Aronar's Armory Playtest

Weapons and Armor

In this section, a wide array of new armor and weapons is presented for groups looking to expand the variety of arms and armor available to characters.

Armors

The armor descriptions are presented in alphabetical order. Their entries on the Armor table are arranged by Type and then by Armor Class.

Nonmetal Alternatives. Studded leather can use wood or bone studs instead of metal studs. Likewise, the scales or carapaces of large creatures can be fashioned into a suit of scale mail, much like how dragon scale armor is crafted. Substituting armor material in this way requires custom work, and depending on the rarity and complexity of the materials, buyers should expect at least a 25% markup.

Armguard. An armguard is a form of defense compatible with archery and two-handed melee combat. They include metal and leather bracers, gauntlets, and vambraces. Wearing an armguard doesn't count as holding it in your hand, freeing the use of your hand for other tasks, such as attacking with both hands or casting a spell. When you are attacked, you can use your reaction to increase your AC by 1 the end of the turn.

Bone Mail. This armor is comprised of padded armor with a weave made of animal or monster bones stitched into its fabric. It often includes a skirt of composite bone and wood. Some sets of bone mail incorporate chest and rib bones that serve mainly as decoration.

Buckler. A buckler is a smaller shield held in the hand instead of strapped on the arm. A buckler can be equipped and unequipped as readily as a weapon.

Carapace. Made from the hardened shells of monstrous crustaceans, carapace armor is a breastplate worn over a padded shirt. It may include a padded coat or skirt.

Chitin. Chitin armor features plates of treated exoskeletons from gigantic insects. Typically this armor is fashioned into a breastplate and leggings, using leather around joints for flexibility.

Lacquered. This lamellar armor features lacquerer wood plates and bands instead of metal, stitched into a canvas coat.

Scale Hide. Scaled hide armor uses treated hides from giant lizards and drakes for enhanced protection at the cost of added weight.

Shell. This armor is crafted from the shells of turtles or tortoises. It features a breastplate and backplate made of a single large, carved shell, or multiple small shells, and includes armguards and leggings made of a ribbing of split shells.

Tower Shield. This massive shield provides cover for the entire body. On a turn in which you don't move more than 10 feet using your speed, you gain half cover against ranged weapon attacks. As an action, you can set your shield and duck behind it granting you three-quarters cover until you move, make an attack, or the start of your next turn.

A tower shield can't be used as a spellcasting focus. A character is considered proficient with tower shields if it is proficient in heavy armor, shields, and martial weapons. Holding a tower shield counts as wearing heavy armor.

Armor

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
Light Armor					
Bone mail	60 gp	12 + Dex modifier	—	—	15 lb.
Medium Armor					
Scaled hide	75 gp	13 + Dex modifier (max 2)	—	—	25 lb.
Lacquered	100 gp	14 + Dex modifier (max 2)	—	Disadvantage	30 lb.
Chitin	600 gp	14 + Dex modifier (max 2)	—	—	20 lb.
Carapace	1,000 gp	15 + Dex modifier (max 2)	—	Disadvantage	35 lb.
Heavy Armor					
Shell	150 gp	15	Str 13	Disadvantage	40 lb.
Shield					
Armguard	5 gp	+0	—	—	1 lb.
Buckler	8 gp	+1	—	—	3 lb.
Tower Shield	50 gp	+2	Str 15	Disadvantage	20 lb.

Weapons

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Catch pole	1 gp	—	5 lb.	Entangling, two-handed
Claw	4 gp	1d4 slashing	1 lb.	Finesse, light, unarmed
Control rod	5 gp	1 piercing	7 lb.	Barbed, entangling, two-handed
Knuckle duster	1 gp	1d4 bludgeoning	1/2 lb.	Light, unarmed
Kukri	2 gp	1d4 slashing	1 lb.	Finesse, light, thrown (range 20/60)
Scythe	1 gp	1d8 slashing	4 lb.	Two-handed
Spiked knuckle	2 gp	1d4 piercing	1 lb.	Light, unarmed
Swordstaff	5 gp	1d6 slashing	4 lb.	Versatile (1d8)
Simple Ranged Weapons				
Bola	8 sp	1 bludgeoning	1 lb.	Entangling, thrown (range 20/60)
Boomerang	5 sp	1d4 bludgeoning	1/2 lb.	Thrown (range 20/60)
Martial Melee Weapons				
Ball and chain	20 gp	1d12 bludgeoning	12 lb.	Heavy, two-handed
Beaked mace	8 gp	1d6 bludgeoning	4 lb.	Double (piercing)
Bladespear	15 gp	1d8 slashing	5 lb.	Reach, two-handed
Estoc	50 gp	1d10 piercing	5 lb.	Finesse, two-handed
Great scimitar	40 gp	1d10 slashing	5 lb.	Finesse, two-handed
Light flail	8 gp	1d6 bludgeoning	2 lb.	Finesse, light
Longspear	5 gp	1d8 piercing	5 lb.	Reach, two-handed
Lucerne hammer	20 gp	1d10 bludgeoning	7 lb.	Heavy, reach, two-handed
Parrying dagger	10 gp	1d4 piercing	1 lb.	Blocking, finesse, light
Saber	20 gp	1d8 slashing	3 lb.	Finesse
Sickle and chain	25 gp	1d4 slashing	2 lb.	Double (bludgeoning, reach), two-handed
Trident (revised)	5 gp	1d8 piercing	4 lb.	Thrown (range 20/60), versatile (1d10)
Triple staff	15 gp	1d10 bludgeoning	5 lb.	Two-handed
War chain	10 gp	1d8 bludgeoning	5 lb.	Reach, two-handed
Simple Ranged Weapons				
Shuriken	5 sp	1d4 slashing	1/4 lb.	Finesse, light, thrown (20/60)

Properties

A new property is included with the weapons.

Barbed. A creature grappled by a weapon with this property takes 1d4 piercing damage the first time on a turn that it attempts to escape the grapple. You don't add your Strength bonus to this weapon's damage.

Blocking. While wielding a weapon with the blocking property, when you are attacked, you can use your reaction to increase your AC by 1 the end of the turn.

Double. A weapon with the double property has an alternate method of attack, such as an attached chain or a different head attached to the end of a shaft. When using this alternative option, the weapon gains any property and has its damage type changed as listed in parentheses.

Entangling. After you hit a creature with a weapon with the entangling property, you can attempt to grapple it (no action required by you). A creature remains grappled until it removes the weapon. A weapon held by you requires an opposed grapple check to escape, while one no longer held by you, such as a bola, has an escape DC equal to 10.

Unarmed. With this weapon, you can replace its damage amount with your unarmed strike damage, but the weapon maintains its damage type. Class features and feat with effect unarmed strikes can be applied to a weapon with the unarmed property.

Weapon Equivalents

Certain weapons count as another weapon for the purposes of feats, class features, and magical effects, as shown on the Weapon Equivalent table.

Weapon Equivalent

Weapon	Counts as a
Beaked mace	Mace
Bladespear	Glaive
Estoc	Greatsword
Great scimitar	Greatsword
Kukri	Dagger
Light flail	Flail
Longspear	Pike
Lucerne hammer	Halberd
Parrying dagger	Dagger
Saber	Longsword
Shuriken	Dart
Swordstaff	Quarterstaff
Triple staff	Flail

Adventuring Gear

Item	Cost	Weight
Blast powder, powder horn	50 gp	1 lb.
Burst grenade	30 gp	1 lb.
Climbing claws	3 gp	1/2 lb.
Corrosive, vial	75 gp	1 lb.
Daemon's poison	60 gp	1 lb.
Explosive grenade	40 gp	1 lb.
Flare grenade	50 gp	1 lb.
Frozen ichor, flask	50 gp	1 lb.
Garrote	2 gp	1/4 lb.
Lanyard	8 sp	1/2 lb.
Lariat	1 gp	5 lb.
Smoke grenade	25 gp	1 lb.
Teardrop grenade	20 gp	1 lb.
Weapon bindings	6 gp	1/4 lb.

Adventuring Gear

This section describes items that have special rules or require further information.

Black Powder. Black powder is volatile, exploding when exposed to flame. As an action, you can scatter the powder onto a creature within 5 feet of you or throw it up to 20 feet, scattering the contents on impact. When thrown, make a ranged attack roll against a target creature or object, treating the powder as an improvised weapon. On a hit, the target is dusted in powder. If the target takes any fire damage before the powder is brushed or washed off (which take a creature one action), the powder ignites and the target takes 1d6 bludgeoning and 1d6 fire damage. You can also spread the powder on the ground or an object to cover a 5-foot square area, provided that the surface is mostly level. If lit, the powder explodes and deals 1d6 bludgeon damage and 1d6 fire damage to any creature or object occupying that space. A structure takes an additional 10 bludgeoning damage. For every additional pound of powder ignited, the bludgeoning damage to a creature increases by 1 (to a maximum of 20) and the damage to a structure by 10 (to a maximum of 200). Exposed powder in an adjacent space will ignite in a chain fashion when black powder explodes.

Burst Grenade. This grenade explodes in a concussive force. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must succeed on a DC 12 Strength saving throw or be knocked prone.

Climbing Claws. These special gloves have barbs to better grip a surface. While wearing them, you have advantage on Strength (Athletics) checks to maintain your grip while climbing, but have disadvantage on attack rolls with weapons.

Corrosive. This flask contains a highly corrosive compound that dissolves metal and leather. As an action, you can splash the contents of the vial onto a creature within 5 feet of you or throw the vial up to 20 feet, shattering it on impact. In either case make a ranged attack against a creature or object, treating the corrosive as an improvised weapon. On a hit, the target takes 1d6 acid damage and has its AC reduced by 2 if it is wearing armor (this can't reduce the base AC below 10) or composed of leather or metal for 1 hour. If the target is a leather or metal object, it takes an addition 2d6 acid damage.

Daemon's Poison. This sticky, adhesive fluid exudes a foul gas when exposed to air. As an action, you can throw the flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the daemon's poison as an improvised weapon. On a hit, the target takes 1d4 poison damage at the start of each of its turns for 1 minute or until the poison is washed off. In addition, a creature must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The target makes a new Constitution saving throw at the end of each of its turns, ending the condition for it on a success.

Explosive Grenade. This grenade explodes with destructive force. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must make a DC 12 Dexterity saving throw. A target takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

Flare Grenade. This grenade explodes in blinding light. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must succeed on a DC 10 Dexterity saving throw or be blinded until the end of its next turn.

Frozen Ichor. This sticky, alchemical fluid freezes when exposed to air. As an action, you can throw the flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature, treating the frozen ichor as an improvised weapon. On a hit, the target takes 1d4 cold damage at the start of each of its turns for 1 minute or until it takes fire damage.

Garrote. A garrote is a strong cord that you can use to strangle a creature. As an action, you can make one attack against an unaware or incapacitated creature that is no more than one size larger than you. On a hit, you grapple the target. While you maintain this grapple, you can't use your hands for another action. A creature that doesn't breathe is grappled normally.

During the grapple, the target begins to suffocate as you choke it. If the target ends its turn suffocating for a number of consecutive rounds equal to 1d4 + its Constitution modifier (minimum of 1 round), it is reduced to 0 hit points. At the end of each of its turns, an unconscious creature automatically fails two death saving throws.

The first time the target breaks your grapple it can breathe normally, but is remains grappled by you until the end of your next turn. During your next turn, you can attempt to strangle your target again by succeeding on a grapple check. If the grapple check fails, your target is no longer grappled by you.

A garrote can be cut, has AC 10, 5 hit points, and immunity to bludgeoning, cold, necrotic, poison, psychic, and thunder damage. When cut this way, your target is no longer grappled, and your garrote is rendered unusable.

Lanyard. This strap is wrapped around your wrist and the hilt or handle of a one-handed weapon or similar sized tool. While wearing it, you can't be disarmed. While the weapon or tool dangles out of your hand, you have disadvantage on attack rolls and ability checks using that hand.

Lariat. A lariat is a stiff rope with a loop on one end, with a length of 30 to 50 feet. It requires two hands to lasso and shove a target, but only one hand to maintain a grapple with it.

When you take the Attack action on your turn, you can replace one of your attacks with a lasso attempt of the lariat at a creature or object within 20 feet of you. Make a melee attack roll using your Dexterity instead of your Strength. On a hit, the target is grappled by you until it escapes the lariat. To escape, a creature capable of grasping the rope must use its action to make a DC 10 Strength (Athletics) check, freeing the target on a success. Destroying the lariat (AC 10, 10 hit points, and immunity to bludgeoning, poison, and psychic damage) also frees the target, ending the grapple.

While the target is grappled this way, you can attempt to shove it using the lariat. You can only pull a creature toward you unless the creature is no larger than you (or your mount if you are mounted), in which case you can choose to knock it prone instead. A grappled creature must be strong enough to carry you in order to move away from you, but it must spend 2 feet of movement for every foot moved unless it is larger than you (or your mount) in which case it can move normally.

Smoke Grenade. When this grenade explodes, it covers a 10-foot radius area in thick smoke. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. The area is heavily obscured for 1 minute or until a moderate wind (at least 10 miles per hour) disperses it.

Teardrop Grenade. This grenade explodes, creating a mist. As an action, you can throw the grenade at a point up to 30 feet away, where it explodes on impact. Each creature within 5 feet of the explosion must succeed on a DC 12 Dexterity saving throw or have its eyes covered by the substance of the mist. For 1 minute, the target has disadvantage on Wisdom (Perception) checks and ranged attack roll. The target can end this effect by using its action to make a DC Dexterity saving throw to wipe away the substance. A creature without eyes is immune to the effect.

Weapon Bindings. When applied to a claw, hand crossbow, knuckle duster, spiked knuckle, or war chain, the weapon can't be disarmed, but it takes requires an action to equip or remove it.

Feats

New feats are presented in alphabetical order.

Aerial Acrobatics

Prerequisite: Proficiency in Acrobatics or Athletics

Through grace and deftness you can spring into and out of battle. Once on your turn, you can perform an acrobatic feat in addition to your normal movement. Movement that is part of this feat doesn't provoke opportunity attacks. During this acrobatic feat, you can use your reaction to make a weapon attack against a target within your melee reach. You can perform the following feats:

- You can back flip, moving 5 feet in any direction into an unoccupied space. You can land on a surface up to 5 feet tall.
- You can flip over a target your size or smaller, provided the space behind it is unoccupied. You occupy this space at the end of your maneuver.
- You can spring off of an object or creature that is larger than you, jumping again immediately.

Agile Weapon Training

Prerequisite: Proficiency with a martial weapon

You have mastered techniques to adroitly use certain weapons, gaining the following benefits:

- Melee weapons that lack the heavy or reach property that you wield are treated as having the finesse property, allowing you to use your Dexterity modifier on attack and damage rolls with that weapon instead of your Strength.
- • Once during your turn when you hit a target with a weapon that has the finesse property or an unarmed strike, you can deal damage equal to your proficiency bonus to a different creature within your reach. The damage is the same as the weapon's damage type.

Blademaster

Your skill with lighter edged and pointed weapons is impressive. You gain the following benefits while wielding a bladestaff, estoc, great scimitar, longspear, scimitar, scythe, shortsword, or sickle:

- When you miss a creature with an attack, you have advantage on the next attack roll you make with the weapon before the end of your next turn.
- If during your turn you have advantage on an attack roll against a creature, you can forgo the advantage for that roll to make an additional attack with the weapon as a bonus action.

Chain Mastery

You have mastered several techniques when wielding a chain weapon (ball and chain, flail, light flail, sickle and chain, triple staff, war chain) or whip, gaining the following benefits:

- While wielding a ball and chain, flail, sickle and chain, or triple staff with two hands, you can treat the weapon as having the reach property.
- You have advantage on shove attempts to knock a target prone with a chain weapon or whip, and if you successfully knock a target prone, you can automatically pull that creature 5 feet toward you.
- As a bonus action you can enter a special stance. Once before the start of your next turn when a creature enters your weapon's reach, you can make one attack with it. On a hit, this attack deal's the weapon's normal damage, except you don't add your ability modifier unless it's negative.

Combat Repositioning

You are able to strategically reposition yourself in the heat of battle, gaining the following benefits:

- Increase your Strength or Intelligence score by 1, to a maximum of 20.
- When you damage a creature with a melee weapon attack on your turn, you can swap places with the target or move to an unoccupied space within 5 feet of it as a bonus action. This movement doesn't provoke opportunity attacks.

Consecutive Strikes

Prerequisite: Proficiency with a martial weapon

Each time you hit a creature with a melee weapon attack from a weapon that has the light property or an unarmed strike, the next time you hit that target with a such a weapon, you deal 1 extra damage with it. Consecutive hits increment this damage to a maximum bonus equal to your proficiency bonus. If you miss your target or attack a different creature, the extra damage bonus resets to 0.

Dart Master

You are adept at throwing daggers, darts, and similar items, gaining the following benefits:

- You can draw a weapon with the thrown property as part of the attack you make with it.
- When you throw a boomerang, dagger, or dart as part of the Attack action, you can make one attack with a different boomerang, dagger, or dart as a bonus action against a creature within the weapon's normal range.
- When you miss a creature with a ranged attack using a weapon with the thrown property by 5 or less, the next attack a creature makes against the target before the start of its next turn has advantage.

Evasive

While unrestricted by armor and shields, your movement is more precise and swift. While you wear no armor and don't wield a shield other than an armguard or buckler, you have the following benefits:

- You increase your AC by 1.
- When you are attacked, you can choose to impose disadvantage on that attack. You can impose disadvantage this way a number of times equal to your proficiency bonus.
- When you fail a Dexterity saving throw, you can take a reaction to reroll your saving throw but the new saving throw has disadvantage and you must use the new roll. You can't take this reaction if you already have disadvantage on the saving throw.

Fencing Mastery

You are trained in dueling with one-handed weapons. You gain the following benefits:

- When a foe within 5 feet of you misses you with a melee weapon attack, you can use your reaction to make one attack with a one-handed weapon against that foe.
- When you successfully disarm a creature as part of the Attack action on your turn, you can make one melee weapon attack as a bonus action. If you have a second melee weapon in hand and use it to make this attack, you have advantage on the attack roll. If you have an open hand, you can grab a disarmed weapon as part of this bonus action, and if it's a one-handed weapon, use it to attack as you would a second weapon in hand.

Gladiator Fighting

You are trained in the fighting style of the gladiatorial arena. You gain the following benefits:

- During your turn when you hit a creature with a melee weapon attack from a one-handed weapon that lacks the light property, you can attempt to shove. If the target is knocked prone, you can choose to deal 1d4 + your Strength modifier damage to it of the same type as the weapon as a bonus action.
- Whenever you shove a creature and push it away from you as part of the Attack action on your turn, you can throw a one-handed weapon at it as a bonus action, provided you have a free hand. You draw the weapon as part of the bonus action.
- You can throw a net up to 20 feet and never have disadvantage on attack rolls with one. Creatures caught in your net have disadvantage on Strength and Dexterity checks.

Hafted Glory

You are especially practiced with axes and hammers. You gain the following benefits:

- The first attack you make with each axe, halberd, hammer, maul, or hammer on your turn has advantage unless you draw the weapon.
- After making an attack with a weapon, you can draw a handaxe or light hammer, provided you have a free hand. You can then make a ranged attack with it as a bonus action.

Hand Switch Technique

You are proficient in swapping your active weapon hand when fighting with a weapon. You gain the following benefits when wielding a single one-handed weapon with nothing in your other hand:

- You have advantage on saving throws and ability checks against being disarmed.
- When you miss a target with a weapon that has the versatile property, you can make another attack with that weapon as a bonus action. This attack deals the weapon's versatile damage, but can count as using the weapon with one or two hands.
- When you hit a target with a one-handed weapon, you can increase your AC by 1 until the start of your next turn as a bonus action.

Impulse Shot

Your reflexes are especially swift in ranged combat, granting you the following benefits:

- Increase your Strength, Dexterity, or Wisdom score by 1, to a maximum of 20.
- You can draw a weapon that has the thrown property as part of the attack you make with the weapon.
- Your ranged weapons and weapons with the thrown property can be used to make opportunity attacks with a reach that is 5 feet greater than your normal melee reach.
- When you roll initiative while wielding a ranged weapon or a one with the thrown property and aren't surprised, you can use your reaction make one ranged attack with the weapon against a creature you can see within 30 feet of you. You have disadvantage on this attack roll.

Invisible Blade

You follow a tradition of striking with your weapon as you draw it. After rolling initiative, the first attack you a make with a one-handed melee weapon has advantage provided the weapon is sheathed and your other hand is free. On a hit, you deal extra damage equal to three times your proficiency bonus.

Lunging Thrust

While wielding a lance, rapier, spear, or trident, you can enter a special stance at the start of your turn. In this stance, you increase your reach with that weapon by 5 feet until the end of your turn, but each attack you make this turn must be against the same target.

Medium Armor Specialization

Prerequisite: Proficiency with medium armor

You are trained in using your armor to absorb and redirect impact, gaining the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- While wearing medium armor, you can add your Constitution modifier to your AC instead of Dexterity to a maximum of +2 (or +3 if you have the Medium Armor Mastery feat).

Power Shots

You use might to draw the strings of your ranged weapons, grant you the following benefits.

- Increase your Strength score by 1, to a maximum of 20.
- You can use Strength instead of Dexterity for attack and damage rolls with ranged weapons that have the heavy property.
- When you reduce a creature to 0 hit points with a ranged weapon attack, you can make one attack with the weapon against the first target within 10 feet in the path of the ammunition. On a hit, you deal the weapon's damage without modifiers unless those modifiers are negative.

Practiced Shot

You can steady your aim with two-handed ranged weapons and slings, allowing for more precise attacks. As a bonus action, you can focus on a target within the weapon's normal range. The next attack you make against the target deals 1d8 extra damage on a hit.

Riposte Stance

As an action, you can enter a special stance. While in this stance, opportunity attacks you make don't require your reaction, but you can only make one opportunity attack against a creature each turn.

In addition, while wielding two one-handed weapons or a buckler, you can take a reaction when you are attacked by creature. Make a weapon attack using one weapon or a buckler (treat the buckler as a simple melee weapon) against an AC equal to the attack roll that hit you. You have advantage if your attack uses a dagger or buckler. On a hit, you can make one attack with a different weapon you hold against that creature. If this attack hits, it is automatically a critical hit.

Staggering Strike

Prerequisite: Unarmed strike damage of at least 1d4

Once each turn when you hit a creature or object with an unarmed strike, you can deal one extra die of damage. In addition, the first Strength, Dexterity, or Constitution saving throw the target makes before the start of your next turn is reduced by the amount of damage you dealt with this feat.

Shield Striking

Prerequisite: Extra Attack feature

You have learned to use your shield to do more than block, gaining the following benefits:

- A shield, other than an armguard or tower shield, counts as a light weapon for you. You are proficient with your shield and it deals 1d6 bludgeoning damage on a hit (1d4 for a buckler).
- When you are missed by a melee attack while holding a shield, you can take a reaction to attempt to shove your attacker.
- When you hit a creature with an opportunity attack using a shield, the creature's speed become 0 for the rest of the turn.

Swinging Chain

You are especially talented in wielding whip-like weapons. You gain the following benefits.

- Increase your Strength or Dexterity score by 1, to a maximum of 20.
- When you make an attack with a sickle and chain, war chain, or whip, you can attack a second creature within the weapon's reach. When you do so, you don't add your ability modifier to the damage of the extra attack unless that modifier is negative.

Tandem Strike

You have mastered techniques to support your allies in battle, gaining the following benefits:

- Increase your Strength, Dexterity, or Intelligence score by 1, to a maximum of 20.

- When you take the Ready action to make a weapon attack against the same target that ally attacks during its turn, you have advantage on your attack roll and can move up to 10 feet as part of your reaction. On a hit, roll your weapon's damage dice twice when determining your damage.

Thuggery

You are brutal in a fight, willing to pummel a foe to dispatch it. You gain the following benefits:

- While wielding a club or mace in one hand, the weapon's damage die becomes a d8, and while wielding a greatclub in two hands, the weapon's damage die becomes a d12.
- When you deal damage with a club, greatclub, mace, or morningstar to an incapacitated, prone, or restrained creature, you can cause the target takes an extra 1d8 + your proficiency bonus bludgeoning damage from the weapon as a bonus action.

Thunderous Might

Prerequisite: 15+ Strength

Your strikes with a heavy weapon are especially jarring, sending harmful vibrations within their targets. When you hit a creature or object within 5 feet of you with a weapon that has the heavy property, you can take a bonus action to deal 1d6 extra thunder damage to the target.

Twin Weapon Master

You are adept at aggressively fighting with two weapons, gaining the following benefits:

- While holding a one-handed melee weapon in each hand, opportunity attacks you make can strike with both weapons. Make a single attack roll. On a hit, you deal both weapon's damage + the modifier you used to make the attack.
- • Once during your turn when you attack with a one-handed weapon while taking the Attack action while fighting with two weapons, you can make one extra attack with the other weapon without using your bonus action.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one.

Whirlwind Flurry

Prerequisite: the Extra Attack class feature

When you take the Attack on your turn, you can replace each of the additional attacks you gained through the Extra Attack feature with a Whirlwind Strike. When you perform a Whirlwind Strike, you can make one attack with the weapon against each creature or object within 5 feet of you that you choose.

If you are engaging in two-weapon fighting, you can make a similar attack using the other weapon as a bonus action. This applies to each Whirlwind Strike you make during your turn.

Variant Rules

Medium Armor Strength Requirements (Variant)

Medium armor if generally fairly heavy, but for groups that don't use encumberance rules, it becomes trivial for characters to equip despite having a low Strength score. With this variant rule, medium armor gains a Strength requirement as shown in the Medium Armor Strength Requirement table.

Medium Armor Strength Requirement

Armor	Strength
Medium Armor	
Hide	—
Chain shirt	Str 9
Scaled hide	Str 9
Lacquered	Str 11
Scale mail	Str 11
Breastplate	Str 11
Chitin	Str 11
Carapace	Str 13
Half Plate	Str 13
Shield	
Buckler	Str 9
Shield	Str 11

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Epic Boons

Boon of Herculean Might

You deal greater damage with weapons, increasing each of the weapon's damage die by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12, and d12 to 2d8) when you deal damage with them.

Boon of Monkey's Grip

You can wield a two-handed weapon with one hand and deal the versatile damage of a weapon with the versatile property whether you wield it with one or two hands.

Historic Weapons

Sometimes a player wishes to outfit a character with a historic weapon from a certain culture or one found in a work of fiction. In 5th edition D&D, the weapons, including those added in this supplement, aim to be more general. As such, a player can flavor a weapon with the desired concept. The Weapon Alternatives tables shows many common weapons and their D&D equivalents for mechanical purposes.

Weapon Alternatives

Weapon	Equivalent	Weapon	Equivalent
Arbalest	Heavy crossbow	Katar	Claw
Arming sword	Saber	Khopesh	Longsword
Atlatl	Javelin	Kodachi	Saber
Bagh nakh	Claw	Kris	Dagger
Bardiche	Glaive	Kunai	Dagger
Baselard	Shortsword	Kusarigama	Sickle and chain
Bastard sword	Longsword	Kyokestu-shoge	Sickle and chain
Bisentō	Bladespear	Mancatcher	Control rod
Broadsword	Longsword	Meteor hammer	War chain
Cestus	Spiked knuckles	Naginata	Glaive
Chain whip	Flail	Nagimaki	Longsword
Chakram	Kukri	Ninjato	Scimitar
Claymore	Greatsword	Nunchaku	Light flail
Cutlass	Scimitar	Odachi	Greatsword
Dadao	Longsword	Poleaxe	Battleaxe
Daikyu	Longbow	Ranseur	Longspear
Dao	Saber	Rod	Club
Epee	Shortsword	Sai	Parrying dagger
Falcata	Saber	Sap	Club
Falchion	Longsword	Shamshir	Saber
Flail, two-handed	Triple staff	Shotel	Saber
Flamberge (large)	Greatsword	Tanto	Kukri
Flamberge (small)	Rapier	Tekko	Knuckle duster
Gladius	Shortsword	Tessen	Sickle
Guan Dao	Glaive	Tetsubo	Maul
Harpoon	Javelin	Tonfa	Club
Jian	Saber	Two section staff	Flail
Jo	Club	Uchigatana	Longsword
Jutte	Parrying dagger	Wakizashi	Scimitar
Kaginaga	War chain	War fan	Sickle
Kanemuchi	Greatclub	Yari	Spear
Katana	Longsword	Zweihander	Greatsword

UPDATE NOTES

DECEMBER 2023

- Bucklers are now historically accurate as opposed to being based on earlier RPG adaptations. Armguard replaces the original buckler mechanics, freeing the buckler to serve as a +1 shield option for weight-conscious characters.
- Tower shield weight increased. Half cover no longer requires a bonus action.
- Various adjustments made to weights and cost for weapons.
- Damage and properties retuned to ensure each weapon has a clear role and identity. As a result, certain weapons were cut.
- Revisions, except the trident, were removed due to budgeting the new properties and desiring not to alter their damage. With the 2024 revision, the Weapon Mastery will provide further distinction, which is a tool that will be used to further refine the new options.
- A number of weapons with the special property have been reworked to lose this property so they are easier to run. In a number of cases, new weapon properties have been added. In the 2024 revision, these properties will be tied to the Weapon Mastery system and any supplemental system for Weapon Mastery that I develop.
- Barbed is a new weapon property to support specialized entangling weapons that are harmful to escape.
- Blocking is a new weapon property that functions like the armguard, decoupling it from the optional disarm rules. A blocking weapon reduces its maximum damage by 2 (or decrease the die one step).
- Double is a new weapon property for weapons that have alternate attack modes. A double weapon reduces its maximum damage by 2 (or decrease the die one step).
- Entangling is a new weapon property for weapons that can grapple targets on hit.
- Strapped in a new weapon property applied by adventuring gear to prevent disarming, but comes with drawbacks.
- Lariat and Garrote have been reworked similarly to the One D&D net as "adventuring gear" to keep weapons more streamlined.

- Feats saw a lot of cleanup and were rebalanced.
  - The goal of this rebalance was to align power feats into two categories: passive damage bonus and bonus action damage. This schism is based on Great Weapon Master / Sharpshooter and Crossbow Expert / Polearm Master. The goal was that all primary weapons (i.e. excluding those whose primary function isn't damage) have both one passive and one bonus action damage option and that those benefits align with the existing damage increases of the core feats.
  - Only feats that were under budget by ~50% are half feats (using Piercer as a benchmark). All other feats are designed as competitive to the big four so that all weapons are equally supported.
  - IMPORTANT! These feats are made for the 2014 game balance plus XGtE and TCoE. OneD&D (and subsequently the 2024 revision) uses different feat balance, and as such you shouldn't use these feats for a OneD&D playtest. After the release of the 2024 revision, these feats will receive a revised edition for groups using the updated rules.
- A variant rule and two epic boons are included. These sections will be expanded upon in the future.