



AMAZONS
Vs
ALKYRIES

ARMS
AND ARMOR

Bloodstone Press™



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ΚΡΕΔΙΤΩ

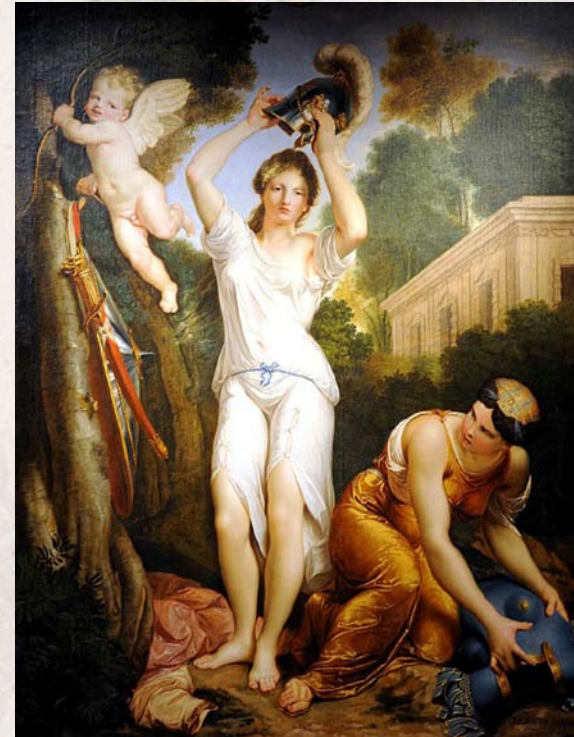
Design and Development by L. J. Ogre

Editing by Les Moore

Graphic Design by Joel Grahn

Some Graphic Elements by Lord Zsezse Works

Art Peter Nicolai Arbo, Jacques-Louis David, Carl Emil Doepler, Aldo Ferruggia, Jean-Leon Gerome, Luca Giordano, Guercino, Juliande Parme, Johann Georg Platzer, Bartholomeus Spranger, Joseph Benoit Suvee, Joseph Noel Sylvestre, Giorgio Vasari, and Ferdinand Wagner.



ΚΟΝΤΕΝΤΩ

Armor

Shields

Weapons

Feats

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COMPATIBILITY

These rules are designed for use with the 5th edition of the world's most popular role playing game. A free copy of those rules can be found [right here](#).

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INTRODUCTION

Welcome to the d20 5th edition Arms and Armor guide for the Amazons Vs Valkyries campaign setting.

IN THIS FILE

This file includes several new weapons and armors, alternate rules for existing weapons, and some guidelines on feat selection.

The new weapons include the Dacian falx, the Greek Harpe, and several other swords, spears, and darts. New armors include the manica, the linothorax, the cardiophylax, and the idea of wearing an arsenal of weapons as armor. The appendix offers some suggestions on feat selection and introduces four new feats for doing battle without any armor or clothing at all.

CHANGES TO THE CORE RULES

Many weapons and armors presented here are new to the OGL game system. Others are slightly altered from the way they appear in the core rules. The changes to the items from the core rules are as follows.

- Greatswords are very rare and must be custom made. Prices must be negotiated.
- Longswords are rare and most are found in Germania, Scandinavia, Britannia, Gallia, Sarmatia, and Hibernia. They are also slightly more expensive.
- Long spears may be thrown.
- Shields may be made of wicker or leather.
- Shields may get damaged or broken in combat
- Chainmail, splint mail, and scale mail are all slightly more expensive.
- The threshold for making exhaustion checks in hot weather is 90 degrees Fahrenheit, rather than 100, as stated in the core rules.

Heat exposure and rules for breaking objects (shields) are both used more frequently than in a standard OGL campaign and may affect a character's choice of weapons and armor.

ARMOR

A brief overview of the armor available to characters is provided below. First, however, a discussion on climate is necessary.

CLIMATE AND ARMOR

Many Greek and Macedonian soldiers deliberately discard their heavy breastplates and go into battle with only shields, helmets, and greaves for protection. Even wealthy commanders like Alexander the Great choose to wear the light linothorax, rather than a metal breastplate. This dislike for heavy plate armor is a result of the high summer temperatures that persist throughout the Mediterranean and Middle East.

Summer temperatures above 90° Fahrenheit (32° C) are common all across North Africa, Egypt, Phoenicia, Persia, Greece, and Italy. Arid, inland regions such as the deserts of Mesopotamia, the Sahara, the Sinai, and Arabia regularly exceed 110° Fahrenheit.

In the North, summer temperatures only occasionally break the 90° Fahrenheit mark, making heavy armor less problematic in those regions.



HEAT EXHAUSTION

A character in very hot conditions (above 90° F) must make a Constitution saving throw each hour (DC 5, +1 for each previous check) or suffer 1 level of exhaustion. Characters wearing heavy clothing or medium or heavy armor have disadvantage on this saving throw. Creatures that are resistant or immune to fire damage automatically succeed on the saving throw. Creatures naturally adapted to hot environments also automatically succeed.

In severe heat (above 110° F), a character must make a Constitution save once every hour (DC 10, +1 for each previous check) or gain 1 level of exhaustion. Characters wearing heavy clothing or medium or heavy armor have disadvantage on this saving throw. Creatures that are resistant or immune to fire damage automatically succeed on the saving throw. Creatures naturally adapted to hot environments also automatically succeed.

For example, around 11 AM the temperature breaks above 90 degrees and the players start making checks. At 2 PM the temperature soars above 110. The players have already made 3 checks, but now the base DC is 10, so the adjusted DC is 13. By 5 PM the temperature drops below 110. The players have made 6 checks now, so the DC is 11 (5+6).

Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Cardiophylax ¹	25 gp	11 + Dex modifier			10 lbs
Helm and greaves ¹	20 gp	11 + Dex modifier			10 lbs
Lamellar, leather	20 gp	11 + Dex modifier			20 lbs
Lamellar, bone or horn	30 gp	12 + Dex modifier		Disadvantage	25 lbs
Leather	10 gp	11 + Dex modifier			15 lbs
Linothorax (poor) ¹	20 gp	11 + Dex modifier			15 lbs
Linothorax (good) ¹	200 gp	13 + Dex modifier			15 lbs
Manica ¹	50 gp	+1 ¹			10 lbs
Padded	5 gp	11 + Dex modifier		Disadvantage	8 lbs
Studded leather	50 gp	12 + Dex modifier			20 lbs
Weapons ¹	¹	11 or 12 + Dex modifier ¹			¹
<i>Medium Armor</i>					
Breastplate	200 gp	14 + Dex modifier (max 2)			30 lbs
Chain shirt	65 gp	13 + Dex modifier (max 2)		Disadvantage	25 lbs
Hide	10 gp	12 + Dex modifier (max 2)			25 lbs
Lamellar, stone or metal	45 gp	13 + Dex modifier (max 2)		Disadvantage	25 lbs
Scale mail	75 gp	14 + Dex modifier (max 2)		Disadvantage	30 lbs
<i>Heavy Armor</i>					
Banded mail	250 gp	17	Str 13	Disadvantage	35 lbs
Chainmail	165 gp	16	Str 13	Disadvantage	40 lbs
Splint mail	220 gp	17	Str 15	Disadvantage	45 lbs
<i>Shield</i>					
Shield (bronze, iron, or wood)	10 gp				6 lbs
Shield (leather or wicker)	2 gp				2 lbs



Banded Armor: Banded armor is a relatively new form of heavy armor. The Romans favor this armor and call it "lorica segmentata," but they are not the only soldiers who wear it. It is designed to be adjustable, easy to store, and easy to don.

Breastplate: The breastplate is the standard armor for hoplite heavy infantry in all Hellenized lands. A full suit includes two halves of forged steel, which may or may not be contoured like muscles. One covers the chest, the other the back. A helm, greaves, and a protective skirt of leather are also included.



Cardiophylax: The cardiophylax is a small, iron disc or square that covers the wearer's heart and central chest. It is usually suspended from the left shoulder by a pauldron and held in place with leather straps over the right shoulder and around the torso. The cardiophylax is so small and light that it does not count as wearing armor for purposes of heat exposure. Characters may wear a cardiophylax with a helm and greaves and combine the armor bonuses (AC 12 + Dex).



Chainmail: Full suits of chain armor are rare and expensive. Heavy infantry and cavalry units from the east and from the north are sometimes equipped with this armor. Romans also wear chainmail.

Chain Shirt: The chain shirt is a common piece of armor for medium infantry and mercenaries all across the known world.

Helm and Greaves: Wearing only a helm and greaves reduces the armor class of breastplate armor to 11 and the weight to 10 lbs. It also counts as not wearing armor for purposes of heat exposure. Characters may wear a helm and greaves with a cardiophylax and combine the armor bonuses (AC 12 + Dex).

Hide: Hide armors are most common among the nomadic tribes. Cultures that lack settlements with forges, and which rely on herd animals for survival, often craft thick armors from the hides of bears, wolves, oxen, and other animals.

Lamellar: This armor is a form of light scale armor. It lacks the heavy leather backing of scale armor, and the scales of lamellar may be made from lighter substances including leather or bone.

- *Leather:* Thick, overlapping scales of treated leather offer the same protection as regular leather armor, but are much more flexible and comfortable.
- *Horn or Bone:* Lamellar armors with interwoven scales of bone or horn are expensive, but they offer good protection and are relatively light weight.

- *Stone or Metal:* Lamellar with stone or metal scales is the heaviest and most expensive form of this armor, yet it is still lighter and more flexible than scale mail.

Linothorax: Made from layers of linen reinforced with adhesives, a linothorax is stiff when first donned, but soon softens and becomes supple from the wearer's body heat. Like regular clothing, the linothorax is porous and "breaths." For purposes of determining heat exposure, the linothorax is considered normal clothing, instead of armor.



There are two types of linothorax armors. Poor quality linothorax is made from common flax fibers and nearly anyone with basic weaving skills can craft it. A good quality linothorax is made from specially selected, high quality flax and professionally woven.

Leather: Breastplates, pauldrons, greaves, and helmets made of cured or boiled leather are common in most lands.

Manica: The manica is a sleeve of thick metal armor that protects the wearer from the shoulder to the thumb. A manica grants a +1 armor bonus that stacks with any other form of light armor.

For purposes of heat exposure, a manica is not considered armor, unless it is worn with any other sort of armor. A character wearing a manica along with any other armor, including a helm and greaves, a cardiophylax, or a linothorax, is considered wearing armor when determining the effects of heat exposure.





None: Quite a few soldiers go into battle wearing no armor whatsoever. Others carry shields or wear helmets, but are otherwise bare-chested. In some cases this is because of the heat. Even wealthy soldiers may simply choose to forego armor on a hot summer day. In other cases, the prohibitive cost of armor keeps soldiers from using it. In the case of primitive cultures, the scarcity of armor is due to the lack of skilled artisans

and raw materials. For others, however, it is a matter of honor and pride to do battle without armor.

Characters who forego armor should consider feats and abilities that improve their armor class (such as Dodge and natural armor) and mitigate damage (such as damage reduction, and Toughness). See the [Appendix](#) for some suggestions and new feats.

Scale Mail: Used throughout the known world, scale mail is an ancient and common form of armor. Scale is the armor of choice for the medium infantry and cavalry of Seleucia and Parthia. Their horses and elephants are often girded in scale barding as well. Romans often wear scale mail (calling it lorica squamata). Greeks, Celts, and Gauls also wear scale armor.



Splint Mail: Heavy infantry and heavy cavalry from Persia and Scythia are often equipped with full suits of splint mail.

Studded Leather: Leather armor with metal studs or plates sewn into it is more common in eastern countries than in the west. However, nearly every culture has some form of this armor.

Weapons: Some soldiers (particularly those from Gallia) forego armor in favor of carrying, or "wearing," a dozen or more weapons. Wearing several axes, swords, javelins, daggers, and clubs into battle affords a modicum of protection when not wearing any other armor. Unarmored characters have an AC of 11 + their Dexterity if they are wearing at least 5 weapons. If they are wearing 10 or more weapons, their armor class is 12 + their Dexterity modifier. Worn weapons can be drawn like any other weapon, but they no longer provide an armor bonus once drawn. Wearing weapons for protection does not count as wearing armor for purposes for [heat exposure](#).



SHIELDS

Shields are the most ubiquitous of military gear, even more common than helmets and spears. Every soldier is equipped with a shield. Soldiers that choose to forgo armor, still use a shield. Poor soldiers that cannot afford armor, or even a sword, still manage to obtain a shield. Cavalry, skirmishers, infantry, and even archers use shields.

Shields also get damaged and worn out, suffering a lot of abuse during combat. Therefore, in most major cities there are businesses with dozens or even hundreds of employees that just produce shields constantly.

While a shield's broad surface is used to provide cover against range attacks, the edge of the shield is often used to block melee attacks. Thus a shield can withstand a great deal of punishment in battle if used properly and the opponent does not target it for sundering.

Notably, attacks from the heavy, inward curving blade of a falx are particularly devastating against shields (see [falx](#) for more).



Shields are made from four types of materials. These are:

- *Metal*: Shields of iron or bronze typically average no more than half an inch thick. Iron shields have an AC of 19 and 22 hit points. Bronze shields have AC 18 and 20 hit points.
 - *Leather*: Leather shields are most often used in tribal regions. They have an AC of 12 and 10 hit points.
 - *Wicker*: Wicker shields are crafted from tightly woven bands of willow that are wrapped in a spiral and covered with leather. They have an AC 13 and 12 hit points.
 - *Wood*: Wooden shields are up to half an inch thick. They have an AC of 15 and 18 hit points. They may be reinforced with braces, multiple layers, metal rims, bosses, spindles, and leather facings. A reinforced wooden shield, such as the Roman scutum, has an AC 16 and 20 hit points.

Shields made of leather and wicker only afford half the protection of a wooden or iron shield (+1 AC bonus).

Melee Weapons	Cost	Damage	Weight	Properties
<i>One-Handed Melee Weapons</i>				
Falcata	18 gp	1d8 Slashing	3 lbs	Exotic, special
Falx, small	6 gp	1d4 Slashing	2 lbs	Light, simple
Harpe	20 gp	1d6 Piercing	2 lbs	Exotic, disarm, finesse, light
Kopis	12 gp	1d6 Slashing	2 lbs	Simple, light
Khopesh	20 gp	1d8 Slashing	5 lbs	Exotic
Makhaira	8 gp	1d6 Slashing	2 lbs	Finesse, light, martial
Longsword	25 gp	1d8 Slashing	4 lbs	Exotic, special, versatile (1d10)
Pata	14 gp	1d6 Piercing	2 lbs	Exotic, finesse, special
Scizore	20 gp	1d8 Slashing	2 lbs	Exotic, finesse, special
Short sword	10 gp	1d6 Piercing	2 lbs	Finesse, light, martial
Shotel	30 gp	1d8 Slashing	3 lbs	Exotic, finesse
<i>Two handed Melee Weapons</i>				
Falx	25 gp	1d8 Slashing	6 lbs	Exotic, special, two-handed
Falx, great	30 gp	1d10 Slashing	8 lbs	Exotic, heavy, two-handed, reach, special
Great Spear	10 gp	1d10/1d6 Piercing	15 lbs	X2 reach, exotic, brace, heavy, two-handed, special
Greatsword	N/A	2d6 Slashing	6 lbs	Exotic, heavy, two-handed, special
Rhomphaia	15 gp	2d4 Slashing	8 lbs	Brace, martial, reach, two-handed
Sarissa	15 gp	1d10 Piercing	20 lbs	X3 reach, exotic, brace, heavy, two-handed

Range Weapons	Cost	Damage	Weight	Properties
<i>Bows</i>				
Composite longbow	100 gp	1d8 Piercing	3 lbs	Ammunition (range 200/800), heavy, martial, two-handed
Composite shortbow	75 gp	1d6 Piercing	2 lbs	Ammunition (range 100/400), simple, two-handed
Gastrophetes	50 gp	1d10 Piercing	20 lbs	Ammunition (range 100/400), heavy, loading, simple, two-handed
Manuballista	35 gp	1d8 Piercing	10 lbs	Ammunition (range 80/320), heavy, loading, simple, two-handed
Longbow	75 gp	1d8 Piercing	2 lbs	Ammunition (range 150/600), heavy, martial, two-handed
Shortbow	30 gp	1d6 Piercing	2 lbs	Ammunition (range 80/320), simple, two-handed
<i>Darts</i>				
Dart	5 cp	1d4 Piercing	½ lb	Finesse, simple, thrown (range 20/60)
Kestros	1 gp	1d8 Piercing	1 lb	Ammunition (range 30/120), exotic, loading, two-handed, special
Plumbata	5 sp	1d6 Piercing	1 lb	Simple, special
<i>Siege Weapons</i>				
Polybolos	500 gp	1d10 Piercing	35 lbs	Martial, special
Scorpion	300 gp	2d6 Piercing	30 lbs	Martial, special
<i>Spears</i>				
Dory	6 gp	1d6 piercing	4 lbs	Simple, thrown (30/90)
Javelin	5 sp	1d6 Piercing	2 lbs	Simple, thrown (range 30/120)
Longspear	5 gp	1d8 Piercing	6 lbs	Brace, reach, simple, thrown (range 20/60)
Pilum	5 gp	1d8 Piercing	3 lbs	Simple, special
Spear	2 gp	1d8 Piercing	3 lbs	Brace, simple, thrown (range 20/60)
Shortspear	1 gp	1d6 Piercing	2 lbs	thrown (range 20/60)

WEAPONS

There are several weapons covered in the core rules that are available in this setting such as clubs, axes spears, and bows. Some swords and most polearms from the core rules are not available, however. There are also several weapons and weapon accessories unique to this setting, which are not covered in the core rules. These are all discussed below.

WEAPON PROPERTIES

x2/x3 Reach. A reach weapon is a melee weapon that adds 5 feet to your reach when you attack with it, as well as determining your reach for opportunity attacks with it. A "x2" reach indicates the weapon adds 10 feet to your reach. Likewise, "x3" reach indicates the weapon adds 15 feet to your reach.

Brace. If you use a readied action to set a brace weapon against a charge, you deal double damage on a successful hit against a charging creature.

Disarm. Weapons with the disarm property are designed to facilitate disarm maneuvers (DMG p. 271). When attempting a disarm maneuver with a weapon that has the disarm property, you have advantage on your attack roll.

Exotic. Exotic Weapons are unusual weapons that are not commonly known. Often they are only used by a specific culture, in specific region, by specific classes, or are of unique design.

Due to their unusual or obscure design, proficiency with these weapons is not granted by being proficient with simple or martial weapons. The only ways to be proficient with an exotic weapon are:

- The exotic weapon is specified in your race description
- The exotic weapon is specified in your class description
- The exotic weapon is specified in your background
- The exotic weapon is considered a martial weapon in your homeland
- Use of the Weapon Master feat
- Use of Downtime to train in the weapon. To do so, you must find a teacher that is proficient in the exotic weapon. (PHB p.187)

Creatures that are not proficient in an exotic weapon do not add their proficiency bonus.

WEAPON DESCRIPTIONS

Axes. Hand axes, battleaxes, and greataxes are all common weapons, especially among tribal peoples, mercenaries, and auxiliary troops. Most professional soldiers consider axes to be crude and barbaric and rarely rely on them.

Bows. Mounted Scythian archers have used composite shortbows for generations. Archers from Egypt, Kush, and Arabia, as well as those from the far north, are more likely to use longbows. Greeks, Romans, Persians, and Egyptians use crude crossbows known as gastraphetes and manuballistas.

Gastraphetes: The gastraphetes is a primitive heavy crossbow, which does not use a winch to draw the bowstring. Rather, it is drawn by pressing the weapon against the ground with the full weight of the user's body.



Also, unlike a standard heavy crossbow, a gastraphetes cannot be fired with one hand. Operating a gastraphetes always requires two hands. Loading a gastraphetes is a full-round action that provokes attacks of opportunity. A gastraphetes fires crossbow bolts.

manuballista: The manuballista is a slightly smaller version of a gastraphetes. It is drawn in a similar way, by pressing it against the ground, though it requires less pressure. Operating a manuballista always requires two hands. Loading a manuballista is a move action that provokes attacks of opportunity. A manuballista fires crossbow bolts.

Clubs. Clubs and their variants (maces and hammers) are the most common weapons in the world. Simple to use, easy to acquire, and deadly in combat, the club has been a mainstay of warriors for millennia. See [Ten Exotic Clubs](#) for more.

Dagger. Large knives with blades up to 18 inches long are very common. Some soldiers prefer these blades in combat and will choose to fight with a dagger rather than a sword. Examples include the Roman pugio, the Spartan sword, and most Persian acinaces.



Darts. Darts are particularly common weapons. Persians, Greeks, Romans, and many others use darts in warfare.

Dart: This thrown weapon is larger than an arrow and shorter than a javelin. It has a wooden shaft and a thick metal point.

Dart, Kestros: This dart, meant to be thrown using a kestrom, has a heavy metal point 9 inches long and a wooden shaft 12 inches long, fletched with feathers. If used as a melee weapon, it functions as a dagger. Kestros darts come in bundles of 10.

Kestros: The kestrom is a sling used for launching kestrom darts. Your Strength modifier applies on damage rolls when you use a kestrom. You can fire—but not load—a kestrom with one hand. Loading a kestrom is an action that requires two hands and provokes opportunity attacks.

plumbata: These short, weighted darts are usually lobbed underhand in a high arc so they rain down on the target. Your Strength modifier applies on damage rolls when you use a plumbata. They can be used against creatures that are behind barriers like a low wall, but they cannot be used in any place with ceilings (such as indoors). Attacks with plumbata darts always have disadvantage, due to the indirect way they are thrown. However, you can throw up to three plumbata darts in one attack. Make separate attack rolls for each dart.

Pole Arms. The Dacian great falx and the Thracian rhomphaia are about the only pole arms available. Most other pole arms from the core rules such as halberds and glaives do not exist in this setting.

Great Falx: The Dacian great falx is a pole arm, measuring over 6 feet long. It has all the same characteristics as a regular falx, but it also has reach.

Rhomphaia: This Thracian pole arm consists of a long, single-edged blade attached to a sturdy staff, sometimes slightly curved. It serves as both a cutting and a thrusting weapon.

Scythes. Both one-handed and two-handed sickles are used in warfare and for self defense, particularly in the Balkans and central Europe.



Siege Weapons. Ballistae, catapults, siege towers, and other large war machines are well known and most wealthy nations employ them. A few siege weapons are small enough to be carried and used in small engagements.

Both the polybolos and the scorpion can be broken down into components and easily transported. Usually a pack animal carries the weapon, though one or more humanoids may carry the components as well.

Polybolos: The polybolos is a large, stationary, repeating heavy crossbow. It is mounted on a tripod

which takes one character 2 full rounds to set up (or 1 round for two characters) and a move action to reposition. It uses a chain to draw the powerful bowstring back and a magazine with a rotating wooden rod to feed ammunition into it. Operating the loading mechanism is a move action that requires two hands and provokes an attack of opportunity. Firing the weapon is an action that also requires two hands.

The magazine holds 12 standard crossbow bolts. Reloading the polybolos with a new magazine is a full round action that requires two hands and provokes an attack of opportunity.

Scorpion: The scorpion is a stationary heavy crossbow, mounted on a bipod. It requires one character 2 full rounds to set up (or 1 round for two characters) and a move action to reposition. Loading a scorpion is an action that requires two hands and provokes opportunity attacks. A scorpion fires crossbow bolts.



Spears. Spears are very common weapons, used by nomadic tribesmen and imperial troops alike. Several variations and accessories for spears are available, as follows.

Ankyle: Also known as an amentum, an ankyle is a leather thong attached to a spear or javelin, which is looped around the user's fingers prior to throwing. They are most commonly used with dorys, but may be used with other spears. Any spear or javelin with an ankyle attached has its throwing range increased by 50%.

Dory: The Greek dory is a longspear with a sharp spike on the back (it is essentially a double spear). However, most warriors use a dory as a longspear, and do not attack with the spike unless the dory gets broken. Dories are equipped with an ankyle which increases their range to 30/90.

Great Spear. Great spears, such as the Parthian kontos or the Greek Xyston are between 12 and 15 feet long. A great spear adds 10 feet to your reach and may be used as a two handed lance while mounted or as a pike while on foot. Some great

spears, such as the xyston, have another spear tip on the back end for setting in the ground or using as a double weapon (1d6 piercing). Great spears are too large to throw and are exotic weapons for all characters except those from Macedonia and Parthia.

• *Javelins:* Roughly 3 feet long, javelins are light spears, used for throwing and melee.

Longspear: Longspears range from 6 to 10 feet in length. They may be wielded in one hand and may be thrown. Longspears add 5 feet to your reach. The Greek dory and the Roman hasta are both common examples of longspears.

Pilum: The tip of this heavy javelin is designed to bend and embed itself into a shield once it hits. Like ammunition, a thrown pilum that hits its target is destroyed. If you hit a shield-using opponent with a pilum, she loses the AC bonuses from that shield until she takes a standard action to pry the remnants of the pilum from her shield.

Sarissa: These huge spears are up to 20 feet long and are not suited for throwing or close combat. They are extreme reach weapons intend for use in phalanx formations. A sarissa adds 15 feet to your reach. A typical Small or Medium character can use a sarissa to strike a foe that is 20 feet away, but may not use it against any foes that are up to 15 feet away.

Shortspear: Short spears are for close melee fighting and may also be thrown. Some have such large iron tips that they resemble short swords.

Spear: The typical spear used throughout the world is roughly 5 feet long.



Swords. The vast majority of swords forged over the past two millennia have been variations on the short sword, with blades no more than 26 inches long. However, expert smiths have occasionally forged blades in excess of 30 inches (longswords). The closely guarded secrets to this technique have been lost and relearned several times throughout the ages. Below is a list of the most common variations on swords.

Falcata: This "falcon-shaped" sword from southern Hispania is one of the most advanced weapons in the world. The iron used to make it is buried in the ground for three years before it is forged into high carbon steel, making it resistant to sundering (AC 20, 12 hp). It is an exotic weapon for all characters except those from Hispania and Carthage.

Falx: The falx is a long-handled, hook-like sword, capable of destroying leather, wicker, and wooden shields. When you use a falx to sunder an opponent's leather, wicker, or wooden shield, you gain a +1 bonus to the attack roll and you inflict double damage (2d8). Damage that exceeds the shield's hit point total is passed on to the shield's wielder. The falx is an exotic weapon for all characters except those from Dacia.



Falx, Small: A small falx is a one handed version of a regular falx. A small falx cannot smash an opponent's shield the way a regular falx can. These weapons often have a much sharper curve to their blades, making them more like sickles.

Greatsword: Functional blades of 45 inches or more are extremely rare. Characters seeking to own such a sword must contract a skilled smith and negotiate a price. Greatswords are exotic weapons for all characters.

Harpe: A harpe is a rare type of short sword with a large hook on one side of the blade for making disarm attacks. Using a harpe effectively requires training and practice; therefore, harpes are exotic weapons.

Kopis: The kopis is a heavy slashing weapon with a slightly forward curved, single edged blade. It is a Greek weapon, though it is well known in other lands. It may be used for clearing brush as well as for battle.

Khopesh: The khopesh is an ancient sickle-like sword that fell out of use more than 1000 years ago. Although it was a symbol and power and strength for the ancient pharaohs, most modern warriors would not seriously consider using one. However, heirlooms, magic weapons, and the exotic appeal of these classic swords keep some warriors interested in them. The khopesh is an exotic weapon for all characters.

Longsword: Large swords with blades of 32 to 42 inches are rare and known only to elite swordsmiths and warriors. Many longswords are also very old and highly prized possessions. However, new longswords are increasingly common.

There are three types of modern longswords; the Roman spatha, the Sarmatian longsword, and the Celtic longsword. All three weapons share the same straight, double edged design.

There are also antique longswords, some up to 400 years old. The ancient Celts and Goths first forged these swords when chariots were widely used. But as the chariot fell out of use, so did the ancient longsword.

Longswords are exotic weapons for all characters except those from Sarmatia, Scandza, Gothiscandza, Germania, Hibernia, Caledonia, Gallia, and Britannia.

Makhaira: The makhaira is a single edged slashing weapon, slightly smaller than a traditional short sword.

Pata: The pata is a gauntlet with a sword blade on the end. You punch rather than stab with the weapon. While wearing a pata, you cannot use that hand for anything else. You are immune to disarm maneuvers that attempt to cause you to drop a pata. The pata is an exotic weapon for all characters except those with a gladiator background.

Scizore: The scizore is a metal tube that fits over the forearm, ending in a semicircular blade used for devastating bladed punch attacks. The scizore grants a +1 shield bonus to AC, but if you attack with the blade, you lose the AC bonus until your next turn. While wearing a scizore, you cannot use that hand for anything else. You are immune to disarm maneuvers that attempt to cause you to drop a scizore. The scizore is an exotic weapon for all characters except those with a gladiator background.

Short Sword: A short sword is any typical blade of 18 to 30 inches long. A number of weapons fall into this broad category including the Greek xiphos, the Roman gladius, most Celtic swords, and some large Persian acinaces.

Shotel: The shotel is a downward-curving sword designed to reach over or around an opponent's shield. You gain a +1 bonus on attack rolls with a shotel against opponents using shields. Shotels are particularly useful for hooking mounted combatants and ripping them from their steeds. You can make an attack roll against a mounted opponent and instead of doing damage, you can force the rider to make a Dexterity check (DC 10 + your proficiency bonus), or be pulled from the saddle. The Shotel is an exotic weapon for all characters except those from Kush.



APPENDIX: FEATS

A few feats are particularly useful for characters that eschew armor. These are detailed below.

FEATS THAT OFFSET A LACK OF ARMOR

Many characters choose to go into battle with no armor at all. Some even go into battle completely naked. They survive through the use of the following feats.

Alert
Athlete
Defensive Duelist
Durable
Healer
Mobile
Savage Attacker
Shield Master
Tough

FIGHT ON

Prerequisites: Constitution 13 or higher

You can keep fighting even after you should be dead.

You can gain a number of temporary hit points equal to your Constitution modifier. You can activate this feat as a reaction when reduced to 0 or fewer hit points. These temporary hit points last for 1 minute. If your hit points drop below 0 due to the loss of these temporary hit points, you fall unconscious and are dying as normal. If you also have the relentless endurance racial trait, you use that after you have lost the temporary hit points from this feat. After using this feat, you cannot use it again until completing a long rest.

IRONHIDE

Prerequisite: Grey dwarf, faun, or reptilian.

Due to your unusually tough flesh and thick bones, your armor class increases to 11 + Dexterity modifier.

JAYBIRD

Prerequisite: Dexterity 13 or higher

Without the constraints of clothing or armor, you are more agile and confident.

- You have advantage on Dexterity saving throws.
- You add double your proficiency bonus to all Strength (Athletics), Dexterity (Acrobatics), Dexterity (Stealth), and Charisma (Intimidation) skill checks.

Special: Wearing armor or clothing of any sort negates the benefits of this feat.

NAKED AGGRESSION

Prerequisite: Strength 13 or higher

Your attacks are so ferocious and unrestrained that your opponents have difficulty attacking you.

When you take the attack action with a wooden or metal melee weapon (not an unarmed attack), you gain a +2 bonus to your armor class until your next turn.

Special: Wearing armor or clothing of any sort negates the benefits of this feat.

NAKED AND FEARLESS

Prerequisite: Nudism is Health

Being naked before your enemies strips away all pretenses and lays bare the truth of your being for all the gods to witness. As long as you are naked, you cannot be frightened.

Special: Wearing armor or clothing of any sort negates the benefits of this feat.

NUDISM IS HEALTH

Wearing armor, or even clothing, can pinch nerves, restrict blood flow, strain joints, and cause muscle fatigue. It also promotes the growth of fungus, molds, and bacteria on the body. Going naked improves blood flow, promotes healthy skin, increases levels of vitamin D from sunlight exposure, and puts no strain on muscles, joints, or nerves. Characters with this feat have recognized these health benefits and go nude as often as possible. With this feat, you gain 2 bonus hit points per character level when you are not wearing armor or clothing.

Normal: Characters without this feat may strip down before battle, but they do not gain these benefits because they have not conditioned their bodies by frequently going nude beforehand.

Special: Wearing armor or clothing of any sort negates the benefits of this feat.



Above: Shields are not “worn” as armor, so they do not interfere with these feats. Helms only count as armor if they are worn with something else, such as a pair of greaves. Sandals, scabbards, and capes also do not count as clothing.

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