

BASE WEAPON DESIGN (VERSION 2.2)



HOMEBREW

A Step-by-Step Guide to the creation of base weapons and a compendium of weapons from global historical cultures. A tool to fill your worlds' armories.

CREDITS

This guide is created by myself, [/u/ilovegoodfood](#), for my own use and enjoyment.

It is tailored to suit my own ideas and thematic choices, which may differ to yours.

Please feel free to use this guide and/or compendium to create or import weapons for your campaigns and game worlds.

This guide is a compilation of two previous guides:

[Weapon Logic](#) by [/u/anomiex](#)

[The Simple Guide to Designing new Base Weapons](#) by [/u/Hillsy7](#)

All credit for the initial analysis of D&D 5E's base weapons goes to them.

Re-assessing the guides, as well as several others that I did not use, and merging them to better fit the given stats and style of the D&D 5E base weapons was performed solely by myself, [/u/ilovegoodfood](#).

My primary source of knowledge of historical combat and weapons, while not strictly relevant to this guide, is from the [Skalagrim YouTube channel](#).

The information used to compile the weapons in the compendium is derived from general searches and will include mixed sources which I will not reference.

As I am in no way an expert on any of these topics, I cannot guarantee that the information and translations are correct.

IMAGE LICENCES

Contrary to what many people in [/r/UearthedArcana](#) believe, the use of image without the express consent of the author is piracy. Therefore, while this document is styled to match the Dungeon Master's Guide as closely as possible, it has no images.

The current cover image is the default provided by GMBinder, for which I am assuming they have proper licensing.

There are blank spaces for the images to go in, should I ever go out of my way to find such images, or should any artists using this guide be interested in offering up some of their own work. Should you do so, please be aware that I'm not in a position to pay for commissions.

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PART 1

Guide

HOME BREW WEAPONS

The real world contains a vast plethora of cultures, each with their own unique, fascinating and often bloodied histories. This has led to an immense variety of weapons, armors, fighting styles and tactical methods, many of which are not found in the WoTC PHB.

This guide and compendium aim to facilitate the diversification of weapons in your games, so that you will never encounter a situation where the weapons available to you do not match the culture, history or theme of the world or characters that you, the DM, have chosen to create and allow.

It also aims, by borrowing from the credited analyses, to ensure that the weapons that you create match the existing power-levels and gameplay mechanics, ensuring that whatever absurd or fascinating weapons you choose to include, whether real or impossible, remain balanced at the expense of minimal effort.

STEP 1 - CHOOSE A WEAPON

Before you start playing with stats, features and special traits, the most important thing to have is an idea of the weapon.

This can be an image or review of a real weapon, a mental picture of something that you always thought would be cool or an idea to fill a mechanical hole in the basic set.

Since Dungeons and Dragons is a fiction, set in a huge variety of worlds times and levels of technology, you are not bound by what would be truly effective in reality. If something takes your fancy, and it fits with the themes you have chosen to play with, you can make that too.

ESTOC - STEP 1

For this example we are going to create a slim-line, lightweight longsword, designed to thrust between the joints of enemy armor.

These weapons are often classed as Estoc and many instances of these weapons have been documented and discovered in historical Europe.

STEP 2 - CHOOSE A DAMAGE TYPE

The three physical damage types in D&D 5E are bludgeoning, representing blunt impacts, piercing, representing deep, narrow wounds that are created by thrusting attacks, and slashing, representing a cutting action common to swords and axes.

If you are unsure of what type of damage your weapon should deal, you can consult the PHB for similar weapons or look up how similar weapons were used in actual historical combat (it's very different from the movies).

Most monsters that are resistant to one of the physical damage types are resistant to all three, so unless you choose to alter that yourself, this choice is predominantly important for accuracy, roleplay and creative reasons.

ESTOC - STEP 2

Since this weapon is designed for use with thrusting attacks it is likely to cause precise, deep, narrow wounds.

This is piercing damage.

STEP 3 - WEIGHT AND HANDEDNESS

There are two different ways to calculate Weight and Handedness included in this guide.

The first of them is the official method used by Wizards of the Coast in the official Dungeons and Dragons 5E Books. It results in a very clean, easy to use weapons table that contains minimal overlap between simple and martial weapons (*See Step 4 - Weapon Category*). Unfortunately, it also prevents the existence of certain kinds of very real weapons in the DUngeons and Dragons multiverse.

The second method is of my own creation. It has been carefully crafted to match the stats of the official weapons, but it does create significantly more overlap between simple and martial weapons and more opportunities for some weapons to simply be outright better than others. The attached compendium will be using this method.

Review them, decide on how you want weapons in your world to work, and then continue on with your chosen method.

WEAPON DICE

All weapons have an initial damage dice of 1d6.

While following this guide, it can be useful to understand the damage dice associated with the various weapons in the game.

These values are: **1d4, 1d6, 1d8, 1d10** and either **1d12 or 2d6**

2d6 is used by some weapons as an equivalent value to **1d12**. Having multiple dice will result in fewer extreme rolls, either high or low.

The resulting damage, while only 0.5 higher on average, will be more consistently near average values than if rolling a single die.

When this guide provides damage modifiers, they are referring to dice size, not to total damage.

A +1 modifier to a **1d6** weapon increases the dice size to **1d8**. It does not increase the damage by 1.

METHOD A - THE RIGHT WAY

The official method is to combine weight of the weapon with how many hands it needs to be used into a single, extremely simple scale.

A weapon can only be one of the following weight brackets, as it cannot be both light and heavy at the same time.

OFFICIAL WEIGHT SYSTEM

Weapon Size	Dice Size Modifier
Light	-1
Balanced	0
Versatile	0 (+1)
Two-handed	+1
Heavy, two-handed	+2

The boundary between weight brackets are semi-arbitrary, that is to say that they are rough estimates, and dependent on the type of weapon. As such, you will sometimes find a light weapon of one type that is heavier than a heavy weapon of a different type, such as a light pole-hammer being heavier than a heavy sword.

METHOD B - A MORE VERSATILE WAY

My alternative method is to separate the weight of the weapon and the number of hands needed to use it into two complimentary scales.

The damage is modified separately by both weight and handedness then modified depending on how many hands are needed to wield it. A weapon can only be one of the following Weight and Handedness brackets, as it cannot be both light and heavy at the same time.

DUAL WEIGHT-HANDEDNESS SYSTEM

Weight	Dice Size Modifier	Handedness	Dice Size Modifier
Light	-1	One-Handed	0
Balanced	0	Versatile	0 (+1)
Heavy	+1	Two-handed	+1

This method allows for the creation of much more nuanced weapons. Using it I could, for instance, make a light, two-handed weapon with a total Dice Size Modifier of 0.

ESTOC - STEP 3

Since this weapon has a much thinner blade, it weighs significantly less than a standard Longsword.

I am choosing to make this weapon Light (-1 Dice Size).

HEAVY WEAPONS AND SMALL CREATURES

Remember: Small Creatures have disadvantage on attack rolls with Heavy Weapons.

If you are designing a weapon for a character who is small, you may want to consider making a lighter version of it.

STEP 4 - WEAPON CATEGORIES

MELEE VS RANGED

A Melee weapon is any weapon that can effectively be used in Melee.

This includes purely Melee Weapons, Melee Weapons that can be Thrown with the Thrown (Melee) property and weapons that are designed for throwing but are still usable in a melee with the Thrown (Ranged) property.

A Ranged Weapon is any weapon that cannot be used effectively in a melee, such as a blowpipe, bow or sling.

Firearms are weapons that use gunpowder or other propellants to direct a projectile at great velocity.

While a few samples are included in the DMG, and they are included in this guide, the attached compendium will not contain any firearms due to the enormous variety of forms and functions. For further details, see the Firearms section of this guide.

BASE WEAPON CATEGORY

Type	Dice Size Modifier
Melee	0
Ranged	0
Firearm	+1

SIMPLE VS MARTIAL

A simple weapon is a commonly available, relatively easy to use weapon that any individual in the world might have some limited ability to use.

A Martial Weapon is more complex, requiring specific training and familiarity to use effectively at all. They are less commonly found and are usually limited to martial classes, such as Fighter.

A weapon can only be one of the following classifications, as it cannot be both simple and Martial.

BASE WEAPON SKILL LEVEL

Type	Dice Size Modifier
Simple	0
Martial	+1

ESTOC - STEP 4

This weapon is a Melee Weapon (no modifier) that requires proficiency in Martial Weapons (+1 Dice Size).

STEP 5 - ADDITIONAL PROPERTIES

UNIVERSAL PROPERTIES

There are a number of additional properties and features that can be assigned to a weapon to further define what it does and how.

Any weapon can have a combination of the Universal Weapon Properties. Additionally, a Ranged Weapon will have some properties from the Ranged Weapon Properties and a Firearm will have some properties from the Firearm Properties. These sections can be found on the following two pages.

The Thrown (Melee) and Thrown (Ranged) properties are described in further detail in the Ranged Properties section.

ESTOC - STEP 5

I am giving the slender longsword both the Finesse and Versatile Property.

To determine the final damage dice, total the modifier and apply the resulting Dice Size Modifier to the base **1d6**.

Finesse (0), Light (-1), Martial (+1), Versatile (0 (+1)) = 0
(+1) **1d6** + 0 (1) = **1d6 (1d8)**

WEAPONS

Name	Cost	Damage	Weight	Properties
Slender Longsword	15gp	1d6 piercing	2lb	Finesse, light, versatile (1d8)

OFFICIAL WEAPON PROPERTIES (UNIVERSAL)

Property	Damage Dice	Modifier	Function	Description and Typical Use
Finesse	0		This weapon uses either Strength or Dexterity, player's choice.	For weapons where precise aim and timing is more important than strength. Typically only used for none two-Handed, Light Weapons.
Reach	-2		Increases attack range by 5ft.	Weapons that are exceptionally long, such as spears and other polearms, are granted the Reach property.
Two-Handed	+1		Occupies both hands.	This weapon is sufficiently large, or requires so much leverage that two hands are required to wield it effectively. It can only be used with two hands. Typically only used for Heavy Weapons.
Versatile	(+1)		Can be wielded as a One-Handed Weapon or as a Two-Handed Weapon for additional damage.	Typically used as a intermediary step between Balanced and Heavy Weapons.

RANGED WEAPON PROPERTIES

In addition to the Universal Features, ranged weapons have a number of specific features that further define their use.

For gameplay reasons, the effective range of weapons in Dungeons and Dragons appears to be, in feet, roughly half of the effective range of the real weapon in yards. For instance, an English Longbow could be used up to 300 yards, but has a range of 150 feet in-game.

THROWN WEAPONS

Thrown Weapons come in two distinct categories, each with its own version of the Thrown(x/y) property.

Thrown (Melee) is used for melee weapons that are sufficiently aerodynamic for throwing.

These weapons are only found in the Melee category, use strength as their ability score modifier and have a lower effective range.

After being thrown, a throwable weapon is no longer in the possession of the character who threw it.

Their standard and disadvantage ranges are represented by a 1:3 ratio, meaning that you can throw it three times as far at disadvantage than without disadvantage.

All of the Thrown (Melee) weapons in the PHB have ranges of 20/60.

Thrown (Ranged) weapons is used for weapons that are specifically designed to be thrown.

Some of these can also be used effectively in melee, and are found in the Melee category, while others cannot be effectively used in melee, and are found in the Ranged category.

After being thrown, a throwable weapon is no longer in the possession of the character who threw it.

Their standard and disadvantage ranges are represented by a 1:4 ratio, meaning that you can throw it four times as far at disadvantage than without disadvantage.

The typical range of Thrown (Ranged) weapons in the PHB is 30/120.

AMMUNITION

Weapons with the Ammunition property are designed to accelerate a projectile to greater speeds than is possible by throwing.

In the PHB they are found exclusively in the Ranged category and have the highest effective ranges of all weapons, excluding firearms (example firearms are found in the DMG, not the PHB).

Firing these weapons consumes a stock of ammunition, allowing the player to reload and reuse the weapon multiple times.

Their standard and disadvantage ranges are represented by a 1:4 ratio, meaning that you can throw it four times further at disadvantage than without disadvantage.

Their typical ranges vary enormously, but still adhere to the 1:4 ratio.

DICE SIZE MODIFIER - RANGED WEAPONS

Weapons in the Ranged Category do not change dice sizes as quickly as other weapons.

After choosing all of the various properties of the weapon, total the dice size modifier and divide it by 2, rounding down where you have a half modifier.

Only after the division do you apply the modifier to the weapon.

EXAMPLE DICE SIZE OPERATION - CROSSBOW, HEAVY

Modifiers - Heavy, Two Handed (+2), Loading (+1), Martial (+1).

Modifier Total - +4 dice sizes (**1d14** which is not a valid dice size)

Final Modifier - +4/2 = +2 (**1d10** which is correct)

OFFICIAL WEAPON PROPERTIES (RANGED)

Property	Damage Dice Modifier	Function	Description and Typical Use
Ammunition (x/y)	0	1:4 range ratio.	For mechanical ranged weapons such as Bows, Crossbows, Arbalests, Slings and other devices. Highly variable ranges.
Finesse	0	This weapon uses either Strength or Dexterity, player's choice.	Most weapons in the Ranged category use Dexterity as the ability score modifier instead of strength. You can use Finesse to mark weapons that can be used with either.
Loading	+1	Maximum of 1 attack per attack action.	For complex weapon systems with prolonged loading procedures, such as heavy crossbows and early firearms.
Melee (Thrown (x/y))	0	1:3 range ratio.	For melee weapons that are aerodynamic enough to throw effectively. Typically 20/60 Range.
Ranged (Thrown (x/y))	0	1:4 range ratio.	For ranged weapons that do not consume or propel separate ammunition. Typically 30/120 Range. Such weapons may be usable in melee combat, in which case they are found in the Melee category.

FIREARM PROPERTIES

In addition to the Universal and Ranged Weapon Properties, there are some example properties listed in the DMG that apply to firearms.

Firearms also change damage dice at half the normal rate (see Dice Size Modifiers under Ranged Weapon Properties).

COMMON PROPERTIES

Unlike Melee (Thrown) and Ranged (Thrown) weapons, firearms almost always require and consume Ammunition.

Depending on whether the Ammunition is loaded individually or in magazines, Ammunition Firearms are generally either Loading or Reloading.

RANGE

The example firearms found on Page 268 of the DMG all follow the 1:3 ratio found in Melee (Thrown) weapons.

This means that if they can be fired 30ft without disadvantage, they can be fired 90ft with disadvantage.

LOADING AND RELOADING

The loading property requires the user to reload between each shot, thus limiting the weapon to a single attack per round.

The reload property limits the weapon to a fixed number of shots before requiring a reload. This is typically associated with more modern firearms, as early firearms were loaded with individual shots instead of magazines.

OFFICIAL WEAPON PROPERTIES (FIREARMS)

Property	Damage Dice Modifier	Function	Description and Typical Use
Ammunition (x/y)	0	1:3 range ratio.	Ammunition for firearms. It is typically destroyed on use (may vary in science fiction settings - See Appendix 1). Highly variable ranges.
Burst Fire	0	Enables an AoE attack	Enables a multi-ammunition burst fire that effects all targets within a 10ft. cube.
Reload (x)	0	Batch-loads ammunition	Multiple attacks can be performed prior to needing to reload.

REPRESENTATION OF FIREARMS

The introduction of firearms to the human arsenal lead to many changes in the art of warfare.

While the vast majority of these changes didn't occur until more recently, early firearms and associated explosive weaponry introduced many new ways to kill, maim and demoralize the enemy.

Due to this diversity of form, effect and use, it is extremely difficult to reduce firearms to fit within the D&D 5E system.

This section is dedicated to explaining some of the issues associated with such an endeavor and to suggest a few possible ways to do so successfully.

The potential solutions offered are only very simple and limited suggestions. There are many other ways to tackle these issues.

RATE OF FIRE

Extremely early firearms, such as the original ancient Chinese Fire-Lance, were made of materials that couldn't withstand repeated exposure to explosive forces, such as bamboo (a type of wood).

These weapons were often mass produced, non-reloadable devices that were shipped onto the battlefield or stored near to the fortifications from which they were to be used and then discarded after use.

This disposable nature would require a character in D&D 5E to constantly draw a new weapon, which, depending on your DM, may cost you an action each and every time, reducing your fire rate to one shot every two rounds of combat.

Even more modern muskets, such as those used in the English Civil War (1642-1651), were limited to one or two shots per minute.

In in-game terms, that is one shot, followed by a five combat rounds long reload.

POTENTIAL SOLUTIONS

Assuming that you favor usability over historical accuracy, you could use the loading property as the minimum rate of fire of any firearm.

This would ensure that your minimum rate of fire is one shot per round.

EFFECTIVENESS

Not only did many early firearms suffer from poor fire rates, but they also suffered from poor accuracy and damage.

The effectiveness of early firearms in harming the enemy is unknown, however, their overall effectiveness on a battlefield is not necessarily limited to these values, as they are in D&D 5E.

The loud noise, bright flashes and flames brought forth by the ancient chinese fire-lance would have been an excellent distraction, possibly capable of disrupting entire formations when used on mass, and the barrage of light, sound and heat would be devastating to the moral and discipline of enemy soldiers.

All in all, this may have been far more important than their direct damage value.

POTENTIAL SOLUTIONS

Again, if you strictly care about usefulness to the character, then you could easily ignore these factors and create guns that are mathematically in-line, using the properties listed in this guide or others.

If you would like greater historical accuracy, but still want to keep the weapon's accuracy high enough to be effective then you may consider making the target a 10 ft sphere.

The bullet is guaranteed to hit a random creature within that sphere, so your accuracy is 100%, better than other ranged weapons in the D&D 5E system, but you cannot choose which creature the projectile hits.

In regards to the low damage and demoralizing effect, you could substitute the demoralizing effect with psychic damage.

This would increase the effectiveness of the weapon within the D&D 5E system, while maintaining a historical stylization.

You could also introduce an element of moral to your game, giving all PCs, NPCs and monsters a willingness to fight, and forcing them to surrender or flee when they become too demoralized.

DICE SIZE MODIFIER - FIREARMS

Firearms are a sub-type of Ranged Weapons. Just like other weapons in the Ranged Category, they do not change dice sizes as quickly as melee weapons.

After choosing all of the various properties of the weapon, total the dice size modifier and divide it by 2, rounding down where you have a half modifier.

Only after the division do you apply the modifier to the weapon.

FORMATTING

Because of the wide variety of effects that firearms and associated explosive weaponry can have, many of these weapons would require either a detailed description of what they are and how they work, or a Special property.

This could lead to issues with the standard weapons table, as it offers limited space to describe the item.

POTENTIAL SOLUTIONS

My recommended solution to this is to create a new formatting that closely mimics the formatting used for spells or potions. This formatting would be used for firearms or explosives that have additional effects. Point-and-shoot firearms, such as most modern handguns and rifles, can still be created using a standard weapons table.

EXAMPLE FIREARMS

SPELL-LIKE FORMATTING

EXAMPLE - DRAGON PISTOL

Dragon

Trigger: Attack Action - Instant

Range: Self (15ft Cone)

Ammunition: Lead Drop Bullets

Reload: Loading

When fired, the Dragon Pistol sprays a 15ft cone of lead pellets. All creatures within the area must make a DC 13 Constitution Saving Throw. On a failed saving throw they receive 1d8 piercing damage, or, on a successful saving throw, they suffer half damage.

EXAMPLE - GATLING GUN

Gatling Gun

Trigger: Attack Action - Instant

Range: Self (60ft Cone)

Ammunition: Broadwell Drum Feed (400)

Reload: Reloading (400)

The gatling gun is a wheel-mounted six-barrel crank-action firearm that can sustain extremely high rates of fire. Weighing in at 170lb, the weapon was often transported behind horses or dragged by human operators like a hand cart. The weapon requires a party of four to set up and position, but can be operated by one or two soldiers. It is classed as a medium machine.

Each attack made with the Gatling Gun consumes 20 rounds of ammunition. All creatures within the area of effect must make a DC 15 Dexterity saving throw. On a failed save, they take 4d6 piercing damage, or, on a successful save, they suffer half damage.

This allows for a description of the item, what it is, how it is triggered, what sort of range it has, what sort of triggers it has and exactly what it does.

My suggesting formatting template is as follows:

Name

Trigger:

Range:

Ammunition:

Reload:

A description of what it does.

EXAMPLE - FIRE-LANCE

Fire-Lance

Trigger: Attack Action - Instant

Range: Self (10ft. line)

Ammunition: Gunpowder

Reload: Disposable

When ignited, a jet of flames and grit launch from the barrel of the weapon. The closest creature along the line takes 1d4 bludgeoning damage. All creatures in the area must then make a DC 13 Dexterity saving throw. On a failed saving throw they take 1d4 fire damage and 1d4 psychic damage, or, on a successful saving throw, they suffer half damage.

EXAMPLE - FRAGMENTATION GRENADE

Fragmentation Grenade

Trigger: Thrown - 1 round delay

Range: 30ft. (30ft. Sphere)

Ammunition: Self

Reload: Disposable

All creatures in the target area must make a DC 13 Dexterity Saving Throw. On a failed saving throw, they take 1d6 force damage and 1d6 slashing damage, or, on a successful saving throw, they take no slashing damage.

FIREARMS (WEAPON TABLE)

Name	Description	Cost	Damage	Weight	Properties
Simple Firearms					
Beaumont-Adam's Revolver	A double-action-only revolver and predecessor to the Beaumont-Adams.	50gp	1d6 piercing	2.4lb	Ammunition(20/60), reloading(5)
Martial Firearms					
Colt Model 1855 Revolving Carbine	The Colt New Model Revolving rifles were early repeating rifles produced by the Colt's Manufacturing Company until 1864	125gp	1d10 piercing	10lb	Ammunition (60/180), heavy, reloading (6), special, two-handed
Pattern 1853 Enfield	The Enfield Pattern 1853 rifle-musket was a .577 calibre Minié-type muzzle-loading rifled musket.	50gp	1d10 piercing	9.5 lb	Ammunition (200/600), loading, two-handed
Springfield Model 1863	A .58 caliber rifled musket manufactured by the Springfield Armory between 1863 and 1865.	100gp	1d10 piercing	9lb	Ammunition(150/450), loading, two-handed
Ammo					
.444" rounds (10)	Used by the Colt Model 1855 Revolving Carbine	5gp			
.479" rounds (10)	Used by the Beaumont-Adam's Revolvers	5gp			
.58" rounds (10)	Used by the Springfield Model 1863 and the Pattern 1853 Enfield	5gp			

SPECIAL

Weapons with special rules are described here.

COLT MODEL 1855 REVOLVING CARBINE

After having taken the attack action with this weapon, you may, as a bonus action, make one additional attack.

On a natural 1 to hit, the wielder suffers 1d10 piercing damage and the remaining loaded ammunition is destroyed.

APENDIX 1 - WEAPON PROPERTIES

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. 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.

AMMUNITION (FIREARMS)

The Ammunition of a firearm is destroyed upon use. Renaissance and modern firearms use bullets. Futuristic firearms are powered by a special type of ammunition called energy cells. An energy cell contains enough power for all the shots its firearm can make.

BURST FIRE

A weapon that has the burst fire property can make a single normal attack, or it can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed a DC 15 Dexterity saving throw or take the weapon's normal damage. This action uses 10 pieces of ammunition.

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.

HEAVY

Due to the weight of the weapon, you cannot wield this weapon if you are small size or lower. Also, when it is wielded in one hand you cannot do the following things:

- You cannot make Opportunity Attacks.
- You cannot gain benefits from the Dueling Fighting Style.
- You cannot wield an off-hand weapon.

If the weapon has the Ranged Property, it cannot be fired without using two hands.

LIGHT

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in chapter 9.

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, regardless of the number of attacks you can normally make. Can only be applied to a Thrown or Ranged Weapon.

RANGED

A Ranged Weapon has a much longer range than a thrown weapon. There is a general range table at the end of the guide, but work with your DM to make adjustments where appropriate. Automatically gains the Ammunition Property.

REACH

This weapon adds 5 feet to your reach when you attack with it.

RELOAD

A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or bonus action (the character's choice).

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. If the weapon has the Ranged Property, 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. Automatically gains the Ammunition Property

MARTIAL

This weapon is uniquely designed and balanced in such a way that attempting to use it without the correct proficiency means you suffer disadvantage on the attack.

DUAL WIELDER FEAT

If you are using Method B for the wight and Handedness of weapons, there are two different ways to manage the Dual Wielder feat when interacting with heavy weapons.

1. Yes, you can in fact wield two heavy weapons.
2. Reword the feat so that instead of saying: "You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.", it reads "You can use two-weapon fighting even when the one-handed melee weapons you are wielding are of a balanced weight or lighter".

The first option allows the character to deal more damage with the use of heavy weapons. The second option prevents them from using heavy weapons while dual-wielding and thus the feat remains as intended.

PART 2

Compendium

ABOUT THIS COMPENDIUM

This compendium of Base Weapons is designed for my, [/u/ilovegoodfood](#), personal use, judging weapons by my own limited knowledge.

My primary source of knowledge of historical weapons and weapons use is the [Skallagrim Youtube channel](#).

The decisions that I make in this compendium may not be the same as the ones you would have, and you may have very different knowledge on the topic.

DUPLICATE STATS

The weapons in this compendium are primarily designed to provide varied forms of weaponry, not new ways to play.

Many of them will have similar or even identical stats to existing items in the PHB, DMG and each other.

WEAPON PROFICIENCY

If you wish to prevent a European Themed Fighter from just randomly picking up and immediately being proficient with weapons from other cultures, such as the Chinese Lian Nu, more commonly known by the Romanization "Chu Ko Nu", you can optionally insert the region name into the proficiency.

Martial Weapon proficiency will instead read as Martial [Regional] Weapon proficiency, and only apply to weapons from that region.

All of the weapons provided in the PHB are considered European.

PERIOD

Most of the weapons included in this list were developed and used by civilizations and peoples spread across their respective regions during the classical and medieval periods.

CUSTOM WEAPON PROPERTIES

There are a number of functional real-world weapons that have functions and uses not covered by the base weapon properties provided in the PHB or DMG.

In order to facilitate their existence and accurate use, I will be designating a small list of additional weapon properties.

Some of the weapons in this compendium will use these new weapon properties.

UNIVERSAL PROPERTIES

BOUND

These weapons are attached or held in such a way that it very difficult to remove them from the wielder.

The wielder has advantage on any saving throw required to avoid being disarmed.

Switching weapons from a Bound weapon requires at least 1 action to unbind and store the weapon.

BULKY

These weapons are so large and heavy that they are difficult to handle in normal combat.

While wielding any item that has the bulky property, your base movement speed is reduced by 5ft.

Dice Size Modifier: +1

CONCEALED

These weapons can be built into or concealed within other objects and garments.

When someone checks you for weapons, they must succeed a contested Wisdom (Perception) skill check against your Intelligence (Deception) for each weapon with the concealed property.

If they fail the skill check, they fail to detect the weapon.

INTERCHANGEABLE

These weapons are comprised of multiple interchangeable parts, allowing the user to alter the physical damage type that it causes.

If the weapon also has the Multiattack (X) property, it can be configured to deal up to as many damage types as it has multiattacks.

MULTIATTACK (X)

These weapons are comprised of multiple separate components, have multiple ends or fire multiple projectiles.

The weapon performs a number of separate attacks, equal to X. These attacks can be made against any combination of enemies, including all to the same target and all to different targets.

Ranged weapons with the Multiattack (X) property fire all projectiles in one volley, at the same target, unless specified by a Special property.

Most Multiattack Weapons have attack dice half the expected size (1d8 would become 1d4).

POISONOUS

These weapons have been specifically designed for the application and delivery of poisons.

The target has disadvantage on any saving throws against poisons applied from weapons with the poisonous property.

Dice Size Modifier: -1

MELEE ONLY PROPERTIES

DEFENSIVE

If both hands are occupied with weapons that have the defensive modifier, you gain 1 bonus AC.

DISARMING

These weapons can be used to quickly entangle or disarm an opponent, allowing for direct and unchallenged assault.

Once per short or long rest, you may spend an action to attempt to disarm an opponent (having multiple weapons with the Disarming property does not provide additional uses or benefits).

Make an attack roll with the weapon that has the disarming property. If you hit the creature with the weapon attack, the target must pass a Strength Saving Throw with a DC equal to the damage they received. On a failed save, it drops one of the objects, of the attacker's choice, that it is holding. The objects lands at its feet.

Dice Size Modifier: -1

PARRYING

When attacked, after the attack has been rolled but before it is resolved, you may take the block reaction to raise your AC by 2 for that attack only.

THROWN (MELEE AND RANGED) WEAPONS

RETURNING

These throwable weapons can be thrown in precise arcs, returning to the user even after striking a target.

The user must spend their bonus action to catch the weapon, or it falls to the ground at their feet.

Only one attack can be made per attack action.

AFRICA

The vast majority of African Empires date back to classical antiquity and older.

Their territories, ways of life, politics and warfare are mostly unknown to our historians, as far as I am aware.

Even for those that we do have significant historical and archaeological records of, the exact names, nature and methods of specific weapons is mostly unknown.

Furthermore, much of African sociopolitical history is defined by tribal or blood related groups, social ethnicities that remain distinct, in some cases, to this day.

Each of these myriad cultures have their own histories, weapons, martial arts and long forgotten conflicts.

With my level of expertise in this area, practically none, and the amount of time I can devote to this project, it would be a great disservice to these peoples to try and include them in this compendium.

If you wish to set your campaign or character in one of these many cultures, be sure to negotiate with your DM and/or players, research the martial arts and history of that specific culture and use the guide above to define the weapons in the D&D 5E system.

AUSTRALIA

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Galarra	Long Fishing Spear	2gp	1d8 piercing	6lb	Heavy, reach, two-handed
Gamai	Spear	2gp	1d6 piercing	4lb	Finesse, thrown (20/60), versatile (1d8)
Mugu	Stone Hatchet	5gp	1d6 slashing	4lb	Thrown (20/60)
Wuda	Wooden Club	2gp	1d10 bludgeoning	8lb	Heavy, two-handed
Simple Ranged Weapons					
Wumara	Spear Thrower	1gp	+1d4	2lb	Ammunition (30/120), finesse, light, special
Martial Melee Weapons					
Gunang	Combat Spear	5gp	1d8 piercing	4lb	Finesse, thrown (20/60), versatile (1d10)
Ngalangala	Club	5gp	2d6 bludgeoning	8lb	Heavy, two-handed
Martial Ranged Weapons					
Bumarang	Boomerang	10gp	1d8 bludgeoning	1lb	thrown (30/120)
Karli	Large Hunting Boomerang	25gp	1d12 bludgeoning	2lb	Heavy, thrown (80/320), two-handed

SPECIAL

Weapons with special rules are described here.

WUMARA

The Wumara is an Aboriginal analogue to the Atlatl, a simple spear throwing mechanism that allows for extremely precise, hard throws.

This weapon uses Gamai or other spears as ammunition and deals the damage of the launched spear plus an additional 1d4 damage.

NOTES

Additional information, justifications and notes are described here.

WEAPON NAMES

Between the various Aboriginal Tribes, there are a recorded 660-ish languages, most of which are very poorly understood and many of which are lost or are at risk of loss.

As far as I am aware, the names used here will be predominantly from one region, the Sydney Aboriginal Groups, but that may not be the case.

CHINA

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Feishi	Slungshot	2gp	1d8 bludgeoning	6lb	Bound, heavy, versatile (1d10)
Liuyedao	Curved Shortsword	5gp	1d4 slashing	2lb	Finesse, light
Niuweidao	Saber	10gp	1d6 slashing	3lb	—
Podao	Blade-Spear	10gp	1d6 slashing	3lb	Finesse, versatile (1d8)
Qiang	Spear	2gp	1d6 piercing	3lb	Thrown (20/60), versatile (1d8)
Simple Ranged Weapons					
Hei Gong	Shortbow	10gp	1d8 piercing	2lb	Ammunition (80/320), two-handed
Martial Melee Weapons					
Changdao	Long-handled Saber	25gp	1d6 slashing	4lb	Reach, versatile (1d8)
Chui	War Hammer	25gp	1d10 bludgeoning	12lb	Heavy
Dadao	Shortsword	10gp	1d6 slashing	2lb	Finesse, light
Dao	Sword	10gp	1d8 slashing	3lb	—
Emeici	Piercing-Dagger	5gp	1d6 piercing	—	Bound, finesse, light
Feng Huo Lun	Wind and Fire Wheel	15gp	1d6 slashing	2lb	Defensive, finesse, light, thrown (10/30)
Guandao	Blade-Spear	10gp	1d10 slashing	4lb	Defensive, two-handed
Gun	Staff	5gp	1d6 bludgeoning	2lb	Light, versatile (1d8)
Hudie Shuangdao	Butterfly Sword	5gp	1d6 slashing	2lb	Concealed, light
Ji	Polearm	5gp	1d6 piercing	6lb	Reach, versatile (1d8)
Jian	Longsword	25gp	1d8 slashing	4lb	Versatile (1d10)
Jiujie Bian	Chain Whip	15gp	1d4 interchangeable	6lb	Concealed, defensive, disarming, finesse, heavy, multiattack (2), reach, special, two-handed
Piandao	Scimitar	10gp	1d6 slashing	3lb	Finesse, light
Sanjiegun	Three Piece Staff	10gp	1d8 bludgeoning	3lb	Defensive, disarming, reach (1d6), special, two-handed
Sheng Biao	Rope Dart	2gp	1d4 peircing	2lb	Concealed, finesse, multiattack (2), reach, two-handed
Wodao	Greatsword	50gp	2d6 slashing	6lb	Heavy, two-handed
Yanmaodao	Saber	10gp	1d8 slashing	3lb	—
Zhanmadao	Horse Cutting Sword	50gp	2d6 slashing	12lb	Bulky, heavy, reach, special, two-handed

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Martial Ranged Weapons					
Laba Gong	Horn Bow	25gp	1d8 piercing	4lb	Ammunition (100/400), heavy, two-handed
Lian Nu	Machine-Crossbow	25gp	1d4 piercing	6lb	Ammunition (range 0/200), burst fire, heavy, multiattack (5), reloading (10), special, two-handed
Nu	Crossbow	50gp	1d10 piercing	6lb	Ammunition (100/400), heavy, two-handed
Manchu Bow	Composite Longbow	50gp	1d8 piercing	2lb	Ammunition (100/400), heavy, two-handed

SPECIAL

Weapons with special rules are described here.

LIAN NU

This weapon always fires at disadvantage.

SANJIEGUN

This weapon can effectively be used in both close quarters and at extended reach.

This weapon deals 1d8 bludgeoning damage against targets in melee range (5ft.) and 1d6 bludgeoning damage against targets attacked at reach (10ft.).

ZHANMADAO

This weapon has advantage against mounted opponents or their mount and +1 to hit against large or larger targets.

Due to this weapon's enormous size, you require a minimum of 18 strength to use it effectively.

If your strength is below 17 when trying to wield this weapon, all attack rolls are made at disadvantage and you are limited to no more than one attack per round, regardless of how many attacks you could otherwise perform.

NOTES

Additional information, justifications and notes are described here.

JIUJIE BIAN

In this case I am using the Jiujie Bian to refer to all varieties of Chinese chain weapon, including chain-spears, chain-knives and the meteor hammer.

Many varieties have a handle, in which case the handle always deals bludgeoning damage and only 1 of the two attacks has the interchangeable property. Some varieties, specifically including the meteor hammer (Liuxingchui) have two distinct ends.

Due to their use in the performing arts, it is also possible to find, buy or create flame or smoke ends for the Jiujie Bian, allowing the player to create elemental end-pieces for the weapon. Daggers, Darts and Speartips, including enchanted varieties of these items, can also be used in place of the end pieces.

Enchantments can be applied separately to each end piece and, if your DM allows it, also to the chain itself.

LIAN NU

While it has a historically stated effective range of 80 meters, which, relative to the longbow, converts to 50ft in in-game mechanics, I have limited it to always fire at disadvantage.

This is because the weapon has an extremely low accuracy, low power and high rate of fire.

It was historically used from behind fortifications or elevated positions during sieges where the number of projectiles was more important than the accuracy or power of the projectiles. Their ammunition was often poisoned, to increase the amount of harm that they caused.

EGYPT

WEAPONS

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Cudgel	2gp	1d8 bludgeoning	4lb	Heavy
Dagger	2gp	1d4 piercing	1lb	Finesse, light, thrown (20/60)
Javelin	5gp	1d6 piercing	2lb	Thrown (30/120)
Mallet	1gp	1d6 bludgeoning	3lb	—
Spear	1gp	1d6 piercing	3lb	Thrown (20/60), versatile (1d8)
Simple Ranged Weapons				
Horn Bow	25gp	1d6 piercing	4lb	Ammunition (80/320), two-handed
Sling	1sp	1d4 bludgeoning	—	Ammunition (30/120)
Throwing Stick	2gp	1d6 bludgeoning	3lb	Thrown (30/120)
Martial Melee Weapons				
Crescent Axe	30gp	1d8 slashing	4lb	—
Greataxe	50gp	1d12 slashing	7lb	Heavy, two-handed
Khopesh	50gp	1d6 slashing	2lb	Finesse, light
Mace	30gp	1d10 bludgeoning	4lb	Heavy
Pole-Axe	50gp	1d10 slashing	6lb	Heavy, reach, two-handed
Martial Ranged Weapons				
Composite Bow	50gp	1d8 piercing	2lb	Ammunition (150/600), heavy, two-handed
Wooden Bow	25gp	1d8 piercing	2lb	Ammunition (80/320), two-handed

NOTES

Additional information, justifications and notes are described here.

A WEALTHY NATION

Egypt, home of the Pharaoh and the Nile. The cultural and material wealth of this north african country, sometimes referred to as "The Gateway to Africa", and the fertile floodplains of the river Nile have seen it sought after as an economic and strategic trophy throughout most of its history.

Rich in gold but almost completely devoid of military metals such as iron, the nation's military and martial development was slow.

Most of the weaponry traditionally associated with the Egyptian peoples were taken from previous invaders, traded for directly or forged with traded metals.

That is not to say that Egypt is not deserving of respect for its many military developments, forms and weapons, all of which served the Egyptian people very well. The modifications made to weapon designs from their enemies were a great display of technical capability, often producing far better, or more locally suitable war machines and tools than the originals, and often allowing them to ultimate push out the invader.

EURASIAN STEPPE AND THE MIDDLE EAST

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Crescent Axe	—	5gp	1d6 slashing	2lb	Light, thrown (20/60)
Martial Melee Weapons					
Kontos	Iranian Lance	15gp	3d6 piercing	12lb	Bulky, heavy, reach, special, two-handed
Langseax	Long Dagger	10gp	1d8 slashing	2lb	—
Shashka	Cassack Saber	15gp	1d8 slashing	2lb	—
Martial Ranged Weapons					
Manchu Bow	Chinese Composite Bow	50gp	1d8 piercing	2lb	Ammunition (150/600), heavy, two-handed
Mongol Bow	Composite Shortbow	50gp	1d6 piercing	1lb	Ammunition (100/400), special, two-handed

SPECIAL

Weapons with special rules are described here.

KONTOS

You have disadvantage when you use a Kontos to attack a target within 5 ft of you.

Also, you are limited to a maximum of one attack per round, regardless of how many attacks you could otherwise perform, when not mounted.

MONGOL BOW

While mounted, you may expend your bonus action to make an additional attack with the Mongol Bow.

NOTES

Additional information, justifications and notes are described here.

EURASIAN STEPPE

The Eurasian Steppe is the vast steppe ecosystem of Eurasia.

It stretches from Romania and Moldova all the way through Ukraine, Russia, Kazakhstan, Xinjiang, Mongolia and Manchura. It includes regions of the Middle East, Southern Russia and Central, Northern and even Western Asia.

This section includes weaponry used by, among many other empires and tribal peoples, the Achaemenid Empire, the Sasanian Empire and the Mongol Empire.

Translations and distinctions between differing forms of these weapons are difficult to find, so most listed items will be listed with English terms.

RUSSIA AND THE SLAVIC STATES

The modern superpower of Russia, previously the USSR, didn't form a distinct Empire until modern or near-modern times.

Instead, the early history of Russia was dominated by Nomadic Peoples and the Empires of the Eurasian Steppe.

It wasn't until the 9th Century that Kievan Rus' a unified slavic states, formed to the south-west of the Ural Mountains, a region that is now dominated by Poland and other Slavic Nations.

It wasn't until the Grand Duchy of Moscow began absorbing the surrounding provinces in the 14th century, and in so doing become the new capitol of Rus', that the modern Russia began to emerge.

It wasn't proclaimed as an Empire until the 17th century.

Russian weaponry is also covered by this section.

THE PERSIAN AND MONGOL EMPIRES

The early and Classical Persian Empires of the Eurasian Steppe also extended to the south, frequently encompassing the Middle East and even Egypt.

The weapons and tactics of the Middle East up to and including the Medieval period are closely related to and descended from those of the Persian Empires.

As such, the weapons of the Middle East are included here, alongside the Eurasian Steppe Empires.

It is worth noting that the Persian Empires, while some extended deep into Central Asia, never extended into Mongolia.

THE PLAYER'S HANDBOOK

The weapons available to the various cultures of the Eurasian steppe include most of the weapons available in Europe.

As such, all of the weapons listed in the PHB are available to the empires and tribes of the Eurasian step along with the additional weapons in this table.

EUROPE

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Baselard	Heavy Dagger	4gp	1d8 slashing	3lb	Heavy
Brass Knuckles	—	5gp	1d4 bludgeoning	1lb	Bound, light
Cleaver	—	8gp	1d8 slashing	6lb	Heavy
Fauchard	Blade-Spear	20gp	1d6 slashing	3lb	Finesse, versatile (1d8)
Fork	Two-pronged Polearm	2gp	1d6 piercing	4lb	Reach, two-handed
Seax	Germanic Dagger	4gp	1d4 slashing	1lb	Finesse, light
Slingshot	—	1sp	1d8 bludgeoning	6lb	Bound, heavy, versatile (1d10)
Voulge	Pole-cleaver	5gp	1d6 slashing	4lb	Reach, two-handed
Martial Melee Weapons					
Ahlspiess	Thrusting Spear with Guard	10gp	1d8 piercing	4lb	Defensive, reach, two-handed
Bardische	Austrian Pole-Axe	20gp	1d10 slashing	6lb	Heavy, reach, two-handed
Basket-hilted Sword	—	50gp	1d10 slashing	5lb	Heavy, special
Claymore	Scottish Greatsword	50gp	2d6 slashing	3lb	Heavy, two-handed
Cutlass	—	25gp	1d8 slashing	3lb	—
Czczuga	Polish Saber	25gp	1d6 slashing	2lb	Finesse, light
Dane Axe	Pole-Axe	10gp	1d8 slashing	4lb	Versatile (1d10)
Dusack	German Cutlass	20gp	1d8 slashing	3lb	—
Estoc	Edgeless Longsword	10gp	1d10 piercing	3lb	Two-Handed
Falchion	Single-bladed Sword	20gp	1d6 slashing	2lb	Finesse, light
Francisca	Germanic Throwing Axe	5gp	1d6 slashing	2lb	Light, thrown (30/120)
Gladius Hispanensis	—	20gp	1d6 slashing	2lb	Finesse, light, special
Lucern Hammer	Polearm Hammer	15gp	1d10 bludgeoning	6lb	Heavy, reach, two-handed
Falx	Scythe-like Short Polearm	15gp	1d12 slashing	6lb	Heavy, two-handed
Flammenschwert	Flame-bladed Sword	70gp	1d10 slashing	6lb	Heavy, reach, two-handed
Kriegsmesser	German Great Knife	70gp	1d12 slashing	4lb	Heavy, two-handed
Messer	German War Knife	10gp	1d8 slashing	3lb	—
Ordynka	Polish Cavalry Saber	25gp	1d12 slashing	4lb	Heavy, special
Panzerstecher	German Bastard Sword	15gp	1d8 piercing	4lb	Versatile (1d10)
Plancon a picot	Spiked Iron Truncheon	5sp	1d10 bludgeoning or slashing	8lb	Heavy, special, versatile (1d12)
Ranseur	Spear with Cross-hilt	10gp	1d8 piercing	4lb	Special, versatile (1d10)
Saber	—	15gp	1d8 slashing	3lb	—
Sica	Sword-handled Falx	10gp	1d6 slashing	2lb	Finesse, light
	Slender Longsword	15gp	1d6 piercing	2lb	Finesse, light, versatile (1d8)
Zweihander	German Two-hander	70gp	2d6 slashing	5lb	Heavy, two-handed

SPECIAL

Weapons with special rules are described here.

BASKET-HILTED SWORD

The Basket-hilted sword grants a bonus 1 AC.

GLADIUS HISPANENSIS

When used with a shield you gain a bonus 1 AC.

ORDYNKA

An Ordynka only deals 1d10 damage when used while you are not mounted and you are limited to no more than one attack per round, regardless of how many you could otherwise perform.

PLANCON A PICOT

This weapon can deal either bludgeoning or piercing damage, player's choice per attack.

RANSEUR

On successfully striking a mounted opponent, they must make a Constitution Saving throw with a DC of 10 plus your strength modifier. On a failed saving throw, they fall from their mount.

NOTES

Additional information, justifications and notes are described here.

THE PLAYER'S HANDBOOK

The weapons provided by WoTC in the PHB and DMG are considered to be European.

They are available along with the additional weapons in this table.

JAPAN

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Bisento	Glaive	10gp	1d10 slashing	6lb	Heavy, two-handed
Kaiken	Selfdefense Dagger	5gp	1d4 slashing	1lb	Concealed, finesse, light, thrown (20/60)
Ono	Axe	10gp	1d6 slashing	2lb	—
Tanto	Dagger	5gp	1d4 piercing	1lb	Light
Tekkan	Truncheon	10gp	1d6 bludgeoning	4lb	—
Tekko	Knuckle Duster	10gp	1d6 bludgeoning	1lb	—
Yari	Spear	5gp	1d8 piercing	6lb	Heavy, reach, two-handed
Simple Ranged Weapons					
Fukiya	Blowpipe	5gp	1d4 piercing	3lb	Ammunition (50/200), finesse, loading, poisonous
Shuriken	Improvised Throwing Weapon	2sp	1d4 piercing	—	Concealed, finesse, light, thrown (30/120)
Martial Melee Weapons					
Bo	Quarterstaff	15gp	1d10 bludgeoning	3lb	Two-handed
Chigiriki	Flail	10gp	1d8 bludgeoning	2lb	—
Chokuto	One-edged Sword	15gp	1d8 slashing	3lb	—
Hanbo	Half-Staff	10gp	1d6 bludgeoning	2lb	Light, versatile (1d8)
Johyo	Rope Dart	2gp	1d4 interchangeable	2lb	Concealed, finesse, multiattack (2), reach, two-handed
Kama	Sickle	10gp	1d6 slashing	4lb	Defensive
Kanabo	War Club	5gp	2d6 bludgeoning	6lb	Heavy, two-handed
Katana	Curved Sword	25gp	1d6 slashing	2lb	Finesse, light, versatile (1d8)
Kodachi	Curved Shortsword	15gp	1d6 slashing	2lb	Finesse, light
Kusarigama	Cahin Sickle	25gp	1d4 slashing	6lb	Defensive, disarming, heavy, multiattack (2), reach, two-handed
Naginata	Blade-Spear	20gp	1d10 piercing	18lb	Heavy, reach, two-handed
Odachi	Curved Greatsword	70gp	2d6 slashing	4lb	Heavy, two-handed
Shobo	Piercing-Dagger	2gp	—	—	Bound, concealed, light, special
Tachi	Curved Sword	25gp	1d8 slashing	3lb	Versatile (1d0)
Tanbo	Short Staff	5gp	1d6 bludgeoning	1lb	Finesse, light
Tessen	War Fan	25gp	1d6 bludgeoning	1lb	Concealed, defensive, light
Tonfa	Fighting Sticks	5sp	1d6 bludgeoning	1lb	Defensive, finesse, light

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Tsurugi	Sword	20gp	1d8 slashing	3lb	Versatile (1d10)
Uchigatana	Curved Sword	20gp	1d6 slashing	2lb	Light
Wakizaki	Shortsword	15gp	1d6 slashing	2lb	Finesse, light
Martial Ranged Weapons					
Yumi	Longbow	25gp	1d8 piercing	2lb	Ammunition (150/600), heavy, two-handed

SPECIAL

Weapons with special rules are described here.

SHOBO

On a successful strike against a humanoid creature up to CR2, the affected creature must make a Dexterity Saving Throw equal to or greater than your intelligence or be paralysed until the end of your next turn.

NOTES

Additional information, justifications and notes are described here.

JOHYO

In this case I am using the Johyo to refer to all varieties of Japanese rope weapon, including rope-darts (Johyo) and rope-knives (Kyoketsu-shoge).

Many varieties have a handle, in which case the handle always deals bludgeoning damage and only 1 of the two attacks has the interchanagble property. Some varieties, specifically including the meteor hammer (Liuxingchui) have two distinct ends.

Due to their use in the performing arts, it is also possible to find, buy or create flame or smoke ends for the Johyo, allowing the player to create elemental end-peices for the weapon. Daggers, Darts and Speartips, including enchanted varieties of these items, can also be used in place of the end pieces.

Enchantments can be applied seperately to each end piece and, if your DM allows it, also to the rope itself.

MESOAMERICA

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Cuahuitl	Hardwood Baton	5gp	1d8 bludgeoning	6lb	Heavy
Mācuāhuitzōctli	Small Club	5gp	1d6 bludgeoning	4lb	—
Tepoztōpīlli	Spear	5gp	1d6 piercing	3lb	Thrown (20/60), versatile (1d8)
Tecpatl	Knife or Dagger	2gp	1d4 slashing	1lb	Light, finesse, thrown (20/60)
Tlacochtli	Throwing Spear	5sp	1d6 piercing	3lb	Thrown (30/120)
Simple Ranged Weapons					
Atlatl	Spear Thrower	2gp	+1d4	2lb	Ammunition (30/120), finesse, light, special
Tlactalhuazcuahuitl	Blowpipe	10gp	1d4 piercing	3lb	Ammunition (50/200), finesse, loading, poisonous
Martial Melee Weapons					
Huitzauhqui	Wooden Club	10gp	1d10 bludgeoning	6lb	Heavy
Macuahuitl	Obsidian-Edged Wooden Sword	50gp	1d12 slashing	6lb	Heavy, two-handed
Quauholōlli	Mace or Warhammer	30gp	1d8 bludgeoning	4lb	Versatile (1d10)
Tlāximaltepōztli	Axe representative of the God Tepeztecatl	30gp	1d8 slashing	4lb	Special, versatile (1d10)
Martial Ranged Weapons					
Tēmātlatl	Sling	1sp	1d4 bludgeoning	—	Ammunition (30/120)
—	Hunting Bow	50gp	1d8 piercing	2lb	Ammunition (80/320), two-handed
Tlahhuītōlli	War Bow	50gp	1d8 piercing	3lb	Ammunition (120/480), heavy, two-handed

SPECIAL

Weapons with special rules are described here.

ATLATL

The Atlatl is a simple spear throwing mechanism that allows for extremely precise, hard throws.

This weapon uses spears as ammunition and deals the damage of the launched spear plus an extra 1d4 damage dice.

TLĀXIMALTEPŌZTLI

The Tlāximaltepōztli is a two sided stone or copper ax.

One side of the head is shaped like an ax, the other side is usually a spike or a blunt protrusion.

At the DMs discretion, the Tlāximaltepōztli can be used to deal slashing damage or one of either bludgeoning or piercing damage.

NOTES

Additional information, justifications and notes are described here.

Language Most of the names assigned to the weapons in this list are translations to the Nahuatl language, the primary language of the Aztec Empire.

The weapons included in this list originate both from the Mayan Peoples and the Aztec Peoples.

CHERT AND OBSIDIAN

Flaked Chert and Obsidian made up the bulk of weaponry in the Central American geographical region. Arrowheads, knives, spearheads and swordblades were all commonly made of obsidian and set into an otherwise wooden weapon.

NORTH AMERICA

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Béésh	Knife	2gp	1d4 slashing	1lb	Finesse, light, Thrown (20/60)
Tomahawk	Metal Axe	25gp	1d6 slashing	2lb	Thrown (20/60)
Tsénił	Wooden Axe	5gp	1d4 slashing	2lb	Thrown (20/60)
Tsii'détáán	Spear	2gp	1d6 piercing	2lb	Thrown (20/60), versatile (1d8)
Tsihał	Club	2gp	1d6 bludgeoning	3lb	—
Simple Ranged Weapons					
Atlatl	Spear Thrower	2gp	+1d4	2lb	Ammunition (30/120), finesse, light, special
Bee aditł'ííłh	Sling	1sp	1d4 bludgeoning	—	Ammunition (30/120)
Bolas	Thrown Weights	5sp	1d4 bludgeoning	2lb	Special, thrown (30/120)
Gah Gish	Throwing Sticks	2gp	1d6 bludgeoning	3lb	Thrown (30/120)
Martial Melee Weapons					
Bee atsidí	Hammer	5gp	1d10 bludgeoning	6lb	Heavy, versatile (1d12)
Lansa	Lance	5gp	1d12 piercing	3lb	Reach, special
Martial Ranged Weapons					
Altíí	Hunting Bow	30gp	1d8 piercing	2lb	Ammunition (80/320), two-handed
—	War Bow	50gp	1d8 piercing	3lb	Ammunition (120/480), heavy, two-handed

SPECIAL

Weapons with special rules are described here.

ATLATL

The Atlatl is a simple spear throwing mechanism that allows for extremely precise, hard throws.

This weapon uses spears as ammunition and deals the damage of the launched spear plus an extra 1d4 damage dice.

BOLAS

The Bolas is a cluster of small weights or stones tied together with rope.

On a successful attack, the target must make an Dexterity Saving Throw of DC10 plus the damage they took or become Restrained.

The target may spend an action to remove the Restrained condition.

LANSA

You have disadvantage when you use a Lansa to attack a target within 5 ft of you.

Also, a Lansa requires two hands to wield when you aren't mounted.

NOTES

Additional information, justifications and notes are described here.

LANGUAGE

Most of the names assigned to the weapons in this list are translations to the Navajo language, part of the Na-Dene language group.

It is one of the more widely spoken language groups among Native North American Tribes, including a number of distinct languages.

SOUTH ASIA

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Barcha	Lance-Spear hybrid	10gp	1d4 piercing	—	Light, finesse, reach, two-handed
Dha-Hmyaung	Dagger	5gp	1d4 slashing	1lb	Light
Dha-Ma	Cleaver	10gp	1d6 slashing	3lb	Finesse
Katar	Push Dagger	5gp	1d4 piercing	1lb	Concealed, light, finesse
Lathi	Fighting Stick	1sp	1d4 bludgeoning	1lb	Reach, versatile (1d6)
Sarvayasam	Iron Club	10gp	1d8 bludgeoning	6lb	Heavy
Tomara	Javelin	10gp	1d6 piercing	2lb	Thrown (30/120)
Simple Ranged Weapons					
Chhota Dhanush	Small Bow	25gp	1d6 piercing	2lb	Ammunition (80/320), two-handed
Valari	Boomerang	10gp	1d6 bludgeoning	—	Thrown (20/80)
Martial Melee Weapons					
Bagh Naga	Tiger Claws	10gp	1d4 piercing	—	Bound, concealed, light, finesse, poisonous
Bindipala	Club	10gp	1d8 bludgeoning	8lb	Versatile (1d10)
Chakri	Throwing Disc	15gp	1d6 slashing	—	Light, finesse, returning, thrown (30/120)
Dha	Sword	15gp	1d6 slashing	2lb	Finesse, light
Dha-shay	Long Curved Sword	50gp	2d6 slashing	6lb	Heavy, two-handed
Firangi	Cavalry Sword	50gp	1d10	4lb	Heavy, versatile (1d12)
Gada	Mace	25gp	2d6 bludgeoning	16lb	Heavy, two-handed
Kaduthala	Curved Sword	15gp	1d10 slashing	2lb	—
Kastane	Ornate Ceremonial Dagger	200gp	1d4 slashing	1lb	Light
Khanda	Sword	15gp	1d8 slashing	4lb	—
Maduvu	Horn Dagger - Buckler hybrid	25gp	1d4 piercing	2lb	Disarming, finesse, light, parrying
Pata	Gauntlet Sword	50gp	1d6 piercing	2lb	Bound, defensive, finesse, light
Talwar	Saber	25gp	1d8 slashing	4lb	Versatile (1d10)
Trishula	Trident	25gp	1d6 piercing	4lb	Finesse, reach, thrown (20/60), versatile (1d8)
Urumi	Curling Whip-like Blade	50gp	3d4 slashing	4lb	Finesse, special
Vada Chakra	Large Throwing Disc	25gp	1d10 slashing	1lb	Heavy, returning, thrown (30/120)
Vita	Short Corded Lance	10gp	1d4 piercing	2lb	Bound, light, finesse, reach, returning, special, thrown (20)
Martial Ranged Weapons					
Dhanush	Bow	50gp	1d8 piercing	2lb	Ammunition (150/600), heavy, two-handed

SPECIAL

Weapons with special rules are described here.

URUMI

Urumi is exceptionally difficult to master. If the wielder is not proficient in its use or if their Dexterity is below 17, the wielder will receive the damage instead of the target.

The urumi's damage is not effected by ability score modifiers.

VITA

The Vita is tied to the user, so it cannot be thrown beyond 20ft.

NOTES

Additional information, justifications and notes are described here.

INDIA (SOUTH ASIA)

The country currently known as India used to be a much larger series of empires that waxed and waned considerably throughout history.

The weapons listed here originate from the regions with Indian heritage, however, it is considered more politically and historically neutral to say South Asia instead of India.

KASTANE

The kastane, whilst most traditionally a dagger, actually refers to the style of hilt and the decorative forms that extend to the overall blade design.

It is both possible to attach a Kastane hilt to many other bladed weapons and to make a Kastane that is another weapon.

These items were sometimes used as status symbols or trophies among decorated officers or lords.

If forging a Kastane based on another weapon, increase the value of the base weapon by a multiple of 40.

Martial Weapon Proficiency The five major classes of Central Asian martial arts were widely practiced by both military personnel and common people.

Religious leaders and their followers not only developed many of the components of these martial arts, but were also skilled martial arts practitioners.

Almost all character Classes listed in the PHB would, if they originated from South Asia, possess both simple and martial weapon proficiencies.

SOUTHEAST ASIA

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Arit	Sickle	2gp	1d4 piercing	1lb	Disarming, light
Badik	Knife	1gp	1d4 piercing	1lb	Finesse, light
Blakas	Cleaver	5gp	1d4 slashing	2lb	Light
Burusa	Dagger	2gp	1d4 piercing	3lb	Finesse, reach, thrown (20/60)
Kabeala	Machete	5gp	1d6 slashing	3lb	—
Kujang	Sickle-Knife	5gp	1d4 slashing	1lb	Finesse, light
Pring Lancip	Sharp Bamboo	1sp	1d4 piercing	1lb	Finesse, light, reach, thrown (30/120), versatile (1d6)
Simple Ranged Weapons					
Paku	Throwing Spike	5sp	1d4 piercing	—	Concealed, finesse, light, thrown (30/120)
Martial Melee Weapons					
Alamang	Sacred Cutlass	500gp	1d6 slashing	2lb	Finesse, light, special
Arbir	Halberd	10gp	1d6 piercing	4lb	Reach, versatile (1d8)
Balato	Sword	10gp	1d6 slashing	2lb	Finesse, light, versatile (1d8)
Cambuk	Whip	2gp	1d4 bludgeoning	2lb	Finesse, reach
Chabang	Short Trident-Truncheon	15gp	1d4 piercing	2lb	Defensive, disarming, finesse, light
Golok	Machete	15gp	1d10 slashing	4lb	Heavy
Kalis	Waveblade Dagger	25gp	1d6 slashing	1lb	Finesse, light, thrown (20/60)
Kampilan	Sword	10gp	1d8 slashing	3lb	—
Kiam	Longsword	15gp	1d8 slashing	4lb	Finesse, versatile (1d10)
Kipas	War Fan	25gp	1d6 bludgeoning	1lb	Concealed, defensive, light
Klewang	Longsword	20gp	1d8 slashing	3lb	—
Mandau	Serrated "Headhunting" Knife	20gp	1d6 slashing	2lb	Finesse, light, special
Niabor	Cutlass	15gp	1d8 slashing	3lb	—
Rantai	Chain Whip	15gp	1d4 interchangeable	6lb	Concealed, defensive, disarming, finesse, heavy, multiattack (2), reach, two-handed
Topang	Fighting Stick	5sp	1d6 bludgeoning	1lb	Defensive, finesse, light
Toya	Staff	5gp	1d6 bludgeoning	2lb	Light, versatile (1d8)
Martial Ranged Weapons					
Gandewa	Bow	50gp	1d8 piercing	2lb	Ammunition (150/600), heavy, two-handed
Gelang Besi	Throwing Disc	15gp	1d6 slashing	—	Light, finesse, returning, thrown (30/120)
Sumpitan	Blowpipe	5gp	1d4 piercing	3lb	Ammunition (50/200), finesse, loading, poisonous

SPECIAL

Weapons with special rules are described here.

MANDAU

This weapon's distinct, many toothed blade was particularly effective at ripping jagged wounds in flesh.

Against unarmored targets, this weapon deals 2d6 damage.

NOTES

Additional information, justifications and notes are described here.

ALAMANG

This straight-edged sword is a powerful status symbol among its native peoples.

As such, reproductions are generally forbidden and only a small number exist, either in the hands of high ranking members of society, or illegal reproductions.

SOUTH EAST ASIA

The weapons listed in this section originate from South East Asia including both Mainland Southeast Asia (aka Indochina) and the Maritime Southeast Asia (sometimes known as East India).

These regions contain a wide variety of complex cultures with wide variations in culture, language, resources and martial systems.

This section is a compilation of various weapon forms that are found within the region. Some names, languages and cultures are not represented.

MANDAU

The Mandau is a ceremonial single-edged cleaver of small size and low weight.

It was predominantly used during the headhunting ceremony, when people would gather to attack other tribes and gather their heads for use in various decorations and ceremonies.

SOUTH AMERICA

WEAPONS

Name	Description	Cost	Damage	Weight	Properties
Simple Melee Weapons					
Chuchna Chucuna	Handaxe	5gp	1d6 slashing	2lb	Light, thrown (20/60)
Knife	Stone Knife	2gp	1d4 slashing	1gp	Finesse, light, thrown (20/60)
Suchuc Chiqui	Spear	1gp	1d6 piercing	3lb	Versatile (1d8)
Tcamahias	Mace	5gp	1d6 bludgeoning	4lb	—
Tumi	Ornate Ceremonial Dagger	200gp	1d4 slashing	—	Finesse, light
Simple Ranged Weapons					
Bolas	Thown Weights	5sp	1d4 bludgeoning	2lb	Special, thrown (30/120)
Estolica	Spear Thrower	2gp	+1d4	2lb	Ammunition (30/120), finesse, light, special
Martial Melee Weapons					
—	Battleaxe	20gp	1d10 slashing	5lb	Heavy, versatile (1d12)
Chambi	Club	2gp	2d6 bludgeoning	8lb	Heavy, two-handed
Long Spear	—	2gp	1d10 piercing	6lb	Heavy, reach, two-handed
Macana	Star Headed Spear	5gp	1d6 bludgeoning	3lb	Reach, versatile (1d8)
—	Sharp Hardwood Sword	5gp	1d6 slashing	1lb	Finesse, light
Martial Ranged Weapons					
—	Blowpipe	5gp	1d4 piercing	3lb	Ammunition (50/200), finesse, loading, poisonous
Huaraca	—	1sp	1d4 bludgeoning	—	Ammunition (30/120)
—	Hunting Bow	30gp	1d8 piercing	2lb	Ammunition (80/320), two-handed
—	War Bow	50gp	1d8 piercing	3lb	Ammunition (120/480), heavy, two-handed

SPECIAL

Weapons with special rules are described here.

BOLAS

The Bolas is a cluster of small weights or stones tied together with rope.

On a successful attack, the target must make a Dexterity Saving Throw of DC10 plus the damage they took or become Restrained.

The target may spend an action to remove the Restrained condition.

ESTOLICA

The Estolica is a simple spear throwing mechanism that allows for extremely precise, hard throws.

This weapon uses spears as ammunition and deals the damage of the launched spear plus an extra 1d4 damage dice.

NOTES

Additional information, justifications and notes are described here.

ANDEAN CIVILIZATIONS

Four of the most advanced civilizations in South American pre-columbian history all occupied territories in the north-western Andes.

I have used records these civilizations, including the Chimu, Inca Empire, Muisca Confederation and Timoto-Cuica, as a proxy for the state of weaponry on the South American continent.

Weaponry and names from other cultural groups are included, but not exhaustively.

PART 3

Notes and Observations

CAUSE AND EFFECT

As with most other aspects of human development, natural and social constraints often define the way that our cultures, technologies, practices and weaponry evolve.

Areas with relatively low quantities of weaponizable metals, or limited knowledge of metalworking, often lead to fabric armor and simple wooden or wicker shields.

In these areas, lighter, thinner blades that use up less material, such as in Japanese history, or the use of stone tools and weapons instead of metal ones, was more common.

The same can be said for factors such as temperature and humidity, both of which would have destroyed horn, sinew and composite bows that many cultures relied on.

Meanwhile, in areas with better access of metals and metalworking, heavy plate armor became a powerful tool of war, and the dominant weapons shifted to compensate. Heavy warhammers, polearms and maces became extremely popular in medieval Europe, for instance.

Even if an area in your campaign world is culturally based on a corresponding area in this list, the weapons that you grant that culture, and their respective prevalence, may not match if other physical and environmental factors do not match.

If this is the case, it may be worth choosing a list of weapons from an area that is technologically and environmentally more similar, and then to rename the items to better suit the culture that you have associated with it.

INTERNATIONAL TRADE

A common mistake made by modern peoples is to think of these cultures in isolation, as separate, static cultures that do not have long distance trade or relations.

While working on this project, my research has reaffirmed how false that view really is.

Many ancient Empires spanned areas far larger than modern ones and the current locations of the countries that have descended from these empires are often not in the locations from which these empires and cultures first emerged.

The history of many weapons is one of connectivity and trade, extending across much of the world and in good time.

If you consider all of the weapons of the chosen culture to be common in that country or region of your campaign world, then the weapons of all neighbouring countries and direct trade partners would be uncommon, but still fairly frequently available and usable.

Empires with limited contact, or that are separated by several other cultural regions, will be rare, or even very rare to encounter within your region.

This connectivity will also affect the weapons that evolve in your region, since they will be heavily influenced by the prevalent weaponry of their immediate neighbours and direct trade partners.

CHANGE LOG

VERSION 2

- **Complete overhaul** including; rewording of guide, disambiguations, inclusion of firearms and expansion and re-balancing of the Compendium and its custom weapon properties.

VERSION 2.0.1

- **Nerfed** the *disarming property* to be limited to *once per short or long rest*.
I was made aware that it encroached too much on the *Disarming Attack Maneuver*.
- **Nerfed** the *Urumi* from *South Asia*.

VERSION 2.1

- **Added** *Wealthy Nation Note to Egypt*.
- **Added** *Weapon Sizes and the Player's Handbook to Additional Notes and Observations*.
- **Added** *Change Log*.
- **Added** some semi-arbitrary version numbers to use in the new *Change Log*.
- **Added** two possible ways to reconcile the *Dual Wielder feat* with the *one-handed, heavy weapons* available in this guide and compendium.
- **Updated** *Brew Metadata*, both the *Title* and the *Description*.

VERSION 2.1.1

- **Rebalanced** the *Multiattack (X) Custom Weapon Property*.
- **Rebalanced** all weapons using the *Multiattack (X) Custom Weapon Property*.
- **Disambiguated** the conditions of the *Lian Nu* (aka *Chu Ko Nu*) machine crossbow from *China*.
- **Added** special property to the *Lian Nu* (aka *Chu Ko Nu*) machine crossbow from *China* to assist and clarify the disambiguation.
- **Fixed** Missing damage type on the *Slender Longsword* Example.
- **Added** *Slender Longsword* to the *Europe* weapons list.
- **Added** the document's name to the 1st page.
- **Added** *Alternative Heavy Property* to the end of the *Custom Weapon Properties* section.
- **Fixed** weapon prerequisites being on even numbers. All stat prerequisites in the PHB are on odd numbers, and now, so are the ones in here.

VERSION 2.2

- **Transferred** from Homebrewery to GMBinder.
- **Integrated** both forms of weight-handedness scale into guide.
- **Removed** weight-handedness from Additional Notes section.
- **Fixed** damage for the *Lian Nu* (aka *Chu Ko Nu*).
- **Reformatted** pretty much everything!
- **Added** additional example firearms.

A TOOL FOR MANY WORLDS

This guide and compendium are intended to facilitate the rapid and balanced addition of homebrew weapons, from many cultures, eras and themes.

Not all of it will be useful to everyone and not all of it will fit into every world. Remember, this is tool, not an additional set of rules. Use what you need, when you need it and if that means only having weapons from one region, or only using the guide portion to help in pre-game preparations, then do exactly that.



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