

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.	
Quarterstaff	2 sp	1d8 bludgeoning	4 lb.	Primitive, two-handed
Sickle	1 gp	1d4 slashing	2 lb.	Light, reaping
Spear	2 gp	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (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 (1d10)
Flail	10 gp	1d8 bludgeoning	3 lb.	Versatile (1d10)
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
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Maul	15 gp	2d6 bludgeoning	8 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	
Pike	15 gp	1d10 piercing	6 lb.	Heavy, reach, two-handed
Rapier	30 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 (1d10)
War pick	10 gp	1d8 piercing	3 lb.	Versatile (1d10)
Warhammer	10 gp	1d8 bludgeoning	4 lb.	Versatile (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.

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.

OPTIONAL FEAT

VERSATILE WEAPON FIGHTER

Prerequisite: Strength 13 or higher

You know how to wring the maximum effectiveness from a one-handed weapon. You gain the following benefits:

- When attacking with a versatile weapon held in one hand, deal damage as if you were wielding the weapon with two hands.
- If you take the Attack action with a versatile weapon held in one hand, and your other hand is empty throughout the action, then you can make an unarmed strike as a bonus action.
- When attacking with a versatile weapon held in two hands, gain the following benefit based on the weapon type:

Battleaxe: +2 to attacks vs creatures wearing medium armor

Flail: +2 to attacks vs creatures wielding a shield

Longsword: +2 to attacks vs creatures wearing light armor

Spear: +1 to attacks vs creatures with a natural armor bonus

Trident: +2 to attacks vs creatures that are restrained

War pick: +2 to attacks vs creatures wearing heavy armor

Warhammer: +2 to attacks vs creatures wearing medium armor