

## Weapons

Name	Cost	Damage	Weight	Properties
<b><i>Simple Melee Weapons</i></b>				
Boathook	5 gp	1d6 piercing	2 lb.	Finesse, versatile (1d8), tripping
Crescent	2 gp	1d4 piercing or slashing	1 lb.	Finesse, light, tripping
Loop-stick	2 gp	1d4 bludgeoning	2 lb.	Finesse, light, thrown (range 10/30)
Scythe	20 gp	1d10 slashing	10 lb.	Heavy, reach, two-handed, special
Throwing stick	1 gp	1d8 bludgeoning	3 lb.	Thrown (range 10/30)
Two-staff	2 gp	1d4 bludgeoning	4 lb.	Reach, versatile (2d4)
<b><i>Simple Ranged Weapons</i></b>				
Boomerang	10 gp	1d4 bludgeoning	2 lb.	Thrown (range 60/120), return
Cane-sling	10 gp	1d6 bludgeoning	2 lb.	Ammunition (range 80/320), two-handed
Repeating lightbow	100 gp	1d8 piercing	5 lb.	Ammunition (range 40/160), two-handed, repeating (6)
Throwing knife	1 gp	1d4 piercing	1/4 lb.	Finesse, light, thrown (range 20/60)
<b><i>Martial Melee Weapons</i></b>				
Bill	20 gp	1d10 piercing	10 lb.	Heavy, reach, two-handed, special, tripping
Broadsword	15 gp	1d10 piercing or slashing	6 lb.	Heavy, special
Chain-dagger	5 gp	1d4 bludgeoning or piercing	3 lb.	Finesse, reach, versatile (1d6)
Chain-sickle	5 gp	1d4 bludgeoning or slashing	3 lb.	Finesse, reach, versatile (1d6)
Cutlass	25 gp	1d8 slashing	2 lb.	Finesse
Double-axe	150 gp	2d4 slashing	6 lb.	Double, two-handed
Double-flail	150 gp	2d4 bludgeoning	6 lb.	Double, two-handed
Double-sickle	150 gp	2d4 slashing	6 lb.	Double, two-handed
Double-spear	150 gp	2d4 piercing	6 lb.	Double, two-handed
Double-trident	150 gp	2d4 piercing	6 lb.	Double, two-handed
Fauchard	20 gp	1d10 piercing or slashing	6 lb.	Heavy, reach, two-handed
Fullaxe	30 gp	2d6 slashing	7 lb.	Heavy, two-handed
Fullflail	30 gp	1d12 bludgeoning	7 lb.	Heavy, two-handed
Fullstar	30 gp	1d12 piercing	10 lb.	Heavy, two-handed
Fullsword	50 gp	1d12 slashing	7 lb.	Heavy, two-handed
Keensword	400 gp	1d8 slashing	3 lb.	Finesse, versatile (1d10)
Spiked chain	100 gp	2d4 bludgeoning / 1d4 piercing	6 lb.	Double, two-handed
<b><i>Martial Ranged Weapons</i></b>				
Catch-cords	1 gp	-	2 lb.	Finesse, light, thrown (range 5/30), special
Repeating handbow	300 gp	1d6 piercing	3 lb.	Ammunition (range 15/60), light, repeating (4)
Repeating heavybow	200 gp	1d10 piercing	18 lb.	Ammunition (range 50/200), heavy, repeating (8)
Twirl-hoop	10 gp	1d6 slashing	3 lb.	Finesse, thrown (range 30/120), return
Twirl-ring	2 gp	1d4 slashing	2 lb.	Finesse, light, thrown (range 20/60), return

## Weapon Properties

**Double.** If you attack with a double weapon as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it. This bonus action attack deals 1d4 damage of the weapon's type.

**Repeating.** This weapon is fitted with a cartridge-type container that can hold multiple pieces of ammunition. It automatically reloads after firing until the cartridge runs out of ammunition. Reloading the cartridge takes an action.

**Return.** This weapon returns to your hand immediately after it is used to make a ranged attack within normal range, unless the d20 roll for the ranged attack is a 1.

**Tripping.** On a hit with this melee weapon, you can forgo dealing damage and attempt to trip the target, in which case the target must succeed on a Strength saving throw or fall **prone**. The DC is 8 + your Strength modifier + your proficiency bonus.

## Special Weapons

**Bill.** You have disadvantage when you use a bill to attack a target within 5 feet of you.

**Broadsword.** You have disadvantage when you use a broad sword if your Strength is less than 18.

**Catch-cords.** A Medium or smaller creature hit by a catch-cord is restrained until it is freed. A catch-cord has no effect on creatures that are formless, or creatures that are Large 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 catch-cord (AC 10) also frees the creature without harming it, ending the effect and destroying the catch-cord.

**Scythe.** You have disadvantage when you use a scythe to attack a target within 5 feet of you.

## Goblin Weapons

Name	Cost	Damage	Weight	Properties
<b>Goblin Simple Weapons</b>				
Kneekracker	2 gp	1d4 bludgeoning	2 lb.	Finesse, light, goblin
<b>Goblin Martial Weapons</b>				
Dogslicer	25 gp	1d6 slashing	2 lb.	Finesse, light, goblin
Horsechopper	20 gp	1d10 slashing	6 lb.	Heavy, reach, two-handed, goblin

## Goblin Weapon Properties

**Dogslicer.** A Goblin has a +1 bonus to damage rolls made with this weapon.

**Horsechopper.** A Goblin does not have disadvantage on attack rolls with this heavy weapon.

**Kneekracker.** On a hit with this weapon, you can deal half-damage and attempt to trip the target, in which case the target must succeed on a Strength saving throw or fall prone. The DC is 8 + your Strength modifier + your proficiency bonus.