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Dnd 5e whip homebrew

Some revised whips for 5e because they are very few power weapons. Ft. Whip struggle and a rule for some magic whips! Note: for mysterious whip tips, like prices, because only the enigmatic whip tip has to follow a seller, but buy. And to be honest, if you're really looking for 1d4 psychic damages, because there's a vendese against a Totem Animal Barbarian.I hope you enjoy it! we are more open to feedback and playtesting. I'd say it's balanced, even weak, assuming that what you mean by interaction is an object interaction, you can get a free interaction with a movement or an act of attack. It offers ways to do something similar within the rules, but with the same full effect. Use two weapons A delicacy can switch between a gun and an access weapon: the delicacy gun d8 can be a rapier for damage, but it requires you to choose a whip that limits d4 damage or attack using the force to swap out for a reach weapon. Given that the average damage (d8 vs d4) is about the same as a d6, then the trade between weapons can be treated as having a single d6 weapon that is fair and effective. Throw away the melee gun, you can throw away a chain of weapons with the gun attached to your wrist. Damage can be to get weapons, allowing an improvised weapon (a d4) and free interaction to be ready for two attacks on the same turn (although the weapon would then be ready until the next turn) or an attack each turn and the weapon will be constantly ready. The down side here is that a handmade weapon still uses force for attack and damage. So again, there is damage to a melee up to d8, but an access/d4 intermittent damage. Rai ointment fly, however, this weapons list d4 seems to be going out of its way in one-handed dex-based access/range attacks - reach the whip, discarded in dagger delicacy, is that darts are intermittent. Everything requires two hands (bow and spring) or power-based (to throw polearms and spears/axes/javelin to reach). This can be an informed decision on behalf of designers, or it can only be random luck. Therefore, any homebrewing in this area should be carefully considered. It doesn't seem like me completely broken to reach/discard a d6 delicacy, but they seem curiously jumped, so it seems reasonable that someone would accept them. Considering the options available to do so without improvising your offer, make it a weak polar arm for characters who effectively dex the increased cost and weapon restrictions you reach. The cost is quite high compared to the other options above, but as they do not achieve the exact result you want, it may be worth it. But don't kid yourself - after all, what ended with d6 is a whip For 50c. Although they are heavy and burdened with two-handed features, the restriction that requires the use of any Power-based character, dex using combat weapons, is not really a restriction. And the target recipient, probably the only person who uses the gun in your campaign, does not have a negative impact on the dex requires restriction. If this is also convenient for you, then just d6, subtly, reach out and simplify the weapon to be made with it. Playtest Whatever you decide, make it clear to the player that the weapon is an experiment, and if you decide that it has been neutralized (or this seems unlikely, you can reserve the right to correct it if necessary). Weapon (whip), very rare (requires setting) An additional 1d8 fire damage deals with this magic weapon to win an +1 bonus, attack and roll damage. When you roll 20 on an attack roll with this weapon, the target is restrained. At the beginning of each turn, the target dc must make 15 Strength saving shots. A fault, or half as much damage over a success 2d6 fire is damaged. A successful creature that throws its savings is also now reined in. If you move more than 10 feet from the target or attack another bird with a flame whip, the measured situation ends. Back home page – 5e Homebrew – Equipment – Magic Weapons This has been a while since my last homebrew post, so for my birthday and the Super Smash Bros Ultimate release today I thought I would make homebrew a new party to solve one of the biggest problems of D&D 5e. Whips don't work the way they are now! I can't do a character in Simon Belmont's spitting image. Seriously, his handaxes would have dealt a higher range and more damage. The whips as they are now are a problem, even outside of playing everyone's favorite vampire murder family. Plenty of other famous characters use the whip and look slick as hell while doing so. There's Nicholas Cage as Indiana Jones, Cat lady and, most importantly, Ghost Horseman. Something has to be done to right this wrong, and I'm the one who's going to do it. The problem is that as-a whip is basically just a dagger cutting damage to these deals and 10ft. there is reach. However, a dagger is slightly worse since you can actually throw a 20/60ft. So a dagger theoretically gives the same damage, but also has a delicacy feature and has a longer range than the whip. Theoretically, I say, because that's where the action economy comes in. For any melee character with extra attack, a whip does not pull-ahead in the long run. This is because you can only pull/store so many daggers at each turn, while the whip can continue to use without worrying. It's a new weapon. But it is said that the same classes also have better gun access to the road with extra attack that will benefit from using the whip on dagger throwing. If you want an access weapon you can use a glaive and use a rapier if you want a one-handed fine gun. Of course you can reach the gun with one hand, but quite frankly the benefits of the whip do not outweigh the benefits of most other weapons that you can choose as a combat frontline character. However, whips are not poorly balanced. They're one-handed mastery weapons within reach. It is only fair that it distributes 1d4 damages in exchange for these features. The problem is that it is a niche weapon without a niche. Solution Give Rogues Qualification with Whips Do you know who likes mastery weapons? Rogues. You know who's not good with whips? Rogues. I feel like this is a mistake or something. Whips are made almost for bandits. They're a weapon of mastery within reach. These melee bandits will give you an extra 5ft melee to work within a distance. A realistic can claim that this is why bandits do not miss whip proficiency. They do not need extra bonuses to maneuver with cunning action. However, so many bandits already use bows or arcs that give more distance between the enemy compared to a whip. And the whip can't replace a dagger for bandits. First of all, whips are not light weapons. This limits them to an out-of-hand choice of weapons, whereas daggers can still be used there. Daggers can also become a pinch of discarded weapons. Both weapons keep their identities and usefulness in a bandit's arsenal. If we give bandits enough with whips, the gun now has a nish. There's a class that a class that doesn't have access to other weapons can now rely on. It's also still a weapon that at the end of the day can trigger an insidious attack that an entire bandit ever wanted. Create a Niche for whip There is also another way to make the whip useful rather than just give another new toy to play bandits. Instead, you can consider it, in general, of combat classes, so that we can create a niche suitable for weapons. When we look at the mechanics of the whip, we can clearly see that it is a niche carved for the whip. It's not a badly damaged weapon. It wants to use a shield but still is still a weapon for a skillful frontline character who stays out of the reach of only enemies. The purpose of this character is not necessarily to distribute damage, but to harass his enemies and manipulate the battle with an access weapon. Hiding behind a shield, of course. What if we gave this character a way to become more of a crowd control role? If they're willing to use whips instead of other one-handed guns, they won't invest much in causing too much damage. It's my idea. Create a feat that allows the user to use the whip to control the enemy using their whip reach. A feat a) optional, b) an investment and c) makes something we are already doing better than a character. All of these points are basically 5e. Homebrew Feat Fun is actually a magical fishing car made for one of my players in prototype for this feat, justification for any feat. There are many examples in the whip media used to rein in or entrad an enemy. In fact, it's probably someone who uses a whip cooler. However, let's make a feat to give some tools to provide this kind of crowd control using a whip wielder whip. The closest thing we have to these mechanics is grapple and shove actions. ThinkDM 5 printing is also grappling and how the basic choke feat is weak, so in mind, I have a great article that I wanted to make sure that the whip's grapple would not be the same fate. I like the idea of restraining a creature, and if there's one thing that wraps your whip around the creature, it makes sense. Trip is fair in my opinion, using a bonus action to try and push a prone creature. First of all, it requires you not to use your whip to restrain a creature. Second, shooting a prone creature can be a risky maneuver because they will gain some additional defenses against attacks from your various party members. It was a difficult decision that required only a bonus action to be real, but I believe it was fair. In fact I was still worried about a pair of wielder using Reel as a way to win 5ft moving while imposed the measured situation on an enemy that I could hit with a one-handed weapon. It is said, you need to use an action, a bonus action, and do 2 successful Strength (Athletics) checks to break it off. Action to achieve this maneuver is a big part of the economy. Browse castlevania wiki for more Vampire Killer lore from Homebrew Whips Vampire Killer! Vampire Killer has a flail or bun head that is unique in a whip but attached to the end. It's also a specially made sacred weapon to kill vampires. So I gave him a mini Divine Smitte to his detriment. Castlevania series, Vampire Killer, Belmont Clan is a work and dracula everywhere and when it opens slay many generations have passed down. Naturally speaking, therefore the +2 bonus for attack and damage should be a powerful item. I also took some creative liberties and gave a feature to help the user in their search for no-night creatures. Paladin's divine sense ability is no more than 3 highs. Learn more about Abbyssal Whip Runescape's Abyssal Whip! My gaming experience is the most iconic whip Abyssal Whip If you had one of these babies in middle school, you were the true god of the schoolyard. I was inspired by the Abyssal Whip Old School version for this comment. Abbyssal Whip's special attack in Runescape was to drain an enemy player's running speed. Special attacks are a bit difficult to translate into D&D 5e, so I preferred a natural over 20 instead of a free proc. I was not sure how to go into the showcase of the slow effect like the game draining the endurance of the enemy player and your news. It's a unique effect, but it's hard to translate without disarming it directly by the D&D 5e. Instead, I preferred it only for half the speed of movement of the target for one turn. The Abyssal Whip is a powerful weapon and extremely accurate. I decided to give him a +1 to hit his accuracy and help with 1d4+1 additional cutting damage. To be honest, I balanced the weapon because you could only take 5% of the time and even then it wasn't super strong. In this way you actually get a +2 gun with small, tasty perk. Ghost Rider's Chain Learn more Ghost Rider gun can be found here. I promise, this is a connection without Nicholas Cage! It pains me to say that the strongest whip I've ever created isn't for anyone in the Castlevania series. No, it was for Nicholas Cage. However, there was no way to re-create Ghost Rider's Chain without making it a legendary magical item on D&D 5e. Seriously, this thing is ridiculous. The Ghost Cavalry Chain is a magic whip bowed to the will of the Ghost Horseman. A creature lasso that can be ordered to do almost anything, such as telepathically lasso. I thought this property was a great way to reskin allowing hold person and Hold Monster casting. Even Rider the Ghost can extend the length of the magic chain. Allegedly, the maximum length is no measurement, but I thought a 30ft range was more than fair to the D&D 5e, mechanical speech. It can also set the chain flame, hence additional fire damage and Flame Tongue-esque light. It's a heavy chain like the Vampire Killer, but a little heavier. Because it deals to Ghost Rider's Chain 1d6 lashes like the rest of the 1d4 instead of stick damage. And the best thing about a gun is that you can act to disintegrate. I mean, this canon, I couldn't resist. Succubi's Toy WoW Succubus is an inspiration for this weapon. Not direct translation like other whips! I had to go back to my World of Warcraft days playing warlock during the Burning Crusade for this whip. Warlock has a pet Succubus that is used in a whip in battle and can be called to the charm of enemies to neutralize them. It's pretty obvious.... It's a simple but delicious fees. Charm Person is only 1. Charm Monster is slightly stronger, so 3 charges gave a cost of 3 fees to keep in-line with items similar to a 4 level spell value. I gave a +1 for hitting and damaging so that it remains relevant to the user even outside the fees for hitting and whipping spells. With a +1 modifier, a fully loaded Succubi's Toy, its appeal seems fair given how many people or monsters. Results Whips are fun, tasty and iconic weapons. It's a shame they mechanically lack D&D 5e. They're only daggers that can be reached. While funny, it would be better to wielding a dagger because the range of a 20ft score compared to whip's reach 10ft. One of the biggest problems would be great with a thug whip but they can't use one since they lack qualification with the whip. Giving bandits the ability to use whips gives the weapon a niche without mechanically changing anything. Other fighting classes have better access to weapons and one-handed weapons so the only reason I bother with the whip is for a taste selection. Ideally, you should not have to choose between flavor and good optimization. That's the main reason I created this success. By taking this success, Power-based warriors or barbarians may want to use a whip to drown their enemies and drag them around the battlefield. In this way, we choose between damage and crowd control, not choice between taste and damage. It feels more fun. Unfortunately, there has not yet been a chance to feat or playtest items. It is said, I will be sure to review everything as absolutely necessary. If you have any balance suggestions, please feel free to share! Since I'm sure I missed creating a few iconic ones it doubles for any new whip. If you enjoyed what you read, take a look at my ongoing review for all official D&D 5e books! Sign up to receive email updates for new articles from Dungeon Solvers using the form below! Below!

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