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| **Simple** Melee Weapons | Cost | | Weight | | Equip Weight | | | Damage (B= Bludgeoning)  (P= Piercing)  (S= Slashing) | Weapon Properties | Passive | | Martial Skill (LR= Once per long rest) (SR= Once per short rest) |
| Club | 1 sp | | 2 lb | | 1 | | | 1d4+ Str B | Light | Grappler | | Concussive Smash (SR) |
| Dagger | 2 gp | | 1 lb | | - | | | 1d4+ Str or Dex S | Aquatic, finesse, light, thrown (20/60) | Grappler | | Combat Vault (SR) |
| Greatclub | S sp | | 10 lb | | 1 | | | 1d8+ Str B | Two-handed | - | | Concussive Smash (SR) |
| Handaxe | 5 gp | | 2 lb | | 1 | | | 1d6+ Str S | Light, Thrown (20/60) | - | | Crippling Strike (SR) |
| Javelin | 5 sp | | 2 lb | | - | | | 1d6+ Str P | Aquatic, thrown (40/120) | Quick-draw | | Mobile Shot (SR) |
| Light Hammer | 2 gp | | 2 lb | | 1 | | | 1d4+ Str B | Light, thrown (20/60) | - | | Concussive Smash (SR) |
| Mace | 5 gp | | 4 lb | | 1 | | | 1d6+ Str B | - | - | | Sunder Armor (SR) |
| Quarterstaff | 2 sp | | 4 lb | | 1 | | | 1d6(d8) B | Versatile (1d8) | - | | Topple (SR) |
| Scythe | 7 sp | | 4 lb | | 2 | | | 1d8+ Str S | Reach, two-handed | Brace | | Cleave (SR) |
| Sickle | 1 gp | | 2 lb | | 1 | | | 1d4+ Str or Dex S | Finesse, light | - | | Bleed (SR) |
| Spear | 1 gp | | 3 lb | | - | | | 1d6(d8)+ Str P | Aquatic, thrown (30/60), versatile (1d8) | Brace | | Rush Attack (SR) |
| **Martial** Melee Weapons | | Cost | | Weight | | Equip Weight | Damage  (B= Bludgeoning)  (P= Piercing)  (S= Slashing) | | Weapon Properties | Passive | Martial Skill (LR= Once per long rest) (SR= Once per short rest) | |
| Battleaxe | | 10 gp | | 4 lb | | 1 | 1d8(d10)+ Str S | | Versatile (1d10) | Executioner | Pommel Strike (SR) | |
| Flail | | 10 gp | | 2 lb | | 1 | 1d8+ Str B | | - | Weapon’s Grasp | Bleed (SR) | |
| Glaive | | 20 gp | | 6 lb | | 2 | 1d10+ Str S | | Heavy, reach, two-handed | Brace | Cleave (SR) | |
| Greataxe | | 30 gp | | 7 lb | | 2 | 1d12+ Str S | | Heavy, two-handed | Executioner | Overwhelm (SR) | |
| Greatsword | | 50 gp | | 6 lb | | 2 | 2d6+ Str S | | Heavy, two-handed | Iron Spirit | Pommel Strike (SR) | |
| Halberd | | 20 gp | | 6 lb | | 2 | 1d10+ Str S | | Heavy, reach, two-handed | Brace | Cleave (SR) | |
| Katana | | 17 gp | | 3 lb | | 1 | 1d8(d10)+ Str or Dex S | | Versatile (1d10) | Iron Spirit | Unusual Guard (SR) | |
| Lance | | 10 gp | | 6 lb | | 1 | 1d12+ Str P | | Aquatic, heavy, reach, special | Brace | Rush Attack (SR) | |
| Longsword | | 15 gp | | 3 lb | | 1 | 1d8(d10) + Str S | | Versatile (1d10) | Iron Spirit | Pommel Strike (SR) | |
| Maul | | 10 gp | | 10 lb | | 1 | 2d6+ Str B | | Heavy, Two-handed | Executioner | Concussive Smash (SR) | |
| Morningstar | | 15 gp | | 4 lb | | 1 | 1d8+ Str P | | - | Tenacity | Bleed (SR) | |
| Pike | | 5 gp | | 18 lb | | 2 | 1d10+ Str P | | Aquatic, heavy, reach, two-handed | Brace | Rush Attack (SR) | |
| Rapier | | 25 gp | | 2 lb | | 1 | 1d8+ Str or Dex P | | Aquatic, finesse | Defensive | Swords Dance (SR) | |
| Scimitar | | 25 gp | | 3 lb | | 1 | 1d6+ Str or Dex S | | Finesse, light | Executioner | Swords Dance (SR) | |
| Shortsword | | 10 gp | | 2 lb | | 1 | 1d6+ Str or Dex S | | Finesse, light | Iron Spirit | Crippling Strike (SR) | |
| Trident | | 5 gp | | 4 lb | | 1 | 1d6(d8)+ Str P | | Aquatic, thrown (30/60), versatile (1d8) | Defensive | Crippling Strike (SR) | |
| Twin-Blade | | 100 gp | | 6 lbs | | 1 | 2d4 + Str or Dex S | | Finesse, two-handed | Defensive | Second Blade (SR) | |
| War pick | | 5 gp | | 2 lb | | 1 | 1d8(d10)+ Str P | | Versatile (1d10) | Weapon’s Grasp | Sunder Armor (SR) | |
| Warhammer | | 15 gp | | 2 lb | | 1 | 1d8(d10) + Str B | | Versatile (1d10) | Iron Spirit | Concussive Smash (SR) | |
| Whip | | 2 gp | | 3 lb | | 1 | 1d4+ Str or Dex S | | Finesse, reach | Weapon’s Grasp | Crippling Strike (SR) | |

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| **Simple** Ranged Weapons | Cost | Weight | Equip Weight | Damage  (B= Bludgeoning)  (P= Piercing)  (S= Slashing) | Weapon Properties | Passive | Martial Skill (LR= Once per long rest) (SR= Once per short rest) |
| Blunderbuss | 50 gp | 5 lb | 2 | 1d8+ Dex P | Ammunition (range 90/370), complex loading, two-handed | Packed Powder | Crack Shot (SR) |
| Light- Crossbow | 25 gp | 5 lb | 2 | 1d8+ Dex P | Ammunition (range 80/320), loading, two-handed | Special Ammunition | Combat Vault (SR) |
| Throwing Dart, Kunai, Star, Shuriken | 5 cp | ¼ lb | - | 1d4+ Str or Dex P | Finesse, thrown (range 20/60) | Quick-draw | Point Blank (SR) |
| Recurve Bow | 30 gp | 3 lb | 2 | 1d6+ Str P | Ammunition (range 100/320), two-handed | Special Ammunition | Hamstring (SR) |
| Shortbow | 25 gp | 2 lb | 2 | 1d6+ Dex P | Ammunition (range 80/320), two-handed | Special Ammunition | Hamstring (SR) |
| Sling | 1 sp | - | - | X+ Str B | Special | - | Wind Up (SR) |

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| **Martial** Ranged Weapons | Cost | Weight | Equip Weight | Damage  (B= Bludgeoning)  (P= Piercing)  (S= Slashing) | Weapon Properties | Passive | Martial Skill (LR= Once per long rest) (SR= Once per short rest) |
| Blowgun | 10 gp | 1 lb | 1 | 1+None  P | Ammunition (range 25/100) | Apply Reagent | Hit The Vein (LR) |
| Hand- Crossbow | 75 gp | 3 lb | 1 | 1d6+ Dex P | Aquatic, ammunition (range 30/120), Loading, light | Special Ammunition | Mobile Shot (SR) |
| Heavy-Crossbow | 50 gp | 18 lb | 2 | 1d10+ Dex P | Aquatic, ammunition (range 100/400), Loading, two-handed | Special Ammunition | Combat Vault (SR) |
| Flintlock-Pistol | 75 gp | 3 lb | 1 | 1d6+ Dex P | Ammunition (range 50/170), complex loading, light | Packed Powder | Mobile Shot (SR) |
| Longbow | 50 gp | 2 lb | 2 | 1d8+ Str P | Ammunition (range 150/600), heavy, two-handed | Special Ammunition | Hamstring (SR) |
| Long-Gun | 500 gp | 17 lb | 2 | 2d6+ Dex P | Ammunition (range 500/1600), heavy, two-handed, Special | Packed Powder | Lead the Target (SR) |
| Musket | 250 gp | 15 lb | 2 | 1d10+ Dex P | Ammunition (range 150/620), complex loading, light | Packed Powder | Crack Shot (SR) |
| Net | 1 gp | 3 lb | 1 | - | Aquatic, special, thrown (5/15) | Quick-draw | Bind to Mount (SR) |

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| **Special weapon Enhancements** | Cost | Weight | Equip Weight | Damage  (B= Bludgeoning)  (P= Piercing)  (S= Slashing) | Weapon Properties | Passive | Martial Skill (LR= Once per long rest) (SR= Once per short rest) |
| Handwraps | 1 gp | - | - | 1+ Str  B | counts as unarmed strike | None | None |
| Handspikes/ Bloody Knuckles | 1 gp | ¼ lb | - | 1+ Str or Dex  B or P | counts as unarmed strike | None | None |

***Improvised Throw  
(less a property and more a reminder)***

*If a weapon does not have the thrown weapon property you can throw the weapon as an action. You ignore any additional attacks you could make as part of this attack action such as “extra attack” from the martial classes or additional damage from features such as two weapon fighting. This weapons range is always 15/30.*

**Silvered Weapons (can be added to any weapon)**

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Weapon Properties

**Aquatic**

This weapon does not have disadvantage on attacks while being used underwater.

**Ammunition**

You can use a weapon that has the ammunition 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). 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**

This melee weapon can be use with rouges sneak attack feature.

**Heavy**

This weapon requires at least 15 strength to wield effectively. A creature without at least 15 strength that attempts to make an attack with this weapon cannot benefit from any advantage and rolls the attack roll with disadvantage.

**Light**

A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

**Loading**

If your character does not have proficiency with this weapon it takes an action to reload this weapon. Otherwise, you may draw and load a piece of ammunition as part of an attack.

**Complex Loading**

If your character does not have proficiency with this weapon, or does not have an intelligence score of at least 13, it takes an action to reload this weapon. Otherwise, you may draw and load a piece of ammunition as part of an attack.

**Range**

A weapon that can be used to make a ranged attack has a range 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 long 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. If a weapon does not list its range, then it has a range of 15/30.

**Reach**

This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks 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 with ease. Instead of it taking a whole action to throw it takes only a single 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.

**Two-Handed**

This weapon requires two hands when you attack with it.

**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 Weapon

**Lance**

You have disadvantage when you use a lance to attack a target within 5 feet of you.

**Long-Gun**

This weapon takes 1 minute to reload.   
You cannot attack with this weapon more than once per round (if you could even have it reloaded somehow). If you have multiple attacks each extra attack causes this weapon to deal an extra 1d6 on a hit instead.  
You ignore the heavy property if you are prone.   
It takes an action to draw this weapon.

**Net**

You do not have disadvantage with attack rolls with this weapon as a result of being within 5ft of a hostile creature. 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 destroying the net. 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.

**Sling**

This weapon can attack with varying sized objects, such as different sized rocks. Its weapon damage is based on what type of ammunition is loaded into it. It can throw vials and potions too increasing their thrown range. This weapon is affected by the **thrown weapon fighting style**.

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| Size | Damage Dice |
| Small (vial) | 1d4 damage (+ the damage the potion would do if it was applied to a weapon or ammunition)( if the potion heals it does not deal damage and instead offers the healing it would normally offer) Range: 60/80 |
| Medium | Deals 1d6 damage Range:40/60 |
| Large | Requires two hands to throw, Deals 1d8 damage. Range: 30/60 |
| Colossal | Requires two hands to throw, Deals 1d12 damage. Range: 20/40 |

Weapon Passives

**Apply Reagent**

This weapon can apply a reagent to its ammunition and weapon as part of an attack, instead of any other requirement that applying something would require. For example, if it would take an action to apply a poison to a piece of ammunition it instead happens as part of the attack.

**Brace**

You may spend 15 feet of movement on your turn. If you do, you roll all damage dice twice (roll two sets if there are multiple dice) You may choose which dice (or sets of dice) you wish to use.

**Defensive**

If you are wielding this weapon, and you do not have a shield or another weapon in your other hand. You gain +1 to your AC. If your weapon is the trident, you may wield a net in your other hand and still gain this benefit.

**Executioner**

Whenever you attack a creature that is prone, stunned, paralyzed, restrained you add an additional weapon dice to your first attack you make each turn.

**Grappler**

This weapon is small enough and leaves your hands open enough to grapple a creature with this weapon still in the hand you use to grapple the creature. You may still attack with this weapon but only if the attack targets only the creature that you are grappling with this weapon.

**Iron Spirit**

When you have advantage on attack rolls with this weapon you gain an expanded critical range of 19-20. This effect stacks with other critical range effects, for example if you already had a critical range of 19-20 you now crit on 18-20.

**Packed Powder**

This weapon can take advantage of special powders to augment its attack. Only one special powder can be use per turn and it can only be used on your turn.

**Quick-draw**

Drawing this weapon costs no action to draw.

**Special Ammunition**

This weapon can take advantage of ammunitions to augment its attack. Only one ammunition can be use per turn and it can only be used on your turn.

**Tenacity**

Even if you miss with this weapon, it deals damage to the target equal to half your strength modifier rounded up.

**Weapon’s Grasp**

A creature that is hit by this weapons attack as part of an opportunity attack has its speed set to 0.

Martial Skills

**Bleed**

Once per short rest when you hit with an attack roll you may attempt to cause the target to bleed. The creature must make a constitution saving throw vs a DC of [8 + (Str or Dex modifier) + your proficiency bonus]. Activate this effect only if you are proficient with the weapon.  
  
*Bleed: A creature takes 1d4 piercing damage at the start of their turn. This effect lasts until the creature takes an action to stem the bleeding, is healed for at least 1 hp, is stabilized by a spell or ability, or 1-minute passes.*

**Bind to Mount**

Once per short rest, you may use an action to bind a creature who is caught by your net to a mount, vehicle, or other creature or object that is at least one size larger than it. While bound by the net the creature is dragged behind the object or creature it is bound to it does not cost this creature or object extra movement to drag the creature in this way.

**Crack Shot**

Once per short rest, (no action required) you may make a single weapon attack at disadvantage. This attack cannot gain advantage from any sources.

**Cleave**

Once per short rest, you may replace one attack to cleave with this weapon, you may attack up to three targets within 5 feet of each other instead of one.

**Combat Vault**

Once per short rest, you can tumble into and launch away from a creature. If you do push both creatures (you and your target) back 5ft. this tumble does not push creatures of a larger size than you, however you still are pushed back vaulting off the target by 5 ft. If you were prone you stand up (this movement does not trigger attacks of opportunity.)

**Concussive Smash**

Once per short rest, you may have an attack that you hit with become a concussive smash, a creature delt damage by this attack must make a constitution saving throw vs a DC of [8 + (Str or Dex modifier) + your proficiency bonus] or become stunned on a failure until the start of your next turn.

**Crippling Strike**

Once per short rest, you may have an attack that you hit with become a crippling strike, a creature delt damage by this attack must make a constitution saving throw vs a DC of [8 + (Str or Dex modifier) + your proficiency bonus] or have their move speed reduced to 15ft until the end of your next turn. An affected creature cannot gain any additional movement or take the dash action until the end of your next turn.

**Hamstring**

Once per short rest, before you make a weapon attack, you can make that attack a hamstring shot. If that attack hits and deals damage the creature must make a dexterity saving throw vs a DC of [8 + (Str or Dex modifier) + your proficiency bonus] or have their move speed reduced by half until the end of your next turn.

**Hit The Vein**

Once per long rest, when you hit with an attack you may have that attack become a critical hit. This effect can only be used against humanoid and beast type monsters.

**Lead the Target**

Once per short rest, while you are prone, you may spend an action to lead the target. If you do, until the end of your next turn you gain the following benefits:

* +2 to hit with the weapon.
* you have advantage on your attacks with this weapon.
* Your attack deals an extra 1d6. If you have another creature within 5ft of you giving you the help action as a spotter it deals an extra 2d6.

**Mobile Shot**

Once per short, after you take the dash or disengage action you may use your bonus action to make one weapon attack with this weapon.

**Overwhelm**

Once per short rest, when you take the attack action you may attempt to overwhelm your foes. Until the start of your next turn, you may add your constitution modifier to damage for this weapon (minimum of +1, *in addition to its regular bonuses*)

**Point Blank**

Once per short rest, whenever you make an attack at disadvantage as a result of being within 5 feet of a creature, you may instead attack at advantage with that attack if you attack a creature within 5ft of you. You may still use this feature even if you don’t have disadvantage but you still gain advantage on that attack.

**Pommel Strike**

Once per short rest, you may attack with this weapon as a bonus action. If this attack hits it deals bludgeoning damage instead of piercing or slashing damage. A creature hit and delt damage by this attack must make a constitution saving throw vs a DC of [8 + (Str or Dex modifier) + your proficiency bonus] or become reeling until the end of your next turn.

**Rush Attack**

Once per short rest, whenever you move at least 20 ft in a straight line towards a creature you may make one weapon attack as part of that movement.

**Second Blade**

Once per short rest, when you attack with this weapon you may make one additional attack as part of that attack action.

**Sunder Armor**

Once per short rest, when you hit a creature and deal damage with that attack you may reduce the armor of a target that has a natural, light, medium, or heavy armor by an amount equal to your proficiency bonus, until the end of your next turn.

**Swords Dance**

Once per short rest, as a bonus action you may gain the benefits of the swords dance, you may gain the benefits of the bless spell on yourself (without concentration) until the end of your turn.

**Topple**

Once per short rest, when you hit a creature with this weapon you may attempt to knock a creature prone. They must make a strength saving throw vs a DC of [8 + (Str or Dex modifier) + your proficiency bonus] or become prone.

**Unusual Guard**

Once per short rest, when you are hit with an attack you may use your reaction to gain a bonus to your ac equal to your proficiency bonus possibly turning that attack into a miss.

**Wind Up**

Once per short rest, when you take the attack action, you must forgo all your extra attacks. You may double the ranges of your sling’s ammunition. For each extra attack you forgo gain an extra damage dice of the type your ammunition provides.