

WRAITH WRIGHT'S EXPANDED WEAPON MANUAL

SUPPLEMENTS by RANDALL RIGHT

PLAYER TOOLS

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WRAITH WRIGHT'S EXPANDED WEAPON MANUAL



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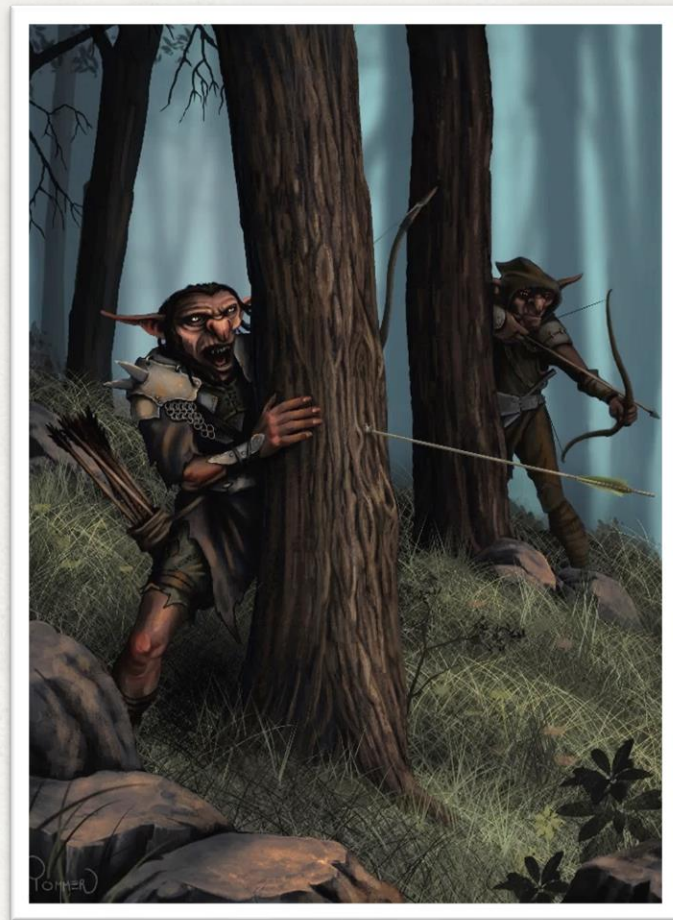
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ON THE COVER

Goblin Ambush by Eric Pommer

Adventurers repel a goblin ambush using the greater power and range of their composite longbows and flight arrows.



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Chapter 0

CHAPTER 0: INTRODUCTION

UERY FEW ADVENTURERS ARE HAPPY WIELDING weapons that do not suit them. Like a set of clothes, a weapon is a very personal device, and by fashion or aptitude, it should match the warrior who wields it.

Although the *Player's Handbook's* thirty-some weapons are interesting enough in a player's first few campaigns, eventually, they will stop holding the player's interest. New characters, particularly warriors, need weapon options that provide variety and are suitably character-defining.

That's where this book comes in.

WHAT'S IN THIS PRODUCT?

This product includes five chapters.

CHAPTER 1: WEAPON RULES

In this chapter, find weapon properties, rules for weapons, and expansions of standard feats and class proficiencies that make room for these new weapons.

CHAPTER 2: EXPANDED WEAPONS

This chapter contains a fully expanded suite of weapons, 121 armaments, old and new. The three chapters following this one are "limited lists," intended for use only with explicit Dungeon Master approval.

CHAPTER 3: EXOTIC WEAPONS

This chapter includes the double weapons that were popular in third and fourth edition, and the expansive polearm selection beloved by Gary Gygax and emblematic of the original *DUNGEONS & DRAGONS*.

CHAPTER 4: JADE THRONE

A list of weapons influenced by feudal Japan and by its close neighbors in that period. The design of this weapon list is sufficiently expansive to serve as an alternative to the normal weapon list in chapter 2.

CHAPTER 5: FIREARMS

An expansion of the firearm rules in the *Dungeon Master's Guide*, carefully designed to bridge compatibility between the original rules, the world-specific influence of fifth edition settings, and that popular third-party Gunslinger martial archetype.

HOW TO USE THIS PRODUCT

We intend for Dungeon Masters to allow players to find weapons in this book without restrictions from within chapter 2, the expanded weapon list.

However, this is not true of the "limited lists," the double weapons and expanded polearms of chapter 3, the East-Asian inspired weapons of chapter 4, and the firearms of chapter 5. These aren't things you'd expect to find in every game, we intend for the Dungeon Master to choose which of these chapters to allow, if any, based on the type of campaign desired.

The *Expanded Weapon Manual* can also serve as a reference book because each weapon has an illustration and a short description, something lacking in the *Player's Handbook*. Many of these descriptions are not lengthy, but they can aid how players imagine each piece of gear.

Even if a Dungeon Master doesn't want to mix in the new weapons and weapon rules of this product, these pages can be an excellent resource for adding single weapons one at a time; a villain becomes more memorable with a unique weapon, just as the player characters can.

SYSTEM CHANGES

This product enhances the rules for tridents and yklwas and adapts a few monster weapons to rules usable by player characters. A "System Change" tag appears in these items' descriptions with an explanation for the change, giving the Dungeon Master a chance to consider and revert these rules to their original forms. Where an item appears on a weapon table, any changes appear in [brackets]. Turn to those items' descriptions to find the system change notes.

COMPREHENSIVE MANUALS

This five-chapter tome contains excerpts from the *Comprehensive Manuals* anthology, a mithral best-selling set of supplements on the Dungeon Masters Guild. For a much-reduced price, this book contains just the weapons from what is otherwise a comprehensive treatise on equipment of all kinds. (If you already own that book, this one will be of little use to you, unless you want a book that handily holds just the weapon options.)

THE OTHER BOOKS

These weapons are just the tip of the iceberg; the Wraith Wright Productions imprint encompasses four books that cover equipment and its related elements.

COMPREHENSIVE EQUIPMENT MANUAL

The *Comprehensive Equipment Manual* has rules for varied character wealth and hundreds of pages of new weapons, armor, and adventuring gear. It contains almost 200 compounds to brew with alchemy, herbalism, and the poisoner's craft, translated from earlier editions of the game, and has new tools, vehicles, and some much-expanded tables of trinkets.

EXPANDED WEALTH MANUAL

The *Expanded Wealth Manual* contains Dungeon Master tools for regulating treasure and making magic items useful and unique in each campaign. It includes tools relating to the distribution of magic items, as well as methods for players to create or alter magic items without unbalancing treasure levels. The book has rules for nonmaterial assets, properties and strongholds, business investments, hiring using armies, and other uses of treasure. It also presents solid mechanisms for starting wealth on characters made beyond 1st level, and the tools to maintain consistent, balanced treasure distribution throughout a campaign.

MAGIC ITEM MANAGEMENT

Magic Item Management is a DM tool that contains massively expanded tables for magic item special features, both historic and magical (creators, histories, minor properties, and quirks). It further describes methods for implementing these features with care and imagination.

ANIMAL HANDLER'S MANUAL

The *Animal Handler's Manual* has player options for using creatures as companions, mounts, and guardians. That product also contains expanded rules for riding, training, and handling animals in battle and other scenarios. It further contains rules for monster markets, rules for buying, selling, and caring for creatures that do not normally find domestic use.

TRUST

You can trust Wraith Wright Productions.

We work hard to make that statement true. This book's reliability is based on two things, our philosophy of game design and our rigorous testing.

To preserve the balance and enjoyment of your game, Wraith Wright's custom rules use a "lightest touch" philosophy. We aim not to disturb any existing mechanics, but rather, add to and expand them in measured ways. We want to give players interesting options, not overpowered ones. In the rare cases where we change something, you will find each change highlighted and explained, making it easy to adopt or to revert to the original mechanics.

In line with our philosophy, we work hard to hammer out the dents. Years of playtesting have gone into honing this book's contents, and we receive frequent feedback from some of the *four thousand* customers who purchased the equipment manual in PDF, print, and Fantasy Grounds versions. The reliability of this product rests on the years of testing that have gone into it.





Chapter 1

CHAPTER I: WEAPON RULES

RULES CHANGES ARE NECESSARY FOR THE ADDITIONS in this catalog. The greater variety of weapons, with their wider range of functionality, means new weapon properties and weapon dice are necessary. Various race, class, and feat rules also need modification to contemplate the new weapons.

WEAPON PROPERTIES

Most weapons have weapon properties. Standard and new properties appear below, some of which are available only through the masterwork weapons rules at the end of this chapter.

STANDARD PROPERTIES

This page restates the standard weapon properties.

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.

Weapons with this property have two ranges shown in parentheses. The first is the 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. If you use a weapon that has the ammunition property to make a melee attack, treat the weapon as an improvised weapon. (See "Improvised Weapons" in the *Player's Handbook*.) A sling must currently hold a bullet to deal any damage when used in this way.

Finesse. *Finesse weapons are lightweight, designed for fast, precise attacks.*

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.

Light. *A light weapon is both lightweight and short, suitable for use in the off hand.*

Light weapons allow you to employ the rules for two-weapon fighting. When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can use a bonus action to attack with a different light melee weapon that you're holding in your other hand. You don't add your ability modifier to the damage of the bonus attack unless it is negative. If either weapon has the thrown property, you can throw the weapon instead of making a melee attack with it.

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

Reach. This weapon adds 5 feet to your reach when you attack with it. Some weapons add more distance, as provided in their individual descriptions.

Special. A weapon with the special property has unusual rules governing its use. Those rules have details in the item's individual description.

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.

Weapons with this property have two ranges in parentheses. 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.

Creatures do not have disadvantage on ranged attacks with thrown weapons while submerged. (See "Underwater Combat" in the *Player's Handbook*.)

Two-Handed. This weapon requires two hands to attack with.

Versatile. *Versatile weapons have longer handles than needed, or extra handles positioned at critical points on the weapon.*

You can attack with a versatile weapon using one or two hands. The parenthetical damage value that appears following this property applies when you use the weapon two-handed to make a melee attack.

Versatile two-handed damage raises the weapon's die size one step on this track: 1 (1d2) ... 1d3 (1d4) ... 1d6 (2d3) ... 1d8 (2d4) ... 1d10 (2d5) ... 1d12 (2d6).

NEW PROPERTIES

Add these new weapon properties to those found in the *Player's Handbook*.

Accurate. *Accurate weapons typically have precise sighting points or other features to assist accuracy.*

This weapon, when used to make ranged attacks, ignores 1 point of the target's Armor Class derived from half cover or three-quarter cover.

Aerodynamic. *This weapon has features that improve its ability to fly (or project its ammunition) over long distances.*

A weapon with the ammunition property adds +10/40 to its range increments. A weapon with the ballistic property instead adds +10/30 while a weapon with the thrown property adds +5/15.

Alternate (B), (P), or (S). *Alternate weapons have multiple effective striking surfaces, allowing you to use the most beneficial impact.*

When you wish, you can employ the listed alternate damage type with no change to the weapon's damage dice. Doing so does not reduce the weapon's efficiency or convert it into an improvised weapon.

For ease of use, assume that the weapon's user always applies the best damage type, without having to make a declaration in the attack.

Absent this property, you can use a weapon to inflict an alternate damage type, like attacking with the pommel of your sword, or the tip of a blade made for chopping. This counts as an improvised weapon; the attack might not use your proficiency modifier and almost certainly uses a smaller damage die.

Ballistic. If loaded, you can use a firearm that has the ballistic property to make a ranged attack. Each time you attack with the firearm, you expend one piece of ammunition. A single piece of firearm ammunition combines two components, a load (a ball

or a weight of shot pellets) and a charge (a measured weight of gunpowder). Alternately, a cartridge of any kind constitutes a single piece of ammunition.

A firearm without the magazine weapon property can load only a single piece of ammunition in each of its barrels. If you run out of loaded ammunition, you cannot make additional attacks with the weapon, even if you have a feature that allows you to make additional attacks with that action, bonus action, or reaction.

A firearm must be loaded before you can use it. Weapons with this property require two hands to reload. Reloading one barrel of a firearm with a piece of ammunition (powder and load) requires an action.

Weapons with this property have two ranges shown in parentheses. 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.

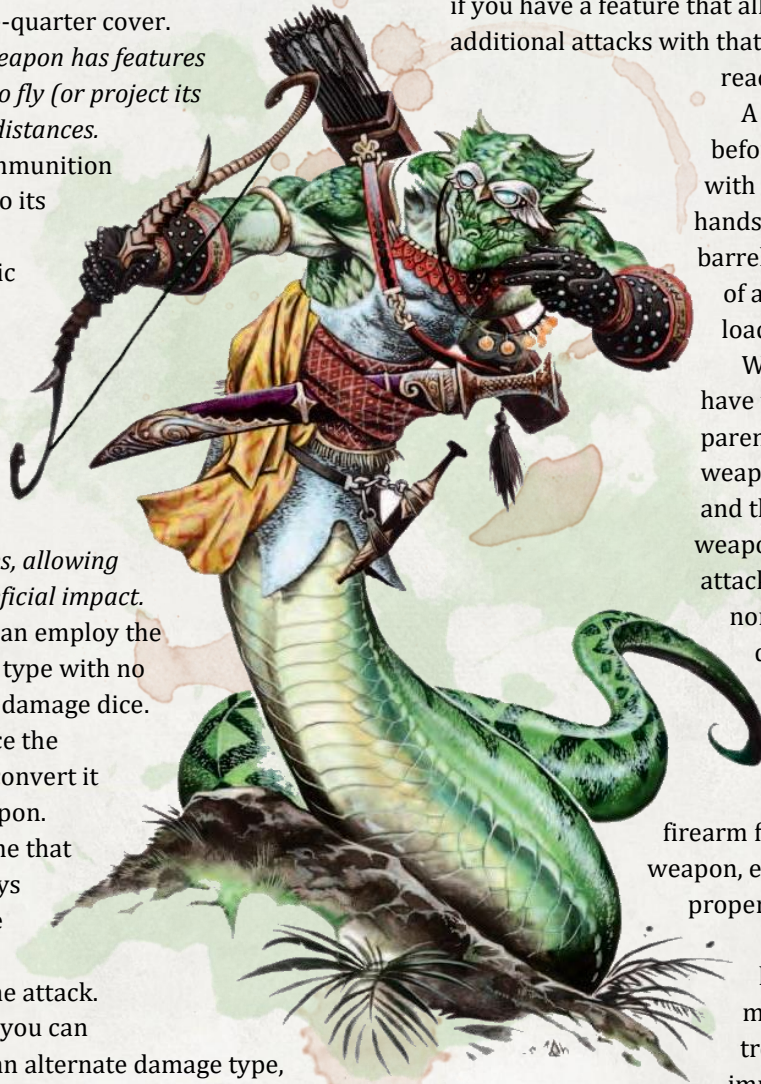
Each loaded barrel of a firearm fouls if you submerge the weapon, even if it lacks the misfire property. (See misfire, below.)

If you use a weapon that has the ballistic property to make a melee attack, you treat the weapon as an improvised weapon.

Blast. *Ranged blast attacks rely on the projection of multiple tiny missiles, fired in a thin cone.*

This property, when applied by ammunition, applies only for the attacks that use such ammunition. Attacks with such ammunition cannot use the deadly property.

Attacks that apply the blast property roll with advantage. They do not apply your ability modifier to damage rolls unless the modifier is negative. Nor are these attacks subtle or precise enough to apply a



rogue's Sneak Attack damage or the bonus damage of the Sharpshooter feat.

Attacking a target within the weapon's long range increment (beyond its normal range), lets you designate a secondary target within 5 feet of the primary target and apply your attack and damage roll to both. Choose both targets before rolling to hit.

Breach. *Melee breach weapons have long, narrow piercing points while ranged breach attacks propel their shots with exceptional force.*

This property, when applied by ammunition, applies only for the attacks that use such ammunition. Breach allows attack rolls to ignore up to 1 point of a target's protection from armor. The attack recalculates accordingly the target's armor benefit (AC points derived from armor, natural armor, and shields). This property gives no benefit if the target's AC does not contemplate any of those three factors.

If a parenthetical number follows this property, as in the case of some firearms, the breach ignores up to the listed number of the target's AC points.

Cruel. *Cruel weapons have malicious barbs or they shatter or splinter in the wound in such a way that a survivor of the attack will suffer additional pains and have difficulty recovering. Such tools are the hallmark of evil creatures; goodly and noble societies eschew their use in the same way they revile poison.*

This property, when applied by ammunition, applies only for the attacks that use such ammunition. Each successful attack with a cruel weapon leaves a piece (or the entirety) of the weapon or ammunition in the wound. Removing the object requires an action and a successful DC 8 Wisdom (Medicine) check, with each failure inflicting 1 additional point of damage.

For each piece of cruel ammunition currently in a target, temporarily reduce its maximum hit points by 1 and increase the DC of any Wisdom (Medicine) checks to stabilize it by 1.

Using cruel ammunition always destroys it (even if crafted of special materials); you cannot recover any intact pieces after a battle as you might with normal ammunition.

Deadly. *Deadly weapons often have high-quality blades that hold keen, razor-sharp edges. In the case of firearms, a deadly weapon uses precisely bored shot.*

With any successful attack, you can reroll up to one of the weapon's damage dice if it rolls a 1.

This property becomes ineffective after you apply it to a damage roll. In the case of a melee weapon, the property becomes useable again if you apply a whetstone during a short or long rest. In the case of a firearm, the property becomes usable again if you apply tinker's tools during a long or short rest, if you are proficient with those tools.

Defensive. *Defensive weapons typically have prominent parrying surfaces or protrusions that prevent an enemy's weapon from sliding down onto the wielder's hand during a clash.*

If you are wielding a weapon with this property and another creature hits you with a melee attack, you can use your reaction to add a +1 bonus to your Armor Class for that attack only, potentially causing the attack to miss you. If you are wielding two weapons that both have this property, or a double weapon with this property, the bonus is instead +2. This bonus to Armor Class is not compatible with the bonus from a shield nor does it combine with the benefits of the Defensive Duelist feat.

Disarming. *A disarming weapon has one or more entangling protrusions designed to snare a weapon and pull it from the enemy's grasp.*

When wielding this weapon, you gain a +2 bonus on attack rolls to disarm. Increase this bonus to +3 if the weapon is two-handed or is versatile and used in two hands, or if you are wielding two single-handed weapons that each have this property.

These benefits do not apply to a Disarming Attack Combat Maneuver, which uses unrelated techniques to both disarm and inflict damage with the same strike.

The disarming rules are optional, appearing in the "Combat Options" section of the *Dungeon Master's Guide*. Even without this property, you can use a weapon attack to knock a weapon or another item from a target's grasp. To do this, make an attack roll contested by the target's choice of a Strength (Athletics) or Dexterity (Acrobatics) check. You have disadvantage on the attack roll if the target is holding the item with two or more hands. The target has advantage on its ability check if it is larger than you, or disadvantage if it is smaller. If you win the contest, the attack causes no damage or other ill effect, but the defender drops the item.

Ersatz. *These weapons use delicate materials in place of iron, or materials less sturdy than normal.*

If the d20 for your attack roll with this weapon produces a 1, the weapon suffers significant damage; in addition to the attack automatically missing, the weapon suffers a permanent and cumulative -1 penalty to its damage rolls. If the penalty gets to -5, this last reduction destroys the weapon.

A crafter using the applicable artisan's tools can repair this weapon if it has not yet destroyed. Repairs cost 5% of the weapon's normal value for each -1 of the existing penalty.

Attacks made using ammunition that has the ersatz property have a -1 penalty to damage. Whether it hits or misses, using such ammunition destroys it; you can collect none of it after the battle.

Fine. *This weapon's construction involved high-quality materials and exceptional techniques. Such items are hard to destroy.*

Double the weapon's object hardness (if any) and its hit points.

Gargantuan. These weapons suit Gargantuan creatures. Huge or smaller creatures normally cannot use them.

Handgun. Handguns are single-handed weapons easily wielded in close combat. Any firearm with this weapon property does not suffer disadvantage for its use when a hostile creature is within 5 feet.

Light weapons with the handgun property allow you to employ the rules for two-weapon fighting. When you take the Attack action and attack with a light weapon that you're holding in one hand, you can use a bonus action to attack with a light weapon that you're holding in your other hand if it has the handgun weapon property. You don't add your ability modifier to the damage of the bonus attack unless it is negative.

High-Critical. *These weapons are the type that make deep wounds; the injuries inflicted are more likely to reach vital organs.*

If the d20 roll for an attack with this weapon is a 20, your hit inflicts significant damage. Reroll any of that attack's damage dice that result in 1s.

This property doesn't trigger for, or rely on, critical hits; the Improved Critical class feature has no effect on when this property applies. Likewise, it applies even to creatures that are immune to critical hits.

Huge. These weapons suit Huge creatures. Large or smaller creatures normally cannot use them.

Large. These weapons suit Large creatures. Medium or smaller creatures normally cannot use

them. Medium creatures with the Powerful Build trait can wield weapons with this property but have disadvantage on their attack rolls.

Magazine. A weapon with this property can hold pieces of ammunition, up to the number of rounds listed parenthetically after this weapon property. A magazine is not a detachable component, unless the weapon's description says otherwise.

You can fire the magazine's contained ammunition without restriction, until it runs out. With the magazine empty, you can fire only one piece of ammunition from this weapon when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

You can use an action to reload up to six pieces of ammunition into a magazine. Unless otherwise noted

in its description, a firearm's magazine holds only cartridges.

Misfire. If the d20 for your attack roll produces a 1, the barrel of a weapon with this property fouls; in



addition to the attack automatically missing, you destroy the ammunition and render the barrel inoperable. You must clean a fouled barrel and reload it before you can use it again. Cleaning takes 10 minutes and requires tinker's tools.

Some firearms list a number parenthetically after the misfire property. If the d20 for your attack roll is equal to or lower than the number indicated, prior to any modifiers, you foul the weapon's barrel. It is possible for a low roll (other than a roll of 1) to hit its target and still foul the barrel.

If you have a class feature that increases a weapon's misfire rating, and the firearm lacks this property, add the misfire property with a rating equal to what the increase would have been. Likewise, ignore the property if a feature would reduce it to a 0 rating.

Natatorial. These weapons do not suffer disadvantage on attack rolls when used under water. All other restrictions apply as normal. See "Underwater Combat" in the *Player's Handbook*.

Note: The *Player's Handbook* applies this property to crossbows, daggers, javelins, nets, shortswords, spears, tridents, and thrown weapons. It is not new; the *Expanded Weapon Manual* simply plucks this effect from its obscure corner of the rules and notes it in the weapons tables.

Tiny. These weapons suit Tiny creatures. Wielders of all sizes can use such weapons without penalty.

A Tiny creature cannot normally wield a weapon that lacks this property.

Tripping. *This weapon is well suited to hook or wrap around your target's supporting limbs, causing it to fall.*

While wielding this weapon, you gain a +2 bonus on your Strength (Athletics) checks for shoving a creature if you are attempting to knock it prone. See "Shoving a Creature" in the *Player's Handbook*. Increase this bonus to +3 if the weapon is two-handed (or is versatile and used in two hands), or if you are wielding two single-handed weapons that each have this property.

These benefits do not apply to a Trip Attack Combat Maneuver, which uses unrelated techniques to both trip and inflict damage with the same strike.

Unarmed (B), (P), or (S). *A device with this property affixes to the knuckles, fingers, or the back of the hand. It often takes the form of a glove. Sometimes it is a set of finger rings (connected or unconnected) that are heavy or bear sharp protrusions.*

This device can modify your unarmed attacks. If this weapon property includes a note of (P) or (S), unarmed strikes using the device may inflict piercing or slashing damage instead of bludgeoning damage, at your discretion. This device doesn't prevent your unarmed attacks from inflicting bludgeoning damage when desired; such attacks can use other body parts.

You wear items with the unarmed property; you do not grip them in the hand. (You can still hold something else or otherwise use that hand.) A device with this property requires an action to put on or remove, a task that requires both hands. An opponent cannot disarm you of such a device.

Wounding. *The sharp portions of a wounding weapon leave viciously shaped injuries that are prone to bleeding.*

If a target takes damage from one or more wounding attacks, it suffers 1 bonus point of damage from blood loss at the end of its next turn. Any healing that occurs between the injury and the end of the creature's turn prevents the damage. Binding the wound likewise prevents the damage, requiring an action and either a successful Wisdom (Medicine) check against a DC of 10 or the expenditure of one use of a healer's kit.

Creatures without a circulatory system are immune to this property.

WEAPON DAMAGE

This section addresses damage dice for weapons.

NEW DICE

This publication revives two old traditions for the damage ratings of some new weapons, damage kickers and half dice. Applying these traditions gives players more options to flavor their tools, letting new weapons interact uniquely with the damage rules.

DAMAGE KICKERS

A damage kicker is an addition to, or subtraction from, a weapon's damage dice. For example, a weapon might list "1d8+1" to give a range of 2 to 9 damage or list "2d6-1" to give a range of 1 to 11 damage.

A kicker is part of the weapon's damage dice and is not a "bonus" or a "penalty." This means that a critical hit includes the effect of the kicker twice. For example, a weapon listed as "1d6+1" inflicts 2d6 + 2 damage on a critical hit, plus any bonuses or penalties to the attacker's damage roll.

HALF DICE (D2, D3, D5)
 Half dice are just standard dice, rolled in such a way as to generate numbers within half their normal ranges. The *Player's Handbook* gives rules for half dice under "Game Dice" in the Introduction.

To simulate the roll of a **d3**, the official rules direct players to "roll a d6 and divide the number rolled by 2 (round up)." This works equally well for a **d2** (halve a d4 result and round up) and a **d5** (halve a d10 result and round up).

Alternately, you can purchase dice in these ranges on the Internet!

SIZE-RELATED DAMAGE

Standard weapons are sized for Small or Medium Characters. Undersized or oversized weapons have different damage dice; the dice are doubled for each size increase, and halved for each size decrease. The Weapon Damage by Size table appears on this page because there are no matching dice for some of these "doubling" and "halving" calculations.

If an entry lists two die modes, the Dungeon Master determines which is appropriate to the weapon. Generally, the fewer dice used, the better. However, some weapons use two damage dice normally, changing the average damage roll as a result, as in 2d4 instead of 1d8 or 2d6 instead of 1d12. This is an intentional feature and resized versions of the weapon should use at least two dice.

UNDERSIZED

Undersized weapons are built for Tiny-sized creatures. Each has the Tiny weapon property.

Undersized Damage. An undersized weapon employs damage dice that are half the size of standard versions of the same. A halved damage kicker is rounded to the largest whole number, whether that is a bonus or penalty

Undersized Reach. An undersized weapon loses the reach property unless it applied more than 5 feet of

WEAPON DAMAGE BY SIZE

Tiny	Small or Medium	Large	Huge	Gargantuan
0	1	1d2	1d3	1d4
1	1d2	1d4 (2d2)	1d6 (2d3)	1d8 (2d4)
1d2	1d3	1d6 (2d3)	3d3	1d12 (2d6)
1d2	1d4 (2d2)	1d8 (2d4)	1d12 (2d6)	2d8
1d3	1d5	1d10 (2d5)	3d5	1d20 (2d10)
1d3	1d6 (2d3)	1d12 (2d6)	3d6	2d12 (4d6)
1d4 (2d2)	1d8 (2d4)	2d8 (4d4)	3d8 (6d4)	4d8 (8d4)
1d5	1d10 (2d5)	2d10 (4d5)	3d10 (6d5)	2d20 (4d10)
1d6 (2d3)	1d12 (2d6)	2d12 (4d6)	3d12 (6d6)	4d12 (8d6)
1d8 (2d4)	2d8	4d8	6d8	8d8
1d10 (2d5)	1d20 (2d10)	2d20 (4d10)	3d20 (6d10)	4d20 (8d10)

additional melee range. Shorten any other reach-granting property by 5 feet.

OVERSIZED

Oversized weapons are for creatures of Large, Huge, or Gargantuan size. Each oversized weapon has the matching Large, Huge, or Gargantuan property.

Oversized Damage. An oversized weapon uses more damage dice than a weapon built for Small and Medium creatures. Large weapons double the number of damage dice, Huge weapons triple the dice and Gargantuan creatures quadruple them.

Likewise, damage kickers double, triple, or quadruple accordingly.

Oversized Reach. An oversized weapon with the reach property doubles the weapon's normal stated range bonus. (A reach bonus of 5 feet would become 10 feet.) Oversized weapons without the reach property do not gain additional range; those monster stat blocks already included in longer attack reaches.

DM'S CORNER: WATERDEEP: DRAGON HEIST

The weapon size rules in this book expand upon those in the *Dungeon Masters Guide*. They ignore the discordant example of an oversized longbow found in *Waterdeep: Dragon Heist*. That item seems to use the size conversion system of a previous edition. We therefore consider it a unique variant.

ALTERNATE MATERIALS

These rules address weapons crafted with alternate materials or techniques.

ADAMANTINED WEAPONS

A skilled smith with access to this rare material can add adamantine components to a weapon to improve its ability to break objects; a hit against an object with an adamantine weapon is automatically a critical hit, and the weapon is “adamantine” for the purpose of affecting certain creatures through their resistances or immunities.

Ammunition with this improvement does not break in battle, allowing you to recover each piece after a fight if you spend 2 minutes searching.

You can add adamantine to a single weapon for 500 gp (or 1 piece of ammunition for 50 gp.) This cost represents the price of the material and the expertise needed to add adamantine to the weapon without making it less effective.

ERSATZ WEAPONS

Some regions or cultures lack easy access to the materials, tools, or techniques needed to fashion weapons out of metal and similar high-grade materials. Ersatz weapons use obsidian, bone, wood, horn, antler, stone, or crystal in the place of metal.

Ersatz weapons cost one-quarter their normal, listed prices. Such gear initially performs as well as the real thing, but its fragility quickly shows through if used for any significant period. An ersatz weapon has the ersatz weapon property.

Weapons with the ballistic or ammunition weapon properties cannot be ersatz weapons, but their ammunition can be.

BYESHK WEAPONS

This material is specific to the Eberron campaign setting. The dense, purple-sheened metal comes from mines in the Byeshk and Graywall mountains.

A melee weapon crafted with byeshk costs 500 gp. Byeshk ammunition costs 50 gp per piece.

Bludgeoning damage from a byeshk weapon is magical for purposes of bypassing damage resistance or immunity.

BRONZE WEAPONS

Bronze weapons usually appear as antiquities but are available new in a few areas. Some cultures may prefer bronze for its beauty and ease of maintenance.

Any normal weapon or piece of ammunition that relies on iron or steel components can instead be bronze. Such weapons have trouble holding a sharp edge; you have a -1 penalty to damage rolls if those weapons inflict piercing or slashing damage.

Bronze-made weapons costs three-quarters of the price of normal, iron-made versions.

SILVERED WEAPONS

A skilled smith can add silver components to the striking surfaces of a weapon without degrading the weapon’s performance. Such weapons affect creatures that are normally immune to or resistant to damage from non-silver weapons.

You can silver a weapon for 100 gp (or a single piece of ammunition for 10 gp). This cost represents more than the price of the silver; it includes the time and expertise needed to add silver to the weapon without making it less effective.

VARIANT: OTHER MATERIALS

If you provide the materials, a skilled smith can add other metals to a weapon for 100 gp, or 10 gp for a piece of ammunition. Alternately, a player character can perform the craft using smith’s tools, taking 20 days for a weapon or 2 days for a piece of ammunition.

This option is useful if the characters encounter a source of special metal, particularly if the Dungeon master employs monsters with new and exotic immunities, resistances, or vulnerabilities. For example, the campaign might include fey creatures that are vulnerable to cold iron or shadowlands monsters that are resistant to nonmagical attacks made with non-jade-infused weapons.

Whatever the case, the character must supply the raw materials in addition to the smith’s fee. In the case of metal, the process requires 2 pounds. In the case of gemstones, it requires 20 standard gemstones, powdered to integrate with the metal of the weapon.

Because it doesn’t make sense when an upgrade uses more weight of metal than the entire weapon. The DM can halve the material requirements above for any weapon that weighs 1 pound or less, like a dagger.

Likewise, the Dungeon Master can peg the cost of an alternate-material ammunition to its equivalent

weight in material (plus 10 gp) for each. For example, a gold-treated arrow would cost 10 gp for the labor and 25 sp for the material (1/20th of a pound of gold, the same weight as a single arrow).

The DM can choose to apply these modifications to silvered or adamantined weapons too.

WEAPON IMPROVEMENTS

Weapons can have improvements or significant alterations of several types. For additional costs, a weapon can have ornamentation, a masterwork feature, or both.

For resale purposes, a weapon's improvement is a separate item in the nature of an object of art, crafted with jeweler's tools or smith's tools. Although the base item can be resold at half its purchase costs, ornamentation and masterwork components fetch their full value on resale if sold to the right buyer. For example, a battleaxe has a base price of 10 gp and can be resold as used for 5 gp. With 50 gp of ornamentation, the resale value is 55 gp (half the item's value + the full value of the improvement).

ORNAMENTATION

Weapons crafted with ornamentation (or ornamented later) have an additional component valued separately from the item.

A crafter only needs proficiency with jeweler's tools to create ornamentation. However, if the crafter lacks proficiency with smith's tools, the weapon takes on the ersatz property during this process.

MASTERWORK

Masterwork weapons are the product of exceptional materials and artisanship. A masterwork weapon gains a single, bonus weapon property during its creation, one different from those it already possesses. In addition to the restrictions below, the Dungeon Master must agree that the affected weapon is suitable for the masterwork property you desire.

Melee weapons can gain the alternate (one type), defensive, disarming, fine, high-critical, or tripping property. Melee weapons that inflict piercing or slashing damage can add the deadly property. Melee weapons that lack the two-handed property can gain versatile. Melee weapons with the thrown property can gain accurate or aerodynamic.

Weapons with the ammunition or ballistic weapon properties can add accurate, aerodynamic, fine, or high-critical. Weapons with the ballistic weapon property can add deadly.

A masterwork component costs 300 gp. The smith must add it during the weapon's creation.

MASTERWORK: WHY NOT +1?

A previous edition gave masterwork weapons a mundane +1 bonus to attack and damage rolls, as though they were magic items. Various homebrew products suggest the same.

The *Expanded Weapon Manual* does not use that method because bonuses to attack rolls distort that balance of the "bounded accuracy" design of D&D's fifth edition. Allowing mundane numerical bonuses would let characters convert wealth directly into mechanical (rolling) benefits without the balancing restrictions placed on magic items.

More than this, the ability to customize the function of a masterwork weapon is far more interesting than adding a simple +1 bonus. It also serves the core purpose of this product, to give players more and interesting options for weapons.



CHARACTER RULES

This section provides updates to the standard feats and to race and class proficiencies for weapons.

Note that some of these weapons are from limited lists and might not be available in your campaign.

RACE AND CLASS

This section updates racial traits and class features.

RACE PROFICIENCIES

Some racial traits provide proficiency with specific weapons. This section updates these traits to include additional, similar weapons from this product.

Drow Weapon Training. To this racial trait, add proficiency with the cutlass, epee, hand repeating crossbow, kotsurugi, koyumi, quadrens, repeating koyumi, saber, and sword cane.

Dwarven Combat Training. This trait additionally provides proficiency with the daiono, hatchet, kidzuchi, masakari, maulaxe, nata, ono, otsuchi, tongi, urgrosh, and waraxe.

Elf Weapon Training. This racial trait also gives you proficiency with the composite daikyu, composite hankyu, composite longbow, composite shortbow, daikyu, gladius, hankyu, ninjaken, and tachi.

CLASS PROFICIENCIES

Some character classes provide proficiency with specific weapons, rather than whole categories (like simple or martial). This list updates such features to include this book's similar weapons.

Bard and Rogue. These classes gain proficiency with the cutlass, epee, hand repeating crossbow, koyumi, quadrens, repeating koyumi, saber, slungshot, sword cane, plus all firearms with the handgun weapon property.

Druid. Druids are additionally proficient with the ankus, bo, crook, fustibalus, hanbo, jisho, kaiken, kama, kunai, knobkerrie, liturgical mace, maca, poison dagger, ritiik, short spear, short hooked spear, shotel, scythe, shuriken, throwing dagger, trombash, weighted spear, uchine, wooden stake, yari, and yklwa.

Monk. Monks gain proficiency with the bhuj, clawed gauntlet, flail staff, fustibalus, and spiked chain.

These weapons are monk weapons, usable with the Martial Arts class feature. A character that multi-classes into the monk class also gains proficiency with these new weapons.

Monks can use their Martial Arts class feature in combination with weapon-like devices that enhance unarmed attacks.

Sorcerer and Wizard. These classes gain proficiency with the bo, crook, fustibalus, jisho, kaiken, kunai, light repeating crossbow, poison dagger, shuriken, teppoyumi, throwing dagger, and wooden stake.

SUBCLASS PROFICIENCIES

This segment updates weapon proficiencies related to class subtypes.

Arcane Archer. Features of this fighter archetype also work with the composite daikyu, composite hankyu, composite longbow, composite shortbow, and daikyu.

Way of the Kensei. This monk tradition allows the character to select any of the following for a kensei weapon, despite them having the "special" weapon property: basic whip, composite daikyu, composite hankyu, composite longbow, composite shortbow, deer horn knife, fustibalus, kunai, kusarigama, kyoketsushoge, light shuriken, johyo, tekkokagi, thrown dagger, tonfa, or tsukobu.

Weapon-like devices cannot be kensei weapons, nor can firearms of any kind.

FEAT MODIFICATIONS

The following feats get updates in contemplation of the new weapon rules available.

Two new feats serve as "genericized" versions of feats that appear elsewhere, one from *Eberron: Rising from the Last War* and another from *Gunslinger: A Martial Archetype*.

CROSSBOW MASTER

The bonus action attack provided by this feat works with the hand crossbow, koyumi, repeating hand crossbow, and repeating koyumi.

DUAL WIELDER

If your campaign uses the Dual Weapons limited list, this feat's bonus of +1 to Armor Class applies while wielding a dual weapon.

If your campaign uses one of the Firearms limited lists, this feat lets you use two-weapon fighting with firearms that have the handgun weapon property even when those weapons aren't light.

DOUBLE SCIMITAR MASTER (NEW FEAT)

Prerequisite: Elf (if in Eberron)

You are a descendant of a master of the double-bladed scimitar, and some of that mastery has passed on to you. You gain the following benefits:

- Increase your Dexterity or Strength score by 1, to a maximum of 20.
- While you are holding a double-bladed scimitar with two hands, you gain a +1 bonus to Armor Class.
- A double-bladed scimitar has the finesse property when you wield it.

FIREARMS EXPERT (NEW FEAT)

This feat is only available if the Dungeon Master allows the Firearms limited lists from chapter 5.

Having practiced extensively with firearms of various sorts, you gain the following benefits:

- You are proficient with all firearms and with tinker's tools.
- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged attack rolls with a firearm.
- While you possess tinker's tools, treat any firearm you use as having a misfire rating 1 lower than normal for that weapon.
- Double the number of ammunition pieces you can normally load into a single firearm with each action or bonus action, up to the weapon's magazine capacity or its number of barrels.

GREAT WEAPON MASTER

This book introduces the heavy property to some one-handed weapons. The design of the Great Weapon Master feat doesn't contemplate this. Therefore, the damage-boosting function of this feat now also requires you to use a *two-handed* heavy weapon or a *versatile* heavy weapon wielded in both hands.

POLEARM MASTER

This feat applies to every weapon listed on weapon tables under the term "polearm" and to every weapon from the Extra Polearms limited list in chapter 3, including hybrid polearms. It further applies to the bo and quarterstaff.

The *Player's Handbook* errata changes this feat to also work with spears. From this product, compatible versions of the spear include the double spear, ritiik,

spear, weighted spear, and yari. Other spear types are too short for use with this feat.

With the exception of the reach property, bonus action butt attacks do not use the beneficial weapon properties of weapons found in this supplement, including new special properties.

There are some exceptions and modifications when it comes to making Polearm Master butt attacks with weapons from this product.

First, just like the pike, the ahlspiess, partisan, and nagaeyari (and any hybrid polearms derived from them) do not qualify for butt attacks; these weapons are too long for such adroit use.

Second, when attacking with the butt of a getsugasan, gythka, or lajatang, the base damage is 1d8 slashing rather than 1d4 bludgeoning. When attacking with the butt of a double spear, the base damage is instead 1d8 piercing.

SHARPSHOOTER

This feat cannot add damage to attacks with new weapons that have damage ratings of 0, 1, or 1d2, nor with items that do not inflict damage, like the lasso, nor with attacks that use the blast property.



Chapter 2

CHAPTER 2: EXPANDED WEAPONS

THIS CHAPTER VASTLY EXPANDS THE WEAPONS available for customizing characters. The variety of options here may intrigue both players and Dungeon Masters alike.

This chapter differentiates weapon-like devices, weapons, and adventuring gear you can use for the care and operation of weapons. It describes and illustrates every weapon listed.

WEAPON-LIKE DEVICES

Weapon-like devices are neither simple nor martial in nature; they are not weapons at all, despite sharing some of the features of weapons. These items enhance your unarmed attacks or they allow you to make alternate versions of grappling attacks.

DESCRIPTIONS

Below are descriptions for weapon-like devices.

Atlatl. *This tool extends the effective length of the thrower's arm, allowing thrown weapons to fly farther. An atlatl consists of a handle with a cup or spur at the end into which you can set a dart, greater trident, harpoon, javelin, spear, trident, or yklwa, by the butt or at a notched point on the shaft.* (Page 22)

When you launch such a weapon from an atlatl, both its range increments increase by a distance equal to the weapon's normal range increment. Alternately, you can throw grenade-like items (adventuring gear) with the atlatl, doubling the throwable range of items that do not have two range increments.

Using an atlatl requires two hands. Because of the time required to attach the thrown weapon to this device, you can throw only one projectile with it when

you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make.

You cannot use an atlatl under water.

Cestus. *This battle glove adds weights and spikes to the knuckles and the back of the hand.* (Page 19)

Garrote. *A garrote is a strangulation device, typically a strong length of cord or a wire with a handle on each end. The device is difficult to apply if the target is not surprised or distracted. When wrapped around a target's neck, the garrote constrains the flow of blood, preventing oxygen from reaching the brain.* (Page 27)

Using both hands, you can initiate a grapple with this device. If successful, your target is grappled. Unless your target uses its reaction immediately following your successful grapple, preventing the garrote's contact with its neck, the target is also garroted. The garroted condition ends when the grapple ends or when you no longer hold the device with both hands.

A garroted target suffocates at the start of its turn. The creature's ability to continue breathing or to hold its breath is irrelevant to this process. If the creature's number of *consecutive* turns of suffocation reaches its Constitution modifier + 1 (minimum of 2), it drops to 0 hit points and is dying. It can't regain hit points or be stabilized until the strangulation ends. Each further turn of suffocation by the garrote applies an additional death saving throw failure.

At the start of each of your turns, you must use an action to maintain strangulation. If you fail to do so, your grip relaxes and your target does not suffocate on its next turn. You cannot use your action to maintain strangulation if you are restrained.

WEAPON-LIKE DEVICES

Item	Cost	Damage	Weight	Properties
Atlatl	1 gp	—	2 lb.	Special, two-handed
Cestus	2 gp	—	1 lb.	Unarmed (P)
Garrote	4 sp	—	1/2 lb.	Special, two-handed
Gauntlet, armor	(3 gp)	—	(1 lb.)	Special, unarmed (B)
Gauntlet, spiked armor	(6 gp)	—	(1 lb.)	Special, unarmed (P)
Hand razors	5 gp	—	1/2 lb.	Unarmed (S)
Lasso	—	—	—	Finesse, special, thrown (10/30), two-handed
Weighted knuckles	1 gp	—	1 lb.	Unarmed (B)

Constructs, oozes, plants, and undead are immune to the strangulation of a garrote. At the Dungeon Master's discretion, other creatures may be immune for anatomical reasons, perhaps by having overly-large necks or no necks at all, or by possessing an irregular circulatory system.

Gauntlet, Armor. *A metal gauntlet formed of overlapping plates, the type used with metal armors.* (Page 19)

Any metal suit of heavy armor or medium armor comes with two of these. The parenthetical cost and weight are for buying and carrying the gauntlet separately.

Gauntlet, Spiked Armor. *A metal gauntlet formed of overlapping plates, the type used with metal armors. This version has spikes on the knuckles and the back of the hand.* (Page 19)

Any metal suit of heavy or medium armor with spikes (the Battlerager's spiked armor or a suit of armor with the armor spikes attachment from the *Expanded Weapon Manual*) already comes with two of these. The parenthetical cost and weight are for buying and carrying the spiked gauntlet separately.

Hand Razors. *A series of rings, sometimes attached to one another, that fit over the fingers of one hand. Small, sharp blades sprout from the rings. Worn concealed within the palm of the hand, these blades make ideal tools to deliver poison.* (Page 19)

Lasso. *A lasso is a knotted loop of rope used to entangle foes at short range.* (Page 22)

Making a lasso out of the end of a rope shortens the rope's effective overall length by 10 feet while the rope is so knotted. You cannot make a lassoing attack at a range greater than the rope's remaining length.

You can use a special Attack action to make a ranged lassoing attack on a creature in range. You can make only one lassoing attack with a lasso regardless of the number of attacks you can normally make; you must reel in the rope before you try again.

The target of a lasso must be no more than one size larger than you. Using a free hand, you try to throw the looped end of the rope over the target, making a lassoing check instead of an attack roll, a Dexterity (Acrobatics) check opposed by the target's choice of its Strength (Athletics) or Dexterity (Acrobatics) check. If you succeed, the target is lassoed.

A lassoed creature can only move away from you as far as the slack in the rope allows. You must designate

that length when you lasso the target, a minimum of the current distance to your target and a maximum of the rope's length. You can change the designated length by using your interaction with an object or using your reaction, again to a minimum of the current distance to the lassoed creature and a maximum of the rope's length. If an effect moves you or the lassoed creature, like a *thunderwave* spell, to a distance greater than the rope's slack, you drop the rope if you cannot then designate a new length that your resulting distance allows.

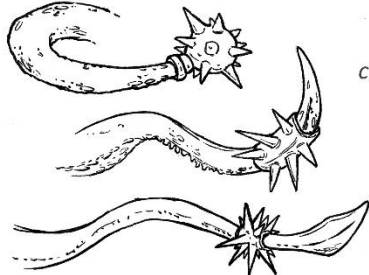
You can take a special Attack action to try to yank prone a creature you have lassoed or try to pull it toward you. To do so, make a Strength (Athletics) check contested by your target's Strength (Athletics) or Dexterity (Acrobatics) check. If you win, you can pull the creature prone or you can spend up to half your movement to pull the lassoed creature toward you by that distance. In this contest, roll with disadvantage if you have only one hand on the rope and roll with advantage if the lassoed creature is two or more sizes smaller than you. Additionally, if you are on a mount that has a saddle, you can use your mount's size and its Strength (Athletics) check in place of your own for these calculations.

A lassoed creature can use its action to escape. If you actively hold the rope, the lassoed creature must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. If the rope is unattended, or tied to something, the escape is automatic if the lassoed creature has an Intelligence of 6 or higher and has appendages the Dungeon Master deems suitable to pulling off the rope, like hands or tentacles.

A nonqualifying creature cannot remove the rope, but can try to burst the rope with a DC 17 Strength check if it is tied to something. If a lassoed creature is not tied to something or the rope is unattended, you can use your action to try to grab the trailing rope while it is within your reach, making the normal contested check for lassoing the target.

Weighted Knuckles. *Weighted knuckles come in two forms; either a set of heavy, connected rings worn over the fingers, or a glove with lead weights sewn in, covering the knuckles. These devices protect the wearer's knuckles when punching and add tremendous impact to such attacks.* (Page 19)

hand razors
(weapon-like device)



tail spikes (martial melee)

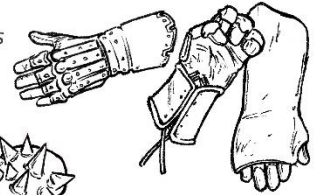


cestuses (weapon-like device)



weighted knuckles
(weapon-like device)

armor gauntlets
(weapon-like device)



spiked armor gauntlets
(weapon-like device)



clawed gauntlet
(martial melee)

WEAPONS

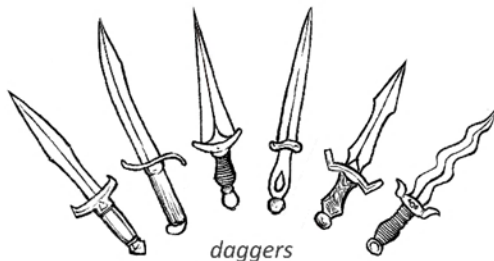
Standard weapons include categories for simple and martial, each divided by ranged and melee.

DESCRIPTIONS

Below are descriptions for standard weapons.

Aklys. A long leather thong attaches to one end of this weighted club. Its other end ties to the wielder's wrist. The club end is useful in melee and its weight makes it suitable for throwing. (Page 27)

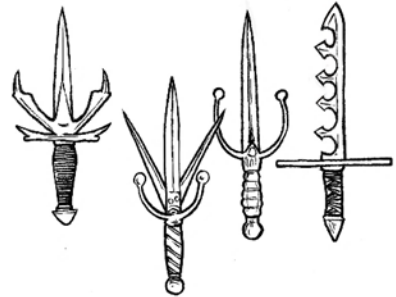
It takes an action to attach the thong to the wrist. Once attached, this weapon cannot be disarmed. If thrown with the thong attached, the wielder may use



daggers
(simple melee)



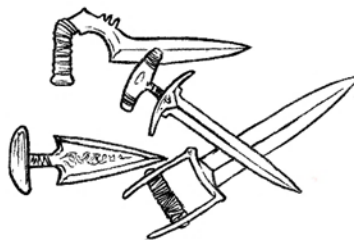
stiletto daggers (simple melee)



parrying daggers (martial melee)



poison reservoir daggers (simple melee)



punch daggers (simple melee)



kukris (martial melee)

throwing daggers (simple melee)



an action or bonus action to pull back the thong, bringing the club back into the hand.

Ankus. *A long handle with a pointed end and a short perpendicular hook. This weapon evolved from a tool used to guide large creatures like elephants.* (Page 22)

Battleaxe. *A medium-hafted weapon designed for chopping. It sports a single rounded blade mounted at one end, perpendicular to the handle.* (Page 33)

Bhuj. *Sometimes called an “axe-knife,” this weapon has a single-sided blade shaped like a large chopping knife, attached to a long handle. Traditional versions include a secret blade in the butt of the handle; a hidden dagger to draw in emergencies.* (Page 33)

The pommel and last few inches of the weapon’s haft is removable, like a false bottom sheath. The removeable cap portion constitutes the handle of a stiletto; you can twist the end of the haft and pull this hidden stiletto out as an interaction with an object.

Blade, Hidden. *This small concealed blade is suitable for inclusion as part of almost any object. Stiff articles of clothing, like a leather bracer or the sole of a boot, can hide such a blade, as can objects like the end of a staff, the bottom of a shield, or various other tools.*

You can draw a hidden blade (or reveal a spring-loaded blade mechanism) as an action or a bonus action. This typically requires some complex

SIMPLE MELEE WEAPONS

Item	Cost	Damage	Weight	Properties
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Crook	5 sp	1d8 bludgeoning	4 lb.	Tripping, two-handed
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, natatorial, thrown (20/60)
Dagger, poison reservoir	30 gp	1d4 piercing	1 lb.	Finesse, light, natatorial, special, thrown (20/60)
Dagger, punch	10 gp	1d4 piercing	1 lb.	Deadly, finesse, light, natatorial
Dagger, throwing	1 gp	1d3 piercing	1/2 lb.	Finesse, light, natatorial, thrown (30/60)
Fustibalus (<i>staff sling</i>)	2 gp		4 lb.	Special
<i>staff portion</i>		1d6 bludgeoning		Versatile (1d8)
<i>sling portion</i>		1d4 bludgeoning		Ammunition (45/180), two-handed
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Hammer, light	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (20/60)
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (20/60)
Hatchet	3 gp	1d4 slashing	2 lb.	Finesse, light, thrown (20/60)
Hook (<i>baling hook, gaff, or prosthetic hand</i>)	4 gp	1d3 piercing	1 lb.	Disarming
Javelin	5 sp	1d6 piercing	2 lb.	Natatorial, thrown (30/120)
Knobkerrie	4 sp	1d4 bludgeoning	3 lb.	Light, special, thrown (10/20)
Mace	5 gp	1d6 bludgeoning	4 lb.	—
Mace, liturgical	30 gp	1d6 bludgeoning	4 lb.	Special
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sap	4 gp	1d4 bludgeoning	2 lb.	Special
Scourge	3 gp	1d3+1 piercing	3 lb.	Finesse, light, special
Scythe	5 gp	1d8 slashing	4 lb.	Tripping, two-handed
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	1 gp	1d6 piercing	3 lb.	Natatorial, thrown (20/60), versatile (1d8)
Spear, short	5 sp	1d4 piercing	2 lb.	Natatorial, thrown (30/90), light
Stake, wooden	1 cp	1d3 piercing	1 lb.	Ersatz, light
Stiletto	5 gp	1d3 piercing	1 lb.	Breach, finesse, light
War pick, light	3 gp	1d4+1 piercing	2 lb.	—

SIMPLE RANGED WEAPONS

Item	Cost	Damage	Weight	Properties
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (80/320), loading, natatorial, special, two-Handed
Crossbow, double light	50 gp	1d8 piercing	8 lb.	Ammunition (60/240), natatorial, special, two-handed
Crossbow, repeating light	125 gp	1d8 piercing	7 lb.	Ammunition (40/160), magazine (6), natatorial, two-handed
Crossbow, pellet light	25 gp	1d6 bludgeoning	5 lb.	Ammunition (40/160), loading, special, two-handed
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (80/320), two-handed
Shortbow, composite	70 gp	1d6 piercing	3 lb.	Ammunition (100/400), special, two-handed
Shortbow, pellet	25 gp	1d5 bludgeoning	2 lb.	Ammunition (40/160), special, two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (30/120)

adjustment of the item. Some hidden blades remain attached to the objects they are part of; others draw free like a knife with a handle.

A hidden blade is an improvised weapon. Alone, it inflicts 1d4 piercing damage. The DM decides if a weapon proficiency bonus applies to attack rolls, depending on where the blade attaches. At the end of a pole, the revealed weapon might resemble a spear. A version that projects from a bracer or boot sole might resemble a punching dagger. A version that draws clear of the object might work like a normal dagger.

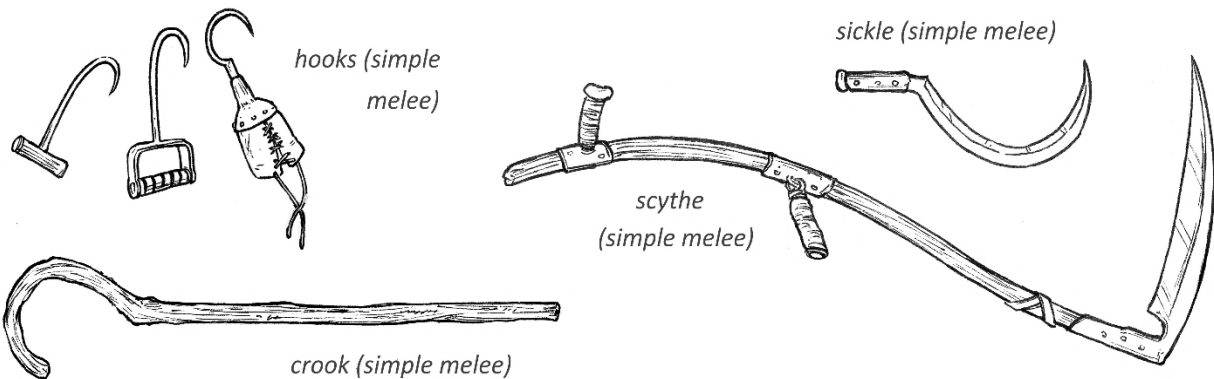
Blowgun. *A straight tube of consistent or narrowing diameter, used to project blowgun needles. Blowgun needles do little damage but often serve to apply poison.* (Page 28)

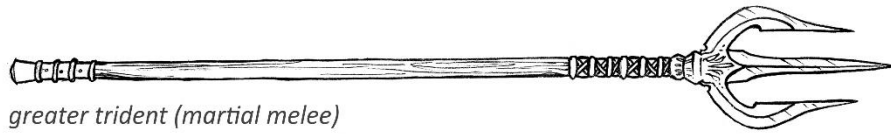
Blowgun, Greater. *This longer version of the blowgun allows the user to project blowgun needles to slightly farther ranges.* (Page 28)

A greater blowgun's pipe is long and thick enough to use as a breathing tube, allowing you to stay submerged in water.

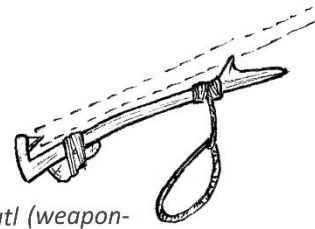
Bolas. *Bolas consist of three round weights at the end of three cords or ropes, tied together at their tails. This thrown weapon can entangle the limbs of foes it hits.* (Page 28)

A Medium or smaller creature with legs must make a DC 10 Dexterity saving throw if hit by bolas, or become grappled. A bipedal creature that fails the





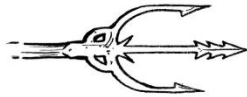
greater trident (martial melee)



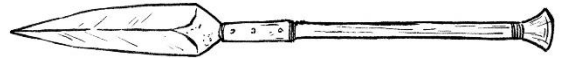
atlatl (weapon-like device)



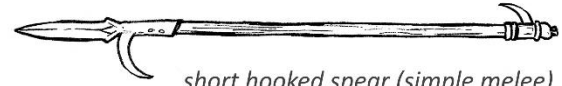
trident (martial melee)



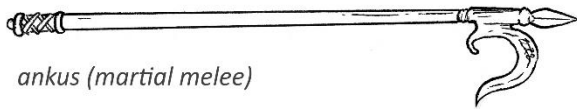
javelins (simple melee)



yklwa (martial melee)



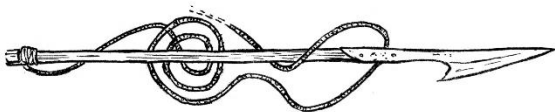
short hooked spear (simple melee)



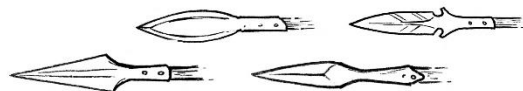
ankus (martial melee)



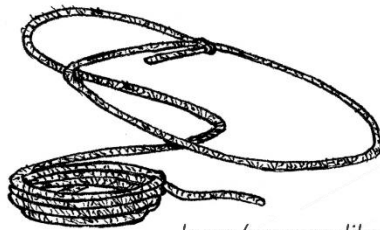
short spear (simple melee)



harpoon (martial melee)



spear (simple melee)



lasso (weapon-like device)



weighted spear (martial melee)



ritiik (martial melee)



pincer staff (martial melee)

saving throw by 5 or more points also falls prone. A creature can use an action to automatically free itself or another creature within its reach. Dealing 2 slashing damage to the bolas (AC 10) also frees the creature, ending the effect and destroying the bolas. Bolas have no effect on formless creatures.

Boomerang. *A boomerang is a curved wooden weapon, thrown end-over-end.* (Page 28)

When thrown by a proficient wielder at a target beyond its normal range increment, a boomerang returns to the thrower if the attack misses; it lands on the ground within 10 feet of the thrower, at a location of the Dungeon Master's choosing. Alternately, the thrower can use a reaction to catch the boomerang before it lands.

Chatkcha. *A triangular or three-pointed throwing blade. Traditional chatkchas are composed of crystal but metal serves just as well.* (Page 28)

Thri-kreen favor this weapon.

Clawed Gauntlet. *Long, bladed claws extend from the fingers of this gauntlet.* (Page 19)

Club. *A club is simply a heavy stick or rod used for clubbing. Typically wood, clubs come in a variety of materials and designs.* (Page 26)

Crook. *A short staff with a large blunt hook at one end, used by shepherds to control flocks of sheep or goats.* (Page 21)

Crossbow (any). *A crossbow uses a horizontal bow attached to a wooden stock. Some crossbows are easier to aim and fire than traditional bows.*

Crossbow, Blade Driver Heavy. *The so-called "disk crossbow" resembles a standard crossbow except that it has no bow or string. Instead, the weapon bears a complex array of pulleys and spinning gears, either exposed or enclosed within the device. Firing the weapon means first priming a spinning centrifugal driver.* (Page 39)

When fired, three thin, sharpened disks drop from the magazine onto the spinning driver, which flings the disks at high speed. Every attack with the weapon thus expends three pieces of ammunition.

If your attack hits, at least one disk strikes the target and there is a chance that one or both additional disks hit as well. If your attack roll, after considering all modifiers, exceeds the target's Armor Class by at least 2 points, a second disk hits. If it exceeds the target's Armor Class by at least 4 points, a third disk hits.

If one disk hits the target, the weapon's damage is 1d4. If two hit, the weapon's damage is 2d4. If three hit, the weapon's damage is 3d4. If you fire a blade driver with fewer than three disks remaining, the weapon's damage caps at 1d4 (one disk loaded) or 2d4 (two disks loaded).

Regardless of the dice, each damage roll is a single hit; do not double or triple the effect of poisoned ammunition, class features, or other effects that accrue per strike. If your unmodified attack roll is a 20 (a critical hit), at least 1 disk hits but you must still compare your attack roll to the target's Armor Class to see if that attack's base damage is greater than 1d4.

Gnomes favor this weapon.

Crossbow, Double Heavy. *A double crossbow has two separate bows, one positioned above the other. A single mechanism draws both strings, while separate triggers fire each bolt individually.* (Page 39)

You can fire no more than two pieces of ammunition from this weapon when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Durnan, the proprietor of the Yawning Portal, is particularly skilled with heavy double crossbows and can use them to exceptional effect (*Waterdeep: Dragon Heist*, page 203).

Crossbow, Double Light. *A double crossbow has two separate bows, one positioned above the other. A single mechanism draws both strings, while separate triggers fire each bolt individually.* (Page 39)

You can fire no more than two pieces of ammunition from this weapon when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Crossbow, Hand. *This small crossbow is light enough to aim and fire one-handed.* (Page 39)

Crossbow, Heavy. *A heavy version of the crossbow with a stronger draw power and a heavier stock to support the added strain. A crank or sturdy lever pulls the bow; a wielder otherwise needs special training to operate the weapons safely.* (Page 39)

Crossbow, Light. *This simple crossbow is lightweight and easy to manage.* (Page 39)

Crossbow, Pellet Light. *This crossbow has a cupped shuttle attached to its string, used to project stones or other similar projectiles.* (Page 39)

MARTIAL MELEE WEAPONS (PART 1)

Item	Cost	Damage	Weight	Properties
Aklys	2 gp	1d4 bludgeoning	2 lb.	Light, special, thrown (10/15)
Ankus (<i>elephant goad</i>)	6 gp	1d6 piercing	3 lb.	Light, tripping
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Bhuj	25 gp	1d8 slashing	4 lb.	Alternate (P), versatile (1d10)
Blade, hidden	20 gp	1d3 piercing	—	Special
Clawed gauntlet	6 gp	1d4 slashing	2 lb.	Deadly, finesse, light
Dagger, parrying	6 gp	1d4 piercing	2 lb.	Defensive, finesse, light
Dueling shield	12 gp	1d6 piercing	12 lb.	Special, two-handed
Flail	10 gp	1d8 bludgeoning	2 lb.	—
Flail staff	12 gp	1d8 bludgeoning	4 lb.	Reach, two-handed
Flail, twin	16 gp	2d4 bludgeoning	3 lb.	Heavy, tripping
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Hammer, great	25 gp	1d12 bludgeoning	7 lb.	Heavy, two-handed
Harpoon	6 sp	1d6 piercing	2 lb.	Special, thrown (30/60)
Kpinga (<i>mambele</i>)	3 gp	1d4+1 slashing	2 lb.	Alternate (P), light, thrown (20/40)
Kukri	5 gp	1d4+1 slashing	1 lb.	High-critical, light
<i>Lance</i>				
Combat	10 gp	1d12 piercing	6 lb.	Reach, special
Combat, light	8 gp	1d10 piercing	4 lb.	Reach, special
Great	35 gp	2d8 piercing	15 lb.	Reach, special, two-handed
Jousting	10 gp	1d8 bludgeoning	6 lb.	Reach, special
Jousting, light	8 gp	1d6 bludgeoning	4 lb.	Reach, special
Mace, heavy	7 gp	1d8 bludgeoning	6 lb.	—
Maul	10 gp	2d6 bludgeoning	10 lb.	Heavy, two-handed
Maulaxe	30 gp	1d8 slashing	6 lb.	Alternate (B), heavy, versatile (1d10)
Morningstar	15 gp	1d8 piercing	4 lb.	—
Pick, footman's war	5 gp	1d8 piercing	2 lb.	—
Pick, horseman's war	10 gp	1d6+1 piercing	3 lb.	Versatile (1d8+1)
Pincer staff	50 gp	1d6 piercing	7 lb.	[Disarming, reach, tripping, two-handed]
<i>Polearm</i>				
Boarding gaff	5 gp	1d8 slashing	5 lb.	Heavy, reach, special, tripping, two-handed
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Gythka	25 gp	1d8 slashing	4 lb.	Two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Quadrens	8 gp	1d3+1 piercing	2 lb.	Disarming, light, natatorial
Ritiik (<i>talon spear</i>)	5 gp	1d6 piercing	4 lb.	Natatorial, thrown (15/45), tripping, versatile (1d8)
Scissor	8 gp	1d4 slashing	3 lb.	Defensive, light, special
Scissor, extended	14 gp	1d4 slashing	5 lb.	Defensive, light, special
Slungshot	1 gp	1d4 bludgeoning	2 lb.	Disarming, finesse, special, tripping
Spear, short hooked	2 gp	1d4 piercing	2 lb.	[Finesse,] light, natatorial, [tripping]
Spear, weighted	7 gp	1d6 piercing	4 lb.	Alternate (B), natatorial, thrown (15/45), versatile (1d8)
Spiked chain	45 gp	1d6 piercing	4 lb.	[Disarming, heavy, reach, tripping,] two-handed

MARTIAL MELEE WEAPONS (PART 2)

Item	Cost	Damage	Weight	Properties
<i>Sword</i>				
Bastard sword	25 gp	2d4 slashing	4 lb.	Heavy, deadly, versatile (2d5)
Broadsword	10 gp	2d4 slashing	4 lb.	Heavy
Claymore	60 gp	1d12 slashing	7 lb.	Deadly, heavy, two-handed
Cutlass	15 gp	1d6+1 slashing	3 lb.	Defensive, heavy
Epee (<i>small sword</i>)	30 gp	1d6 piercing	2 lb.	Defensive, finesse
Estoc	60 gp	1d10 piercing	3 lb.	Breach, heavy, two-handed
Falchion	18 gp	2d4 slashing	5 lb.	Deadly, heavy
Falcata	15 gp	1d6+1 slashing	3 lb.	High-critical
Flamberge	35 gp	1d10+1 slashing	5 lb.	Heavy, high-critical, two-handed
Gladius	12 gp	1d8 piercing	3 lb.	Alternate (S), natatorial
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Khopesh	15 gp	1d6 slashing	2 lb.	High-critical, tripping
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maca (<i>macuahuitl</i> or <i>shark-tooth sword</i>)	20 gp	1d8 slashing	5 lb.	[Alternate (B), ersatz, deadly, heavy, wounding]
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Saber	25 gp	1d6 slashing	3 lb.	Defensive, finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light, natatorial
Shotel	20 gp	1d6 slashing	3 lb.	Alternate (P), tripping, light
Sword cane	35 gp	1d6 piercing	2 lb.	Finesse, light, special
Talwar	20 gp	1d8 slashing	3 lb.	Finesse
Tegha	60 gp	1d10 slashing	5 lb.	Deadly, Finesse, two-handed
Tail spikes	4 gp	1d3 piercing	1 lb.	Finesse, light, special
Tongi	10 gp	1d6+1 piercing	4 lb.	Versatile (1d8+1)
Trident	5 gp	1d6 piercing	4 lb.	[Disarming], natatorial, thrown (20/60), versatile (1d8)
Trident, greater	12 gp	1d6+1 piercing	5 lb.	Disarming, natatorial, thrown (15/45), versatile (1d8+1)
Trombash	8 gp	1d5 slashing	2 lb.	High-critical, light, thrown (15/45)
Waraxe	20 gp	2d4 slashing	5 lb.	Deadly, heavy, versatile (2d5)
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
Whip, basic	1 sp	1d2 slashing	2 lb.	Disarming, finesse, reach, special
Yklwa (<i>iklwa assegai</i>)	[4 gp]	1d8 piercing	2 lb.	[Natatorial], special, thrown (10/30)

A pellet crossbow uses sling bullets instead of crossbow bolts for its ammunition. It does not qualify as a “crossbow” for the purpose of avoiding the penalty for use under water.

Crossbow, Polybolos. *The polybolos is a massive repeating crossbow fired by cranking a side-mounted*

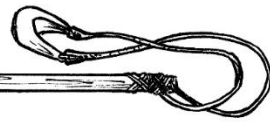
windlass. The weapon includes a collapsible tripod or support frame. (Page 39)

It takes one action to place and set up the support frame, making the weapon ready to fire. The polybolos requires a stable surface but that surface can be mobile like a wagon or howdah. The polybolos will not fire when not in its set-up state.



quarterstaff (simple melee)

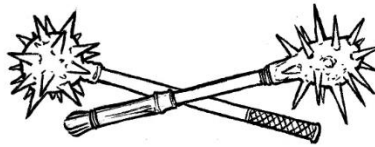
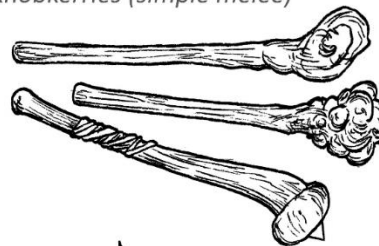
fustibalus (simple melee)



clubs (simple melee)



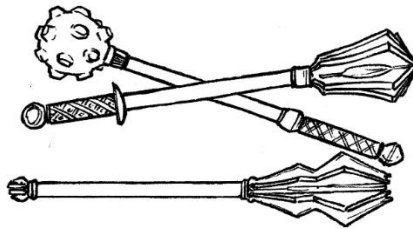
knobkerries (simple melee)



morningstars (martial melee)



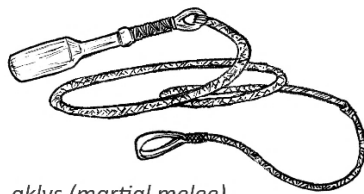
*maces
(simple melee)*



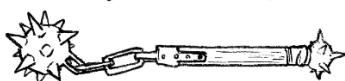
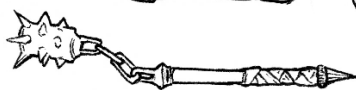
heavy maces (martial melee)



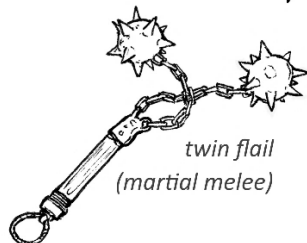
*liturgical maces
(simple melee)*



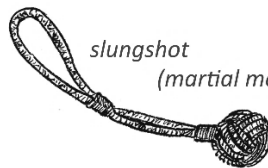
aklys (martial melee)



flails (martial melee)



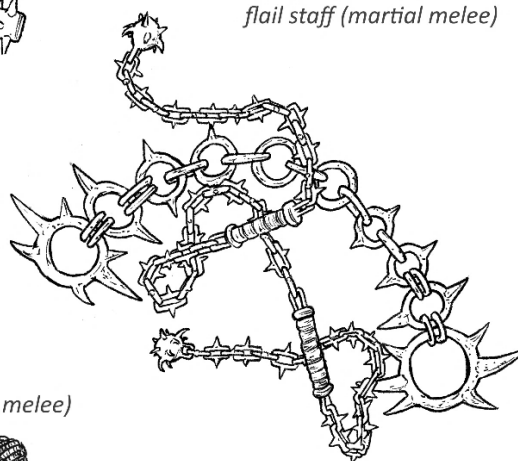
twin flail (martial melee)



slungshot (martial melee)



flail staff (martial melee)



spiked chain (martial melee)

It takes one action to break down a polybolos, to fold its framework or support legs into a portable configuration. Double the weapon's weight for encumbrance purposes if you move the weapon without breaking down the supports. Once moved, the weapon will not fire until you set it up again.

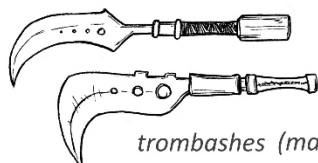
A polybolos can only fire polybolos bolts, a larger version of crossbow bolts that have double the standard cost and weight. Reloading the top-fed magazine is a task that an adjacent assistant can perform, in addition to the user.

Crossbow, Repeating Hand. This hand crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick use of the weapon. (Page 39)

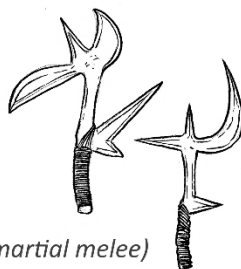
Crossbow, Repeating Heavy. This heavy crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick use of the weapon. (Page 39)

Crossbow, Repeating Light. This light crossbow has a built-on magazine that holds multiple crossbow bolts, facilitating quick use of the weapon. (Page 39)

Derro favor this weapon.



trombashes (martial melee)



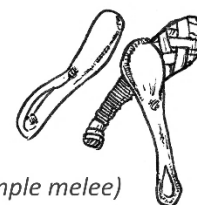
kpingas (martial melee)



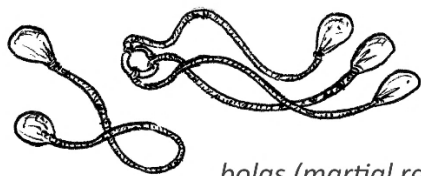
wooden stakes (simple melee)



garrote (weapon-like device)



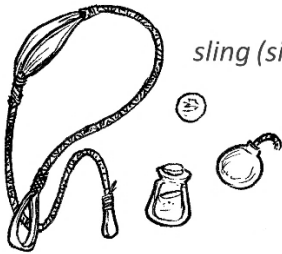
saps (simple melee)



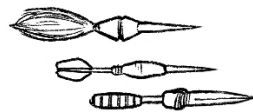
bolas (martial ranged)



blowgun and greater
blowgun (martial ranged)



sling (simple ranged)



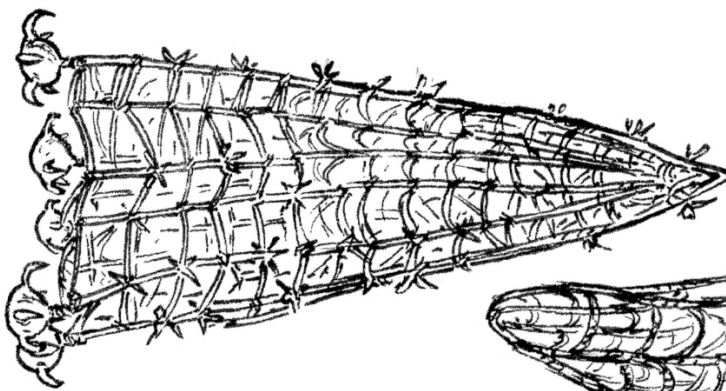
darts (simple
ranged)



chatkcha
(martial ranged)

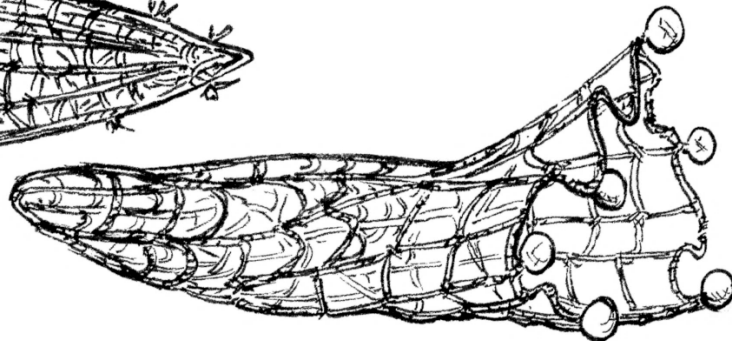


boomerang (martial ranged)



barbed net (martial ranged)

net (martial ranged)



Dagger. A dagger is a short blade on a handle, typically with a cross-guard to protect the hand. Most dagger blades are double-sided with a pointed tip. (Page 19)

Dagger, Parrying. Users often wield this dagger in the offhand. It incorporates a wider guard, sometimes with a basket hilt or a pair of long prongs angling away from the main blade. (Page 19)

Dagger, Poison Reservoir. A well in the handle of this weapon can hold liquid poison, preventing the substance from drying out. Small, hidden channels connect the reservoir to various points along the blade, deploying the poison with each hit. (Page 19)

As an action or bonus action, you can depress a subtle switch on the handle and flick your wrist, forcing the stored dose of poison out of the reservoir, through the channels, and onto the blade. If the poison is a type that might dry out after application to a weapon, the drying time begins at that point, and only for the dose now on the blade.

Dagger, Punch. This weapon functions as a normal dagger, except that the handle is set perpendicular to the blade. Thrusts with the weapon use a punching motion. (Page 19)

Dagger, Throwing. The blade and handle of this dagger are flat, without quillons or crossguard, and

balanced for greater throwing accuracy than a normal dagger. Because of this thin shape, carrying and drawing multiples of this weapon is easy. (Page 19)

When you use an interaction with objects to draw a throwing dagger on your turn, you can draw up to 2 additional throwing daggers in the same turn without using an interaction or an action to do so.

Dart. A sharp spike, about the length of a hand, weighted at one end for throwing. (Page 28)

Dueling Shield. Rarely seen in war, this tall shield serves primarily as a prop for dramatic ritual contests. It has dangerous spikes at either end and requires both hands to wield via the long, vertical post on the back side. (Page 37)

While wielding the dueling shield with two hands, you gain the benefit of have a shield equipped, including a +2 bonus to Armor Class and any other benefits you might derive from a shield.

Fustibalus. A long leather sling attaches to the end of this staff. The staff affectively adds length to the user's arm, allowing the sling to project its ammunition to greater ranges. (Page 26)

This weapon has two profiles, one when used as a staff and the other for the sling. Weapon properties with each profile apply only to that type of use.

Flail. A short chain with a handle attached to one end and a small (usually-spiked) weight at the other end. (Page 27)

Flail Staff. A flail-headed chain attached to the end of a short staff. (Page 27)

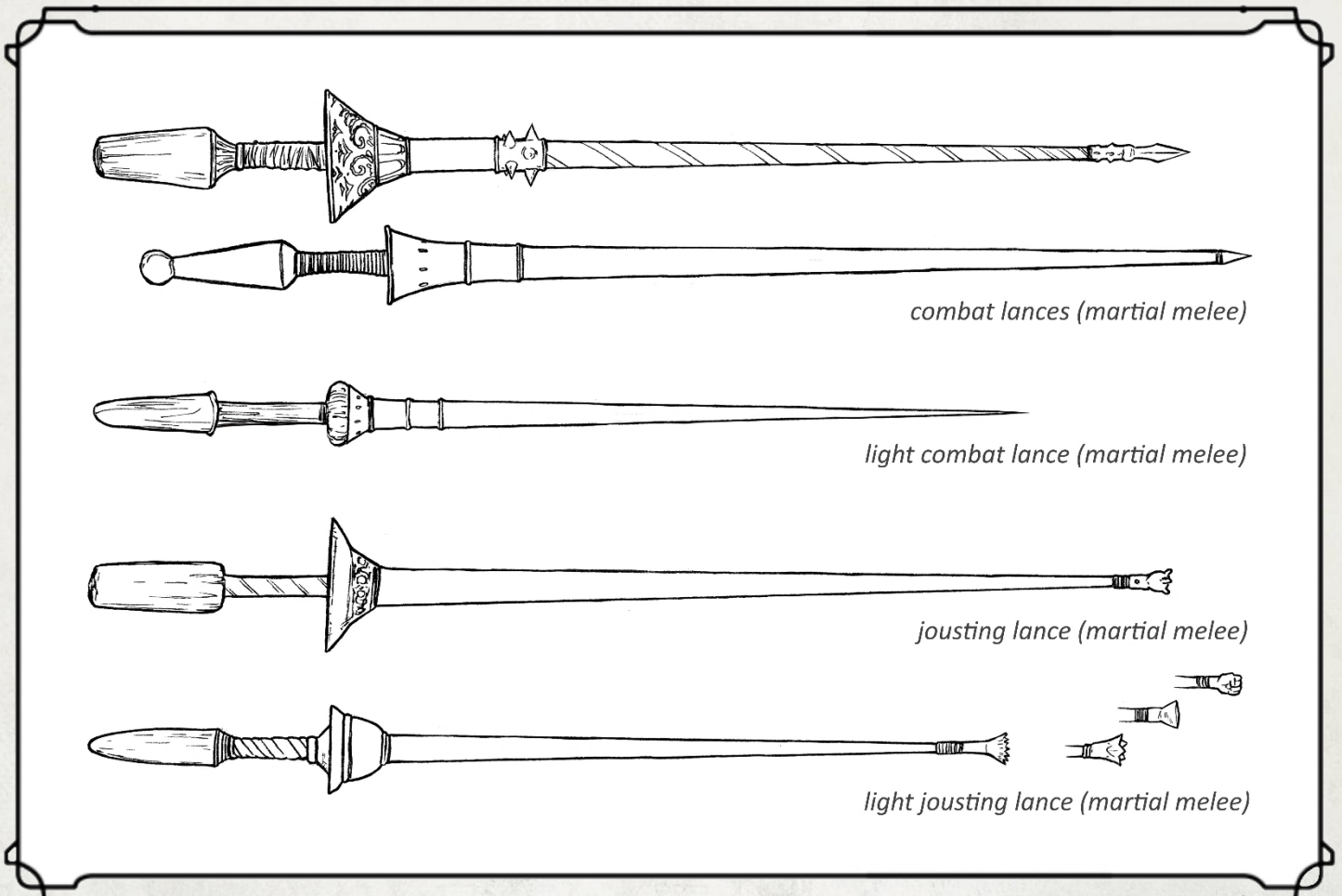
Flail, Twin. This version of the flail uses two weighted chains instead of a single chain. (Page 27)

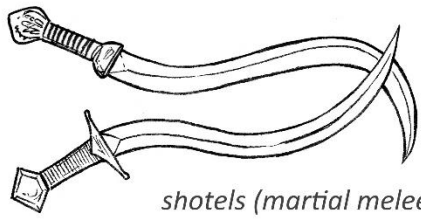
Greataxe. A greataxe is a large, long-hafted weapon with an enormous double-bladed axe head. This weapon is so large that it requires two hands to wield. (Page 33)

Greatclub. A longer, larger version of a club, so big that it requires two hands to wield.

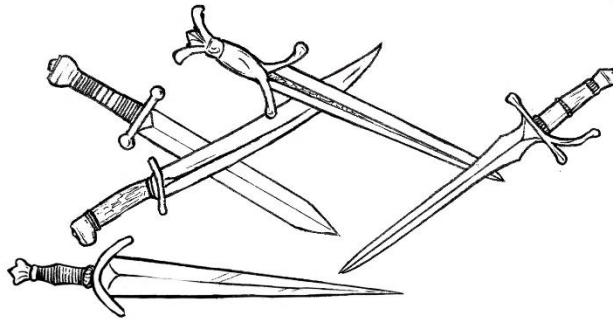
Hammer, Great. A great hammer is a large, long-hafted weapon with an enormous double-sided hammer head. This weapon is so large that it requires two hands to wield. (Page 33)

Hammer, Light. A small hammer weighted for throwing and shaped for devastating impact. (Page 33)

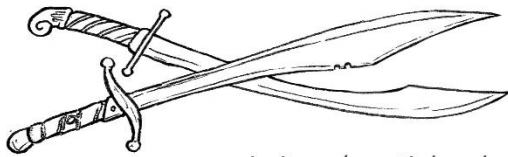




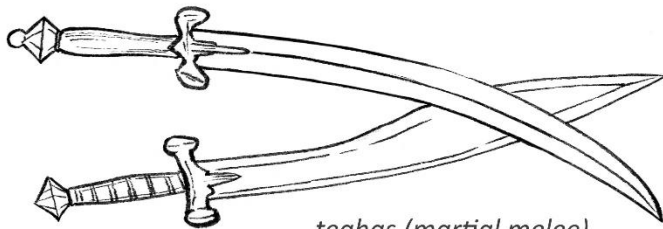
shotels (martial melee)



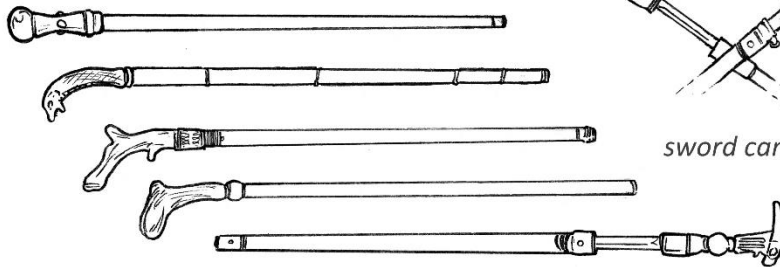
shortswords (martial melee)



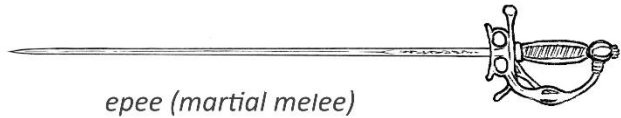
scimitars (martial melee)



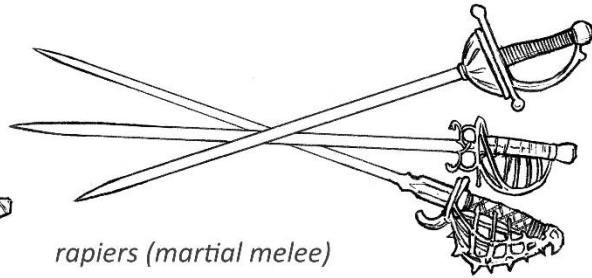
teghas (martial melee)



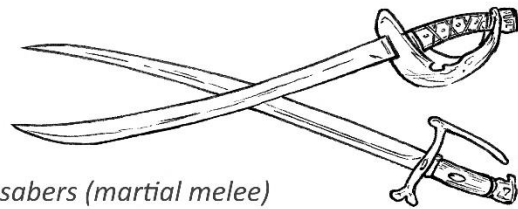
sword canes (martial melee)



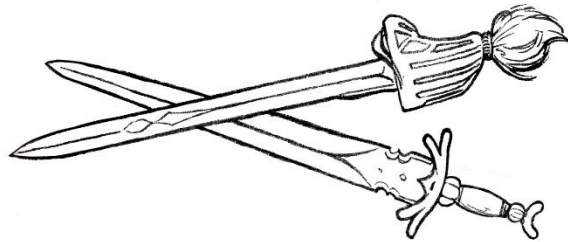
epee (martial melee)



rapiers (martial melee)



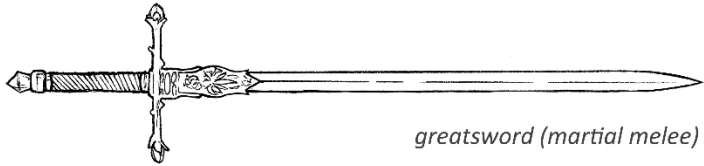
sabers (martial melee)



broadswords (martial melee)



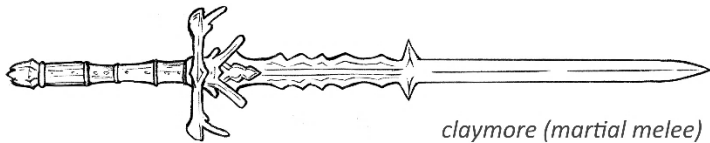
gladius (martial melee)



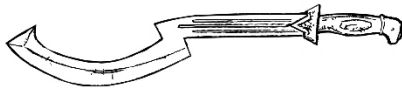
greatsword (martial melee)



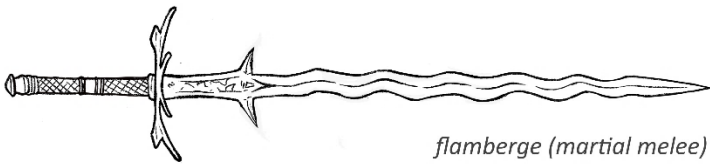
falchion (martial melee)



claymore (martial melee)



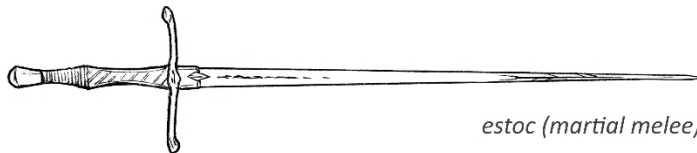
khopesh (martial melee)



flamberge (martial melee)



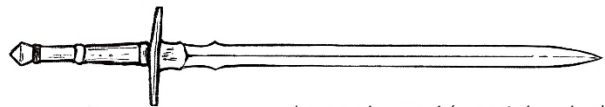
falcata (martial melee)



estoc (martial melee)



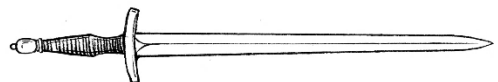
cutlass (martial melee)



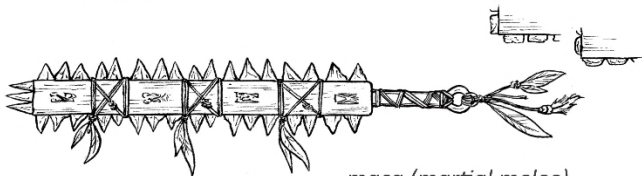
bastard sword (martial melee)



talwar (martial melee)



longsword (martial melee)



maca (martial melee)



Handaxe. A simple weapon with a short handle and a bearded chopping blade at the end. The balance of a handaxe makes it suitable for throwing. (Page 33)

Harpoon. A harpoon is a thrown weapon designed to impale its target. A trailing rope restricts the target's movement after the weapon binds in the target's flesh. (Page 22)

These special rules apply only if the harpoon connects to a trailing rope; otherwise treat this weapon in all ways as a javelin.

Because of the time required to reel in the rope between throws, you cannot make more than one attack with this weapon when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make. Neither can you attack a target farther away than the trailing rope's length.

When you make an attack with this weapon, and the modified attack roll exceeds the target's AC by 5 or more points, the harpoon binds in the target if it inflicts at least 5 hp of damage.

A harpooned creature can only move away from you as far as the slack in the rope allows. You must designate that length when you harpoon the target, a minimum of the current distance to your target and a maximum of the rope's length. You can change the designated length by using your interaction with an object or using your reaction, again to a minimum of the current distance to the harpooned creature and a maximum of the rope's length. If an effect moves you or the harpooned creature, like a *thunderwave* spell, to a distance greater than the rope's slack, you drop the rope if you cannot then designate a new length that your resulting distance allows.

You can take a special Attack action to try to yank the harpoon effectively without pulling it free. To do so, make a Strength (Athletics) check contested by your target's Strength (Athletics) check. If you win, you inflict 1d6 + your Strength modifier in piercing damage to the target as you wrench the harpoon. Additionally, if the creature is no more than one size larger than you, you can choose to pull it prone or you can spend up to half your movement to pull it toward you by that distance. In this contest, roll with disadvantage if you have only one hand on the rope and roll with advantage if the harpooned creature is two or more sizes smaller than you. Additionally, if you are on a mount that has a saddle, you can use your mount's size and its Strength (Athletics) check in place of your own for these calculations.

A harpooned creature can use its action to escape. The escape is automatic if the harpooned creature has an Intelligence of 6 or higher and has appendages the Dungeon Master deems suitable to pulling out the harpoon, like hands or tentacles.

A nonqualifying creature cannot remove the harpoon, but can try to burst the rope with a DC 17 Strength check if it the rope is tied to something.

Hatchet. *This version of the handaxe has a smaller, un-bearded blade and a lighter handle.* (Page 33)

Hook. *Hooks often include handles so they may serve as tools for lifting bales of hay. They can also serve as weapons. In certain cultures, hooks on cinched caps are common prostheses for lost hands.* (Page 21)

Javelin. *A short, light spear balanced for throwing with significant range.* (Page 22)

Knobkerrie. *A club formed from a naturally shaped branch with a weighty head. The length of branch is cut at a balance calculated for throwing.* (Page 26)

A knobkerrie can be the subject of a *shillelagh* spell but, if thrown, the spell ends before it can affect the attack roll or damage roll.

Kpinga. *A one-handed multi-bladed weapon used like a knife or axe and balanced for throwing.* (Page 27)

Kukri. *This large dagger has a heavy blade, curved slightly toward its cutting edge. The weapon's design is ideal for chopping.* (Page 19)

Lance (any). *A long-hafted weapon with a sharp point, ideal for wielding from the back of a charging mount. A lance is long enough to brace under the arm of the wielding hand, allowing one-handed use if a mount provides the strikes' forward momentum.* (Page 29)

Lance, Combat (any). You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a combat lance requires two hands to wield unless you are mounted. (Page 29)

Lance, Great. *A great lance is an extra-long, sharpened pole, supported by a swiveling pintle mount set in an exotic saddle or howdah.*

A great lance is too large to use unless affixed to an exotic saddle or howdah on a Huge-size (or larger) creature. This weapon has a 15-foot reach. You have disadvantage when you use a great lance to attack a target within 10 feet of you.

Lance, Jousting (any). *You have disadvantage when you use a jousting lance to attack a target within 5 feet of you. Also, a jousting lance requires two hands to wield unless you are mounted.* (Page 29)

A jousting lance has a blunt end made to break away on impact. A creature wearing heavy armor has resistance to damage inflicted by a jousting lance.

Longbow. *This bow is typically as tall as the wielder. The distribution of tension over such a large distance gives the weapon a smooth, powerful draw.* (Page 40)

Longbow, Composite. *Composite bows use a composite of materials, each with various degrees of flexibility, giving them exceptionally strong draws weights.* (Page 40)

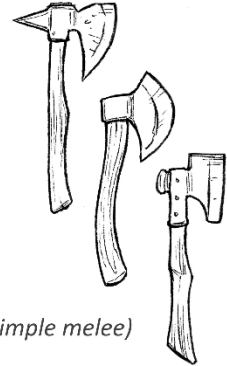
You can add your Strength modifier to damage rolls with a composite bow, instead of your Dexterity modifier, but continue to use your Dexterity modifier for rolls to hit.



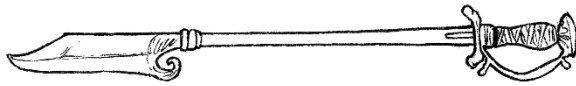
battleaxes (martial melee)



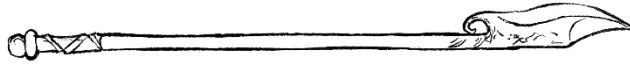
hatchets (simple melee)



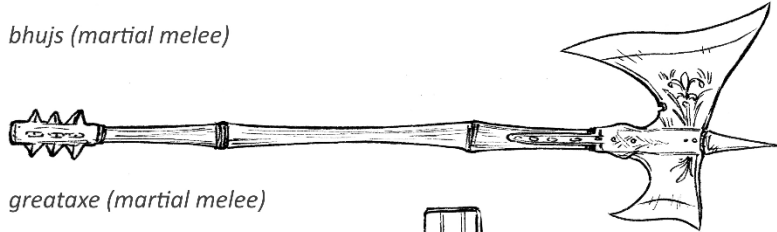
hand axes (simple melee)



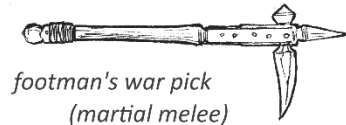
light war pick (simple melee)



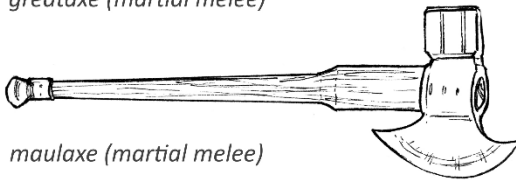
bhujs (martial melee)



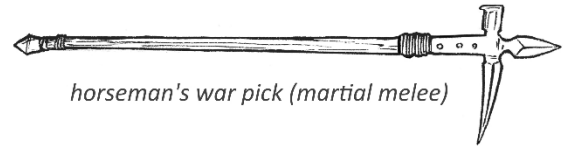
greataxe (martial melee)



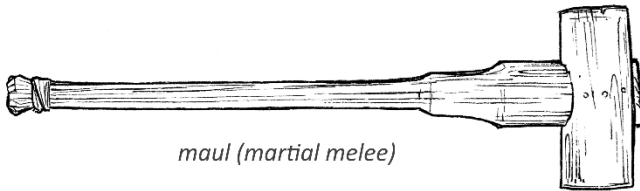
footman's war pick (martial melee)



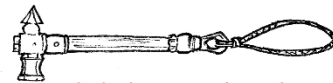
maulaxe (martial melee)



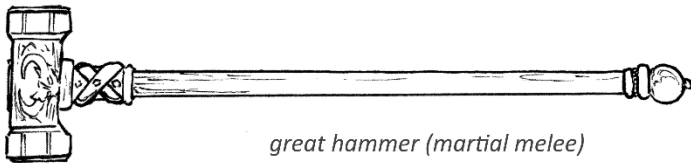
horseman's war pick (martial melee)



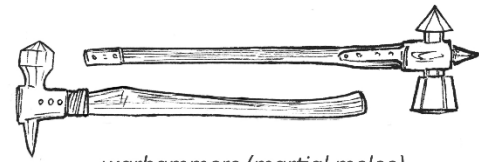
maul (martial melee)



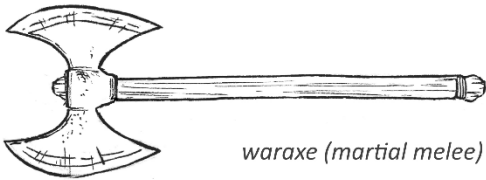
light hammer (simple melee)



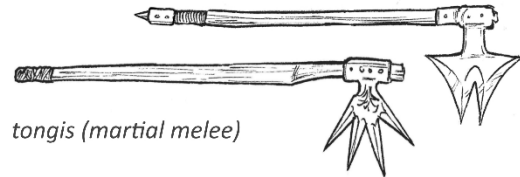
great hammer (martial melee)



warhammers (martial melee)



waraxe (martial melee)



tongis (martial melee)

Mace. A mace is a simple metal weapon, a blunt weight at the end of a handle. The head sometimes bears flanges or knobs to decorate the weapon or intensify its impacts. (Page 26)

Mace, Heavy. This weapon has a longer handle and heavier head than the normal mace. (Page 26)

Mace, Liturgical. This mace has a large, hollow reservoir intended for holy water. The head of the

weapon contains dozens of holes normally covered by an internal bladder. When the mace strikes a target, the impact jars and compresses the internal bladder, momentarily exposing the holes and dousing the target with liquid. (Page 26)

If filled with holy water, the liturgical mace inflicts an additional 1d6 radiant damage against a fiend or undead. Likewise, unholy water inflicts an additional 1d6 necrotic damage against a celestial. If filled with defoliant, the liturgical mace inflicts an additional 1d6 acid damage against a plant creature.

A single flask of holy water, unholy water, or defoliant provides enough liquid to fill the mace, allowing the weapon to hit a target twice before it is empty. The internal components of the liturgical mace are too delicate to survive loading it with any harsh or volatile alchemies like acid and alchemist's fire, or with poisons of any kind.

Maul. This weapon resembles a large hammer. Instead of a metal head, the weapon has a much larger wooden head with a huge striking surface. (Page 33)

Maulaxe. This heavy-hafted weapon boasts a double-headed combination of an axe blade facing one direction and a wedged hammer head facing the other. (Page 33)

Morningstar. A clubbing weapon, usually a wooden handle with a spiked weight at one end. (Page 26)

Net. A net is mesh of interconnected lines designed to entrap targets. (Page 28)

A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. 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 net (AC 10) also frees the creature without harming it, ending the effect and destroying the net. When you use an action, Bonus Action, or reaction to Attack with a net, you can make only one Attack regardless of the number of attacks you can normally make.

Net, Barbed. This net has dozens of razor-sharp spikes attached at various points. (Page 28)

The weapon functions as a net except that it also inflicts 1d3 piercing damage each time the restrained creature makes a check to free itself. Another creature can attempt to free the restrained target without inflicting damage.

Pincer Staff. This weapon has a mechanical joint that the wielder controls, allowing the two opposite claws to clamp down on an enemy's limb or weapon. (Page 22)

System Change: This book modifies the pincer staff from its original form as a monster weapon to include the disarming, reach, tripping, and two-handed weapon properties. This brings the weapon in line with the capabilities available to player characters.

Kuo-toa whips are particularly skilled with this weapon and can use it to exceptional effect (*Monster Manual*, page 200).

Polearm (any). Polearms are long-hafted weapons, usually with complex, multi-purpose heads at one end, designed for war.

Polearm, Boarding Gaff. A long pole with one or more hooks at the end. This weapon serves well in ship-to-ship boarding actions. (Page 35)

When hooked to the top of a wall or gunnel no more than 15 feet above the wielder, the wielder can climb the pole like a rope.

Polearm, Glaive. A single-edged blade mounted on a long haft. The blade curves over at the tip to increase the cutting area. (Page 35)

Polearm, Gythka. A short-length polearm with a slashing blade at each end. Traditional gythka blades use crystal, but steel serves equally well. (Page 35)

Thri-kreen favor this weapon.

Polearm, Halberd. A polearm topped with an irregular head, forming a chopping surface and a piercing point. (Page 35)

Polearm, Pike. An extremely long spear-like weapon used primarily in formation fighting. The haft has metal reinforcement that extends far below the weapon's head, protecting it from sundering. (Page 35)

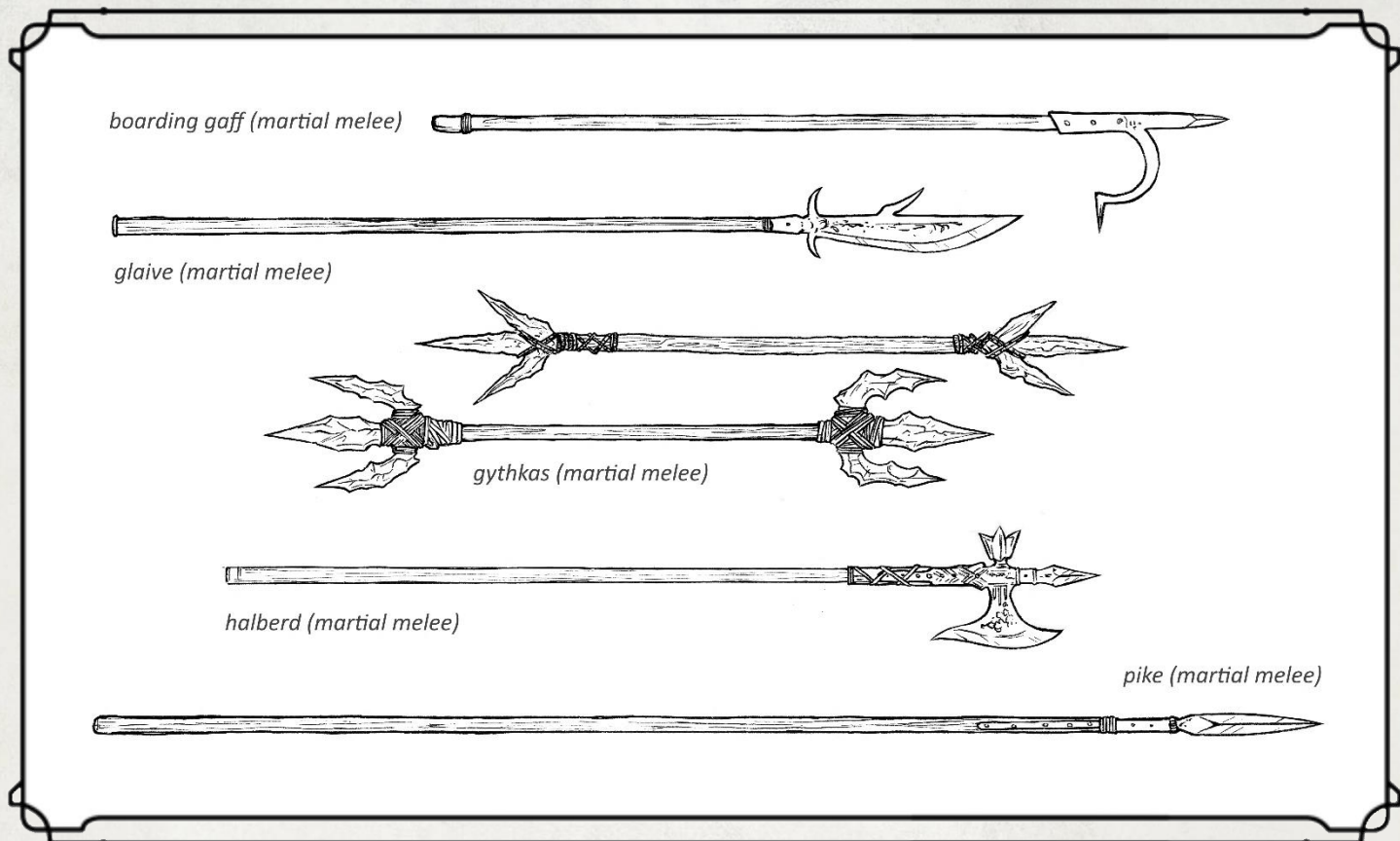
Quadrens. This weapon is like a dagger except that in the place of a blade, four long, parallel spikes protrude from each corner of a square crosspiece. (Page 37)

Quarterstaff. A quarterstaff is a long, wooden stick, about as long as a Medium humanoid is tall, or even longer. Some quarterstaffs have iron banding at both ends. (Page 26)

Ritiik. This spear has a forward-facing hook, just below the spear head. (Page 22)

Sap. A sap consists of a heavy weight within a sleeve of leather or other padded material. Its purpose is to knock out creatures without killing them. (Page 27)

Once per turn, you can use this weapon to attempt a sapping attack if you have not made (and will not



make) a Sneak Attack that turn. A sapping attack requires a precise blow to a vulnerable portion of the target's head. The target of a sapping attack can use its reaction to protect its head, automatically negating any sapping attempts with such devices until the start of its next turn. It is therefore prudent to use this device only on targets that are surprised or otherwise prevented from using reactions.

If your sapping attack succeeds and the target is not reduced to 0 hit points, roll 2d6 to calculate a sapping number. If you have the Sneak Attack class feature, roll your Sneak Attack dice and add the result to your sapping number. If the number generated is equal to or higher than the target's remaining hit points, the target becomes unconscious. Otherwise, the sapping roll has no effect.

A sapped creature regains consciousness after 1d4 hours or when it is healed for at least 1 hit point. At the Dungeon Master's discretion, other effects can also relieve this unconsciousness.

Constructs, oozes, plants, and undead are immune to sapping effects.

Scissor. A rare gladiator weapon, the scissor is a metal tube with a small, fan-like blade extending from one end. The user reaches into the other end of the tube to grasp the handle, located in the blade end. The tube protects the user's forearm, allowing the wielder to block and quickly retaliate with a slash of the razor-sharp blade. (Page 37)

You have advantage on any save or check you make to avoid being disarmed of the scissor.

Scissor, Extended. As a scissor, except that the tube attaches to an articulated arm piece that extends all the way up the arm, often over the shoulder. (Page 37)

It takes two actions to strap into an extended scissor or to take it off. When employing the defensive property, the wielder gains the benefit of having two defensive weapons. (This benefit is not cumulative with another defensive weapon.) When the extended scissor is strapped on, it cannot be disarmed.

Scourge. This short, multi-lash whip is the sort used for administering punishments. It is more intimidating than effective when used as a weapon. (Page 37)

Any creature wearing armor (or with natural armor) has resistance to the damage inflicted by this weapon.

Scythe. A two-handed implement with a curled handle and a large, perpendicular, sickle-like blade. (Page 21)

Shortbow. A common weapon in most cultures, this consists of a springy stock or haft, bent into a bow shape and held by a shorter string connected to both ends. Holding the middle of the bow and pulling back the string increases the haft's tension. By releasing the string, you allow the recoil of the bow to rapidly project a missile attached to the string, pushing it past the bow. A shortbow has a shorter length relative to a longbow, better suited for mounted use. (Page 40)

Shortbow, Composite. Composite bows use composite materials to enhance their draw weights. (Page 40)

You can add your Strength modifier to damage rolls with a composite bow, instead of your Dexterity modifier, but continue to use your Dexterity modifier for rolls to hit.

Shortbow, Pellet. The strings of this single- or double-strung shortbow connect at their centers with a

cloth or leather cup. The cup seats its projectiles during the draw. (Page 40)

A pellet bow uses sling bullets instead of arrows for its ammunition.

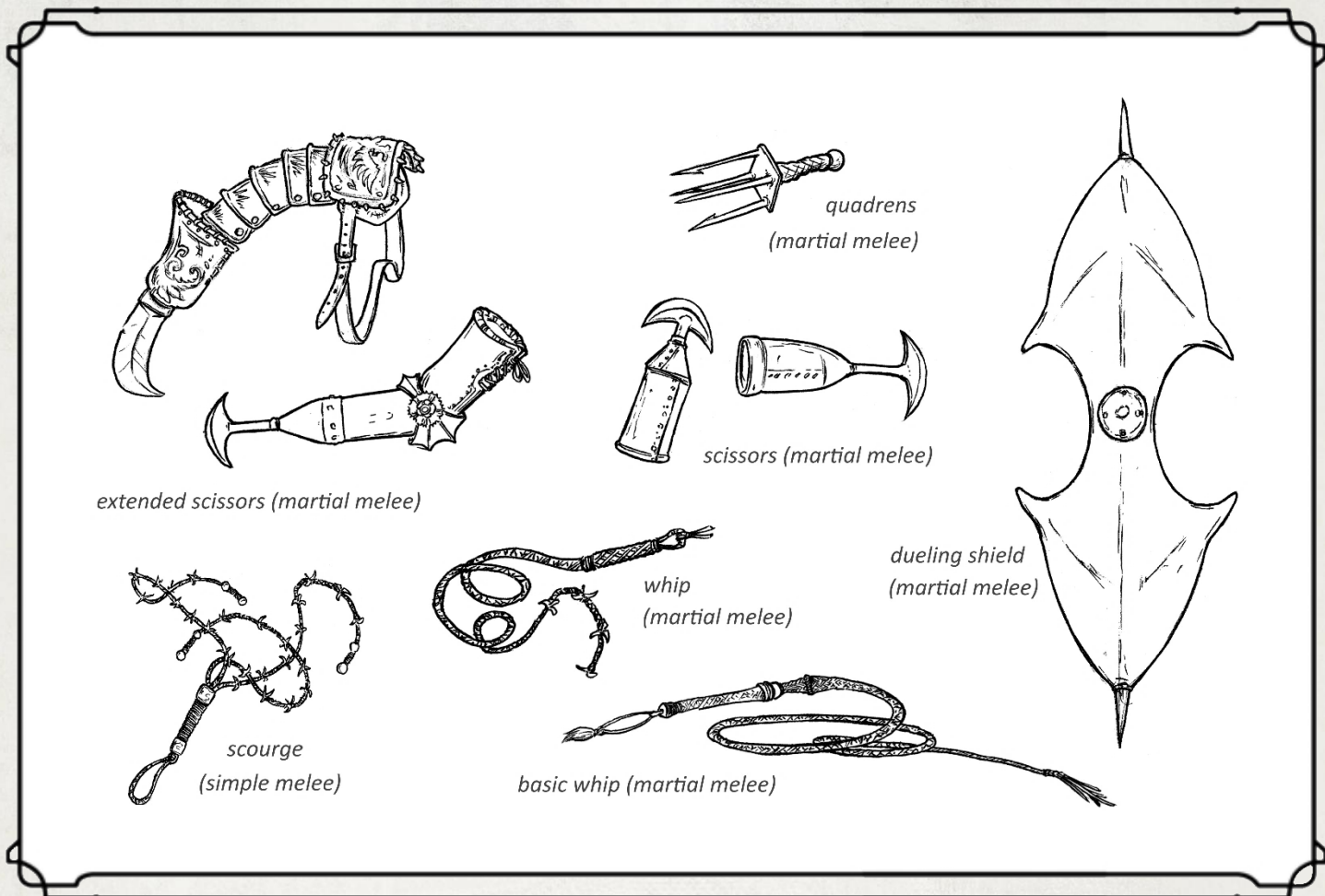
Sickle. An agricultural tool with a hooked blade, used for harvesting plants. (Page 21)

Sling. A long thong of leather with a pouch near the center of its length. Both ends of the thong are held in one hand, and the weapon is swung overhead to build momentum before attacking. The weapon's ammunition is flung from the pouch as one end of the thong is released. (Page 28)

Slungshot. A short length of rope, looped at one end and knotted around a stone or metal weight at the other end. This weapon evolved from the weights used to throw mooring lines between ships and shore. Sailors and dock workers often carry these weapons in their pockets. A slungshot can swing forcefully, and an experienced wielder can make attacks with it from unexpected angles. (Page 27)

MARTIAL RANGED WEAPONS

Item	Cost	Damage	Weight	Properties
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (25/100), loading
Blowgun, greater	15 gp	1 piercing	2 lb.	Ammunition (30/120), loading, special
Bolas	4 gp	—	2 lb.	Finesse, special, thrown (20/60)
Boomerang	1 gp	1d4 bludgeoning	2 lb.	Finesse, special, thrown (20/60)
Chatkcha	2 gp	1d6 slashing	1 lb.	Finesse, thrown (30/120)
Crossbow, blade driver	300 gp	1d4, 2d4, or 3d4 slashing	19 lb.	Ammunition (50/200), loading, magazine (30), special, two-handed
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (30/120), light, loading, natatorial
Crossbow, repeating hand	375 gp	1d6 piercing	4 lb.	Ammunition (15/60), light, magazine (6), natatorial, special
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition (100/400), heavy, loading, natatorial, two-handed
Crossbow, double heavy	100 gp	1d10 piercing	22 lb.	Ammunition (75/300), heavy, natatorial, special, two-handed
Crossbow, repeating heavy	250 gp	1d10 piercing	20 lb.	Ammunition (50/200), heavy, magazine (6), natatorial, special, two-handed
Crossbow, polybolos	550 gp	2d8 piercing	48 lb.	Ammunition (150/600), magazine (12), natatorial, special, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (150/600), heavy, two-handed
Longbow, composite	125 gp	1d8 piercing	3 lb.	Ammunition (180/720), heavy, special, two-handed
Net	1 gp	—	3 lb.	Natatorial, special, thrown (5/15)
Net, barbed	10 gp	—	3 lb.	Natatorial, special, thrown (5/15)



A slingshot' loop can be attached to (or detached from) the wielder's wrist with an action. If the slingshot is attached, it cannot be disarmed.

Spear. A long-hafted weapon with a simple point affixed to one end, balanced for short-range throwing. (Page 22)

Spear, Short. A hafted weapon with a simple point at one end. A short spear is typically shorter and thicker than a javelin and may be suitable for off-hand use. (Page 22)

Spear, Short Hooked. The backward-facing hook on this short-hafted spear is ideal for tripping opponents. Some versions have a smaller opposite hook on the butt end. (Page 22)

System Change: This book modifies the short hooked spear from its original form as a monster weapon. It adds the finesse and tripping weapon properties to bring the weapon in line with the capabilities available to player characters.

Derro are particularly skilled with this weapon and can use it to exceptional effect (*Out of the Abyss*, page 224).

Spear, Weighted. This spear has a heavy weight at the butt, making it suitable for use as a spear or a long-handled club. (Page 22)

Spiked Chain. This chain has various weights and sharp protrusions at strategic points along its length. Its design is suited to entangling foes. (Page 27)

System Change: This book modifies the spiked chain from its original form as a monster weapon to include the disarming, heavy, reach, and tripping weapon properties. This brings the weapon in line with the capabilities available to player characters.

Tlincalli are particularly skilled with this weapon and can use it to exceptional effect (*Volo's Guide to Monsters*, page 193).

Stake, Wooden. This weapon is a short, sturdy wooden stick sharpened at one end. The other end is

typically flat, suitable for hammering the shaft into the ground or into the heart of a vampire. (Page 27)

Stiletto. This long, narrow blade is ideal for slipping between the plates of armor or through the links of chain mail. (Page 19)

Sword (any). Along with spears, swords are the most ubiquitous weapons on the battlefield, a weapon type used in nearly every culture. A sword consists of a handle affixed to the end of a long blade. A crosspiece usually separates the blade from the handle, protecting the wielder's hand.

Sword, Bastard Sword. This weapon is a cross between the longsword and the greatsword. It serves the role of a longsword but with additional length well-suited for horseback use. (Page 31)

Sword, Broadsword. This weapon resembles a longsword but with a shorter handle and a wider, heavier blade. Older versions lack the weapon's iconic basket hilt. (Page 30)

Sword, Claymore. This weapon closely resembles a greatsword. It has a heavier blade and its cross-guards are forward-angled, often capped with round balls or quaterfoils. This configuration facilitates some techniques and fencing maneuvers unique to the weapon. (Page 31)

Sword, Cutlass. A cutlass is a heavy, curved sword favored by sailors for its efficiency in chopping. It has a basket or cupped hilt that protects the wielder's hand in battle. (Page 31)

Sword, Epee. This small, fast weapon is an evolution of the rapier. Its lighter weight and basket hilt make the sword ideal for dueling without interfering with casual, fashionable wearing of the weapon. (Page 30)

Sword, Estoc. A long-bladed, two-handed sword that tapers to a narrow, dramatic point. This weapon's primary function is thrusting, seeking out the gaps in armor. (Page 31)

Sword, Falchion. This weapon resembles a broadsword in function, but it has a heavier, slightly-curved blade more suitable to sweeping or passing strokes. (Page 31)

Sword, Falcata. The falcata may be described as a larger version of the kukri. Its blade curves slightly forward and is wider at the end, providing great momentum for chopping. (Page 31)

Sword, Flamberge. This version of the greatsword has a wavy blade, sometimes with sharp protrusions along its length. (Page 31)

Sword, Gladius. This simple weapon is used primarily for thrusting, like a heavier shortsword, with a blade that broadens at the end. The broader point weights the weapon to aid slashing attacks. (Page 31)

Sword, Greatsword. A large sword so big that it requires two hands to wield. (Page 31)

Sword, Khopesh. The blade of this sword curves into a backward-facing sickle shape at the top half of its length. (Page 31)

Sword, Longsword. This iconic knightly weapon features a cruciform hilt. The weapon is light enough for single-handed use but has a long handle (from which it derives its name) that allows two-handed wielding. (Page 31)

Sword, Maca. The maca is a heavy wooden sword. Sharp pieces of obsidian, shark teeth, or other natural materials line the cutting edges. (Page 31)

System Change: This book modifies the shark-tooth longsword from its original form as a monster weapon to include the alternate (B), ersatz, deadly, heavy, and wounding weapon properties. This brings the weapon in line with the capabilities available to player characters.

Reavers, the foot soldiers of the Crushing Wave cult, are particularly skilled with a version of this weapon and can use it to exceptional effect (*Princes of the Apocalypse*, page 205).

Sword, Rapier. A slender, sharply-pointed sword, designed for fast, elegant fighting. (Page 30)

Sword, Saber. A slightly-curved sword with a basket hilt to protect the wielder's hand. The curved blade makes the weapon excellent for fighting from horseback, where a straight blade might catch in a body and pull free from a mounted wielder's grip. (Page 30)

Sword, Scimitar. A light, curved sword with a heavier end, excellent for fast, intricate attacks. (Page 30)

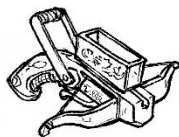
Sword, Shortsword. This weapon looks like a heavy dagger with a longer blade. The weapon suits for short, vicious thrusts. (Page 30)

Sword, Shotel. The blade of this sword curves dramatically forward into a large hook. The weapon resembles an over-sized sickle. (Page 30)

Sword, Sword Cane. This covert weapon appears to be nothing more than a simple cane until the handle is twisted and the thin sword blade withdrawn from its length. (Page 30)



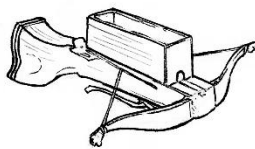
hand crossbow
(martial ranged)



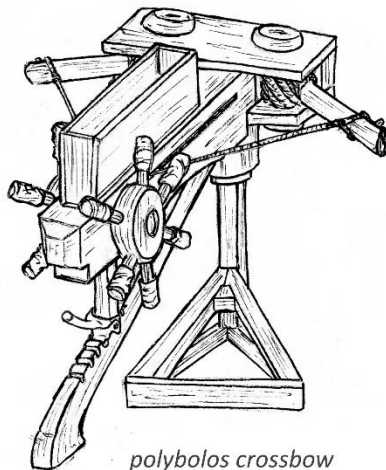
repeating hand crossbow
(martial ranged)



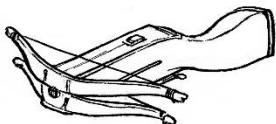
light crossbow
(simple ranged)



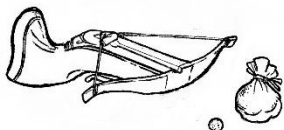
repeating light crossbow
(simple ranged)



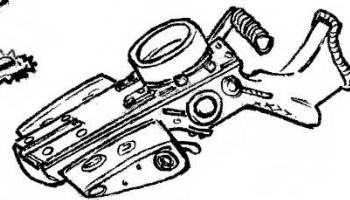
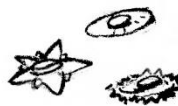
polybolos crossbow
(martial ranged)



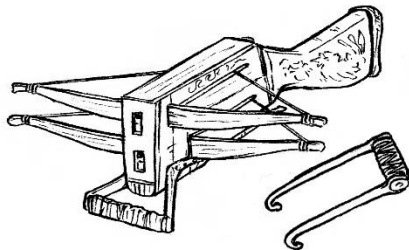
double light crossbow
(simple ranged)



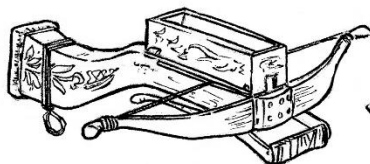
pellet light crossbow
(simple ranged)



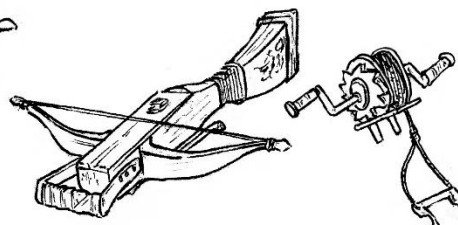
blade driver heavy crossbow (martial ranged)



double heavy crossbow (martial ranged)



repeating heavy crossbow
(martial ranged)



heavy crossbow (martial ranged)

The cane portion (sheath) can be wielded as a club, whether or not the sword has been drawn from it.

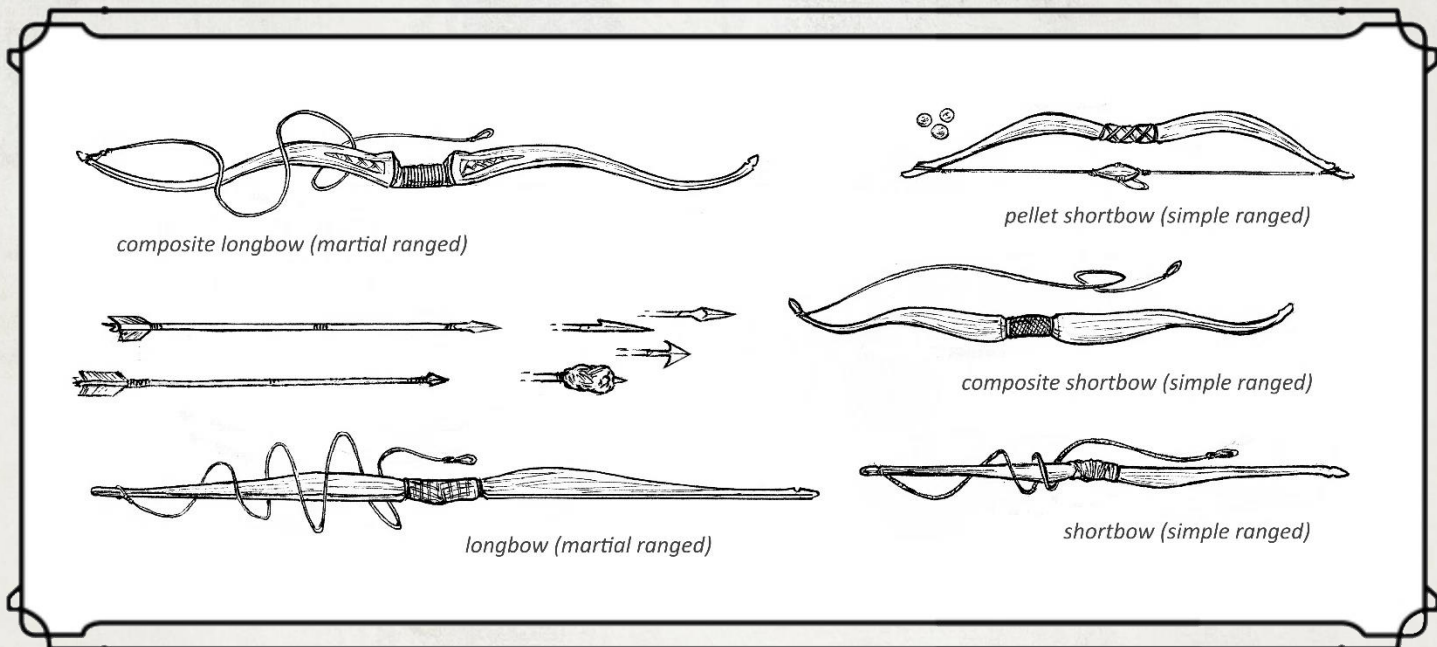
Sword, Talwar. This weapon resembles a scimitar, except that it has a thinner, elongated blade. In some versions, the blade widens near the tip for greater momentum when swinging. (Page 31)

Sword, Tegha. This large, curved sword was originally designed as an executioner's weapon. It requires two hands to wield. (Page 30)

Tail Spikes. A ring strap that attaches to a creature's tail and locks or ties in place. A tail can whip the device's sharp protrusions at great speed. (Page 19)

Only creatures with long prehensile (or partially-prehensile) tails can use this device. Applicable player character races include lizard folk, tabaxi, tiefling, and any others the Dungeon Master designates.

Do not add your ability modifier to damage with tail spikes, unless it is negative. Even if you are using the



two-weapon fighting rules, and you have a trait or feature that would allow you to add your modifier to off-hand attacks, do not do so with tail spikes.

Tongi. A hafted weapon like a battle axe, but in place of a blade, the weapon has a fanning crescent of spikes. (Page 33)

Trident. A spear with three parallel prongs or blades. (Page 22)

System Change: This book modifies the much-maligned trident, adding the disarming weapon property. This is to distinguish the martial weapon from the lighter, cheaper simple weapon, the otherwise-identical spear.

Trident, Greater. A longer version of the trident, its prongs are wider and are often bladed. (Page 22)

Trombash. A trombash has a large, curved blade, bigger than a dagger, sometimes with additional prongs. Its function is ceremonial as well as martial. (Page 27)

Waraxe. This heavy weapon resembles a battle axe but it's a bit larger and has a second, opposite axe blade. The additional blade slightly increases the variety of techniques available to the wielder and serves to overawe opponents. (Page 33)

Dwarves favor this weapon.

Warhammer. The handle of this weapon is longer than that of a work hammer. The head is relatively small but heavy enough to inflict tremendous damage. (Page 33)

War Pick, Footman's. This heavy pick's long spike is designed to penetrate the protection worn by armored infantry. (Page 33)

War Pick, Horseman's. This pick has an extra-long handle, suitable for use on horseback, or for infantry reaching and dragging a knight down from a horse. (Page 33)

War Pick, Light. The smallest version of a war pick, this weapon consists of a handle with a perpendicular spike affixed to one end. Picks are ideal for finding gaps in armor or punching straight through it. (Page 33)

Whip. The business end of this whip typically has tiny metal blades and barbs in its braided leather strands, making it a weapon suitable for combat. (Page 37)

Whip, Basic. This leather whip is too long to be functional with the weighty additives that enhance a normal combat whip. (Page 37)

A basic whip is still useful in battle, providing a 15-foot reach rather than the normal 10. And in a pinch, a basic whip can substitute for a 15-foot rope. Creatures wearing armor (or with natural armor) have resistance to the damage inflicted by a basic whip.

Because of the time required to draw back the entire length for another swing, you can attack only once with this weapon when you attack with an action, bonus action, or reaction, regardless of the number of attacks you can normally make. Stowing a basic whip is a timely process of coiling, taking an action and requiring both hands.

Yklwa. *Instead of a mere point, this short spear has a heavy, bladed head, up to two feet long and sharp along its entire length.* (Page 22)

A common variant of this weapon has a blade of chipped stone or obsidian instead of steel; it gains the ersatz weapon property but costs only 1 gp.

System Change: The standard yklwa's price is "1 gp," whether it has a "steel or stone" blade. (*Tomb of Annihilation*, page 32). This book quadruples the price of the steel version (4 gp), treating that as standard, and adds the ersatz property to the stone version (1 gp). This cost increase better justifies the weapon's exceptional characteristics relevant to standard one-handed martial weapons.

ADVENTURING GEAR

Bows require arrows, crossbows require bolts, slings require bullets, and blowguns require needles. This subsection lays out the various alternatives to these normal types of ammunition.

DESCRIPTIONS

Ammunition and containers for it appear below.

Arrow, Alchemical. *The forward end of the shaft is a blunt glass tube delicate enough to break on impact, dispersing its liquid contents onto the target.*

Any liquid that is effective on contact can fill an alchemical arrowhead, including acid, alchemical

solvent, alchemist's fire, defoliant, holy water, unholy water, and all sorts of contact poisons. When fired from a bow, an alchemical arrow halves the weapon's normal and long range increments and changes its damage to 1d4 bludgeoning. In addition to damage, a successful ranged attack applies the contained liquid, as though splashed onto the target.

A substance contained in a vial fills is potent for such a small amount. It fills one alchemical arrow.

Only half the substance that comes in a *flask* can fit in an alchemical arrowhead. It can thus fill two arrows, but splitting that dose dilutes it; any applied damage is halved and any effect that requires a saving throw lets the target roll with advantage.

Arrow, Barbed. *This piece of ammunition has wicked barbs that make it hard to remove from the target.*

This applies the cruel weapon property to attacks made with it.

Arrow, Fire. *This arrowhead has a small, bulbous cage just behind the tip. The cage holds flammable, fibrous material soaked in an accelerant, like the material used for torches.*

You may spend a bonus action to nock this arrow and dip the point into an active fire source prior to shooting. A lit fire arrow adds 1 fire damage to the bow's attack. The arrow might also light highly-

ADVENTURING GEAR (AMMUNITION)

Item	Cost	Weight
Arrows		
Alchemical (10)	20 gp	1/2 lb.
Barbed (20)	10 gp	1 lb.
Fire (10)	5 gp	1/2 lb.
Flight (20)	2 gp	1 lb.
Frog-crotch (10)	5 gp	1/2 lb.
Grappling	2 gp	1½ lb.
Screaming (10)	10 gp	1/2 lb.
Sheaf (standard arrow) (20)	1 gp	1 lb.
Smoke (10)	15 gp	1/2 lb.
Blowgun Needles		
Hooked (50)	15 gp	1 lb.
Steel (standard needle) (50)	1 gp	1 lb.
Containers		
Bandoleer	2 gp	2 lb.
Case, crossbow bolt	1 gp	1 lb.

Item	Cost	Weight
Ketch	2 gp	2 lb.
Pouch	5 sp	1 lb.
Quiver	1 gp	1 lb.
Crossbow Bolts		
Broad-tip (standard bolt) (20)	1 gp	1½ lb.
Disk (30)	5 gp	1½ lb.
Notch-tip (20)	10 gp	1½ lb.
Grappling	2 gp	1½ lb.
Inking	1 gp	1/2 lb.
Stabilized (20)	2 gp	1½ lb.
Sling Bullets		
Alchemical (10)	15 gp	1½ lb.
Dimpled (20)	5 gp	1½ lb.
Lead (standard bullet) (20)	4 cp	1½ lb.
Razor glass (20)	10 gp	1½ lb.
Stone (20)	—	1½ lb.

flammable materials that it touches, like thatched rooves, dry crops, and the like.

Arrow, Flight. *This arrow's construction improves its aerodynamic properties. With lighter heads and superior fletching, flight arrows are tremendously accurate missiles.*

When using this ammunition, increase both the bow's range increments by a distance equal to half the weapon's normal range increment. When firing a flight arrow, apply a -1 penalty to the damage roll.

Arrow, Frog Crotch. *The head of this arrow forms a razor-sharp crescent, points facing forward, theoretically allowing the archer to cut ropes from a distance.*

Targeting a rope is a difficult shot; apply disadvantage to the attack roll unless the target is within 10 feet of you.

Arrow, Grappling. *The head of this heavy arrow has four opposite claws that form a grappling hook.*

This arrow allows you to use your attack roll and weapon range in the place of the normal check and mechanics when trying to place a grappling hook.

The head of a grappling arrow is attached to a 100-foot length of silk cord. The coiled cord is spooled such that it unwinds as the arrow flies toward its target. The line has loops knotted into it just large enough to serve as footholds for a climber. The cord has 1 hit point and can be burst with a DC 12 Strength check.

If used as a weapon, the grappling arrow reduces the bow's damage to 1d4 bludgeoning.

Arrow, Screaming. *The head of this arrow makes a screaming noise in flight.*

The sounds this arrow emits in flight can be easily heard within 100 feet of any point along its path.

Arrow, Sheaf. *This is the most common type of arrow used in combat, a sturdy shaft of reliable length, topped by a heavy broadhead or bodkin point.*

These are normal "arrows," the same kind as found in the *Player's Handbook*.

Arrow, Smoke. *A thin wrap of an alchemical material encases the shaft of this arrow behind the head.*

You may spend a bonus action to nock this arrow and dip the point into an active fire source prior to shooting, causing the material to smoke vigorously. The arrow trails smoke as it flies and creates a 5-foot cube of smoke wherever it hits. The smoke dissipates in 1d4 rounds, or until dispersed by a wind of at least 10 mph. Smoke arrows are each crafted to emit a specific color of smoke, useful for signaling.

Bandoleer. *This leather strap is worn over one shoulder and crosses diagonally over the torso. It has small pouches or ties that can hold up to 6 tiny objects along its length.*

Contained objects must each weigh 1 pound or less. Bandoleers are excellent for holding small thrown weapons like darts and daggers. If you use an interaction with an object to draw something from the bandoleer, you can do so again up to two more times that turn without using an interaction or an action.

VARIANT: RECOVERING AMMUNITION

The ammunition property says that characters can recover half the ammunition used after a combat by searching for 1 minute. Where did the rest go? This optional system assumes that the other pieces are harder to find or are broken and unusable. However, a diligent archer can search longer to find or repair the missing half of those arrows.

Constraints. The ability to recover *any* ammunition assumes the party has time after a battle; that it is not being pursued or racing after its goal. It also assumes that the battlefield is readily searchable; firing at a sea monster is likely to mean missed shots are completely unrecoverable.

Repairs. Broken ammunition can be repaired with magic or tools. This allows careful archers to maintain their stocks of ammunition on extended adventures. A *mending* cantrip is sufficient to fix each piece of broken ammunition, requiring only one action per piece repaired.

Without magic, broken ammunition can be repaired using the appropriate artisan's tools, as though the remnants were craft components. Repairing requires about 1 minute of time per copper piece of the product's value. (This figure is a distillation of the 8-hour workday which allows up to 5 gp of total market value production.) This means that it takes 5 minutes to repair a standard arrow, bolt, or sling bullet, since each has a 5-cp market value.

Example. A ranger fires 20 of her standard arrows in a battle. Afterward, she recovers 10 arrows in the first minute of searching. In the second minute of searching, she recovers 5 more whole arrows and 5 broken ones. With the right artisan's tools, the ranger can repair the five broken arrows in 25 minutes.

Blowgun Needle, Hooked. This blowgun needle has several small hooks behind the tip that make it hard to remove from the target.

This applies the cruel weapon property to attacks made with it.

Blowgun Needle, Steel. This is a lightweight needle, about six inches in length, used as blowgun ammunition. A puff of downy feather attached to one end allows the projectile to be fired from a blowgun with a firm blast of lung power. Steel needles are often used to deliver toxins, being dipped in a vial of poison or other substance just before firing.

These are normal “blowgun needles,” the same kind as found in the *Player’s Handbook*.

Case, Crossbow Bolt. A rigid rectangular container designed to be slung on a belt and carry crossbow bolts.

This case holds up to 20 standard crossbow bolts, 5 grappling crossbow bolts, or 5 inking crossbow bolts.

Crossbow Bolt, Broad Tip. This is the most common type of bolt used in combat, a short shaft with a razor-sharp broadhead at the tip.

These are normal “crossbow bolts,” the same kind as found in the *Player’s Handbook*.

Crossbow Bolt, Disk. These aerodynamic disks are the only ammunition usable with a disk crossbow. You cannot use them with any other weapon.

A pouch can hold up to 30 disk crossbow bolts; the disks will not fit in a normal crossbow bolt case.

Crossbow Bolt, Grappling. The head of this heavy bolt has four opposite claws that form a grappling hook.

This bolt allows you to use your attack roll and weapon range in the place of the normal check and mechanics when trying to place a grappling hook.

The head of a grappling arrow is attached to a length of silk cord. The coiled cord is spooled or is placed on the ground before firing so it can unwind as the arrow flies toward its target. The line has small loops knotted

into it at intervals, placed to serve as footholds for a climber.

The cord weighs 2 pounds and is 100 feet long. It has 1 hit point and can be burst with a DC 12 Strength check.

If used as a weapon, the grappling crossbow bolt reduces the crossbow’s damage to 1d4 bludgeoning. Because of their shape, these bolts cannot be loaded into a repeating crossbow magazine.

Crossbow Bolt, Inking. This heavy crossbow bolt bears a large, spongy head soaked in bright ink. A wax coating covers the head to preserve the ink prior to use.

Such bolts allow spotters to mark targets in battle, designating them by prearranged signal as a focus for the attention of archers and war wizards.

You can remove the wax coating on the head of this bolt with a bonus action during loading, making it ready to fire. The missile splatters its target with bright ink if it hits, but its weapon damage die is reduced to 1d2 bludgeoning.

Because of their shape, these bolts cannot be loaded into a repeating crossbow magazine.

Crossbow Bolt, Notch-Tip. The long, thin head of this piece of ammunition has a pair of notches on opposite sides, about one inch below the head. These weaken the shaft, causing it to break on impact, leaving the tip inside the target.

This bolt applies the cruel weapon property to attacks made with it.

Crossbow Bolt, Stabilized. This bolt is crafted with a target tip and some small fletching.

When using this ammunition, increase both the crossbow’s range increments by a distance equal to half the weapon’s normal range increment. When firing a stabilized crossbow bolt, apply a -1 penalty to the damage roll.

Ketch. This large quiver hangs from the waist for optimal use. A vertical slit allows the user to reach



deeper into the quiver, grabbing a javelin by its balance point and drawing it in a ready-to-throw grip.

This container holds up to 4 javelins or light spears. The wearer can draw up to four such weapons from the ketch in a turn, counting this only as a single interaction with an object.

Pouch. A pouch is a small sack or shaped container typically made of leather and worn on a belt or a harness. Pouches come in a variety of forms, designed for a variety of uses.

A pouch holds up to 20 sling bullets, 30 crossbow disks, or 50 blowgun needles.

Quiver. A quiver is a cylindrical container sized for carrying arrows.

A quiver holds up to 20 standard arrows or 5 grappling arrows.

Sling Bullet, Alchemical. This spherical projectile is made of clay or glass, designed to shatter on impact, dispersing its liquid contents onto the target. It is larger than a normal piece of sling ammunition.

Any liquid that is effective on contact can be placed into an alchemical sling bullet, including acid, alchemical solvent, alchemist's fire, defoliant, holy water, unholy water, and all sorts of contact poisons. When fired from a sling, an alchemical sling bullet halves the weapon's normal and long range increments. In addition to damage, a successful ranged attack applies the contained liquid, as though it had been splashed onto the target.

A substance contained in a vial fills is potent for such a small amount. It fills one alchemical arrow.

Only half the substance that comes in a flask can fit in an alchemical arrowhead. It can thus fill two arrows, but splitting that dose dilutes it; any applied damage is halved and any effect that requires a saving throw lets the target roll with advantage.

Kobolds favor this ammunition, calling them "stink pots."

Sling Bullet, Dimpled. These bullets are carefully molded for symmetry and drilled with dimples around the circumference to improve flight characteristics.

When using this ammunition, increase both the sling's range increments by a distance equal to half the weapon's normal range increment.

Sling Bullet, Leaden. This is the most common type of sling bullet, a simple lump or sphere of molded lead.

These are normal "sling bullets," the same kind as found in the *Player's Handbook*.

Sling Bullet, Razor Glass. This piece of ammunition is designed to shatter into sharp slivers that imbed themselves in the target.

This design applies the cruel weapon property to attacks with the ammunition.

Sling Bullet, Stone. In a pinch, a slinger can make use of appropriately sized stones in the place of bullets.

Stones cost nothing to collect but are less effective due to their irregular shapes; they apply a -1 penalty to the weapon's damage roll.

VARIANT: SILVER BULLETS

With this optional rule, player characters can make silver sling bullets and firearm loads more easily. When the story calls for it, collecting old silver coins, eating utensils, and other odds and ends to make ammunition from can add a compelling scene.

This rule simplifies the "crafting" downtime action; since very little skill is necessary for molding lumps of soft metal, the characters simply need to find silver of the ammunition's weight. When the party discovers they face a werewolf, they ransack the manor kitchen and start smelting!

- A set of 20 leaden-type **sling bullets** requires 75 silver pieces (1.5 pounds of silver) and takes half an hour to craft with jeweler's tools or smith's tools.
- A set of 10 **ball** or **shot** loads requires 100 silver pieces (2 pounds of silver) and takes one hour to craft using tinker's tools. Making **paper cartridges** under this rule requires no additional time, just one existing charge of powder per load.
- A set of 10 machine age **cartridges** needs the equivalent of 100 silver pieces (2 pounds of silver), while 10 loads of **shotshell** or **slug** need 75 silver pieces (1.5 pounds of silver). Crafting these sets of ten takes one and a half hours.



Chapter 3

DEAN SUTER

CHAPTER 3: EXOTIC WEAPONS

DDOUBLE WEAPONS AND POLEARMS ARE THE SUBJECT of this chapter. These dubious weapons suit only campaigns of a particular sort, thus their separation from the primary list of weapons.

DOUBLE WEAPONS

Double weapons appeared in the prior two editions of *DUNGEONS & DRAGONS*, where the desire to add new options drove the game's designers into realms of the improbable. The historically dubious implements here can lend an air of high-fantasy or bizarre novelty to your game world.

With the return of the Valenar scimitar to the fifth edition, double weapons regain a place in the current edition of the game.

USING DOUBLE WEAPONS

These two-ended weapons require new rules for use.

DOUBLE WEAPON-FIGHTING

When you attack with the Attack action using the primary end of a double weapon, you can use a bonus action to attack with the other end. Unless you have the Two-Weapon Fighting feature, attacks with the secondary end don't add your ability modifier to their damage rolls unless the modifier is negative.

A SINGLE WEAPON

Although you wield a double weapon as two distinct weapons, it is only a single item for purposes of crafting and targeting it with magic. Any weapon-affecting spells, like *disintegrate*, *heat metal*, and *magic weapon* affect both ends of the weapon equally.

Likewise, magic item effects apply to both ends and must be appropriate to both ends. For example, a *flame tongue* enchantment applies to both striking surfaces, and the DM must rule that both closely enough resemble the *flame tongue's* "any sword" requirement to qualify. A double scimitar would match, but not a double hammer or a gyrspike.

THE DOUBLE WEAPON TABLES

The 22 weapons on the Double Weapons tables have some crossover with weapons from other parts of this



book. Weapons marked with an asterisk (*) also appear in chapter 2. If your game includes double weapons, you can wield these crossovers as standard weapons or using the double weapons rules.

Weapons marked with two asterisks (**) appear as standard weapons in chapter 4. They are not available unless the Dungeon Master designates those weapons (and these) as available in the campaign.

Each entry on this table has two lines, one for the weapon's primary end and another for its secondary end. Each end of the weapon can only employ the damage rating and weapon properties that appear on its own line of the table.

DESCRIPTIONS

This section describes new double weapons. For descriptions and illustrations of the crossover weapons, refer to chapters 2 and 4.

Dire Falcata. *This moderate-length handle boasts two heavy falcata blades that curve slightly forward; either end serves well for chopping attacks.* (Page 49)

Dire Flail. *A second chain-and-flail head extends from the butt end of this flail.* (Page 49)

MARTIAL MELEE WEAPONS (DOUBLE WEAPONS)

Name	Cost	Damage	Weight	Properties
Chijiriki **	18 gp	1d6 piercing	3 lb.	Reach, two-handed
...	—	1d6 bludgeoning	—	Disarming, reach, two-handed
Dire falcata	30 gp	1d6+1 slashing	6 lb.	High-critical, two-handed
...	—	1d6+1 slashing	—	High-critical, two-handed
Dire flail	30 gp	1d6 bludgeoning	4 lb.	Tripping, two-handed
...	—	1d6 bludgeoning	—	Tripping, two-handed
Double axe	50 gp	2d4 slashing	7 lb.	Deadly, heavy, two-handed
...	—	2d4 slashing	—	Deadly, heavy, two-handed
Double-bladed scimitar	50 gp	2d4 slashing	8 lb.	Special, two-handed
...	—	1d4 slashing	—	Two-handed
Double hammer	30 gp	1d8 bludgeoning	4 lb.	Two-handed
...	—	1d8 bludgeoning	—	Two-handed
Double spear	4 gp	1d8 piercing	5 lb.	Thrown (20/60), two-handed
...	—	1d8 piercing	—	Thrown (20/60), two-handed
Dueling shield *	12 gp	1d6 piercing	12 lb.	Special, two-handed
...	—	1d6 piercing	—	Special, two-handed
Getsugasan **	25 gp	1d8 piercing	6 lb.	Heavy, reach, two-handed
...	—	1d8 slashing	—	Heavy, reach, two-handed
Gyrspike	30 gp	1d8 slashing	5 lb.	Two-handed
...	—	1d4 bludgeoning	—	Tripping, two-handed
Gythka	25 gp	1d8 slashing	4 lb.	Two-handed
...	—	1d8 slashing	—	Two-handed
Hooked hammer	20 gp	1d6 bludgeoning	3 lb.	Two-handed
...	—	1d4 piercing	—	Tripping, two-handed
Kusarigama **	6 gp	1d4 bludgeoning	4 lb.	Disarming, reach, special, two-handed
...	—	1d4 piercing	—	Tripping, two-handed
Kyoketsushoge **	5 gp	1d4 bludgeoning	4 lb.	Reach, special, tripping, two-handed
...	—	1d4 slashing	—	Disarming, two-handed
Lajatang **	25 gp	1d8 slashing	4 lb.	Two-handed
...	—	1d8 slashing	—	Two-handed
Meteor hammer **	21 gp	1d8 bludgeoning	12 lb.	Heavy, reach, tripping, two-handed
...	—	1d8 bludgeoning	—	Heavy, reach, tripping, two-handed
Quarterstaff *	2 sp	1d6 bludgeoning	4 lb.	Two-handed, <i>simple weapon</i>
...	—	1d6 bludgeoning	—	Two-handed, <i>simple weapon</i>
Sang kauw **	35 gp	1d6 piercing	5 lb.	Alternate (S), defensive, two-handed
...	—	1d6 piercing	—	Two-handed
Spiked chain *	45 gp	1d6 piercing	4 lb.	Disarming, heavy, reach, tripping, two-handed
...	—	1d6 piercing	—	Disarming, heavy, reach, tripping, two-handed
Swallow	35 gp	1d6 slashing	5 lb.	Two-handed, finesse
...	—	1d6 slashing	—	Two-handed, finesse
Two-bladed sword	30 gp	1d8 slashing	6 lb.	Two-handed
...	—	1d8 slashing	—	Two-handed
Urgrosh	20 gp	1d8 slashing	6 lb.	Deadly, heavy, two-handed
...	—	1d6 piercing	—	Heavy, two-handed

Double Axe. A waraxe with a second head at the butt of the haft. (Page 48)

Orcs favor this weapon.

Double-Bladed Scimitar. Similar in configuration to a swallow, this weapon uses two heavier, broader falchion blades and a shorter handle. (Page 48)

While using double-weapon fighting, your secondary end's attacks are more efficient; this special property allows you to add your ability modifier to their damage rolls.

For the Valenar scimitar variant found in the Eberron setting, see the sidebar on the following page.

Double Hammer. A warhammer with an elongated handle and a hammer head at each end. (Page 48)

Double Spear. A spear with a head at each end, originally for fighting in tunnels too tight to reverse the direction of a long-hafted weapon. (Page 48)

Dwarves favor this weapon.

Gyrspike. A long-handled sword with a chain and spiked ball attached to the handle. (Page 48)

Hooked Hammer. This war pick has a hammer head at the opposite end of the handle. (Page 48)

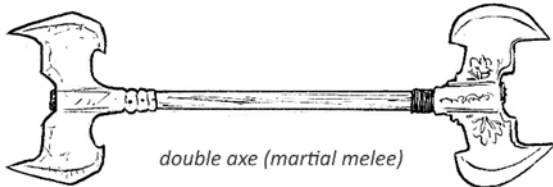
Gnomes favor this weapon.

Swallow. A long-handled scimitar with a short, curved blades at either end. The blades curve in opposite directions. (Page 48)

Two-Bladed Sword. This weapon looks like two longswords adjoined at the pommels, their blades pointed in opposite directions. Some versions have a longer handle between the two blades. (Page 48)

Urgosh. This heavy battleaxe has a sharp spear point at the butt of the handle. (Page 48)

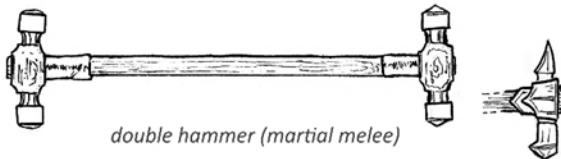
Dwarves favor this weapon.



double axe (martial melee)



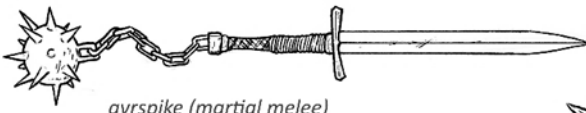
swallow (martial melee)



double hammer (martial melee)



two-bladed sword (martial melee)



gyrspike (martial melee)



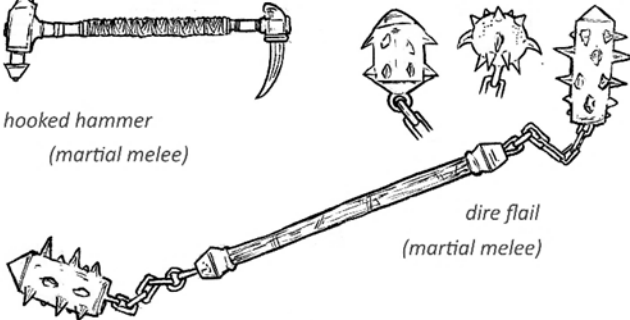
urgosh (martial melee)



hooked hammer
(martial melee)



(double scimitar) (Valenar scimitar) (martial melee)



dire flail
(martial melee)



dire falcata (martial melee)



double spear (martial melee)

THE VALENAR SCIMITAR (EBERRON VARIANT)

The Valenar scimitar is a special version of the double-bladed scimitar described in *Eberron: Rising from the Last War*. Its rules mesh nicely with the double-weapon fighting rules in this chapter, except that it allows the wielder to add an ability modifier to the secondary end's damage roll. If you are playing in an Eberron campaign, a true Valenar scimitar has a cost of 100 gp and automatically has the "fine" weapon property described in chapter 1. Carrying such a weapon may draw the ire of the Valenar elves.

EXTRA POLEARMS

The polearm is the mark of a true soldier. While swords are equally common in war, those weapons adventurers, nobles at court, and even fortunate free citizens also wear such weapons. However, only military organizations train with polearm; the function of these weapons is ill-suited to casual use or causal users. Those who carry polearms proclaim themselves military professionals, trained in the best tools of war.

The extra polearms limited list includes a notable fixture of the game's earliest editions, an expansive array of polearms. One of the quirky hallmarks of the early DUNGEONS & DRAGONS Roleplaying Game was a collection of exotic-sounding pole-hafted weapons. That was at a time when the Internet did not exist, so only wargamers or hardcore historians could recognize the look and function of such weapons. While this doubtlessly titillated Gary Gygax and his contemporaries, these hyper-technical polearm distinctions were a considerable source of confusion to new players.

The styles of the early edition polearms were also hard to differentiate, even to those in the know. Some were simply hybrids of two different polearms, and were eventually done away with. The fifth edition *Player's Handbook*, for example, includes only three polearms, and two of those are identical to one another in all but name.

HYBRID POLEARMS

The guisarme is a common polearm with a sharp hook and a spear point. It has many variants, including the bill-guisarme, the glaive-guisarme, the guisarme-voulge, the fauchard-guisarme, and more. However, only the guisarme appears on the table in this chapter. Where are the hybrids so popular in the early editions of DUNGEONS & DRAGONS? Those weapons are here, but only when you make them.

To make a hybrid polearm, follow these steps. Choose two polearms, designate one of them as the base weapon, and connect their names with a hyphen. Any polearm on the following table is fair game, except the longspear and mancatcher. The glaive, halberd, and pike (from chapter 3) also qualify but other polearms from this book do not.

Add to the base weapon all properties of the second polearm, ignoring any duplicates. If the second polearm inflicts a different type of damage than the base weapon, add an instance of the alternate weapon property so the hybrid can inflict that type too.

A hybrid polearm weighs 1 pound more than what the heavier of the two weapons normally weighs. For the hybrid's cost, add the two weapons' costs together and, if the second polearm added any (non-duplicate) properties to the first, increase that sum by another 100 gp.

Hybrid polearms cannot be made masterwork.



DESCRIPTIONS

The extra polearm have descriptions here.

Ahlspiess. A very long polearm with a long, thin spike designed to penetrate armor. (Page 51)

Bardiche. A short polearm with a long axe head at the end. (Page 51)

Bill. A short, round-ended blade tops this polearm, ending in a slight hook. Bills are commonly combined with other polearm designs to create hybrid weapons. (Page 51)

Boar Spear. This hunting spear has a perpendicular cross-bar at least one foot below the point. The design is thought to prevent an impaled target from approaching the wielder by moving up the shaft. (Page 51)

Brandistock. A polearm with three spiked tines that spread from the end. Some versions have retractable tines. (Page 51)

Demi Lune. A polearm topped with a sharpened "half-moon" crescent, its points aimed away from the handle. (Page 51)

Earspoon. A long-shafted polearm with a socketed spear head. Two lug-wings behind the head prevent over-insertion of the weapon to keep it from being caught or bound inside a target's body. (Page 51)

Fauchard. A polearm with a long blade at the top, often with an accompanying spike. The blade often curves slightly forward over its cutting edge. (Page 51)

Guisarme. A spiked polearm with a blade that curves dramatically over, forming a hook. (Page 51)

Longspear. A longer spear with a haft still light enough for throwing. (Page 51)

Lucern Hammer. A polearm with a small hammer and spike combination at the head. (Page 51)

Mancatcher. A mancatcher is a long-hafted weapon with a flexible, U-shaped crescent at the end. The interior of the crescent is hooked, designed capture an opponent's neck or limb and hold fast to it. (Page 51)

You can use a mancatcher to attempt a binding attack on a Medium or smaller creature. This attack has disadvantage due to the necessary precision of targeting an appropriate limb. If the binding attack

MARTIAL MELEE WEAPONS (EXTRA POLEARMS)

Name	Cost	Damage	Weight	Properties
Ahlspiess	6 gp	1d8 piercing	15 lb.	Breach, heavy, reach, two-handed
Bardiche	15 gp	1d8+1 slashing	6 lb.	Heavy, reach, two-handed
Bill	25 gp	1d8 piercing	5 lb.	Alternate (S), heavy, reach, tripping, two-handed
Boar spear	10 gp	1d8 piercing	5 lb.	Defensive, heavy, reach, two-handed
Brandistock	12 gp	1d6+1 piercing	5 lb.	Disarming, reach, two-handed
Demi lune	15 gp	1d6+1 piercing	6 lb.	Alternate (S), deadly, reach, two-handed
Earspoon	15 gp	1d8 piercing	6 lb.	Defensive, heavy, high-critical, reach, two-handed
Fauchard	10 gp	2d4 piercing	9 lb.	Alternate (S), reach, two-handed
Guisarme	12 gp	1d8 slashing	5 lb.	Heavy, high-critical, reach, tripping, two-handed
Longspear	4 gp	1d10 piercing	9 lb.	Heavy, reach, thrown (10/30), two-handed
Lucern hammer	25 gp	1d8 bludgeoning	7 lb.	Alternate (P), heavy, high-critical, reach, two-handed
Mancatcher	20 gp	1d6+1 piercing	7 lb.	Deadly, heavy, reach, special, two-handed
Military fork	15 gp	1d6+2 piercing	6 lb.	Disarming, heavy, reach, two-handed
Ox tongue	20 gp	1d8+1 piercing	8 lb.	Heavy, reach, two-handed
Partisan	32 gp	1d10 piercing	16 lb.	Fine, heavy, reach, two-handed
Poleaxe	15 gp	1d8 slashing	10 lb.	Alternate (P), deadly, heavy, high-critical, reach, two-handed
Ranseur	10 gp	1d8 piercing	11 lb.	Defensive, deadly, Heavy, reach, two-handed
Sovnya	15 gp	1d8 slashing	9 lb.	Alternate (P), deadly, heavy, reach, two-handed
Spetum	18 gp	1d8 piercing	7 lb.	Defensive, disarming, heavy, reach, two-handed
Spontoon	40 gp	1d8 piercing	6 lb.	Defensive, fine, heavy, reach, two-handed
Voulge	20 gp	1d10 slashing	6 lb.	Alternate (P), heavy, reach, two-handed
War scythe	15 gp	1d8 slashing	10 lb.	Deadly, heavy, high-critical, reach, two-handed



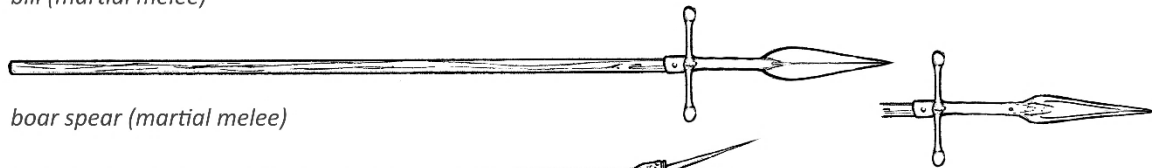
ahlspiess (martial melee)



bardiche (martial melee)



bill (martial melee)



boar spear (martial melee)



brandistock (martial melee)



demi lune (martial melee)



earspoon (martial melee)



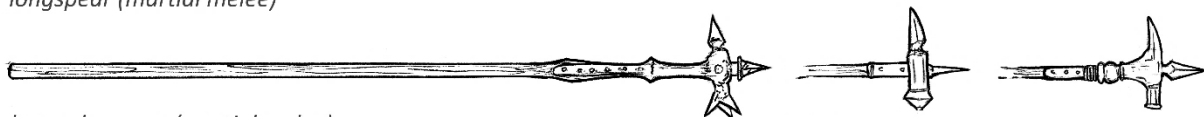
fauchard (martial melee)



guisarme (martial melee)



longspear (martial melee)



lucern hammer (martial melee)



mancatcher (martial melee)



military fork (martial melee)

hits, you have gripped the creature's neck (or similar limb) and the creature is grappled.

A bound creature that has a free hand can use its action to make a Strength check to free itself from the weapon. The DC is 10 or the damage inflicted by the mancatcher attack, whichever is higher. A creature with two free hands has advantage on this check.

Alternately, the opponent can attempt to pull away, dragging the weapon with it. Unless you voluntarily let go of the other end, this is an opposed check of Strength (Athletics). If the grappled creature is two or

more sizes larger than you, its check succeeds automatically.

While wielding the mancatcher, you cannot voluntarily end a binding attack. You can do nothing else with the mancatcher while a foe except to drop the weapon. Neither can you use either hand for other tasks without first letting go of the weapon.

Military Fork. This weapon resembles a double-tined pitchfork. These tines are sometimes bladed. (Page 51)

Ox Tongue. A simple polearm topped by a long, very sharp double-edged blade. (Page 52)



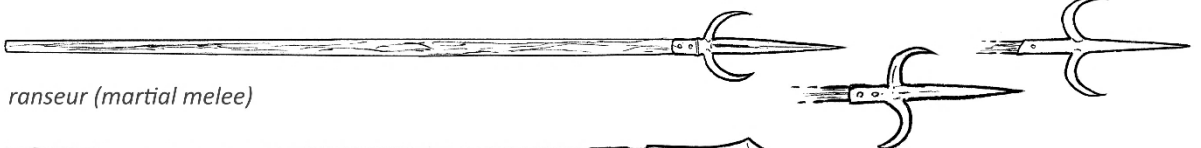
ox tongue (martial melee)



partisan (martial melee)



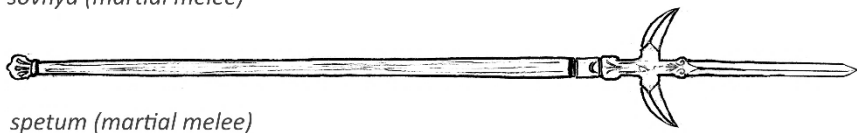
poleaxe (martial melee)



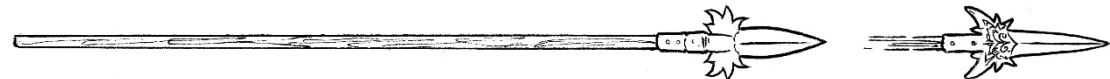
ranseur (martial melee)



sovnya (martial melee)



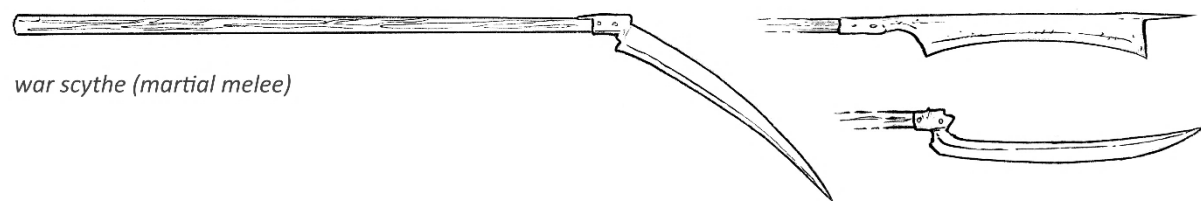
spetum (martial melee)



spontoon (martial melee)



voulge (martial melee)



war scythe (martial melee)

Partisan. A polearm topped by a short, wide, double-edged blade that extends from a forward-hooked crossguard. The crossguards of some versions are themselves bladed. (Page 52)

Poleaxe. A short polearm, usually blunt-topped, with a perpendicular axe head opposite a spike or hammer head. (Page 52)

Ranseur. A polearm topped with a narrow blade or spike. The blade is flanked by two smaller, angled hooks. (Page 52)

Sovnya. A rugged polearm with a slashing blade that curves slightly, terminating in a sharp point. (Page 52)

Spetum. An elongated spear with outward-facing angled blades, designed to attack formations of foes. The weapon can wound as it is thrust forward and as it is drawn back toward the wielder. (Page 52)

Spontoon. A short-bladed polearm with a small, straight crosspiece. This weapon is often decorative or ceremonial. (Page 52)

Voulge. A polearm with a broad axe-like blade that elongates into a spike at the top. (Page 52)

War Scythe. This long-hafted weapon has a long blade at the end. The slightly-curved shape is designed for chopping. The weapon's name comes from its resemblance to a harvesting implement. (Page 52)





Chapter 4

CHAPTER 4: JADE THRONE

THIS CHAPTER ALLOWS PLAYERS THE CHANCE TO use equipment that is not strictly influenced by medieval European cultures. The limited list here looks to some historic East Asian cultures for its designs and naming. The Dungeon Master can add this equipment to the gear from the previous chapters or replace some of that gear, perhaps to break out of the Western paradigm. For example, it may serve as a standard weapon list for games placed in the Kara-Tur region of the Forgotten Realms campaign setting.

NATIVE LIST

The Jade Throne list is larger than other limited lists, allowing the Dungeon Master to use it multiple ways. The DM can opt to allow access to equipment from this chapter just as with any other chapter's limited list.

Additionally, because it covers a comprehensive array of weapons, this selection is vast enough for use as a "native list." This means characters can only take the weapons here; everything else is restricted. This option is better when you can use the other Jade Throne equipment described in the *Comprehensive Equipment Manual*, instead of just the weapons.

When using the Jade Throne weapons as a native list, the Firearms 1 limited list is particularly suitable for inclusion as well. Consider adding the handgonne (bajozutsu), hand culverin (bo-hiya), arquebus (tanegashima), and related equipment.

TABLE NAMES

Some weapons are noted with italicized, parenthetical names used as descriptors. However, if another weapon name is given in [brackets], the listed weapon

STYLE, NOT CULTURE

The weapons in this chapter are based almost entirely on feudal era Japanese weapons, as perceived from a Western viewpoint. This is not an historically-sound representation of the culture or the traditional use of said weapons. The rules for these items and their configurations reach no further than the needs of a fantasy game and should not be treated as anything historic, authoritative, or representative.

uses rules identical to that "standard," bracketed weapon. The basic description and art for that weapon can be found in chapters 2 and 3, not this chapter, bearing in mind that some visual differences may apply.

Any feature, spell, or other effect that refers to a "standard" weapon applies equally to the limited versions here. For example, the *shillelagh* spell works on a bo or hanbo as well as it does on a quarterstaff or club. The Polearm Master feat applies to the kamayari as well as it does to the halberd.

DESCRIPTIONS

Jade Throne item descriptions are provided below. These cover armor, weapons, and musical instruments.

Ashikou. A metal gauntlet covered in wicked spikes and claws. (Page 57)

Bokken. This wooden practice sword can be used as a fearsome weapon in its own right. (Page 61)

Chakram. This flat metal disk has a razor-sharp edge around its entire circumference. Used for throwing, the aerodynamic shape makes this a potent ranged weapon in close quarters. (Page 58)

Chijiriki. Not to be confused with the blunt-handled "chigiriki" (flail), this weapon has a slightly longer shaft with a spear tip at one end. A chain connects the other end to a blunt or spiked weight. (Page 58)



WEAPON-LIKE DEVICES (JADE THRONE)

Item	Cost	Damage	Weight	Properties
Fukimibari (<i>mouth darts</i>)	4 cp	—	—	Special
Kakute (<i>spiked rings</i>)	3 gp	—	1/2 lb.	Unarmed (P)
Nekote (<i>finger blades</i>)	5 gp	—	1/2 lb.	Unarmed (S)
Shimegoroshi [Garrote]	1 gp	—	1/2 lb.	Special, two-handed
Tekko (<i>knuckle weights</i>)	2 gp	—	1/2 lb.	Unarmed (B)

SIMPLE MELEE WEAPONS (JADE THRONE)

Item	Cost	Damage	Weight	Properties
Ararebo [Mace]	5 gp	1d6 bludgeoning	4 lb.	—
Bo [Quarterstaff]	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Deer horn knife	3 gp	1d3 slashing	1 lb.	Finesse, light, special
Hanbo [Club]	1 sp	1d4 bludgeoning	2 lb.	Light
Jitte	6 gp	1d3 bludgeoning	2 lb.	Disarming, light
Kaiken [Dagger]	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (20/60)
Kama [Sickle]	1 gp	1d4 slashing	2 lb.	Light
Kanabo [Greatclub]	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Kidzuchi [Light hammer]	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (20/60)
Kohachiwari [Light pick]	2 gp	1d6 piercing	2 lb.	Light
Nata [Hatchet]	2 gp	1d4 slashing	2 lb.	Light, thrown (20/60)
Nunchaku	1 gp	1d4 bludgeoning	2 lb.	Finesse, light
Ono [Handaxe]	5 gp	1d6 slashing	2 lb.	Thrown (20/60)
Otanto	25 gp	1d4 slashing	1½ lb.	Fine, light
Sai	10 gp	1d3 bludgeoning	2 lb.	Disarming, defensive, light
Siangham	4 sp	1d4 piercing	2 lb.	Light
Tessen (<i>iron fan</i>)	4 gp	1d3 bludgeoning	2 lb.	Defensive, light
Tonfa	1 gp	1d3 bludgeoning	2 lb.	Finesse, light, special
Uchine [Javelin]	5 sp	1d6 piercing	2 lb.	Thrown (30/120)
Yari [Spear]	1 gp	1d6 piercing	3 lb.	Thrown (20/60), versatile (1d8)
Yawara (<i>short handle</i>)	2 cp	1d2 bludgeoning	1/4 lb.	—

SIMPLE RANGED WEAPONS (JADE THRONE)

Item	Cost	Damage	Weight	Properties
Hankyu [Shortbow]	25 gp	1d6 piercing	2 lb.	Ammunition (80/320), two-handed
Hankyu, composite [Composite shortbow]	125 gp	1d6 piercing	3 lb.	Ammunition (100/400), special, two-handed
Jisho [Sling]	1 sp	1d4 bludgeoning	—	Ammunition (30/120)
Kunai [Throwing dagger]	4 sp	1d4 piercing	1/2 lb.	Finesse, special, thrown (20/60)
Shuriken [Dart]	5 cp	1d4 piercing	1/4 lb.	Finesse, special, thrown (20/60)
Shuriken, light	6 cp	1d3 piercing	1/8 lb.	Finesse, special, thrown (10/30)
Teppoyumi [Light crossbow]	25 gp	1d8 piercing	5 lb.	Ammunition (80/320), loading, special, two-handed
Teppoyumi, repeating [Repeating light crossbow]	125 gp	1d8 piercing	7 lb.	Ammunition (40/160), loading, special, two-handed

Deer Horn Knife. This is a short, crescent piece with a handle in the middle. The crescent prongs point away from the wielder. A second crescent, prongs pointed back toward the wielder, overlaps the first, protecting the grip. The back of the outer crescent, and the crisscrossed crescent tips, are bladed. (Page 57)

If wielded as a pair, you are considered to be using two defensive weapons. Wielded singly, the defensive property does not apply.

Fukimibari. This collection of tiny, weighted needles is held in the mouth until used. (Page 57)

Only one collection can be loaded in the mouth at a time. When using the Attack action, the wielder spits the needles as one attack against an opponent within 5 feet. This is done by curling the tongue around the needles in a tube shape and blowing a short, sharp breath to project the needles. The needles can stick into exposed flesh, providing a distraction. No attack roll is required. The target must make a DC 10 Constitution saving throw or suffer disadvantage on attacks and ability checks until the end of its next turn. The target has advantage on this saving throw if wearing medium or heavy armor. The needles are not large enough for the “attack” to inflict any kind of damage, nor are fukimibari suited to the delivery of poisons. Constructs, oozes, plants, and undead are immune to the distracting effect of fukimibari.

Jitte. A metal rod tapering to a dull point, with one parallel prong curving forward from the handle,

suitable for trapping an enemy weapon. (Page 61)

Johyo. This heavy dart is attached to the end of a 15-foot, lightweight rope. (Page 58)

This can be swung to make melee attacks against foes within five feet or it can be thrown up to 15 feet. When thrown, a proficient wielder keeps ahold of the end of the rope and, as part of the attack, can whip the dart back into the hand after a throw.

Kakute. These rings each have two or three sharp, sturdy spikes. They are worn in sets. (Page 57)

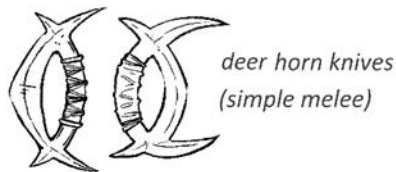
Kusarigama. This sickle-like weapon has a straight, perpendicular blade. A length of chain connects the bottom of the handle to a heavy weight. (Page 58)

This weapon has a reach of 15 feet.

Because of the time required to draw back the entire length of the cord for another attack, you can attack only once with this weapon when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make. This restriction does not apply when using the alternate (S) weapon property. The alternate (S) weapon property can only be used against targets within 5 feet.

If used as a double weapon, the primary end of the weapon can attack only once when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make. (See chapter 9.)

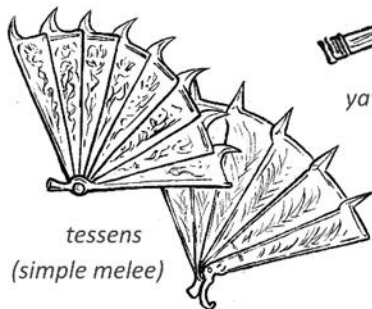
Kyoketsushoge. This is a dagger with an additional hooked blade. A length of rope connects the bottom of the handle to a weighted ring or disk. (Page 58)



deer horn knives
(simple melee)



yawaras (simple melee)



tessens
(simple melee)



fukimibaru
(weapon-like device)



ashikou
(martial melee)



nekote (weapon-
like device)



kakute (weapon-
like device)



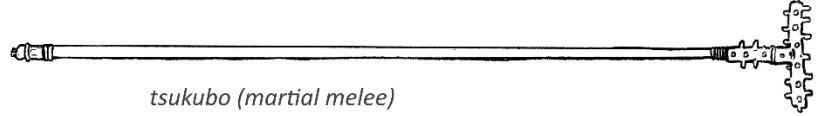
tekko kagi (martial melee)



naginata (martial melee)



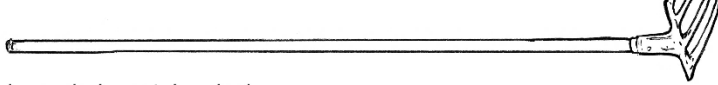
sodegarami (martial melee)



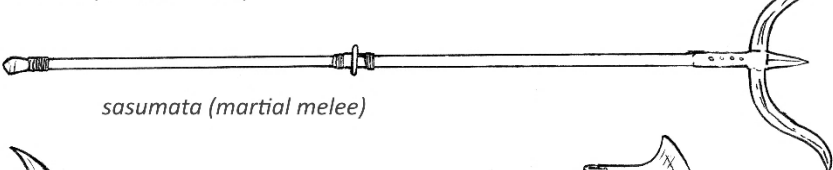
tsukubo (martial melee)



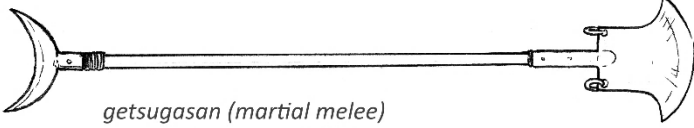
lajatang (martial melee)



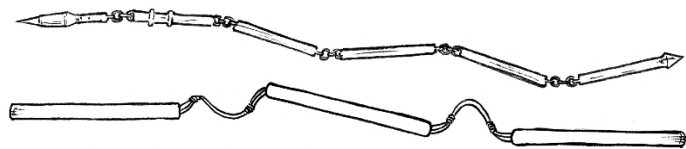
kumade (martial melee)



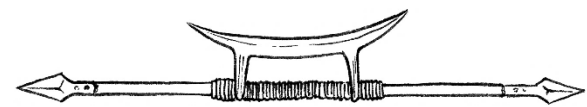
sasumata (martial melee)



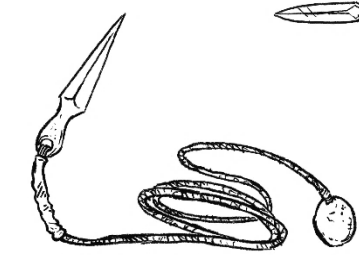
getsugasan (martial melee)



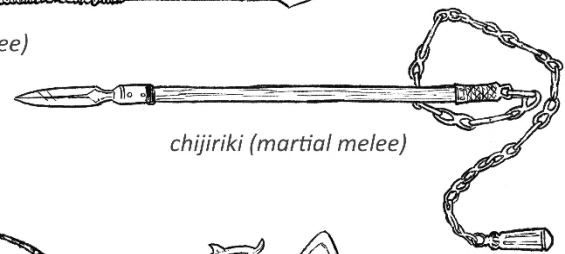
sansetsukons (martial melee)



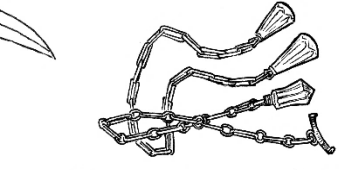
sang kauw (martial melee)



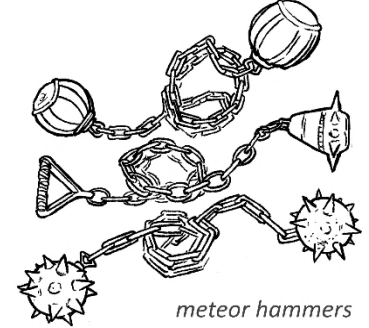
johyo (martial melee)



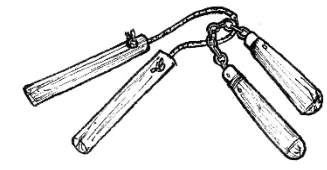
chikiriki (martial melee)



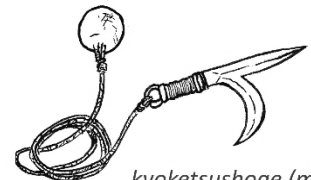
manrikigusaris (martial melee)



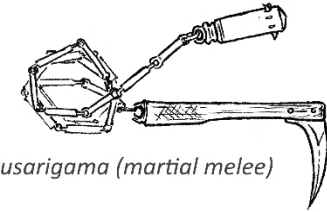
meteor hammers (martial melee)



nunchakus (simple melee)



kyoketsushoge (martial melee)



kusarigama (martial melee)



chakrams (martial ranged)



light shurikens (simple ranged)

MARTIAL MELEE WEAPONS (PART 1, JADE THRONE)

Item	Cost	Damage	Weight	Properties
Ararebo, heavy [Heavy mace]	7 gp	1d8 bludgeoning	6 lb.	—
Ashikou	5 gp	1d3 slashing	1 lb.	Light
Bokken (<i>practice sword</i>)	2 gp	1d6 bludgeoning	2 lb.	Versatile (1d8)
Chigiriki [Flail]	15 gp	1d8 piercing	4 lb.	—
Chijiriki (<i>javelin and chain</i>)	18 gp	1d6 piercing	3 lb.	Alternate (B), disarming, reach, two-handed
Daiono [Waraxe]	20 gp	2d4 slashing	4 lb.	Deadly, heavy, versatile (2d5)
Daitsuchi [Great hammer]	25 gp	1d12 bludgeoning	7 lb.	Heavy, two-handed
Johyo (<i>rope dart</i>)	2 gp	1d4 piercing	3 lb.	Finesse, special, thrown (10/15), two-handed
Kusarigama	6 gp	1d4 bludgeoning	4 lb.	Alternate (S), disarming, reach, special, tripping, two-handed
Kuwa [Horseman's war pick]	3 gp	1d6 piercing	1½ lb.	—
Kyoketsushoge	5 gp	1d4 bludgeoning	4 lb.	Alternate (P), disarming, reach, special, tripping, two-handed
Magariyari [Trident]	5 gp	1d6 piercing	4 lb.	[Disarming], thrown (20/60), versatile (1d8)
Magariyari, greater	12 gp	1d8 piercing	5 lb.	Thrown (15/45), versatile (1d10)
Manrikigusari (<i>combat chain</i>)	8 gp	1d4 bludgeoning	3 lb.	Disarming
Masakari [Battleaxe]	10 gp	1d8 slashing	4 lb.	Versatile (1d10)
Meteor hammer	21 gp	1d8 bludgeoning	12 lb.	Heavy, reach, tripping, two-handed
No-ono [Greataxe]	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Okuwa [Footman's war pick]	5 gp	1d8 piercing	2 lb.	—
Otsuchi [Warhammer]	15 gp	1d8 bludgeoning	2 lb.	Versatile (1d10)
<i>Polearm</i>				
Bisento [Glaive]	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Getsugasan (<i>monk's spade</i>)	25 gp	1d8 piercing	6 lb.	Alternate (S), heavy, reach, two-handed
Jumonjiyari [Renseur]	10 gp	1d10 piercing	13 lb.	Heavy, reach, two-handed
Kamayari [Halberd]	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Katakamayari [Guisarme]	12 gp	1d8 slashing	5 lb.	Heavy, reach, tripping, two-handed
Kumade (<i>claw staff</i>)	5 gp	1d4 slashing	5 lb.	Reach, tripping, two-handed
Lajatang	25 gp	1d8 slashing	4 lb.	Two-handed
Nagaeyari [Pike]	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Naginata	100 gp	1d10+1 slashing	6 lb.	Alternate (P), fine, heavy, reach, two-handed
Sasumata (<i>spear fork</i>)	8 gp	1d6 slashing	5 lb.	Reach, tripping, two-handed
Suyari [Longspear]	4 gp	1d10 piercing	9 lb.	Heavy, reach, thrown (10/30), two-handed
Sodegarami (<i>sleeve tangler</i>)	6 gp	1d4 piercing	5 lb.	Defensive, disarming, reach, two-handed
Tsukubo (<i>pushing stave</i>)	4 gp	1d6 bludgeoning	6 lb.	Reach, tripping, two-handed
Sang kauw	35 gp	1d6 piercing	5 lb.	Alternate (S), defensive, two-handed
Sansetsukon (<i>sectional staff</i>)	4 gp	1d8 bludgeoning	3 lb.	Reach, tripping, two-handed

This weapon has a reach of 15 feet. Because of the time required to draw back the entire length of the cord for another attack, you can attack

only once with this weapon when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make. This restriction does

not apply when using the alternate (P) weapon property. The alternate (P) weapon property can only be used against targets within 5 feet.

If used as a double weapon, the primary end of the weapon can attack only once when you use an action, bonus action, or reaction, regardless of the number of attacks you can normally make. (See chapter 9.)

Manrikigusari. A short chain with a small weight at one or both ends. (Page 58)

Meteor Hammer. A medium chain with large, heavy weights at each end. (Page 58)

Nekote. These small caps fit over the end of each finger with a sharp, curved claw on each cap. (Page 57)

MARTIAL MELEE WEAPONS (PART 2, JADE THRONE)

Item	Cost	Damage	Weight	Properties
<i>Sword</i>				
Butterfly sword	10 gp	1d5 slashing	3 lb.	Defensive, light
Katana	100 gp	1d8 slashing	3 lb.	Fine, versatile (1d10)
Khanda [Broadsword]	12 gp	2d4 slashing	4 lb.	Versatile (2d5)
Kotsurugi [Rapier]	25 gp	1d8 piercing	2 lb.	Finesse
Liuyedao [Scimitar]	25 gp	1d6 slashing	3 lb.	Finesse, light
Nagamaki	75 gp	1d10 slashing	5 lb.	Fine, two-handed
Ninjaken [Shortsword]	10 gp	1d6 piercing	2 lb.	Finesse, light
Nodachi	125 gp	1d12 slashing	5 lb.	Fine, heavy, two-handed
Shang gou (<i>claw sword</i>)	18 gp	1d5 slashing	4 lb.	Defensive, disarming, light, tripping
Shikomizue (<i>sword staff</i>)	25 gp	1d8 slashing	3 lb.	Special
Tachi [Longsword]	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Wakizashi	75 gp	1d6 slashing	2 lb.	Fine, light, versatile (1d8)
Zanbato [Greatsword]	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Tekko kagi (<i>hand claws</i>)	6 gp	1d3+1 slashing	2 lb.	Finesse, light
<i>Umayari [Lance]</i>				
Combat	10 gp	1d12 piercing	6 lb.	Reach, special
Combat, light	8 gp	1d10 piercing	4 lb.	Reach, special
Great	35 gp	2d8 piercing	15 lb.	Reach, special

MARTIAL RANGED WEAPONS (JADE THRONE)

Item	Cost	Damage	Weight	Properties
Chakram	5 gp	1d4 slashing	1 lb.	Finesse, thrown (30/90)
Daikyu [Longbow]	50 gp	1d8 piercing	2 lb.	Ammunition (150/600), heavy, two-handed
Daikyu, composite [Composite longbow]	125 gp	1d8 piercing	3 lb.	Ammunition (180/720), heavy, special, two-handed
Fukiya [Blowgun]	10 gp	1 piercing	1 lb.	Ammunition (25/100), loading
Fukiya, greater [Greater blowgun]	15 gp	1d2 piercing	2 lb.	Ammunition (30/120), loading
Koyumi [Hand crossbow]	75 gp	1d6 piercing	3 lb.	Ammunition (30/120), light, loading
Koyumi, repeating [Repeating hand crossbow]	375 gp	1d6 piercing	4 lb.	Ammunition (15/60), light, loading, special
Oyumi [Heavy crossbow]	50 gp	1d10 piercing	18 lb.	Ammunition (100/400), heavy, loading, two-handed
Oyumi, repeating [Repeating heavy crossbow]	250 gp	1d10 piercing	20 lb.	Ammunition (50/200), heavy, loading, special, two-handed

Nunchaku. The two wood or metal handles of this weapon are connected by a chain or cord. (Page 58)

Otanto. A large dagger of exceptional quality with a single cutting edge. (Page 61)

Polearm, Getsugasan. A short polearm with a crescent blade affixed perpendicularly to one end, tips pointed the same direction as the haft. The other end has a broad, flat, shovel-shaped blade. (Page 58)

Polearm, Kumade. A long pole with a trio of hooks at the end, like a claw. Resembling a pitchfork, his weapon is ideal for covert activities. When the hooks are attached to the top of a wall no more than 15 feet high, the pole can be climbed like a rope. (Page 58)

Polearm, Lajatang. A short polearm with two crescent shaped blades affixed perpendicularly to each end, tips pointed away from the haft. (Page 58)

Polearm, Naginata. An iconic weapon, this pole is topped by a short, high-quality blade with a single slashing edge. (Page 58)

Polearm, Sasumata. A polearm used for nonlethal restraint, the blunt crescent crosspiece can deflect

weapon attacks and it can hold attackers at range. (Page 58)

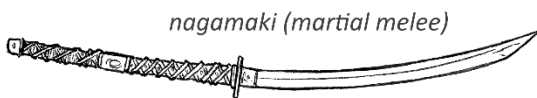
Polearm, Sodegarami. Called a "sleeve tangler," this polearm's barbs are designed to catch in the enemy's clothing. (Page 58)

Polearm, Tsukubo. A polearm used for nonlethal restraint. A short, perpendicular bar sits atop the long haft. (Page 58)

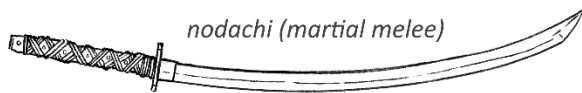
Sai. A rod tapering to a dull point, with one or two parrying prongs that curve forward parallel to the handle. (Page 61)

Sang Kauw. A short-hafted weapon with a point at each end. The center of the handle has a parallel crescent-shaped blade that protects the user's grip, its tips pointed away from the haft. (Page 58)

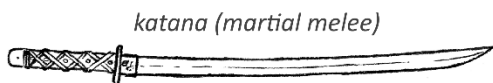
Sansetsukon. This sectional weapon is the same length as a traditional quarterstaff, but the haft is separated into three or more individual components, each connected by a short chain or cord. (Page 58)



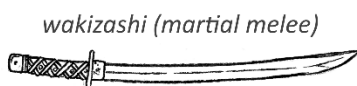
nagamaki (martial melee)



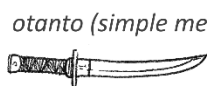
nodachi (martial melee)



katana (martial melee)



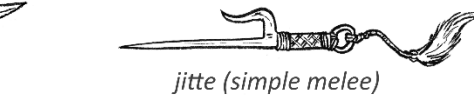
wakizashi (martial melee)



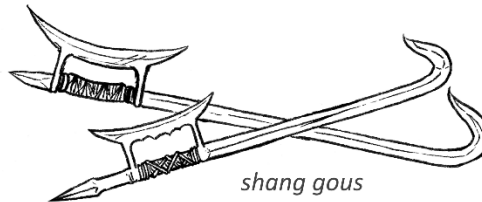
otanto (simple melee)



bokkens (martial melee)



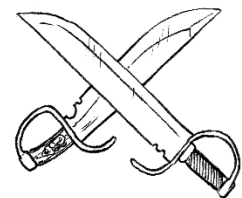
jitte (simple melee)



shang gous (martial melee)



sais (simple melee)



butterfly swords (martial melee)



sianghams (simple melee)



tonfa (simple melee)



shikomizues (martial melee)

Shuriken, Light. Light shuriken are small, sharpened projectiles thrown at short range. They are often made from coins or similar scraps of metal. (Page 58)

Up to 6 light shuriken can be drawn as a single interaction with an object and held in one hand. This allows characters with Extra Attack or similar class features to throw multiple light shuriken in the same turn without a separate action to draw each one.

Siangham. This simple thrusting weapon resembles a short, metal arrow with a sharp head and a handle instead of fletching at the base. (Page 61)

Sword, Butterfly. A butterfly sword is a short weapon with a broad, slashing blade, about the length of a human's forearm. The handle is protected by a half-circle guard. (Page 61)

Sword, Katana. A sword with a long handle and a high-quality blade. The blade is sharp on one side and slightly curved. (Page 61)

Sword, Nagamaki. A sword with a long, high-quality blade and a handle nearly equal in length. This weapon is too long to wear sheathed at the waist; it is often carried over the shoulder. (Page 61)

Sword, Nodachi. A two-handed sword with a very high-quality blade. This weapon is useful in an anti-cavalry function; it is long enough to attack mounted soldiers from the ground and heavy enough to cripple a horse. (Page 61)

Sword, Shang Gou. This weapon is the length of a traditional sword, but the end of the blade is curved forward into a sharp-pointed hook. An outward-facing crescent is set over the handle to guard the hand and to help with blocking, trapping, and slashing. Only the

back of the blade, including the outer edge of the hook, is sharpened. (Page 61)

Sword, Shikomizue. This covert weapon appears to be a staff until the handle is separated from the haft, drawing forth a deadly sword blade. (Page 61)

While the sword is sheathed, the weapon can be used as a quarterstaff. Separated, the empty scabbard can be used as a club and is often wielded in the offhand.

Sword, Wakizashi. A sword with a long handle and a short, high-quality blade, sharp on only one side. (Page 61)

Tekko kagi. A set of long claw blades that extend perpendicularly from a handle, protruding from between the user's fingers. (Page 57)

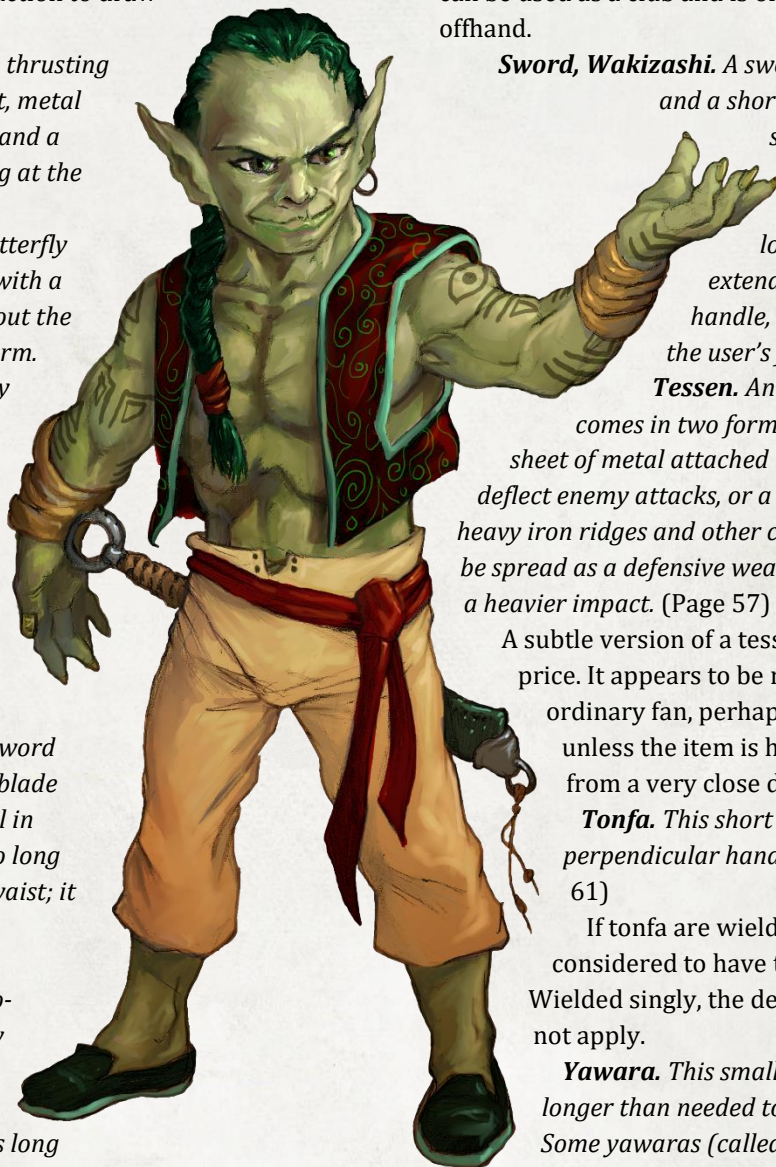
Tessen. An iron fan, or war fan, comes in two forms: a butterfly-shaped sheet of metal attached to a handle, used to deflect enemy attacks, or a true folding fan that has heavy iron ridges and other components, allowing it to be spread as a defensive weapon, or swung closed for a heavier impact. (Page 57)

A subtle version of a tessen costs twice the listed price. It appears to be nothing more than an ordinary fan, perhaps slightly oversized, unless the item is handled or scrutinized from a very close distance.

Tonfa. This short club is wielded by its perpendicular handle near one end. (Page 61)

If tonfa are wielded as a pair, you are considered to have two defensive weapons. Wielded singly, the defensive property does not apply.

Yawara. This small, blunt handle isn't much longer than needed to grip it in one hand. Some yawaras (called "tekko") have a crescent of metal guards the grip, often bearing dull spikes or knobby protrusions. The yawara is used to enhance the user's hand strikes. (Page 57)





Chapter 5

DEAN SPENCER

CHAPTER 5: FIREARMS

FIREARMS ARE DIVIDED INTO THREE SEPARATE limited lists to reflect the different levels of gun technology common in fantasy worlds. About a century separates each of these lists in terms of real-world firearm development. These lists significantly expand the renaissance firearms rules found on pages 267-268 of the *Dungeon Master's Guide*.

The Firearms 1 list represents “medieval” firearms, basic, front-loaded weapons fired by the literal application of fire. These weapons are often more expensive than their benefits justify. Very few warriors make use of them, and they appear only as curios or for very specialized battlefield roles. For example, a squad of fusiliers might stand ready to harass or defend against enemy knights; firearms can punch through metal armor and the noise and fumes may unsettle horses.

The Firearms 2 list represents “renaissance” development. These weapons still fire by igniting powder in a priming pan, but advances in design make them less susceptible to the elements. Firearms of this sort are common among soldiers and genteel folk, despite long loading times. Musketeers might fire long guns before advancing with bayonets, or simply stand off and fire in slow volleys. A gallant caballero might fire a pistol then drop it, closing with a rapier and poniard to finish the fight.

The Firearms 3 list represents “machine age” development, when machine manufacture allows some standardization of components. The greatest evolution of this tier of technology is a weapon’s ability to hold more loads of ammunition than its number of barrels, an advancement built on the newfound reliability of metal alloy cartridge casings. At this stage of

development, firearms are very common. Only the high costs of their use and construction keep them from overshadowing other weapons on the battlefield. At this tier of development, a firearms-focused character will make most attacks using firearms and will only carry other weapons to use in an emergency or when stealth is important.

USING FIREARMS

The following rules may apply to any of the three firearms limited lists in this chapter.

OFFICIAL SETTINGS

Different published campaign settings have their own approaches to firearms.

RAVENLOFT

The Ravenloft domain described in *Curse of Strahd* is a gothic, pre-Victorian setting ideal for the inclusion of firearms. Use the Firearms 2 list for this purpose.

When using the other domains of dread described in earlier editions of *DUNGEONS & DRAGONS*, refer to each domain’s specific technology level to determine what level of firearms, if any, should exist there.

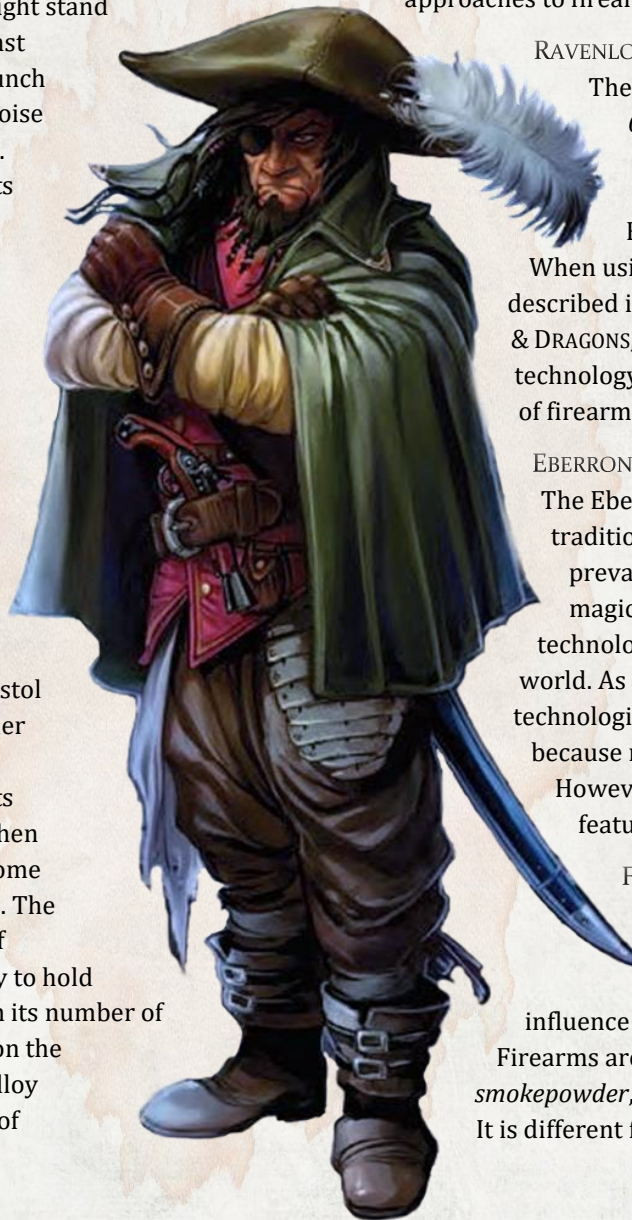
EBERRON

The Eberron setting does not have traditional firearms. Because of the prevalence and reliability of magic, magical development far outpaces technological development in this world. As such, many of the predicate technologies for firearms don’t exist because magic easily fills those roles.

However, “arcane” firearms are a feature of Eberron.

FORGOTTEN REALMS

In this campaign setting, true gunpowder has no explosive capacity due to the influence of Kossuth, the Lord of Flames. Firearms are rare and instead use *smokepowder*, a magical explosive substance. It is different from, but on par with,



gunpowder. Firearms are most common among the Lantanese, who originally learned this secret alchemy from Gond, the god of crafts and invention.

Although they are rare, firearms in the Forgotten Realms use the Firearms 2 limited list; the secrets of their craft come directly from Gond, so firearms in this world transcend the unsophisticated tools of the Firearms 1 list. However, because of their rarity, this setting should employ the Exotic Costs rule for firearms (multiply standard costs by 5).

SMOKEPOWDER

Wondrous item, uncommon

This minor magic item appears in a waterproof leather packet containing enough magically-explosive powder for 5 charges (uses) of a firearm. Rarely, large kegs are available with 500 charges.

If this volatile substance is handled roughly, dropped, or lit on fire, it explodes and deals fire damage to creatures and objects within 20 feet. The damage is 1d6 for a single packet, or 9d6 for a large keg. An affected creature can attempt a Dexterity saving throw against a DC of 12. Success halves the damage.

A dispel magic targeting a container of smokepowder (or a loaded firearm) renders the contained smokepowder inert and nonmagical.

Smokepowder is a minor (consumable) magic item with a market price of 1 gp per charge.

RAVNICA

Firearms in Ravnica can exist in multiple contexts.

First, the chemisters and blastseekers of the Izzet guild may create and employ strange and wondrous firearms. Some will be magical, like the *mizzium mortar*, while others are mundane, as described in this product. However, even mundane devices are likely to use magical methods to propel their projectiles. (See the Magical Energy variant rule, below.)

Second, depending on your campaign's relationship with planeswalkers and the Rift Crisis, it might draw any combination of magic or technology from any of the worlds of the MAGIC: THE GATHERING card game and beyond. Particularly, creatures from Caliman and Phyrexia might carry firearms of the second or third technology levels presented here. Additionally, traditional DUNGEONS & DRAGONS cosmologies may

likewise be accessible, along with their own firearms technologies.

THIRD-PARTY COMPATIBILITY: GUNSLINGER MARTIAL ARCHETYPE FOR FIGHTERS

Matthew Mercer introduced a popular gun-wielding character option to the fifth edition of DUNGEONS & DRAGONS. Titled *Gunslinger: A Martial Archetype for the Fighter Class*, Mr. Mercer's product faithfully reflects the Gunslinger class of the PATHFINDER® Roleplaying Game from which it was adapted. If your campaign uses that character option, you will find the firearms rules in this book to be fully compatible with it. Naturally, we prefer our firearm lists to that supplement's because we offer a wider range of options.

When using these products in concert, consider this clarification for one of the archetype's features.

Lightning Reload. This 11th-level feature allows the Gunslinger to reload as a bonus action. This can mean different things depending on the tier of firearms technology used, since these employ different reloading speeds. To clarify, this feature allows the character to use a bonus action to duplicate any reloading function that would otherwise require a normal action.

FUNCTIONALITY AND FLAVOR BY TIER

This segment examines the way firearms normally function at the three technology tiers. The Dungeon Master can alter any of these aspects of firearms, giving them a unique flavor in the campaign.

FIREARMS 1

Guns of this technology level are those available in the medieval period of real-world history. Even if technology is more advanced in your campaign, the presence of magic may have reduced the need to develop explosive chemicals, leaving firearms in this "early" state.

Guns of this era are unstable and unwieldy, but are powerful and frightening on the battlefield. While not particularly potent compared to crossbows and other contemporary weaponry, firearms are notable for their ability to penetrate armor, even against targets at significant range.

Shooting these firearms requires an application of fire or live coals to ignite the powder with each shot; the user must have a nearby source of flame and apply it to the touchhole. A ready fusilier carries a coil of slow match with one end burning. In a pinch, the user might instead insert a thin stick, its end recently pulled from a low fire where it became an ember. Without such a nearby flame, these weapons are useless.

FIREARMS 2

These firearms fit a post-medieval campaign, or one set in a world or region where tinkering and alchemy have combined to produce reliable explosives and gunpowder-derived weaponry.

Firearms on this list often use flint sparkers and similar contraptions to ignite gunpowder. Although some still rely on the application of open flame, most do not and therefore have no trouble firing in humid conditions or in the rain.

Users still load these front-loading guns with loads and powder carried separately. Alternately, paper cartridges combine both elements to make loading faster. An invention of this era, paper cartridges include the bullet (or pellets) and the right weight of gunpowder, twisted inside a cylinder of heavy paper that holds everything together and serves as wadding.

FIREARMS 3

These firearms easily fit a game styled for post-Renaissance or early Victorian eras. They may also be suitable for any standard fantasy world that has a focus on tinkering and technology, where gunslingers are rare but powerful masters of the gun. Firearms in this era can be widespread or limited to certain cultures, regions, or races.

Weapons of this type might resemble real-world firearms made prior to the mid-1800s, but they probably have different shapes, magazine styles, and firing mechanisms unique to the fantasy setting.

Firearms of this era have significant advantages over earlier types. These weapons use machined metal cartridges for their ammunition, rather than packing powder and lead separately. These metal cartridges supplement the rigidity of the weapon's firing chamber, making it practical to breach-load machine age guns.

The uniformity and durability of this ammunition allow weapons to have internal magazines and fire multiple shots through the same barrel. This leads to

sustained firing, with fewer interruptions for reloading. No longer are dashing cavaliers limited to a single shot on the battlefield or carrying a brace of loaded pistols alongside their melee weapons. Nor are battle lines of fusiliers limited to slow volleys.

One of the characteristics of machine age firearms and ammunition is their reliance upon machined parts. The precision and durability of parts necessitates using large presses, lathes, or other non-portable equipment in their crafting. Machine age firearms require an entire workshop to craft, not just the normal set of tinker's tools. The same is true of their loads, whether cartridges, shotshells, or slugs. (For more information about workshops, see Wraith's *Expanded Wealth Manual*.)

DESCRIPTIONS

Descriptions for firearms of all three tiers, and their accessories, appear below. The parenthetical notation following each entry (1, 2, or 3) is a reminder as to which technology tier the item is first available in.

Weapons and adventuring gear of earlier tiers are all available when the higher tiers are available, but not vice versa. Earlier firearms themselves may be present when higher tiers are available, but these are typically regarded as antiques.

Aiming Lenses (2). *A set of lenses mounted on the top of a firearm to aid with accuracy by sighting through them. These lenses are often enclosed in a tube called a scope.*

By spending a bonus action to sight through the lenses, your next attack with the weapon on the same turn does not suffer the normal disadvantage from attacking a target in its long range increment. Claiming this benefit requires you to be proficient with the firearm used and to perform no other movement or other actions or reactions between aiming and firing.

Aiming lenses can be added to (or removed from) a firearm using tinker's tools. This careful process requires one hour of work, which can be performed during a short rest. Aiming lenses will only fit a firearm with the two-handed weapon property. To correctly calibrate their alignment, 10 shots must be fired from the weapon as part of adding the lenses.

Ammunition Bandoleer (3). *A thick leather strap or thong worn diagonally across the chest. A series of adjustable loops along its length can be sized to hold ammunition cartridges of various types.*

MARTIAL RANGED WEAPONS (FIREARMS 1)

Name	Cost	Damage	Weight	Properties
Arquebus	50 gp	1d10 piercing	12 lb.	Ballistic (40/120), heavy, misfire (3), two-handed
Caliver	45 gp	1d10 piercing	9 lb.	Ballistic (30/90), misfire (3), two-handed
Hand culverin	30 gp	1d12 piercing	8 lb.	Ballistic (15/45), misfire (2), two-handed
Handgonne	25 gp	1d10 piercing	4 lb.	Ballistic (15/45), misfire (3), two-handed

ADVENTURING GEAR (FIREARMS 1)

Item	Cost	Weight	Item	Cost	Weight
Ammunition pouch	2 sp	1/2 lb.	Loads, ball (10)	6 sp	2 lb.
Bayonet	3 gp	1 lb.	Loads, shot (10)	6 sp	2 lb.
Bomb	30 gp	2 lb.	Powder horn (empty)	1 gp	1 lb.
Gunpowder (30 charges)	6 gp	1 lb.	Powder keg (with 240 charges)	50 gp	20 lb.
Fuse (10 feet)	2 sp	—	Slow match (2 feet)	2 sp	—

When using an action to load cartridges, shotshells, or slugs into a weapon from an ammunition bandoleer, you may add 1 to the number of rounds you can load as part of that action. If you wear more than two ammunition bandoleers at a time, you lose this benefit. An ammunition bandoleer holds any combination of up to 50 cartridges, shotshells, or slugs.

Ammunition Belt (3). *A heavy belt with a series of adjustable loops around its circumference that can be sized to hold ammunition cartridges.*

When using an action to load cartridges, shotshells, or slugs into a weapon from an ammunition belt, you may add 1 to the number of rounds you can load as part of that action. If you wear more than one

ammunition belt at a time, you lose this benefit. An ammunition belt holds any combination of up to 30 cartridges, shotshells, or slugs.

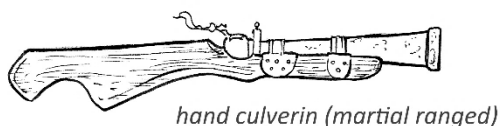
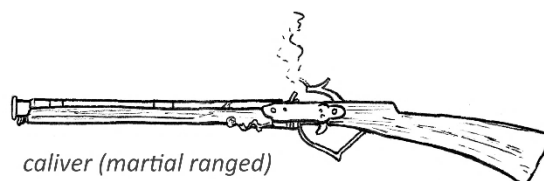
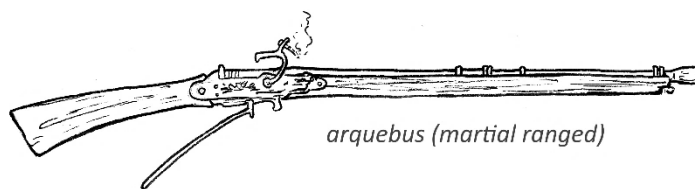
Asp (2). *This small pistol is easily concealed. It is unlikely to be noticed when carried in the palm or a pocket. (Page 72)*

This weapon loads ball or shot.

Apply disadvantage to Wisdom (Perception) checks to notice this weapon if carried in a hidden fashion.

Ammunition Pouch (1). *A leather belt pouch or case with multiple interior pockets designed to hold lead balls and shot.*

An ammunition pouch can hold up to 20 loads of ball or shot, including the paper or cloth wadding strips



needed to hold each round in place once loaded. Alternately, it can hold up to 20 paper cartridges.

Arquebus (1). *An early firearm, the first sort to be mass produced for military use. This long-range gun has a wooden stock. The stock often has a hook to brace the weapon over a castle's battlements or a fixture to mount it on top of a bracing staff.* (Page 67)

This weapon loads ball or shot.

Bayonet (1). *This narrow metal spike is designed for attachment to the end of a long gun.*

A bayonet can be affixed to (or removed from) a two-handed firearm as an action. If the firearm has never had a bayonet attached before, it first requires one hour of modification to the barrel using tinker's tools, a task that can be performed during a short rest.

An attached bayonet is an improvised two-handed weapon that inflicts 1d6 piercing damage in melee. You may add your proficiency bonus to attacks with the weapon if you are proficient with spears. Used on its own, the unattached bayonet makes a convincing but awkward dagger. In this form, the improvised weapon inflicts 1d4 piercing damage and can benefit from proficiency as though it were a dagger.

A bayonet will not fit a weapon that has more than one barrel.

Blunderbuss (2). *This short, wide-mouthed musket is a favorite of hunters. The weapon's size makes it convenient and easy to use in close proximity, and the wide barrel allows pellets to spread at a closer range.* (Page 72)

This weapon loads shot only.

Bomb (1). *A bomb is a hard, ceramic shell packed with gunpowder and pierced by a fuse.*

As an action, you can light a bomb and throw it to a point up to 30 feet away. Each creature within 5 feet of that point takes 3d6 fire damage (or half with a successful DC 12 Dexterity saving throw).

Alternately, the fuse can be lit at a length allowing detonation to occur up to 10 rounds later. The Dungeon Master will secretly roll 1d20 to create an initiative for the bomb; after the set number of rounds goes by, the bomb explodes on that initiative count.

Bomb, Grenade (3). You can throw this aerodynamic grenade to a point up to 60 feet away. Each creature within 20 feet of that point takes 5d6 fire damage (or half with a successful DC 15 Dexterity saving throw).

Bomb, Petard (2). *This steel plate has a flat bomb on one side of it and a pair of folding legs attached to the other.*

A petard takes one action to place, unfolding it, leaning it against the targeted door or wall, and igniting the fuse. The standard fuse can be lit to burn for any period up to 10 rounds. The Dungeon Master will secretly roll 1d20 to create an initiative for the petard; after the set number of rounds goes by, the petard explodes on that initiative count.

Upon detonation, the petard inflicts 7d6 damage on any creature or object in contact with it. A petard ignores the damage threshold of a normal wall or door. A typical door has 18 hit points. If the door suffers damage equal to or exceeding its hit points, the door is blown to flinders. In the case of a wall (up to 1 foot thick) or a very large door, a section is blown open sufficient to allow Medium-sized creatures to pass through.

Caliver (1). *A caliver is a lightweight version of an arquebus. It has a shorter barrel and lighter stock, making it more portable and more useful for Small-sized wielders.* (Page 67)

This weapon loads ball or shot.

Combination Gun (2). *This weapon sees many configurations. It consists of a firearm of pistol caliber attached to a melee weapon of some sort. Because of the awkwardly-formed nature of these guns and their propensity for getting jarred repeatedly in melee combat, they are slightly less reliable than normal firearms.* (Page 72)

This weapon loads ball or shot.

A combination gun blends a single-barrel firearm with a melee weapon. Using the weapon as a firearm employs the combination gun stat line on the table, except as described below. Using it as a melee weapon employs the derived melee weapon's normal statistics, as modified according to the rules here.

To create a combination gun, select a melee weapon that normally weighs 1 pound or more. Add 60 gp to the melee weapon's cost and add 2 pounds to its weight. The melee weapon portion of a combination gun loses its thrown property, if any. If the melee weapon portion has the versatile or two-handed property, the firearm portion loses its handgun property.

Four example combination guns are provided on the table: battle axe, dagger, glaive, and shortsword.

Coach Gun (3). *This variant of the scattergun has two breach-loading barrels that fire separately. The action of opening the breach ejects spent casings for easy and quick reloading. This weapon comes in normal and short versions.* (Page 76)

These weapons load shotshells or slugs, or one of each.

Detonation Block (3). *This narrow box has a folding stand and a plunger or twist top that prevents accidental activation. When activated, the device ignites an attached fuse or detonation cord.*

A detonation block is activated with an action.

Detonation Cord (3). *This volatile type of fuse is wrapped in a protective layer of cordage. Longer lengths come wound around a large spool, handy for stringing out across great distances.*

When ignited at one end by activating an attached detonation block, the fuse within a detonation cord deflagrates at an incredible speed, instantly detonating whatever explosives are attached at the other end. In combat, the explosive detonates on the same initiative count as the detonation block's use. At 100 feet or shorter, the detonation occurs in the same round (at the same time). However, the explosion is delayed for 1 round for each full 100-foot section of the cord's length between the lit end and the explosive.

Dragon (2). *A wide-mouthed handgun often used for peppering close enemies. It is designed to allow shot loads to spread at a close range. Dragons are common firearms for horse soldiers, giving rise to the name "dragoon."* (Page 72)

This weapon loads shot only.

Dynamite (3). *More potent than gunpowder and better suited for demolition, this alchemical blasting oil stays stable in an absorbent packing of clay shavings. The resulting mixture fits into narrow paper cylinders and includes a fuse.*

As an action, you can light a stick of dynamite and throw it at a point up to 60 feet away. Each creature within 20 feet of that point must make a DC 15 Dexterity saving throw, taking 5d6 bludgeoning damage on a failed save, or half as much damage on a successful one. This damage ignores the damage threshold for structures and vehicles.

You can bind sticks of dynamite together, allowing them to explode at the same time. Each additional stick increases the damage by 1d6 (to a maximum of

10d6) and the affected radius by 5 feet (to a maximum of 30 feet).

You can light the fuse on a stick of dynamite at different points along its length to produce varying delays before it explodes, up to 12 rounds. The Dungeon Master will secretly roll 1d20 to create an initiative for the dynamite; after the set number of rounds goes by, the dynamite explodes on its secret initiative count.

Fuse (1). *Fuse is a type of heavy string treated with a flammable chemical that burns reliably.*

When lit, a fuse burns at a slow pace of about 1 foot per minute. Fuse can be tied onto the existing fuses of bombs, petards, and similar explosives to lengthen their burn times. Or it can be used for simple arson, to ignite other flammable objects after a set time. Fuses have special timing rules when not built into explosive devices.

When lighting a fuse, choose a number of rounds you want the fuse to burn, up to 10 rounds per foot, and light it at the indicated length. The Dungeon Master will secretly roll 1d20 to create an initiative for the fuse. On its initiative in the round indicated by its lit length, the fuse ignites whatever it is attached to.

On an initiative roll of a 1, the fuse instead goes out somewhere along its length, determined by the DM. On an initiative roll of 20, the fuse burns faster than intended, lighting its attached substance 1 round sooner per foot of fuse length used, or fraction thereof.

Gunpowder (1). *This fine-grain explosive powder is crafted with alchemical tools and used to propel bullets out of firearms. It is sold in water-resistant containers, typically powder horns.*

Setting fire to a charge or two of gunpowder causes it to flare for 1 round, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. Its use leaves behind a thin haze of smoke and a distinctive smell.

Setting fire to a tightly-packed weight of gunpowder causes an explosion, affecting creatures in a 10-foot radius. A pound of gunpowder, as contained in a powder horn, inflicts 3d6 fire damage when it explodes. Setting fire to 12 pounds of gunpowder, as within a powder keg, inflicts 7d6 fire damage in a 40-foot radius. A successful DC 12 Dexterity saving throw reduces the damage by half.

Gunpowder is destroyed when introduced to water; the saltpeter content dissolves so that drying the

powder will not restore it. Leaving the powder exposed to humid air (not within a container) for an hour or more will cause the substance to degrade and become unreliable, adding 1 to the misfire rating of a firearm that employs it.

Hand Culverin (1). *A short-barreled version of the arquebus, fired while the notched butt rests on the shoulder. This weapon has a very wide barrel, used for firing clusters of pellets at short range. (Page 67)*

This weapon loads shot only.

Handgonne (1). *A simple firearm consisting of a short tube mounted at the end of a rod. (Page 67)*

This weapon loads ball only.

Holster, Concealed (3). *This holster includes a harness designed to affix a one-handed firearm to the body in a hidden position, typically under the wearer's arm and concealed by a cloak or heavy coat.*

A one-handed firearm hidden in a concealed holster will not be automatically noticed if the user is properly dressed to conceal it. A firearm with both the handgun and light properties can be worn concealed with most clothing. A weapon with the handgun property (but lacking the light property) can be worn concealed only with heavier clothing, like the cloak or coat that is part of cold weather clothes or traveler's clothes.

Someone examining you must succeed at a DC 20 Wisdom (Perception) check to spot a properly concealed firearm. A person physically touching (searching) you may substitute an Intelligence (Investigation) check, with advantage.

Holster, Quickdraw (3). *A holster for a one-handed firearm, worn low-slung on the hip or the chest for fast drawing.*

This item holsters any firearm with the handgun weapon property. Once on your turn, you may draw a firearm from the quickdraw holster without using an action or your interaction with an object for that round.

Ladder Sight (3). *This precision aperture sight assists the user in making minute calculations of windage and elevation, allowing the weapon to hit targets at incredible range.*

By spending an action to make calculations and adjust this precision sight, your next attack with the weapon can target a creature within the weapon's "extreme" range increment. To calculate the distance for this new third increment, double the weapon's normal long range increment, not counting any other

modifications. Attacks at targets within extreme range suffer disadvantage that cannot be negated by the application of advantage or features from any source.

A ladder sight works only on two-handed weapons from the Firearms 3 limited list. You must be proficient with the weapon in question and use a standard cartridge, not a shotshell or slug. To gain the benefit, you can perform no other movement or other actions, bonus actions, or reactions between calculating and firing, nor can you have lost sight of your target within that time. This benefit is incompatible with other sighting accessories.

Loads, Ball (1). *Ball loads are metal spheres loaded into firearms as bullets. Some have modifications that improve their flight characteristics. To create a stable spin in flight, some ball loads have dimples on their surfaces while others are cast in oblong shapes with one convex end.*

These ball loads apply the breach (2) property to attacks made with them. Loads not in paper cartridge form include the weight of paper or cloth wadding strips.

Loads, (Ball or Shot) Paper Cartridge (2). *At this stage of development, ball and shot ammunition can be purchased in paper cartridge form. Paper cartridges are heavy paper packets containing both powder and load. They are easier to carry and a bit faster to load.*

You can load the barrel of a weapon from the Firearm 1 or 2 lists with a paper cartridge using an action or a bonus action, so long as the cartridge's contents match what the weapon can normally load (ball or shot). Paper cartridges otherwise function as ball or shot loads, described in this section, each with a contained charge of gunpowder.

Loads, Cartridge (3). *These cylinders are made of resilient metal alloys. The open end of each is packed with gunpowder, sealed, and plugged with a solid projectile.*

Cartridges only fit the types of gun they are made for; they are interchangeable only as described below.

"High-power" cartridges fit the long rifle. "Rifle" cartridges fit the rifle, repeater, and one barrel of the mixed-use gun. "Carbine" cartridges fit the carbine, howdah pistol, and short repeater. "Magnum" fit the heavy pistol. "Pistol" and "small-caliber" fit the pistol and palm pistol, respectively.

Shots with this ammunition apply the breach (2) weapon property.

MARTIAL RANGED WEAPONS (FIREARMS 2)

Name	Cost	Damage	Weight	Properties
Asp	25 gp	1d8 piercing	2 lb.	Ballistic (20/60), handgun, light, misfire
Blunderbuss	50 gp	1d12 piercing	7 lb.	Ballistic (15/45), light, special
<i>Combination gun</i>	–	1d10 piercing	–	Ballistic (25/75), handgun, misfire (2), special
Battle axe gun	70 gp	1d8 slashing	6 lb.	Versatile (1d10)
Dagger gun	62 gp	1d4 piercing	3 lb.	Finesse, light, <i>simple weapon</i>
Glaive gun	80 gp	1d10 slashing	8 lb.	Heavy, reach, two-handed
Shortsword gun	70 gp	1d6 slashing	5 lb.	Finesse, light
Dragon	150 gp	1d10 piercing	3 lb.	Ballistic (10/30), handgun, special
Long gun	150 gp	1d12 piercing	12 lb.	Ballistic (50/150), heavy, misfire, two-handed
Musket	100 gp	1d12 piercing	10 lb.	Ballistic (40/120), heavy, misfire, two-handed
Musketoon	75 gp	1d10 piercing	7 lb.	Ballistic (40/120), misfire, two-handed
Serpent	50 gp	1d10 piercing	3 lb.	Ballistic (30/90), handgun, light, misfire
Thunderbox	150 gp	3d8 piercing	5 lb.	Ballistic (30/90), handgun, misfire (5), special
Trinity gun	150 gp	2d10 piercing	11 lb.	Ballistic (20/60), heavy, misfire (3), two-handed
Volley gun	300 gp	3d10 piercing	15 lb.	Ballistic (40/120), heavy, misfire (5), two-handed

ADVENTURING GEAR (FIREARMS 2)

Item	Cost	Weight	Item	Cost	Weight
Aiming lenses	100 gp	1 lb.	<i>Modification</i>		
Bomb, grenade	40 gp	1 lb.	Open bore	0 gp	+0 lb.
Bomb, petard	50 gp	4 lb.	Rifled bore	50 gp	+0 lb.
Loads, ball paper cartridge (10)	3 gp	2 lb.	Second barrel	50 gp	+1 or 2 lb.
Loads, shot paper cartridge (10)	3 gp	2 lb.			

Loads, Shot (1). A shot load is a collection of tiny, round pellets that spread out as they leave the muzzle. Some shot loads consist of squared pellets held together in a cylindrical form with a mild adhesive that is vaporized as the shot is fired, allowing the pellets to spread.

Shots with this ammunition apply the blast weapon property. Loads not in paper cartridge form include the weight of paper or cloth wadding strips.

Loads, Shotgun (3). This large-bore cartridge contains multiple pellets instead of a single projectile. The pellets spread after leaving the weapon, hitting targets more easily or even hitting multiple targets.

Shotshells can be loaded into coach guns, scatterguns, and their short versions, and into two of the mixed-use gun's barrels.

Shots with this ammunition apply the blast weapon property.

Loads, Slug (3). This large-bore cartridge contains a single, heavy projectile.

Slugs can be loaded into coach guns, scatterguns, and their short versions, and into two of the mixed-use gun's barrels.

Shots with this ammunition apply the deadly weapon property.

Long Gun (2). A long-barrel version of the common musket, this weapon is suitable for hunting as well as warfare. (Page 72)

This weapon loads ball or shot.

Mixed-Use Gun (3). This breach-loading weapon has two scattergun barrels and a regular cartridge barrel. Its versatility makes it popular for hunting. (Page 76)

The two scattergun barrels load shotshells or slugs and use the shorter set of the listed range increments. The third barrel loads a (rifle) cartridge and uses the longer set of the listed range increments.

Modification, Cap and Ball System (3). *This weapon is designed to breach or slide open, allowing each chamber of the internal magazine to be loaded individually with powder and ball (or shot), then capped to hold the ammunition in place. Reloading this weapon is slow, but its ammunition can be crafted without the large workshop tools needed to make metal casings.*

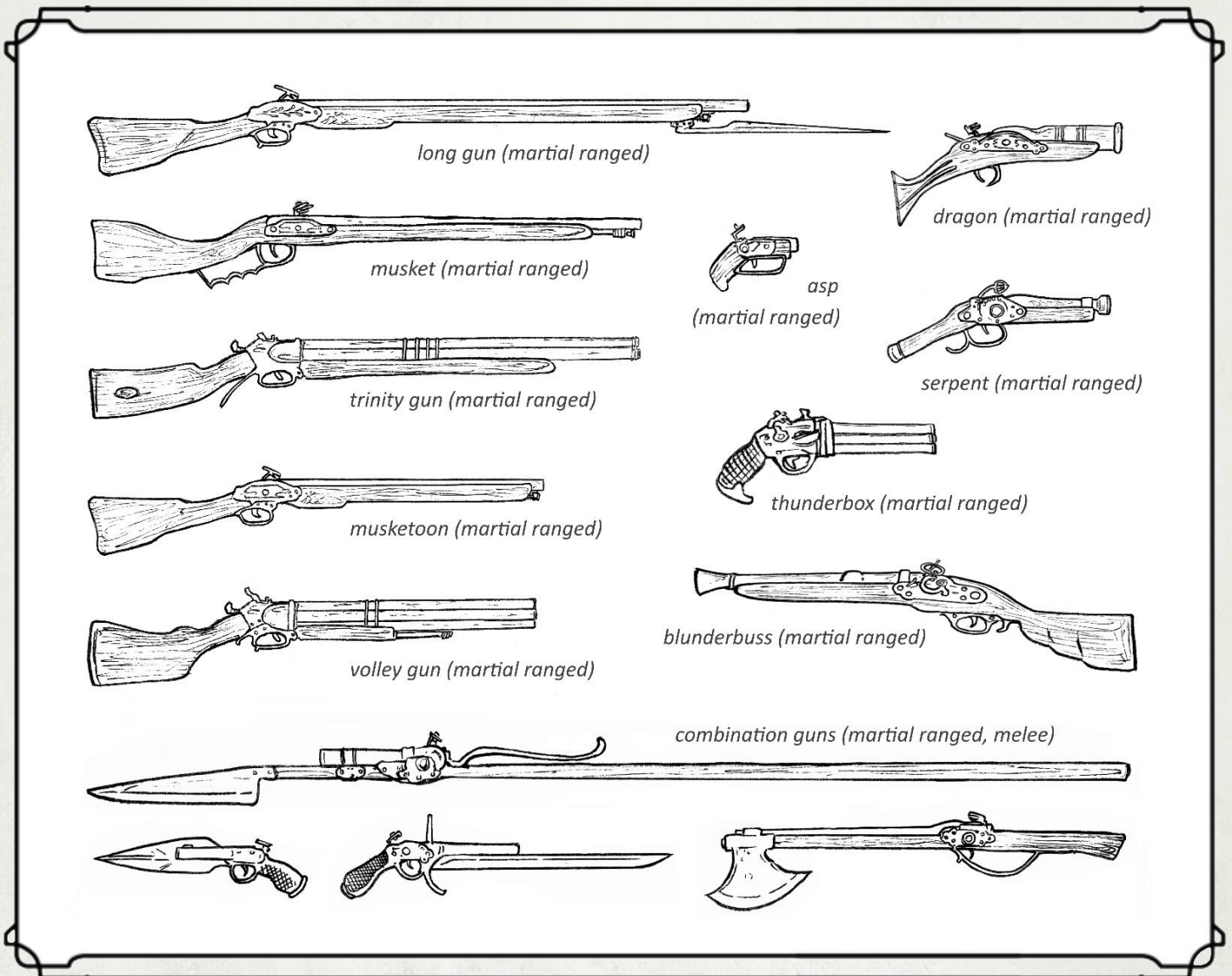
This system is operated with gear from the Firearms 1 limited list. It uses ball loads or shot loads typically carried in a bullet pouch, and gunpowder typically

carried in a powder horn. The weapon cannot make use of paper cartridges.

It takes one action to open the weapon and make it ready for reloading, or to close it afterward. While opened, you can use an action to reload each chamber of the weapon's magazine. If you have the firearms expert feat, you may use an action to reload up to two chambers. Opening, closing, and reloading requires the use of both hands.

The cap-and-ball system is not compatible with the extended magazine modification.

Modification, Detachable Magazine (3). *The portion of this weapon that contains ammunition is detachable, in the form of a box or cylinder. Carrying*



several of these interchangeable magazines quickens the reloading process.

A firearm with a magazine weapon property rated higher than 1 can be manufactured with this modification. It takes one action to replace a detachable magazine with another, regardless of its size or capacity. The process of reloading a magazine, whether attached or separate, is the same as normal.

In addition to the extra cost to manufacture a firearm with this feature, you can purchase separate magazines or clips that fit the weapon for 5 gp each.

The detachable magazine modification is not compatible with the extended magazine modification.

Modification, Extended Magazine (3). *The portion of this weapon that contains ammunition is manufactured in an enlarged manner to hold additional ammunition.*

A firearm with the magazine property may add this modification. It holds half-again as many rounds as indicated by its magazine rating, rounded down. (A magazine rating of 1 cannot be improved.)

The extended magazine modification is not compatible with other modifications. A firearm with this modification cannot benefit from a concealed holster or a quick-draw holster.

Modification, Open Bore (2). *This gun was made with a smooth barrel interior, wider than normal versions of the gun. The weapon is more forgiving of poorly-measured loads of powder and less-susceptible to fouling.*

This modification can apply to weapons of the Firearms 2 limited list. Reduce the misfire rating of this weapon by 1, removing it altogether if that property was not previously rated 2 or higher.

This modification is incompatible with rifled bore barrels.

Modification, Rifled Bore (2). *This weapon was created with spiraling grooves on the barrel's interior.*

This modification can apply to weapons of the Firearms 2 limited list. It imparts spin to fired projectiles, improving their flight characteristics.

When fired with a ball load, both the weapon's range increments are increased by a distance equal to half its normal range increment.

This modification is incompatible with open bore barrels.

Modification, Second Barrel (2). *This firearm was crafted with a second barrel, including a secondary trigger to fire it.*

This modification can apply to weapons of the Firearms 2 limited list. Each of the weapon's two barrels are fired separately. The barrels can be created with different bore modifications.

Musket (2). *The standard-issue weapon of firearm-wielding militaries, this smoothbore long arm is very reliable in battle. (Page 72)*

This weapon loads ball or shot.

Musketoan (2). *This longarm is a shorter version of the musket, used for hunting or household defense. (Page 72)*

This weapon loads ball or shot.

Pistol (3). *Pistols are the most-varied firearm in shape and composition, particularly in the way they hold ammunition. Possible styles include revolving cylindrical magazines, sliding block magazines (horizontal or vertical), internal tube magazines that reach into the handle, and more. (Page 76)*

This weapon loads (pistol) cartridges.

Pistol, Heavy (3). *A larger version of a standard pistol, this weapon trades ease of handling for additional stopping power. (Page 76)*

This weapon loads (magnum) cartridges.

Pistol, Howdah (3). *A heavy, four-barreled breach-loading pistol designed to stop large animals. (Page 76)*

This weapon loads (carbine) cartridges.

Pistol, Palm (3). *This small gun is easy to conceal. It holds only two bullets at a time, either breach loading them or inserting them into a rotating block magazine. (Page 76)*

This weapon loads (small-caliber) cartridges.

Apply disadvantage to Wisdom (Perception) checks to notice this weapon if it is carried in a hidden fashion.

Powder Horn (1). *A hollow horn, typically from a cow or similar beast, used to carry gunpowder. (Later versions appear as metal flasks.) The stopper in the larger end can be opened to fill the powder horn, while the stopper in the narrow end is used to dispense a precise measure of the contained gunpowder. A powder horn is typically carried by a long strap worn over the shoulder, keeping it handy for quick use.*

A powder horn (with powder) is required to load a firearm with loose ball or shot loads. A powder horn can hold gunpowder sufficient for 30 shots. Powder

stored in a horn will stay dry in humid conditions and will not spoil if submerged in water for up to 1 minute.

Powder Keg (1). *This smallish, wooden cask is sealed with wax to prevent sparks or water from contacting the explosive powder within.*

Powder stored in a powder keg will stay dry in humid conditions, and even if the keg is completely submerged in water.

Repeater, any (3). *This firearm commonly uses a cylindrical rotating magazine, or a lever-action that feeds cartridges from an internal tube extending into the stock. Some use other, more exotic mechanisms. This weapon comes in normal and short versions.* (Page 76)

A repeater loads (rifle) cartridges. A short repeater loads (carbine) cartridges.

Rifle, any (3). *Rifles are very powerful, long-range firearms. They use bolt-action, falling block, or similar mechanisms, loading only one cartridge at a time. They come in normal, long, and carbine versions.* (Page 76)

A long rifle loads (high-power) cartridges. A rifle loads (rifle) cartridges. A carbine loads (carbine) cartridges.

Scattergun (3). *This firearm usually has a tube magazine below the barrel. Shotshells or slugs are advanced into the ready position by a shuttle attached to a cranked windlass or a pump-action mechanism. It comes in normal and short versions.* (Page 76)

These weapons load shotshells or slugs, or a combination thereof.

If loaded with a combination, keep track of the sequence of ammunition types to determine the effects of each shot. Disfavored ammunition can be ejected as unspent rounds in order to skip to a later-loaded ammunition type. This requires no additional effort in the firing process.

Serpent (2). *A common, standard-sized handgun of basic construction.* (Page 72)

This weapon loads ball or shot.

Slow Match (1). *A coil of cord dipped in saltpeter and dried so that it burns at a steady rate. Long, slow-burning match cords allow gunners to light early firearms or siege guns while operating away from other sources of fire. Careful gunners light both ends of the match, in case one end is blown out by the flash of gunpowder in the pan.*

A slow match burns at a rate of 1 foot per hour. It can be used as a source of fire when shooting firearms, lighting flame arrows, or the like.

Thunderbox (2). *A heavy handgun with five barrels arranged in a cluster, all of which fire simultaneously. The weapon is very expensive and time-consuming to load and use at full effect.* (Page 72)

This weapon loads ball or shot. If loaded with multiple ammunition types, the weapon's shots use the majority ammunition's statistics.

Reduce the weapon's damage to 2d8 piercing if fired with only three or four barrels loaded, or 1d8 piercing if fired with only one or two barrels loaded. Likewise, reduce the weapon's misfire rating to equal the number of barrels loaded when fired.

If this weapon misfires, the (unmodified) number rolled on the d20 indicates the number of barrels that are fouled. The other barrels remain usable.

Trinity Gun (2). *This smoothbore weapon has three barrels that fire simultaneously, consuming triple the normal shot and powder.* (Page 72)

This weapon loads ball or shot. If loaded with multiple ammunition types, the weapon's shots use the majority ammunition's statistics.

Reduce the damage to 1d10 piercing if fired with only one or two barrels loaded. Likewise, reduce the weapon's misfire rating to equal the number of barrels loaded when fired.

If this weapon misfires, the (unmodified) number rolled on the d20 indicates the number of barrels that are fouled. The other barrels remain usable.

Volley Gun (2). *A volley gun is a long arm with five smoothbore barrels arranged in a cluster, all of which fire simultaneously. The weapon is very expensive and time-consuming to use at full effect.* (Page 72)

This weapon loads ball or shot. If loaded with multiple ammunition types, the weapon's shots use the majority ammunition's statistics.

Reduce the weapon's damage to 2d10 piercing if fired with only three or four barrels loaded, or 1d10 piercing if fired with only one or two barrels loaded. Likewise, reduce the weapon's misfire rating to equal the number of barrels loaded when fired.

If this weapon misfires, the (unmodified) number rolled on the d20 indicates the number of barrels that are fouled. The other barrels remain usable.

VARIANT RULES FOR FIREARMS

These optional rules exist to lend variety to the use of firearms in your campaign worlds.

VARIANT: BROADER PROFICIENCY

Like crossbows, firearms make attractive warfare tools because it is faster to train soldiers to their use than to the bow. This optional rule makes it easy for even a lay person to wield a firearm up close.

However, consistency at longer ranges still requires extensive practice, knowledge of bullet physics, and attention to environmental conditions.

Using this variant, firearms are treated as “simple weapons” when used within their normal range

increments; a character proficient in “all simple weapons” adds its proficiency bonus to firearms used in that range. If the target is beyond the weapon’s normal range increment, a wielder only adds a proficiency bonus if proficient in martial weapons (or in that particular firearm, perhaps through the Weapon Mastery feat).

VARIANT: MAGICAL ENERGY

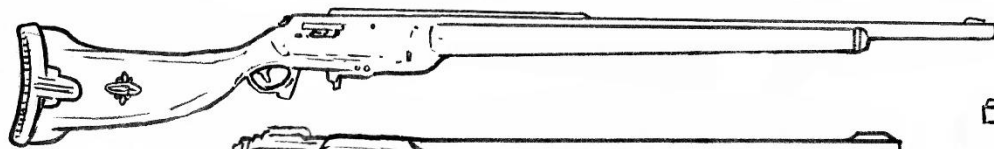
In some worlds, firearms have different appearances, creation methods, or scientific principles behind their use, despite functioning according to the rules in this chapter.

MARTIAL RANGED WEAPONS (FIREARMS 3)

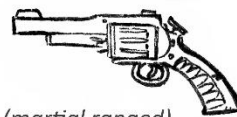
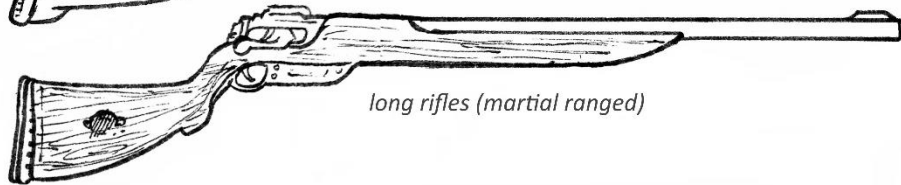
Name	Cost	Damage	Weight	Properties
Coach gun	65 gp	1d12 piercing	7 lb.	Ballistic (20/60), magazine (2), two-handed
Coach gun, short	40 gp	1d12 piercing	5 lb.	Ballistic (15/45), handgun, magazine (2)
Mixed-use gun	150 gp	–	10 lb.	Special
<i>shotshell barrels</i>	–	1d12 piercing	–	Ballistic (20/60), heavy, magazine (2), two-handed
<i>cartridge barrel</i>	–	2d6 piercing	–	Ballistic (120/360), heavy, magazine (1), two-handed
Repeater	150 gp	1d10 piercing	8 lb.	Ballistic (100/300), heavy, magazine (10), two-handed
Repeater, short	115 gp	1d10 piercing	6 lb.	Ballistic (50/150), magazine (7)
Pistol	50 gp	1d10 piercing	3 lb.	Ballistic (30/90), handgun, light, magazine (6)
Pistol, heavy	75 gp	1d10 piercing	4 lb.	Ballistic (35/105), deadly, handgun, magazine (6)
Pistol, howdah	100 gp	1d12 piercing	5 lb.	Ballistic (40/120), handgun, heavy, magazine (4)
Pistol, palm	25 gp	1d8 piercing	1 lb.	Ballistic (15/45), handgun, light, magazine (2)
Rifle	145 gp	2d6 piercing	9 lb.	Ballistic (150/450), heavy, magazine (1), two-handed
Rifle, carbine	125 gp	2d6 piercing	7 lb.	Ballistic (120/360), magazine (1), two-handed
Rifle, long	185 gp	2d6 piercing	11 lb.	Ballistic (200/600), deadly, heavy, magazine (1), two-handed
Scattergun	80 gp	1d12 piercing	8 lb.	Ballistic (25/75), heavy, magazine (5), two-handed
Scattergun, short	60 gp	1d12 piercing	6 lb.	Ballistic (20/60), handgun, magazine (5)

ADVENTURING GEAR (FIREARMS 3)

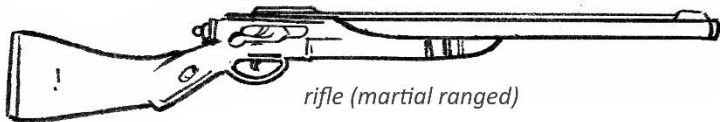
Item	Cost	Weight	Item	Cost	Weight
Ammunition bandoleer	1 gp	1 lb.	<i>Loads</i>		
Ammunition belt	2 sp	–	Cartridge (box of 50)	5 gp	5 lb.
Detonation block	3 gp	2 lb.	Shotshell (box of 50)	5 gp	7½ lb.
Detonation cord (50 feet)	5 gp	2 lb.	Slug (box of 50)	5 gp	7½ lb.
Dynamite	50 gp	1 lb.	<i>Modifications</i>		
Holster, concealed	4 gp	–	Cap and ball system	+25 gp	–
Holster, quickdraw	2 gp	–	Detachable magazine	+50 gp	–
Ladder sight	35 gp	–	Extended magazine	+25 gp	+1/2 lb.



long rifles (martial ranged)



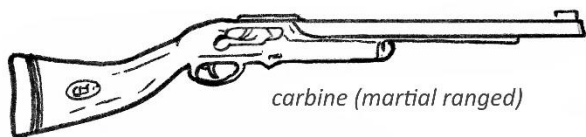
pistol (martial ranged)



rifle (martial ranged)



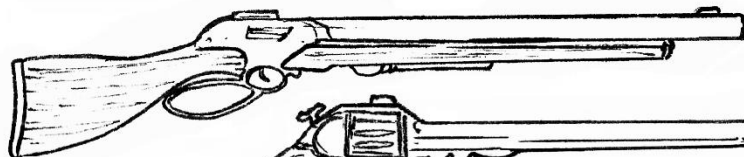
heavy pistol (martial ranged)



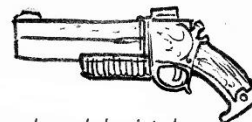
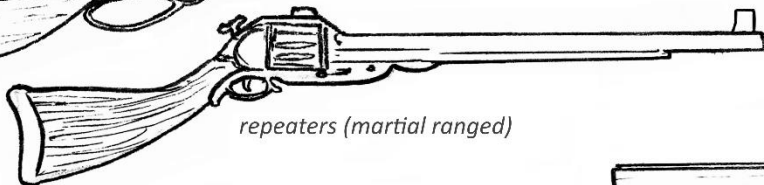
carbine (martial ranged)



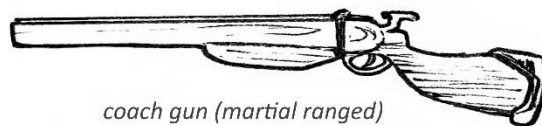
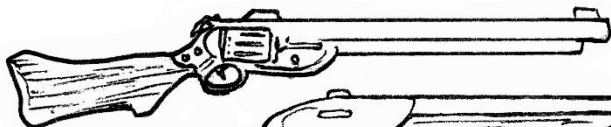
palm pistols (martial ranged)



repeaters (martial ranged)



*howdah pistol
(martial ranged)*



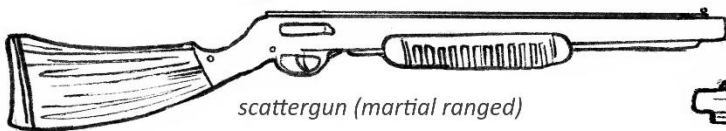
coach gun (martial ranged)



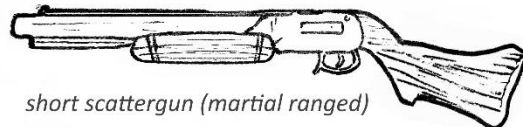
short repeaters (martial ranged)



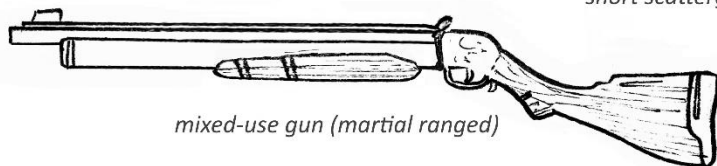
short coach gun (martial ranged)



scattergun (martial ranged)



short scattergun (martial ranged)



mixed-use gun (martial ranged)

With this variant rule, gunpowder is removed from the firearms limited lists, as are its accoutrements (bombs, fuses, cartridge loads of all kinds, and the horns, and kegs that gunpowder is normally stored in).

In the place of these is something else, something designed by the Dungeon Master, typically as a magic item. Requiring magical propellant devices allows the DM to regulate firearms as magic items, creating another axis to enforce their rarity. The *Forgotten Realms*, for example, uses an exploding powder that is almost identical to gunpowder; it is a minor magic item rather than an alchemical compound. (See the *Smokepowder* sidebar at the beginning of this chapter.) Other propellant forces are more esoteric; an example of which can be found in the *Arcane Accelerator* sidebar at the end of this chapter.

VARIANT: SPENT CASINGS

When creating Firearms 3 loads, only the alloyed casings require a workshop to make. These loads can be crafted anywhere with simple tinker's tools, so long as the character possesses sufficient pre-made casings of the correct type.

Under normal circumstances, the half-cost needed to craft ammunition covers the purchase of casings, unformed lead, primers, and gunpowder. Away from civilization, machined casings are impossible to come by, making it important for shooters to collect spent casings after use.

The casings of spent loads are ejected from a firearm as part of the action or bonus action used to reload the magazine. If one minute is spent collecting these pieces after a battle, they can be used as craft components for crafting the same ammunition type. Each casing has a craft component value of 2 cp. The crafter can create no more loads than the number of appropriate casings available to repack. (See the description of cartridges to determine which casings are appropriate to making each type of cartridge.)

The user of a firearm with the detachable magazine modification can choose to remove the used magazine without ejecting the spent casings. Due to the

limitation on interactions with objects each round, the user will probably still drop the spent magazine during the replacement process but can skip the one-minute collection time after the battle.

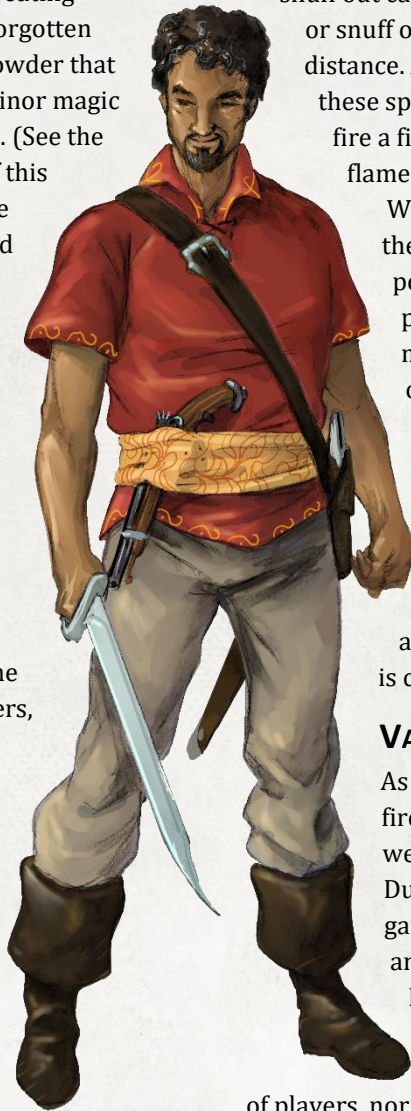
VARIANT: CANDLE CANTRIPS

The *prestidigitation* (and *druidcraft*) cantrips are useful in worlds with firearms. The ability to light or snuff out candles allows these cantrip-users to light or snuff out fuses and slow matches, even from a distance. At the Dungeon Master's discretion, these spells might also allow the spellcaster to fire a firearm without a mundane source of flame.

With this optional rule, you can use one of these cantrips to ignite the priming powder of a loaded firearm in your possession, setting it off without a slow match or similar device. This works only on weapons from the Firearms 1 and 2 limited lists. Using a cantrip in this fashion requires no additional actions, but all other casing requirements must be met, including spell components. The action taken is still the Attack action (not the Cast a Spell action); no function of firing the weapon is changed, save for the source of ignition.

VARIANT: EXOTIC COSTS

As a System Change, the prices of all firearms and associated gear in this book were reduced from their examples in the *Dungeon Master's Guide*. This is to suit a game where firearms are readily available and cost-effective. Because the Dungeon Master is opting to include firearms, this product assumes that costs should not place firearms beyond the reach of players, nor should costs make their use an irrational prospect. Moreover, some gun prices, the so-called "starter" guns, are priced to allow players to access them at character creation using the Item Swaps variant rule from *Wraith Wright's Comprehensive Equipment Manual*. This is particularly important in campaigns where some of the characters are expected to possess firearms from the beginning.



If the Dungeon Master wishes to impose a greater cost-based rarity, this option raises costs to match those in the *Dungeon Master's Guide*. This "exotic" cost means that the weapons and adventuring gear in the tables of this chapter have a base cost that is **5 times** what is shown. At "exotic" prices, firearms move away from being cost-effective and are much less likely to be used by players and non-player characters.

ARCANE ACCELERATOR (EXAMPLE VERSION)

Wondrous item, common (minor)

This item fits campaigns that use the Magical Energy variant rule. It is one example of many possibilities. This version is not well-suited to campaigns that use only the Firearms 1 limited list; the existence of these magic items implies a parallel degree of advancement in firearms technology.

This expendable item attaches to a firearm to power the weapon's shots. Attaching the item (or replacing an attached *arcane accelerator* with another) requires an action.

An affected firearm's ballistic property is unchanged except that each use does not require a charge of gunpowder. The weapon uses ball or shot loads, without gunpowder, and it cannot make use of any sort of cartridges. Although powder is not needed, loading times for the bullets are unchanged.

Each shot of a firearm with an *arcane accelerator* is accompanied by a flash of bright light, followed by a brief, ear-splitting whine, audible to 300 feet. A firearm using an *arcane accelerator* is immune to being fouled by submersion.

An *arcane accelerator* normally works with any firearm designed to employ such magic. At the Dungeon Master's discretion, one might instead work only on a short list of designated firearms.

An *arcane accelerator* costs 12 gold pieces and is used up after 30 shots.

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