Club

Simple Melee Weapon

Cost: 1 sp

Damage: 1d4 bludgeoning

Weight: 2 lb.

Properties: Light

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

Dagger

Simple Melee Weapon

Cost: 2 gp

Damage: 1d4 piercing

Weight: 1 lb.

Properties: Finesse, light, thrown (range 20/60)

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.

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

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.
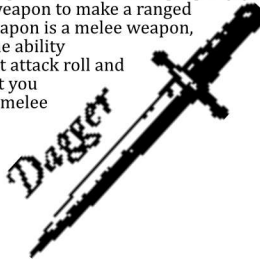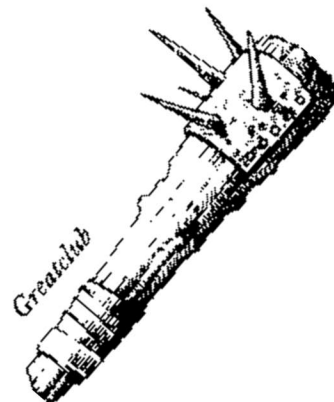
Greatclub

Simple Melee Weapon

Cost: 2 sp

Damage: 1d8 bludgeoning

Weight: 10 lb.

Properties: Two-handed

Handaxe

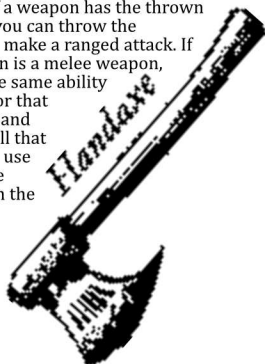**Simple Melee Weapon**

Cost: 5 gp

Damage: 1d6 slashing

Weight: 2 lb.

Properties: Light, thrown (range 20/60)

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

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.
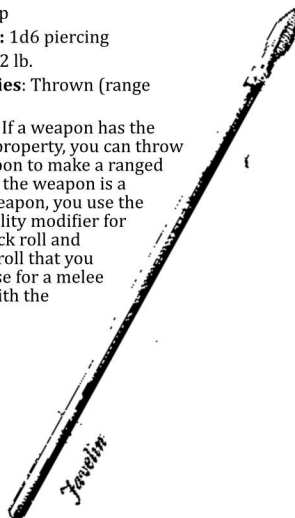
Javelin

Simple Melee Weapon

Cost: 5 sp

Damage: 1d6 piercing

Weight: 2 lb.

Properties: Thrown (range 30/120)

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.
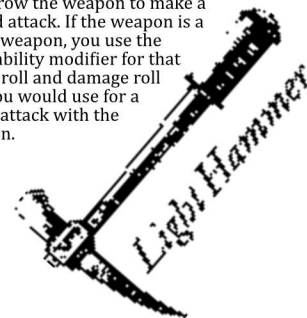
Light hammer

Simple Melee Weapon

Cost: 2 gp

Damage: 1d4 bludgeoning

Weight: 2 lb.

Properties: Light, thrown (range 20/60)

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

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.

Mace

Simple Melee Weapon

Cost: 5 gp

Damage: 1d6 bludgeoning

Weight: 4 lb.

Properties: -

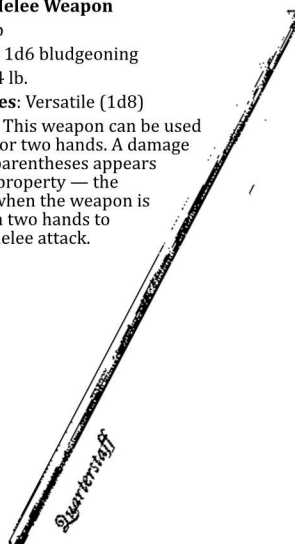## Quarterstaff

Simple Melee Weapon

Cost: 2 sp

Damage: 1d6 bludgeoning

Weight: 4 lb.

Properties: Versatile (1d8)

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.
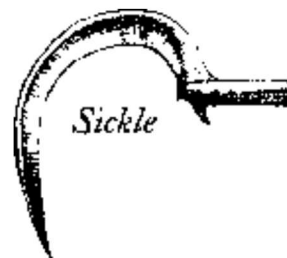
Sickle

Simple Melee Weapon

Cost: 1 gp

Damage: 1d4 slashing

Weight: 2 lb.

Properties: Light

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

## Spear

Simple Melee Weapon

Cost: 1 gp

Damage: 1d6 piercing

Weight: 3 lb.

Properties: Thrown (range 20/60), versatile (1d8)

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.

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.
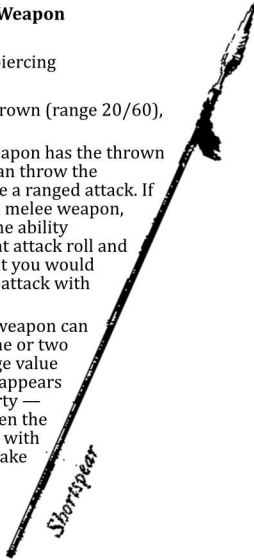
Crossbow, light
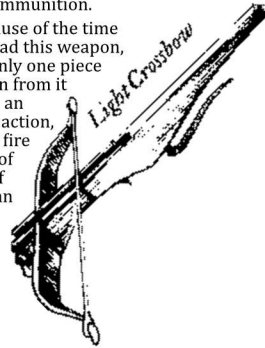
Simple Ranged Weapon

Cost: 25 gp

Damage: 1d8 piercing

Weight: 5 lb.

Properties: Ammunition (range 80/320), loading, two-handed

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.

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.

## Dart

Simple Ranged Weapon

Cost: 5 cp

Damage: 1d4 piercing

Weight: 1/4 lb.

Properties: Finesse, thrown (range 20/60)

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.

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.
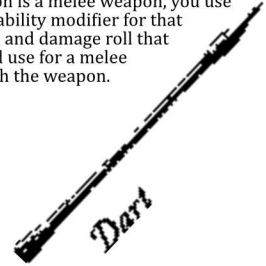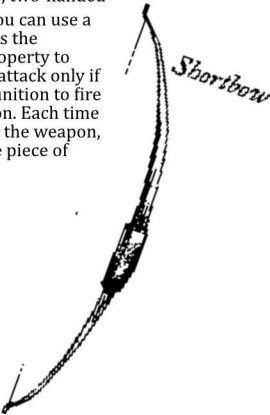
Shortbow

Simple Ranged Weapon

Cost: 25 gp

Damage: 1d6 piercing

Weight: 2 lb.

Properties: Ammunition (range 80/320), two-handed

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.

Sling

Simple Ranged Weapon

Cost: 1 sp

Damage: 1d4 bludgeoning

Weight: -

Properties: Ammunition (range 30/120)

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.

Battleaxe

Martial Melee Weapon

Cost: 10 gp

Damage: 1d8 slashing

Weight: 4 lb.

Properties: Versatile (1d10)

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.
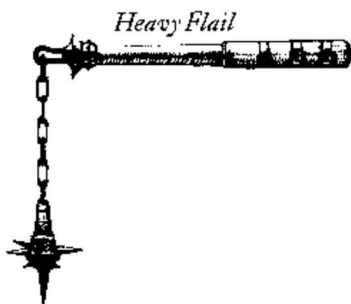
Flail

Martial Melee Weapon

Cost: 10 gp

Damage: 1d8 bludgeoning

Weight: 2 lb.

Properties: -

Glaive

Martial Melee Weapon

Cost: 20 gp

Damage: 1d10 slashing

Weight: 6 lb.

Properties: Heavy, reach, two-handed

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.

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

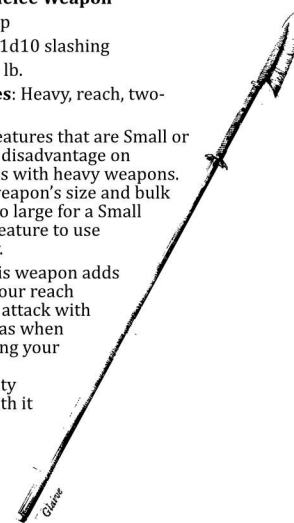## Greataxe

Martial Melee Weapon
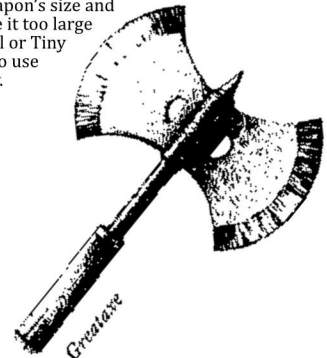
Cost: 30 gp

Damage: 1d12 slashing

Weight: 7 lb.

Properties: Heavy, two-handed

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.
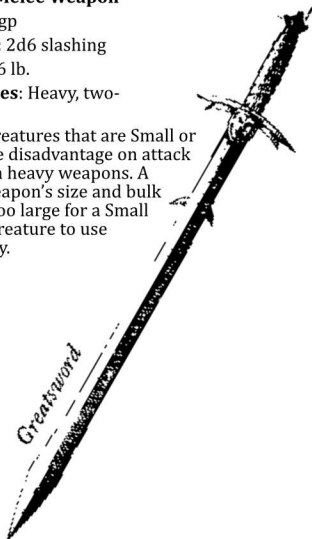
Greatsword

Martial Melee Weapon
Cost: 50 gp
Damage: 2d6 slashing
Weight: 6 lb.
Properties: Heavy, two-handed

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.

Halberd

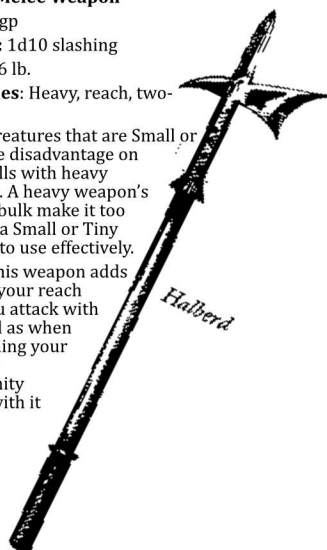**Martial Melee Weapon**
Cost: 20 gp
Damage: 1d10 slashing
Weight: 6 lb.
Properties: Heavy, reach, two-handed

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.

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

Lance

Martial Melee Weapon
Cost: 10 gp
Damage: 1d12 piercing
Weight: 6 lb.
Properties: Reach, special

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

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.
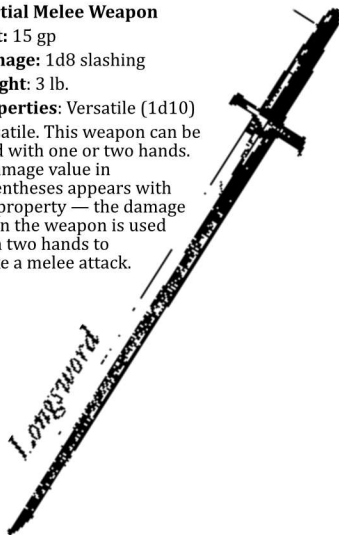
Longsword

Martial Melee Weapon
Cost: 15 gp
Damage: 1d8 slashing
Weight: 3 lb.
Properties: Versatile (1d10)

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.

Maul

Martial Melee Weapon
Cost: 10 gp
Damage: 2d6 bludgeoning
Weight: 10 lb.
Properties: Heavy, two-handed

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.

Morningstar

Martial Melee Weapon
Cost: 15 gp
Damage: 1d8 piercing
Weight: 4 lb.
Properties: -

Pike
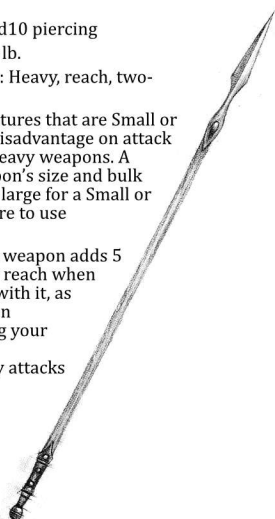
Martial Melee Weapon
Cost: 5 gp
Damage: 1d10 piercing
Weight: 18 lb.
Properties: Heavy, reach, two-handed

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.

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

Rapier

Martial Melee Weapon
Cost: 25 gp
Damage: 1d8 piercing
Weight: 2 lb.
Properties: Finesse

Scimitar

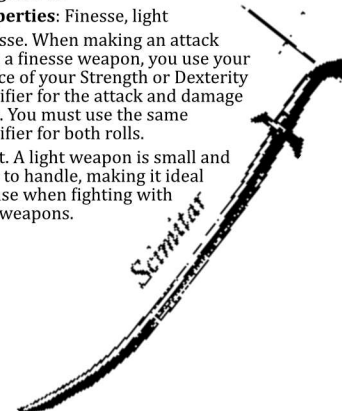**Martial Melee Weapon**
Cost: 25 gp
Damage: 1d6 slashing
Weight: 3 lb.
Properties: Finesse, light

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.

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

Shortsword

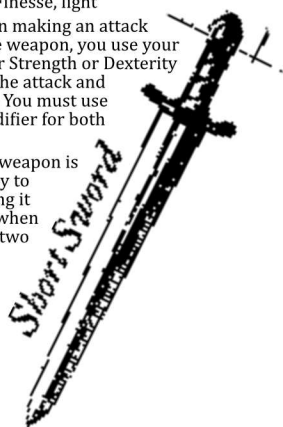**Martial Melee Weapon**

Cost: 10 gp

Damage: 1d6 piercing

Weight: 2 lb.

Properties: Finesse, light

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.

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

Trident

Martial Melee Weapon
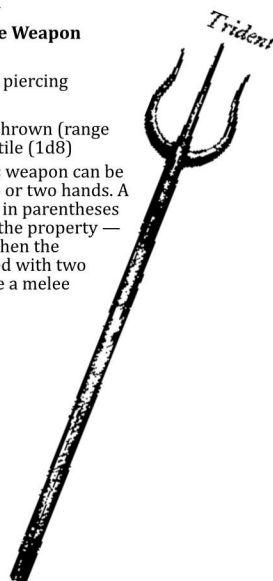
Cost: 5 gp

Damage: 1d6 piercing

Weight: 4 lb.

Properties: Thrown (range 20/60), versatile (1d8)

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.

War pick

Martial Melee Weapon

Cost: 5 gp

Damage: 1d8 piercing

Weight: 2 lb.

Properties: -

Warhammer

Martial Melee Weapon

Cost: 15 gp

Damage: 1d8 bludgeoning

Weight: 2 lb.

Properties: Versatile (1d10)

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.
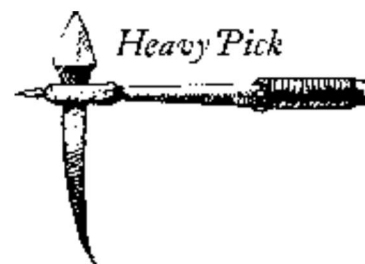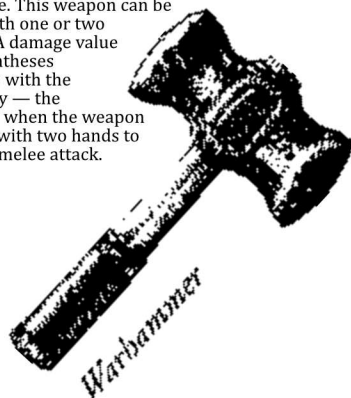
Whip

Martial Melee Weapon

Cost: 2 gp

Damage: 1d4 slashing

Weight: 3 lb.

Properties: Finesse, reach

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.

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

Blowgun

Martial Ranged Weapon
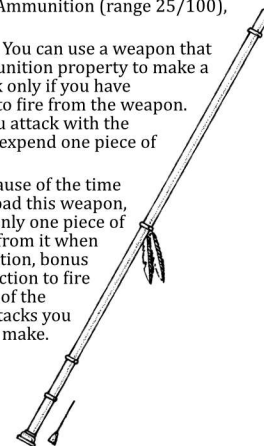
Cost: 10 gp

Damage: 1 piercing

Weight: 1 lb.

Properties: Ammunition (range 25/100), loading

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.

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.

Crossbow, hand

Martial Ranged Weapon

Cost: 75 gp

Damage: 1d6 piercing

Weight: 3 lb.

Properties: Ammunition (range 30/120), light, loading

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

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.

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.
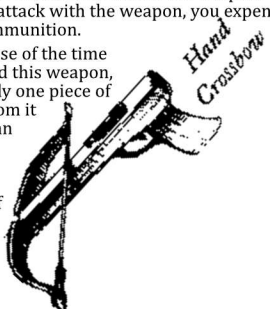
Crossbow, heavy

Martial Ranged Weapon

Cost: 50 gp

Damage: 1d10 piercing

Weight: 18 lb.

Properties: Ammunition (range 100/400), heavy, loading, two-handed

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.

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.

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.

Longbow

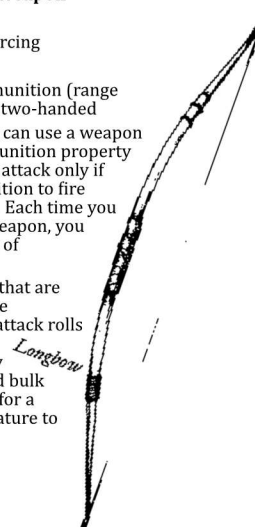**Martial Ranged Weapon**

Cost: 50 gp

Damage: 1d8 piercing

Weight: 2 lb.

Properties: Ammunition (range 150/600), heavy, two-handed

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.

Heavy. Creatures that are Small or Tiny have disadvantage on attack rolls with heavy weapons. A heavy weapon's size and bulk make it too large for a Small or Tiny creature to use effectively.

Net

Martial Ranged Weapon

Cost: 1 gp

Damage: -

Weight: 3 lb.

Properties: Special, thrown (range 5/15)

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.

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.

Net