

CLOCKWORK DRAGON'S EXPANDED ARMORY

This supplement is designed to address some of the glaring issues with the weapons listed in the players handbook, by introducing a number of new properties that better reflect the unique and varying ways that different weapons can be used effectively.

In addition, this supplement adds a wide array of interesting weapons from around the world (referred to by their European names to better suit the standard pseudo-medieval setting). The goal of the supplement is to make sure that no two weapons are the same, and that every weapon is equally worthwhile when compared to other weapons of it's type. In a few cases, this meant changing the type of a weapon.

In a separate section are distinct and extensive rules for more advanced weapons such as firearms. These weapons are designed mainly for high-power campaigns, or campaigns set in a more modern setting. Firearms are inherently more powerful than most traditional weapons, and therefore represent a class of weapons all their own.

TRADITIONAL WEAPONS

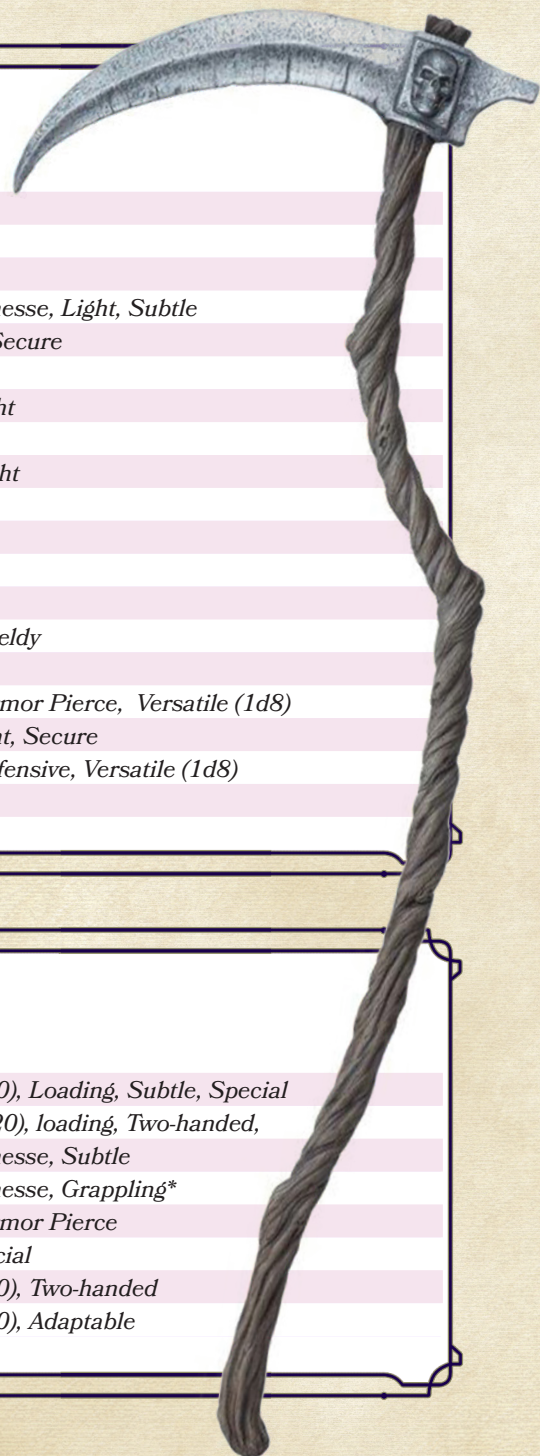
Around the world there are a vast array of unique and interesting weapons. The weapons listed in this section are available to most players as part of their standard class proficiency.

SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Brass Knuckles	1gp	1d4 bludgeoning	1 lb	Concealed, Light, Secure
Cleaver	1gp	1d4 slashing	1lb	Brutal, Concealed
Club	1sp	1d4 bludgeoning	2 lb	Light, Stout
Dag��er	2gp	1d4 piercing	1 lb	Thrown (range 20/60), Finesse, Light, Subtle
Fighting Claws	3g	1d4 Slashing	2lb	Finesse, Flensing, Light, Secure
Greatclub	2sp	1d8 bludgeoning	10 lb	Stout, Two-handed
Handaxe	5gp	1d6 slashing	2 lb	Thrown (range20/60), Light
Javelin	5sp	1d6 piercing	2 lb	Thrown (range 30/120)
Light Hammer	2gp	1d6 bludgeoning	2 lb	Thrown (range 20-60), Light
Mace	5gp	1d6 bludgeoning	4 lb	Brutal
Machete	5gp	1d6 Slashing	2 lb	Special
Quarterstaff	2sp	1d6 bludgeoning	4 lb	Stout, Versatile (1d8)
Punching Dag��er	2g	1d6 piercing	2 lb	Finesse, Light, Secure
Scythe	8gp	2d4 slashing	12 lb	Brutal, Two-handed, Unwieldy
Sickle	1gp	1d6 slashing	2 lb	Brutal, Grappling, Light
Spear	1gp	1d6 piercing	3 lb	Thrown (Range 20/60), Armor Pierce, Versatile (1d8)
Spiked Gauntlet	5gp	1d4 piercing	2 lb	Defensive, Grappling, Light, Secure
Trident	5gp	1d6 piercing	4 lb	Thrown (range 20/60), Defensive, Versatile (1d8)
Unarmed Strike	—	1 bludgeoning	—	—

SIMPLE RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Blowgun	10gp	1 peircing*	1 lb	Ammunition (range 25/100), Loading, Subtle, Special
Crossbow, Light	25gp	1d8 piercing	5 lb	Ammunition (Range 80/320), loading, Two-handed,
Dart	5cp	1d4 piercing	1/4 lb	Thrown (range 20/60), Finesse, Subtle
Grappling Hook	2gp	—	4 lb	Thrown (range 15/30), Finesse, Grappling*
Harpoon	5gp	1d6 piercing	6 lb	Thrown (Range 20/60), Armor Pierce
Net	1gp	—	3 lb	Thrown (range 5/15), Special
Shortbow	25gp	1d6 peircing	2 lb	Ammunition (range 80/320), Two-handed
Sling	1sp	1d4 bludgeoning	—	Ammunition (range 30/120), Adaptable



MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Bastard Sword	40gp	1d10 slashing	5 lb	Versatile (2d6)
Baton	5gp	1d6 bludgeoning	2 lb	Light, Defensive, Stout
Battleaxe	10gp	1d8 slashing	4 lb	Versatile (1d10)
Bladestaff	50gp	2d6 slashing	15 lb	Defensive, Heavy, Two-handed
Bladed Fan	5gp	1d4 slashing	1/2 lb	Concealed, Finesse, Light
Canesword	25gp	1d8 slashing*	3 lb	Concealed, Finesse, Special
Chain	20gp	2d4 bludgeoning	15 lb	Grappling, Reach, Reckless, Two-handed, Unwieldy
Chain, Spiked	25gp	2d4 piercing	15 lb	Flensing, Reach, Reckless, Two-handed, Unwieldy
Dagger, Parrying	20gp	1d6 piercing	2 lb	Finesse, Light, Defensive
Flail	10gp	1d8 bludgeoning	2 lb	Brutal, Reach
Glaive	10gp	1d10 slashing	6 lb	Heavy, Critical 19, Reach, Two-handed
Greataxe	30gp	1d12 slashing	7 lb	Brutal, Heavy, Two-handed
Greatsword	50gp	2d6 slashing	6 lb	Heavy, Two-handed
Halberd	20gp	1d10 slashing	6 lb	Brutal, Heavy, Reach, Two-handed
Katana	40gp	1d8 slashing	3 lb	Critical 19, Finesse, Versatile (1d10)
Khopesh	10gp	1d8 slashing	3 lb	Brutal, Grappling
Kpinga	25gp	1d6 slashing	5 lb	Brutal, Grappling, Defensive,
Kusari-Gama	15gp	2d4 slashing	3 lb	Finesse, Grappling, Reach, Reckless, Two-handed
Lance	10gp	1d12 piercing	6 lb	Armor Pierce, Defensive, Reach, Unwieldy, Special,
Longsword	15gp	1d8 slashing	3 lb	Versatile (1d10)
Macuahuitl	25gp	1d8 slashing	6lb	Flensing, Brutal
Maul	10gp	2d6 bludgeoning	10 lb	Heavy, Two-handed
Meteor Hammer	40gp	2d6 bludgeoning	3 lb	Finesse, Reach, Reckless, Two-handed, Unwieldy
Morningstar	15gp	1d8 piercing	4 lb	Brutal, Stout
Nunchuks	10gp	2d4 bludgeoning	2 lb	Finesse, Stout
Garrote	3gp	1d4 slashing*	1/4 lb	Finesse, Concealed, Two-handed, Subtle, Special
Pike	5gp	1d10 piercing	18 lb	Armor Pierce, Heavy, Reach, Two-handed
Rapier	25g	1d8 piercing	2 lb	Finesse, Critical 19, Defensive
Scimitar	25gp	1d6 slashing	3 lb	Brutal, Finesse, Light,
Shortsword	10gp	1d6 piercing	2 lb	Finesse, Light
Urumi	15gp	3d4 slashing	2 lb	Finesse, Flensing, Reach, Reckless, Unwieldy
War pick	5gp	1d8 piercing	2 lb	Armor Pierce, Brutal
Warhammer	15gp	1d8 bludgeoning	2 lb	Versatile (1d10), Brutal
Whip	2gp	1d4 slashing	3 lb	Finesse, Reach, Grappling
Yo-Yo	15gp	1d6 slashing	1 lb	Grappling, Reach, Light
Zweihander	80gp	2d8 slashing	23 lb	Heavy, Two-handed, Unwieldy

MARTIAL RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Bola	1gp	1d4 bludgeoning	2 lb	Thrown (range 20/40), Grappling, Light,
Boomerang	3gp	1d6 bludgeoning	2 lb	Finesse, Light, Thrown (range 30/80), Returning*
Chakram	1gp	1d8 slashing	1 lb	Finesse, Thrown (30/70)
Compound Bow	120gp	1d10 piercing	3 lb	Ammunition (range 200/800), Two-handed
Crossbow, Repeat	250gp	1d8 piercing	16 lb	Ammunition (80/320), Heavy, Two-handed, Reload 6
Crossbow, Hand	75gp	1d6 piercing	3 lb	Ammunition (range 30/120), Light, Loading
Crossbow, Heavy	50gp	1d10 piercing	18 lb	Ammunition (Range 100/400), AP*, Heavy, Loading, Two-handed
Longbow	50gp	1d8 piercing	2 lb	Ammunition (range 150/600) Heavy, Two-handed
Throwing Star	1gp	1d6 piercing	1/4 lb	Thrown (range 40/100), Finesse, Light, Subtle
Blunderbuss	60gp	2d6 piercing	9 lb	Ammunition (range 5/20), Loading, Scatter (1d6), Reckless
Flintlock	25gp	1d12 peircing	3 lb	Ammunition (range 20/60), Light, Loading, Reckless
Musket	50gp	1d12 peircing	10 lb	Ammunition (range 80/320), Loading

SHIELDS

Name	Cost	AC	Weight	Properties
Arcane	120gp	+1	3 lb	Arcane, Concealed, Light, Secure, Special
Bashing	10gp	+2	10 lb	Weaponized (1d6 Bludgeoning)
Bladed	25gp	+2	7 lb	Weaponized (1d6 Slashing)
Buckler	5gp	+1	4 lb	Light, Secure
Collapsible	120gp	+2	18 lb	Concealed, Light, Secure, Special
Spiked	20gp	+2	3 lb	Weaponized (1d6 Piercing)
Throwing	35gp	+2	2 lb	Light, Weaponized (1d6 Slashing), Thrown (20/40), Returning*
Tower	60gp	+4	9 lb	Str 15, Heavy, Special

SHEILDS

Just like weapons are each designed to be used in a specific way, Shields too are built for specific purposes. The specialised shields listed below are intended to replace the standard shield available in the player's handbook, and each have unique properties that make them ideal for different situations.

ARCANE

Arcane shields are expensive arcane constructs, usually in the form of a glove, which can be activated as a bonus action to create a barrier of arcane energy. While active, Arcane shields have the added benefit of providing their wielder with resistance to spells and magical effects.

An inactive arcane shield is treated as a gauntlet or glove, and does not use a free hand or grant an AC bonus. An active arcane shield consumes 1 mana each round until it is deactivated,

BASHING

The most standard form of shield an adventurer is likely to encounter, a sturdy shield is primarily designed for defence, but can be used by a proficient wielder to bash targets as a melee attack

BLADED

Bladed Shields are trimmed with a sharpened strip of metal, allowing the edge of the shield to be used as a bladed weapon in melee combat

BUCKLER

Bucklers are small, lightweight shields designed to be strapped to the forearm, and do not require a free hand to wield effectively.

COLLAPSIBLE

Collapsible shields remain in an inactive hidden state until activated by a proficient wielder as a bonus action. An inactive collapsible shield is treated as a gauntlet or glove, and does not use a free hand or grant an AC bonus. An active collapsible shield can be deactivated as a free action.

SPIKED

Spiked shields come in a variety of shapes and sizes, but at their most basic are a sturdy wooden shield with protruding iron spikes, which can be used to strike an opponent in melee combat.

THROWING

Throwing shields are uniquely balanced to be thrown across the battlefield and return to their user. Once thrown, a throwing shield must be caught as a bonus action before the end of the wielder's next turn, or fail to return to the wielder. A throwing shield provides no AC bonus while not in the wielder's hand

TOWER

Tower shields are massive barriers often constructed of or reinforced by iron and other metals. They require significant strength to wield, and impose disadvantage on stealth checks in the same way that plate armor does, but provide far more protection than other shields. A tower shield wielded by a proficient user provides total cover to allies directly behind the wielder, and partial cover to all allies within 5ft of the wielder



ADVANCED WEAPONS

Advanced Weapons are weapons that require some external fuel or resource to function such as gunpowder or arcane energy. As a whole, such weapons are significantly more powerful than most traditional weapons. Because of the degree of mechanical or arcane complexity in their design and function advanced weapons generally require special training beyond a classes normal weapon proficiency to properly master.

In a more modern setting some of these proficiency may be commonplace, but it is generally best to consult your DM as to what Advanced Munitions your character or class might be proficient in.



ADVANCED MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Battlefist	520gp	2d6 Bludgeoning	12 lb	Brutal, Thrown (range 10/20), Returning, Secure
Buzz-axe	360gp	2d6 Slashing	9 lb	Brutal, Flensing, Heavy, Versatile (2d8)
Buzz-Cutter	280gp	2d6 slashing	4 lb	Flensing, Finesse, Light, Secure
Casting Gauntlet	1,600gp	—	2 lb	Arcane, Spellcasting (5), Secure, Special
Chainsaw	520gp	3d6 Slashing	18 lb	Brutal, Flensing, Heavy, Two-handed, Unwieldy
Injector	20gp	1d6 Peircing	3 lb	Finesse, Special
Magfist	680gp	2d6 Bludgeoning	7 lb	Arcane, Brutal, Variable, Secure
Spellsaber	680gp	2d6 Peircing	3 lb	Arcane, Finesse, Light, Variable, Secure
Rocket Hammer	420gp	2d10 Bludgeoning	10 lb	Brutal, Two-handed, Reckless
Manawhip	750gp	2d6 Slashing	3 lb	Arcane, Reach, Variable
Warjaw	440gp	2d8 Piercing	7 lb	Grappling, Light, Secure
Zapper	80gp	1d8 lightening	3 lb	Light, Stout, Electrified

RANGED WEAPONS

Name	Cost	Damage	Weight	Properties
Arcane Rifle	3,600gp	—	9 lb	Arcane, Spellcasting (5)
Cane-Gun	55gp	2d6 Piercing	5 lb	Ammunition (range 60/180), Concealed, Loading
Cannon	480gp	8d10 Bludgeoning	120 lb	Ammunition (range 160/860), Siege, Loading
Chem-thrower	660gp	4d6 Variable	50 lb	Ammunition (range 5/20), Scatter (1d6)
Grenade Launcher	320gp	—	2 lb	Ammunition (range 60/180) Siege, Special
Grenade	5gp	3d6 Fire	1 lb	Thrown* (range 20/30)
Machine-Gun	750gp	12d8 Peircing	120 lb	Ammunition 24 (range 120/570), Siege, Scatter (1d8), Reload 6 -
Mageshot	1,200gp	—	3 lb	Arcane, Spellcasting (cantrip)
Revolver	60gp	2d6 Piercing	4 lb	Ammunition (range 60/180), Brutal, Light, Reload 6
Palm-Pistol	40gp	2d8 Piercing	1 lb	Ammunition (range 15/30) Concealed, Light, Loading
Pistol	80gp	2d6 Piercing	3 lb	Ammunition (range 60, 180), light, Reload 12
Rifle, Hunting	160gp	3d6 Piercing	9 lb	Ammunition (range 120, 570), Loading, Brutal
Rifle, Sniper	320gp	3d10 Peircing	12 lb	Ammunition (range 160, 860), Loading, Critical 18, Unwieldy
Rifle, Burst	240go	5d6 Peircing	9 lb	Ammunition 10 (range 80/320), Reload 6, Scatter (1d6)
Shotgun	60gp	3d6 Peircing	8 lb	Ammunition (range 20/30), Reload 2, Scatter (1d6)
Shotgun, Sawed-off	70gp	3d6 Peircing	4 lb	Ammunition (range 5/20), Brutal, Reload 2, Scatter (1d6)
Spellbomb	50gp	—	1 lb	Arcane, Spellcasting (5) Thrown (20/30)
Spellcannon	4,800gp	—	160 lb	Arcane, Spellcasting (8), Siege
Stunner	150gp	1d8 lightening	2 lb	Arcane, Electrified, Special (range 15/30)



WEAPON PROPERTIES

The properties below are designed to reflect the unique traits and unconventional uses of many weapons.

ARCANE

Arcane Weapons consume arcane energy in the form of mana in order to function. This mana can be supplied in one of two ways:

A creature with the ability to cast spells can use a free action to charge the weapon with mana by expending a spell slot. The amount of mana supplied depends on the level of the spell slot expended, as shown on the table below:

Spell Slot level	Mana Supplied
1	2
2	3
3	5
4	6
5	7
6	9
7	10
8	11
9	13

Mana can also be supplied by way of loading the weapon with Spell-Shards, a form of crystallized arcane energy detailed at the end of this supplement. Loading a spell shard into an arcane weapon is a bonus action.

By default, one unit of mana is enough to fuel a weapon for 6 attacks. However some arcane weapons (such as those with the spellcasting property) consume mana at an increased rate.

AMMUNITION X

Some weapons consume ammunition faster than they can be loaded. These weapons have a number next to their ammunition property, which denotes how many units of ammunition the use each time they are fired.

ARMOR PIERCE

Weapons with this property are especially designed for overcoming mundane sources of protection. Attacks made with an Armor Pierce weapon ignore the AC bonus granted by non-magical armor, including the natural armor of creatures not resistant to magic.

BRUTAL

Brutal weapons are designed to deal massive amounts of damage. When rolling damage dice for an attack made with a brutal weapon, you re-roll 1's.

CONCEALED

Weapons with the concealed property are easily hidden or do not immediately appear to be weapons. You have advantage on checks made to hide the existence or nature of these weapons

CRITICAL X

Critical weapons are especially effective at targeting the weak spots of an enemy. If you roll this number or higher on an attack roll with a critical weapon the attack is considered a critical hit.

DEFENSIVE

Defensive weapons are designed to deflect or catch attacks. While wielding a defensive weapon, your AC against weapon attacks is increased by 1.

Additionally while wielding a defensive weapon, when a weapon attack against results in a critical failure, you may make an attack roll contested by the target's Strength (Athletics) check. On a success, the target's weapon is broken or disarmed.

FLENSING

Flensing weapons are designed to rip and tear, leaving painful open wounds. A creature that takes damage from a Flensing weapon continues to take 1 damage of the weapon's type each round for a number of rounds equal to your proficiency bonus. Ongoing damage from multiple strikes with Flensing weapons stack.

GRAPPLING

Grappling Weapons have hooks, chains or other means of grabbing and holding a creature. When you make an attack with a grappling weapon, you may choose to deal no damage and instead attempt to grapple the target or knock it prone by making a grapple check using your attack roll in place of a strength (athletics) check.

RECKLESS

Reckless weapons are dangerous even to their wielder. Attack rolls made with a reckless weapon deal half their weapon damage to the user on a natural attack roll of 1 or 2. This is in addition to any damage done to by intended target by a successful attack.

RELOAD X

Weapons with this property are designed to fire multiple rounds of their ammunition before needing to be reloaded. a reload weapon must be loaded with ammunition after being fired this many times

RETURNING

Returning weapons are either aerodynamically designed to return to the user's hand, or outfitted with some mechanical means of recovering them once thrown. After throwing a returning weapon, a proficient wielder can use a bonus action to return the weapon to their hand.

SCATTER

Weapons with the scatter property trade accuracy for damage. When you make an attack with a weapon that has this property, you may choose to target multiple creatures within the weapon's range. The maximum number of targets you can attack in this way is equal to the number of damage dice the weapon uses, and each target takes one dice of damage on hit.

You have disadvantage when making an attack against a single target using a weapon with the scatter property

SECURE

Secure weapons are strapped to the body or held in such a way that they are difficult to remove. These weapons require a full action to equip or unequipped, but cannot be disarmed.

SEIGE

Siege weapons are enormous armaments usually mounted to a sturdy platform. They count as having both the heavy, two-handed, and unwieldy properties, and while unmounted can only be wielded by large (or bigger) creatures, or creatures who are treated as large (or bigger) when calculating carrying capacity.



SPELLCASTING

Spellcasting weapons are highly advanced devices designed to mimic the way a spell caster would channel arcane energy to cast spells. Spells cast from a spellcasting weapon have a Set Spellcasting modifier of 3.

Spell save DC = 8 + wielder's proficiency bonus + 3.

Spell attack modifier = your proficiency bonus + 3.

In order to function a spellcasting weapon must be loaded with a special arcane construct called a spellcanister, which is used to determine both the spell the device will recreate, and the level at which it is cast. By default, most spellcasting weapons come pre-loaded with a spellcanister which replicates magic missile at 1st level. Most spellcasting weapons have specific limits on the types of spells they can be used to cast (for example, the casting gauntlet can only be used to cast spells with a range of touch). The number listed after the Spellcasting property in the weapons table is the maximum level at which that weapon can cast a spell.

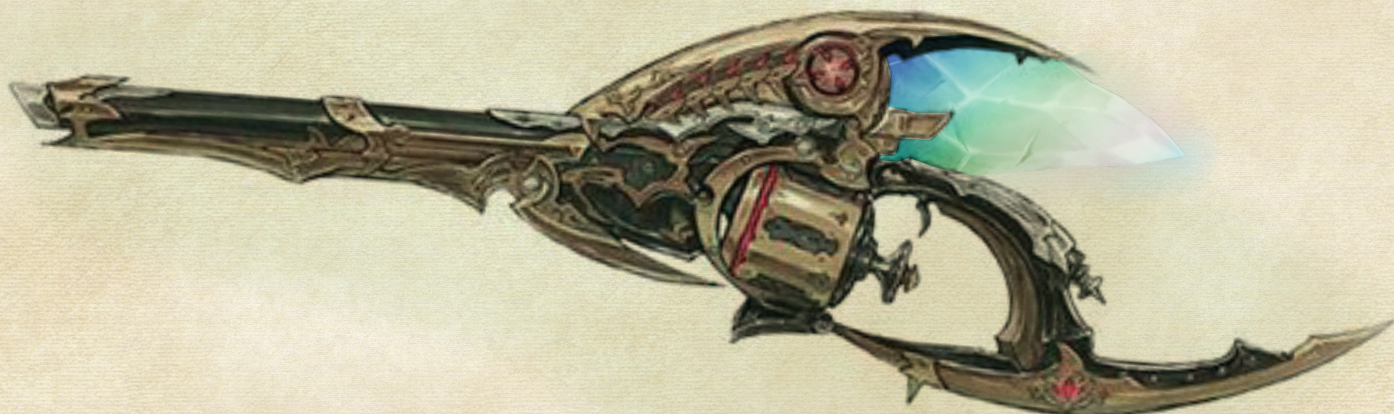
Each time it is "fired" a Spellcasting weapon consumes an amount of mana based on the level of the spell being cast, as shown on the table below:

Spell level	Mana
Cantrip	1/6
1	2
2	3
3	5
4	6
5	7
6	9
7	10
8	11
9	13

STOUT

Stout weapons hit hard, even when they don't deal damage. When you make an attack with a stout weapon, you may choose to deal no damage and instead force the target to make a constitution saving throw against your attack roll. On a failure, the target is incapacitated until the end of it's next turn.

Creatures with resistance to bludgeoning damage have advantage on this saving throw, and creatures with immunity to bludgeoning damage automatically succeed.



SUBTLE

Subtle weapons are designed to deliver their damage without giving away your position. Attacking with a subtle weapon while hidden does not end the hidden condition.

UNWIELDY

Weapons with the unwieldy property are large, awkward, or otherwise difficult to use quickly. An Unwieldy weapon cannot be used to make opportunity attacks.

VARIABLE

Weapons with the variable property have the unique ability to deal multiple types of damage. When you make an attack with a variable weapon, You may use a bonus action to choose one of the following damage types: Acid, Cold, Fire, Lightning, Necrotic, or Radiant. Your attack deals damage of this type. If you do not use a bonus action to select a damage type, the weapon deals damage of the type listed on the weapons table.

ELECTRIFIED

Electrified weapons are designed to disable their target with an electrical shock. When you hit with an attack with an electrified weapon, the target must make a constitution saving throw against 8+ your attack modifier, + your proficiency bonus, or be stunned until the end of their next turn.

Creatures with resistance to lightning damage have advantage on this saving throw, and creatures with immunity to lightning damage automatically succeed



SPECIAL/UNFAMILIAR WEAPONS

The weapons below have specific rules that govern their use, or are likely to be unfamiliar to most players.

ARCANE RIFLE

Similar in size and shape to a standard rifle, but significantly heavier and crafted using incredibly rare arcane alloys, the arcane rifle is just what the name implies: a gun that shoots spells.

BATTLEFIST

A battlefist is a specialized weapon made up of a large metal weight or "fist" attached to a mechanical gauntlet by length of chain. The heavy "fist" can be used to make melee attacks, or launched from the gauntlet as a thrown weapon and then reeled back in by way of the attached chain.

BOOMERANG

A boomerang is a curved throwing weapon usually constructed of wood and designed for specific aerodynamic effect. Once thrown, a proficient user must return the boomerang to their hand before the end of their next turn, or the weapon fails to return.

BLOWGUN

Blowguns deal little damage on their own, but are particularly effective as a means of delivering poisons. Creatures hit by a poisoned blowgun needle have disadvantage on their first saving throw against the poison's effects.

BURST RIFLE

Burst Rifles are lightweight but powerful firearms capable of firing 3-6 rounds of ammunition a second. They can be switched between a burst mode which fires fewer shots more accurately, and a scatter mode that fires more rounds in a wider cone.

BUZZ-AXE

Buzz-Axes are an especially brutal weapon that consists of a spinning mechanical blade at the end of a long, axe-like haft.

BUZZ-CUTTER

Buzz-cutters consist of a lightweight leather glove with a handpump rotary drive attached to the palm. Squeezing the mechanism causes a serrated blade to spin at speeds fast enough to easily cut through bone

CANESWORD

Caneswords are unique weapons made up of a thin blade hidden inside a sturdy sheath designed to look like a walking cane. While Sheathed, a canesword deals 1d8 bludgeoning damage. But when unsheathed, the blade deals 1d8 slashing damage, and the sturdy sheath can be wielded in the offhand as a club

CASTING GAUNTLET

A casting gauntlet is an glove-like spellcasting weapon designed to allow martial combatants to cast spells, or to empower spells cast by a spellcaster through regular means. Spells cast through the use of a casting gauntlet always have a range of touch, regardless of the normal range of the spell.

In addition to the normal rules for spellcasting weapons, A casting gauntlet can also be used as a spellcasting focus by a proficient spellcaster. While using a casting gauntlet as an arcane focus, a creature may use a bonus action to consume mana and apply metamagic effects as if spending the same number of sorcery points. The metamagic effects that a casting gauntlet can be used to apply are determined by the spellcaster loaded in the device, and a casting gauntlet cannot be apply more than one metamagic effect to a single casting of a spell.

CHEM-THROWER

Made up of a large industrial chemical sprayer and a pressurized tank either attached to the firearm itself, or worn on the back, Chem-throwers are used to disperse chemicals and alchemical compounds such as alchemist's acid. They are versatile and devastating weapons, but the large chemical tanks makes them bulky and difficult to carry. On average, a Chem-thrower's tank can hold approximately 6 gallons (96 lbs) of fluid, and consumes about 1 quart (4lbs) of liquid per round.

GARROTE

A Garrote is nothing more than a thin wire, usually with a handle on either side. While not particularly effective in open combat, a successful attack with a garrote grapples a target, and deals it's damage each time the grappled creature fails to escape. While the target is grappled in this way, it cannot breathe, and is subject to the suffocation rules on pg 183 of the player's handbook.

GRAPPLING HOOK

A grappling hook is a curve piece of metal tied to a rope, and can be used to grab hold of enemies and objects at a distance. A creature grappled by a grappling hook is not restrained, but cannot move away from the creature grappling it. Additionally, while grappling a creature with a grappling hook, you may use a bonus action to pull the creature towards you a distance equal to your strength score.

INJECTOR

Designed as a combat-capable delivery mechanism for fast acting poisons and chemicals, an injector resembles a strangely shaped handgun, with a 4-6 inch needle extending from the tip, and a large glass phial extending from the back. The phial can hold up to 30 doses of poison before it must be refilled.



LANCE

Lances are large polearms designed to be wielded from atop a horse or other mount. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

MANAWHIP

A further variation on the spellsaber, the manawhip is a handheld arcane device shaped much like the hilt of a sword. When powered, it forms a roughly 15ft long whip or condensed magical energy.

MAGEFIST

An early "failure" in the creation of the Casting Gauntlet, Magefists are oversized gauntlets designed to channel arcane energy in the form of mana. While unable to recreate the complex effects of spells, A magefist can impart particularly powerful blows of magical energy when used as a melee weapon, and has become the basis for a number of other arcane weapons.

SLING

A sling is an adaptable weapon that trades power for versatility, and isn't tied to a specific type of ammunition. It can use any object of similar size and weight to its standard ammunition as a projectile.

MAGEGSHOT

A more lightweight version of the Arcane rifle, roughly the size of standard handgun, the Magegun functions similarly to its cousin, but is only capable of reproducing cantrips.

NET

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

PALM PISTOL

Palm Pistols are discrete firearms small enough to fit in the palm of the hand relatively unnoticed. They only fire a single shot, but are often used for assassinations or self-defence.

ROCKET HAMMER

A gnomish invention, Rocket-hammers use a directed explosive charge to increase the force behind their blows. Improper handling has been know to lead to... Accidents.

STUNNER

A stunner is a small handgun designed to disable but not kill its target, and is largely used for crowd-control or in other situations where nonlethal force is preferable. All Damage done by a Stunner is considered non-lethal.

SPELLBOMB

Spellbombs are grenade-like devices pre-loaded with enough mana to cast a single spell at its lowest level, using the Spellbomb itself as the point of origin. Spellbombs are thrown similarly to a grenade, and are destroyed on impact, casting their spell.

Because it is impossible to predict the direction a spellbomb will be facing when it lands, spellbombs generally only cast spells with a non-directional area of effect.

SPELLCANNON

Usually only mounted in fixed positions where they can be supplied with power directly from a large arcane store, Spell cannons work in exactly the same way as an Arcane Rifle, but can be loaded with multiple spellcanisters in order to quickly swap between spells during combat.

SPELLSABER

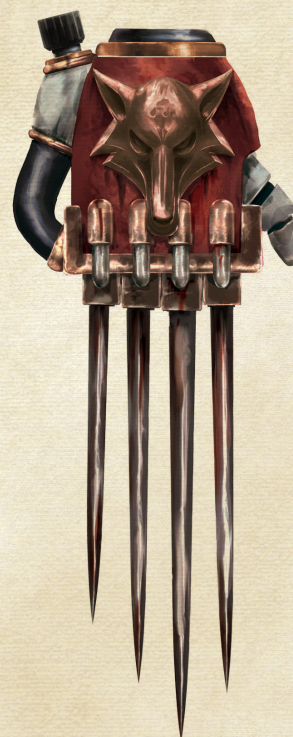
A gauntlet-like device, Spellsabers are an adaptation on the same principals that empower magefists. These devices focus mana into a solid blade of energy when powered.

WARJAW

Adapted from industrial and construction applications, the Warjaw is large powered claw, worn on the arm like a gauntlet, and capable of exerting thousands of pounds of force. Because the claw only opens or closes when operated, maintaining a grapple made using a warjaw does not require an action of any sort, however using an action to maintain the grapple causes the weapon to deal its weapon damage to the grappled creature.

ZAPPER

Incredibly simple devices, Zappers are baton-like weapons designed to impart an electrical charge when striking a target, effectively disabling them. A zapper consumes 1/6th of a point of mana each time it successfully strikes a target.



AMMUNITION

Name	Cost	Weight
<i>Black-powder Rounds</i>		
<i>Pellets (100)</i>	1gp	2lb
<i>Gunpowder (horn)</i>	1gp	2lb
<i>Cannonball</i>	5gp	3lb
<i>Gunpowder (keg)</i>	25gp	20lb
<i>Modern Rounds</i>		
<i>Bullets (10)</i>	1gp	1lb
<i>Shotgun Shells (10)</i>	1gp	1lb
<i>Belt (480 bullets)</i>	60gp	30lb
<i>Spellcharges</i>		
<i>Spellshard (6)</i>	50gp	2lb
<i>Spellbank (60)</i>	600gp	20lb
<i>Spellbank (600)</i>	1000	200lb

SPECIAL AMMUNITION

In addition to the standard ammunition normally used by a firearm, a number of special types of ammunition may be available at the discretion of your DM. Specialized rounds usually costs twice to three times as much as standard rounds.

ARMOR-PIERCING

Armor-Piercing rounds are specially designed to penetrate an enemy's defences. Attacks made using this ammunition ignore the AC bonus of a target's armor or natural armor

ELEMENTAL

Elemental rounds contain an arcane charge which causes them to deal elemental damage in addition to their normal damage. Attacks made with elemental ammunition deal an extra 1d4 damage of their elemental type.

SYRINGE

Syringe rounds are used to administer potions or other solutions at a distance. Attacks made with Syringe rounds deal no damage, but can be used to apply the effects of poisons, potions, or other chemicals at the discretion of the DM



AMMUNITION AND LOADING

All firearms require ammunition, however the type of ammunition can vary depending on the gun. As a general rule, Light Arms use Light Rounds, Medium Arms Require Medium Rounds, and Heavy arms use Heavy Rounds., However a few exceptions exist:

BLACK-POWDER ROUNDS

Flintlocks, Muskets, and Cannons represent outdated styles of firearm, and must be loaded with black powder in addition to their unique ammunition. Flintlocks and Muskets both use Pellets, while Cannons use Cannonballs.

GRENADES

Grenade Launchers do not use regular ammunition, but rather are used to propel grenades, which then explode on impact.

LIQUID FUEL

Chem-Throwers do not use regular ammunition, but instead consume fuel from a tank either attached to the firearm, or worn on the back. The most common fuel is alchemist's fire, but a chem-thrower is capable of spraying any liquid stored within it's tank, and consumes about 1 quart (4lbs) of liquid per round.

ARCANE AMMUNITION

Arcane Weapons such as the Spellsaber, Casting Gauntlet, and Arcane Rifle rely on a steady source of mana in order to function. In most cases, this mana is provided by glowing crystals known as spell-shards.

SPELL-SHARDS

Spell-shards are crystals of solidified arcane energy, used to store mana for later use. Most Spell-shards are range in size between a large bullet and a closed fist, and can hold anywhere between 2 and 13 mana.

SPELL-BANKS

Spell-banks are enormous spell shards, usually the size of a large adventurer's pack, but sometimes as large as small buildings. They are often used to store large quantities of mana in order to power devices like spellcannons, or provide arcane energy to cities. Generally, when a spell-bank is used, the weapon or device being powered is connected to it by a length of arcane conduit.

SPELLCANISTERS

Spellcanisters are specially designed arcane constructs that fit inside spellcasting weapons, allowing them to cast specific spells. A spellcanister determines both the spell, and the level at which it is cast, and this information is determined when the canister is made. Spellcanisters vary in price depending on the spell, but generally cost 3 to 5 times the price of an equivalent spell-scroll.

Special spellcanisters also exist which are programmed to recreate metamagic effects, rather than spells. These canisters generally hold no more than 2 or 3 programmed metamagic effects.

UNIQUE AND MODIFIED WEAPONS

No two weapons are the same, but some weapons are entirely unique or simply do not fit into the categories above. These weapons generally fall into one of two categories

WEAPONS WITH ADDITIONAL PROPERTIES

It is not uncommon for a weapon to be crafted with additional properties not unusually found in that type of weapon (for example, a dagger crafted with an attachment point for a rope or chain, so that it can be pulled back into the wielder's hand after being thrown, as per the Returning property).

Not all properties can be applied to all weapons, and it is best to discuss with your DM what modifications can and cannot be made to a weapon. Below are listed some examples of common modifications.

Precision Sight

This modification is relatively common on ranged weapons such as bows and firearms, and grants or increases the Critical X property of a weapon.

Serrated Edge

A relatively simple modification, adding sharp saw-like serrations to the bladed edge of a weapon easily adds the Flensing property.

Silencer

Silencers are specialized modifications designed for firearms like the sniper rifle, and are used to quiet the telltale sound of gunfire, effectively adding the Subtle property.

Chain Grasp

Often applied to throwing weapons, this modification consists of nothing more than a length of rope or chain added to the hilt of a dagger or similarly thrown weapon. This allows the weapon to be retrieved from a distance, adding the Returning property.

Weapons with additional properties generally cost twice as much as their standard counterpart, plus an additional cost equal to half the weapon's standard price for each additional property after the first, but your DM may decide some modifications cost more or less.

COMBINED WEAPONS

Sometimes the best way to create a new weapon is to fuse two or more weapons that already exist to create something that combines the best properties of each

Combined weapons are highly subject to DM approval, but there are a number of examples that can be commonly found in other media:

Assassin's Blade

Combining a Spiked Gauntlet with a Dagger, and adding the Concealed property is an effective way to replicate the classic hidden blade of a trained assassin.

Gunblade

A longsword with a revolver built into the hilt, Gunblades allow the wielder to combine the melee capability of a standard blade with the ranged effectiveness of a firearm.

Bayonet

Not unlike a gunblade in its functionality, a Bayonet is a small blade not unlike a dagger attached to the end of a musket or rifle



GRITTY REALISM

Guns are complex mechanical devices, and some DMs may prefer a more realistic approach to firearms and other complex weapons, in which improper care of a weapon can make it more prone to jam or malfunction. In these cases consider the following additional rules:

WEAPON MALFUNCTION

Under these rules, Advanced Weapons have a chance to malfunction: When an attack with an advanced weapon critically fails, roll 1d20. On a 1, the weapon malfunctions, and must be field-repaired using an action before it can be used again.

WEAPON MAINTENANCE

A savvy gun owner understands the necessity of properly maintaining their advanced weapons. During a short or long rest, a character proficient with tinker's tools or a gunsmith's kit can use the relevant tool to clean and maintain their weapons, preventing them from malfunctioning for the next 24 hours.

The Time It takes to service an advanced weapon can vary based on the weapon's size and complexity, but on average, most advanced weapons require at least an hour to properly clean and maintain.

MAGICAL COUNTERMEASURES

As firearms and advanced weapons have taken their place on the battlefield, new spells and arcane countermeasures against these powerful tools of war have been developed alongside them

SUPPRESS FIRE

2nd-level Abjuration

Casting Time: 1 reaction, which you take when you see a creature within 120 feet of you making an attack with a ranged weapon.

Range: 120 feet

Components: S

Duration: Instantaneous

You attempt to momentarily suppress the combustion reaction or other firing mechanism of a creature's weapon, causing gunpowder not to ignite, a spring to lose it's elasticity, or some other similar malfunction. The creature must succeed on an intelligence saving throw, or their weapon fails to fire, causing the triggering attack to fail.

SABOTAGE

3rd-level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a miniature wrench)

Duration: concentration, up to 1 minute

You magically sabotage the inner workings of a machine, throwing a metaphorical wrench into the gears. When you cast this spell, choose one complex or mechanical device, such as an advanced weapon, that weighs no more than 50lbs. For the duration of the spell, this device fails to function.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, you may affect an additional device or a device weighing an additional 50 lbs for each slot level above 3rd.

RETURN FIRE

4th-level Transmutation

Casting Time: 1 reaction, taken when you are hit by a ranged weapon attack.

Range: special

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

Duration: instantaneous

You magically absorb the momentum of your enemy's projectile, sending it back in their direction as a bolt of force. The damage of the triggering attack is reduced by 1d8 + your spellcasting modifier, and the triggering attacker must succeed on a dexterity saving throw or take force damage equal to the reduction.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage of the triggering attack is reduced by an additional 1d8 for each level above 4th

CEASEFIRE

8th-level Enchantment

Casting Time: 1 action

Range: 60 ft

Components: V, S, M (a white peace of cloth)

Duration: Concentration up to 1 hour.

You command a magical and binding truce between all parties. Each creature that can see or hear you must make a charisma saving throw. On a failure, the creature is considered charmed by all other creatures under the effect of this spell. A creature may repeat their saving throw against this spell at the end of each of it's turns to attempt to end this effect. If any creature affected by this spell is attacked or targeted by a harmful spell or ability, this spell ends.

SUPPRESSING FIELD

8th-level Abjuration

Casting Time: 1 action

Range: self (30 ft radius)

Components: V, S

Duration: Concentration, up to 10 minutes

30 ft radius sphere surrounds you, suppressing the function of all firearms and mechanical weapons.

Within this sphere, gunpowder and other explosives fail to ignite, mechanical devices cease to function, and weapons that use ammunition fail to fire. Attacks made with complex or mechanical weapons, such as firearms or advanced weapons automatically fail, and such devices consume no fuel or ammunition.

MISFIRE

Transmutation Cantrip

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: Concentration, up to 1 round

You point at an your enemy's weapon uttering a mechanical curse which causes it to function unpredictably. The next attack the target makes with a complex or mechanical device - such as a firearm or advanced weapon - is made at disadvantage. If the affected attack critically fails, the weapon used to make the attack malfunctions, and must be field repaired using an action before it can be used again.

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To My wife, who has helped me playtest more versions of the class than I can count, And put up with my obsessive work.

And of course, to all my patrons and supporters, and to those fans who continue to enjoy my work. I love what I get to do for you guys, and hope to continue doing it far into the future

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AUTHOR'S NOTES

This supplement has been a long time coming. A few months back i decided to try and build a supplement for my setting that added mechanics for guns. But in doing so I realized that many of the core weapons listed in the 5e player's handbook are often lackluster at best, and fail to hold up or distinguish themselves mechanically to other weapons in their own class. On top of that, if firearms and guns were going to be added, melee weapons and spellcasting equipment of a similar calibre would be required to keep combat balanced.

Eventually, I do actually plan to add Armor to this supplement as well. But that's a project for another day



MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Bastard Sword	40gp	1d10 slashing	5 lb	Versatile (2d6)
Baton	5gp	1d6 bludgeoning	2 lb	Light, Defensive, Stout
Battleaxe	10gp	1d8 slashing	4 lb	Versatile (1d10)
Bladestaff	50gp	2d6 slashing	15 lb	Defensive, Heavy, Two-handed
Bladed Fan	5gp	1d4 slashing	1/2 lb	Concealed, Finesse, Light
Canesword	25gp	1d8 slashing*	3 lb	Concealed, Finesse, Special
Chain	20gp	2d4 bludgeoning	15 lb	Grappling, Reach, Reckless, Two-handed, Unwieldy
Chain, Spiked	25gp	2d4 piercing	15 lb	Flensing, Reach, Reckless, Two-handed, Unwieldy
Dagger, Parrying	20gp	1d6 piercing	2	Finesse, Light, Defensive
Flail	10gp	1d8 bludgeoning	2 lb	Brutal, Reach
Glaive	10gp	1d10 slashing	6 lb	Heavy, Critical 19, Reach, Two-handed
Greataxe	30gp	1d12 slashing	7 lb	Brutal, Heavy, Two-handed
Greatsword	50gp	2d6 slashing	6 lb	Heavy, Two-handed
Halberd	20gp	1d10 slashing	6 lb	Brutal, Heavy, Reach, Two-handed
Katana	40gp	1d8 slashing	3 lb	Critical 19, Finesse, Versatile (1d10)
Khopesh	10gp	1d8 slashing	3 lb	Brutal, Grappling
Kpinga	25gp	1d6 slashing	5 lb	Brutal, Grappling, Defensive,
Kusari-Gama	15gp	2d4 slashing	3 lb	Finesse, Grappling, Reach, Reckless, Two-handed
Lance	10gp	1d12 piercing	6 lb	Armor Pierce, Defensive, Reach, Unwieldy, Special,
Longsword	15gp	1d8 slashing	3 lb	Versatile (1d10)
Macuahuitl	25gp	1d8 slashing	6lb	Flensing, Brutal
Maul	10gp	2d6 bludgeoning	10 lb	Heavy, Two-handed
Meteor Hammer	40gp	2d6 bludgeoning	3 lb	Finesse, Reach, Reckless, Two-handed, Unwieldy
Morningstar	15gp	1d8 piercing	4 lb	Brutal, Stout
Nunchuks	10gp	2d4 bludgeoning	2 lb	Finesse, Stout
Garrote	3gp	1d4 slashing	1/4 lb	Finesse, Concealed, Two-handed, Subtle, Special
Pike	5gp	1d10 piercing	18 lb	Armor Pierce, Heavy, Reach, Two-handed
Rapier	25g	1d8 piercing	2 lb	Finesse, Critical 19, Defensive
Scimitar	25gp	1d6 slashing	3 lb	Brutal, Finesse, Light,
Shortsword	10gp	1d6 piercing	2 lb	Finesse, Light
Urumi	15gp	3d4 slashing	2 lb	Finesse, Flensing, Reach, Reckless, Unwieldy
War pick	5gp	1d8 piercing	2 lb	Armor Pierce, Brutal
Warhammer	15gp	1d8 bludgeoning	2 lb	Versatile (1d10), Brutal
Whip	2gp	1d4 slashing	3 lb	Finesse, Reach, Grappling
Yo-Yo	15gp	1d6 slashing	1 lb	Grappling, Reach, Light
Zweihander	80gp	2d8 slashing	23 lb	Heavy, Two-handed, Unwieldy