Weapons

Weapon Properties

Many Weapons have special Properties related to their use, as shown in the Weapons table.

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. When Making an Attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the Attack and Damage Rolls. You must use the same modifier for both 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 ideal for use when Fighting with two Weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of Ammunition from it when you use an action, Bonus Action, or Reaction to fire it, regardless of the number of attacks you can normally make.

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.

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. 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, since the Dagger has the finesse property.

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 Weapons

Weapons with special rules are described here.

Lance. You have disadvantage when you use a lance to Attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Net. 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.

Weapons

Weapon	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, light, thrown(range 20/60)
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-handed
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown(range 20/60)
Javelin	5 gp	1d6 piercing	2 lb.	Thrown(range 20/60)
Light hammer	5 gp	1d6 bludgeoning	2 lb.	Light, thrown(range 20/60)
Mace	5 gp	1d6 bludgeoning	4 lb.	Versatile(1d8)
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile(1d8)
Sickle	1 gp	1d4 slashing	2 lb.	Light
Spear	2 gp	1d6 piercing	3 lb.	Reach, throw(range 20/60), versatile(1d8)
Simple Ranged Weapons				
Crossbow, light	25 gp	1d8 piercing	5 lb.	Ammunition(range 80/320), loading, two-handed
Dart	1 sp	1d4 piercing	1/4 lb.	Finesse, light, thrown(range 20/60)
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition(rnage 80/320), two-handed
Sling	1 sp	1d4 bludgeoning	_	Ammunition(range 30/120)
Martial Melee Weapons				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile(1d10)
Flail	10 gp	1d8 bludgeoning	2 lb.	Special
Glaive	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Greataxe	30 gp	1d12 slashing	7 lb.	Heavy, two-handed
Greatsword	50 gp	2d6 slashing	6 lb.	Heavy, two-handed
Halberd	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed
Lance	10 gp	1d12 piercing	6 lb.	Reach, special
Longsword	15 gp	1d8 slashing	3 lb.	Versatile(1d10)
Maul	50 gp	2d6 bludgening	10 lb.	Heavy, two-handed
Morningstar	15 gp	1d8 piercing	4 lb.	_
Pike	5 gp	1d10 piercing	18 lb.	Heavy, reach, two-handed
Rapier	25 gp	1d8 piercing	2 lb.	Finesse
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, light
Shortsword	10 gp	1d6 piercing	2 lb.	Finesse, light
Trident	5 gp	1d6 piercing	4 lb.	Reach, thrown(range 10/60), versatile(1d8)
War pick	5 gp	1d8 piercing	2 lb.	_
Warhammer	15 gp	1d8 bludgeoning	2 lb.	Versatile(1d10)
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach
Martial Ranged Weapons				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition(range 20/80), loading, two-handed
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition(range 30/120), loading, two-handed
Crossbow, heavy	50 gp	1d10 piercing	18 lb.	Ammunition(range 100/400), loading, two-handed
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition(rnage 150/600), two-handed
Net	1 gp	_	3 lb.	Special, thrown(range 20/60)