



Zurn Weapon Update

Dear Reader,

Greetings from the Zurn team! We enjoy playing many roleplay games, and today we're presenting an update to the weapon system in Dungeons & Dragons.

We present this for three reasons. First, some aspects of the weapon system in D&D are **unrealistic**: they don't line up with historical use of weapons and constrain player options, and that's not something that we want. We want our players to think outside the box, and that means we need some changes.



Second, there are items **missing** from the list, causing specific character builds to fall into ruts because there are only 1-2 items that they use. If you have a high Dexterity, you are probably using a longbow at range and a rapier in melee because those are the best choices (short of taking a feat or being a monk). And I don't like it when a character has no way to advance save for magical item drops: I want to see more reason to keep a club, dagger, or light hammer for the long haul.

And finally, weapons are just not as cool as **spells** in D&D. It's a truth universally acknowledged that a single martial character with a desire for options in combat must be in want of a spell, because otherwise combat gets very monotonous very quickly. And I think that's a shame: weapons are *cool*, and they should feel cool without the aid of magic.

We also make some boring updates like giving uses to pack equipment, because why not: they come up every now and then, so we give some stats to those items.

So from one roleplayer to another, may your cup always overflow, may the Light shine around every corner, and may you never cease to dream,

Aaron Kamakawiwoole

Founder and Creator, *The Warriors of Zurn* Series



New Weapons

Our first update involves **new weapons** available for use, designed to round out the options for players, open up new options for choices, and provide thematic options for player characters and non-player characters (hereafter “NPCs”) alike.

These are designed to fill gaps: more options and more uniqueness makes for more fun, as it encourages players to think hard about what they choose and how they fight their enemies. They are also designed to give “upgrade paths” for characters to advance their weapons by creating another tier of weapon that is better than their starting weapon. So if you want more versatility in your games, feel free to use these.

Weapon	Cost	Damage	Weight	Properties	Weapon Type
Composite Bow	75 gp	2d6 piercing	2 lb.	Ammunition (range 120/480), Heavy, Two-Handed	Martial
Flanged Mace	10 gp	1d8 bludgeoning	4 lb.	Versatile (1d10)	Simple
Gastrophetes	25 gp	1d8 bludgeoning	5 lb.	Ammunition (range 60/240), Loading, Two-Handed	Simple
Great Scimitar	25 gp	1d8 slashing	3 lb.	Versatile (1d10), Finesse	Martial
Paired Dagger	10 gp	1d4 piercing	1 lb.	Finesse, Light, Warding Blade (the dagger does not count as a weapon for the Duelist combat style when paired with another weapon, and rapiers gain the Light property when used with a Paired Dagger)	Martial
Plumbata Dart	1 sp	1d6 piercing	1/2 lb.	Finesse, Thrown (range 30/90)	Martial
Scythe	5 gp	1d8 slashing	6 lb.	Two-Handed	Simple
Shotel Sword	25 gp	1d6 piercing	3 lb.	Finesse, Curved Blade (the weapon ignores AC bonuses from shields)	Martial
Spiked Club	5 gp	1d6 piercing	4 lb.	Light	Simple



Weapon Update

Our second weapon update involves **special strikes**: abilities given by a type of weapon that makes it distinct from other weapons that deal similar damage, cost similar amounts, etc. This will give a reason to take, say, a club over a dagger beyond just doing different types of damage (which most of the time makes no difference at all), and might even give a reason for someone to take a weapon that deals less damage to gain this special ability. You can find the effects of the special abilities after the weapons list.

If dungeon masters want players to invest gold pieces (hereafter “gp”) to gain special abilities, characters must pay an additional **25gp** to gain the special ability. We see no reason to make this a requirement (as non-player characters can also use these special abilities), but if you want to, it’s an option.

Related, we will also be adding **additional damage options** for each weapon in light of their use in historical martial arts. In most cases the won’t make a difference in combat, but if you come across skeletons (who are vulnerable to bludgeoning damage) or other creatures where a specific damage type would work better, giving the players options to change their damage might make them think more creatively about their use of weapons.

One of the classic examples of this is the **longsword**. Longswords do **slashing** damage (which makes sense, as a lot of attacks with longswords traditionally were cuts and slicing strikes), but they could also do **piercing** damage (taking advantage of the long weapon and sharp tip), and even **bludgeoning** damage (if you flip the sword around and strike with the pommel, commonly referred to as a *mordhau*, or “murder stroke”).

So while not every weapon will be able to do all three types of standard weapon damage, a number of the weapons in the game can, and giving the option to change your damage just encourages players to think a bit more about what their character would do in a given situation. And that will keep them engaged and make your games better.

SIMPLE MELEE WEAPONS

Weapon	Cost	Damage	Weight	Properties	Special Strike
Club	1 sp	1d4 bludgeoning	2 lb.	Light	Stunning Strike
Dagger	2 gp	1d4 piercing or 1d4 slashing	1 lb.	Finesse, Light, Thrown (range 20/60)	Focused Strike
Flanged Mace	10 gp	1d8 bludgeoning	4 lb.	Versatile (1d10)	Batter
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-Handed	Stunning Strike
Handaxe	5 gp	1d6 slashing	2 lb.	Light, Thrown (range 20/60)	Weapon Pull
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)	Heavy Missile
Light Hammer	2 gp	1d4 bludgeoning	2 lb.	Light, Thrown (range 20/60)	Sundering Strike
Mace	5 gp	1d6 bludgeoning	4 lb.		Batter
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)	Parry
Scythe	5 gp	1d8 slashing	6 lb.	Two-Handed	Weapon Pull
Sickle	1 gp	1d4 slashing	2 lb.	Light	Slicing Cut
Spear	1 gp	1d6 piercing or 1d4 slashing	3 lb.	Thrown (range 20/60), Versatile (1d8)	Preemptive Strike
Spiked Club	5 gp	1d6 piercing	4 lb.	Light	Leveling Blow

SIMPLE RANGED WEAPONS

Weapon	Cost	Damage	Weight	Properties	Special Strike
Crossbow, Light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), Loading, Two-Handed	Sundering Strike
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, Thrown (range 20/60)	Gaping Wound
Gastrophetes	25 gp	1d8 bludgeoning	5 lb.	Ammunition (range 60/240), Loading, Two-Handed	Leveling Blow
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (80/320), Two-Handed	Take Aim
Sling	1 sp	1d4 bludgeoning	—	Ammunition (30/120)	Leveling Blow

MARTIAL MELEE WEAPONS

Weapon	Cost	Damage	Weight	Properties	Special Strike
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)	Weapon Pull
Flail	10 gp	1d8 bludgeoning	2 lb.		Leveling Blow
Glaive	20 gp	1d10 slashing or 1d10 piercing	6 lb.	Heavy, Reach, Two-Handed	Sweeping Cut
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, Two-Handed	Leveling Blow
Greatsword	50 gp	2d6 slashing or 2d6 piercing or 1d8 bludgeoning	6 lb.	Heavy, Two-Handed	Sweeping Cut
Great Scimitar	25 gp	1d8 slashing	3 lb.	Versatile (1d10), Finesse	Slicing Cut
Halberd	20 gp	1d10 slashing or 1d10 piercing or 1d10 bludgeoning	6 lb.	Heavy, Reach, Two-Handed	Sundering Strike
Lance	10 gp	1d12 piercing	6 lb.	Reach, Special	Leveling Blow
Longsword	15 gp	1d8 slashing or 1d8 piercing or 1d8 bludgeoning	3 lb.	Versatile (1d10)	Parry
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, Two-Handed	Sundering Strike
Morningstar	15 gp	1d8 piercing	4 lb.		Batter
Paired Dagger	10 gp	1d4 piercing or 1d4 slashing	1 lb.	Finesse, Light, Warding Blade (the dagger is not a weapon for the Duelist combat style, and rapiers gain the Light property)	Parry
Pike	5 gp	1d10 piercing	18 lb.	Heavy, Reach, Two-Handed	Preemptive Strike
Rapier	25 gp	1d8 piercing or 1d6 slashing or 1d4 bludgeoning	2 lb.	Finesse	Focused Strike
Scimitar	25 gp	1d6 slashing or 1d4 piercing	3 lb.	Finesse, Light	Slicing Cut
Shovel Sword	25 gp	1d6 piercing or 1d4 slashing	3 lb.	Finesse, Curved Blade (the weapon ignores AC bonuses from shields)	Focused Strike
Shortsword	10 gp	1d6 piercing or 1d6 slashing or 1d4 bludgeoning	2 lb.	Finesse, Light	Gaping Wound
Trident	5 gp	1d6 piercing	4 lb.	Thrown (range 20/60), Versatile (1d8)	Gaping Wound
War Pick	5 gp	1d8 piercing	2 lb.		Sundering Strike
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)	Sundering Strike
Whip	2 gp	1d4 slashing	3 lb.	Finesse, Reach	Disabling Strike

MARTIAL RANGED WEAPONS

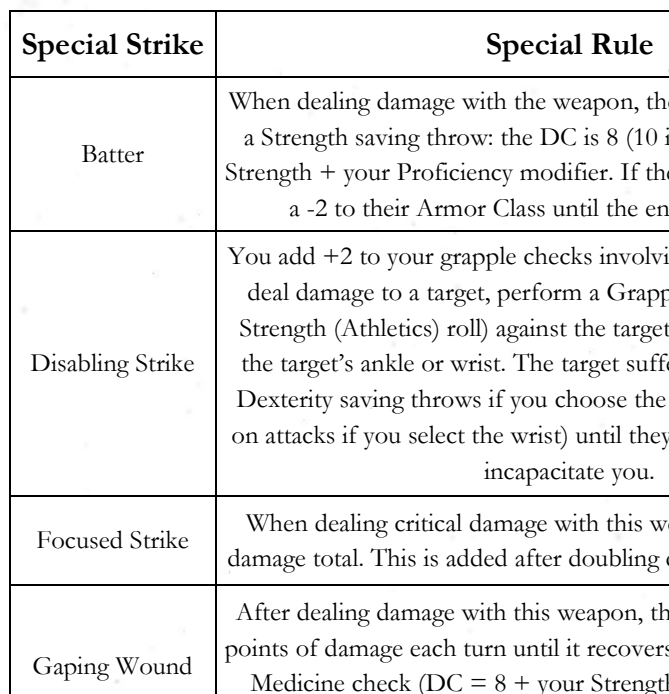
Weapon	Cost	Damage	Weight	Properties	Special Strike
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (range 25/100), Loading	Take Aim
Composite Bow	75 gp	2d6 piercing	2 lb.	Ammunition (range 120/480), Heavy, Two-Handed	Take Aim
Crossbow, Hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), Light, Loading	Sundering Strike
Crossbow, Heavy	50 gp	1d10 piercing	18 lb.	Ammunition (range 100/400), Heavy, Loading, Two-Handed	Sundering Strike
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (150/600), Heavy, Two-Handed	Take Aim
Plumbata Dart	1 sp	1d6 piercing	1/2 lb.	Finesse, Thrown (range 30/90)	Gaping Wound
Net	1 sp	1d4 bludgeoning	3 lb.	Special, Thrown (5/15)	Preemptive Strike

On the following pages you can find the special rules for the special strikes. What follows here are some “designer notes” on what each is designed to accomplish.

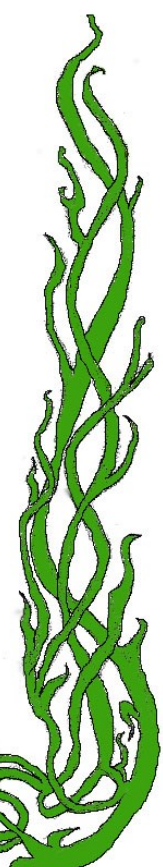
Several of the special rules are designed to add **control** elements to melee characters: you can adjust the enemy’s ability to fight, inflict harmful conditions, and slow opponents. To some extent special rules like *Preemptive Strike* also fit this bill, as the chance of triggering an attack of opportunity changes how they move and what risks they will take.

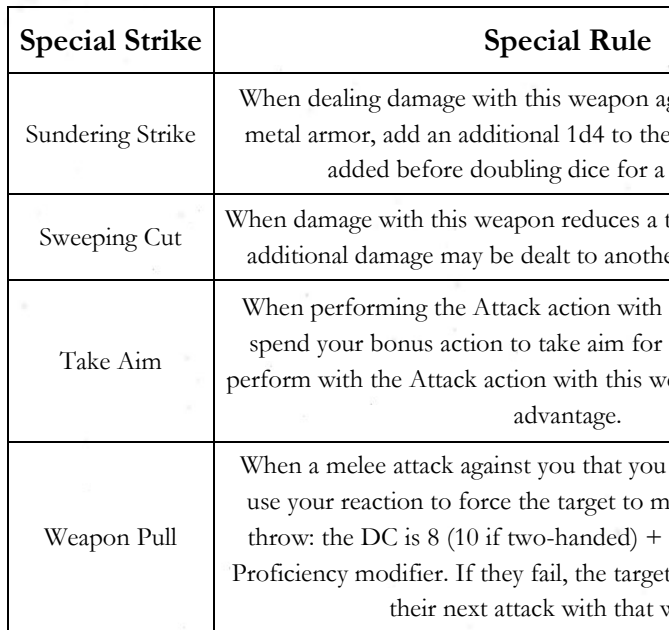
Others are designed to double down on the **damage** of the character. Special rules like *Focused Strike* and to some extent *Preemptive Strike* do this in simple ways (adding or performing attacks when someone enters your range), but there’s a unique entry here and that is the **net** as a *Preemptive Strike* weapon. Since nets are often employed within 5ft of you or at your maximum range of 15ft, you are typically performing this at disadvantage. This is a problem if it’s one of your main attacks, but it becomes far less of a problem if you are using your reaction on an enemy’s turn to deploy it. Now I have an issue with the net as-is (it should have a 10/20 ft range, not a 5/15 ft range), but without making a dramatic change to the stats on the net, it at least mitigates the issue by potentially tying up the enemy on their turn instead of hurting your attacks on yours.

We hope you enjoy them! Send any feedback to aaronk@zurncentral.com. We look forward to hearing from you!



Special Strike	Special Rule	Weapons
Batter	When dealing damage with the weapon, the target must also make a Strength saving throw: the DC is 8 (10 if two-handed) + your Strength + your Proficiency modifier. If they fail, the target suffers a -2 to their Armor Class until the end of its next turn.	Flanged Mace, Mace, Morningstar
Disabling Strike	You add +2 to your grapple checks involving the whip. When you deal damage to a target, perform a Grapple check (an opposed Strength (Athletics) roll) against the target: if you succeed, select the target's ankle or wrist. The target suffers disadvantage on all Dexterity saving throws if you choose the ankle (or disadvantage on attacks if you select the wrist) until they defeat your grapple or incapacitate you.	Whip
Focused Strike	When dealing critical damage with this weapon, add 1d6 to the damage total. This is added after doubling dice for critical damage.	Dagger, Rapier, Shovel Sword
Gaping Wound	After dealing damage with this weapon, the target suffers 1d4 hit points of damage each turn until it recovers hit points or receives a Medicine check (DC = 8 + your Strength or Dexterity + your Proficiency modifier) to close the wound.	Dart, Shortsword, Plumbata Dart
Heavy Missile	When dealing damage with the weapon to a target with a shield, the target may only gain a maximum of +1 to their Armor Class from the shield until they perform a Strength saving throw: the DC is 8 + your Strength or Dexterity + your Proficiency modifier. If the target does not have a shield, their speed is halved until they pull the weapon from their body as an action for the turn.	Javelin
Leveling Blow	When dealing damage with the weapon, the target must also make a Strength saving throw: the DC is 8 (10 if two-handed) + your Strength or Dexterity + your Proficiency modifier. If they fail, the target is knocked prone.	Spiked Club, Gastrophetes, Sling, Flail, Greataxe, Lance
Parry	When you are attacked by a melee attack or a Thrown weapon attack you can see, you may use your reaction to roll 1d4: all melee Attacks and Thrown weapon Attacks against you until the start of your next turn are reduced by that number.	Quarterstaff, Longsword, Paired Dagger
Preemptive Strike	When a target enters your reach, you may spend your reaction to perform an attack of opportunity against the target.	Spear, Pike, Net
Slicing Cut	When dealing damage with this weapon against a target who is not wearing metal armor, add an additional 1d4 to the damage total. This is added before doubling dice for a critical strike.	Sickle, Great Scimitar, Scimitar
Stunning Strike	When dealing damage with the weapon, the target must also make a Constitution saving throw: the DC is 8 (10 if two-handed) + your Strength or Dexterity + your Proficiency modifier. If they fail, the target is <i>Stunned</i> until the end of its next turn.	Club, Greatclub





Special Strike	Special Rule	Weapons
Sundering Strike	When dealing damage with this weapon against a target wearing metal armor, add an additional 1d4 to the damage total. This is added before doubling dice for a critical strike.	Light Hammer, Crossbows, Halberd, Maul, War Pick, Warhammer
Sweeping Cut	When damage with this weapon reduces a target to 0 hit points, all additional damage may be dealt to another target within reach.	Glaive, Greatsword
Take Aim	When performing the Attack action with this weapon, you may spend your bonus action to take aim for the turn. Attacks you perform with the Attack action with this weapon are performed at advantage.	Blowgun, Bows
Weapon Pull	When a melee attack against you that you can see fails, you may use your reaction to force the target to make a Strength saving throw: the DC is 8 (10 if two-handed) + your Strength + your Proficiency modifier. If they fail, the target gains disadvantage on their next attack with that weapon.	Handaxe, Scythe, Battleaxe



Pack/Background Items

Some items in packs have statistics: we know what ropes do (and to some extent pitons), but we don't know what most of the items in packs do. This section fixes that.

Most items will not have a rolling mechanic assigned to them: waterskins carry a certain amount of water, food rations keep you from starving, and that's it. But where a roll is useful we have included those here.

We have also copied the costs from the book inasmuch as we know them, and have supplemented those that lack costs with reasonable costs in light of other items. Feel free to use these in your game.

Item	Cost	Weight	Properties
Admirer Favor	1 gp	1/8 lb.	A token from an admirer. You gain advantage on Charisma checks with your admirer and on Charisma checks to convince someone that the giver is your admirer.
Alms Box	2 sp	1/8 lb.	A small box for carrying alms for the poor. You add your proficiency to Charisma (Persuade) rolls to collect funds for the poor.
Bag of Sand	2 cp	1 lb.	A small bag of sand. You may throw the sand at a target (range 10/15). The target must pass a DC8 + Dexterity + Proficiency Modifier Dexterity saving throw or is blinded until the end of your next turn.
Bedroll	1 gp	7 lb.	A blanket and pillow combined into one to aid in sleeping outdoors. While in the bedroll you gain advantage on Constitution saving throws against the elements and suffer disadvantage on Dexterity saving throws.
Bell	1 gp	1/16 lb.	A bell that rings when it moves, heard within 20ft and perceived on a Perception DC of X, where X = half the number of feet away that the hearer is.
Blanket	5 sp	3 lb.	A blanket to keep you or someone else warm. You add +2 to Constitution saving throws against the elements (often fire or cold damage).
Book of Lore	25 gp	5 lb.	A book on a given topic. You gain proficiency with ability checks involving the topic.
Censer	5 gp	2 lb.	A metal bowl for burning incense. You add +2 to Charisma (Performance) rolls when performing religious rites.
Chest	5 gp	25 lb.	A chest for carrying items. Items within the chest are immune to the elements.
City Map	1 gp	1/4 lb.	A map of a city. You recall the location of places in the city.
Costume	5 gp	4 lb.	A costume, designed to help you blend in. You look like the wearer of the costume.



Item	Cost	Weight	Properties
Family Token	Varies	Varies	A token from your family. Select an item as appropriate, and add +1 to your Wisdom saving throws to resist the <i>Frightened</i> condition.
Fine Clothes	15 gp	6 lb.	A set of fine clothes. You treat a Charisma (Performance) roll of 4 or lower as a “5.”
Guild Letter of Introduction	5 gp	1/8 lb.	A letter from your guild. You gain advantage on Charisma (Persuade) or Charisma (Intimidation) checks involving your guild as appropriate.
Hammer	1 gp	3 lb.	A work hammer. Treated as a Light Hammer that lacks the <i>Thrown</i> property.
Hunting Trophy	5 gp	Varies	A past trophy. You add +2 to Charisma (Intimidation) rolls with appropriate targets.
Incense Block	25 gp	1 lb.	A block of sweet-smelling incense burned in a censor. You may use this as an incense component for appropriate spells.
Ink, Pen, Wax, and Paper	11 gp	1/2 lb.	A bottle of ink and a pen for writing. You may write notes and other things down in a language that you know. You may also copy down texts in languages you don’t know.
Insignia of Rank	2 gp	—	A symbol of your rank. You add +2 to Charisma checks with soldiers of lower rank.
Iron Pot	2 gp	10 lb.	A cast iron pot for cooking and concoctions. You may make potions or meals, or strike a target: a 1d4+Strength bludgeoning damage simple weapon, Versatile (d6)
Lucky Charm	5 gp	1 lb.	A small lucky charm you’ve acquired. You may reroll a single die once per long rest. Limit of 1 charm per character (lest the charms jinx each other).
Map/Scroll Case	1 gp	1 lb.	A case designed to keep scrolls safe. Items in the case are immune to the elements.
Pedigree Scroll	10 gp	1 lb.	A scroll showing your lineage. You gain advantage on Charisma checks with nobility.
Perfume Vial	5 gp	1/2 lb.	A vial of perfume. You add +2 to your Charisma (Persuade) and Charisma (Performance) rolls, and your scent is replaced with the smell of the perfume.
Piton	5 cp	1/4 lb.	A metal spike used for climbing or as a doorjamb. Pitons hammered into a wall serves as a secure handhold or foothold, and is unmoved by doors and other persons unless the target passes a DC25 Strength (Athletics) check.
Prayer Book / Prayer Wheel	1 gp	2 lb.	A small book or wheel for reciting prayers. You add +2 to Wisdom (Religion) rolls.
Rations	5 sp	2 lb.	Characters who eat 1+ rations of food a day do not suffer 1 point of exhaustion and may regain their hit points after completing a long rest.
Shovel	2 gp	5 lb.	A shovel for digging. You gain advantage on Strength (Athletics) digging rolls.
Signet Ring	5 gp	1/4 lb.	A ring showing your family and status. You add +2 to Charisma (Persuade) checks.
Small Knife	1 gp	1 lb.	A small knife for opening letters. Counts as a Dagger without the <i>Thrown</i> property.
Soap	2 cp	1/4 lb.	A slab of soap. You suffer no penalties to Charisma rolls for dirtiness after washing.
Staff	2 sp	4 lb.	A staff for travel. Counts as a Quarterstaff.
Vestments	5 gp	4 lb.	Your priestly garments. You add +2 to appropriate Charisma checks with your religion’s devotees.
Waterskin	2 sp	5 lb. (full)	A waterskin. Holds 1 quart (2 points, 4 cups) of liquid

