



DUNGEONS & DRAGONS



A PLAYER'S COMPANION WITH NEW RACES AND EQUIPMENT.

CREDITS

Author: Evan Anderson

References: Player's handbook, Volo's guide, Monster Manual, Unearthed Arcana, Formatting on the home brewery.

Cover Art: found it online, couldn't find artist

Internal artist: many pieces of beautiful art from Imgur, online images from google, and much more. I cannot give credit to all, but it was all helpful and quite eye catching.

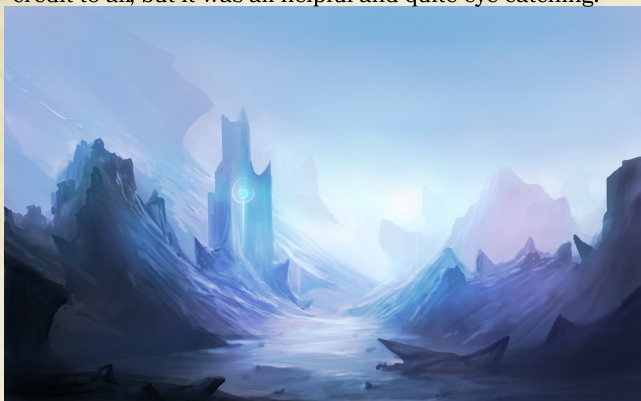


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ARAMAN

(LICHMEN AND LICHWOMEN)

A hand, only made of bone and old skin, held itself up a child with such surprising tenderness discovering the geneology that was created it. Sam lovingly cradled the child in skeleton arms, holding poerful magic that came from one of the most evil of beings... the magic of a archlich by the name of Mann, a evil being who attempted to enslave the plane of wonder long ago. With a last tender kiss to his son, adopted though he may be, he turned to the great monster that freatened the the whole of Neverwinter, a being who could only devour. He would save his child, his wife, and his city, at the cost of his life.

With anger that she had never felt in her life, Sophia came forward to meet the man who enslaved the forest, laughing at the pain written on her skeleton face. She shook as he took up the head of her adoptive mother, Mii, and with great rage she could not control her magic much longer, throwing a fireball at the hideous man She was followed with a flurry of arrows, trying to save the animals that once were free under Mii's power and love.

LICH HISTORY

Long ago, when the plane of wonder was new in its years, a lich by the name of Mann, a cruel tyrrant who was wiped out by the Togano and Cimo, when a traitorist act done by the the old king of the Togano, Ompal killed the king and queen of the Togano to preserve the people of both races (Though both sides did not realise this, and Ompal never got the chance to explain why he did to either race.) and the lich was then soon defeated after that act, a thing that even the Araman can barely remember and try to understand why no one can forgive and forget. Through this processes, a bone of Mann, a rib that once defended a heart, which from the good memories still trapped inside sprang forth the Araman.

DEFENDING LOVE

Love in the Araman come in many forms, one of them being sacrifice and putting themselves before the fire breathe of a dragon, or taking arrow for them, making sure that they show love that their archlich first farther did not show. They are usually guards, and knights in nature.

FALLEN LOVE

Sometimes Lichmen and Lichwomen are born with the evil memories, and these evils memories can take control of their love, making them evil in nature, losing the power of love that other Araman hand, and instead have the power to kill. In this case, you are treated as a outcast instead of a fellow ally or friend, even if they aren't truly evil.

HEALING LOVE

Love in this form comes with not sacrifice, but simple support. They will do this with the sacrifice of their own life force, taking a bit of their life to give it to their allies, when they are injured, or damaged by attacks. This is the type of sacrifice Healing love lich's give



MISJUDGED

Since this race is created from one of the greatest evil itself, making them outcasts and banished people, though it isn't uncommon for those who get to know them find them to be great friends and family. You are however always treated as a unwanted and bad influence in most places.

NAMES

You usually have names from whomever took them under their wing or allowed them in their society. You can also be given nicknames from your friends like clacker, or zapper. You usually have no family name, and usually choose a name for yourself.

ARAMAN TRAITS

Araman share certain racial traits as a result of their Araman descent

Ability Score Increase. Your Constitution score increases by 2.

Age. Araman usually are considered mature at age 25, and can live forever, though they usually die at around 700 years old from war and other dangerous things.

Size. You are the same size as what race you resemble.

Speed. Your base walking speed is 25 feet

Constitution casters. You can use constitution in place of any Wisdom, Charisma, or Intelligence saving throws with

Darkvision. Because of your undead nature, you gain darkvision of 60ft, seeing dimlight as if it were brightlight, and darklight as if it were dimlight.

Undead nature. Because of your being undead, you have resistance to poison damage, and immunity to the poison condition. You also don't require rest, water or food.

Languages. You know how to speak read and write common and one other language of your choice.

Subraces. You have to choose from three other subraces, Defender, Fallen, and Healer.

DEFENDER

Defenders gain the following features do to their Araman path. You as a Araman show your love through sacrificing yourself before allowing your friend to die.

Ability Score Improvement. increase your Strength or Dexterity score by 1.

Alignment. You tend toward lawful good.

Hit taker. If a ally within 30ft of you is going to be hit by a attack that would hit them, you can switch spots with them, taking half damage instead of them. After usingthis trait you can't use again until you take a short or long rest.

Natural caster. You know the spell *shield* and can cast it on anyone within 30ft of you as a reaction without using a spell slot. Once you use this trait, you can't use it again until after a short or long rest.

FALLEN

Fallens gain the following features do to their Araman path. Fallen Araman tend to have no love, instead wanting to cause pain.

Ability Score Improvement. increase your Intelligence score by 1

 Alignment. You tend toward lawful evil.

Natural caster. You can cast witch bolt at will, dealing half the damage to yourself (Necrotic damage)

Death familiar. You have a raven that as a bonus action can heal you one hitpoint by your command.

HEALER

Healers gain the following featurtes do to their Araman path. You tend to be good in heart, and heal with your own

life force.

Ability Score Improvement. Increase your Wisdom or Charisma modifier by 1

Alignment. You tend toward neutral good.

Natural caster. You know how to cast cure wounds at will, dealing 1d6 necrotic damage to yourself.

Healthy. You gain an extra maximum hit point at each level.



CIMO

As a goblin army marched to the north of the town gate, a hooded man watched with an angry companion at his side. "How could they," questioned his gnome companion, staring at the hobgoblin leading the attack on the city. Shaking his head, the figure lowered his hood, revealing a head shaped like a helmet with symbols and engravings covering its metal surface. He raised a claw like hand and grabbed his sword. Both grunting, they jumped and they began to strike at the rising ladders.

The elvish wizard kept battering the Cimo with magical balls of flame, but could not stop the slow assault of metallic screeching, and the flexing of metal claws. Finally the poor elf fainted from the piercing wailing. The Cimo brushed off the burns as she went to retrieve the children that had been taken from the city, a way of trying to gain a hand in the upcoming elections. What a fool the elf was.

THE FORGOTTEN KINGS

Cimo were once a people that ruled all the planes of swordcoast, before the first peoples were made. The Cimo, when the new people were made, decided it would be the best for both civilizations if the Cimo left the planes of existence so a war would not begin, and ultimately destroy both peoples and leave the land a barren waste. The gods then made a secret plane known to us as the plane of wonder. Now, the kings and queens of the plane of wonder send out Cimo scouts to be ambassadors and scouts to see if the Cimo could return to the world they once ruled

METALIC BODIES

The Cimo seem to be part metal and organic tissue, though they truly just have a tuff exoskeleton resembling metal. Now, though this may be true, the cartilage that makes up this strong exoskeleton still has similar properties to metal, and many mistake them for construct races, like warforged or modrones if they haven't seen them. This makes many uneducated folk consider them evil constructs, making it hard for the Cimo to converse, or discuss matters with the lower class part of any society. This is where the wish to put their roots in society, to help those in need.

HONOR BOND

Even though Cimo may have been forced to leave their thrones behind and to enter into another plane, Cimo still try to honor those who ask of them for help. They have learned to not hold grudges to one another, in the act of not causing another war. The Cimo try to follow whatever oath they make, and will stop at nothing to complete the aid to another. They call this though the truth of the kings, a sacred oath that would bind a Cimo to do someone's will, though if a Cimo was blinded enough by the lies of a man or woman trying to use their strength and their want to serve against them, often making the fear of Cimo grow more, and the love Cimo try to show is turned away, with the angry jab of a pitch fork, or the light of a torch.



PLAYING A CIMO

You will try to keep the promise and honor any oath you made, forced or not, even if the person is trying to make you do something against your views. This can be a flaw and a bond at the same time.

POWERFUL VOICE

Cimo's voices is like a weapon, because it is loud and pierces the ears of many people. Cimo, however, cannot kill people with such a power, because this special defence was not made for killing, rather knocking the oppenet out and allowing for escape. Cimo try not to use this ability, because it can sometimes hurt those around them, and cause their allies to fall unconcious as well. The instead fight with blade or spell most the time, only using this power in emergencies.

CIMO NAMES

Cimo names have many roots of where they came from, often though they come from the original names of the kings and queens that once ruled the swordcoast and its planes. These names have a royal ring in them, making their names a wonder of their own. Cimo also gain a second name, usually from close companions and friends. Here are some examples of the names of Cimo

Male Cimo names: Mano, Kinoto, Toboi, Mea, Toiuk, Noti, Nukeal, Tonoloo, Gaqu, Forlamondo, Toyud, Makod, Tolot Tomak, YeMond

Female Cimo names: Faro, Quirt, Maold, Faoro, Mallitii, Tuo Tyoue, Hyiok, Tieodkty, Gurtol, Juasp, Guosme, Thworuetti, Tyio, Youin, Eleen, Shamaloo

Second name: Metal beard, King, Striker, Pacer, Companion, Oathtaker, Honorbond, Seerer, Saviour

CIMO TRAITS

Cimo share certain racial traits as a result of their Cimo descent

Ability Score Increase. Your Strength, Wisdom, and Constitution score increases by 1

Age. Cimo mature much slower than humans reaching adulthood around the age of 55 years old. They seem to not age, and live for about 800 years, because they are the most evolved race ever.

Alignment. Cimo follow a path of law, trying to keep to the oaths and promises they make over the years. They don't usually follow any specific lawful alignment, they however are usually neutral in diplomatic missions, trying to show the faults in both sides.

Size. Cimo are about the same size as humans, ranging 5 feet tall to 6 feet tall. Your size is medium

Speed. You base walking speed is 30 feet

Cartilage. You gain +1 to armor class

Claws. Your hands are sharp and metallic from the metal like cartilage you where. Your unarmed strikes deal 1d4 + your Strength modifier slashing damage, and you're proficient with them.

strikes. You also gain a climbing speed of 20 feet.

Wailing of the grave. You may take a action to use your screech attack. The attack deals 1d10 + your wisdom modifier psychic damage to everyone in a 60 foot radius that is not deafened. They must succeed a constitution DC saving throw of 8 plus your proficiency bonus plus your wisdom modifier. If they succeed the save, they take no damage, but if they fail, they still take full damage. If someone is concentrating on a spell, they make the concentration saving throw with disadvantage. If a creature is knocked down to 0 hit points by this trait, they are instead unconcious, and don't need to make death saving throws. They will wake up again in a minute unless dealt a killing blow. If not killed in a minute, they come up, with half their hit points.

languages. You speak and write common and one one other language of your choice.



TOGANO

Staring at the great wall of water coming Angarg held forth his club and charged at the sea spawn coming to the beach. He was followed with his friend, Yuttogi, her giant claymore preparing to charge a rising kraken striking with tentacles and beaked mouth. Following closely behind were angry men, women and children wielding sickles, fans, and daggers, cutting down all of the monsters trying to invade the coast. Biting and bashing with club and shield, his eyes glowing with a holy rage. He gave a great war cry and was added by the cries of injured men, cries of broken women, and cries of sorrowful children weeping other fallen family. With these cries he only struck harder and quicker, defeating all of the sea spawn. Now all that was left was the monstrous kraken.

Hunting the dark sea water and striking at all the creatures that move, Maono looked for the lost spellbook while defending from dark creatures of the water. She held forth her staff, made from the bone of a whale and with a glowing anemone. She soon found the spellbook... in the claws of a terrible dragon turtle!

SEAS OF THE PLANE OF WONDER

In the plane of wonder, there is a great divide between them and their enemies, Cimo. You see, Togano weren't always the lonely sea dwellers that they are today. The Cimo, the rulers of the plane of wonder, banished the Togano for a horrid crime, their king Ompal, did to the original king and queen of the Cimo. Togano felt betrayed by their king and they're old allies. This caused the Togano to change their society to become a democracy, who the first judge helped founded the first law, that their will be no discrimination man, women, and children, Deep dwellers, or Shallow beings, and the judge, Agmatha the beloved, has a great statue depicting her wielding her a greatsword in one hand, and a scale of justice in the other.

OATH BORN

In every city is the statue of Agmatha the beloved, this is where all ceremonies are conducted, like elections, marriages, and baby blessings. When you were born, all the Togano take a pledge to make sure that they treat everyone as equals, and never throw those away, good or evil. This is where a baby Togano is born, it is placed before the judge, and blessed with strength and good luck. This is where they spend five years of their life, training for whatever profession they follow for their life. They also learn Togandolive, a language using draconic character for writing, and sounds smooth and elegant like elvish. They also learn cultures of other races, and other studies.

LEFT FOR TRASH

Togano are left for nothing by most races, left with only scavenged bits and pieces for them to use for equipment, and supplies for construction, but that hasn't stopped their love of others, and the artism they seem to be able to make from old fenses, nets, and bones. They also spend their time cleaning up the oceans, and forests for the life. Respecting all life is important to the Togano, they only strike out at Cimo, or those who have respect for the waters and forests they dwell in. They still only try to defend, never strike offense.

WATER MAGIC

Deep dweller Togano have the power to coat their weapons with a special frost that can never be defrosted. This can help deal damage even when a creature is immune to bludgeoning, slashing, or piercing damage. Shallow beings cannot use this power because they have left their powers to be free. They instead work on striking at their opponets as many times as they can. They use this trait to instead over whelm weak enemies.



SHALLOW BEINGS

Long ago, when the Togano were cast into the sea, there a secret city lived in a far woods where a group of Togano fled. This is known as the city of ponds, were, the trees hold buildings made of a strong grass and a pond for swimming at the base of each tree, were they hold a small statue of Agmatha the beloved. Because of their time up on the surface,

Shallow Beings, have to now wear where special armor to go their brethern, and spend most of their time training physical parts of their body instead of their mind, making them better warriors then their sea brethern, though not as strong in mind. They are usually rangers, fighters, barbarians, or monks, and live in training monasteries instead of training under the statue of Agmatha the beloved.

DEEP DWELLERS

When the Togano were forever cast into the ocean, they were transformed by the Cimo when Ompal betrayed their king and queen, to be able to survive the waters of the deep. After that, the cimo basically forgot about them, or treated them as a boogey men, or demons. When ever contact is made with deep dwellers and shallow beings, it can be slightly strained by some envy, but is not awful anger. Deep dwellers make good monks, clerics, rangers, and druids.

TOGANO NAMES

Togano have no real concepn of names for different genders or ages, instead going by their city name, and a name they were given at birth or by good friends.

Birth names: Agamati, Agamatha, Araan, Aewt, Ahyuu, Arttu, Banm, Balhu, Barga, Barnahage, Bi, Comonli, Corga, Dimo, Dooh, Doiutty, Derfawuqii, Domaa, Dery, Doplo, Hoft, Quiood, Thiigy, Terman, Garman

Given names: Aegis, Snapper, Bone bringer, Happy eye, Vipper, Titan, Clapper, Swimmer

TOGANO TRAITS

Togano share certain racial traits as a result of their Togano descent.

Ability score Improvement: Your Constitution increases by 1, and your Wisdom increases by 1, while your Charisma score decreases by 1

Age. Due to living in polluted waters, and forgotten forest, Togano have adapted to live long enough to clean up these enviroments. You are considered physically mature at 14 years old, but are considered spirtuaily mature at 54 years old, and can live up to 350 years old.

Alignment. Coming from a people who are neutral with matters of Law and Choas, also being born from a goodly people, you are usually neutral good.

Size. You range from around 5 to 7 feet tall. Your size is medium.

Speed. Your base walking speed is 30ft, and you have a swimming speed of 30ft them.

Dakvision. Do to living in the dark waters, and gloomy woods, all your race is use to the dark. You gain darkvision of 60ft, seeing in dimlight as if it were brightlight, and darklight as if it were dimlight.

Languages. You know to speak, read and write both common and Togandolive, a complex language like unto elvish or draconic in nature

Subraces. Two subraces of Togano exist: Deep dwellers, Shallow beings. Choose one of them for your character.

DEEP DWELLERS

Deep dwellers are Togano that leave in the sea and are the most common of their race, with training in mind, and body. You also know how to survive in deep waters.

Ability score Improvement: Your Wisdom score increases by 1

Amphibious. You can breathe air and water.

Sea life. Adapted to even the most extreme ocean depths, you have resistance to cold damage, and you ignore any of the drawbacks caused by deep, underwater enviroment.

Water magic. Your weapons and spells deal extra cold damage equal to half your level and your wisdom modifier (minimum 0). If a weapon or spell deals fire damage, there is 75 percent chance that this trait doesn't work.

SHALLOW BEINGS

Shallow beings are Togano who haven't gained the ability to breathe both air and water, but instead have only learned to swim faster then most other races, and how to use the water magic of their brethern, instead focusing on body more then mind.

Ability score Improvement: Your Strength or Dexterity score increases by 1

Beating strike. You deal one extra die of damage on a critical hit

Fighter nature. You gain a plus one bonus to your attack roll and damage die.

Warrior training. You gain proficiency with acrobatics or athletics.



WONDERFOLK

Spinning her rapier at the dazzled dragon, Velvet struck out at the lizard like monster, missing it. "You can never defeat me!" cried the dragon, realising the attack. Velvet cursed herself as she was flung across the dungeon room by the scaly tail of the dragon. She jumped up, narrowly missing a blast of lightning. She laughed as she said, "Maybe so, but you haven't seen my power yet." She then jumped up and created a orb in her hand. She flung it at the surprised dragon, as a cloud of green smoke enveloped the dungeon, causing the dragon to cough, and make it unable to see the attacking rabbit.

Both of the adventures walked home, a mouse and a elf Their heroism well known. They had defeated Orcus, god of undead and the abyss itself. "Well then, my friend Varis, we Celebrate! Your victory," said Petalbee. Varis, then looked at the town ahead, a kobold army marching in the east. "I don't believe the celebration will be long," said he. Petalbee then looked at the army as well, creating a orb of energy. They both jumped at the attack, sprinting to the defence of the village they loved.

WONDER EFFECT

When the wonder plane was made by the gods, woodland animals entered in by accident, and the magic of the wonder planes made these animals into sentient humanoids who now are abundant around the plane. As the wonder plane began to become open to the world, Wonderfolk began to come into the world, and were surprised to discover the imprints of their ancestors. still alive and able to be seen, often trying to take rodents or forest animals back to the plane of wonder. This upsets many druids of the forest, thinking it a act of unnatural nature. Wonderfolk and these Druids may sometimes clash, finding to be each others' enemies. This can also bring a clash between the Wonderfolk themselves, siding with or against these druids.

WONDER ORBS

All Wonderfolk have a special ability of magic, known as wonder orbs. Wonder orbs are a special power gained after the woodland creatures that came here started turning into Wonderfolk. This magic comes in the shape of a orb, giving them power enough to fight armies or monsters of hideous size. Just like Dragonborn have their magic breathe, Wonderfolk have the ability to cast spells that are innately inside them. This magic is draining, and takes a while to recharge just like most magic. As you gain experience, your magic can become innately stronger, unlike other magic. This, however, still can have penalties. You can just as easily have this magic backfire on you!

1d10	Animal	1d10	Animal
1	Rabbit	6	Bat
2	Mouse	7	Ferret
3	Badger	8	Squirrel
4	Rat	9	Frog
5	Skunk	10	Lizard



MIXED ANIMALS

Wonderfolk are a mixed set of animals that have different A specific animal may show far more than the rest of the animals, like a wonderfolk may have a more Ferret like noise, but overall, they may appear more like a badger, or a skunk. The table to the left can help you come up with how your Wonderfolk may look like. Roll it twice for minor features, and roll once more for the overall image. This however doesn't give you features that will give you properties that can help you, such as bat wings, or the strong noise of a badger. This is all just for looks and helping to identify your character.

WONDER FOLK NAMES

Wonderfolk are usually given names by the people of the material plane, usually names about what can describe their animal like companion best. Often they are given names that are related to their animal appearance, or a description of how they look, like Featherfall if their part owl and they found them when they had fallen from a tree which they had climbed up to look at some owls, or squirrels that they had noticed on their way.



WONDERFOLK TRAITS

Wonderfolk share certain racial traits as a result of their Wonderfolk descent.

Ability Score Improvement: Your Dexterity increases by 2 and your Charisma score increases by 1.

Age. Wonderfolk mature at about the same rate as humans, considered mature at the age of sixteen. Wonderfolk live slightly longer than humans, living up to 100 years of age.

Alignment. Wonderfolk enter the world wanting to explore more than get gain or conquer, making you a good or neutral alignment. Since you are not abonde by laws or or rights, you are usually a neutral alignment and follow whatever you think is best.

Size. You stand around 3 to 5 feet tall. Your size is small.

Speed. Your base walking speed is 30ft

Darkvision. Living in dark forest and twilight light, you have grown acustomed to dark conditions. You gain dark vision of 60ft, seeing in dimlight as if it were brightlight, and darklight as if it were dimlight.

Nimbleness. You make checks against being grappled with advantage.

Orb of wonder. You have one use of a magical attack called the orb of wonder. The orb of wonder allows you to use a first level spell slot when you are at 1st level, a second level spell slot when you have reached 3rd level, and third level spell slot when you have reached 5th level. The spells use Charisma as their spell casting modifiers, and you must complete a short or long rest to cast this orb of wonder again.

Woodland training. you gain proficiency with a martial weapon of your choice and one trait out of perception and insight.

Languages. You can speak and write common and elvish.





ZORMANDU`

Staring at the serpent in front of him, Tauil bulled forward and struck at its scales with his piercing horns. The serpent retaliated, letting out a cloud of poisonous smoke. Tauil was not so easily stopped. He called a ball of fire, throwing it with rage. His companions watched in fear as Tauil entered into a bloodlust, only wanting death to be the cause of his existence. The serpent was long dead at his feet before he stopped the assault on the carcass. He then felt his eye flash at the sight of the gore around him. What had he just done?

Marui meditated in front of the golden statue, using this practice many times before to stop the rage that enslaves her emotions and thoughts. Being in this state, she did not notice the assassin stalking up behind her. That is, until she heard the shifting gravel. The man was on the ground in front of her within seconds.

CULTIST BY LINEAGE

Zormandu` were once a society of raving cultist who worshipped made up deities, like unto the Koa-toa that roam the underdark. However, unlike the fish resembling people, the Zormandu` have tried to put their ancestors brutal and evil ways behind, most of them at least, trying to use meditation practices or other sources to control their barbaric rage, and unquenchable bloodlust. This, however isn't always followed by their people, and there is a division between the race, those who want to change, and those who wish to follow the practices of their forefathers and mothers. Zormandu` are often at war with each other, taking many lives in the process.

WAR BITTEN

Through the years of war, Zormandu` are grand fighters, often seen at the front lines of a battle or other battle aid. However, Zormandu` also take up peaceful measures, trying to make peace and love spread through the land. This is often the case, where Zormandu` try to lend a hand to



ZORMANDU` NAMES

Zormandu` have cultist like names, for after all, they are often seen as such. They have no family names, for they are an independent race, holding onto what they think is right and shunning what they find an evil thing. However, they are often given tagnames from their companions, which the Zormandu` call bond names. Here are some examples.

Male Zormandu` names: Ach, Mauilo, Sluve, Runfo, Takki, Yu, YethLo, Zoro, Nephico, Lamano, Shato, Biyoo, Ooboo, Huitar, Hetar, Thuro, Deamontoly

Female Zormandu` names: Ashyif, Maorty, Huoi, Rof, Loliy, Solyutigho, Manydi, Gurp, Tyianaao, Formagh, Yuior, Peni Tyoor, Mafaia, Shalon, Zoro, Mefruok, Tye

Zormandu` bond names: Demon one, Silent praiser, Loving hand, Defending voice, Tyrant fire, Peace bringer, War fire, Blood luster, Rage fighter

ZORMANDU` TRAITS

Zormandu` share certain racial traits as a result of their Zormandu` descent.

Ability score improvement: Your Strength score increases by 2 and your Dexterity score increases by 1

Age. You are considered mature when you reach the age of 5, needed to be trained for the purpose of war. You live for about 60 years, though that is usually from death by war.

Alignment. Coming from a people formed in the chaos of your cultist lineage, you tend toward a chaotic alignment. Your people split between evil and good, you tend toward one of the two extremes, usually never following a neutral part of the alignment.

Size. ranging from 6 to 8 feet tall, your size is medium.

Speed. Your base walking speed is 30 feet

Horns. You are never unarmed. Your unarmed strikes deal 1d6 piercing damage and you are proficient with these hits.

Rage. You enter into a rage when you are at half your maximum hit points of damage, unless you succeed a Int saving throw to stop it. You can choose to fail if wanted. If you fail, you go through the rage feature listed in the barbarian class. Once you do this you can't do it again until a short or long rest.

Zormandu` weapons training. You can proficiency with longswords, shortswords, and one other martial weapon of your choice as a Zormandu`

Languages: You know how to speak read and write common and orcish. You also know a language of your choice from the plane of wonder.





EQUIPMENT

As you look at some of the proficiencies in some of the and equipment listed in this chapter below.

WEAPON PROFICIENCY

Class	Weapons
Bard	Finesse sword, Grappling launcher
Cleric	Grip blades
Druid	Fan, Tri-dagger, Fin blades, Farmer flail, Rambloo, Sling shot
Monk	Grip blades, Grappling launcher
Rogue	Chain Whip, Finesse sword, Dagger launcher, Grappling launcher
Sorcerer	Tri-dagger, Farmer flail, Sling shot, Fan
Warlock	Grip blades
Wizard	Fin blades, Fan, Sling shot

ARMOR

The following armor brings in new concepts to the game and brings in a few rules that must be followed accordingly.

Element reflection: This armor or shield gains the ability

to defend you against certain elements. You choose from acid, cold, fire, or poison. You can deal half the damage dealt to you back toward a enemy within 20 feet as a reaction.

Modifiable: This armor can gain modifications listed at the end of the chapter.

ARMOR

Armor	Cost	Armor Class (AC)	Strength	Stealth	Specialties	Weight
<i>Light Armor</i>						
Leather bands	10gp	11 + Dex modifier	—	—	Modifiable	8 lb.
Sharmonine	1,025gp	14 + Dex modifier	—	disadvantage	—	14 lb.
Wonderleather	45gp	11 + Dex modifier	Str 11	disadvantage	Elemental reflection	13 lb.
<i>Medium Armor</i>						
Leather Plate	850gp	15 + Dex modifier(max+2)	Str 15	disadvantage	Modifiable	35 lb.
Layered Hide	25gp	13 + Dex modifier(max+2)	—	—	—	26 lb.
<i>Heavy Armor</i>						
Mord Mail	100gp	15	Str 15	disadvantage	Modifiable	55 lb.
Helmed	3,000gp	20	Str 18	disadvantage	—	112 lb.
<i>Shields</i>						
Tower	45gp	+3	—	automatic failure	—	13 lb.
Buckler	5 gp	+1	—	—	—	2lb.
Dreadnaught	45 gp	+2	—	—	Elemental reflection	7lb.
Swabber	50gp	+2	—	—	Can deal 1d6 piercing damage	9 lb.

LIGHT ARMOR

Leather bands. A simple cover with thick bands able to easily modify this armor. It is light, and quiet with a breastplate and a skirt of simple bands of leather that make little to no noise

Sharmonine. A strange metal found in the Wonderplane, Sharmonine is made light and strong. It is a simple, whiteish metal that is made into a helmet of light make, a breastplate, gauntlets, and a skirt(see right) that closely resembles plate armor.

Wonderleather. Made from the hides of many beast in the plane of wonder, this black leather as the capability as many creatures in the plane of wonder to reflect back elements

MEDIUM ARMOR

Leather plate. A suit of leather formed into plates, this is easy to modify and build upon, and strong as well. This is usually made with a breast plate and a leather skirt.

Layered Hide. A pack of heavy fur that makes little noise compared to it's brother the simple hide armor. This consist of a fur cloak, and fur skirt, with a fur breastplate.

HEAVY ARMOR

Mord mail. A special chain used by the Cimo warriors in the ancient days, this chain shirt was able to seemingly magically bond metals to itself, and made for easy modifying. This consist of a chain shirt and skirt.

Helmed. A heavy metal of layered full plate, This tanky and heavy armor can withstand many blows, but makes it near impossible to stealth.(see left) This consist of Helment, Breastplate, Shoulder pads, Gauntlets, chainmail skirt, and armored boots.

WEAPONS

The following weapons bring in new concepts to the game and brings in a few rules that must be followed accordingly.

Weighted: You may make only one attack with this weapon per turn.

Catching: These weapons allow for easier disarming. You may make an attack, and with each hit, you can disarm *one* weapon from the enemy, or attempt a grapple with disadvantage.

and you follow the same properties as a range a range attack.

Defensive: You can use your action to gain +3 to your ac.

Swimming: You gain a swimming speed +10 feet

Climbing: You gain a climbing speed of +10 feet

Seige: You deal double damage to buildings.

Any other features mentioned in the weapons is in the player's handbook and the [Exotic weapons hand book](#)



EXPANDED WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Climbing pick	7sp	1d4 piercing	3 lb.	Light, climbing
Tri-dagger	15sp	1d6 piercing	3 lb.	Light, finesse, catching, thrown(10 - 20ft)
Fan	2gp	1d4 slashing	1 lb.	Covert, thrown, (20 - 40ft)
Fin blades	25gp	1d6 slashing	2 lb.	Swimming
Peasant sword	15gp	1d6 slashing	5 lb.	Weighted
Farmer flail	22gp	1d8 bludgeoning	12 lb.	Weighted, reach 10ft, heavy
<i>Simple Ranged Weapons</i>				
Sling shot	2sp	1d4 bludgeoning	1 lb.	Ranged(10 - 20ft), reloading
Rambloo	45gp	2d4 slashing	6 lb.	Ranged(45 - 120ft), reloading, covert
<i>Martial Melee Weapons</i>				
Wreaking ball	125gp	3d10 bludgeoning	45 lb.	Weighted, reach 25 ft, seige, heavy, two - handed
Chain whip	25gp	1d8 slashing	3 lb.	Heavy, finesse, catching, defensive, reach 15ft
Claymore	75gp	4d4 slashing	24 lb.	Heavy, two - handed, weighted, seige
Finesse sword	25gp	1d8 piercing	2 lb.	Light, Finesse, Vesatile(1d10), defensive
Double sided blade	75gp	2d4 piercing	12 lb.	Heavy, weighted, catching, two handed, special
Grip blades	45gp	1d6 slashing	8 lb.	Climbing, swimming, catching, finesse
<i>Martial Ranged Weapons</i>				
Moving Ballista	375gp	2d10 piercing	50 lb.	Heavy, two handed, ranged, loading, seige, ranged (120-480)
Dagger launcher	30gp	—	3 lb.	Special, ranged(150 - 600ft)
Grappling launcher	45gp	1d6 piercing	6 lb.	Catching, climbing, ranged(200 - 350ft)
<i>Fire arms</i>				
Hand cannon	2000gp	3d10 ballistic	15 lb.	Ammunition(300/1200) loading, siege

SPECIAL FEATURES

Double sided blade: You can make a attack with one side of the sword, and then as a bonus action, you can make a second attack with your bonus action, with all proficiency and attack bonuses. You can use this trait with the second attack feature, from classes such as the Fighter class.

Dagger launcher: You can put either a dagger or a tri-dagger into the dagger launcher and use the dagger attack as normal. This weapon is only made to launch daggers, and doesn't deal damage.



MODIFICATIONS FOR ARMOR

These following features are made for armor with the modification feature, and can't be applied on any object without such a feature. These features all a cost applied to them that must be followed. It takes about two hours to apply a modification to a upgrade, and 1 hour to take the modification off.

Spiked armor: While being grappled, you deal 1d4 piercing damage to the creature grappling you. 15gp

Stealth padding: You gain advantage on stealth, or you cancel out any disadvantage caused by your armor. 45gp

Fire padding: You gain a resistance to fire damage. 30gp

Acid padding: You gain a resistance to acid damage. 30gp

Ice padding: You gain resistance to cold damage. 30gp

Lightning padding: You gain resistance to lightning damage. 30gp

Warrior mask: You gain proficiency with the intimidation trait. 10gp

Shock absorber: You gain resistance to, piercing, slashing and bludgeoning damage. 100gp

Magic resistance: You gain advantage on magic saving throws, and magical attacks made against you are at disadvantage. 130gp

Lightened armor: You're armor weighs half its weight. 50gp

Leg reinforcers: You gain +5 to speed. 50gp

Hidden weapon: You have a hidden dagger in your armor, and it can come out as a bonus action, dealing 1d4 damage for unarmed strikes. 1gp

Night vision: you gain darkvision of 60ft, with sunlight sensitivity. 10gp

Electrical output: You deal a extra 1d4 lightning damage. 45gp

Magma gloves: You deal 1d6 fire with your unarmed strikes. 75gp

Slippery: Checks made to grapple you are made at disadvantage. 30gp

Glider fins: You take half damage from fall damage. 50gp

Strength supporters: You strength increases by 1 and being a size small character doesn't impare disadvantage. when a weapon has the heavy trait. 150gp

Light: Your armor has a helmet that puts out a a cone of bright light of 30 feet, and a extra 15 feet of dim light. 12gp

Arm extensions: you gain a +5 feet to reach with weapons. 50gp

Horned armor: you are nevered unarmed. your unarmed strikes deal 1d6 piercing damage and you are profcient with these strikes. 75gp

Winter gear: you become adapted to cold climates as described in chapter 5 of the *Dungeon Master's Guide*. 45gp

Shaded helm: If your character has the sunlight sensivity feature, they ignore that condition while wearing this armor. 30gp

Special attachment: you put a arcane focus, holy symbol, musical instrument, gaming set, druidic focus, or a tool in your armor. 45gp

leaping boots: you have a +10 feet to jumping speed. 65gp

FEATS

STRONG WARRIOR

Prerequisite Strength 13: With hours of practice and studied your muscle structure to better use heavy and weighted weapons.

- You deal an extra point of damage while wielding a weapon with the wheighted or heavy trait.
- You ignore the weighted and heavy traits

