

EXPANDED AND EXOTIC WEAPONS

ADDITIONAL WEAPON OPTIONS

Taking a calming, centered breath, a young half-elf raises his slender katana, adjusts his stance, and eyes the wooden training mannequin across the courtyard. In a blink of an eye he lunges, strikes, and the lean, agile blade easily finds its mark.

A lithe elf bedecked in leather and scars raises her empty hands to her adversaries in a display of apparent vulnerability. In a flash, she protrudes a blade from the toe of her boot and strikes at her foes, going in for a surprisingly sharp kick.

A young female human, her mind filled with burning secrets and eldritch power, reaches out to grasp a spiked chain from the depths of Hell itself. She feels its searing conjured links smoldering pleasantly between her fingers, as they ring with the dread approval of her dark lord.

Every land and every group of people have their own unique ways of fighting and dealing death, strange and foreign to the rest of the world. Even within one's own country, strange weapons often exist seldom used and rarely mastered. These weapons are typically not better or worse outright than their more traditional counterparts, but confer occasional tactical advantages that a seasoned warrior can appreciate.

EXPANDED WEAPONS

In addition to the weapons options offered on page 149 of the *Player's Handbook*, your DM may decide to allow your character access to weapons on the following table. If they do and your character has proficiency in a category of weapons (such as "Simple Weapons"), you automatically gain proficiency with all weapons under the appropriate headers.

You may also trade a proficiency with one weapon that you know in a specific category for one on this list, as long as both weapons deal the same die of damage. As an example, you may trade proficiency in a Martial Melee Weapon that deals 1d6 slashing damage for another Martial Melee Weapon that deals 1d6 piercing damage. This may occur whenever proficiencies are learned.

NEW WEAPON PROPERTIES

Several of these expanded weapons have new properties related to their use, detailed here.

Covert. Not being particularly obvious, any Dexterity (Sleight of Hand) checks to conceal this weapon are made with advantage.

Disarm Immune. Any weapon that carries this property may not unwillingly be removed from your grasp while you remain conscious.

Returning. When a weapon also carrying the returning property is thrown as part of an attack, it returns to its wielder at the end of their turn. The character must use their object interaction to catch the returning weapon, or it returns to the ground at the character's feet. When throwing a returning weapon, you can choose not to have it return in order to add 5 feet to its short range and 10 feet to its long range.



EXPANDED WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Dagger, boot-toe	15 gp	1d4 piercing	1 lb	Covert, finesse, special
Dagger, wrist	15 gp	1d4 piercing	1 lb	Covert, finesse, light
Knuckle, brass	3 gp	1d4 bludgeoning	1 lb	Disarm immune, light
Sap	2 gp	1d4 bludgeoning	1 lb	Finesse, light, special
Scythe	1 gp	1d8 slashing	6 lb	Reach, two-handed
Tomahawk	2 gp	1d4 slashing	1 lb	Finesse, light, thrown (range 20/60)
Tonfa	7 gp	1d4 bludgeoning	2 lb	Finesse, light, special
<i>Simple Ranged Weapons</i>				
Boomerang	3 gp	1d4 bludgeoning	2 lb	Light, returning, thrown (range 30/80)
<i>Martial Melee Weapons</i>				
Claw	5 gp	1d6 slashing	2 lb	Disarm immune, finesse
Jian	15 gp	1d8 slashing	3 lb	Finesse
Katana	25 gp	1d6 slashing	3 lb	Finesse, versatile (2d4)
Katar	7 gp	1d6 piercing	2 lb	Disarm immune, finesse
Khopesh	10 gp	2d4 slashing	2 lb	Special
Nunchaku	10 gp	1d8 bludgeoning	2 lb	Finesse
Sheath, sword	3 gp	1d4 bludgeoning	1 lb	Finesse, light, special
Sword, cane	20 gp	1d6 slashing	3 lb	Covert, finesse
<i>Martial Ranged Weapons</i>				
Shuriken	1 sp	1d4 piercing	1/4 lb	Light, special, thrown (range 40/100)

SPECIAL EXPANDED WEAPONS

Dagger, boot toe. You wield this weapon without using a hand, using instead the foot the dagger is affixed to. You may only make one attack on your turn when attacking with this weapon.

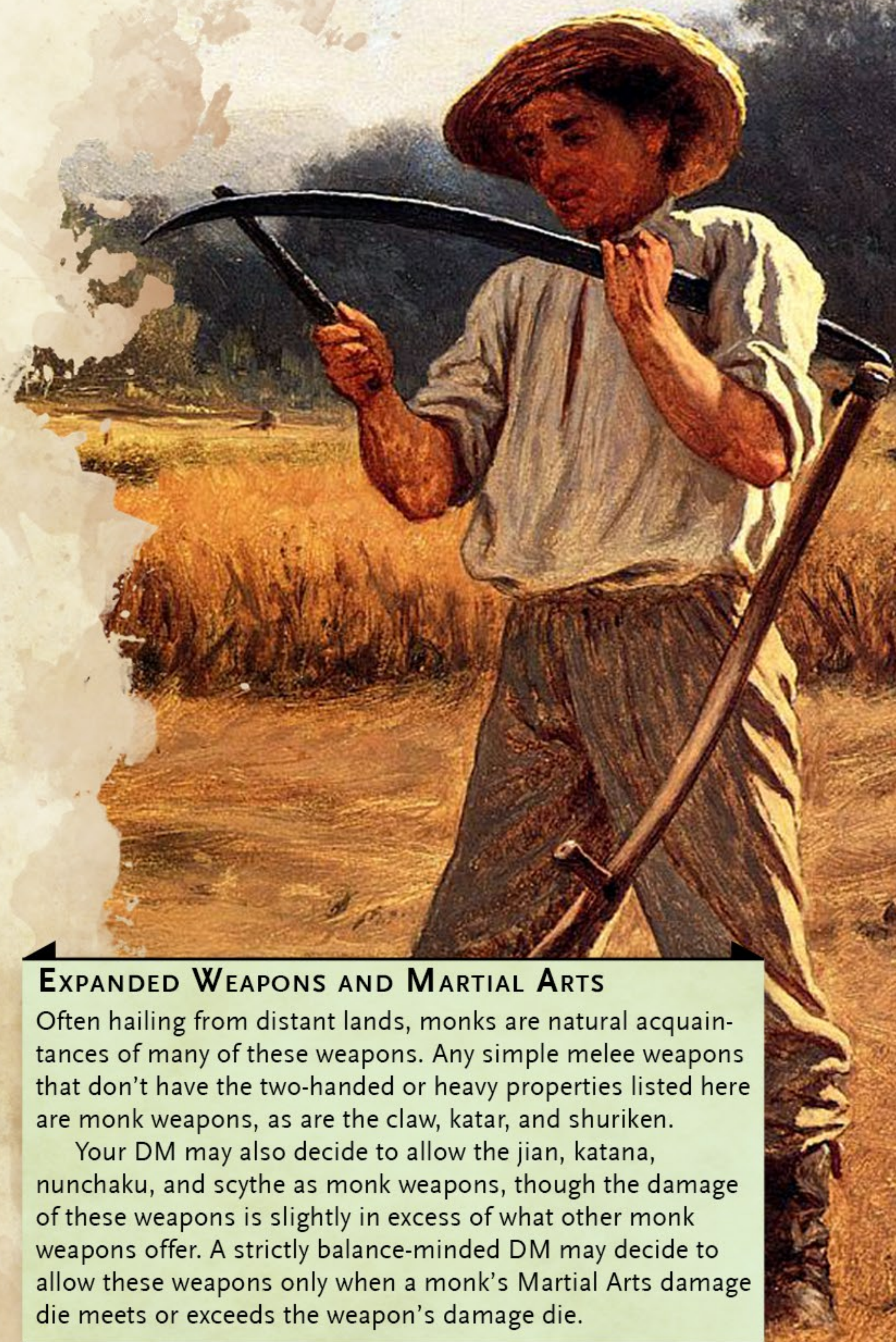
Khopesh. This weapon deals an extra 1d4 slashing damage on a critical hit, in addition to the damage a critical hit normally adds.

Sap. When you attack a surprised humanoid with this weapon and deal damage, you may attempt to knock the target unconscious. If the target has 15 or fewer hit points after your attack deals damage, the target falls unconscious. A target rendered unconscious in this way remains so for up to a minute, or until an adjacent creature uses an action to rouse the target. You may only attempt to render a creature unconscious once on each of your turns.

Sheath, sword. This sheath may be paired with a specific weapon that you own, that must be either a cane sword, jian, katana, longsword, rapier, scimitar, or shortsword. You may use a single object interaction to draw or stow both the sheath and the weapon that it is paired with, instead of requiring a separate object interaction for each.

Shuriken. You may hold up to three of this weapon in one hand at one time, but must use separate attacks to attack with each one.

Tonfa. While wielding one of these weapons in each hand, you gain a +1 bonus to AC and you qualify as having an equipped shield for all abilities and features other than the monk's Unarmored Defense class feature.



EXPANDED WEAPONS AND MARTIAL ARTS

Often hailing from distant lands, monks are natural acquaintances of many of these weapons. Any simple melee weapons that don't have the two-handed or heavy properties listed here are monk weapons, as are the claw, katar, and shuriken.

Your DM may also decide to allow the jian, katana, nunchaku, and scythe as monk weapons, though the damage of these weapons is slightly in excess of what other monk weapons offer. A strictly balance-minded DM may decide to allow these weapons only when a monk's Martial Arts damage die meets or exceeds the weapon's damage die.

EXOTIC WEAPONS

Some weapons are strange and unique enough to defy expectation. These Exotic Weapons require a special set of knowledge and training techniques to use, and proficiency may not be gained with them via regular means.

Rather, gaining proficiency in an Exotic Weapon necessitates the use of a feat, or an extensive quest (as listed in the sidebar) in a game without feats. Further, without proficiency, a character is unable to use the burst fire or special properties that exist on Exotic Weapons.

Once proficiency is gained, however, the Exotic Weapon may be used for class features such as a monk's Martial Arts, a warlock's Pact of the Blade, or similar. An Exotic Melee Weapon must still possess the finesse property to function with a rogue's Sneak Attack feature, however.

NEW FEAT: EXOTIC WEAPON PROFICIENCY

You have trained extensively with specialized or particularly unique weapons. When you take this feat, gain proficiency with one Exotic Weapon of your choice.

Characters without this feat or its equivalent do not have access to the burst fire or special properties when using exotic weapons.

NEW EXOTIC WEAPON PROPERTIES

Burst Fire. This weapon property may be found on page 267 of the *Dungeon Master's Guide*.

Double Weapon. A weapon with this property requires two hands to use, and is wielded and treated as two separate one-handed weapons when you hold it. Both of these one-handed weapons are considered to have the light property, and neither of them have the two-handed property. Both halves of this weapon may deal different damage and have different properties, as listed. Special properties for double weapons only apply to halves of the weapon marked with the special property.

Though it functions as two weapons, a double weapon is enchanted as a single item, and enchantments apply to both individual weapons. Disarming or destroying either side of a double weapon causes the entire weapon to be affected.

Reload. This weapon property may be found on page 267 of the *Dungeon Master's Guide*.

SPECIAL EXOTIC WEAPONS

Bola. On a turn in which you attack with a bola, you may only make one attack. A Large or smaller creature hit by a bola is rendered prone until it is freed.

Whenever you have advantage on an attack roll you make with the bola and hit, you can render the target both restrained and prone, rather than only knocking the target prone, if the lower of the two d20 rolls would also hit the target. A bola has no effect on creatures that are formless (such as ghosts or oozes), or creatures that are Huge or larger.

A creature can use its action on its turn to make a DC 10 Strength or DC 15 Dexterity check to free itself or another creature in its reach affected by a bola. Alternatively, one can destroy the bola by dealing 5 slashing damage to it (AC 10), freeing the creature affected without harming it.

Chain, spiked. You may use an action to attempt to grapple a Large or smaller creature with this weapon. Roll an attack with either half of this weapon. On a hit,

EXOTIC WEAPONS WITHOUT FEATS

If you are playing in a game without feats, you may still acquire and use Exotic Weapons by undertaking a quest to seek out training.

Typically, such quests start when a character acquires a strange weapon, and often involve the character searching high and low for a master that can help them unlock its secrets. Once found, the master may have additional trials and tribulations in mind, but the end result of such training is the knowledge that the feat would otherwise provide.

EXOTIC WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Exotic Melee Weapons</i>				
Chain, spiked	30 gp	2d4 piercing	10 lb	Double weapon, heavy, reach, special
<i>off-hand</i>		1d4 piercing		Double weapon, heavy, reach, special
Chakram	10 gp	1d6 slashing	2 lb	Finesse, light, returning, special, thrown (range 15/30)
Harpoon	8 gp	1d10 piercing	8 lb	Special, thrown (range 30/100), two-handed
Kusari-Gama	15 gp	1d8 slashing	3 lb	Double weapon, finesse
<i>off-hand</i>		1d4 bludgeoning		Double weapon, finesse, reach, special
Shield, spiked	12 gp	1d6 piercing	8 lb	Light, special
Spade, monk's	5 gp	1d8 slashing	10 lb	Double weapon, finesse, reach
<i>off-hand</i>		1d6 slashing		Double weapon, finesse, reach, special
Sword, two-bladed	25 gp	1d8 slashing	8 lb	Double weapon, finesse, heavy, special
<i>off-hand</i>		1d8 slashing		Double weapon, finesse, heavy, special
<i>Exotic Ranged Weapons</i>				
Bola	1 gp	1d4 bludgeoning	2 lb	Light, special, thrown (20/40)
Repeating crossbow, hand	100 gp	1d6 piercing	4 lb	Ammunition (range 30/120), burst fire, light, reload (10 shots)
Repeating crossbow, heavy	75 gp	1d10 piercing	20 lb	Ammunition (range 100/400), burst fire, heavy, reload (20 shots), two-handed

the creature takes damage from the attack as normal, and is grappled by you. Until this grapple ends, attacks with the half of this weapon that has made the grapple may only target the grappled creature. You may only maintain one such grapple at any time.

Once on your turn you may cause an attack you make with the half of the chain involved in a grapple to automatically hit the creature it is grappling, dealing damage as normal. This attack inflicts 1d4 additional piercing damage.

Chakram. Once per turn when you make a ranged attack with this weapon, you may choose to ricochet the weapon between up to five enemies within short range. Roll a single attack versus AC as usual, and divide that single attack's worth of damage evenly between any enemies this attack would hit (rounding down, if necessary). You may apply features that enhance an attack's damage, such as the bulk of Divine Smite or similar, to this damage. Features that apply damage only to specific types of creatures (such as the additional damage to undead or fiends from Divine Smite) or that target creatures in a certain specific situation (such as Sneak Attack) may only apply their damage if it could be applied independently to every enemy hit with the attack.

Harpoon. When you hit an enemy up to one size category larger than you with a thrown attack using this weapon, you may use two hands to hold onto a length of rope attached to the blunt end. If you do, you can use a bonus action on your turn to make a Strength (Athletics) check contested by an enemy's Strength (Athletics). If you succeed on this check, you may pull the enemy up to 15 feet closer to you. An affected enemy that wishes to move further away from you on its turn must first succeed on a contested Strength (Athletics) check against you.

This effect only ends when you use an object interaction to pull in the rope and retrieve the harpoon, when the affected enemy uses an action on their turn to attempt to remove the harpoon and succeeds on a DC 15 Strength check to do so, or until the harpoon's rope (AC 10) is destroyed by being dealt 5 slashing, acid, or fire damage.

Kusari-Gama. When you make an attack with the off-hand of this weapon, you may attempt to disarm an enemy. On a hit, the attack deals no damage, but you disarm a weapon or small item that your target is holding and pull the object up to 10 feet closer to you.

Shield, spiked. This spiked shield counts as a shield for all applicable class features, including a monk's Unarmored Defense, granting also the normal +2 AC a shield provides. If this spiked shield is equipped alongside a regular shield or a second spiked shield, it instead grants

a +1 bonus to AC cumulative with the shield's normal +2 AC bonus.

Spade, monk's. You may use the off-hand of this weapon to attempt a Shove special attack (*Player's Handbook*, page 195) using a bonus action instead of an action.

Sword, two-bladed. If you make a melee attack against a creature with this weapon, that creature can't make opportunity attacks against you for the rest of your turn.

MAGICAL EXOTIC WEAPONS

Included here are a small assortment of enchanted exotic weapons, for use as your DM sees fit.

BLADED ROSE

Weapon (shield, spiked), rare (requires attunement)

A rose-and-thorns motif is inlaid upon this shield with a fine layer of rose gold. While you are attuned to this shield, you gain knowledge of the *thorn whip* cantrip. In addition, once per day when you are hit by an attack while holding this shield, you may use a reaction to cast *entangle* without a spell slot on a point 20 feet away from you that you may see, which includes the creature that attacked you within the spell's area. When you attune to this shield, you may choose whether Charisma, Intelligence, or Wisdom is your spellcasting ability for these spells.

CHAIN OF INFERNAL TORMENT

Weapon (chain, spiked), very rare (requires attunement)

Both ends of this black iron chain are enchanted as Flame Tongue weapons (*Dungeon Master's Guide*, page 170), requiring the same command word in Infernal to activate or deactivate both ends simultaneously. While you are attuned to this chain, you gain knowledge of the Infernal language, and any Charisma (Persuasion) checks you make against lawful fiends are made with advantage.

SPADE OF BURIAL RITES

Weapon (spade, monk's), uncommon (requires attunement)

This monk's spade is engraved with a human skull surrounded by holy runes on the flat end. Any attack this spade makes against an undead target deals an additional 2d6 radiant damage. In addition, undead creatures killed by this spade and corpses buried in a hole dug by this spade cannot be raised as undead creatures for the following 30 days.

CREDITS:

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Thanks to the kind folks of reddit, /tg/, and tumblr, to /u/Smyris for their resource pack, and to /u/skybug12 for their Photoshop guide!

