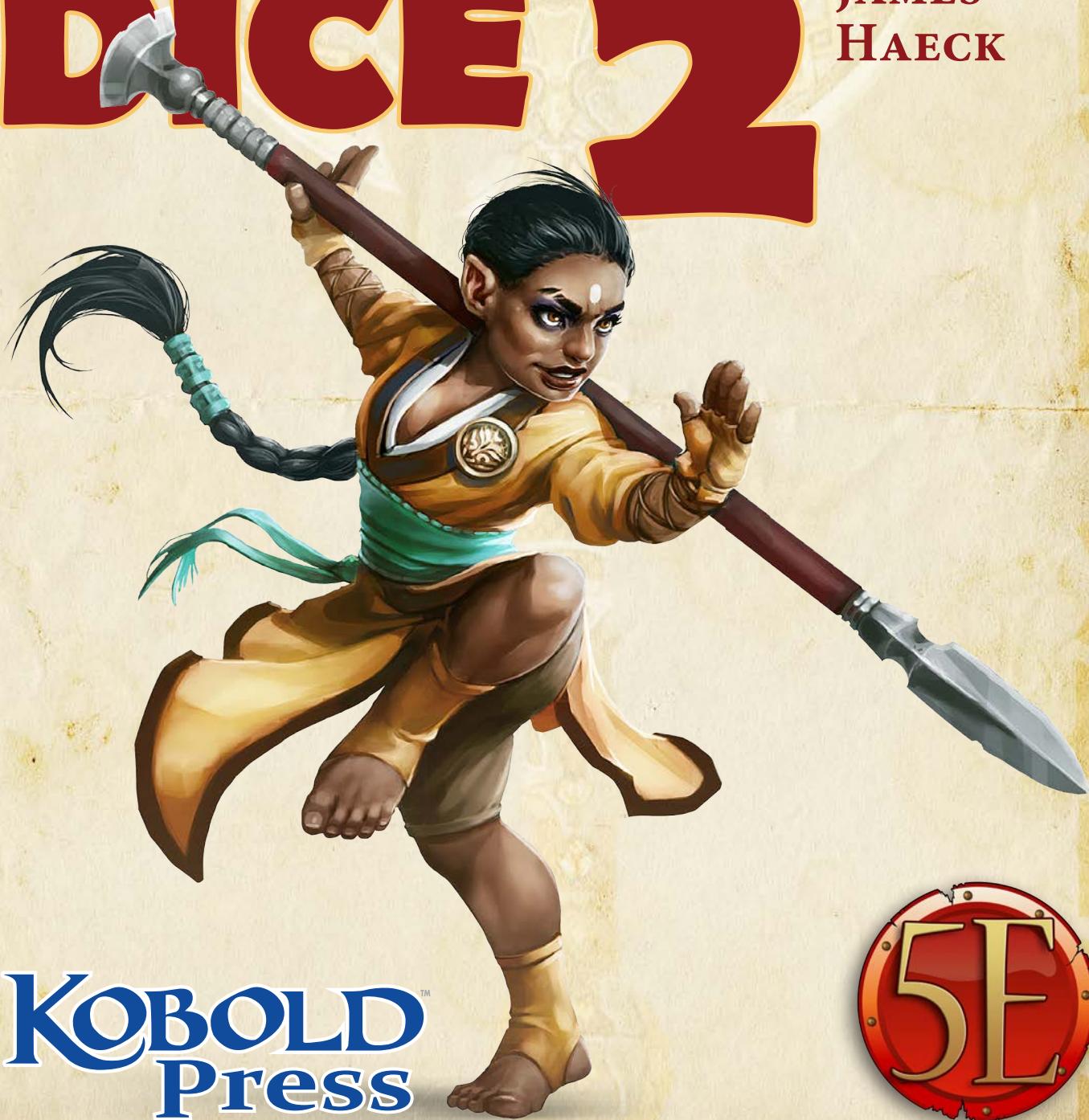


BEYOND DAMAGE DICE 2

JAMES
HAECK



KOBOLD
Press™



BEYOND DAMAGE DICE

2

CREDITS

DESIGN: James J. Haeck

EDITING: Scott Gable

COVER ART & Interior Art: Gabriel Cassata, Legendary stock art

ART DIRECTOR & GRAPHIC DESIGN: Marc Radle

PUBLISHER: Wolfgang Baur

Kobold Press, Midgard, Open Design, and their associated logos are trademarks of Open Design.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Game Content: The Open content in this book includes the new weapon statistics. No other portion of this work may be reproduced in any form without permission.

© 2021 Open Design

www.koboldpress.com

**KOBOLD™
Press**



A weapon is more than the damage it deals. In combat, skilled warriors use their weapons to confuse, disorient, and disadvantage their enemies before moving in for the kill. *Beyond Damage Dice* 2 ties unique maneuvers to weapons from both the core rules and the *Midgard Campaign Setting*, giving them a distinct impact on the battlefield.

The following maneuvers can be used by any character as long as they are proficient with and wielding the appropriate weapon. If a maneuver requires a creature to make a saving throw, the DC is equal to $8 + \text{your proficiency bonus} + \text{your Strength or Dexterity modifier}$ (your choice). Unless specified, these maneuvers do not deal normal weapon damage.

UNARMED STRIKES AND MONK WEAPONS

The following maneuvers can only be used by monks and only as long as they are proficient with and wielding the appropriate weapon. If a maneuver requires a creature to make a saving throw, it uses your ki save DC. Using any of these maneuvers is considered an Attack action.

Bō

The bō (sometimes redundantly called a bo staff in the West and a kon in Okinawa) is a nearly 6-foot-long fighting staff used most frequently in Okinawan martial arts. Monks that follow the Way of the Open Hand typically learn to fight with a bō during their training. This weapon is mechanically identical to a quarterstaff, and a monk can also use these maneuvers while wielding a quarterstaff.

Lunge. As an action, you can make a single melee attack roll with your bō against an enemy within 10 feet of you. If the attack hits, you can switch positions with the target, as long as nothing physically prevents the target from moving.

Vault. You can use your bō to help you leap long distances. You can use an action to double the length of your long jump, allowing you to leap a number of feet up to twice your Strength score (this jump is part of your movement). If you land adjacent to a creature at the end of this jump, you can make a single attack with your bō as part of this action.



DAITŌ

The term *daitō* refers to any Japanese longsword, including the famous katana. Most *daitō* are curved blades with a single slashing edge, though some ancient Japanese swords like the *chokutō* or the *tsurugi* were straight blades with two slashing edges, not unlike the European longsword. The *daitō* is mechanically identical to a longsword, and a monk can also use these maneuvers while wielding a longsword.

Death in a Single Stroke. On the first round of combat, you may spend 1 ki point to make a single melee attack with your *daitō* as an action. This attack scores a critical hit on a roll of 19 or 20. If this attack does score a critical hit, you may spend an additional ki point to cause the attack to deal an additional 2d8 damage. These damage dice are not doubled by the critical hit.

Lock Blades. When a creature attacks you with a weapon, you may use your reaction to attempt to lock blades and parry their attack. Make an attack roll with your longsword. You have advantage on this roll if you are wielding your longsword with two hands. If the result of this roll equals or exceeds their attack roll, their attack misses.

Short Draw. As an attack, you may draw a sheathed one-handed sword and make an attack roll to strike the enemy with its pommel, leaving the target gasping for breath. This attack deals no damage, but the next attack roll made against the target has advantage. You must have at least one hand free to take this action.

KANABŌ

In feudal Japan, the kanabō was a two-handed club lined with metal studs, often used by samurai. It was also a weapon said to be wielded by the mythical **oni**, and as such, an oni can also use these maneuvers while wielding a kanabō. This weapon is mechanically identical to a greatclub, and a monk can also use these maneuvers while wielding a greatclub.

Crushing Blow. As an action, you can make a single melee attack roll with your kanabō against an armored or naturally armored creature. If the attack hits, the target's AC is permanently reduced by 1 until its armor is repaired but cannot be reduced below 10 + the target's Dexterity modifier. This attack has no effect on creatures with magical armor unless your kanabō is also magical.

Reckless Swing. The first attack you make with a kanabō this turn deals an extra 2d6 bludgeoning damage. If you miss with this attack, the target can make an attack against you as a reaction unless you spend 1 ki point.

KUNAI

The real-world kunai was a gardening and masonry tool, sometimes used like a crowbar or a piton by Japanese farmers. This peasant tool was eventually adopted by ninja as a short stabbing weapon. Decades of exaggeration in Japanese pop culture has transformed the kunai into a ninja's throwing dagger—an iconic weapon for East Asian-inspired fantasy. This weapon is mechanically identical to a dagger, and a monk can also use these maneuvers while wielding a dagger.

Ascendant Grip. When you deal damage to a creature that is larger than you with a kunai, the kunai remains embedded in its body and can be used a handhold or piton. You and other monks have advantage on Strength (Athletics) checks to climb creatures spiked with at least one kunai per size category larger than Medium. A creature can remove a kunai by making a successful DC 10 Wisdom (Medicine) check. You can spend 1 ki point as a reaction to impose disadvantage on this check.

Spirit Chain. When you hit a creature that is your size or smaller with a kunai, you can spend 1 ki point to manifest a pseudo-physical chain between your body and your weapon. You can choose to pull either the creature toward you by making a successful Strength check opposed by its Strength check or yourself toward the creature a number of feet up to your movement. This chain of spiritual energy disappears at the end of your turn.

NAGAE-YARI

Japanese longspears, known as nagae-yari, were weapons used by samurai and peasants alike. These pikes were visually distinguished from simpler spears by their exceptionally long tangs—perpendicular metallic spikes, protruding from the spearhead—that were often as long as the spearhead itself. By the 16th century, the nagae-yari became the primary weapon of Japanese armies. This weapon is mechanically identical to a pike, and a monk can also use these maneuvers while wielding a pike, a trident, or a spear.

Disarming Parry. When a creature attacks you with a weapon, you may use your reaction to catch their weapon with your nagae-yari's tangs and disarm them. Make an attack roll with your nagae-yari. If the result of this roll equals or exceeds their attack roll, their attack misses, and they must succeed on a Strength saving throw or drop their weapon.

Pinning Lunge. As an action, you can make a single melee attack roll with a nagae-yari against a creature within 10 feet of you. If this attack hits, it deals no damage, but you can attempt to pin a Large or smaller creature to a wall, the ground, or another surface by catching their clothing with the weapon's point. This maneuver can be used against creatures without clothing at the GM's discretion. The target must make a Strength saving throw. On a failure, the target's speed is reduced to zero until the spear is removed. The target may repeat this saving throw as an action.

NAGINATA

The Buddhist warrior-monks known as sōhei were among the most famous wielders of naganata polearms in feudal and medieval Japan. Additionally, female samurai known as onna-bugeisha were trained in the naganata, both to protect their family and in certain cases, such as that of the legendary Empress Jingū, to lead revolutions. This weapon is mechanically identical to a glaive, and a monk can also use these maneuvers while wielding a glaive.

Swap Blades. As a bonus action, you can remove the blade of a naganata and use it as a short sword. As an action, you can swap blades and also make a single melee attack with the short sword. You cannot use the Wide Sweep maneuver while wielding a naganata blade a short sword.

Wide Sweep. By spending 1 ki point, you can select one creature that you can see. If that creature enters your range, you can make an attack against it as a reaction. If that attack hits, the creature's movement is reduced to 0 until the end of its turn.

NUNCHAKU

In Okinawan karate, nunchaku (or nunchucks in the West), were a training tool used to improve a martial artist's coordination and speed. Bruce Lee popularized the nunchaku as a street-fighting weapon in his martial arts films. This weapon is mechanically identical to a flail, and a monk can also use these maneuvers while wielding a flail.

Chain Garrote. You may attempt to grapple a creature by looping the tether of your nunchaku around its neck. While grappled in this way, the creature cannot speak, cannot breathe, and has disadvantage on attack rolls against you. If you surprised the creature with this grapple, it cannot hold its breath and immediately begins suffocating. Creatures that you cannot grapple or do not need to breathe are unaffected by this maneuver.

Spinning Shield. When you take the Dodge action while wielding nunchaku, you also gain half cover against ranged weapon attacks. If your nunchaku are magical, you also gain half cover against ranged spell attacks.

ŌDACHI

The ōdachi is a large sword with a single cutting edge, typically used by samurai in the Muromachi period. These massive swords carried immense power, and fighting with one emphasized strong, downward cuts. Just like the German zweihänder and Scottish claymore, ōdachi were rarely worn on a warrior's person.

Typically, a follower would carry the sword and hold its scabbard as the warrior drew the weapon. The ōdachi is mechanically identical to a greatsword, and a monk can also use these maneuvers while wielding a greatsword.

Arcing Slash. When you make a melee weapon attack with an ōdachi, you may choose to target two creatures within your reach with a single attack. This attack uses the same attack roll for both targets and deals slashing damage equal to 1d6 plus your Strength modifier to each target.

Grinding Halt. Whenever you must make a Strength saving throw to avoid being moved against your will, you can dig the blade of your ōdachi into the ground as a reaction. Roll 2d6 and add the number rolled to the saving throw. If the effect pushing you does not have a saving throw, you move 5 feet fewer.

Overhand Cleave. When you make a melee weapon attack with an ōdachi, you may make the attack with disadvantage. If the attack hits, it deals an additional 1d6 damage.

ONO

As with most monk weapons, the ono or masa-kari axe was not designed for war but was adapted from farmers' tools. This simple battleaxe is strongly associated with the legendary folk hero Kintarō, a child of superhuman strength raised by a yokai spirit atop a mountain. This weapon is mechanically identical to a battleaxe, and a monk can also use this maneuver while wielding a battleaxe. In the rare occasion that ono were made for war, they could have hafts up to six feet long, making it more akin to a halberd.

Crushing Blow. As an action, you can make a single attack roll with your ono against an armored or naturally armored creature within 5 feet of you. If the attack hits, the target's AC is permanently reduced by 1 until its armor is repaired, but it cannot be reduced below 10 + the target's Dexterity modifier. This attack has no effect on creatures with magical armor unless your ono is also magical.



Stone-Splitting Strike. As an action, you can spend 1 ki point and make a single attack roll with your ono against a creature within reach. If the target is resistant to slashing damage, this attack ignores its resistance. If the target is instead immune to slashing damage, it treats its immunity as a resistance to slashing damage instead.

SHURIKEN

The shuriken was the most iconic ninja weapon never actually used by ninja. Shuriken were disposable, concealed throwing weapons used by samurai to distract or poison enemies before striking with a blade. The popular image of a shuriken is a bladed throwing star, but other historical shuriken included the dart-shaped bo-shuriken and four-pointed throwing needles. This weapon is mechanically identical to a dart, and a monk can also use these maneuvers while wielding a dart.

Distracting Barrage. When you make a ranged attack with a shuriken, you can spend 1 ki point to also manifest an illusory barrage of shuriken, granting you advantage on the attack roll.

Invisible Swordsman. As an action, you can make a single ranged attack roll with a shuriken against an enemy that cannot see you. The range of this attack is doubled. This attack does not reveal your location to your target, and the shuriken cannot be found unless a creature makes a successful DC 15 Wisdom (Perception) check to search for it.

TONFA

The tonfa was a traditional weapon in Okinawan armed martial arts. They are short clubs with a perpendicular secondary grip. This weapon is mechanically identical to a club, but a monk cannot use tonfa maneuvers while wielding a club.

Disarming Parry. By reversing your grip, the handle of the tonfa becomes a hook. When a creature attacks you with a weapon, you may use your reaction to catch their weapon in your tonfa's hook and disarm them. Make an attack roll with your tonfa. If the result of this roll equals or exceeds their attack roll, the creature's attack misses, and it must succeed on a Strength saving throw or drop its weapon.

Focused Jab. The tonfa focuses all the force of a jab into a small point. You can spend 1 ki point as part of the Attack action to make your tonfa attacks ignore resistance to bludgeoning damage for 1 minute.

UNARMED STRIKE

The quintessential weapon of a martial artist, the unarmed strike is an easy way to simplify thousands of complex and unique martial arts into a single game mechanic. These maneuvers highlight the unique methods of certain martial styles without undoing this simplification.

Butterfly Kick. The xuan zi maneuver in real-life Chinese martial arts is an impractical acrobatic flourish, but in a fantasy setting, this kick can be used as a defensive technique. As an action, you can make a single melee attack roll with your unarmed strike. If this attack hits, you can immediately take the Dodge action, requiring no action.

Gentle Rebuke. Inspired by the martial art of jūdō, this maneuver allows a monk to defend themselves without attacking. Whenever you make an attack as a Reaction, you can make the attack a Gentle Rebuke. This attack does not deal damage, but you can choose to throw the target up to 10 feet away, where it lands prone. This attack has no effect if the target is more than one size category larger than you.

DWARVEN WEAPONS

The following weapons are crafted by dwarves.

DRAGONHEAD

By packing liquid alchemical explosives and small iron pellets into a long metal tube, dwarven weaponsmiths have created a powerful weapon they call a dragonhead. While this weapon can shoot projectiles, its limited range makes it more suitable for front-line or middle-rank warriors. The difficulty of both smelting such a weapon and creating its alchemical ammunition makes the dragonhead a rare weapon; it is generally only used by royal guards, mad alchemists, and warriors that have looted one from one of the former.

This weapon uses alchemical iron-balls as ammunition. This hollow, 1-inch-diameter pellet contains a volatile alchemical fluid that is ignited by lighting a fuse atop the dragonhead. The explosion propels the ball a short distance from the cannon's mouth.

Double Pack. By cramming twice the usual amount of explosive material into a dragonhead's barrel, a reckless warrior can double the range and lethality of their weapon. Make a single attack roll with disadvantage. This attack consumes two alchemical iron-balls, has a range of 80 feet, and deals 2d12 piercing damage on a hit.

Fiery Discharge. By cracking open an alchemical iron-ball and pouring its liquid straight into the weapon's barrel, you can cause the weapon to belch forth fire. When you use this maneuver as an action, you take 1d4 fire damage and make a single melee attack roll against a creature within 5 feet of you. If this attack hits, the target takes 1d12 fire damage.

GRANITE FIST

A favorite weapon of dwarven gangsters, granite fists are a brutal pair of gauntlets designed specifically to break bones. These stone gauntlets are perpetually curled into a fist and contain an iron bar inside for the wielder to grip. There are dozens of variations on granite fists, and most gangs have a special variation unique to them; some fists are made of iron instead of granite, some have spikes on the knuckles, and some are shaped like open palms instead of clenched fists.

Bonebreaker. As an action, you can make a single attack roll with your granite fist against a creature that is not wearing armor and does not have natural armor. This maneuver affects unarmored creatures whose base AC has been increased by class features but not by spells. If this attack deals damage, the target must make a Constitution saving throw. On a failure, the target's speed is reduced by 10 until it completes a long rest or is treated with a DC 10 Wisdom (Medicine) check. This reduction in speed is cumulative.

Crushing Blow. As an action, you can make a single attack roll with your granite fist against an armored or naturally armored creature. If the attack hits, the target's AC is permanently reduced by 1 until its armor is repaired, but it cannot be reduced below 10 + the target's Dexterity modifier. This attack has no effect on creatures with magical armor unless your granite fist is also magical.

HURLED COLPIK

At first glance, this dwarven weapon resembles nothing more than a tiny pickaxe with a very long handle. The colpik—a bastardized form of the words “coal pick” in the Common tongue—is a throwing weapon first designed by a group of dwarven miners. These common laborers, untrained in the arts of war, had to improvise weapons when beset by sling-wielding goblins deep in a coal mine. Modern colpiks are specifically designed as throwing weapons and can be thrown with much greater accuracy than their ancient, improvised counterparts. Throughout the centuries, colpiks have been the typical weapon for dwarves untrained in martial combat.

Blunt Edge. When you make an attack with a colpik, you can choose to deal bludgeoning damage instead of piercing damage. If this damage reduces a creature to 0 hit points, the creature falls unconscious and is stable, even if the attack was a ranged attack.

Mining Point. As an action while wielding a colpik, you may make a single melee or ranged attack against a nonliving target within range. This target can be an object or a creature with the construct or undead type. If this attack hits, its damage ignores the object’s damage threshold (if any) or the creature’s resistance to bludgeoning or piercing damage.

OTHER DWARVEN WEAPONS

In addition to these weapons, the dwarven tijino polearm, the nordmansch greataxe, and the northlands estoc were described in *Beyond Damage Dice*.

ELVEN WEAPONS

The following weapons are crafted by elves and half elves, using methods passed down throughout the ages.

JOINING BLADES

Wood elves are skilled and versatile warriors and can craft weapons just as adaptable as their wielders. During their training, these elves become masters of fighting both with dual small blades and single large blades. For these warriors, the master elven smiths developed an elegant weapon that could be wielded both as a pair of blades to be used against multiple foes at once and then joined together to form a two-bladed greatsword for single combat.

When separated, a pair of joining blades are identical to scimitars. When joined, the blades form a double-sword with two blades protruding from a central hilt; this blade is a greatsword with the finesse property. You can join or unjoin the blades as a bonus action. You can use scimitar maneuvers and greatsword maneuvers as described in *Beyond Damage Dice* with this weapon when it is in the appropriate form.

Elegant Separation. You can decouple your blades in one fluid motion. After you take the Attack action with a joined greatsword, you can separate the blades into two scimitars as part of that action.

Spinning Shield. When you take the Dodge action while wielding the joined greatsword, you also gain half cover against ranged weapon attacks. If your joining blades are magical, you also gain half cover against ranged spell attacks.

WINDRUNNER BOLAS

Bolas are thrown weapons of the elves of the plains, used to capture all sorts of fleeing creatures, from beasts to nomads to unfortunate adventurers. Bolas are made from ball-shaped weights tied together by a length of cord, and they were invented by real-world South American tribes as a hunting tool. Bolas use maneuvers similar to the net, originally presented in *Beyond Damage Dice*.

When a creature is hit by a ranged weapon attack made with bolas, it must make a Strength saving throw with a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). On a failed save, the creature is restrained until the bolas are removed. On a successful save, the creature takes 1d4 bludgeoning damage as the bola strikes it, but they do not become entangled.

A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the cord (AC 10) also frees the creature without harming it, ending the effect and destroying the bolas.

Suffocating Binds. Instead of restraining your foe, you may instead wrap the thick cords of your bolas around a single creature's neck. A Large or smaller creature that fails a Strength saving throw against your bolas attack when you use this maneuver is not restrained but cannot breathe until it is freed.

Wing-Tying Cord. Instead of restraining a flying creature, you may entangle its wings in the cord of your bolas. A Huge or smaller winged creature that fails its saving throw against your bolas attack when you use this maneuver has its fly speed reduced to 0 (but is not restrained) until it is freed.

WINDRUNNER BOOMERANG

When subduing their prey with bolas does not suffice, elves of the plains use a specialized boomerang to slay fleeing marks. Windrunner boomerangs are made of wood or bone and (unlike real-world boomerangs) sometimes have a bladed slashing edge. Boomerangs were invented by real-world Aboriginal Australian as a hunting tool and may have been used by ancient peoples as long as 50,000 years ago.

A boomerang thrown within its short range returns to you after it is thrown. If you have a Dexterity score of 15 or higher, you automatically catch the returning boomerang. If not, you must make a DC 15 Dexterity saving throw to catch it. On a failed saving throw, the boomerang lands at your feet. If you fail this saving throw by 5 or more, the boomerang strikes you, dealing 1d4 bludgeoning damage (or slashing damage if it is a bladed boomerang).

Windsweep Arc. As an action, you can make a single ranged attack roll with your boomerang against a target within short range. If the attack misses, the boomerang continues its flying arc, and you choose another creature within short range to attack. If that attack misses, you may choose a third creature within short range to attack. If that attack misses, the boomerang returns to you as normal. All attacks made as a part of this maneuver use the same attack roll.

KOBOLD WEAPONS

The following weapons are haphazardly cobbled together by urban kobolds.

CATCHPOLE

The catchpole, also known as a man catcher, was once a popular tool of the constabulary for nonlethally apprehending criminals. This polearm has a circular two-pronged head instead of an axe or a spear tip. This pronged head allows the wielder to snap the loop shut around their target's neck to entrap them or pull the target from a speeding horse, drag them to the ground, and pin them. Versions of the man catcher were independently created in 18th-century Europe, Edo-period Japan, and in pre-colonial Papua New Guinea.

The catchpole has fallen out of favor in recent years, and kobolds have seized upon massive stockpiles of the discarded weapons. As they were designed for human-sized guards, catchpoles are too large for a single kobold to wield on their own. However, a group of two or three kobolds working in unison can use a catchpole to snatch unsuspecting passersby off the street—and then drop them in a back alley where dozens more of their warren await with knives drawn.

Snag. When you hit a Medium or smaller creature with a catchpole attack, you can choose to grapple the target instead of dealing damage. While grappling a creature in this way, your speed is not reduced, and you can make a Strength (Athletics) check to move the target a number of feet equal to the result of your check. This special grapple has an escape DC equal to your maneuver save DC.

Hurl. When you have a creature grappled in your catchpole (see Snag above), you can end the grapple to throw the creature a number of feet equal to your Strength score. You can throw the first creature at another target as an improvised ranged weapon attack. On a hit, both the target and the hurled creature take 1d4 bludgeoning damage. On a miss, only the hurled creature takes damage.

Trip. As an attack while you are wielding a catchpole, you may sweep your opponent's legs in an attempt to trip them. Make an attack roll against a Medium or smaller creature. If the attack hits, it must succeed on a Strength saving throw or fall prone.

DROPPED ROCK

All kobolds know how to drop rocks on an unsuspecting target, but the most expert of kobold rock-droppers know that there are special techniques to letting a stone plummet atop a stupid gnome's head. Winged kobolds make particularly good use of this technique as their god-given gift of flight lets them reach heights other kobolds can only dream of.

Dropping a heavy rock is a ranged weapon attack that deals 1d4 bludgeoning damage, plus an extra 1d4 damage for every 30 feet it falls, up to a maximum of 5d4 bludgeoning damage. Dropped rock attacks have disadvantage if the rock is dropped from more than 60 feet above the target. A dropped rock can only target a creature directly below you.

Bounced Rock. If a rock hits the ground hard enough, it can bounce when it hits the ground and potentially strike another nearby creature. When you make a dropped rock attack, you can declare that you are trying to bounce the rock. This attack has disadvantage, but if the attack misses, another creature within 5 feet of the original target must make a Dexterity saving throw or take 1d4 bludgeoning damage.

Spin Drop. By putting a spin on the rock before dropping it, you can target a creature not directly below you. The target can be up to 10 feet away from the space directly beneath you for every 30 feet the rock falls. This attack deals 1d4 less damage than a normal dropped rock attack.

HASTILY ASSEMBLED EXPLOSIVE

If there's one thing kobolds love, it's jury-rigging explosives. If there's one thing kobolds hate, it's taking enough time to make sure they did it right. By using a small clay pot, 20 gp worth of black powder, a small fuse, and a strange assortment of other odds and ends, any kobold can make its own improvised explosive.

A bomb has a fuse that burns for 1 round. When it explodes, all creatures in a 5-foot radius of the bomb must make a DC 12 Dexterity saving throw, taking 1d6 fire damage on a failed save or half as much damage on a successful one. The bomb also has a random side effect, rolled on the table below.

1d4 RANDOM EFFECT

- 1 The bomb is a dud. It doesn't explode and deals no damage.
- 2 Kobold incense within the bomb spreads the thick scent of patchouli throughout the area instead of the smell of black powder.
- 3 Sticky kobold goop within the bomb makes the bomb's radius difficult terrain.
- 4 Kobold dung within the bomb forces all creatures within the bomb's radius to make a DC 12 Constitution saving throw, becoming poisoned for 1 minute on a failed save.

ORCISH WEAPONS

The following weapons are crafted by orcs using methods passed down throughout the ages.

AGROGASH

The orcish agrogash—literally, “wrath-pulling blade”—is more typically known as the “hook-bearded battleaxe” for the serrated hook at the bottom of the axe-head. This axe is typically the lightest and smallest weapon used by orcs as they typically employ it while wielding a short sword in the other hand. First, the orc “hooks” their target with the long beard of their axe, drawing the target in, and then they skewer it with their off-hand blade.

Tiger's Jaws. If you hit a creature of your size or smaller with two melee weapon attacks while wielding an agrogash in both hands, you can make a DC 10 Strength check. On a success, you lift the creature by the hooks of your axes and throw it a number of feet equal to the result of the check.

Scorpion's Sting. As an action, make a melee weapon attack with your agrogash against a creature within 10 feet of you. On a hit, you draw the creature into your space. Your next melee attack against this creature this turn has advantage.

BOLOGORASH

The orcish bologorash—literally, “flesh-rending flying blade”—is a wicked, serrated throwing axe attached to a 30-foot length of chain. Used most often as a pit-fighting or gladiatorial weapon, orcs wield it to intimidate opponents just as often as they use it to actually kill. Orcish gladiators often enter the arena whirling their hand-axe-with-chain above their heads like a lasso to stir up the crowd.

While holding a bologorash's chain in one hand, you can retract the axe as your free Use an Object action each turn. Also, you cannot be disarmed while holding both the axe and the chain in separate hands. Buying and attaching a new length of chain costs 2 gp.

Cloiling Python. As an action, make a single ranged weapon attack with your bologorash against a Large or smaller target within range. On a hit, you deal normal damage, and the creature must make a Strength saving throw, becoming grappled on a failed save. While grappled in this way, a creature can attempt a DC 17 Strength (Athletics) check to break the chains, ending the grapple and turning the bologorash into a normal hand axe.

Screaming Vulture. As an action, you can whirl the bologorash above your head to cause it to make an eerie “howling” noise that can terrify nearby creatures. Each creature of your choice within 30 feet that can hear you must make a Wisdom saving throw, becoming frightened of you for 1 round on a failed save. Creatures with an Intelligence of 5 or lower have disadvantage on this saving throw, and creatures that can see you have advantage on this save.

GORGASH

Orcs believe in a philosophy of “bigger is better,” consequences be damned. This philosophy is in full display in the mighty gorgash, which is literally translated to “blood-shower blade” in Common, though most simply call it the “double-axe.” This brutal weapon is little more than two battleaxes joined at the haft: two double-edged axe heads connected by a 6-foot-long haft. Because of their unusual size and balance, gorgash are typically used as dueling weapons and are only taken onto the battlefield by the most theatrical or overconfident of warlords.

Two-Headed Serpent. When you take the Attack action while wielding a gorgash, you may make one additional attack as a bonus action, using the “opposite” head of

the axe. You do not add your Strength modifier to the damage of this attack unless you have the Two-Weapon Fighting fighting style.

Charging Boar. If you move at least 20 feet straight toward a target, you can make a single attack with your gorgash as an action. If you hit, you deal damage as normal, and the target must make a Strength saving throw or fall prone.

Furious Hydra. As an action, make an attack roll with your gorgash against all adjacent creatures, resolving a single attack roll against each creature’s AC individually. On a hit, roll 2d8 and add your Strength modifier and any other bonuses to damage you benefit from. Divide the damage equally between all targets.

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Hurled colpik	3 gp	1d4 piercing	2 lb.	Light, thrown (range 20/60)
<i>Martial Melee Weapons</i>				
Agrogash (hook-bearded hatchet)	12 gp	1d6 slashing	4 lb.	Light
Catchpole	12 gp	1d4 piercing	8 lb.	Heavy, reach, two-handed
Gorgash (double-headed battleaxe)	20 gp	1d8 slashing		Heavy, two-handed
Granite fists	50 gp	1d4 bludgeoning	10 lb.	Heavy
Joining blades	200 gp	1d6 slashing (unjoined) 2d6 slashing (joined)	3 lb. (each)	Finesse, light (unjoined) finesse (joined)
<i>Martial Ranged Weapon</i>				
Bologorash (chained hand axe)	25 gp	1d6 slashing	4 lb.	Thrown (20/60), two-handed
Dragonhead	200 gp	1d12 piercing	15 lb.	Ammunition, heavy, loading, range 20/40, two-handed
Windrunner bolas	50 gp	Special (see below)	4 lb.	Light, thrown (30/60)
Windrunner boomerang	25 gp (standard) 30 gp (bladed)	1d4 bludgeoning (standard) 1d4 slashing (bladed)	3 lb. (standard) 4 lb. (bladed)	Light, thrown (100/300)
<i>Ammunition</i>				
Alchemical iron-ball (10)	10 gp	—	3 lb.	—

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity.

The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Beyond Damage Dice 2 © 2021 Open Design; Author: James J. Haeck.

MIDGARD™



VENTURE FORTH IN A DARK WORLD OF DEEP MAGIC

The Midgard Campaign Setting is here! Now all it needs is heroes—to discover its wonders, battle its horrors, and forge new legends in a dark world of deep magic for 5th Edition Fantasy.

MIDGARD WORLDBOOK

Inspired by the myths and folklore of Eastern and Central Europe! In the north the giants prepare for Ragnarok, while the goblins in the west grow restless and the shadow of the vampire princes falls across the east. The World Serpent is stirring, and not even allknowing Baba Yaga can say what will happen next...

MIDGARD HEROES HANDBOOK

Everything you need to create a hero ready for adventure in Midgard, with details on races, variants, archetypes, and backgrounds—plus new cleric domains, weapons and equipment, and Deep Magic spells and traditions.

COMMAND 700 NEW SPELLS FOR FIFTH EDITION



No matter how you slice it, magic is at the heart of fantasy—and nothing says magic like a massive tome of spells. This tome collects, updates, tweaks, and expands spells from years of the Deep Magic for Fifth Edition series—more than 700 new and revised spells. And it adds a lot more:

- 19 divine domains from Beer to Mountain and Speed to Winter;
- 13 new wizard specialties, such as the elementalist and the timekeeper;
- 6 new sorcerous origins, including the Aristocrat and the Farseer;
- 3 otherworldly patrons for warlocks, including the Sibyl;
- expanded treatments of familiars and other wizardly servants;
- and much more!

This tome is not just for wizards, warlocks, and sorcerers. Deep Magic also expands the horizons of what's possible for bards, clerics, druids, and even rangers and paladins. It offers something new for every spellcasting class.

Deep Magic contains nothing but magic from start to finish!

KOBOLD
Press

©2020 Open Design LLC. Kobold Press logo is a trademark of Open Design LLC.



SCARLET CITADEL

A DUNGEON OF SECRETS

DO YOU DARE DESCEND
INTO THE SORCEROUS GLOOM?

Once a fortress where wizards honed their eldritch craft, the Scarlet Citadel now holds a sinister reputation—and for good reason. The dungeon's well-trod stairs have seen few return from their journeys below. Now, malevolent creatures spin shadowy webs, enchant foul magics, and summon forth dark gods. But for those brave enough, ancient treasures and secrets still lie scattered everywhere.

Inside the Scarlet Citadel, you'll find:

- A classic-style adventure for 10 levels of play, fully compatible with the 5th Edition of the world's oldest roleplaying game.
- Evocative combats and magical mysteries brimming with plots and subplots.
- Tons of original traps and new monsters, as well as a complete write-up of the nearby town of Redtower, where the adventurers can set up a home base.
- An adventure easily paired with the *Scarlet Citadel Map Folio*, a fold-out set of playable battle maps from Kobold Press.
- Plus much more!

Fully compatible with the 5th Edition
of the World's First RPG!

KOBOLD
PRESS

