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 sp 1d6 piercing 2 lb. Thrown (range 30/120)

Light hammer 2 gp 1d4 bludgeoning 2 lb. Light, thrown (range 20/60)

Mace 5 gp 1d6 bludgeoning 4 lb. —

Quarterstaff 2 sp 1d6 bludgeoning 4 lb. Versatile (1d8)

Sickle 1 gp 1d4 slashing 2 lb. Light

Spear 1 gp 1d6 piercing 3 lb. Thrown (range 20/60), versatile (1d8)

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Simple Ranged Weapons

Crossbow, light 25 gp 1d8 piercing 5 lb. Ammunition (range 80/320), loading, two-handed

Dart 5 cp 1d4 piercing 1/4 lb. Finesse, thrown (range 20/60)

Shortbow 25 gp 1d6 piercing 2 lb. Ammunition (range 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. —

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 10 gp 2d6 bludgeoning 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. Thrown (range 20/60), 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 25/100), loading

Crossbow, hand 75 gp 1d6 piercing 3 lb. Ammunition (range 30/120), light, loading

Crossbow, heavy 50 gp 1d10 piercing 18 lb. Ammunition (range 100/400), heavy, loading, two-handed

Longbow 50 gp 1d8 piercing 2 lb. Ammunition (range 150/600), heavy, two-handed

Net 1 gp — 3 lb. Special, thrown (range 5/15)