

Returning (Weapon Property)

This adds a new weapon property to the game: *returning*. While it does not typically appear on any mundane weapons in the core rules, it may apply to magic items, such as on an artificer's infused returning weapon.

A returning weapon is any that has the ability to return to the user's hand after a thrown or otherwise ranged attack; if the weapon expends ammunition for its ranged attack, the ammunition is returned. This does not require any particular action on the part of the user.

An example of a mundane weapon with the *returning* weapon property is the rope dart, listed in the Additional Weapon Types earlier in this chapter; it utilizes a rope attached to the actual damaging part of the weapon, allowing the user to pull it back to their hand for reuse. Magic weapons do not typically require a physical method of retrieval, as its *returning* property is based in magic.