

# Weapons

## Melee Weapons

<u>Name:</u>	<u>Cost:</u>	<u>Size/Spd:</u>	<u>Dmg/Type:</u>	<u>Critical:</u>	<u>Properties (range in yards):</u>
Battleaxe	5gp	M/+1	1d8 S	20 x3	---
Bastard Sword	25gp	M/+1	1d12 S	19 x2	Versatile (2d8)
Club	1sp	M/+1	1d6 B	20 x2	Light
Cutlass	15gp	M/+1	1d8 S	19 x2	Finesse
Dagger	2gp	S/+0	1d4 P	19 x2	Finesse, light, thrown (10/20/30)
Flail	15gp	M/+1	2d4 B	20 x2	---
Glaive	6gp	L/+2	1d10 S	20 x3	Heavy, reach, 2-H
Greataxe	15gp	L/+2	2d8 S	20 x3	Heavy, 2-H
Greatclub	2sp	L/+2	2d4 B	20 x2	2-H
Greatsword	50gp	L/+2	3d6 S	19 x2	Heavy, 2-H
Halberd	10gp	L/+2	2d6 P/S	20 x3	Heavy, reach, 2-H
Handaxe	1gp	M/+1	1d6 S	20 x3	Light, thrown (10/20/30)
Javelin	5sp	M/+1	1d6 P	20 x2	Thrown (20/40/60)
Light Hammer	5sp	S/+0	1d4 B	20 x2	Light, Thrown (10/20/30)
Longsword	15gp	M/+1	1d12 S	19 x2	---
Mace	8gp	M/+1	1d6+1 B	20 x2	---
Maul	4gp	L/+2	1d10	20 x3	Heavy, 2-H
Morningstar	10gp	M/+1	2d4 B	20 x2	---
Pike	5gp	L/+2	1d12 P	20 x3	Heavy, reach, 2-H
Quarterstaff	2sp	L/+1	1d6 B	20 x2	2-H
Rapier	15gp	M/+1	1d6 P	18 x2	Finesse
Scimitar	15gp	M/+1	1d8 S	19 x2	Finesse
Scourge	20gp	M/+1	1d8 S	20 x3	Finesse
Shortsword	10gp	S/+0	1d8 P	19 x2	Finesse, light
Sickle	6sp	S/+0	1d4+1 S	20 x2	Light
Spear	8sp	M/+1	1d8 P	20 x3	Thrown (10/20/30), versatile (2d6)
Thulduk (Dwarven Axe/Hammer)	50gp	M/+1	1d12 S/1d12 B	20 x3	Means "Fate" or "Doom"
Trident	15gp	L/+2	2d4 P	20 x2	Thrown (10/15/20), versatile (3d4)
Unarmed Strike	--	S/+0	1d4 B	20 x2	---
War Pick	8gp	M/+1	2d4 P	20 x3	---
Warhammer	2gp	M/+1	1d4+1 B	20 x3	---
Whip	1sp	M/+1	1d4 S	20 x2	Finesse, reach 2

## Ranged Weapons

<u>Name:</u>	<u>Cost:</u>	<u>Size/Spd:</u>	<u>Dmg/Type:</u>	<u>Critical:</u>	<u>Properties (range in yards):</u>
<b>Blowgun</b>	5gp	L/+1	---	20 x3	Ammo, (10/20/30), no horse
--- Needle	2cp	---	1 P	---	---
--- Barbed Dart	6cp	---	1d3 P	---	---
<b>Crossbow, Hand</b>	300gp	S/+0	1d3 P	19 x2	Ammo (1sp), (20/40/60)
<b>Crossbow, Light</b>	35gp	M/+1	---	19 x2	Ammo, 2-H
--- Light Bolt	1sp	---	1d8+1 P	---	(60/120/180)
--- Pile Bolt	2sp	---	1d10 P	---	(60/90/120)
<b>Crossbow, Heavy</b>	50gp	M/+1	1d6+1 P	19 x2	Ammo (2sp), (80/160/240), 2-H
<b>Dart</b>	5sp	S/+0	1d3 P	20 x2	Finesse, thrown (10/20/40)
<b>Longbow</b>	75gp	L/+2	---	20 x3	Ammo, heavy, 2-H, no horse
--- Sheaf	5cp	---	1d8 P	---	(50/100/170)
--- Pile	1sp	---	1d10 P	---	(50/75/100)
<b>Longbow, Composite</b>	200gp	L/+2	---	20 x3	Ammo, heavy, 2-H
--- Sheaf	5cp	---	1d8 P	---	(40/80/170)
--- Pile	1sp	---	1d10 P	---	(40/60/80)
<b>Shortbow</b>	30gp	M/+1	1d6 P	20 x3	Ammo (2cp), (50/100/150), 2-H
<b>Shortbow, Composite</b>	75gp	M/+1	1d6 P	20 x3	Ammo (2cp), (50/100/180), 2-H
<b>Sling (Stone)</b>	8cp	S/+0	1d4 B	20 x3	Ammo (--), (40/80/160)
<b>Sling (Bullet)</b>	8cp	S/+0	1d6+1 B	20 x3	Ammo (1cp), (50/100/200)
<b>Shuriken</b>	3sp	S/+0	1d4 P	20 x2	Finesse, thrown (15/30/45)

**Ammo** - You can use a weapon that has the Ammo property 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 (you need a free hand to load a one-handed weapon).

**Finesse** - When making an Attack with a finesse weapon, you may use your Dexterity on the Strength table for the Attack and Damage 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 able for use when fighting with two weapons.

**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.