

Additional Weapon Types

The following new weapon types are added to the game; with the exception of the skiltanfen, each of these items has the standard array of associated magic items (typically +1, +2, and +3 variants; some weapons may have additional variants, according to your DM).

War gauntlets

Type: Simple, melee. 1d4 Bludgeoning damage. Properties: *Light, Special*. Weight: 1 lb. Cost: 1 gp*.

Special: War gauntlets are worn, not held; the wearer can hold an item in the same hand as their gauntlets, although the gauntlets cannot be used to attack with until the hand is free again. Additionally, war gauntlets can be treated as a form of unarmed strike for any feature that refers to unarmed strikes.

Description: War gauntlets are a specialized form of gauntlet designed for offensive purposes. While traditional war gauntlets cost up to 5 gp and offered full protection to the hand and forearm and were worn alongside plate mail, modern war gauntlets typically consist of little more than a chunk of metal with a series of rings underneath, providing the user with a punch that hits much harder than most would expect.

If you are playing with the 2024 rules, war gauntlets have the Sap mastery property.

Heavy chain

Type: Simple, melee. 1d8* Bludgeoning damage. Properties: *Heavy, Reach, Special*. Weight: 7 lb. Cost: 4 gp.

Special: If a heavy chain is given an additional weight on the end, the chain gains the Two-Handed property and the damage dice increases to a d10 for attacks against a creature more than 5 feet away. The weight also increases by 5 to 10 pounds, depending on the weight attached, and the price increases by 1 gp (5 gp total).

Description: A heavy chain is a lengthy chain, typically made of metal, that can be used for fighting with. Some wielders who specialize in the use of a heavy chain fight with specialized versions that have an additional weight at the end—like a large stone or a cinder block—which can make attacks landed with the weight hit noticeably harder. These special versions are sometimes known as meteor hammers.

If you are playing with the 2024 rules, heavy chains have the Cleave mastery property.

Skiltanfen

Type: Simple, ranged. 1d4 damage, type varies. Properties: *Thrown (range 15/30), Special*. Weight: —. Cost: 2 sp.

Special: The skiltanfen is an innately magical weapon. When thrown, the skiltanfen is consumed and disintegrates on the spot; unlike other thrown weapons, it cannot be recovered after use.

Note: Skiltanfen lack the finesse property, which means that, since they are a ranged weapon inherently, they can only be used in conjunction with Dexterity, unless you have another feature that allows otherwise.

Description: The skiltanfen, named after the Giant words “skilt” (rune) and “anfel” (to attack), is a unique thrown weapon. A skiltanfen is essentially a piece of paper, engraved with a particular rune at its creation. When thrown, this causes the rune to activate, consuming the paper and converting its energy into a magical attack. Skiltanfen can be made with a wide variety of runes, allowing the weapon to be incredibly versatile; a skiltanfen can be made to deal any type of damage when it is created, from bludgeoning to radiant to poison and everything in between. Skiltanfen are often sold in bulk packages of 10 for 2 gp, with special holsters made (1 gp, 1 lb. when full) to allow adventurers to carry their skiltanfen in an organized, easy-to-access manner.

If you are playing with the 2024 rules, skiltanfen have the Slow mastery property.

Bola

Type: Martial, melee. 1d4* Bludgeoning damage. Properties: *Thrown (range 15/30), Special*. Weight: 5 lb. Cost: 2 gp.

Special: Bolas, when thrown, only do 1 point of Bludgeoning damage (plus your ability modifier) on a hit. However, a creature that is Medium or smaller in size is automatically restrained by the bola when hit with a thrown attack. If the creature throwing the bola is larger than Medium, they may have larger bolas capable of affecting larger targets, but they cannot restrain targets smaller than two sizes below their own (Large bolas cannot restrain Tiny creatures, and so on). A creature restrained by the bola can use an Action or deal at least 5 slashing damage to it to (its AC is 10) to end the condition on itself. A slashed bola becomes unusable until it is repaired.

Description: Bolas have a simple design that belies the complexity in their use. A typical bola consists of two or more weights—often no more than stone or metal balls—affixed to a length of rope or chain. These weights, at either end of the rope and sometimes at even intervals in-between, provide the force needed to swing the bola. While they can be swung as a melee weapon in a pinch, the typical use of a bola is to throw it. A well-thrown bola can stop creatures in their tracks, making it a useful tool for hunters tracking nimble prey.

If you are playing with the 2024 rules, bolas have the Topple weapon mastery.

Kusarigama

Type: Martial, melee. 1d8 Slashing* damage. Properties: *Two-handed, Special*. Weight: 8 lbs. Cost: 10 gp.

Special: The kusarigama consists of a slashing weapon, attached at one end via a chain or rope to a heavy weight. Each end of the weapon can be treated as though it is its own weapon, allowing the kusarigama to be used for two-weapon fighting despite lacking the Light property. The slashing weapon has the Light and Finesse weapon properties, while the weight deals Bludgeoning damage and has the Heavy and Reach weapon properties. Additionally, if you are playing as the Monk class, kusarigama are considered monk weapons, and taking at least one level in Monk grants proficiency with the kusarigama. Also, if you have the fighting style Flex Weapon Fighting, you can use the slashing weapon portion of

your kusarigama when you use that fighting style to grapple a target with the weighted end of this weapon.

Description: A kusarigama is a paired weapon—that is, it is two weapons, joined together to form a single unit, with each weapon complementing the other in harmony. A traditional kusarigama uses a kind of sickle, known as a kama, although modern kusarigama may be made with other slashing weapons, like an axe. Attached via a chain or rope is a weight, similar to the head of a flail. This weight is used by spinning the weight via the rope with one hand, while the other grasps the handle of the slashing end. In doing so, the slashing weapon provides a more effective weapon for close quarters, while the weight can keep opponents at a distance. Plus, the combination of slashing and bludgeoning weapons allows a skilled user to navigate a variety of physical defenses.

If you are playing with the 2024 rules, kusarigama have both the Nick and Sap weapon masteries; the slashing end has the Nick property, while the weighted end has the Sap property.

Lamsal

Type: Martial, melee. 1d10 Piercing damage. Properties: *Ammunition (5/5), Heavy, Loading, Versatile (d12), Special*. Weight: 12 lb. Cost: 15 gp. Ammo cost: 20 spikes for 1 gp.

Special: The lamsal's ammunition is not expended if you miss your attack; similarly, the ammunition property on this weapon is only used for melee attacks and does not allow for ranged attacks. Additionally, the lamsal is traditionally designed to be aquadynamic, allowing it to be used underwater without incurring disadvantage on the attack roll. When dealing damage underwater, the lamsal creates a cavitation bubble on impact, dealing an additional 1d4 thunder damage to the target and providing a burst of dim light within 5 feet.

Description: The lamsal, sometimes also called a mantis club, is a traditional Otarii weapon. It consists of a long shaft and a large head, similar to a great club. At the base of the handle, however, is a trigger, similar to a crossbow. In the head of the lamsal is a gear-like mechanism, with a spike extending on one side in the direction of the lamsal's rotation. To correctly use the lamsal, the gear must be rotated backwards, building up tension using a series of pulleys within the weapon, which can be released by pulling the trigger and causing the spike to snap forward. When timed correctly in a swing, the lamsal's mechanisms offer an incredible increase to its piercing power, causing the spike to snap off into the target and a loud crack to echo through the air, similar to a whip. Between reloading the spike and cranking the gear, the lamsal is considered impractical for most use outside of ceremonies and showmanship, though the most experienced of wielders can use its strength to terrifying effect. Underwater, the cavitation bubble created by its use provides a brief flash of light to accompany the crack, making for a memorable spectacle to onlookers.

Nunchucks

Type: Martial, melee. 1d6 Bludgeoning damage. Properties: *Light, Special*. Weight: 1 lb. Cost: 2 gp.

Special: If you are playing as the Monk class, nunchucks are considered monk weapons, and taking at least one level in Monk grants proficiency with nunchucks.

Description: Nunchucks are a weapon traditionally used more for training than for active combat, particularly for experts in hand-to-hand combat; however, a skilled nunchuck user can utilize their unique design to unleash rapid strikes in a fight that most people would struggle to keep up with. A nunchuck consists of a pair of sturdy sticks, usually wooden, linked together with a short chain.

If you are playing with the 2024 rules, nunchucks have the Nick mastery property.

Arbalest

Type: Martial, ranged. 2d6 Piercing damage. Properties: *Ammunition (125/500), Heavy, Loading, Two-Handed, Special*. Weight: 30 lb. Cost: 60 gp.

Special: Due to the unwieldiness of the arbalest, its wielder takes a penalty to its AC; their AC is decreased by one. Additionally, the user must have at least a 13 Strength score in order to load the weapon.

Description: The arbalest is a larger-than-normal variant of a heavy crossbow. Its construction prevents attachments like those available for repeating crossbows. The imposing size of an arbalest mimics that of larger siege weapons or even cannons—some city guards will train in pairs to use a single arbalest in order to help eliminate the downsides of its mass, while still allowing for the ease of repositioning that an arbalest has over larger, more stationary weaponry.

If you are playing with the 2024 rules, arbalests have the Push weapon mastery.

Atlatl

Type: Martial, ranged. 1d10 Piercing damage. Properties: *Ammunition (90/270), Finesse, Loading, Thrown, Special*. Weight: 2 lb. unloaded, 4 lb. loaded. Cost: 2 gp. Ammo cost: 5 sp each.

Special: The atlatl can be wielded without ammo as a melee weapon; the base atlatl can be treated as a specialized variation of a club that can be used with its ammo to make ranged attacks. The ammo of an atlatl can also be wielded separately; atlatl ammo uses the statistics of a javelin when not used in an atlatl, although ammo used to make melee attacks is fragile. When you roll a melee attack with the ammo and roll maximum damage, the shaft snaps in half, and the dart can no longer be used to make melee or ranged attacks without being repaired.

Description: An atlatl is an ancient weapon that was used to extend the reach of attacks much farther than could be thrown naturally. Also known as a spear-thrower, the atlatl has fallen out of general use, replaced at most ranges by easier-to-wield ranged weapons. However, advancements in technology have allowed for innovations in its design; modern atlatls are more reliable and tougher than older designs, and its simple design allows it to be used in melee in a pinch much easier than other ranged weapons.

An atlatl consists of two parts: the atlatl itself, and its ammo, known as an atlatl dart. The atlatl is a length of material—typically wood—only about a foot and a half in length, with a knot on its head. Within this knot is a space to insert the base of the dart, which is a length of wood around 3 to 4 feet long with a spearhead on it—essentially, a slightly thinner version of a javelin. The atlatl provides stability and a fulcrum from which to hurl its ammo, allowing for much more force and distance to be applied to the throw.

If you are playing with the 2024 rules, atlatls have the Sap mastery property.

Rope Dart

Type: Martial, ranged. 1d8 Piercing damage. Properties: *Finesse, Returning, Thrown (15/30), Two-Handed, Special*. Weight: 3 lb. Cost: 2 gp.

Special: If you are playing as the Monk class, the rope dart is considered a monk weapon, and taking at least one level in Monk grants proficiency with the rope dart.

Description: The rope dart is a piercing projectile, fastened at the end of a durable rope. Rope darts are twirled in a circular motion, generating additional force and speed until the moment of attack, where the dart is launched forward. After piercing an opponent, or at least attempting to, the dart can be yanked back, allowing the user to once again attack with it.

If you are playing with the 2024 rules, rope darts have the Graze weapon mastery.

Repeating crossbow (variant):

The light crossbow, hand crossbow, and heavy crossbow are well-known for their combat ability. Due to continuous innovation, new variants of each of these crossbows have been designed. These variants, known as repeating crossbows, bear a modification where bolts are typically loaded in that allows users to attach a small box—carrying bolts—to the weapon. A repeating crossbow is nearly identical, mechanically, to its regular crossbow counterpart. The differences are as follows:

Price: The price for the crossbow increases by 100 GP; the box carrying bolts, known as a magazine, costs 10 GP. A magazine can be refilled over the course of a minute.

Weight: The weight increases by 50%; light crossbows are 7.5 lbs., hand crossbows are 4.5, and heavy crossbows are 27.

Damage: The damage die decreases by one size; light crossbows are 1d6, hand crossbows are 1d4, and heavy crossbows are 1d8.

Properties: The crossbow loses the *Loading* property and gains the *Reload* property. A light crossbow has 6 shots, a hand crossbow has 4, and a heavy crossbow has 10.

The Reload property does not appear in the Player's Handbook, but it does show up in the 2014 DMG. The property's description is as follows:

Reload. *A limited number of shots can be made with a weapon that has the reload property. A character must then reload it using an action or a bonus action (the character's choice).*