

WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Club	1 sp	1d4 bludgeoning	2 lb.	Light, primitive
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Greatclub	2 sp	1d10 bludgeoning	6 lb.	Heavy, primitive, two-handed
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (range 30/120)
Light hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (range 20/60)
Mace	5 gp	1d6 bludgeoning	3 lb.	Versatile (armor +1)
Quarterstaff	2 sp	1d8 bludgeoning	4 lb.	Primitive, two-handed
Sickle	1 gp	1d4 slashing	2 lb.	Light, reaping
Spear	1 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (damage 1d8)
<i>Simple Ranged Weapons</i>				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition (range 80/320), loading, two-handed
Dart	1 sp	1d4 piercing	1/4 lb.	Special, thrown (range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	—	Ammunition (range 30/120), primitive
<i>Martial Melee Weapons</i>				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (damage 1d10)
Flail	10 gp	1d8 bludgeoning	3 lb.	Versatile (shield +1)
Glaive	25 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, reaping, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Lance	10 gp	1d8 piercing	5 lb.	Reach, special, two-handed
Longspear	5 gp	1d8 piercing	5 lb.	Reach, two-handed
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (damage 1d10)
Maul	15 gp	2d6 bludgeoning	8 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	Versatile (armor +1)
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	15 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	10 gp	1d8 piercing	4 lb.	Versatile (damage 1d10)
War pick	5 gp	1d8 piercing	3 lb.	Versatile (armor +1)
Warhammer	10 gp	1d8 bludgeoning	4 lb.	Versatile (damage 1d10)
Whip	2 gp	1d4 slashing	2 lb.	Finesse, reach
<i>Martial Ranged Weapons</i>				
Blowgun	2 sp	1 piercing	1 lb.	Ammunition (range 20/60), loading, primitive, special
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (range 30/120), light, loading
Crossbow, heavy	50 gp	1d10 piercing	8 lb.	Ammunition (range 100/400), heavy, loading, two-handed
Longbow	50 gp	1d8 piercing	3 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	—	3 lb.	Special

NEW PROPERTIES

All other properties as in the Player's Handbook.

Primitive. Given access to appropriate raw materials and simple tools, you can craft a primitive weapon that you are proficient with during a short rest.

Reaping. When you use this weapon to hit a creature that is paralyzed or unconscious, deal extra damage equal to your Strength modifier.

Versatile. This weapon can be used with one or two hands. When used with two hands, the noted benefit applies.

Armor: Add the indicated bonus to attack rolls against an opponent wearing heavy armor.

Damage: Use the indicated die for damage.

Shield: Add the indicated bonus to attack rolls against an opponent wielding a shield.

SPECIAL WEAPONS

Weapons with special rules are described here.

Blowgun. If you are hidden and miss with a ranged attack using a blowgun, you do not reveal your location.

Dart. You can draw a dart from a scabbard, bandolier, or other holder as part of attacking with it.

Lance. While you are mounted, you can wield a lance in one hand if your other hand is empty or holding a shield. Also, if you are mounted and move at least 20 feet immediately before making an attack, the weapon's damage die increases to 1d12.

Net. The net is a thrown weapon with a normal range of 15 ft. It cannot be used at distances beyond that. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and rendering the net unusable. A net damaged in this way can be repaired during a short rest.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

CLASS ABILITIES

Apply the following changes to class abilities:

Monk: Monk weapons are darts, quarterstaves, shortswords and all simple melee weapons that don't have the two-handed or heavy property.

Rogue: The Bonus Proficiencies ability of the Assassin archetype becomes: You gain proficiency with the disguise kit, the poisoner's kit, and two martial weapons of your choice.