

DUNGEON MASTERS GUILD™

ARMS & EQUIPMENT GUIDE

ORIENTAL CAMPAIGNS

New weapons & armors
for your D&D campaigns!



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ARMS AND EQUIPMENT GUIDE FOR ORIENTAL CAMPAIGNS

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INTRODUCTION

Prepare to explore and adventure into the mysterious world of the Orient !

But, for this you will have to be well armed and armored. Don't worry, this guide got you covered. You won't have to explore the ancient Asiatic steppes with your monk carrying a weapon of medieval Europe with you.

I have compiled an extensive list of Chinese, Japanese and Thai weapons for you to equip your PC. Some comes from 2nd edition *Player's Options: Combat & Tactics* and *The Complete Ninja's Handbook*, but many come from extensive research on the diverse weaponry of ancient Oriental worlds.

Please note that some item are not necessarily upgrades on standard Player's Handbook gear as much as flavor gear to give dept and texture to your characters. In the list of possible weapons for Asian adventures, I have included some from the *Player's Handbook*, and others contained in the *Arms & Equipment Guide - 5e* which I previously made available on Dmsguild.com (<https://goo.gl/iWo3nC>). If have identified origins of weapons and armor from other books in the tabs presented in this PDF.

I have done my best to harmonize the weapon damage and cost to the standards of the 5th edition Player's Handbook, but sometimes there were inconsistencies in the cost relative to damage, or in the actual real weight of the weapons, so I had to use common sense.

I hope that this resource will save you time and give you more flavor to your games, by making readily accessible a whole array of armament to arm your hero and villains alike in their glorious encounters.

For DMs: Of course the informations and equipments available in this book encompass many era and regions, so you want to pick and choose what suits your campaign setting and period era. For this, we have provided you with a table showing the availability of the gears proposed in this book in different ages that you can select for your campaign. Feel free to remove any items that don't fit the vision of your game.

Historical Accuracy: I have not done any research on this regard other than use the original manuals from AD&D 2nd. But the original writer and TSR team had made "every attempt to ensure that the information presented here [was] historically accurate."

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CHAPTER 1 - WEAPONS

This chapter will give a whole array of [Oriental weapons available](#) to the players and list the already existing weapons that would be adequate for Asian Campaigns.

Table 1.1

Weapons				
Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Bo (staff)	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8)
Chopsticks	1 cp	+1 piercing	-	Light, Finesse, unarmed fighting
Fang	5 gp	1d6 piercing	3 lb.	-
Gunsen (war fan)	10 gp	1d3 slashing	1 lb.	Light, Finesse, AC +1
Hanbo (half staff)	5 cp	1d4 bludgeoning	1 lb.	Light, Finesse, dual wielder
Jitte	2 gp	1d4 piercing	1 lb.	Light, finesse, special, dual wielder
Jo (stick)	1 sp	1d6 bludgeoning	2 lb.	-
Kama (sickle)	1 gp	1d4 slashing	2 lb.	Light, finesse
Kawanaga (grapnel)	1 gp	1d4 piercing	1 lb.	Finesse, light, reach, special, thrown (range 20/60)
Kiseru (pipe)	1 gp	1d4 bludgeoning	1 lb.	-
Yari (spear)	1 gp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Parang (chopping blade)	5 gp	1d6 slashing	5 lb.	Light
Siangkam	1 gp	1d4 piercing	1 lb.	Light, finesse
Sling, staff	3 sp	1d4 range bludgeoning	4 lb.	Ammunition (range 40/150), special
Tanto (dagger)	1 gp	1d4 slashing	1 lb.	Finesse, light
Tonfa (handle)	5 cp	1d6 bludgeoning	1 lb.	Finesse, light, AC +1, dual wielder
Uchi-ne (short javelin)	1 gp	1d4 piercing	1 lb.	Light, thrown (15/45)
Yoroi-toshi	5 gp	1d4 piercing	1/2 lb.	Light, finesse, special
Nunchaku (threshing flail)	3 gp	1d6 bludgeoning	3 lb.	Finesse, light, special
Sai (short trident)	5 gp	1d4 piercing	2 lb.	Light, finesse, AC +1, special, dual wielder
<i>Simple Ranged Weapons</i>				
Pellet bow	3 gp	1d4 bludgeoning	5 lb.	Ammunition (range 60/240), light, loading
Hankyu (half bow)	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
<i>Martial Melee Weapons</i>				
Large Shuriken	5 sp	1d6 piercing	1/2 lb.	Finesse, light, thrown (20/60)
Shakujo yari (staff spear)	2 gp	1d6 bludgeoning or piercing	4 lb.	Thrown (20/60), versatile (1d8), special
Butterfly knife	5 gp	1d4 slashing	2 lb.	Light, finesse, AC +1, dual wielder
Tiger-head hook swords	10 gp	1d6 slashing or piercing	3 lb.	Light, finesse, special, dual wielder
Wind & fire wheels	10 gp	1d6 slashing, piercing	2 lb.	Light, finesse, thrown (15/45), dual wielder
Emei Piercer	5 gp	+1d2 piercing	-	Light, finesse, unarmed fighting, special
Sun & Moon spear swords	15 gp	1d4 slashing	2 lb.	Light, finesse, AC +1, special, dual wielder
Bagua broadsword	20 gp	2d4 slashing	4 lb.	Two-handed, heavy, AC +1
Tai chi jiang (straight sword)	25 gp	1d6 slashing	3 lb.	Finesse, light
Double jiang (double straight sword)	60 gp	1d6 slashing	5 lb.	Finesse, light, split weapon
Dao (Chinese broadsword)	15 gp	1d8 slashing	3 lb.	Finesse, light
Double Dao (double broadsword)	35 gp	1d8 slashing	5 lb.	Finesse, light, split weapon
Nine ring broadsword	20 gp	1d8 slashing	3 lb.	Heavy, special
Deer horns	5 gp	1d4 slashing or piercing	1 lb.	Finesse, light, thrown (20/60), dual wielder
Melon hammers	5 gp	1d6 bludgeoning	3 lb.	Versatile, light, dual wielder

Weapons				
Name	Cost	Damage	Weight	Properties
<i>Martial Melee Weapons</i>				
Sun & moon ring	5 gp	1d4 slashing	1 lb.	Finesse, light, special, dual wielder
Kau sin ke (whipping chain)	15 gp	1d4 piercing	10 lb.	Two-handed, reach 2, finesse, special
Kusari-gama (chain-sickle)	3 gp	1d6 slashing	3 lb.	Two-handed, finesse, reach, special
Kyogetsu-shogi (cord-and-dagger)	2 gp	1d4 piercing	1 lb.	Two-handed, finesse, reach 2, special
Lance, light horse	6 gp	1d8 piercing	5 lb.	Thrown (range 20/60), special
Manriki-gusari (chain wip)	5 gp	1d2	2 lb.	Thrown (range 20/60), special
Nekode (climbing claws)	1 gp	1d4 slashing	1/2 lb.	Light, finesse, special, unarmed fighting, dual wielder
Chigiriki (flail)	10 gp	1d8 bludgeoning	6 lb.	-
Sang kauw (two-headed spear)	2 gp	2d6 piercing	10 lb.	Two-handed, heavy, AC +2
Bokken (wooden sword)	10 gp	1d4 bludgeoning	6 lb.	Versatile (1d6)
Darn den (Japanese broadsword)	20 gp	2d4 slashing	4 lb.	Heavy
Katana (samurai long sword)	70 gp	1d10 slashing	6 lb.	Finesse, versatile (1d12)
Ninja-to (ninja sword)	12 gp	1d8 slashing	5 lb.	Finesse
No-dachi (two-handed sword)	100 gp	2d8 slashing	10 lb.	Two-handed, heavy, reach
Tetsu-to (iron sword)	35 gp	3d6 bludgeoning	15 lb.	Two-handed, heavy, special
Wakizashi (samurai short sword)	35 gp	1d8 slashing	2 lb.	Finesse, Light
Three-section staff	10 gp	1d6 bludgeoning	5 lb.	Finesse, two-handed, AC +1, special
Lajatang	20 gp	1d10 slashing or piercing	6 lb.	Two-handed, heavy, double weapon, special
<i>Polearms</i>				
Sode garami (sleeve entangler)	5 gp	1d4 bludgeoning	5 lb.	Two-handed, heavy, reach, special ¹
Ge (dagger-axe)	10 gp	1d8 slashing	9 lb.	Two-handed, heavy, reach, special ¹
Ji (dagger-axe with spear)	15 gp	1d8 slashing or piercing	11 lb.	Two-handed, heavy, reach, special ¹
Quinglong ji (spear with crescent blade)	15 gp	1d8 slashing or piercing	10 lb.	Two-handed, heavy, reach ¹
Fangtian ji (spear with 2 crescent blades)	20 gp	2d6 slashing or piercing	12 lb.	Two-handed, heavy, reach ¹
Guan dao	35 gp	2d4 slashing	13 lb.	Heavy, reach, versatile (2d6), special ¹
Podao	15 gp	2d6 slashing	11 lb.	Two-handed, heavy, reach, special, charge breaker ¹
Ngao	20 gp	1d10 slashing	10 lb.	Two-handed, heavy, reach ¹
Yue Ya Chen (Monk's spade)	25 gp	2d4 slashing or piercing	13 lb.	Two-handed, heavy, reach, special ¹
Dragon long pole	8 gp	1d10 bludgeoning	5 lb.	Two-handed, heavy, special, reach 2 ¹
Fisherman's Fork	5 gp	1d6 piercing	9 lb.	Two-handed, heavy, charge breaker, reach ¹
Monk's Staff	15 gp	1d8 bludgeoning	10 lb.	Two-handed, heavy, reach, special ¹
Wolf teeth club	20 gp	2d6 piercing	14 lb.	Two-handed, heavy, reach ¹
Woldo	25 gp	1d12 slashing	11 lb.	Two-handed, heavy, reach ¹
Kumade (rake)	5 gp	1d6 piercing or bludgeoning	4 lb.	Two-handed, heavy, special, reach ¹
Nagamaki	15 gp	1d8 slashing	6 lb.	Heavy, versatile (1d10), special ¹
Naginata (halberd)	20 gp	1d10 slashing	4 lb.	Two-handed, heavy, reach ¹
<i>Martial Ranged Weapons</i>				
Daikyu (great bow)	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Chu-konu (repeating light crossbow)	250 gp	1d8 piercing	7 lb.	Ammunition (range 100/400), special, two-handed

1 = Considered a polearm when held in two hands, with Polearm Master applying to this weapon but using the weapon's non-versatile damage instead for the weapon's opposite end attacks.

Weapons				
Name	Cost	Damage	Weight	Properties
<i>Ammunitions</i>				
Fukimi-bari (mouth darts)	1 sp	1 piercing	-	Mouth thrown (range 5/10), unarmed fighting, special
Metsubishi (blinding powders)	1 sp	-	1 lb.	Ammunition (range 5/10), special
Nage teppo (grenades)	15 gp	1d8 force	1/2 lb.	Thrown (range 20), special
Shuriken (throwing star)	3 sp	1d4 piercing	-	Thrown (range 20/60), light
Stinkpot (for staff-sling)	5 gp	-	1 lb.	Thrown (range 30/120), special
<i>Extras</i>				
Tetsu-bishi (caltrops) (bag of 20)	1 gp	-	2 lb.	-

SPECIAL WEAPONS

Weapons with special rules and/or description are described here.

Bagua broadsword. Chinese two-handed broadsword with one-edged flexible blade.

Bo. Japanese quarterstaff.

Bokken. Japanese practice katana of either bamboo or sculpted wood.

Butterfly knife. Chinese thick knives with a back handle used for parrying. Not to be mixed up with fan knife switchblade.

Chigiriki. Japanese flail.

Chu-konu. Japanese repeating light crossbow. These type of crossbows require a bolt clip to be loaded onto. These clip contain 5 bolts each; they can be of either types. As long as you have remaining bolts in the clip, you can fire and reload at your normal attack rate per round. Re-cranking the crossbow lever is a free action. A full-round of action is required to reload a new clip of 5 bolts, provoking attacks of opportunity.

Chopsticks. Eating utensils could also be used to fight with unarmed attacks.

Daikyu. Japanese longbow or great bow. The bow culture is great in oriental culture throughout history, the Japanese's, the **Chinese's**, the **Arabic** archers and reputedly, the **Mongols** mounted archers. I could not include all the different bows in this guide

nor use the limited D&D mechanics to express all the nuances of each bows, but the DM is encouraged to work with willing players to give cosmetic variation on the flavor of their bow choice.

Dao. Chinese one-handed broadsword with one-edged flexible blade.

Double Dao. Chinese one-handed broadsword with one-edged flexible blade. These are two half broadswords that form together one broadsword, but can be split in combat and used as two separate Daos. Doing so in combat gives advantage because of surprise with the first attack roll made upon splitting if opponent fails a DC Wisdom 12. Both Dao fit into a single scabbard.

Darn den. Japanese broadsword.

Deer horns. Chinese internal kung-fu dual-wield weapon made of two flat half-moon blades with handles.

Emei Piercer. Chinese concealment weapon made of pivoting mini spear attach to finger rings. A weapon of aristocracy and noble, it could be sprung on unsuspecting opponent. You have advantage on surprise attacks with it.

Fang. Japanese heavy iron weapon similar to a large animal goad. The end is sharp with a hooked point beneath it.

Gunsen. An iron fan that could be concealed easily when warrior couldn't have access to their main weapon or for woman to give them some measure of defense given their station not used to carry weapon in certain settings.

Hanbo. Japanese half staff of about 2-3 feet.

Hankyu. Japanese shortbow or half bow. Typically the bow used by horse archers which in more maneuverable when mounted. See also Daikyu for Oriental bows details.

Tai chi jiang. Chinese internal kung-fu double-edged flexible straight sword.

Double jiang. Chinese internal kung-fu double-edged flexible straight sword. These are two half Tai chi swords that form together one Tai chi sword, but can be split in combat and used as two separate swords. Doing so in combat gives advantage because of surprise with the first attack roll made upon splitting if opponent fails a DC Wisdom 12. Both sword fit into a single scabbard.

Jitte. Japanese weapon close to the sais, this iron bar has a hooked handle toward the point. It is very good weapon to parry and disarm opponents; you have advantage on disarm manoeuvres.

Jo. Japanese stick of 4 feet long.

Kama. Japanese sickle.

Katana. Japanese single-edged, slightly curved sword ending in a chiseled point. The traditional weapon of samurai warrior. It has the length of an European long sword. The blade passed rigorous testing before its use was accepted; having to cut through a stack of bamboo, a prisoner's limb and a metal helmet. If it failed any, the sword was re-forged and the smith executed.

Kau sin ke. Chinese whip chain of 9 links with an handle at one end and an ogive

point. On a successful hit the opponent must succeed a DC 12 dexterity check or fall prone or be disarmed. The attack type must be called before the dice are rolled.

Kawanaga. Japanese version of a length of rope with a grapnel. This weapon was typical of ninja for its multiple use as a weapon and a tool. You can make grapple or trip attacks with a fail DC 10 dexterity check from the opponent on a successful hit. You can pull back grapple with rope on a success on a DC 10 strength check.

Kiseru. Japanese tobacco pipe made of metal that could be used as a club. It is a very non-conspicuous weapon that can easily be carried everywhere.

Kusari-gama. Japanese chain-sickle with one sickle in one hand and an handle in the other linked together by a chain. The kama can be swing around to grapple and entangle opponents on a failed DC 10 dexterity check from the opponent.

Kyogetsu-shogi. Japanese cord-and-dagger weapon that Scorpion in *Mortal Combat* made famous. The Chinese equivalent also exist. You can make grapple or trip attacks with a fail DC 10 dexterity check from the opponent on a successful hit.

Lajatang. Chinese staff with one large crescent shaped blade at each of its end. It counts as a double weapon. When used two-handed, the Polearm master feats gives an attack with its weapon damage instead of the 1d4 bludgeoning on the opposite end attack. You have advantage on disarm manoeuvres.

Lance, light horse. A normal horseman's lance in an Oriental campaign. It does double damage when used atop a charging steed.



Manriki-gusari. Japanese weapon made of 2 weights linked together with a chain. Mostly used by ninja as a bolas. It can entangle itself around an opponent legs on a successful ranged trip attack and a failed DC 12 dexterity check from the target, causing it to be prone and grappled.

Melon hammers. Chinese hammer made for dual wielding, named by the shape of its head which is light to manipulate quickly because it is empty.

Nekode. Japanese ninja tool. A pair of gloves with leather straps with spiked climbing claws at the end. They give advantage to climbing checks, and are considered unarmed weapons attacks, adding its damage to the advantages of unarmed attacks.

Ninja-to. Japanese sword used by the ninja, shorter than the katana.

Nine ring broadsword. Chinese wide one-handed sword with one edge and at its back, nine rings piercing the blade, creating noise to distract opponents, disarm them, and to make stab wounds dirtier. You have advantage on disarm manoeuvres.

No-dachi. Japanese sword equivalent to the western two-handed sword. Similar in construction to the katana, including its thinner blade with only one edge.

Nunchaku. Japanese weapon coming from the farmer's threshing flail, it is very efficient in parrying attacks and disarming opponents. It can be easily concealed. You have advantage on disarm manoeuvres.

Parang. Malaysian version of the machete or chopping blade.

Pellet bow. Chinese and Japanese ancestor to the bow. It shoots pellet instead of arrows. The ancestor to the bow we know now. You can carry much more ammunitions than with arrows.

Sai. Japanese weapon very close to the jitte, efficient in the same way. It is a short trident with the 2 side prong been shorter than the middle one. You have advantage on disarm manoeuvres.

Sang kauw. A Japanese two-headed spear with a crescent half-moon blade in the middle serving as guard to shield blows.

Shakujo yari. A Japanese spear concealed as a staff with its tip either covered by rings or a sheaf. It can be uncovered in combat to surprise opponents. Doing so in combat gives advantage because of surprise with the first attack roll made upon unsheathing the point if opponent fails a DC Wisdom 12.

Large Shuriken. Japanese melee and throwing weapon version of the smaller projectile. It is bigger in size with a middle hole to be pivoted with finger and room enough to allow fighter to grip with one hand for melee combat or to throw it.

Siangkam. Malaysian weapon that looks like a dagger sized small spear held in the hand. It cannot be thrown effectively.

Sling, staff. A 3-4 feet long staff with a sling mounted on it. You can use it to throw normal sling bullet or to throw stinkpots (SEE description below). You can also use it to hit one-handed in melee to hit for 1d4 bludgeoning. If you are using stinkpots, the sling staff gains the “loading” keyword.

Sun & Moon spear swords. Chinese double knives with an handle and half-moon shape blade in the middle as a guard. Very good to disarm opponent and to block and trap weapons. You have advantage on disarm manoeuvres.

Sun & moon ring. Chinese weapon made of a flat circle shape blade with an handle along its sharp circumference and a protective guard made of crescent shaped blade. Very good for trapping arms and dealing additional damage. You have advantage on grapple manoeuvres doing automatic weapon damage on each round the opponent is trapped.



Tanto. Japanese dagger, not made for throwing. It looks more like a mini katana with its one-edge chisel blade made for slashing more than stabbing.

Tetsu-to. Japanese training sword consisting of an iron bar shaped as a two-handed sword. It is very unwieldy and you have disadvantage on all attack rolls with it, but if it manages to hit, it can deal a massive amount of damage.

Three-section staff. Chinese staff made with three sections of equal length each connected by chains. Similar to the nunchaku in idea, it pushes the concept a bit further. It is great to disarm and block, but also very hard to defend against due to its hard to forecast nature in its movements. Because of this, if it would hit by 5 or less, the opponent must make a dexterity check of DC 10 to see if he indeed parried well the weapon, the weapon hit for half its damage on a fail.



Tiger-head hook swords. Chinese traditional weapon of the Northern kung-fu school. It consist of a thin blade finishing in hook point with a spear-point under the handle at the other extremity. The handle is a crescent blade that doubles as a guard to protect the hand and also allows slashing and stabbing at close range. This weapon is very good to disarm opponent or grapple or trip them to the ground. You have advantage on disarm and trip attacks.

Tonfa. Japanese utility tool of Okinawan farmers, they are a favorite weapon of Karate masters. It consist of a wooden handle on a slightly longer than forearm stick.

Uchi-ne. Japanese short javelin that looks like an over-sized arrow. It can be thrown and then pulled back with a rope attached to it with a bonus action and a successful DC 10 strength check. It is a weapon often used by the nobility.

Wakizashi. Japanese samurai's short sword, similar in construction to the katana, it holds almost the same importance in the samurai's honor code. It is a prerogative of the samurai to be able to wear both katana and wakizashi - the pair is named *daisho* (long and short) - any other caught to wear these together would be subject to arrest or immediate execution.

Wind & fire wheels. Chinese weapon made of a flat circle shape blade with an handle along its sharp circumference and a protective guard made of crescent shaped blade like the Sun and moon rings. But it differs in the fact that the sharpness of the circle is outward only, and it has several flame-like blades protrude from the circumference of the weapon to do greater harm and stab opponent with drawback that it doesn't allow as good edge for trapping opponents limbs.

Yari. This is the common Japanese spear, it is similar to the western one.

Yoroi-toshi. Japanese weapon similar to the tanto, but as for its western counterpart, the stiletto - it is made for stabbing through heavy armors to which it gives advantage on attack roll against.

SPECIAL WEAPONS: POLEARMS

Dragon long pole. Chinese long pole of 9 feet long. You have disadvantage when using a dragon long pole to attack a target within 5 feet of you.

Fisherman's Fork. Chinese fisherman's tool for spearing fish. It looks like a trident without the middle prong.

Ge. Chinese polearm weapon of the Shang dynasty until at least the Han dynasty, the Ge, or dagger-axe, consist of a dagger-shaped blade mounted in

perpendicular to a long shaft's tip. You have advantage for grappling, tripping or dismounting attack rolls you make.

Guan dao. Chinese polearm weapon of the generals, it consist of a large curved-shaped blade at the end of a 6 feet wooden or metal pole, with a 4-bladed heavy spear tip to counter-weight at the opposite end. Used two-handed, the Polearm master feats gives a 1d6 piercing and not a 1d4 bludgeoning on the opposite end attack.

Ji. Chinese polearm similar to the Ge, but doubled with a long spear point on the same tip of the dagger-axe blade. You have all the same advantage in combat as with the Ge.

Fangtian ji. Chinese polearm with a long spear point with 2 crescent blades on each sides.

Quinglong ji. Chinese polearm similar to a Fangtian ji, but with only one crescent blade.

Kumade. Japanese polearm with a rake head fitted at one end. The ninja used them as weapon doubling its use as climbing tool by setting the prongs in a crack or ledge, and then climbing the shaft. You have advantage to climbing check made with this tool/weapon. It is a non-conspicuous weapon to carry around and won't attract attention to it.

Monk's Staff. Chinese polearm of the high ranking of Shaolin Temple. It consist of a lamp-shaped head with inner rings. You have advantage on grappling, disarming and tripping attack rolls.

Nagamaki. Japanese version of the horseman's longsword with a 2' or more handle. It can be couched with one arm atop a charging steed for double damage on a successful hit. Its name means "long wrapping".

Naginata. Japanese version of the halberd. It is slightly more lightweight with a curved sword-like blade.

Ngao. Thai polearm traditionally used by elephant riding cavalry. It has a long and wide blade at one end. It is similar to the Woldo in construction.

Podao. Chinese polearm made for infantry to receive charge and cut down its riders. It has a lighter saber-like blade at one end and a sharpen ring at the other. Used two-handed, the Polearm master feats gives a 1d4 slashing and not a 1d4 bludgeoning on the opposite end attack.

Sode garami. Japanese version of the mancatcher, the sleeve entangler is a 7 feet tall multiple barbed heads facing forward and backwards. It is designed to entangle in the sleeves of the target and clothing on a fail DC 15 dexterity to give advantage on disarm, grapple and restraining maneuver.

Yue Ya Chen. Chinese polearm of the Shaolin monk, the Yue Ya Chen, or Monk's spade, was composed of a large crescent blade at one end and a shovel-shaped large flat axe-like blade at the other. It was dual-purposed, as it served has a weapon, but also as a shovel for digging to fulfill the monk's religious duty to bury the dead. You have advantage on disarm manoeuvres.

Wolf teeth club (Lang Ya Bang). Chinese polearm of intimidating construction with its long mace of large teeth-like spikes covering it. It is fully-made of metal and has a spike at the opposite end. Used two-handed, the Polearm master feats gives a 1d4 piercing and not a 1d4 bludgeoning on the opposite end attack.

Woldo. Korean polearm, a variation of the Chinese Guan dao but with no spear tip and its unwieldiness requires two-handed at all time.



AMMUNITIONS & EXTRAS:

New ammunitions with special rules are described here.

Repeating crossbow bolts clip (5 bolts clip). The clips can contain 5 bolts of any types. They are used to reload repeating crossbows. These come with no bolts as they need to be purchased separately.

Pellet bolt. Bolt needed to shoot with pellet bow. They do bludgeoning damage as their tip is made of little round pellets.

Fukimi-bari. Japanese mouth darts that are blown into the face of an opponent as a surprise attack - bonus action. They can be fired individually or all at once. When fired individually, an attack roll is made for each dart; a successful hit does 1d2 piercing damage. When fired in group, the damage dice is equal to twice to number of darts. Five darts fired would equal to 1d10 damage. You can have up to 10 darts in your mouth. Since, the darts are held in the mouth, they cannot be poisoned. The range on these is very poor and armor penetration is inexistent. For this reason, you have disadvantage on attacks made against any type of armor, and they are completely inefficient against heavy armor.

Metsubishi. Japanese blinding powder charge to be fired with a blowgun at an opponent's face to blind him for 1d4 rounds

if he fail a DC 15 constitution check. Since you must hit the face to be efficient, the attack is considered a called shot made at disadvantage.

Nage teppo. Japanese ninja grenade weapon. They explode upon contact with the target. They don't require an attack roll but will require a DC 12 constitution check for half damage from all creatures in the zone of effect. The damage area is a 10'x10' cube.

Shuriken. These are the famed throwing stars of the Japanese ninja. They are different star shaped sharpened flat disk to be thrown at targets. They can be easily dissimulated and since you can hold more than one in your hand, you can throw them very fast; they can be thrown as a bonus action in addition to normal attack on action.

Stinkpot. A clay vessel filled quicklime. Unwieldy to carry around on adventuring, but handy in other battles. When it breaks upon a successful hit, everyone in a 15'x15' cube must succeed on a DC 12 constitution check or be unable move at more than half their normal rate and attack at disadvantage for 1d4 rounds.

Tetsu-bishi. These are the Japanese equivalent of caltrops. They operate exactly as their western counterpart.



WEAPONS RULES DESCRIPTIONS:

Polearms: All weapon falling in the polearms category are affected by the *Polearm master* feat of the *Player's Handbook*.

Charge breaker: This weapon inflicts double weapon damage when firmly set to receive a charging opponent.

Double weapon: You can use these weapon with either one or two hands. If you use with one hand, you may attack with only one of the weapon's end. But if you use two-hand, it becomes the equivalent of using 2 weapons. With two-hands combat, you have advantage on disarm manoeuvres, and the weapon it considered a polearm for

Polearm Master feat additional opposite end attack.

Split weapon: It is a type of sword that can be either used as a whole or separated in two equal weapon of the same type for surprise in combat.

Dual wielder: If you use these weapons in pair, you gain the bonuses of the feat "Dual Wielder" when using them together, regardless if you have it selected or not. The price and weight for these weapons is per weapon.

Unarmed weapon: Can be used as if you were not using any weapons to make unarmed attacks with the normal damage in addition to the one the weapon adds to it.



WEAPONS TECHNOLOGY AND CULTURE

The equipment list presented in the *PHB* is assuming your campaign is set in a standard fantastic/medieval setting. But, here we are designing Oriental campaigns.

This table will work as a suggestion tool to allow to know if the weapons listed in the *PHB* would be accessible to your player in an Oriental campaign. Here are also included the additional armor in the *Arms & Equipment Guide - 5e* which I previously made available on Dmsguild.com (<https://goo.gl/iWo3nC>). They are marked as such for reference. This is by no mean a fix thing, and it can be tweaked to fit your liking and your setting.

Table 1.2

Name	Available
<i>Martial Melee Weapons</i>	
Battleaxe	A
Flail	
Greataxe	A
Greatsword	R
Lance	A
Longsword	R
Maul	A
Morningstar	
Rapier	
Scimitar	R
Shortsword	A
Trident	A
War pick	
Warhammer	R
Whip	A
Heavy mace	A
Kukri	R
Main-gauche	
Scourge	A
Stiletto	R
Bastard sword	R
Khopesh	
Broadsword	R
Falchion	
Tulwar	
Scythe	R
Longspear	A
Claymore	R
Cutlass	
Gladius	
Sabre	A
Spiked chain	R
Heavy fail	
Dire flail	
Double axe	
Double-bladed sword	

Name	Available
<i>Martial Melee Weapons</i>	
<u>Polearms</u>	
Glaive	R
Halberd	R
Pike	
Quarterstaff	A
Mancatcher	A
Guisarme	R
Bill-guisarme	R
Glaive-guisarme	
Guisarme-voulge	
Voulge	R
Ranseur	
Awl pike	
Bardiche	
Bec de corbin	
Fauchard	
Fauchard-fork	
Hook fauchard	
Lucern hammer	
Military fork	
Partisan	
Spetum	
<i>Martial Ranged Weapons</i>	
Blowgun	A
Crossbow, hand	
Crossbow, heavy	A
Longbow	R
Net	A
Longbow, composite	
Lasso	A
Bolas	R
Crossbow, repeating heavy	
Crossbow, repeating light	R

Name	Available
<i>Simple Melee Weapons</i>	
Club	A
Dagger	R
Greatclub	
Handaxe	A
Javelin	A
Light hammer	R
Mace	A
Sickle	R
Spear	A
Gauntlet	
Gauntlet, spiked	
Katar (Punching Dagger)	
Light pick	R
Sap	
Adze	
Boomerang	
Harpon	
Machete	R
<i>Simple Ranged Weapons</i>	
Crossbow, light	A
Dart	A
Shortbow	R
Sling	A
Shortbow composite	
Pellet bow	A

CHAPTER 2 - ARMORS

In this chapter I have included a list of the already existing armors that would be adequate for Asian Campaigns. I gave visual references for the Oriental armors available to the players as most of the types used are similar to their European counterparts, differing only in their look and aesthetics, but achieving the same protection. I have put note on differences these might have had in oriental settings, but didn't add or change stats for any.

Here are also included the additional armor in the *Arms & Equipment Guide - 5e* which I previously made available on Dmsguild.com (<https://goo.gl/iWo3nC>). They are marked as such for reference.

The armors shown are within the realistic of what was used to follow the same choice that Wizard did in their own choice of regular armors in the *PHB*. You are welcomed and strongly encouraged to add to your game, armor of fantasy gleaned from Asian action movies such as *The Great Wall* and others.

LIGHT ARMOR

Padded. (PHB)

Leather. (PHB)

Studded leather. (PHB)

Bark.

Wicker.

Wood.

Bone.

Cord.

MEDIUM ARMOR

Hide. (PHB) Usually the constitution of a Japanese samurai's armor (Dō), mixed with a cuirass and lamellar, but some were also made of plate armor.

Scale mail. (PHB)

Breastplate. (PHB)

Half plate. (PHB)

Coin Armor.

Brigandine Armor. Very popular among Mongols.

Lamellar. The armor worn by most of the terracotta soldiers of China's First Emperor.

HEAVY ARMOR

Ring mail. (PHB)

Chain mail. (PHB)

Splint. (PHB)

Plate. (PHB) Some Japanese samurai armor were made of plate.

Banded Mail.

Bronze Plate Mail. Used during the Chinese Han dynasty.

Plate Mail.

SHIELDS

Shield. (PHB)

Buckler. These, *Sode*, are not worn on the forearm but instead shoulder fixed to the same effect.

Shield, light. These shield would have been rattan shield in China.

Tower Shield.

EXTRAS

Armor spikes.

Shield spikes.

CHAPTER 3 - MISCELLANEOUS GEAR

This chapter will give a whole array of specialized gadgets and equipments used by Ninjas to perform in their missions.

Table 3.1

Item	Cost	Weight
<i>Clothing</i>		
Ninja night-suit	5 gp	2 lb.
Tear-away, common	2 gp	1 lb.
Tear-away, good	5 gp	1 lb.
Tear-away, fine	30 gp	1 lb.
Kimono	60 gp	3 lb.
<i>Eggshell Grenade</i>		
Dust	2 gp	1/10 lb.
Flash powder	25 gp	1/10 lb.
Pepper	5 gp	1/10 lb.
Smoke	25 gp	1/10 lb.
<i>Ninja Equipment</i>		
Hito washi (human eagle)	75 gp	50 lb.
Kama ikada (raft)	20 gp	20 lb.
Folding ladder (per 10')	10 gp	10 lb.
Mizugumo (pair of foot pontoons)	50 gp	6 lb.
Thirst pills (per 5)	10 gp	1/10 lb.
<i>Weapon Modifications</i>		
Pop-out knife blade	40 gp	1/2 lb.
Pop-out spear head	60 gp	2 lb.
Secret compartment	20 gp	-

CLOTHING

Ninja night-suit. The outfit wore by ninja on their missions. It consist of tight fitting tunic, pants and hood. It can be worn over light armor and gives advantage to stealth checks. The ninja would wear this costume in public as it is revealing of the origin of the wearer and would surely attract trouble with authorities.

Tear-away. Set of clothing worn as disguise and allows a quick change into another costume in one action since it is made to be teared away from the wearer, augmenting changes to escape recognition by would be pursuers. They look-like normal set of clothing but are lightweight.

Kimono. Traditional Japanese cloth of elaborate and very high quality to be worn for events or in noble settings and official gatherings.

EGGSHELL GRENADE

These grenades consist of concealing or irritating ingredient sealed into an eggshell or nutshell that will break easily upon impact. These are not made to explode but to burst when thrown on the face of an enemy or on the ground. These grenades are fragile and could burst on a hard fall of 10' or more if the player fails a DC 10 dexterity check for each grenade carried. If

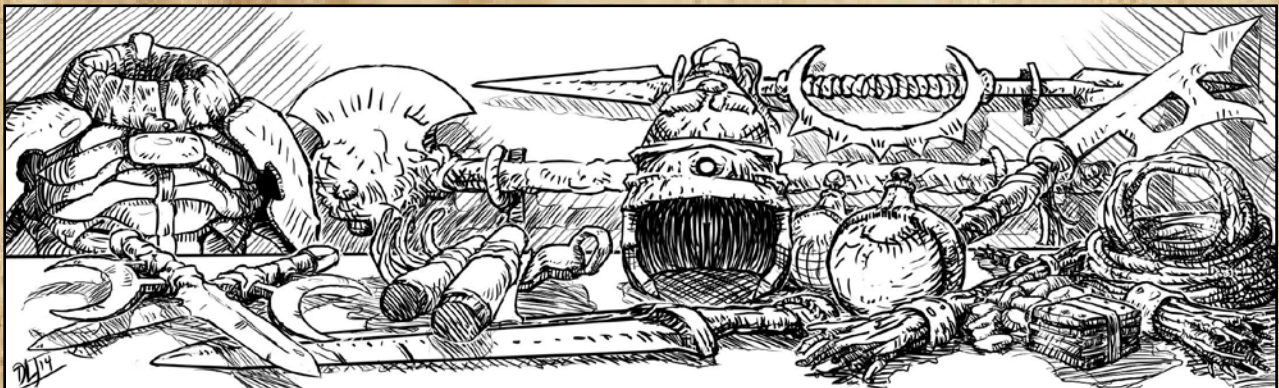
a grenade burst, it is rendered useless. These are the 4 different types:

Dust. When thrown in the face of an opponent with a successful range attack roll with disadvantage (because this is a called shot), this grenade with burst into a small cloud of dust that will make creatures of size medium or less to succeed a DC 14 constitution check or be blinded for 1d6 rounds.

Flash powder. When thrown into a fire, this grenade explodes in a brilliant flash of light that blinds everyone in a 30' radius for 1d3 rounds if they fail a DC 15 wisdom check. Creatures at 20'+ range have advantage on their saving throw.

Pepper. This grenade in thrown at the face of an opponent. With a successful range attack roll with disadvantage (because this is a called shot), this grenade with burst into a small cloud of peppery dust that will get into the eyes and nose of the target. On a failed DC 14 constitution check, he will start to choke and sneeze, and will be considered incapacitated for 1d4 rounds.

Smoke. This grenade can be thrown either on the ground or in a fire. If thrown against the ground, it will create a smoky area equivalent to a light fog in 10'x10' square. If thrown in a fire, it will create a smoky area equivalent to a dense for in a 20'x20' square.



NINJA EQUIPMENT

Hito washi (human eagle). This is a bamboo and rice paper primitive hand glider. They are unreliable and dangerous. The character is strapped to the hito washi and must launch from an altitude of at least 100'. Immediately on launching he must succeed a DC 15 Athletic check or go crashing down, unable to mitigate the fall damage because he is strapped unto the contraption.

After launching, the player may fly in the direction he was pointing on takeoff. For every 20' travel, he loses 1' of altitude (he can choose to lose more altitude.)

Every time the player want to change the direction or land, he must succeed on another DC 15 Athletic check or go crashing down, unable to mitigate the fall damage because he is strapped unto the contraption. If he crashes on landing, the character will take fall damage for half the distance he was launched from.

Kama ikada (raft). It is a small collapsible one-man raft that is used in conjunction with a quarterstaff. It can be carried around with ease. It can carry a 300 lbs. worth of characters and equipment.

Folding ladder (per 10'). This is an hinged ladder or a rope ladder that has hooks tied unto it at one end. It gives advantage to climbing check if it can be secured safely to a ledge.

Mizugumo (pair of foot pontoons). These are inflatable bladders with straps on feet to hold them in place to allow the user to walk on still bodies of water. The player must succeed a DC 15 dexterity check to be able to walk at half his movement speed over water. He must also remove any other boots he is wearing before donning these. If the character is encumbered, he must roll at disadvantage, and he cannot use these if he is heavily encumbered.

Thirst pills (per 5). These pills are taken when the character desire to avoid the effects of dehydration or cannot drink or need to force march. These will slow down the rate of exhaustion level accumulation by half for 1 day effect per pill.

WEAPON MODIFICATIONS

Pop-out knife blade. This modification hollows part of a weapon to allow for a spring-loaded knife blade to be inserted. After a successful attack, you may activate to spring-loaded blade to pop out as an additional attack as a bonus action (1d4 piercing). The weapon must allow for 6 inches of length available to be hollowed and will have to be judged case by case by the DM. This modification cannot be made on weapon that already have to opposites ends.

Pop-out spear head. This modification hollows part of a weapon to allow for a spring-loaded spear head to be inserted. After a successful attack, you may activate to spring-loaded blade to pop out as an additional attack as a bonus action (1d6 piercing). The weapon must allow for 18 inches of length available to be hollowed and will have to be judged case by case by the DM. This modification cannot be made on weapon that already have to opposites ends.

Secret compartment. This modification can be added to scabbard or polearm only. It allows to have a small compartment that allows to store up to 3 pounds of small items (like scrolls, wands, tube of potion, small weapons, ...). These items are concealed and can be accessed very fast (as a bonus action) since you don't have to search your pack for them. Swords and dagger's hilts can also be modified but will only hold 1/2 pound of very small items.

