









Push: If you hit a creature with this weapon, you can push the creature up to 10 feet straight away from yourself if it is large or smaller.

Halberd

Attack roll: +5

Damage: 1d10+3 +2d6 (if surprise), reroll 1

Damage on cleave: 1d10 +2d6 (if surprise), reroll 1 or 2

Properties: reach (15ft), cleave, heavy, two hands, slashing

Cleave: If you hit a creature with a melee attack using this weapon, you can make an attack roll with the weapon against a second creature within 5ft of the first creature that is also within your reach. On a hit, the second creature takes the weapon's damage, but don't add your ability modifier to damage, unless that modifier is negative. You can make this extra attack only once per turn. ACTION



Attack roll: +5

Damage: 1d6 (savage only once) +3 (only on first attack) +2d6 (if surprise)

Properties: Range (6/18m), light, thrown, slash-

Vex: If you hit a creature with this weapon and deal damage to the creature, you have advantage on your next attack roll against that creature before the end of your next turn.

Light: When you take the attack action on your turn and attack with a light weapon, you can make one extra attack as a bonus action later on the same turn. That extra attack must be made with a different light weapon, and you don't add your ability modifier to the extra attack's damage, unless that modifier is negative.

ACTION AND BONUS ACTION

ATTACK

Dexterity saving throw versus 12 or be-

When you take the attack action on your automatically if it's huge or larger.

On a failed save, the target has the restrained condition until it escapes the net.

You are restrained by a net! come restrained. > A restrained creature's speed

turn, you can replace one of your attacks with a throw of the net at a creature within 15 feet of you. The target must succeed on a dexterity saving throw agasint a dc equal to 8 + your proficiency bonus + your dexterity modifier. The target succeeds

To escape, the target must use its action to make a DC 10 strength (athletics) check, escaping on a success. A creature within 5ft of the target can use its action to attempt the same thing.

becomes 0, and it can't benefit from any

bonus to its speed.

> Attack rolls against the creature have

advantage, and the creature's attack rolls

have disadvantage.

The creture has disadvantage on dexterity saving throws.

Restrained (Net)

CONDITION

-1 Persuasion

Destroying the net (ac 10: 5 hp; immunity to bludgeoning, poison and psychic damage also frees the target, ending the effect.



Net: Dex save vs. 12, restrained, dc 10 str



15 feet