

**DUNGEON MASTERS GUILD™**

# ARMS & EQUIPMENT GUIDE



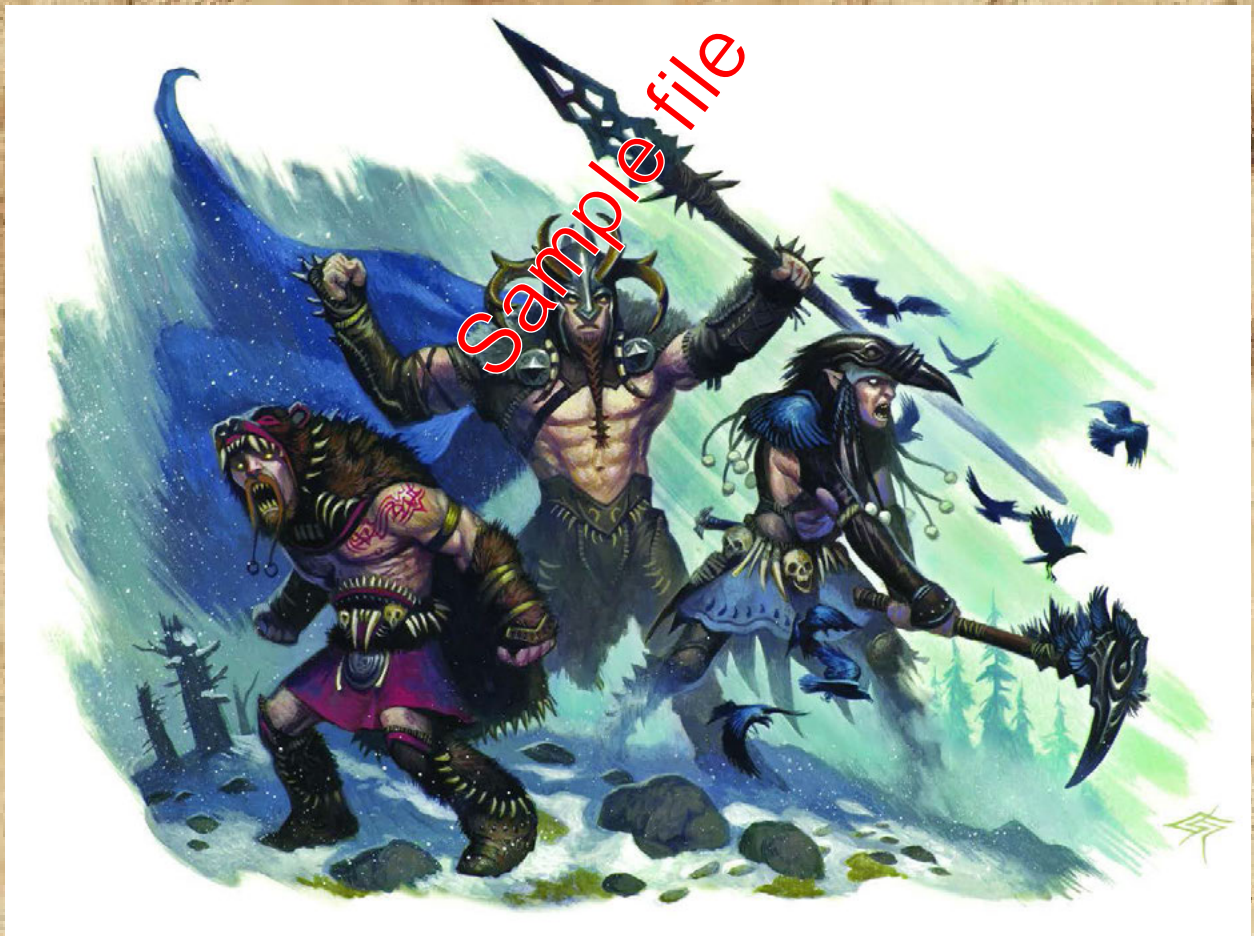
New weapons & armors  
for your D&D campaigns!



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# ARMS AND EQUIPMENT GUIDE FOR 5TH EDITION

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## INTRODUCTION

Frustrated players and Dungeon Masters of the world, rejoice!

Your imaginations won't be limited to the small list of gear proposed in the *Player's Handbook*. No longer will you have to content with a weapon that kinda look like what you had in mind, but not really. With this guide, you will be able to equip you characters with exotics armors and weapons that give your PC the exact tone you desire.

The lack of options provided by the *Player's Handbook (PHB)* is, for a player used to previous editions, appalling to say the least. I hope by adding this guide that I will sway older gamers that are hesitant to switch over to 5th edition D&D, because of lack of accessible armors and weapons that used to be described in older editions. This book contains the informations they have been waiting for to upgrade their game.

I have compiled many different sources of gear from many books from 2nd, 3rd and 4th editions, including: *Arms and Equipment Guide*, *PHB*, *The Complete Book Humanoids*, *The Complete Ninja's Handbook*, and many more. Please note that some item are not necessarily upgrades on standard *PHB* gear as much as flavor gear to give dept and texture to your characters.

The scope of this work doesn't encompass specific race weapons and armors that are now classified in the magical section: like Dwarven Plate Mail or Elven Chain Mail. I have done my best to harmonize the weapon damage and cost to the standards of the 5th edition *PHB*, but sometimes there were inconsistencies in the cost relative to damage, so I had to use common sense.

I hope that this resource will save you time and give you more flavor to your games, by making readily accessible a whole array of armament to arms you hero and villains alike in their glorious encounters.

**For DMs:** Of course the informations and equipments available in this book encompass many era and regions, so you want to pick and choose what suits your campaign setting and period era. For this, we have provided you with a table showing the availability of the gears proposed in this book in different ages that you can select for your campaign. Feel free to remove any items that don't fit the vision of your game.

**Historical Accuracy:** I have not done any research on this regard other than use the original manuals from AD&D 2nd. But the original writer and TSR team had made "every attempt to ensure that the information presented here [was] historically accurate."

# CHAPTER 1 - ARMORS

## LIGHT ARMOR

**Bark.** Crafted from the bark of ancient trees and treated to keep it from becoming dry and brittle over time. The bark is layered on a quilted layer of felt. Druids can wear bark armor.

**Wicker.** This last resort armor can be quickly improvised in the wilderness. It consists of tightly woven reeds attached to clothing to cover the body's sensible areas. Druids can wear wicker armor.

**Wood.** Cloth or leather armor that has been reinforced with strips or hardened wood. The armor covers the torso but leaves the limbs free for better mobility. Druids can wear wood armor.

**Bone.** Cloth or leather armor that has been reinforced with bone sewn on. The armor covers the torso but leaves the limbs free for better mobility. Druids can wear bone armor.

**Cord.** Tightly woven and knotted fibers of hemp or other natural material (like giant hairs) into a complete suit or thick fabric, offering decent protection at the cost of hampering movement. Druids can wear cord armor.

## MEDIUM ARMOR

**Coin Armor.** Similar to a scale mail armor, this armor is more for show than actual combat. Made of a large quantity of gold coin, it can be displaying personal family, clan or other heraldic patterns. Could be the attire of a dignitary or high general to showcase his might and prestige.

**Brigandine Armor.** An hybrid of both scale mail and studded leather, brigandine is a coat of soft leather or thick cloth with a layer of small metal plates riveted to it. The cloth could also be inserted between two layers of thick cloth or soft leather.

**Lamellar.** Similar to a brigandine armor, the lamellar consists of small plates of metal that have been sewn together or stitched in an overlapping fashion on a backing of soft leather or cloth.

## HEAVY ARMOR

**Banded Mail.** This armor consists of a chain mail and leather base with laminated horizontal bands of metal overlapping each other that have been hammered and riveted together to form each individual strip to better absorb shock.

**Bronze Plate Mail.** Made of softer metal than the steel of a full set of plated armor, the bronze plate mail is a more primitive version of it. Used by cultures that hadn't learned the technology required to forge iron and steel, it is made of heavy bronze plates attached to a layer of metal scales and padded armor.

**Plate Mail.** Here we would first like to make a distinction about the PHB simplified naming of the varieties of plate armors:

*The Plate Armor of the PHB would be called historically a Full Plate Armor.*

*The Breastplate of the PHB would be called historically a Field Plate Armor.*

The Plate Mail is a combination of brigandine or chain armor with metal plates covering broad areas of the body such as the chest, back, abdomen and groin. The sturdy backing of the armor was made of chain and leather layers to which the heavy steel plates were riveted to.

