
Ripsword	200 gp	1d10 slashing	10 lb.	Brutal, versatile (1d12)
Rocket Fist	210 gp	1d4 bludgeoning	3 lb.	Fist, light, returning, rocket, thrown (range 40/120)
Shotfist	260 gp	1d6 bludgeoning	8 lb.	Fist, switch (<i>ranged firearm</i> 2d6 piercing; ammunition (range 40/120), reload (2), scatter (2d8))
Spiked Chain	205 gp	1d10 piercing	6 lb.	Double, reach, trip, two-handed
Splitstaff	205 gp	1d8 bludgeoning	4 lb.	Finesse, versatile (1d10), switch (<i>melee</i> 1d6 bludgeoning; light, paired)
Spring Fist	150 gp	1d6 bludgeoning	3 lb.	Fist, reach
Titan Maul	230 gp	2d10 bludgeoning	20 lb.	Heavy, massive, superheavy, two-handed
Warpike	105 gp	1d12 piercing	15 lb.	Heavy, reach, two-handed
Whipsword	155 gp	1d8 slashing	4 lb.	Finesse, reach
Zweihander	200 gp	2d8 slashing	15 lb.	Heavy, superheavy, two-handed

RANGED WEAPONS

Weapon	Cost	Damage	Weight	Ammo.	Properties
<i>Simple Ranged Weapons</i>					
Bolas	3 gp	—	2 lb.	—	Special, thrown (range 20/60)
Boomerang	2 gp	1d4 bludgeoning	1/4 lb.	—	Light, returning, thrown (range 30/120)
Chakram	2 gp	1d4 slashing	1 lb.	—	Light, thrown (30/120)
<i>Simple Firearms</i>					
Double-Barrel Shotgun	200 gp	2d6 piercing	8 lb.	Shells	Ammunition (range 40/120), reload (2), scatter (2d8), two-handed
Flintlock	75 gp	2d6 piercing	6 lb.	Bullets	Ammunition (range 40/120), dry, loading, misfire
Handgun	100 gp	2d4 piercing	3 lb.	Bullets	Ammunition (range 40/120), light, reload (10)
Hunting Rifle	175 gp	2d6 piercing	8 lb.	Bullets	Ammunition (range 80/240), reload (5), two-handed
Ion Cannon	250 gp	2d6 radiant	6 lb.	—	Blaster (range 30/90), scatter (2d8), two-handed
Machine Pistol	150 gp	2d4 piercing	5 lb.	Bullets	Ammunition (range 20/60), automatic, foregrip, light, reload (10)
Parlor Gun	75 gp	2d4 piercing	2 lb.	Bullets	Ammunition (range 20/60), collapsible, light, reload (1)
Phaser	75 gp	2d4 radiant	6 lb.	—	Blaster (range 60/180), light, nonlethal
Repeater	100 gp	2d6 radiant	3 lb.	—	Blaster (range 60/180)
Revolver	100 gp	2d6 piercing	3 lb.	Bullets	Ammunition (range 40/120), reload (6)
Sawed-Off Shotgun	200 gp	2d6 piercing	6 lb.	Shells	Ammunition (range 20/60), foregrip, reload (2), scatter (2d8)
Standard Carbine	150 gp	2d6 radiant	7 lb.	—	Automatic, blaster (range 60/180), two-handed
Submachine Gun	200 gp	2d6 piercing	6 lb.	Bullets	Ammunition (range 40/120), automatic, reload (16), two-handed
Swarm Pistol	100 gp	2d4 radiant	2 lb.	—	Automatic, blaster (range 30/90), foregrip, light
<i>Martial Ranged Weapons</i>					
Crossbow, Repeating	150 gp	1d8 piercing	22 lb.	Bolts	Ammunition (range 120/480), heavy, reload (5), two-handed
Dagger, Throwing	1 gp	1d4 piercing	1/4 lb.	—	Finesse, light, thrown (range 40/120)
<i>Martial Firearms</i>					
Assault Rifle	350 gp	2d6 piercing	7 lb.	Bullets	Ammunition (range 60/180), automatic, reload (20), two-handed
Blitz Cannon	800 gp	2d8 lightning	7 lb.	—	Blaster (range 10/30), heavy, scatter (2d10), two-handed
Blunderbuss	180 gp	2d8 piercing	8 lb.	Shells	Ammunition (range 20/60), dry, heavy, loading, misfire, scatter (2d10), two-handed
Concussion Rifle	800 gp	2d8 thunder	8 lb.	—	Blaster (range 160/480), heavy, sighted, two-handed
Diode Beam	2,000 gp	2d8 radiant	80 lb.	—	Blaster (range 80/240), heavy, mounted, special, two-handed
Gatling Gun	3,000 gp	2d10 piercing	125 lb.	Bullets	Ammunition (range 60/180), automatic, heavy, mounted, reload (40, 2 actions), two-handed
Grenade Launcher	850 gp	2d8 fire	10 lb.	Grenades	Ammunition (range 60/180), explosive, heavy, loading, two-handed
Harpoon Gun	250 gp	2d8 piercing	10 lb.	Harpoon	Ammunition (range 40/120), dry, loading, misfire, special, two-handed

RANGED WEAPONS CONT.					
Weapon	Cost	Damage	Weight	Ammo.	Properties
<i>Martial Firearms Cont.</i>					
Impactor Cannon	1,250 gp	2d10 force	12 lb.	—	Blaster (range 20/60), heavy, overheat, scatter (2d12), two-handed
Light Cannon	3,000 gp	2d10 bludgeoning	225 lb.	Cannonballs	Ammunition (range 120/360), explosive, heavy, reload (1, 2 actions), mounted, two-handed
Light Machine Gun	1,000 gp	2d8 piercing	60 lb.	Bullets	Ammunition (range 60/180), automatic, heavy, reload (40, 2 actions), two-handed
Magnum	500 gp	2d8 piercing	6 lb.	Bullets	Ammunition (range 40/120), heavy, reload (6)
Magnus Opum	800 gp	2d10 radiant	10 lb.	—	Blaster (range 60/180), heavy, overheat
Musket	175 gp	2d8 piercing	10 lb.	Bullets	Ammunition (range 60/180), dry, loading, misfire, two-handed
Pump Shotgun	200 gp	2d6 piercing	7 lb.	Shells	Ammunition (range 40/120), reload (12), scatter (2d8), two-handed
REC Gun	1,500 gp	2d8 radiant	120 lb.	—	Automatic, blaster (range 80/240), heavy, mounted, two-handed
Rocket Launcher	1,250 gp	2d8 fire	20 lb.	Rockets	Ammunition (range 60/180), explosive, heavy, reload (1, 2 actions), two-handed
Singularity Emitter	2,500 gp	1d20 force	400 lb.	—	Blaster (range 80/240), heavy, overheat, special, two-handed
Sniper Rifle	500 gp	2d8 piercing	8 lb.	Bullets	Ammunition (range 160/480), heavy, reload (4), sighted, two-handed
<i>Exotic Ranged Weapons</i>					
Atlatl	5 sp	1d6 piercing	2 lb.	Javelins	Ammunition (range 60/120), finesse
Crossbow, Automatic	325 gp	1d8 piercing	25 lb.	Bolts	Ammunition (range 100/400), automatic, heavy, reload (10), two-handed
Crossbow, Axe	180 gp	1d10 piercing	22 lb.	Bolts	Ammunition (range 100/400), heavy, loading, two-handed, switch (melee 2d6 slashing; heavy, two-handed)
Crossbow, Shotbow	325 gp	1d8 piercing	25 lb.	Bolts	Ammunition (range 50/200), heavy, reload (5), scatter (1d12), two-handed
Demolition Bow	200 gp	1d8 fire	4 lb.	Arrows	Ammunition (range 150/600), explosive, heavy, two-handed
Doomerang	230 gp	1d4 fire	1/2 lb.	—	Elegant, light, returning, rocket, thrown (range 50/200)
Dragon Greatbow	350 gp	1d12 piercing	10 lb.	Great-arrows	Ammunition (range 300/1,200), heavy, mounted, tension, two-handed
Goliath Sling	20 gp	1d6 bludgeoning	1 lb.	Stones	Ammunition (range 50/200), brutal, versatile (1d8)
Greatbow	250 gp	1d10 piercing	8 lb.	Great-arrows	Ammunition (range 150/600), heavy, tension, two-handed
Portable Ballista	1,500 gp	2d6 piercing	40 lb.	Ballista bolts	Ammunition (range 200/800), heavy, loading, mounted, two-handed
Saw Launcher	275 gp	1d12 slashing	15 lb.	Saws	Ammunition (range 40/160), brutal, heavy, loading, two-handed
Twinbow	150 gp	1d10 piercing	3 lb.	Arrows	Ammunition (range 150/600), heavy, twinshot, two-handed

RANGED WEAPONS CONT.						
Weapon	Cost	Damage	Weight	Ammo.	Properties	
Exotic Firearms						
Anti-Material Rifle	650 gp	2d10 piercing	30 lb.	Bullets	Ammunition (range 320/960), heavy, mounted, reload (4), sighted, two-handed	
Assault Shotgun	350 gp	2d6 piercing	10 lb.	Shells	Ammunition (range 80/240), automatic, heavy, reload (12), scatter (2d8), two-handed	
Binary Gun	650 gp	2d6 radiant	6 lb.	—	Automatic, blaster (range 60/180), two-handed, twinshot, switch (<i>ranged blaster</i> 2d4 radiant; automatic, blaster (range 60/180) light, paired)	
Breach Gun	350 gp	2d6 fire	7 lb.	Shells	Ammunition (range 80/240), explosive, heavy, reload (8), scatter (2d8), two-handed	
Briefcase Gun	650 gp	2d8 piercing	6 lb.	Bullets	Ammunition (range 160/480), collapsible, heavy, reload (4), sighted, two-handed	
Double Handgun	350 gp	2d6 piercing	5 lb.	Bullets	Ammunition (range 40/120), reload (10), twinshot	
Grenade Launcher, Revolving	900 gp	2d8 fire	16 lb.	Grenades	Ammunition (range 60/180), explosive, heavy, reload (6), two-handed	
Magnum, Explosive	1,250 gp	2d8 fire	8 lb.	Bullets	Ammunition (range 40/120), explosive, heavy, reload (4)	
Magnum, Manstopper	750 gp	2d10 piercing	8 lb.	Bullets	Ammunition (range 40/120), heavy, reload (1)	
Plasma Launcher	1,400 gp	2d10 fire	18 lb.	—	Blaster (range 120/360), explosive, heavy, mounted, two-handed	
Quadruple-Barreled Shotgun	300 gp	2d8 piercing	12 gp.	Shells	Ammunition (range 40/120), heavy, reload (4), scatter (2d10), two-handed	
Swarm Launcher	1,750 gp	2d10 fire	22 lb.	Rockets	Ammunition (range 30/90), explosive, heavy, reload (1, 2 actions), scatter (2d12), two-handed	
Trench Gun	350 gp	2d6 piercing	8 lb.	Shells	Ammunition (range 40/120), reload (12), scatter (2d8), twinshot, two-handed	

WEAPONS

Weapons come in an endless variety of flavors and designs, from the subtle quickblade, to the bombastic rocket launcher. 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.

A craftsman can build any exotic weapon if they can apply all of the relevant properties to it.

WEAPON PROPERTIES

Many weapons have special properties related to their use, as shown in the Melee Weapons table and Ranged Weapons table.

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. 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 (see “Improvised Weapons” later in the section). 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 with disadvantage instead. These attacks always have disadvantage, regardless of circumstance. These attacks use double the normal amount of ammunition.

Balanced. This weapon is suitable for nimble, swift combat, despite its size. A weapon with this property can be wielded by Small creatures without disadvantage.

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.

Collapsible. This weapon has hollowed out portions, usually in the handle, allowing you to collapse it in on itself for ease of storage and concealment. 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 attack.

Dry. If this weapon is ever submerged in water or doused with a significant quantity of water, it jams. A jammed weapon 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 5-foot radius. The projectile can be fired at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on 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 and long ranges double.

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. Once you make an attack with this weapon, you can't attack with it again until the beginning 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 additional two dice of damage 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.

Paired. This weapon comes with a twin weapon using the same statistics. Ideal for two-weapon fighting, you can draw or stow both weapons at the same time. If you lose one of the paired weapons, the remaining weapon loses this property.

Parrying. While wielding this weapon and not wielding a shield, you gain a +1 to your AC against melee attacks. You can only gain the benefit of one weapon with this property at a time.

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.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the Ammunition, Blaster, or Thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

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 not proficient with the weapon, reloading it takes an action. If you are

proficient, you can reload it as a bonus action. Some weapons require 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 additional 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" later in this section).

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

Switch. This weapon has two forms. The damage and properties of the second form are listed in parentheses. You can swap between which weapon is being used as if you were drawing a weapon.

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. When you take the Attack action with this weapon and hit a creature, instead of dealing damage, you can immediately use a bonus action to attempt to shove that creature prone. You have advantage on this shove attempt.

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.

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. This weapon can be mounted to any two-handed crossbow, blaster, or firearm or removed from it as an action. 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.

Deckhammer. When you hit a creature with this weapon, you can push it 5 feet away from you.

Diode Beam. As an action, this weapon can be fired continuously in a beam, affecting a 100-foot long, 5-foot wide line in a direction you choose. Each creature in the line and each that enters its area must make a DC 15 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.

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, you can hold fast to the rope, and use your action to make an opposed Strength (Athletics) check against the target to pull it up to 10 feet closer to you. You can also use your reaction when the target moves 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.

Harpoon Gun. This weapon uses harpoons for ammunition. You can use an action to tie a rope to the end of a harpoon before it is fired. If a rope-tied harpoon hits a

target, you can hold fast to the rope and use your action to make an opposed Strength (Athletics) check against the target to pull it up to 10 feet closer to you. You can also use your reaction when the target moves 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 wears a hook regularly 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 type of damage does not change.

Machete. This weapon deals double damage to plants and creatures of the plant type.

Mancatcher. 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, using your attack roll instead of a Strength (Athletics) check, instead of dealing damage.

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

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

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 home 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 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

Unlike other ranged weapons, you can engage in two-weapon fighting with two light firearms. When you do so, you subtract 2 from the damage roll of the bonus attack, to a minimum of 1 damage.

WEAPON DESCRIPTIONS

Far beyond the conventional array of swords, axes, and bows, craftsmen have devised a staggering variety of weapons, from unassuming throwing daggers, to the fantastically lethal mountain cleaver. Such weapons can be crafted by craftsmen and wielded by anyone with proficiency.

Anti-Material Rifle. A truly colossal sniper rifle, the anti-material rifle is designed to punch holes in tanks and other vehicles, as opposed to personnel.

Antimatter Dagger. Favored by assassins and infiltrators, the antimatter dagger—little more than a scaled-down laser sword—produces a short blade of crackling energy. With some skill, this weapon can be hidden up a sleeve, stashed in a belt, or secreted away in a hidden compartment, to be revealed at the right moment for a precision kill.

Arc Baton. The weighted end of this steel baton contains a trio of crackling electrodes which send a surge of electricity through any creature they touch.

Assault Rifle. Combining a high rate of fire with rifle-grade ballistics, the assault rifle is a staple weapon for all modern militaries. Nearly every nation produces their own variant on this general design, but all share the basic traits that make it such a flexible and formidable weapon.

Assault Shotgun. A fearsome cross-between an assault rifle and a shotgun, the assault shotgun can unleash a fully-automatic barrage of shot in close quarters.

Atlatl. The atlatl is a primitive, but effective spear thrower, normally consisting of a simple piece of wood, grooved to allow the spear to rest within it. By swinging the atlatl, a user can hurl a spear with much greater speed and, with practice, greater accuracy.

Ballistic Gloves. These gloves are designed with a cylindrical grip in the palms, which strengthens the fists and charges the thunder cells on the knuckles. On a strike, the gloves make a deafening impact, magnifying the kinetic energy of the blow on the knuckle's points.

MONK WEAPONS

Many weapons forged by a craftsman might be suitable as monk weapons, even though they are not included specifically as monk weapons under the guidelines in the SRD. As always, monk weapons can't have the Two-Handed or Heavy properties; however, any weapon with the same properties as a shortsword (such as nunchaku) automatically qualify as monk weapons.

Furthermore, the GM can allow additional monk weapons as appropriate to the campaign setting. For example, a chakram might be suitable as a monk weapon in some campaigns, whereas an antimatter dagger might be suitable in others.

Bastard Sword. An oversized longsword, the bastard sword approaches the greatsword in length, but is just light enough to be used one-handed, if needed.

Battlefist. A mechanical, articulating gauntlet, this weapon slips over a hand and mimics its movements. When worn, a battlefist can deliver crushing blows on its own, but is usually paired with another weapon, such as a blaster, to be employed when enemies draw too near. This weapon is especially favored by the vect, who can integrate one in place of a hand to ensure a weapon is always nearby.

Bayonet. A conventional dagger designed to be mounted below the barrel of a rifle to thrust at enemies, the bayonet is indispensable when foes are close and reloading simply isn't an option.

Binary Gun. This pair of handheld blasters can link together into an automatic carbine, combining their firepower into a double-stream of blaster bolts.

Blast Maul. Only the dwarves would conceive of a weapon so unwieldy as the blast maul. As its name implies, it is very much a conventional maul, but with a rocket thruster built into the head to magnify its bludgeoning potential.

Blitz Cannon. With its imposing rectangular muzzle, this brutalist blaster has a clear right and wrong-end to be on. Pulling its trigger unleashes a torrent of lightning bolts in a wide, imprecise spray, making it extremely dangerous at point-blank range.

Blunderbuss. This distinctive short-range firearm features a dramatically flared muzzle from which it fires heavy-caliber shot in a wide spray. Most effective at close range, the blunderbuss can be considered a precursor to the modern shotgun.

Bolas. A pair of weights connected by a length of cord. When swung about and thrown at a target's legs, they can entangle it, knocking it down for an easy kill.

Boomerang. A peculiarly curved piece of wood which, when thrown, travels in a wide arc and returns to its thrower.

Boomeraxe. This strange axe, with its bent handle and matching, but reversed bottom head, will return to its thrower after being launched with force.

Booster Sword. A series of small rockets set into the blade of this longsword magnify its downward slash and heat its cutting edge.

Bowblade. The sharpened limbs of this bow fold down atop one another to form a wickedly curved blade.

Breach Gun. Engineered for urban warfare, this weighty shotgun fires explosive shells which can rip apart doors, cover, and enemies alike.

Briefcase Gun. The signature weapon of assassins and covert agents the world over, the briefcase gun is a sniper rifle which can be disassembled into dozens of components, stored into a nondescript briefcase, and swiftly reassembled to carry out an assassination.

Canelash. Pressing the button on the head of this solid cane causes it to loosen into dozens of segments, connected by short lengths of specially-build razor chain. While collapsed, the weapon appears as nothing more than a weighty cane, but while transformed, it becomes a like a whip.



Carver. Looking much like a heavy, toothed meat cleaver, the carver makes short work of soft foes. By pulling the trigger mechanism on the handle, the spring hinge unlocks, snapping the blade up and shifting the balance of the weapon, allowing it to be wielded from range as a greatsword.

Cestus. A cestus can take many shapes, but in all cases, it is comprised of some sort of glove or hand wrapping covered with metal, stone, bone, or some other hard, blunt material, normally worn in pairs. Unarmed fighters often use them simply to protect their hands, but they are also useful for covering in special materials, such as silver or alchemist's fire.

Chained Anchor. Crafted from a small anchor attached to a 10-foot length of chain, this weapon is most effective when wielded like a giant flail by someone with incredible strength.

Chainwhip. This heavy whip is constructed from a length of chain, rather than leather or cord, making it heavier, but multiplying its impact.

Chakram. A chakram is a circular, aerodynamic metal disc with a large hole at the center, looking like a flattened, razor-sharp ring. While functional in melee combat, the chakram is primarily a throwing weapon. Particularly skilled users can direct the disc to ricochet after throwing, returning back to their waiting grasp.

Claw Gauntlet. Claw gauntlets take two general forms: either a gauntlet with one to three long, sharp claws extending from the top of the arm to approximately one foot past the end of the wearer's fist, or a glove/gauntlet with sharp metal talons extending from the ends of the fingertips. In either case, they serve to slice the wearer's opponents to ribbons.

Component Sword. Adorned with a series of hinges and locks, this overdesigned greatsword disassembles into a pair of matching one-handed blades. Using it effectively requires a user with considerable strength to use the weapon as a greatsword, and impressive coordination to wield the paired blades.

Concussion Rifle. A series of arcane capacitors run the length of this blaster rifle, terminating in a thick condenser that compresses its blast into a precise burst. A concussion rifle is especially deadly at long ranges, and its damage bypasses most emergently resistant armor.

Crossbow, Automatic. Much like a repeating crossbow, the automatic variant has a large magazine of bolts, but also implements an intricate system of gears and levers to automatically fire the weapon when the trigger is held. This makes the weapon much like an early assault rifle, with

similar concessions made to accuracy when fired automatically.

Crossbow, Axe. The bows of this heavy crossbow are mounted atop an imposing crescent axe head. Thanks to its sturdy construction, the entire crossbow can be swung like a greataxe, moments before a loaded bolt is fired.

Crossbow, Repeating. While not terribly different from a standard heavy crossbow, a repeating crossbow holds a number of bolts in a swappable box magazine on top of the bolt rail and has a special loading mechanism that allows the crossbow to be fired multiple times in quick succession.

Crossbow, Shotbow. As its name implies, a shotbow is an amalgamation of a shotgun and a crossbow. Instead of loading a single bolt, a shotbow loads several bolts in a tight bundle, which it fires in a barrage from its short, wide barrel.

Cutlass. The cutlass has a shorter, curved blade that allows for it to be wielded effectively on the deck of a crowded ship. The favored weapon of many pirates, this weapon is often confused with the rapier, but whereas rapiers swiftly jab, cutlasses rapidly cut and slice. Sabers use the cutlass statistics, despite their longer blade.

Dagger, Throwing. Throwing daggers are shorter than normal daggers, but weighted more evenly to be effective throwing weapons. They come in many shapes and sizes, but most are double-edged, so that they remain lethal, no matter how they are thrown.

Deckhammer. While seeming to be nothing more than a standard, if overly large maul, pressing the button located on the bottom-third of the haft causes the handle to unlock, deploying a cross guard and allowing you to draw the straightsword hidden within.

Demolition Bow. This longbow is fitted to fire exceptionally wide arrows—arrows with a generous amount of dynamite packed into their shafts.

Dervish. With two scimitars affixed to either end of a long haft, the dervish is a weapon that lends itself to fast, fluid motion and mesmerizing combat styles.

Diode Beam. A scaled-down version of a starship's cannon, the diode beam is best used as a mounted weapon. Though it can be fired in accurate pulses, it's also possible to lock the weapon's fire mode, creating a continuous stream of deadly energy.

Doomerang. This wrought-iron contraption still resembles a boomerang in shape, but with dozens of components and wires complicating the outline. When thrown, the doomerang sails toward its target, explodes on impact, and then flies back to its thrower. It also produces snacks when a button on its side is pressed.

Double Handgun. The two barrels of a double handgun can give the illusion that the weapon is a normal handgun reflected in a mirror. Everything about this weapon, from the magazine, to the firing pins, to the sights, are duplicated, allowing two bullets to be fired with every pull of the trigger.

Double-Barrel Shotgun. A classic design, which loads two slugs or shells into separate barrels, the double-barrel shotgun trades ammo capacity and range for reliability and sheer firepower.

Double-Sword. A double-sword can take many forms, but the most common is that of two longsword blades attached to either end of a single handle. Fighting with such a weapon grants the benefits of fighting with two swords, with the power and control of a single weapon.

Dragon Greatbow. As its name implies, this colossal bow was designed to hunt dragons, wyverns, and other heavily-armored flying beasts. It towers over most of its wielders and requires exceptional strength to draw, but nearly all variants feature a long spike at the bottom or a loop to place a foot in, allowing the weapon to effectively be mounted on the ground.

Dwarven Waraxe. Useful for fighting in tunnels and other closed spaces, a dwarven waraxe is a double weapon with a heavy axe head at one end and a wickedly barbed spike at the other.

Elven Foil. Much like a rapier, but with an almost imperceptibly thin blade, the elven foil is the preferred weapon for dexterous elven fencers and others who the nimblest weapon possible.

Estoc. A straight, edgeless, but sharply pointed blade that can be held in one or two hands, the estoc is best used to penetrate the defenses of heavily-armored foes. In profile, it looks much like a longsword, and in practice, it is often used as a backup to one.

Fishhook. Carved from bone, or forged from iron, the oversized fishhook can be an effective tool for fishing very large sea creatures. Its heft and barbed spike make it an effective weapon in combat as well.

Flintlock. The flintlock is a long pistol, which must be reloaded after every shot. It is favored both for its easy concealment and deadly blast, but because of its short range and long reload time, it's largely used as an adjunct to a sword or other weapon.

Gargoyle Axe. This astoundingly heavy axe looks as fearsome as it hits. A gargoyle axe consists of a thick, metal-shod shaft topped with a wide, double-bladed axe head. The heads of these axes are often cast into the shape of a gargoyle, with the body and leering face in the center and the wings forming the jagged blades.

Gatling Gun. A weapon infamous for its rate of fire, the Gatling gun rotates its many barrels, which fire in sequence, in order to manage the tremendous heat from sustained automatic fire. This weapon is cumbersome, easily recognizable, and utterly terrifying all at the same time.

Gnomish Kneecapper. This steel hammer counterweights its round head to allow small folks to use it effectively. Though, as its name none too subtly suggests, small folks will find they can only reach the lower half of larger opponents. Therefore, this weapon has become synonymous with unfair tactics: bludgeoned groins, crushed toes, and smashed kneecaps.

Goliath Sling. While a normal sling can project small stones with blinding speed, the goliath sling takes a different approach: hurling weightier stones and bullets slightly slower. Using this weapon requires more strength and patience to master, but in a skilled slinger's hands, it can fell the mightiest giants.

Greatbow. Though not much greater than a longbow, a greatbow is quite a bit heavier and has a substantially stronger pull, firing arrows as powerful as a heavy crossbow.

Greataxe. While not overly long, a greataxe has a heavy, weighted head that gives it greater puncturing power and a cleverly designed counterweight that maintains its ability to be thrown or wielded one-handed.

Grenade Launcher. This unusual, shoulder-fired firearm features a relatively short and very wide barrel, suitable for launching grenades. These grenades can have a smoke or gas warhead, but optimally carry explosives.

Grenade Launcher, Revolving. This variant of the grenade launcher fits its grenades in a revolving cylinder, in much the same way that a revolver does, allowing up to six shots before it must be reloaded.

Grim Scythe. This long, double-edged scythe dwarfs nearly any wielder who uses it. Commanding its weight and balance requires exceptional skill, but its lethality is infamously unmatched in the right hands.

Handgun. Portable, reliable, and with a generous magazine size, the handgun is an excellent firearm for self-defense. Though it might struggle to contend with a shotgun, rifle, or machine gun, the humble handgun is more than sufficient for police officers and other security personnel, and can be easily carried by soldiers as a backup weapon.

Harpoon. A long steel or wooden shaft with a barbed spear-like point. When used for whaling, this weapon usually has a length of rope attached to it, to reel in the kill.

Harpoon Gun. This unusual prototype firearm is designed to fire entire harpoons instead of bullets. Harpoon guns are intended to extend the range of a thrown harpoon (to make whaling more profitable), but are just as deadly if pointed anywhere else.

Hinge Spear. This double-spear has a locking hinge set into its center, which, when pressed, folds the weapon in half, bringing both ends of the spear to face the same direction for devastating attacks.

Hook Hand. A hook attached to the arm through a leather cuff and a series of straps, this tool is designed to allow sailors with amputated hands to effectively to lift and carry objects. However, in a scuffle, a large hook attached at the end of an arm can also prove quite deadly.

Hunting Rifle. Designed for hunting big game, these rifles are consistent and accurate, but new rounds must be manually loaded with a bolt on the top of the gun, greatly slowing their firing rate.

Impactor Cannon. The impactor cannon is a cumbersome, intimidating blaster, designed with the express intent of putting holes in armored things. This weapon is infamous for its punishing recoil and long overheat duration, which it makes up for in sheer firepower.

Ion Cannon. The ion cannon always fires its bright, energetic blast is a diffuse cone, making it far deadlier up close. Between shots, it always makes a quiet zipping noise, as the arcane battery charges the ion cell for another blast.

Kama. A short, one-handed sickle often used in pairs, the kama is surprisingly flexible weapon, which allows a skilled user to attack, block incoming strikes, and disarm opponents.

Katana. A katana is a roughly 3-foot long, single-edged curved sword, with a cloth or leather-wrapped handle and a circular hand guard known as a tsuba. The specialized forging process used to make a katana results in a light, flexible blade perfectly suited to one or two-handed use.

Due to the unique and difficult forging process involved in crafting a katana, most are created by master smiths commissioned by specific warriors for personal use. They are often as much works of art as they are weapons, displaying handle-wrappings with unique designs or hand-carved tsuba. One common feature of all katana is the lacquered, wooden scabbard known as a saya, which is fitted specifically to its blade; apart from its sword, a saya may be wielded as a club.

Kopesh. The kopesh is an oddly shaped sword, straight-bladed from the pommel up until dramatically curving

LANCES

Because the of the lance's special property, it is treated as having the Two-Handed property.

outward and ending in a hooked point, giving it a look similar to a cross between an axe and a short sword. The hooked backside of the weapon, though blunt, is an extremely helpful tool when attempting to trip or drag a foe.

Kusarigama. An adaptation of the kama or sickle, the kusarigama has a roughly foot-long handle with a short, curved, inwardly-edged blade set at a right angle on one end; on the other end is a weighted length of chain, anywhere from 5 to 9 feet in length. A skilled user is able to use this entire length, slashing at his foes at a distance, or entangling their feet with the chain.

Laser Sword. An elegant weapon, for a more enlightened age, the laser sword consists of a metal hilt which projects a fixed-length laser when activated. Its weightless blade makes for an agile, deadly weapon capable of cutting through many materials. The sword could even stop a blaster bolt, but alas, one would need precognition and superhuman reflexes to do so.

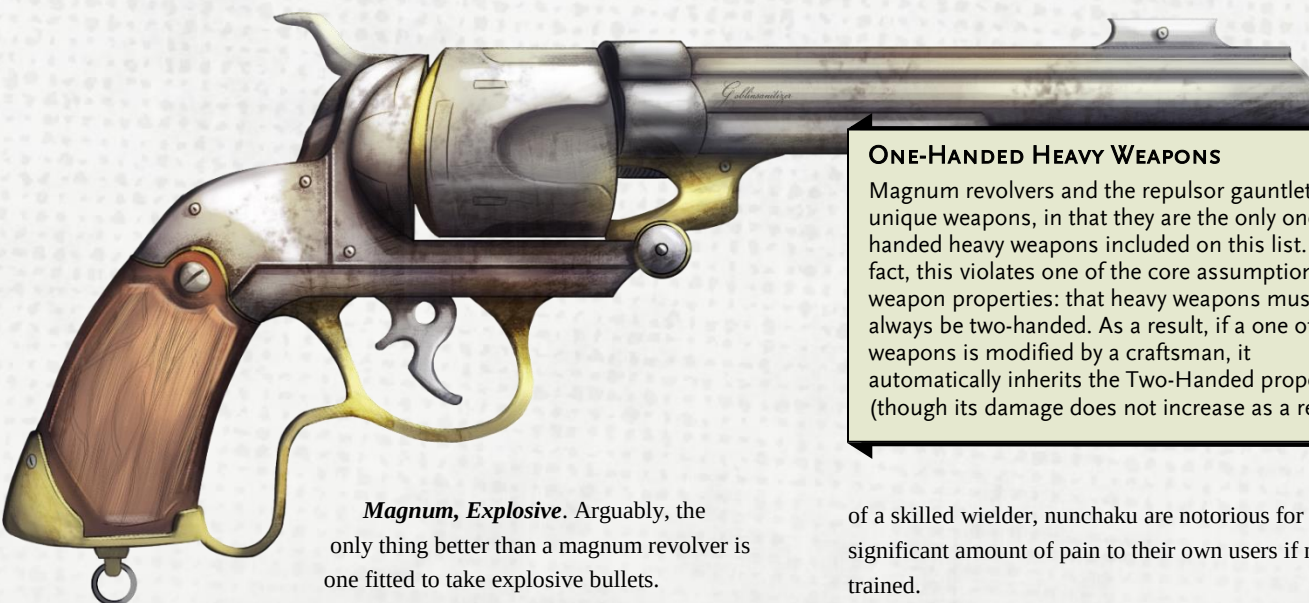
Light Cannon. This cannon is designed for field infantry and is usually transported by horse-drawn cart. Though light by cannon standards (since it's used to blow holes in people, rather than ships or fortifications), it is extraordinarily heavy for a single individual.

Light Machine Gun. The light machine gun is among the smallest firearms used for sustained suppressing fire. Though similar in profile to an assault rifle, the light machine gun traces its heritage and role in combat back to the Gatling gun and other mounted machine guns.

Machete. A broad blade designed to be wielded onehanded, the machete is intended to hack through tropical underbrush, but, as many have discovered, there's not much difference between the underbrush and a victim's body.

Machine Pistol. Light, compact, and sporting a long magazine of handgun bullets, machine pistols are condensed packages capable of delivering a hail of gunfire, even if held in one hand.

Magnum. Nothing is more commanding than a magnum. This revolver is chambered for large-caliber bullets, and firing it feels like directing an explosion at a target while a mule attempts to kick the gun from your hand. It's weight and heft stand testament to the fact that it is the most powerful handgun money can buy.



ONE-HANDED HEAVY WEAPONS

Magnum revolvers and the repulsor gauntlet are unique weapons, in that they are the only one-handed heavy weapons included on this list. In fact, this violates one of the core assumptions of weapon properties: that heavy weapons must always be two-handed. As a result, if a one of these weapons is modified by a craftsman, it automatically inherits the Two-Handed property (though its damage does not increase as a result.)

Magnum, Explosive. Arguably, the only thing better than a magnum revolver is one fitted to take explosive bullets.

Magnum, Manstopper. Chambering an even larger round than a conventional magnum, this weapon is obviously unsafe to use. But in the pursuit of condensing the most amount of firepower into a single shot, gun aficionados have crafted this weapon to skirt the fringes of what's possible with a handgun.

Magnus Opum. This impressive handheld blaster, almost twice the weight of a repeater, is infamous for its heft, recoil, and stopping-power. Nevertheless, it is favored by gunslingers that accept no compromises in their blasters.

Mancatcher. Less a weapon and more a peacekeeping tool, a mancatcher is a large, pincer-shaped ring with inward facing teeth mounted on the end of a 10-foot pole, designed for grabbing a creature and sticking to any clothing, fur, hair, or soft flesh.

Meteor Chain. Also called a meteor hammer, this weapon consists of a long chain with a large metal weight at the end. Hurling it in an arc or bringing it down from above creates an impact unmatched by almost any other weapon, but mastering the weapon's arc demands ample talent and years of practice.

Mountain Cleaver. A truly monstrous weapon, the mountain cleaver is less like a large axe and more like an immense meat cleaver. Though very slow and supremely unwieldy, the mountain cleaver is unmatched in its damage.

Musket. This long rifle was the most accurate firearm of its day and was commonly carried by military men and civilians alike, often with an affixed bayonet.

Naginata. Similar to a glaive, the naginata is a polearm that resembles a katana, having a short, curved blade, a long, wrapped handle, and a tsuba between the blade and handle.

Nunchaku. Adapted from threshing tools, a set of nunchaku consists of a pair of foot-long wooden or metal sticks, connected with a short length of rope or chain. While certainly dangerous and highly flexible in the hands

of a skilled wielder, nunchaku are notorious for inflicting significant amount of pain to their own users if not properly trained.

Parlor Gun. Owing its namesake to the locales of high-stakes games of cards gone murderously awry, the parlor gun is a very small, easily concealable firearm that can be produced at a moment's notice. It loads only one (and in some variants two) bullets at a time, which might cripple it in a lengthy firefight, but this seldom matters when coupled with the element of surprise.

Parrying Dagger. A dagger with curved guard, often used in place of a shield. Selecting a parrying dagger trades passive defense for an active role of trapping the opponent's weapon, deflecting it, and possibly disarming them.

Phaser. Phasers are not designed for effectiveness so much as portability and non-lethality. These blasters are often issued to peace-keepers and emissaries that require personal defense but have no intent to kill others.

Photonic Lash. A wicked weapon favored by the elves, the photonic lash produces a bright tendril of energy from its metal hilt. The lash leaves painful, burning lacerations on its victims, along with lasting scars, a telltale sign that one has defied the whims of the high elves.

Plasma Cutter. Few things are as intimidating as the huge, circular, white-hot blade of a plasma cutter. Though an unwieldy tool, designed to carve up high-density metal plates for ship hulls, it works equally well as a maiming implement. The saw can easily remove careless fingers or limbs in normal operation, but if used with lethal intent, it could dissect someone cleanly from end to end.

Plasma Launcher. Designed for shipboard defense, a plasma launcher fires a stream of superheated, explosive plasma at its target. While unwieldy when removed from its mounting, there is little that most space marines find more frightening than staring down the barrel of a primed plasma launcher.

Portable Ballista. Even larger and heavier than the heavy crossbow, the portable ballista is designed to be

moved to a battlefield, placed in a spot on the ground or on a movable tower, and fired from a fixed position.

Pump Shotgun. The ever-reliable pump-action shotgun features a distinctive sliding grip on the front of the barrel which can be ‘pumped’ to chamber a new round. The simplicity of this design both improves reliability and reduces cost, while allowing the shotgun to accept different ammunition, such as nonlethal rounds.

Punching Dagger. This unique style of dagger consists of one or more blades attached to an H-framed handle, allowing a proficient user to augment his unarmed strikes.

Quadruple-Barreled Shotgun. Also called a double-double-barrel shotgun, this weapon has four large shotgun barrels arranged at its business end. Though it takes time to load, the four shells can be fired nearly all at once, making it a weapon of surprising firepower.

Quickblade. A quickblade is almost identical to a dagger, save for the hollow handle into which the blade can be retracted, and the spring-trigger mechanism used when deploying the blade.

REC Gun. The Revolving Exothermic Cannon (or REC gun, for short) operates on the same principle as a conventional blaster, with an arcane battery hooked up to an aperture barrel and so forth, but mounts several blasters on a revolving cylinder, each firing in rapid succession. It is known for the rhythmic booms of its fire, and its ability to fire almost indefinitely.

Repeater. The quintessential handheld blaster, the repeater is a staple on the galactic frontier. Solid, reliable, and packing just enough firepower to bring down an assailant, nearly every explorer worth their salt has one of these strapped to their hip.

Repulsor Gauntlet. Similar to a battlefist, but larger in scale, this hulking gauntlet invariably throws its users off-balance. Concealed within it is an arcane battery from a blaster, which the gauntlet channels into the knuckles to augment its blows with layered forcefields.

Revolver. An iconic handgun, the revolver stores six bullets in a rotating cylinder, which can be fired in rapid succession. This weapon is favored by gunslingers for its reliability and stopping-power.

Rifle Spear. As its name suggests, the metal haft of this spear is also the barrel of a long rifle, which can be fired at a moment's notice. The spear's tip is bifurcated, allowing the bullet to pass through its center, so it's always unclear if the wielder intends to stake their target or shoot them.

Ripsword. Perhaps one of the most brutal weapons ever devised, the edge of this broad blade is lined with a toothed chain, driven by a motor in the hilt. Instead of merely

cutting its target, the chain rips into it, grinding through armor, flesh, and bone alike.

Rocket Fist. This robotic gauntlet can be launched from its user's hand to fly autonomously using thrusters in its base. The fist not only strikes its target, but it also pilots itself back and lands on the hand it originated from.

Rocket Launcher. This long tube accepts an explosive, unguided rocket in its front end and ejects exhaust out the back. For all intents and purposes, it is the most firepower a single person can command with the pull of a trigger, delivering a massive explosion on impact.

Sai. An extremely distinctive weapon, the sai is a long dagger with a pair of forked prongs protruding from its hilt. Usually employed in pairs, sais excel at disarming enemies, trapping their weapons, and blocking attacks.

Saw Launcher. Forgoing traditional ammunition for a more overtly terrifying alternative, the saw launcher is equipped with a drum magazine of circular buzzsaws, which it can fire with surprising speed. It might not be as efficient as a traditional firearm, but launching saws is more about making a show of combat than its execution.

Saved-Off Shotgun. This variant of a double-barrel shotgun has dramatically shortened barrels, increasing the weapon's spread to make it deadlier in close-combat. The reduced range ruins this weapon for hunting but transforms it into an ad-hoc trench gun, suitable for urban warfare.

Shotfist. This reinforced gauntlet has two shotgun barrels mounted on the back of the hand, which can fired by closing a fist and pressing a concealed trigger mechanism.

Singularity Emitter. Less a blaster in the conventional sense, and more a stripped-down Dark Matter engine designed to rip a contained hole in the universe, the singularity emitter is a singularly destructive weapon. After being fired, however, the weapon must cool down, venting exceptional amounts of heat to maintain a stable Dark Matter core.

Skathári Warclub. True to their nature, skathári warriors prefer simple, straightforward weapons, such as their traditional warclubs. These clubs are fitted with at least one large spike, making them exceptionally useful for punching through invertebrate shells and exoskeletons, as well as discouraging huge predators.

Sniper Rifle. An instrument of ranged precision, the sniper rifle can take lives from distant, nearly invisible ranges. Expert snipers learn to use natural camouflage and wait for the perfect moment to strike.

Spiked Chain. A spiked chain is a 10-foot length of chain with a pair of wickedly sharp weighted barbs at either

end. Designed to be a fluid, fast moving weapon, it offers amazing flexibility in combat.

Splitstaff. This metal quarterstaff splits in half with a gesture, dividing into a pair of fighting sticks.

Spring Fist. This contraption amounts to spring-loaded boxing glove, equally good for slapstick gags and punching someone in the face from ten feet away.

Standard Carbine. As its name might suggest, the standard carbine is the standard-issue blaster for all Hegemony and Coalition troops, which by default makes it one of the most pervasive weapons in the galaxy. Some soldiers praise the weapon's accuracy and durability, while others decry its difficult-to-control automatic fire, but on the battlefield, there's no questioning this weapon's efficacy.

Submachine Gun. More compact than an assault rifle, and firing lighter, easier to control rounds, the submachine gun is an effective close-quarters alternative to larger automatic weapons. Its limited range makes it best suited to urban warfare and precision operations where the distance to the target is known in advance.

Swarm Launcher. Even larger than a rocket launcher, a swarm launcher utilizes a special type of canister round containing 6 to 9 micro-missiles; this large mass of explosions makes this weapon even more deadly at closer ranges, where multiple warheads can potentially strike a single target.

Swarm Pistol. This handheld blaster, styled much like a repeater, has a wickedly fast automatic fire, capable of spewing dozens of rays in seconds. The most dexterous users might even find it possible to use one in each hand.

Thermal Lance. When a button on this metal tube is pressed, a persistent foot-long, blue stream of flame erupts from its end, scorching those it touches. Though this tool was fashioned for mining asteroids for precious minerals, it has become a favorite (albeit eccentric) choice of weapon for avia-ra warriors.

Titan Maul. A titan maul is an exceptionally large hammer, well-suited to the heavy builds of giants and the largest races of humanoid.

Tonfa. A variation on the simple club, a tonfa is a length of wood or metal with a handle set at a right angle roughly three-quarters up its length. Often used in pairs, tonfa are supremely useful as both offensive and defensive weapons.

Trench Gun. A pump shotgun with a shortened barrel, this gun was designed for the trenches of a bitter war, whose close-quarters combat claimed the lives of millions.

Trident. This weapon consists of a long wooden or metal shaft and bears a head with three sharpened points. It

has strong ties to the sea due to its use in fishing, and association with gods of the sea and aquatic races.

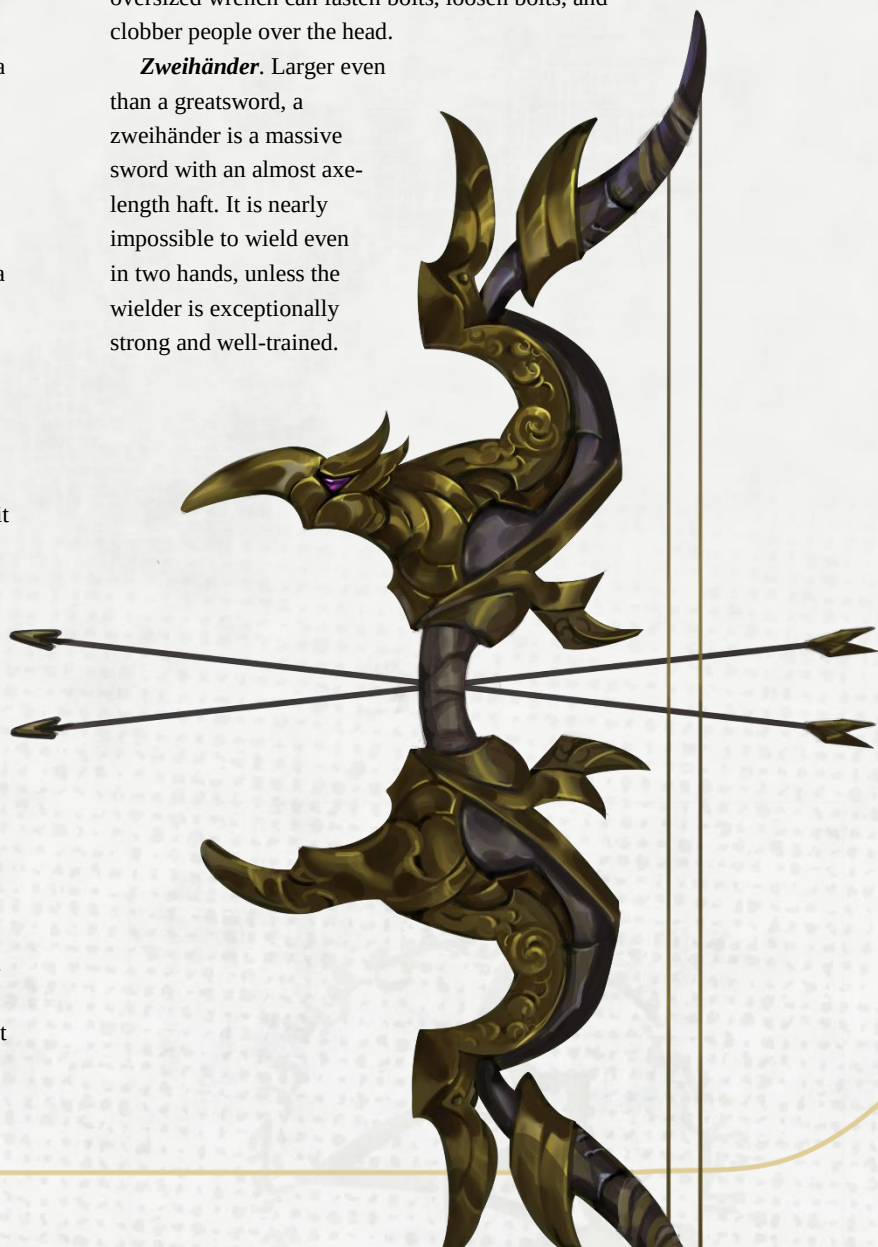
Twinbow. Though seemingly over-designed, this complicated-looking compound bow has a specially built double-channel for nocking two arrows, one atop the other; this design allows two arrows to be fired from the bow accurately at the same time.

Warpike. Similar to a glaive, a warpike is a heavy polearm with a pair of weighted blades at one end, one longer than the other. The warpike counts as a polearm.

Whipword. A complicated and flashy device, the whipword is a series of razor-sharp bladed segments running along an elastic cable which is attached to a sword pommel. When swung, the segments expand to the length of a whip, before contracting with a interlocking clatter back into a sword.

Wrenchinator. Though different models exist, the most common by far is the Wrenchinator 9000, a tool used by ship-mechanics the 'verse-over. This incredible, oversized wrench can fasten bolts, loosen bolts, and clobber people over the head.

Zweihänder. Larger even than a greatsword, a zweihänder is a massive sword with an almost axe-length haft. It is nearly impossible to wield even in two hands, unless the wielder is exceptionally strong and well-trained.



EXOTIC ARMOR AND SHIELDS					
Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Exotic Light Armor</i>					
Hardened Leather	500 gp	13 + Dex modifier	—	—	15 lb.
<i>Exotic Medium Armor</i>					
Hero Plate	1,500 gp	16 + Dex modifier (max 2)	—	Disadvantage	50 lb.
<i>Exotic Heavy Armor</i>					
Battle Plate	2,000 gp	19	16	Disadvantage	75 lb.
Mountain Plate	3,000 gp	20	Special	Disadvantage	100 lb.
<i>Exotic Shields</i>					
Tower Shield	100 gp	+2/Special	16	Disadvantage	15 lb.
Wall Shield	150 gp	+2/Special	18	Disadvantage	20 lb.

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.

ARMOR DESCRIPTIONS

The following suits of armor and shields are listed in alphabetical order:

Battle Plate. Sturdier than even full plate, battle plate consists of a full suit of interlocking plates with a layer of thick hide and chain underneath.

Hardened Leather. While similar to leather armor, hardened leather adds an additional layer of lacquer, hardening the leather to an almost iron-like strength.

Hero Plate. Though not substantially heavier or more cumbersome than half plate, hero plate is certainly more impressive: large pauldrons, a winged helmet, and decorative flair adds to the armor's prominence, as well as its protection.

Mountain Plate. Almost too heavy and cumbersome to wear, even for the mightiest warriors, mountain plate consists of inch-thick plate armor with a bolted-on helmet, gauntlets, and boots. Donning this armor takes nearly 15 minutes and requires latching several heavy-duty clamps and latches. Mountain plate requires an 18 Strength to wear, cannot be worn by creatures smaller than Medium size, and reduces your walking speed by 10 feet, regardless of your Strength score.

Tower Shield. Substantially larger than a conventional shield, a tower shield is a generally

rectangular plank of thick wood or metal tall enough to provide cover for the full body. While wielding this shield, you gain a +1 bonus to Dexterity saving throws.

Wall Shield. Even larger than a tower shield, a wall shield is a massive, door-sized shield with a set of imposing spikes on the bottom edge, which serve to anchor the shield to the ground. As an action, you can slam the shield down and brace yourself behind it. While anchored this way, the shield ceases to grant you a bonus to AC and instead provides you with three-quarters cover. Your movement speed becomes 0 while the shield is planted this way and removing the shield from the ground requires an action.



AMMUNITION

Craftsmen and warriors of all stripes are always looking for an edge on the battlefield. While arrows and bullets certainly do much to put one group of warriors over another, there's always a bit more that can be pulled out of a given bow or gun, and, with the right application of a little alchemy and a lot of luck, a simple rifle can take down a castle wall.

Entries on the following Standard Ammunition table are considered conventional projectiles (even though some belong to exotic weapons), because they are of the type usually fired by their weapons. Exotic ammunition, by contrast, are special projectiles used in place of normal ammunition to achieve special effects.

EXOTIC AMMUNITION

While standard bullets and arrows will get the job done in most cases, sometimes you need something a little more special. Exotic ammunition allows a skilled user to alter their weapon on the fly; many warriors often carry an array of magazines or quivers filled with a diverse collection of special purpose ammo.

When a ranged weapon is loaded with exotic ammunition, the properties of that weapon change in the following ways, as indicated on the Exotic Ammunition table:

Damage. The weapon's damage or damage type changes or increases to that shown on the table. If an ammunition type has a "—" in the damage column, the damage of that weapon does not change.

Properties. The weapon gains the listed properties for any attacks made with that type of ammunition.

AMMUNITION PROPERTIES

Exotic ammunition can apply the following weapon properties when they are used for an attack:

Explosive. When this weapon's projectile hits a target, it explodes in a 5-foot radius. The projectile can be fired at an unoccupied space within its range. Each creature other than the target within the blast radius must succeed on a Dexterity saving throw, taking half the damage rolled on a failed save or no damage on a successful one.

Marking. Whenever you hit a creature with marking ammunition, the brightly colored paint inside the round makes the target easier to see and track. Until the target uses its action to wipe the paint off, creatures have

STANDARD AMMUNITION		
Ammunition	Cost	Weight
Arrows (20)	1 gp	1 lb.
Ballista Bolt	1 gp	2 lb.
Blowgun Needles (50)	1 gp	1 lb.
Bullets (10)	2 gp	1 lb.
Cannonball	10 gp	10 lb.
Crossbow Bolts (20)	1 gp	1½ lb.
Greatarrow	1 gp	2 lb.
Grenade	5 gp	3 lb.
Rocket	20 gp	6 lb.
Saw	10 gp	3 lb.
Shells (10)	5 gp	2 lb.
Sling Bullet (20)	4 cp	1½ lb.

advantage on Wisdom (Perception) checks made to see the creature and on Wisdom (Survival) checks made to track the creature.

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.

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.

Scatter. A weapon loaded with scatter ammunition has its normal and long ranges halved. You deal an additional +2 damage to targets within half of the weapon's new normal range. Scatter ammunition is treated as normal ammunition when loaded into a weapon that already has the Scatter property.

Tracing. A tracing round contains a mote of phosphorous, causing it to glow brightly when exposed to large amounts of light, such as muzzle flash. When you hit a creature with tracing ammunition, for the next minute you do not have disadvantage on attacks against that creature because of nonmagical darkness or heavily obscured conditions.

AMMUNITION DESCRIPTIONS

The following types of exotic ammunition, which are listed in alphabetical order, can be used by characters of any class with an appropriate ranged weapon.

Ammunition, Blessed. Blessed ammunition is made of blessed silver or gold, etched in holy symbols, infused with holy water or sanctified salt, or is otherwise blessed in some way. Weapons loaded with blessed ammunition deal radiant damage instead of their normal damage type.

Ammunition, Cursed. Cursed ammunition is infused with the blood of demons, carved with unholy runes, cast of metals from the lower planes, or is otherwise profaned in some way. Weapons loaded with cursed ammunition deal necrotic damage instead of their normal damage type.

Ammunition, Elemental. Elemental ammunition is a catch-all term for arrows, bullets, shells, and grenades that deal special types of damage. When one of these pieces of ammunition is fired by the appropriate weapon, the attack deals the listed damage type instead of its normal damage type.

Ammunition, Silver. Silver ammunition is plated in or cast from silver, allowing it to bypass the damage resistance of certain creatures.

Arrow, Flight. These arrows are made of a hollow, lightweight wood, with lead weights positioned throughout to boost impact and stability. Whenever you make an attack with a flight arrow, the bow's range for this attack doubles.

Arrow, Haymaker. A haymaker arrow is an abnormally heavy and lopsided arrow, with a large, padded, bulbous business end (commonly designed to look like a fist or boxing glove). You have disadvantage on all attacks made with haymaker arrows. When you hit a creature with a haymaker arrow, the creature must succeed on a DC 12 Constitution saving throw or be stunned for one round.

Arrow, Noxious. The tips of these arrows hold a tiny vial of noxious chemicals that explodes into a cloud on impact. When a creature is struck by a noxious arrow, it must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can make a new saving throw at the end of each of its rounds, ending the effect on a success.

Arrow, Poison. The tips of these arrows are coated in a potent contact poison. When a creature is struck by a poison arrow, it must succeed on a DC 12 Constitution saving throw or fall asleep for 1 minute. Creatures that are immune to being poisoned automatically succeed on this saving throw. The target wakes up if it takes damage. Another creature can use an action to attempt to wake the target, allowing the target to repeat its saving throw, waking up on a success.

Arrow, Tangle. The tip of this arrow has been replaced by a vial of a thick, tan paste. When this arrow strikes a creature, the vial breaks, spreading the paste over the

EXOTIC AMMUNITION			
Ammunition	Cost	Damage	Properties
<i>Arrows/Bolts</i>			
Flight (10)	2 gp	—	Special
Haymaker (10)	200 gp	—	Nonlethal, special
Noxious (10)	100 gp	—	Special
Poison (10)	200 gp	—	Special
Tangle (10)	100 gp	—	Nonlethal, special
<i>Bullets</i>			
High-Power (10)	150 gp	+1	Misfire
Rubber (10)	2 gp	Bludgeoning	Nonlethal
Shotshell (10)	5 gp	—	Scatter
Tracer (10)	3 gp	—	Tracing
<i>Grenades</i>			
Concussion Grenade (10)	770 gp	1d8 thunder	Special
Fang (10)	1,550 gp	2d10 piercing	Special
Flare (10)	300 gp	1d6 fire	Special
Goblin Gas (10)	1,550 gp	Special	Special
<i>Shells</i>			
Dragon's Breath, Blue (10)	350 gp	Lightning	Special
Dragon's Breath, Red (10)	350 gp	Fire	Special
Dragon's Breath, White (10)	350 gp	Cold	Special
Flechette (10)	25 gp	—	Special
Slug (10)	5 gp	—	Special
<i>General Ammunition</i>			
Blessed	+2 gp	Radiant	—
Cursed	+2 gp	Necrotic	—
Elemental, Acid	+1 gp	Acid	—
Elemental, Cold	+1 gp	Cold	—
Elemental, Fire	+1 gp	Fire	—
Elemental, Lightning	+1 gp	Lightning	—
Elemental, Thunder	+2 gp	Thunder	—
Explosive	+20 gp	Fire	Misfire, explosive
Paint	1/10 price	0 damage	Marking
Silver	+1 sp	—	—

EXPLOSIVES						
Explosive	Cost	Damage	Area	Saving Throw	Weight	Properties
Bombs	2 sp	1d10 fire	5-foot radius	DC 11 Dexterity	1 lb.	Finesse, special, thrown (range 30/60)
Bottled Lightning	75 gp	1d8 lightning	—	—	1 lb.	Thrown (range 20/40)
Concussion Grenade	75 gp	1d8 thunder	10-foot radius	DC 12 Dexterity	2 lb.	Thrown (range 20/40)
Dynamite	75 gp	3d6 fire	5-foot radius	DC 12 Dexterity	1 lb.	Light, special, thrown (20/60)
Fang Grenade	150 gp	2d10 piercing	5-foot radius	DC 12 Dexterity	1 lb.	Light, special, thrown (20/60)
Flare	25 gp	1d6 fire	—	—	1 lb.	Light, special
Flashbang	5 sp	—	5-foot radius	—	1 lb.	Light, special, thrown (20/60)
Gnome Rocket	10 gp	1d4 fire	5-foot radius	DC 12 Dexterity	1/2 lb.	Special
Goblin Gas	150 gp	Special	10-foot radius	DC 12 Constitution	1 lb.	Special

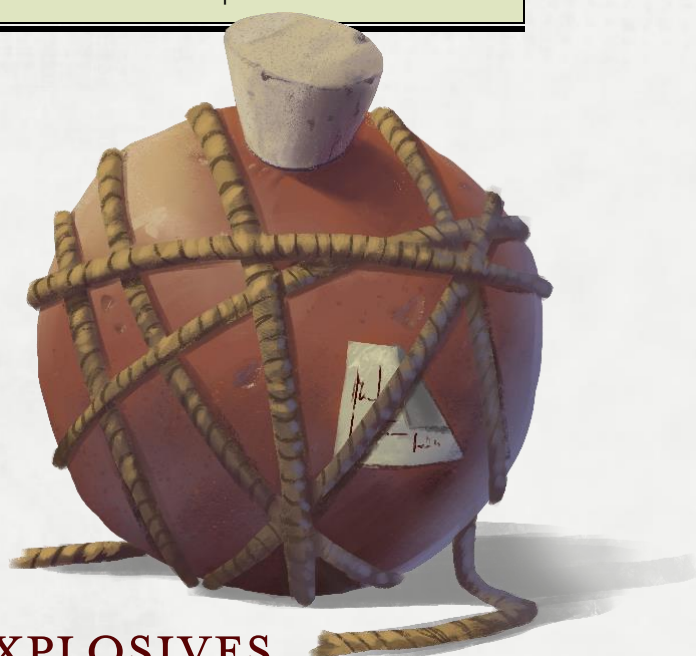
creature and reducing its speed to 0. The creature can use a bonus action to attempt a DC 12 Strength (Athletics) check, breaking free from the paste on a success. If it does not break free after one minute, the paste dries and flakes away.

Grenades, Various. Most types of explosive can be modified to be fired from a grenade launcher. A grenade listed on the Exotic Ammunition table is identical to the explosive listed on Explosives table, except that it must be fired with a grenade launcher, using the weapon's range instead of its own range.

Shell, Red Dragon's Breath. This shell is stuffed with alchemical reagents instead of shot, which causes the gun to belch flame in a cone when fired. This cone's length is equal to half the weapon's normal range, or 15 feet, whichever is shorter. Each creature caught in this area makes a DC 12 Dexterity saving throw, taking fire damage equal to the weapon's damage dice on a failed save. Other versions of these shells exist, namely White Dragon's Breath (which deals cold damage) and Blue Dragon's Breath (which deals lightning damage).

Shell, Flechette. This shell is packed with small, sharpened needles or darts, designed to stick into the target and inflict maximum pain and discomfort, instead of shot. A creature that is hit by a flechette shell has disadvantage on Strength and Dexterity ability checks until the darts are removed as an action. This shell has no effect on constructs and undead.

Shell, Slug. This shell is loaded with a solid chunk of metal instead of shot. Whenever you make an attack with a slug, the weapon loses the Scatter property for this attack, but its normal and long ranges double.



EXPLOSIVES

Swords, bows, axes, and guns are all well enough, but sometimes when you need something completely and utterly destroyed, there is no substitute for a good explosive. These weapons come in a wide variety of types, from classic sticks of dynamite, to disorienting flashbangs, to illuminating flares.

EXPLOSIVE DESCRIPTIONS

The following explosives are listed in alphabetical order.

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.

Bottled Lightning. This glass canister is filled with a constantly surging bolt of magic lightning and sheds bright light in a 10-foot radius, and dim light for an additional 10 feet.

As an action, you can throw this canister up to 20 feet, breaking it on impact. Make a ranged attack against a creature or object, treating the bottled lightning as an improvised weapon. On a hit, the target takes 1d8 lightning damage.

Concussion Grenade. This spherical device, dotted with blinking lights, explodes in a wave of concussive force. As an action, you can throw this grenade up to 20 feet, detonating a moment after impact. Make a ranged attack against a creature or object, treating the grenade as an improvised weapon. On a hit, the target takes 1d8 thunder damage and is deafened until the beginning of your next turn. Additionally, each creature within 10 feet of the target must make a DC 12 Dexterity saving throw or also take this damage and be deafened for the same duration.

Dynamite. As an action, a creature can light a single stick of dynamite and throw it at a creature or space within range. A creature struck by a stick or bundle of dynamite takes 1d4 bludgeoning damage, and each creature within 5 feet of that creature or space must succeed on a DC 12 Dexterity saving throw or take 3d6 thunder damage, or half as much on a successful save. A character can bind additional sticks together, with each stick increasing the explosion damage by 1d6 (to a maximum of 10d6) and the blast radius by 5 feet (to a maximum of 20 feet).

Fang Grenade. Fang grenades are small, metallic containers of explosives filled with shrapnel and attached to a timed fuse. As an action, a creature can pull the fuse on a fang grenade and throw it at a creature or at a space within range. A creature hit by a fang grenade takes 1d6 bludgeoning damage, and each creature within 5 feet of that creature or space must succeed on a DC 12 Dexterity saving throw or take 2d10 piercing damage, or half as much on a successful save.

Flare. Not an explosive in the conventional sense, a flare is similar to a brightly burning torch. A character can ignite a flare as a bonus action, causing it to shed bright light in a 30-foot radius and dim light in a 60-foot radius for up to 30 minutes. Due to their construction, flares can be ignited with no form of fire or spark nearby, and can burn in nearly any environment, including underwater.

Flares burn at extremely high temperatures, dealing 1d6 damage to a creature that is struck by one.

Flashbang. Each creature within 5 feet of the flashbang's point of impact can't take reactions until the start of its next turn.

Gnome Rocket. Gnome rockets aren't often viewed as weapons, though they can certainly be used to inflict harm. A gnome rocket is a small bundle of shaped explosives attached to the end of a stick. As an action, a character can light the fuse of a gnome rocket, sending it flying up to 120 feet away. When it reaches this distance, it explodes into a bright flash of colorful sparks, dealing 1d6 fire damage to any creature within 5 feet of it that fails a DC 12 Dexterity saving throw.

Goblin Gas. The substance known as goblin gas is a highly effective tool for dealing with large crowds of weak creatures, hence the name. A vial of unused goblin gas looks like a vial sickly green liquid. As an action, a character can throw the vial at a spot within 60 feet, shattering it on impact with the ground. Once exposed to air, the gas quickly spreads, creating a 10-foot radius cloud of gas that lasts for up to 1 minute. Any creature which is caught in this area initially or ends their turn in the cloud must succeed on a DC 12 Constitution check or be poisoned until the end of its next turn.

More art
goes here!

CHAPTER 3:

ADVANCED CRAFTING RULES

Though most of the items and gear a character uses over the course of his or her career are either bought or found, there often comes a time when an item is needed, and none can be found. It is in these instances where the craftsman (or any skilled worker, for that matter) truly shines.

Crafting an item requires three things:

- Access to the relevant tools
- Proficiency in the relevant toolset
- Access to appropriate materials totaling half of the item's market value

With all these things, you can start crafting the item in question, making progress over time. Progress is measured in gp value, so more valuable items generally take longer to craft.

Crafting is not limited merely to mundane weapons and armor or adventuring gear: alchemical concoctions, art, and magical items all can be crafted with the right skill and tools. The Tools of the Trade section below provides more information on what items can be made with which tools.

Except where noted below, a character can maintain a modest lifestyle at no additional cost, or a comfortable lifestyle at half the usual cost, while they are crafting items.

CRAFTING MUNDANE ITEMS

For each day you spend crafting a mundane item, you can make 5 gp worth of items or 5 gp of progress towards a larger item. The process consumes an amount of raw materials equal to half the value of what is produced.

ALCHEMY AND HERBALISM

The products made by alchemists, brewers, cooks and Herbalists are typically produced in batches, with extended periods of waiting in during the activity. For this reason, progress is made at twice the normal rate (10 gp per day for mundane items; 50 gp per day for magic items), and up to five consumable items can be made in parallel if they are of the same type. You do not need to split the progress; all five items are crafted at the increased rate. These products often require specific ingredients, which might be difficult to obtain in some situations.

Also here!

ARTISTIC COMPOSITIONS

Not all creations are physical items. Indeed, musical instruments and painter's supplies are iconic among the many and varied tools of creation. Thus, a character who is proficient with artistic tools can spend time 'crafting' an original composition; for example, scripting a play, arranging a symphony, or curating a display of visual art.

Unlike physical crafting, these compositions have no intrinsic value; they cannot be sold in a shop. Likewise, they require (almost) no material input. In order to gauge the amount of labor required to put together an artistic composition, refer to the table below. No materials are expended during these works, but the would-be artist must support themselves out of their own pocket while composing—they cannot gain any discount on the price of a modest or comfortable lifestyle.

COMPOSITIONS

Composition Quality	Value
Ordinary	40 gp
Compelling	120 gp
Exceptional	400 gp
Masterful	1,000 gp
Legendary	2,000 gp

MAGIC ITEM CRAFTING

Rarity	Minimum Level	Value (Consumable)	Value (Permanent)	Spell Slots Expended	Schematic DC
Common	3rd	50 gp	100 gp	1	18
Uncommon	3rd	100 gp	500 gp	5	21
Rare	6th	500 gp	5,000 gp	50	24
Very rare	11th	5,000 gp	50,000 gp	500	27
Legendary	17th	50,000 gp	500,000 gp	5,000	30

CRAFTING MAGIC ITEMS

Compared to crafting mundane items, crafting a magic item is a complicated and exhausting process. Not only does it require time, materials and skills, but it also demands an artisan with magical power and a detailed schematic. Crafting a magic item takes place at a rate of 25 gp per day.

As shown on the Magic Items Crafting table below, you must be of a high enough level to craft certain types of magic items, and you must be able to cast at least one spell of 1st level or higher. If an item duplicates the effects of a specific spell, you must know that spell and expend spell slots equal to that spell's level a number of times over the course of crafting the item as specified in the table below. Any material components required for the spell must be present for the duration of the crafting and if they are consumed, the cost must be paid for every spell slot that is expended (unless the item can only reproduce the spell a fixed number of times, as with a Spell Scroll, in which case the material cost is only paid that many times).

Value. A magical version of a mundane item whose base cost is greater than 100 gp (such as plate armor) should add the mundane cost of the item to the magic item value for its rarity. Thus, a set of *adamantine plate mail* (an uncommon magic item) would have a value of 2,000 gp.

SCHEMATICS

Creating of a magical item requires a detailed schematic of the item in question (the sole exception is the common *potion of healing*, which can be crafted without a schematic); most often, these are found as part of ancient libraries, in the custody of magical colleges, or in the personal collections of high-level wizards. GMs are strongly encouraged to include schematics as part of treasure hoards if using these rules in their game. A spellcaster who learns a schematic can maintain a copy of

that schematic in their spellbook or ritual book (if they have one) or in a separate, dedicated schematic book.

You can attempt to craft a magic item without a schematic or design new schematics whole cloth; doing so requires an Intelligence (Arcana) check at the beginning of the item's creation process with a DC determined by the item's rarity, as shown on the Magic Item Crafting table above. Success allows you craft the item as normal; failure wastes that day's progress and 1/10th of the consumable materials required. Once you successfully create a schematic for a magic item, that schematic is added to your book.

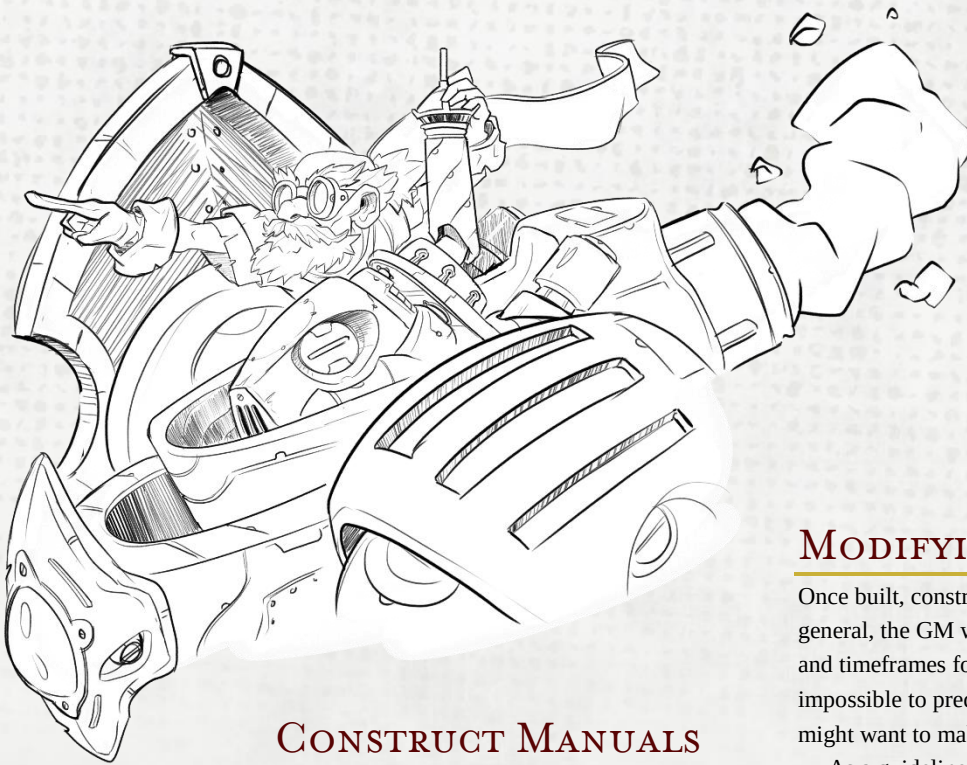
CRAFTING CONSTRUCTS

Constructs are even more complex than magical items and are thus even more challenging to create. To have given life to a golem or shield guardian is truly the mark of the master artisan.

In order to create a construct, you must possess the following:

- Tools (refer to Common Constructs table for examples),
- An appropriate manual (see below),
- Material components (equal to 25,000 gp + 5,000 gp × the construct's CR)
- Time (equal to 5 × the construct's CR days, minimum 1), and
- The ability to cast spells. Your caster level must be equal to or greater than the construct's CR.

Furthermore, building a construct requires total and undivided attention. You must spend the requisite time working without interruption, with the manual in hand for the entire duration. You cannot do anything else while working on a construct, and if you pause or suspend the construction for any reason, any progress you have made is lost and all of the material components are wasted.



CONSTRUCT MANUALS

Prior to starting work, you must write or obtain a manual, which contains the blueprints for how to assemble your construct and the incantations to bring it to life. A manual can only be used once; the final incantation involves burning the tome and scattering its ashes onto the construct.

The nature of the construct is determined by the manual that created it; if you wish to create a custom creature, you must determine its game statistics when the manual is written.

In general, a construct manual should be treated like any other consumable magic item, with the rarity determined by the CR of the construct, as shown in the following table:

Construct CR	Rarity
0 to 3	Uncommon
4 to 6	Rare
7 to 10	Very Rare
11+	Legendary

If someone tries to read a construct manual without meeting the caster level prerequisite, they immediately take 6d6 psychic damage.

REPAIRING CONSTRUCTS

You can repair any construct you have made by spending time working on it using the appropriate tools. For each hour you spend, the construct can roll one hit die and regain that number of hit points. This does not deplete its pool of hit dice.

MODIFYING CONSTRUCTS

Once built, constructs can be modified in many ways. In general, the GM will have to determine appropriate costs and timeframes for this type of modification, since it is impossible to predict what kinds of modifications a player might want to make.

As a guideline, anything that affects the CR calculation should cost more as an ‘aftermarket’ modification than it would have to include in the original design, to reflect the additional flexibility that such changes grant. For example:

- Changing an iron golem’s sword to a warhammer (damage dice unchanged) should take 2.5 days and cost 2,500 gp.
- Adding armor plating to increase AC by 2 should take 5 days and cost 5,000 gp.
- Fitting hidden needles that add 4d8 poison damage to an iron golem’s fists should take 10 days and cost 10,000 gp.

INCREASING PRODUCTIVITY

Sometimes, 5 gp of progress per day is simply not fast enough. Urgent orders or emergency situations may call for accelerated work, which can be achieved in several ways.

COMMON CONSTRUCTS

Construct	CR	Cost	Time	Tools
Animated Armor	1	30,000 gp	5 days	Smith’s tools
Clay Golem	9	70,000 gp	45 days	Potter’s tools
Flesh Golem	5	50,000 gp	25 days	Leatherworker’s tools
Flying Sword	1/4	26,250 gp	1 day	Smith’s tools
Homunculus	0	25,000 gp	1 day	Potter’s tools
Iron Golem	16	105,000 gp	80 days	Smith’s tools
Shield Guardian	7	60,000 gp	35 days	Smith’s tools
Stone Golem	10	75,000 gp	50 days	Mason’s tools

WORKING TOGETHER

Multiple characters can collaborate on a single item to make faster progress. Each worker must have their own set of tools, though they may (indeed, must) share a workplace and any fixed tools or machinery that come with it. For example, a pair of smiths working together will share the same forge and furnace but must bring their own hammers and tongs.

Having an additional, proficient person assist you in crafting an item doubles your output for that day. You can work with another non-proficient person effectively, however your output is only 1.5 times more than normal. To have someone assist you effectively, you must share a language with them or be accompanied by an interpreter.

OVERTIME

You can commit more than the normal 8 hours per day of work to an item. If you do so, you can work up to 12 hours for the day, completing as much work as you would have in 1.5 full days of work. At the end, you must make a Constitution saving throw as if you had made a forced march. Hirelings and staff can work up to 4 hours of overtime, but you must pay them at double their normal rate, so the full 12 hours' work costs the same as two normal, 8-hour days.

CRAFTING WHILE ADVENTURING

Savvy adventurers don't just craft new equipment during downtime; they find free hours nearly every day on their travels to labor on their personal projects. If you want to continue a crafting project while adventuring and you have the proper equipment to do so, you can break a normal 8 hours of work into smaller increments and continue to work, albeit at a slower rate.

If you can find 4 hours a day to spend crafting new equipment, you finish one day of crafting for every two days you spend adventuring. If you can only find 2 hours a day to spend crafting new equipment (which can be done instead of taking two short rests,) you finish one day of crafting for every four days you spend adventuring.

SHORTCUTS

Most items can be made without necessarily following all of the usual steps. Doing so, however, puts the quality of the item at risk and could potentially result in the entire project being scrapped. If you wish to take a shortcut, the

total value of the item (both in terms of crafting it and selling it) is reduced by 25%.

Once the item is complete, you must then make an ability check using whichever ability score governs the specific tool set you are using to craft that item (as specified in the Tools of the Trade section). The DC for this check depends on the type of item being made: DC 15 for simple items, DC 20 for complex items, and DC 25 for original designs and magic items. If you succeed, the shortcut results in no negative consequences (except for the reduced resale value of the item). If the check is failed by a margin of 5 or less, the item functions, but is defective. The GM determines the impact of this defect; they can roll on the table below or choose a defect of their own devising. If the check is failed by 6 or more, the item does not function, and the time and materials spent making it are wasted.

d6 Defect

- 1 Ability checks made while using the item have disadvantage.
- 2 Whenever the item is used, roll a d10. On a 1, the item breaks.
- 3 Attack and damage rolls made with the item suffer a -1 penalty, or any AC bonus granted by it is reduced by 1.
- 4 The item makes an awful noise whenever it is used.
- 5 The item weighs twice as much as it should and cannot be used by Small creatures.
- 6 The item is toxic or otherwise harmful to its user.

VARIANT RULE: FASTER CRAFTING

In general, the crafting process is lengthy and laborious, and an average adventurer can produce far less equipment in their downtime than they actually require. For this reason, the GM can decide to double the rate at which all crafting takes place. For example, a character could craft mundane items at a rate of 10 gp each day, instead than 5, and craft magic items at a rate of 50 gp each day, instead of 25.

VARIANT RULE: CRAFTING WITHOUT GOLD

To craft an item without providing gold pieces for the resources required, double the amount of crafting time required. This represents the amount of time necessary to craft a copy of the item, which is sold to cover the expenses.

ARTIST'S TOUCH

The true power of the artisan lies in their ability to make any object they desire, which lends them a huge amount of flexibility in adventuring scenarios and gives their player a great opportunity to flex their creative muscles. The following sections contain details on some of the more involved elements of item-making, for those who wish to explore them.

REPAIRING & ALTERING

As a rule, broken, tainted, damaged, or incomplete items are worth half of their normal value (so a broken, second-hand sword is worth a quarter of its listed value). Likewise, a craftsperson can repair a broken item by working on it until they have made an amount of progress equal to half of the full value. They must expend materials as usual (material value equals half of progress value), but if any rare or unusual materials would be required to make the item new, it can be assumed that they are already present in the broken item.

The same rule can be applied to alteration or modification of items (such as refitting a suit of armor).

ADDING FLOURISHES

A skilled crafter does not spend their entire life mechanistically producing identical objects with no style or individuality. Flourishes allow artisans to add some personality to their creations without redesigning objects from the ground up.

When you create an item, either mundane or magical, using tools with which you are proficient, you can add any number of flourishes (though each one can only be added once). Each flourish increases the value of the item by 25% of its base worth—so two flourishes would increase the value by 50%. This affects the construction time, material costs and resale value. Note that you can't add a flourish and take a shortcut on the same item.

You can choose from the following flourishes:

Customizable. The object is made from interchangeable parts that make it easier to retool. The cost in time and materials to repair or alter the item (as described above) is halved.

False Appearance. The object convincingly looks like a different of a similar size. A successful Intelligence (Investigation) check (DC equals 8 + your Intelligence modifier + your proficiency bonus) reveals the item's nature.

Finely Decorated. The object's resale value increases by 50% (after any other modifiers have been applied).

Flame Retardant. The object is resistant to fire damage and does not catch fire when it is caught in an explosion or fiery spell.

Heavy Duty. The object has twice the amount of hit points it would normally have.

Lightweight. The object weighs half as much as it normally would.

Portable. The object can be folded, collapsed, or telescoped so that it fits into a space half as long in all dimensions. Thus, a ten-foot pole could telescope down to a five-foot pole.

Waterproof. The object is not damaged by water, and cannot rust.

DESIGNING YOUR OWN ITEMS

Half of the fun of being able to make things is being able to create original items to your own design. Such items cannot be found in shops and often require a significant investment of time and resources, but can be tailored to suit specific adventuring situations, enabling you to solve problems that might otherwise be intractable.

If you want to design your own item, you will need to work with the GM to ensure that it fits into the game, and so that they can adjudicate mechanical aspects, such as material costs and damage output. It is recommended that such discussions are done outside of the normal game time, as they could slow down progress for other players.

When designing a unique magical item, it is reasonable to assume that the first example will be a prototype. Progress on a prototype is always made at half speed, and there is a risk that the item will not perform exactly as intended. Upon completion of the prototype, roll on the table below to determine what (if any) flaws it suffers.

d8 Defect

- | | |
|-----|---|
| 1-3 | No flaw; item works as intended. |
| 4 | It required more materials than expected; pay half the material cost of the item again. |
| 5 | It is fragile; whenever the item is used, roll a d10. On a 1, the item breaks. |
| 6 | It is not aesthetically pleasing; its resale value is reduced to 0. |
| 7 | It does not work properly; any attempt to use it has disadvantage. |
| 8 | It is dangerous; users take 2d6 damage of an appropriate type whenever they use it. |

TOOLS OF THE TRADE

All crafting activities require some kind of tool. This section details which items can be made with which tools, as well as clarifying which ability scores govern which types of tools and activities.

TOOL PROFICIENCY

A character can create items even if they are not proficient in the relevant tools. However, crafting without proficiency imposes a number of drawbacks on the amateur artisan, as explained below. For items that do not require any specialist tools (such as Spell Scrolls), it is assumed that all characters are proficient in their creation (as long as they satisfy the other requirements, such as being a spellcaster of the appropriate level).

AMATEUR CRAFTERS

Non-proficient crafters suffer the following restrictions when they set about creating items:

Complex Projects. When attempting to make a complex item (as detailed on the Tools and Products table), a non-proficient crafter has their rate of progress slowed by 50%. All magic items are complex, except for *potions of healing*.

No Original Designs. If you do not have proficiency with the right tools, you can't attempt to make any kind of original design or magic item. This includes reverse-engineering of existing non-standard designs. You also cannot add flourishes.

Amateurish Work. Products made by amateurs do not meet the standards that would be expected of a professional. If you try to sell products you have made using tools that you did not have proficiency in (even if you later acquire the proficiency), they are worth only half of the normal value. Furthermore, you can't perform the 'practicing a profession' downtime activity unless you are proficient in the relevant set of tools to the profession you would like to practice.

EXPERTISE

Some characters go beyond ordinary proficiency, demonstrating extraordinary skills that allow them to craft objects better and faster than other tradespeople. This is represented by Expertise, which can be acquired through class features and feats.

As per the standard rules, an expert adds double their proficiency bonus to any ability (tool) check they make within their area of specialty. Since most crafting does not

require any ability checks, they also gain the following benefits:

- Their crafting speed is doubled.
- They can spend their downtime working as a private tutor in a field in which they are proficient. This enables them to support a comfortable lifestyle without having to pay the 2 gp cost, or a wealthy lifestyle at half the usual expense. At the GM's discretion, this activity can allow the character to build relationships with other craftspeople.

TOOLS AND PRODUCTS

The Tools and Products table describes all the standard tool proficiencies that are available to player characters. It also defines which specialist trades are included in the available tool proficiencies, what products they can make, and what other equipment they might need to work.

Note that if an object would appear to require the efforts of multiple trades, it can be assumed that the component parts are included in the material costs. For example, a blacksmith would buy finished shafts when making polearms.

ABILITY CHECKS

Tool proficiencies can be used in a number of scenarios. Intelligence (Tool) checks will be called for when a character attempts to recall information about a profession, and Intelligence also governs a character's ability to design new items. Strength or Dexterity (Vehicle) checks can be used when attempting to control a vehicle.

When a character actually tries to use a set of tools to create an item, any ability checks will be made using the tool's governing ability, as listed in the tables.

Seriously, we'll
get all the art
done next month

TOOLS AND PRODUCTS

Tool	Cost	Weight	Simple Products	Complex Products	Ability
Alchemist's Supplies	50 gp	8 lb.	Acid, artificial poisons, inks, and dyes	Alchemist's fire, holy water, magical potions	Intelligence
Bowyer's Tools	15 gp	7 lb.	Light crossbows, shortbows	Crossbows, hand and heavy crossbows, longbows, magical bows	Dexterity
Brewer's Supplies (includes vintners)	20 gp	9 lb.	Beers, wines, spirits	Artisanal beers, fine wines	Intelligence or Wisdom
Calligrapher's Supplies (includes scribes)	10 gp	5 lb.	Official documents (local)	Bank notes, illuminated manuscripts, insurance documents, official documents (regional)	Dexterity
Carpenter's Tools (includes coopers)	8 gp	6 lb.	Clubs, doors and furniture, greatclubs, tool shafts, and handles, shields	Fortifications, luxury furniture, musical instruments, siege weapons, wands, wooden armor	Dexterity
Cartographer's Tools	15 gp	6 lb.	Maps	Official maps, surveys	Dexterity
Cobbler's Tools	5 gp	5 lb.	Footwear	Luxury and magical footwear	Dexterity
Cook's Utensils	1 gp	8 lb.	Foodstuffs	Exotic and fine foods, any food made using sugar	Wisdom or Charisma
Fletcher's Tools	10 gp	5 lb.	Arrows, bolts	Magical arrows and bolts	Dexterity
Glassblower's Tools	30 gp	5 lb.	Bottles, bulbs, lampshades, vases	Glass art, high-precision alchemy tools	Dexterity
Herbalism Kit	5 gp	3 lb.	Antitoxins, incense, inks and dyes, natural poisons, <i>potions of healing</i>	Magical potions, perfumes	Wisdom
Jeweler's Tools	25 gp	2 lb.	Cut gems, jewelry	Fine jewelry	Dexterity
Leatherworker's Tools	5 gp	5 lb.	Bags, clothing, leather armor, pouches, whips	Magical leather armor, flesh golems	Dexterity
Mason's Tools (includes brickmakers and stonecarvers)	10 gp	8 lb.	Furniture, stone blocks, stone maces and mauls	Bridges, buildings, fortifications, other stone weapons, sculptures, and statues	Strength
Painter's Supplies	10 gp	5 lb.	Drawings, reproductions	Original paintings	Dexterity or Charisma
Poisoner's Kit	50 gp	2 lb.	—	Poisons	Intelligence
Potter's Tools	10 gp	3 lb.	Simple pots and vases	Fine pottery, homunculi, <i>objets d'art</i>	Dexterity
Ropemaker's Tools	5 gp	3 lb.	Hemp rope	Silken rope, string, splicing	Dexterity
Smith's Tools (includes weapon and armor smiths)	20 gp	8 lb.	Chains, furniture, nails, simple metal weapons, shields	Luxury furniture, machine components, metal armor, metal martial weapons, rods	Strength
Tailor's Tools	10 gp	4 lb.	Clothing	Fine clothing	Dexterity
Tinker's Tools	50 gp	10 lb.	—	Clockwork devices, fine machine components, navigator's tools	Dexterity
Weaver's Tools	1 gp	5 lb.	—	Cloth, yarn	Dexterity
Woodcarver's Tools	1 gp	5 lb.	Simple carvings in wood or bone	Bone armor, fine carvings, objets d'art	Dexterity

Even the small
piece here

SKILLS AS TOOLS

Some crafting trades do not require any physical tools, but are, for the purposes of this supplement, nonetheless considered to be governed by tool proficiencies. They are listed in the Skills as Tools table. Note that these proficiencies have no governing abilities; you cannot make tool checks with them.

SKILLS AS TOOLS					
Tool	Cost	Weight	Simple Products	Complex Products	Fixed Equipment
Engineering	—	—	—	Large projects	Cranes/hoists, forges, sawmills
Metallurgy	—	—	Copper	Other metals, alloys	Furnaces, smelters
Vehicles (Land)	—	—	Carts, sledges	Complex land vehicles (siege engines, wagons, etc.)	—
Vehicles (Water)	—	—	Rafts	Complex water vehicles (boats, ships, submersibles)	Drydocks

VARIANT: FUTURE TOOLS

Campaigns set in renaissance or modern-style worlds will feature a number of tools and professions that are not present in the standard, medieval fantasy setting. Examples of such tools are listed below.

In addition to these new tools, post-medieval settings may feature improved methods and equipment to the benefit of older trades. For example, furnaces and smelters may be more efficient, or new alchemical recipes may be available.

TOOLS AND PRODUCTS					
Tool	Cost	Weight	Simple Products	Complex Products	Ability
<i>Renaissance Tools</i>					
Gunsmith's Tools	50 gp	10 lb.	—	Firearms	Dexterity
Lens-Grinding Tools	30 gp	15 lb.	—	Glasses, lenses, mirrors, telescopes	Dexterity
Printer's Tools	10 gp	10 lb.	Flyers, leaflets	Artistic prints, books, newspapers	Intelligence
Vehicles (Air)	—	—	—	Air vehicles (balloons, dirigibles, gliders)	—
<i>Modern Tools</i>					
Chemist's Tools	100 gp	8 lb.	Mineral salts, petrochemical fractions	Exotic and designer chemicals, pharmaceuticals	Intelligence
Electrician's Tools	100 gp	20 lb.	Basic circuits, connectors	Electronic devices, power systems	Dexterity
Mechanic's Tools	100 gp	25 lb.	—	Components, machines, piping systems, structures	Dexterity
Software Tools	50 gp	—	—	Computer programs and viruses, digital art	Intelligence
<i>Futuristic Tools</i>					
Bio-Engineering Tools	200 gp	15 lb.	Bacteria colonies, skin grafts	Bio-machinery, neural networks, symbiotic enhancements	Intelligence
Nanofabrication Tools	500 gp	25 lb.	Any simple physical object	Any physical object	Intelligence
Vehicles (Space)	—	—	—	Space vehicles	—

CHAPTER 4: ADDITIONAL CHARACTER OPTIONS

This chapter contains options for characters of all classes, offering new ways of acquiring skills, bonus feats to assist in constructing and using exotic weaponry, and some handy spells for the arcanist-craftsman in the party.

LEARNING NEW SKILLS

Many adventurers possess tool proficiencies from their previous lives, before they embarked on their various quests. There is always more to learn, however, and new skills can be gained in a number of ways.

TRAINERS

The GM determines where and when training is available. The options below illustrate some of the more common methods of finding a trainer.

PRIVATE TUITION

It is often possible to find a master craftsperson who is willing to teach their skills to a suitable pupil, for a price. Under normal circumstances, a tool proficiency can be gained after 2,000 hours of lessons; the standard price for such a course would be around 250 gp.

The GM can decide that “crash courses” are available, whereby a character could gain the skill in less time (often at a higher cost), or that a character can learn more quickly due to prior experience or a high Intelligence score.

GUILDS AND APPRENTICESHIPS

In some societies, trade knowledge, especially pertaining to high-value trades such as masonry, carpentry, and smithing, is kept a closely guarded secret. In these places, a character might need to join a guild as an apprentice to gain the new skill.

Joining a guild is usually difficult. It might involve arcane rites, steep entrance fees, or the completion of grueling trials. Once a person has joined the guild, however, they tend to learn quickly, due to being surrounded by skilled tradespeople and having access to the resources (and in some cases, secrets) of the guild.

On the other hand, guilds may place demands on their members, and can expel anyone who breaks their rules (for where guilds are powerful, it is usually illegal to practice a

trade without a guild license.) An apprentice will usually assist a more experienced member, who could become a valuable ally or troublesome hindrance to an adventuring party. As the character gains prestige within the guild, they may rise through the ranks and be forced to take on apprentices of their own.

AS A REWARD

Sometimes, finding an appropriate trainer is difficult. Skills might be rare, or the existing masters may be unable or unwilling to teach adventurers. In these cases, players may have to seek training in unusual places, such as by helping powerful NPCs or by tracking down lost manuscripts.

This could be an opportunity for adventure. Perhaps the only person who knows how to fly airships is a vicious sky pirate who will only share his secrets with a fellow outlaw! Perhaps, the key to learning a skill is to delve a dangerous dungeon and return with its long-forgotten secrets.

LEARNING FROM PARTY MEMBERS

When a party spends several weeks or months travelling together, it is possible that the characters will learn things from each other. If a character with a tool proficiency wishes to teach one of their companions, they can do so in whatever free time their adventure permits.

When learning in this way, a student accrues hours in the same way as they would when undergoing private tuition. However, these hours must be otherwise free—you cannot learn to work leather while travelling across country, fighting monsters, or searching ruins. If a character does more than 8 hours of activity in a day, including intellectual activity like learning a trade, they are subject to Constitution saving throws as if they were conducting a forced march.

Last piece of
missing art goes
here

FEATS

The following feats, which grant the ability to make and use exotic weapons and armor, are available to characters of all classes.

EXOTIC MASTERY

You are practiced in wearing unwieldy and exotic armor, and you gain the following benefits:

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- You gain proficiency with 4 pieces of exotic gear of your choice.

GIFTED ARTISAN

Prerequisites: Intelligence 15 or higher, proficiency with smith's tools

You have discovered the secrets of forging unique, masterwork weapons or armor. When you create a new item, you can apply a number of Apprentice masterwork properties to it equal to your Intelligence modifier. You don't apply a Masterwork bonus to items you craft, unless you have the required craftsman level to do so. You can proficiently use any non-exotic equipment you craft.

MASTER ARTISAN

Prerequisite: Proficiency in two or more sets of artisan's tools

As a true veteran of your craft, you have elevated industry to an artform. You gain the following benefits:

- Choose two tools in which you have proficiency. You gain expertise with those tools, which means your proficiency bonus is doubled for any ability check you make using them. The tools you choose must be ones that aren't already benefiting from a feature, such as Expertise, that doubles your proficiency bonus.
- You can improvise any set of artisan's tools with which you are proficient.
- As an action, you can attempt to craft any simple item that could normally be crafted by someone in your profession. Make a DC 15 tool check using your tools' governing ability. If successful, you create the item and must pay any material costs that would normally be required. Once you have used this ability, you must complete a long rest before you can use it again.

NEW SPELLS

The following spells are available to all spellcasters.

ALARM GLYPH

2nd-level abjuration

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (powdered diamond worth 100 gp, which the spell consumes)

Duration: Until dispelled

This spell, based on the *alarm* and *glyph of warding* spells, is used to discourage theft by triggering an alarm when an item is removed from a location. It comes in two versions: one that is cast on an aperture, and one that is cast on an object.

Aperture. You spend ten minutes inscribing invisible glyphs on an aperture such as a door, gate, window or archway no larger than 10 square feet. Whenever an object bearing an *alarm glyph* passes through the warded area, it produces the sound of a hand bell for 10 seconds within 120 feet. Casting the *knock* spell on the aperture suppresses the effect for 10 minutes.

Object. You spend ten minutes inscribing an invisible glyph on an object. This object will now trigger any alarmed apertures through which it passes.

At Higher Levels. When you cast the aperture version of this spell using a spell slot of 3rd level or higher, you can store one spell of 2nd level or lower (usually *hold person*) inside it. This spell must target be capable of targeting a creature, object, or area and you must expend the appropriate spell slot and spell components when the spell is stored. This stored spell is then cast and expended the first time the alarm is triggered. If the triggering object is being worn or carried, the stored spell targets whoever is carrying it or the location where they are standing. If not, it targets the object directly. Once it has been expended, the stored spell can be reactivated (or changed to a different spell) by touching the glyph and expending another spell slot and spell components.

DISPEL ALARM

2nd-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch an object. If there is an *alarm glyph* or *alarm* spell on the object, the spell is dispelled. This spell can only be used on the object version of the *alarm glyph*; the aperture version can only be affected by *dispel magic*.

DUPLICATE OBJECT

4th-level conjuration

Casting Time: 1 minute

Range: 30 feet

Components: V, S, M (a silver mirror)

Duration: Instantaneous

You create an exact copy of a nonmagical, non-living object you can see within range (the copy must also appear within the spell's range.) The object must fit inside a 5-foot cube and be worth no more than 25 gp. The copy is a real, permanent, independent object that functions exactly like the original. You can't duplicate an object created by this spell.

If the object you wish to copy would be considered a 'complex item' as noted in the Tools of the Trade section, you must be proficient in the requisite tools to duplicate it using this spell.

Materials such as adamantite, coldwood, mithral, and zurkhwood count as magical for the purposes of this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the sides of the cube in which the object must fit are increased by 5 feet for each slot level above 4th, to a maximum of a 20-foot cube. Thus, when cast at 5th level, you could duplicate an object that fits in a 10-foot cube.

MANIPULATE CLOCKWORK

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 round

You effect a minor change in a Small or smaller clockwork item within range that you can see. Examples of things you could do include:

- Make the machine run faster or slower, up to double or half of its normal speed.
- Change the time displayed on a mechanical clock.
- Flip a switch or change a setting.
- Start or stop the device.

You cannot damage or destroy a machine using this spell.

SAFIYA'S INDUSTRIOUS WORKER

1st-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a bar of iron)

Duration: 8 hours

You touch a willing creature. For the next 8 hours, they can perform manual tasks with exceptional speed.

Every hour spent crafting items under the influence of this spell provides 4 hours' worth of output. This can be combined with other effects; for example, a character with expertise using this spell would produce 8 hours' worth of work per hour.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

UNSEEN ACCOUNTANT

2nd-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an abacus)

Duration: 8 hours

This spell creates an invisible, shapeless force that performs intellectual tasks at your command until the spell ends. The servant springs into existence in an unoccupied space on the ground within range. It has AC 10, 1 hit point, an Intelligence of 12, and it can't attack. If it drops to 0 hit points, the spell ends.

Once on each of your turns as a bonus action, you can mentally command the servant to move up to 15 feet and interact with an object. The accountant can perform intellectual tasks that a human clerk could do, such as assaying prices, updating accounts, managing inventories, or computing interest. Once you give the command, the accountant performs the task to the best of its ability until it completes the task, then waits for your next command. The accountant can perform no physical labor and is not able to lift any object heavier than a bottle of ink.

If you command the accountant to perform a task that would move it more than 300 feet away from you, the spell ends.

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