Expanded Armory and Gear Vol. 2

A few more weapons and shields for the world's greatest roleplaying game.

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Expanded Armory and Gear

The marketplace teems with buyers and sellers of many sorts: dwarf smiths and elf woodcarvers, Halfling farmers and gnome jewelers, not to mention humans of every shape, size, and color drawn from a spectrum of nations and cultures. In the largest cities, almost anything imaginable is offered for sale, from exotic spices and luxurious clothing to wicker baskets and practical swords.

For an adventurer, the availability of armor, weapons, backpacks, rope, and similar goods is of paramount importance, since proper equipment can mean the difference between life and death in a dungeon or the untamed wilds. This document details the mundane and exotic merchandise that adventurers commonly find useful in the face of the threats that the worlds of D&D present.

Expanded Weapons

Name	Cost	Damage	Weight	Properties
Martial Melee Weapons				
Bladed Tonfa	5 gp	1d4 slashing	2 lb.	Finesse, Light, Special
Cutlass	15 gp	1d6 slashing	3 lb.	Finesse, Light. Special
Dire Flail	90 gp	1d8 bludgeoning	10 lb.	Special, Two-Handed
Double Mace	125 gp	1d8 bludgeoning	25 lb	Heavy, Special, Two-Handed
Double Scimitar	125 gp	1d6 slashing	15 lb.	Special, Two-Handed
Double-Bladed Sword	100 gp	1d8 slashing	10 lb.	Special, Two-Handed
Gladius	10 gp	1d6 slashing	3 lb.	Finesse, Light
Hook Sword	25 gp	1d6 slashing	3 lb.	Finesse, Light, Special
Jian	20 gp	1d8 piercing or slashing	2 lb.	Finesse, Light
Kanabo	50 gp	1d12 bludgeoning	20 lb.	Heavy, Two-Handed
Khopesh	15 gp	1d6 slashing	4 lb.	Finesse, Special
Kopis	10 gp	1d6 slashing	3 lb.	Finesse, Light
Kukri	8 gp.	1d4 slashing	2 lb.	Finesse, Light
Kunai	5 gp	1d4 piercing	2 lb.	Finesse, Light, Thrown (20/60)
Naginata	10 gp	1d12 slashing	15 lb.	Reach, Special, Two-Handed
Orc Double Axe	60 gp	1d8 slashing	15 lb.	Heavy, Special, Two-Handed
Ranseur	10 gp	2d4 piercing	12 lb.	Reach, Special, Two-Handed
Ring Blade	100 gp.	1d10 slashing	8 lb.	Finesse, Special, Thrown (Range 10/30), Two-Handed
Sapara	2 gp	1d4 slashing	2 lb.	Finesse, Light, Special
Spiked Chain	25 gp	2d4 piercing	10 lb.	Finesse, Special, Two-Handed
Martial Ranged Weapons				
Harpoon	15 gp	1d10 piercing	6 lb.	Ranged, Special, Thrown (Range 20/60)
Slingshot	5 sp	1d4 bludgeoning	1 lb.	Ammunition (Range 20/60), Finesse, Two-Handed

Expanded Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

However, sometimes you are going to want your character to utilize some more adventurous and exotic arms when you bring them to life. Maybe you wish your character to have a more of an Oriental theme to his background. As such, you will want to know how variations of certain standard weapons function.

The Expanded Weapons table shows these more specialized weapons used in the worlds of D&D, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A melee weapon is used to attack a target within 5 feet of you, whereas a ranged weapon is used to attack a target at a distance.

Weapon Properties

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are simple and martial. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Proficiency

Many weapons have special properties related to their use,

as shown in the Expanded Weapons table.

Ammunition. You can use a weapon that has the ammunition properly 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.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see "Improvised Weapons" later in the section). A sling must be loaded to deal any damage when used in this way.

Finesse. 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. A heavy weapon's size and bulk make it too large for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons. See the rules for two-weapon fighting in chapter 9.

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

Range. A weapon that can be used to make a ranged attack has a range shown in parentheses after the ammunition or thrown property. The range lists two numbers. 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.

Reach. This weapon adds 5 feet to your reach when you attack with it.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

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. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands to use.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property-the damage when the weapon is used with two hands to make a melee attack.

Special Weapons

Weapons with special rules are described here.

Bladed Tonfa. Enemies have disadvantage on any saves from an attack that would allow you to disarm them when attacking with this weapon. This can be utilized as a monk weapon.

Cutlass. You have advantage to resist being disarmed with this weapon.

Dire Flail. Enemies have disadvantage on any saves from an attack that would allow you to knock them prone or disarm them when attacking this weapon. You can treat this weapon as if you are dual wielding and apply any relevant feats when wielding this weapon.

Double Mace. You can treat this weapon as if you are dual wielding and apply any relevant feats when wielding this weapon.

Double Scimitar. You can treat this weapon as if you are dual wielding and apply any relevant feats when wielding this weapon

Double-Bladed Sword. You can treat this weapon as if you are dual wielding and apply any relevant feats when wielding this weapon.

Harpoon. Whenever you land an attack with this weapon, it pierces into the enemy. They can choose to pull it out and deal an additional 1d10 of damage. As long as it remains in their body and you are holding on to the rope that the harpoon is attached to, they cannot move further away than 30 feet from you. They can attempt to yank the rope out of your hand by making a Strength check versus your own Strength check. Otherwise, they have to cut the line or pull out the harpoon to escape.

Hook Sword. Enemies have disadvantage on any saves from an attack that would allow you to knock them prone or disarm them when attacking with this weapon. If you are wielding another hook sword, you can attach them together and make your attacks with reach. This can be utilized as a monk weapon.

Khopesh. Enemies have disadvantage on any saves from an attack that would allow you to knock them prone when attacking this weapon.

Kunai. This can be utilized as a monk weapon.

Naginata. You have disadvantage when you try to attack an enemy with this weapon within 5 feet of you.

Orc Double Axe. You can treat this weapon as if you are dual wielding and apply any relevant feats when wielding this weapon.

Ranseur. Enemies have disadvantage on any saves from an attack that would allow you to disarm them when attacking with this weapon.

Ring Blade. Enemies have disadvantage on any saves from an attack that would allow you to knock them prone when attacking with this weapon.

Sapara. Enemies have disadvantage on any saves from an attack that would allow you to knock them prone when attacking with this weapon.

Slingshot. This ranged weapon utilizes ball bearings as ammunition.

Spiked Chain. Enemies have disadvantage on any saves from an attack that would allow you to knock them prone or disarm them when attacking with this weapon.
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Expanded Shields and Extras

D&D worlds are a vast tapestry made up of many different cultures, each with its own technology level. For this reason, adventurers have access to a variety of shield types and armor accessories. The Shields and Extras table collects some of the more interesting shields and options found in the game. Many warriors supplement their armor with a shield.

  The Shield and Extras table shows the cost, weight, and other properties of the special shields and accessories worn in the worlds of D&D.

  Armor Proficiency. Anyone can strap a shield to an arm. Only those proficient in the shield's use know how to wear it effectively, however. Your class gives you proficiency with certain types of shields. If you use a shield that you lack proficiency with, you have do not gain the armor class bonus associated with shield type.

  Armor Class (AC). Shield protects its wearer from attacks. The shield you wear determines your bonus armor class.

  Stealth. If the Shield table shows "Disadvantage" in the Stealth column, the wearer has disadvantage on Dexterity (Stealth) checks.

  Shields. A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by varying amounts. You can benefit from only one shield at a time.

Special Shields and Extras

Shields and extras with special rules are described here:

  Armor Blades. Whenever you succeed on a grapple check or are grappled by an enemy, that creature takes 3 slashing damage.

  Armor Spikes. Whenever you succeed on a grapple check or are grappled by an enemy, that creature takes 3 piercing damage.

  Aspis. You can choose to hide behind this shield utilizing a bonus action to grant yourself ¾ cover. However, you lose the ability to perform any extra or bonus attacks while doing this and your movement is cut in half.

  Shield Spikes. If you have the Shield Master feat and utilize the ability to shove a creature, that creature takes 3 piercing damage.

  Tower Shield. You can choose to hide behind this shield utilizing a bonus action to grant yourself total cover. However, you lose the ability to perform any extra or bonus attacks while doing this and your movement is cut in half.

  Wrist Buckler. You can attack with a weapon held in the same arm that this shield is attached to and still gain the armor class bonus. However, you can only wield a light weapon in whatever arm this shield is strapped to.

Expanded Shields and Extras

Name	Cost	Armor Class (AC)	Strength	Stealth	Weight	Properties
Shield						
Aspis	20 gp	+3	Str 15	Disadvantage	15 lb.	Heavy, Special
Tower Shield	30 gp	+4	Str 18	Disadvantage	40 lb.	Heavy, Special
Wrist Buckler	15 gp	+1	-	-	3 lb.	Light, Special
Extra						
Armor Blades	50 gp	-	-	-	+10 lb.	Special
Armor Spikes	50 gp	-	-	-	+10 lb.	Special
Shield Spikes	10 gp	-	-	-	+5 lb.	Special