

Expanded Armory and Gear

A few more weapons and equipment packs for the world's greatest roleplaying game.

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Expanded Armory and Gear

The marketplace teems with buyers and sellers of many sorts: dwarf smiths and elf woodcarvers, Halfling farmers and gnome jewelers, not to mention humans of every shape, size, and color drawn from a spectrum of nations and cultures. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to wicker baskets and practical swords.

For an adventurer, the availability of armor, weapons, backpacks, rope, and similar goods is of paramount importance, since proper equipment can mean the difference between life and death in a dungeon or the untamed wilds. This document details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the worlds of D&D present.

Expanded Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

However, sometimes you are going to want your character to utilize some more adventurous and exotic arms when you bring them to life. Maybe you wish your character to have a more of an Oriental theme to his background. As such, you will want to know how variations of certain standard weapons function.

The Expanded Weapons table shows these more specialized weapons used in the worlds of D&D, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

Weapon Properties

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are simple and martial. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make

with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Proficiency

Many weapons have special properties related to their use, as shown in the Expanded Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack. At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in chapter 9.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's maximum range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands to use.

Versatile. This weapon can be used with one or two

hands. A damage value in parentheses appears with the property-the damage when the weapon is used with two hands to make a melee attack.

Special Weapons

Weapons with special rules are described here.

Bastard Sword. This particular weapon is too large to wield in one hand normally unless you meet a specific strength requirement. You must have a Strength score of at least 18 or suffer disadvantage on all attacks made with this weapon.

Bolas. Enemies have disadvantage on any saves from an attack that would allow you to knock them prone when attacking with this weapon.

Boomerang. This weapon will return to you if you fail to hit your target. Using your reaction, you can catch it by succeeding a DC 10 Dexterity check.

Claw Bracer. You cannot be disarmed of this weapon.

Full Blade. This particular weapon is too large to wield normally unless you meet a specific strength requirement. You must have a Strength score of at least 18 or suffer disadvantage on all attacks made with this weapon.

Jitte. Enemies have disadvantage on any saves from an attack that would allow you to disarm them when attacking with this weapon. This can be utilized as a monk weapon.

Kama. This can be utilized as a monk weapon.

Katar. You have advantage to resist being disarmed with this weapon.

Kusari-gama. Enemies have disadvantage on any saves from an attack that would allow you to knock them prone or disarm when attacking with this weapon. You can treat this weapon as if you are dual wielding and apply any relevant feats why wielding this weapon. This weapon can be utilized as a monk weapon.

Nekode. You cannot be disarmed of this weapon. Additionally, any Athletics (Climb) checks you make while wielding this weapon have advantage.

Nunchaku. Enemies have disadvantage on any saves from an attack that would allow you to disarm them when attacking with this weapon. This can be utilized as a monk weapon.

Nodachi. This particular weapon is too large to wield normally unless you meet a specific strength requirement. You must have a Strength score of at least 18 or suffer disadvantage on all attacks made with this weapon. Additionally, you have disadvantage when you try to attack an enemy within 5 feet of you.

O-Katana. This particular weapon is too large to wield in one hand normally unless you meet a specific strength requirement. You must have a Strength score of at least 18 or suffer disadvantage on all attacks made with this weapon.

Punch Dagger. You have advantage to Sleight of Hand checks made with this weapon.

Sai. Enemies have disadvantage on any saves from an attack that would allow you to disarm when attacking with this weapon. This can be utilized as a monk weapon.

Shuriken. You have advantage to Sleight of Hand checks

made with this weapon. This can be utilized as a monk weapon.

Three-Sectioned Staff. Enemies have disadvantage on any saves from an attack that would allow you to disarm them when attacking with this weapon. This can be utilized as a monk weapon.

Tonfa. Enemies have disadvantage on any saves from an attack that would allow you to disarm them when attacking with this weapon. This can be utilized as a monk weapon.

War Fan. You have advantage to Sleight of Hand checks made with this weapon. This can be utilized as a monk weapon.

War Scythe. You have disadvantage when you try to attack an enemy within 5 feet of you.

Wrist Crossbow. You cannot be disarmed of this weapon.

Adventuring Gear

This section describes items with special rules or require further explanation.

Flexible Metal Wire. Flexible metal wire has 5 hit points. It can be burst with a successful DC 20 Strength check.

Expanded Equipment Packs

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Bounty Hunter's Pack (40gp). Includes a chest, 2 cases for maps and scrolls, a portable ram, a hammer, 10 feet of chain, 50 feet of hempen rope, a bullseye lantern, a lock, manacles, 5 flasks of oil, 10 pitons, 10 iron spikes, 10 sheets of parchment, 1 bottle of ink, 5 ink pens, 5 days of rations, and a waterskin.

Detective's Pack (140gp). Includes a chest, a set of fine clothes, an abacus, 5 candles, 2 cases for maps and scrolls, a crowbar, 10 sheets of paper, 10 pieces of chalk, a bottle of ink, 5 ink pens, a magnifying glass, a steel mirror, sealing wax, and a signal whistle.

Ninja's Pack (40gp). Includes backpack, a bag of 1,000 ball bearings, a bag of 20 caltrops, 10 feet of flexible metal wire, 2 costumes, a grappling hook, a scroll case, a bottle of ink, an ink pen, 10 sheets of paper, 5 candles, 10 pitons, 5 days of rations, a tinderbox, and a waterskin.

Outdoorsman's Pack (17gp). Includes backpack, a bedroll, 2 sets of common clothes, a block and tackle, a bucket, 50 feet of hempen rope, 5 candles, fishing tackle, 2 hunting traps, a jug, a lamp, 5 flasks of oil, a mess kit, 10 pitons, an iron pot, a shovel, a two-person tent, a tinderbox, a whetstone, a small knife, 5 days of rations, and a waterskin.

Expanded Weapons

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Punch Dagger	2 gp	1d4 piercing	1 lb.	Finesse, Light, Special
Scythe	20 gp	1d10 slashing or piercing	10 lb.	Heavy, Two-Handed
<i>Martial Melee Weapons</i>				
Bastard Sword	125 gp	1d10 slashing or piercing	6 lb.	Heavy, Special, Versatile (1d12)
Claw Bracer	30 gp	1d6 piercing or slashing	2 lb.	Finesse, Light, Special
Falchion	75 gp	2d4 slashing	8 lb.	Heavy, Two-Handed
Full Blade	150 gp	2d8 slashing	20 lb.	Heavy, Special, Two-Handed
Heavy Flail	15 gp	2d6 bludgeoning	10 lb.	Heavy, Two-Handed
Jitte	5 sp	1d4 bludgeoning	2 lb.	Finesse, Light, Special
Kama	2 gp	1d4 slashing	2 lb.	Finesse, Light
Katana	400 gp	1d8 slashing	3 lb.	Finesse, Versatile (1d10)
Katar	20 gp	1d6 piercing	2 lb.	Finesse, Light, Special
Kusari-gama	10 gp.	1d4 slashing or bludgeoning	3 lb.	Finesse, Light, Reach, Special, Two-Handed
Nekode	5 gp	1d4 piercing	2 lb.	Light, Special
Ninja-to	10 gp	1d6 slashing	3 lb.	Finesse, Light
Nunchaku	2 gp	1d4 bludgeoning	2 lb.	Finesse, Light, Special
Nodachi	600 gp	2d8 slashing	15 lb.	Heavy, Reach, Special, Two-Handed
O-Katana	500 gp	1d10 slashing	6 lb.	Heavy, Special, Versatile (1d12)
Sai	1 gp	1d4 piercing	2 lb.	Finesse, Light, Special
Three-Sectioned Staff	4 gp	1d8 bludgeoning	8 lb.	Finesse, Special, Two-Handed
Tonfa	5 sp	1d4 bludgeoning	2 lb.	Finesse, Light, Special
Wakizashi	300 gp	1d6 slashing	2 lb.	Finesse, Light
War Fan	30 gp	1d6 slashing	3 lb.	Finesse, Light, Special
War Scythe	50 gp	1d12 slashing	12 lb.	Heavy, Reach, Special, Two-Handed
Whip-Dagger	25 gp	1d6 slashing	3 lb.	Finesse, Reach
<i>Martial Ranged Weapons</i>				
Bolas	1 gp	1d4 bludgeoning	2 lb.	Finesse, Light, Special, Thrown (Range 10/30)
Boomerang	10 gp.	1d4 bludgeoning	2 lb.	Finesse, Light, Special, Thrown (Range 20/60)
Chakram	15 gp	1d4 slashing	2 lb.	Finesse, Light, Thrown (Range 20/60)
Shuriken	20 sp	1d4 piercing	½ lb.	Ammunition (Range 10/30), Finesse, Light, Special, Thrown
Wrist Crossbow	250 gp	1d6 piercing	2 lb.	Ammunition (Range 25/90), Light, Loading, Special