

# EXPANDED AND EXOTIC WEAPONS

## ADDITIONAL WEAPON OPTIONS

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

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

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

Every land and every group of people have

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

## EXPANDED WEAPONS

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

You may also trade a proficiency with one weapon that you know in a specific category for one on this list, such as one Ranged Martial Weapon for another Ranged Martial Weapon. This may occur whenever proficiencies are learned.





## EXPANDED WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Dagger, boot-toe	15 gp	1d4 piercing	1 lb	Covert, finesse, special
Dagger, wrist	15 gp	1d4 piercing	1 lb	Covert, finesse, light
Gauntlet	6 gp	1d4 bludgeoning	2 lb	Disarm immune, light
Machete	8 gp	1d6 slashing	1 lb	Light, special
Punching Dagger	7 gp	1d4 piercing	2 lb	Disarm immune, finesse, light
Sap	2 gp	1d4 bludgeoning	1 lb	Finesse, light, special
Scythe	1 gp	1d8 slashing	6 lb	Reach, two-handed
Tomahawk	2 gp	1d4 slashing	1 lb	Finesse, light, thrown (range 20/60)
<i>Simple Ranged Weapons</i>				
Boomerang	3 gp	1d4 bludgeoning	2 lb	Light, returning, thrown (range 30/80)
<i>Martial Melee Weapons</i>				
Claw	5 gp	1d4 slashing	2 lb	Disarm immune, finesse, light
Jian	15 gp	2d4 slashing	3 lb	Finesse
Katana	25 gp	1d6 slashing	3 lb	Finesse, light, versatile (1d8)
Khopesh	10 gp	2d4 slashing	2 lb	Special
Nunchaku	10 gp	1d6 bludgeoning	2 lb	Finesse, light, versatile (1d8)
Sheath, sword	3 gp	1d4 bludgeoning	1 lb	Finesse, light
Sword, cane	20 gp	1d6 slashing	3 lb	Covert, finesse
<i>Martial Melee Weapons</i>				
Shuriken	1 sp	1d6 piercing	1/4 lb	Light, thrown (range 40/100)

### NEW WEAPON PROPERTIES

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

**Covert.** This weapon is not initially obvious, and may be easily hidden or disguised as something else. Any Dexterity (Sleight of Hand) checks to conceal this weapon are made with advantage.

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

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

### SPECIAL EXPANDED WEAPONS

**Dagger, boot toe.** You wield this weapon without the use of a hand, instead using the foot the

dagger is affixed to. You may only make one attack on your turn when attacking with this weapon.

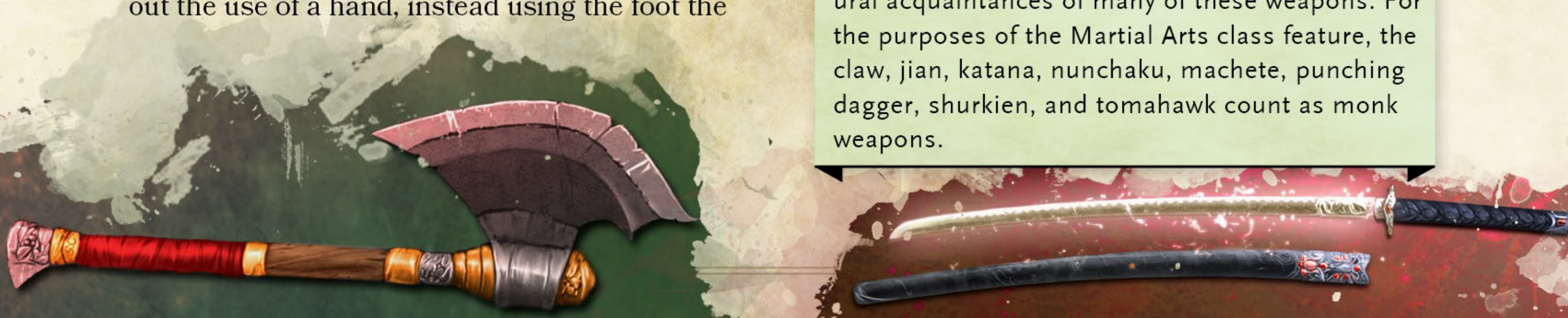
**Kopesh.** This weapon deals 1d4 extra slashing damage on a critical hit.

**Machete.** This weapon deals 1d10 slashing damage instead of its normal damage die to fibrous environmental objects and creatures with the Plant type.

**Sap.** A creature you attack with this weapon that is unaware of your presence must make a Constitution saving throw. The DC for this saving throw is equal to half the damage dealt by the attack with the weapon, including features or spells that add to weapon damage such as *hex*, *Divine Smite*, or *Sneak Attack*. A creature that fails this saving throw and can be rendered unconscious becomes unconscious for up to a minute, or until a creature within 5 feet uses an action to rouse the unconscious creature.

#### EXPANDED WEAPONS AND MARTIAL ARTS

Often hailing from distant lands, monks are natural acquaintances of many of these weapons. For the purposes of the Martial Arts class feature, the claw, jian, katana, nunchaku, machete, punching dagger, shuriken, and tomahawk count as monk weapons.





EXOTIC WEAPONS

Stranger still than previous offerings are the truly Exotic Weapons, weapons so specialized and powerful that they require the knowledge inherent in feats to acquire proficiency.

No character may have proficiency in these weapons for any reason without gaining it through the feat below (or the alternative sidebar option), but once proficiency is gained, the Exotic Weapon may be used for class features such as a monk’s Martial Arts, a warlock’s Pact of the Blade, or similar. Exotic Melee Weapons without the finesse property still do not function for a rogue’s Sneak Attack feature, however.

EXOTIC WEAPON PROFICIENCY

When you take this feat, either gain proficiency with two weapons on the Exotic Weapons table, or gain proficiency with one weapon and a power associated with that weapon on the following list.

**Ensnare.** When you make an attack with a spiked chain or kusari-gama that has the reach property, you may also attempt to grapple your target with reach. If you do, substitute the grapple’s required Strength roll with result of the weapon attack roll. Any contested checks the target makes to break free of the grapple must be made against this result, as opposed to new rolls on your part. This ability requires a short or long rest before it may be used again.

**Kneecap.** When an enemy takes damage from an attack you have made with a tonfa, you may force that enemy to make a Constitution saving throw with a DC of 5 + the damage dealt by the attack. If the enemy fails, you render it prone. This ability requires a short or long rest before it

may be used again.  
**Rapid Strike.** When you take the Attack action with the two-bladed sword, repeating hand crossbow, or repeating heavy crossbow, you may choose to add an additional attack to how-

**EXOTIC WEAPONS WITHOUT FEATS**  
If you are playing in a game without feats, you may still acquire and use Exotic Weapons by undertaking a quest to seek out training.  
Typically, such quests start when a character acquires a strange weapon, and often involve the character searching high and low for a master that can help them unlock its secrets. Once found, the master may have additional trials and tribulations in mind, but the end result of such training is the knowledge that the feat would otherwise provide.



EXOTIC WEAPONS

Name	Cost	Damage	Weight	Properties
Exotic Melee Weapons				
Chain, spiked	30 gp	3d4 piercing	10 lb	Double weapon (1d4/1d4), heavy, reach, two-handed
Chakram	10 gp	1d6 slashing	2 lb	Finesse, light, returning, thrown (range 15/30)
Kusari-Gama	15 gp	1d8 slashing	3 lb	Double weapon (1d6/1d4 reach), finesse
Sword, two-bladed	25 gp	2d6 slashing	8 lb	Double weapon (1d6/1d6), heavy, two-handed
Tonfa	12 gp	1d6 bludgeoning	2 lb	Finesse, light, special
Exotic Ranged Weapons				
Bola	1 sp	1d4 bludgeoning	2 lb	Light, special, thrown (20/40)
Repeating crossbow, hand	100 gp	1d6 piercing	4 lb	Ammunition (range 30/120), light, reload (6)
Repeating crossbow, heavy	75 gp	1d10 piercing	20 lb	Ammunition (range 100/400), heavy, reload (8), two-handed



ever many attacks you would otherwise make. This ability requires a short or long rest before it may be used again.

**Ricochet.** When a ranged attack you make with a chakram hits a target and you deal damage, you may choose to repeat the attack against another creature within 15 feet of the original target. If this second attack hits, roll all of the damage dice you rolled against the initial target as damage against the secondary target, including damage dice from class features or spells such as *hex* or Sneak Attack. This ability requires a short or long rest before it may be used again.

**Wrap.** When you deal damage with a bola and would prone a target, you may restrain them instead, subject to the same conditions. This ability requires a short or long rest before it may be used again.

## NEW EXOTIC WEAPON PROPERTIES

Some Exotic Weapons have additional new properties, as well.

**Double Weapon.** A weapon with this property may be wielded as one weapon, or as two separate one-handed weapons both considered to be light. When wielded as one weapon, the weapon may still be one or two-handed, depending on its other properties. A weapon with this property lists two sets of damage dice with it for when it is held two-handed, the first for the main hand of this weapon, the second for the off-hand, and damage on both sides of a double weapon is of the same type as were it wielded as a single weapon.

Held as two weapons, one hand or the other may have additional properties exclusive to that weapon, listed alongside their respective damage dice. Properties (aside from two-handed) and magical enchantments on the weapon apply to both halves of the double weapon, as well.

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

## SPECIAL EXOTIC WEAPONS

**Bola.** A Large or smaller creature hit by a bola is rendered prone until it is freed. A bola 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

bola (AC 10) also frees the creature without harming it, ending the effect and destroying the bola.

When you use an action, bonus action, or reaction to attack with a bola, you can make only one attack regardless of the number of attacks you can normally make.

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

## CREDITS:

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