BATTLEAXE
Martial Melee Weapon

10 GP

1d8 SLASHING

4 lb. Versatile (1d10)

CLUB
Simple Melee Weapon

1 SP

1d4 BLUDGEONING

2 lb. Light

WHIP
Martial Melee Weapon

2 GP

1d4 SLASHING

3 lb. Finesse, Reach

GREATCLUB
Simple Melee Weapon

2 SP

1d8 BLUDGEONING

10 lb. Two-Handed

HANDAXE
Simple Melee Weapon

5 GP

1d6 SLASHING

2 lb. Light, Thrown
(Range 20/60)

JAVELIN
Simple Melee Weapon

5 SP

1d6 PIERCING

2 lb. Thrown
(Range 30/120)

LIGHT CROSSBOW
Simple Ranged Weapon

25 GP

1d8 PIERCING

5 lb. Ammunition Loading,
Two-Handed (Range 80/320)

LIGHT HAMMER
Simple Melee Weapon

2 GP

1d4 BLUDGEONING

2 lb. Light, Thrown
(Range 20/60)

MACE
Simple Melee Weapon

5 GP

1d6 BLUDGEONING

4 lb.

QUARTERSTAFF
Simple Melee Weapon

2 SP

1d6 BLUDGEONING

4 lb. Versatile (1d8)

SHORTBOW
Simple Ranged Weapon

25 GP

1d6 PIERCING

2 lb. Ammunition Two-Handed
(Range 80/320)

SICKLE
Simple Melee Weapon

1 GP

1d4 SLASHING

2 lb. Light

SLING
Simple Ranged Weapon

1 SP

1d4 BLUDGEONING

0 lb. Ammunition
(Range 30/120)

SPEAR
Simple Melee Weapon

1 GP

1d6 PIERCING

3 lb. Thrown (range 20/60)
Versatile (1d8)

BLOWGUN
Martial Ranged Weapon

10 GP

1 PIERCING

1 lb. Ammunition,
Range (25/100), Loading

FLAIL
Martial Melee Weapon

10 GP

1d8 BLUDGEONING

2 lb.

GLAIVE
Martial Melee Weapon

20 GP

1d10 SLASHING

6 lb. Heavy, Reach, Two-Handed

GREATAXE
Martial Melee Weapon

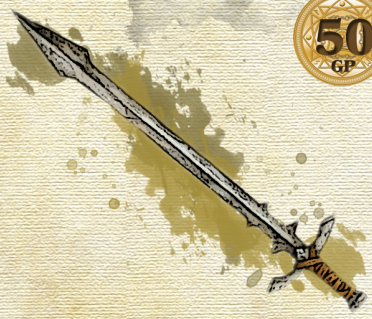
30 GP

1d12 SLASHING

7 lb. Heavy, Two-Handed

GREATSWORD
Martial Melee Weapon

50 GP



2d6 SLASHING

6 lb. Heavy, Two-Handed

HALBERD
Martial Melee Weapon

20 GP

1d10 SLASHING

6 lb. Heavy, Reach, Two-Handed

MAUL
Martial Melee Weapon

10 GP

2d6 BLUDGEONING

10 lb. Heavy, Two-Handed

HAND CROSSBOW
Martial Ranged Weapon

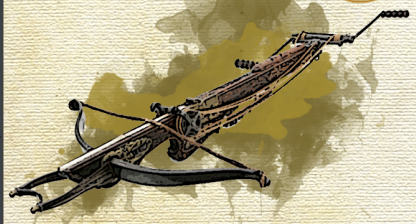
75 GP

1d6 PIERCING

3 lb. Ammunition, Range (30/120), Light, Loading

HEAVY CROSSBOW
Martial Ranged Weapon

50 GP



1d10 PIERCING

18 lb. Ammunition, Range (100/400), Heavy, Loading, Two-Handed

LANCE
Martial Melee Weapon

10 GP

1d12 PIERCING

6 lb. Reach, Special

LONGBOW
Martial Ranged Weapon

50 GP

1d8 PIERCING

2 lb. Ammunition, Range (150/600), Heavy, Two-Handed

LONGSWORD
Martial Melee Weapon

15 GP

1d8 SLASHING

3 lb. Versatile (1d10)

DART
Simple Ranged Weapon

5 GP

1d4 PIERCING

1/4 lb. Finesse, Thrown (Range 20/60)

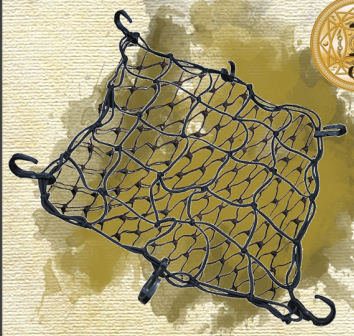
MORNINGSTAR
Martial Melee Weapon

15 GP

1d8 PIERCING

4 lb.

NET
Martial Ranged Weapon



1 GP

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3 lb. Special, Thrown
(Range 5/15)

PIKE
Martial Melee Weapon

5 GP

1d10 PIERCING

18 lb. Heavy, Reach, Two-Handed

RAPIER
Martial Melee Weapon

25 GP

1d8 PIERCING

2 lb. Finesse

SCIMITAR
Martial Melee Weapon

25 GP

1d6 SLASHING

3 lb. Finesse, Light

SHORTSWORD
Martial Melee Weapon

10 GP

1d6 PIERCING

2 lb. Finesse, Light

TRIDENT
Martial Melee Weapon

5 GP

1d6 PIERCING

4 lb. Thrown (Range 20/60)
Versatile (1d10)

WAR PICK
Martial Melee Weapon

5 GP

1d8 PIERCING

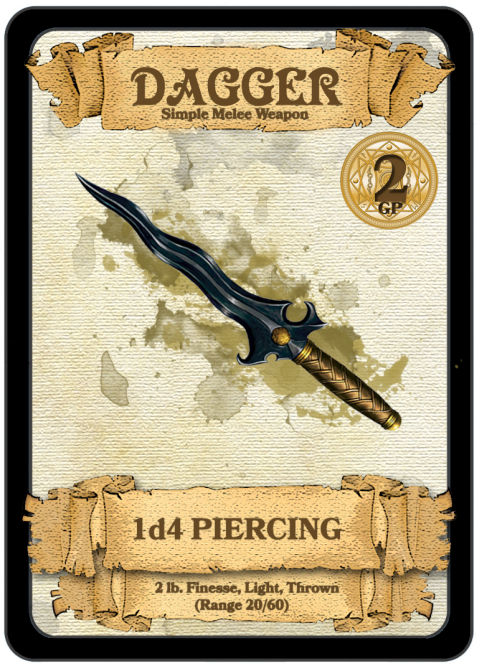
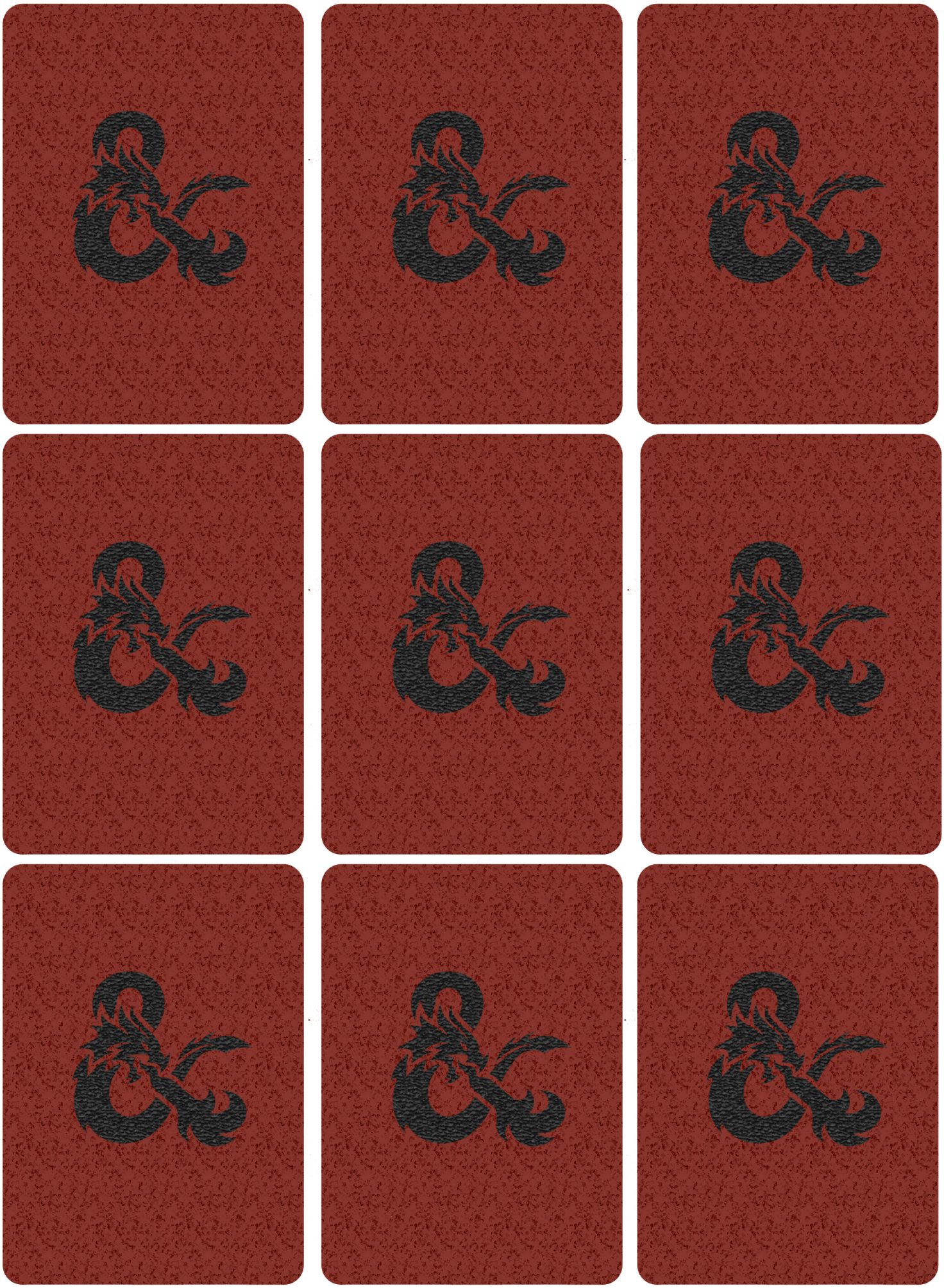
2 lb.

WARHAMMER
Martial Melee Weapon

15 GP

1d8 BLUDGEONING

2 lb. Versatile (1d10)


DAGGER
Simple Melee Weapon
2
GP
1d4 PIERCING
2 lb. Finesse, Light, Thrown
(Range 20/60)