

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 can also trade a proficiency with one weapon that you know in a specific category for one on this list, as long as both weapons deal the same die of damage. As an example, you may trade proficiency in a martial melee weapon that deals 1d6 slashing damage for another martial melee weapon that deals 1d6 piercing damage. This can occur whenever proficiencies are learned.

New Weapon Properties

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

Covert. Not being particularly obvious, 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 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.

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
Garrote	2 gp	1d4 bludgeoning	1/8 lb	Finesse, special, two-handed
Knuckle, brass	3 gp	1d4 bludgeoning	1 lb	Disarm immune, 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)
Tonfa	7 gp	1d4 bludgeoning	2 lb	Finesse, light, special
<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	1d6 slashing	2 lb	Disarm immune, finesse
Harpoon	8 gp	1d6 piercing	8 lb	Special, thrown (range 30/100), two-handed
Jian	15 gp	1d8 slashing	3 lb	Finesse
Katana	25 gp	1d6 slashing	3 lb	Finesse, versatile (2d4)
Katar	7 gp	1d6 piercing	2 lb	Disarm immune, finesse
Khopesh	10 gp	2d4 slashing	2 lb	—
Nunchaku	10 gp	1d8 bludgeoning	2 lb	Finesse
Sheath, sword	3 gp	1d4 bludgeoning	1 lb	Finesse, light
Sword, cane	20 gp	1d6 slashing	3 lb	Covert, finesse
<i>Martial Ranged Weapons</i>				
Shuriken	1 sp	1d4 piercing	1/4 lb	Light, special, thrown (range 40/100)

Special Expanded Weapons

Dagger, boot toe. You wield this weapon without using a hand, using instead the foot the dagger is affixed to. You can only make one attack on your turn when attacking with this weapon, but attacks this weapon makes have advantage against any creature that did not know this weapon was present.

Garrote. You can only make an attack with a garrote when you have advantage on the attack roll, and can only use it to attack a small or medium creature that breathes. On a hit, you deal damage and the target is grappled by you (escape DC 13). Until the grapple ends, the target cannot breathe or speak, and attacks made against the target using your garrote have advantage.

Harpoon. After throwing this weapon, you can use a bonus action to return it to your grasp by pulling a rope attached to its end. If this weapon has hit a creature size Large or smaller, you can attempt to pull it closer to you when you return the harpoon. Make a Strength (Athletics) check contested by the creature's own Strength (Athletics), pulling the creature 5 feet closer to you in a straight line if you are successful.

Sap. When you attack a surprised humanoid or beast with this weapon and deal damage, you can attempt to knock the target unconscious. If the target has 15 or fewer hit points after your attack deals damage, the target falls unconscious. A target rendered unconscious in this way remains so for up to a minute, or until an adjacent creature uses an action to rouse the target. You can only attempt to render a creature unconscious once on each of your turns.

Shuriken. You can hold up to three of this weapon in one hand at one time, but must use separate attacks to attack with each one.

Tonfa. While wielding one of these weapons in each hand, you gain a +1 bonus to AC and you qualify as having an equipped shield for all abilities and features other than the Unarmored Defense class feature.

Expanded Weapons and Martial Arts

Often hailing from distant lands, monks are natural acquaintances of many of these weapons. Any simple melee weapons that don't have the two-handed or heavy properties listed here are monk weapons, as are the claw, katana, katar, and shuriken.

The jian and nunchaku have a higher damage than is typically present in a monk one-handed weapon, though neither option is particularly imbalanced, as monks rely on their Martial Arts feature more than two-weapon fighting attacks. Similarly, a scythe does not do a greater amount of damage than other monk weapons, but has the two-handed property, which other monk weapons lack. Whether the jian, nunchaku, and scythe are monk weapons is up to your DM to determine.

Exotic Weapons

Some weapons are strange and unique enough to defy expectation. These exotic weapons require a special set of knowledge and training techniques to use, and proficiency may not be gained with them via regular means.

Rather, gaining proficiency in an exotic weapon necessitates the use of a feat, or an extensive quest in a game without feats. Further, without proficiency, a character is unable to use the burst fire or special properties that exist on exotic weapons.

Once proficiency is gained, however, 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. An exotic melee weapon must still possess the finesse property to function with a rogue's Sneak Attack feature, however.

New Feat: Exotic Weapon Proficiency

You have trained extensively with specialized or particularly unique weapons. When you take this feat, increase your choice of your Strength or Dexterity score by 1 (to a maximum of 20) and gain proficiency with one exotic weapon of your choice.

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 proficiency in that particular exotic weapon.

New Exotic Weapon Properties

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

Double Weapon. When you take the Attack action and make a two-handed attack with a weapon that has this property, you can use a bonus action to make a melee attack with the back end of the weapon. This attack uses the same ability modifier as the primary attack for its roll to hit and its damage.

The back end of the weapon is considered to have all the same properties as the front end, except double weapon, and can have additional properties that are listed with its entry on the weapon table, alongside the damage die and type for the back end of the weapon.

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. This condition cannot be recovered from until the creature frees itself by using an action to make its choice of either a Strength (Athletics) or Dexterity (Acrobatics) check with a DC of 13. An adjacent creature can also use its action to attempt to free a trapped creature, but can only make a Strength (Athletics) check to do so. Alternatively, a creature can destroy the bola by dealing 5 slashing damage to it (AC 10).

When you would have advantage on an attack roll made with a bola, you can choose to instead make your attack roll without advantage. If you do so and hit with the attack, you can have the bola wrap the target, rendering them both restrained and prone. A creature subjected to this recovers from being restrained if the bola is destroyed or if it succeeds on the check described previously, but any checks made to recover from being wrapped have disadvantage.

A bola has no effect on creatures that are formless (such as ghosts or oozes) or that are Huge or larger.

Chain, spiked. In place of one of the attacks you would make with this weapon on your turn, you can attempt to grapple a Large or smaller creature within the weapon's reach by rolling an attack against it. If this attack hits, the creature takes no damage from the attack but is grappled by you (escape DC 13).

Until this grapple ends, the bonus action attack provided by the double weapon property can only target the grappled creature, but deals an additional 1d4 piercing damage on a hit. You can only have one such grapple made at any time.

Chakram. Once per turn when you make a ranged attack with this weapon, you can choose to ricochet the weapon between up to five enemies within short range. Roll a single attack versus AC as usual, and divide that single attack's worth of damage evenly between any enemies this attack would hit (rounding down, if necessary).

You add to the overall damage features that enhance an attack's damage, such as Divine Smite or similar. Features or portions thereof that apply damage only to specific types of creatures (such as the additional damage to undead or fiends from Divine Smite) or that target creatures in a certain specific situation (such as Sneak Attack) only apply their damage if they could be applied independently to every enemy hit with the attack.

Kusari-Gama. Once on your turn when you make an attack with the back end of this weapon using the double weapon property, you can attempt to disarm an enemy within reach. On a hit, the attack deals no damage, but you disarm a weapon or small item that your target is holding and pull the object up to 10 feet closer to you.

Shield, spiked. This spiked shield counts as a shield for all applicable class features, including a monk's Unarmored Defense, granting the normal +2 AC a shield provides. This is not cumulative with the bonus provided by a regular shield.

Spade, monk's. Instead of the back end attack provided by the double weapon property, you can attempt a Shove special attack (*Player's Handbook*, page 195) using a bonus action instead of an action.

Sword, two-bladed. If you make a melee attack against a creature with this weapon, that creature can't make opportunity attacks against you for the rest of your turn.

Exotic Weapons

Name	Cost	Damage	Weight	Properties
<i>Exotic Melee Weapons</i>				
Chain, spiked	30 gp	2d4 piercing	10 lb	Double weapon, heavy, reach, special, two-handed
<i>back end</i>		1d4 piercing		—
Chakram	10 gp	1d6 slashing	2 lb	Finesse, light, returning, special, thrown (range 15/30)
Kusari-gama	15 gp	1d8 slashing	3 lb	Double weapon, finesse, two-handed
<i>back end</i>		1d4 bludgeoning		Reach, special
Shield, spiked	12 gp	1d6 piercing	8 lb	Light, special
Spade, monk's	5 gp	1d8 slashing	10 lb	Double weapon, finesse, reach, two-handed
<i>back end</i>		1d6 slashing		Special
Sword, two-bladed	25 gp	1d8 slashing	8 lb	Double weapon, finesse, heavy, special, two-handed
<i>back end</i>		1d8 slashing		—
<i>Exotic Ranged Weapons</i>				
Bola	1 gp	1d4 bludgeoning	2 lb	Light, special, thrown (range 20/40)
Repeating crossbow, hand	100 gp	1d6 piercing	4 lb	Ammunition (range 30/120), burst fire, light, reload (10 shots)
Repeating crossbow, heavy	75 gp	1d10 piercing	20 lb	Ammunition (range 100/400), burst fire, heavy, reload (20 shots), two-handed

Magical Exotic Weapons

Included here are a small assortment of enchanted exotic weapons, for use as your DM sees fit.

Bladed Rose

Weapon (shield, spiked), rare (requires attunement)

A rose-and-thorns motif is inlaid upon this shield with a fine layer of rose gold. While you are attuned to this shield, you gain knowledge of the *thorn whip* cantrip. In addition, once per day when you are hit by an attack while holding this shield, you can use a reaction to cast *entangle* without a spell slot on a point 20 feet away from you that you may see, which includes the creature that attacked you within the spell's area. When you attune to this shield, you choose whether Charisma, Intelligence, or Wisdom is your spellcasting ability for these spells.

Chain of Infernal Torment

Weapon (chain, spiked), very rare (requires attunement)

While you hold this black iron chain, you gain knowledge of the Infernal language, and any Charisma (Persuasion) checks you make against lawful fiends are made with advantage.

Additionally, as a bonus action you can speak a command word in Infernal, which causes the chain to ignite with sulfurous hellfire. This hellfire sheds bright light in a radius of 40 feet, and dim light 40 feet beyond that. While ignited, attacks made with this chain deal an extra 2d4 fire damage on a hit. These flames last until you dismiss them by speaking the command word as another bonus action, or until you are no longer holding the chain.

Clockwork Crossbow

Weapon (any repeating crossbow), rare (requires attunement)

A masterwork arcano-mechanical contraption, this crossbow is strung with adamantine wire and has a series of glass lenses that provide various levels of magnification. This crossbow does not have the reload property, and instead automatically manifests bolts of arcane force. These bolts deal force damage instead of the weapon's normal damage type. A creature using this crossbow can still manually load bolts of any type to be used instead, if they so choose.

When using burst fire with this crossbow, the affected area can be expanded to a 15 foot square, rather than a 10 foot square.

Eye of the Gods

Weapon (chakram), rare (requires attunement)

This golden circular disk has a series of interwoven brass bands in its otherwise empty center, forming the shape of a stylized iris. Attacks made with this weapon ignore all cover besides total cover, and ignore disadvantage from being used in long range.

This weapon has 4 charges. An attuned creature can expend 1 charge to cast *clairvoyance*, or expend 2 charges to cast *arcane eye*, both of which require no spell slots or material components. This weapon regains 1d4 charges every morning at dawn.

Falling Harvest

Weapon (kusari-gama), very rare (requires attunement)

Constructed entirely of silver, the haft of the kama portion of this weapon is engraved with row upon row of creeping vines, while the blade is stylized to look like a crescent moon. When you make a bonus action attack with the back end of this weapon using its double weapon property, you can attack twice instead of

once. Further, any attacks you make with this weapon have advantage against creatures with the shapechanger subtype.

Once per day, an attuned creature can use this weapon to cast *moonbeam* without expending a spell slot or material components. When you attune to this weapon, choose Charisma, Intelligence, or Wisdom as the spellcasting ability for this spell.

Guardian's Blades

Weapon (sword, two-bladed), rare (requires attunement)

A ceremonial set of elven blades used by royal guards, slightly curved and inset with electrum embellishments representing the wind. A creature that is attuned to this weapon gains 15 temporary hit points each day at dawn, that last until they are lost.

This weapon has 4 charges. An attuned creature can expend 1 charge to cast *misty step*, or 2 charges to cast *warding bond*, using the actions associated with these spells. Cast in this way, neither spell requires a spell slot or any material components. This weapon regains 1d4 charges every dawn.

Spade of Burial Rites

Weapon (spade, monk's), uncommon (requires attunement)

This monk's spade is engraved with a human skull surrounded by holy runes on the flat end. Any attack this spade makes against an undead target deals an additional 2d6 radiant damage. In addition, both undead creatures killed by this spade and corpses buried in a hole dug by this spade cannot be raised as undead creatures for the following 30 days.