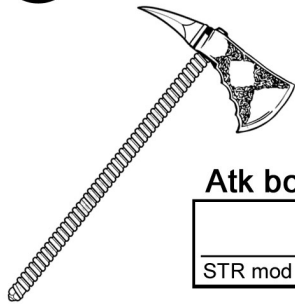


10gp **BATTLEAXE** 4lb



Atk bonus:

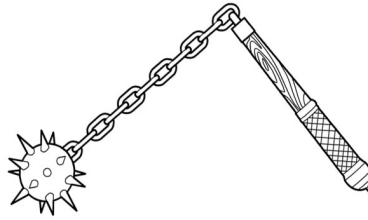
STR mod + PROF

Damage: 1d8 +  $\frac{\text{STR mod}}{\text{slashing}}$

Versatile: use both hands for 1d10 slashing damage.

*Martial Melee Weapon*

10gp **FLAIL** 2lb

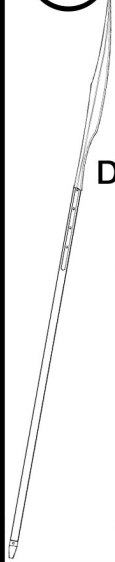


Atk bonus:  $\frac{\text{STR mod} + \text{PROF}}$

Damage: 1d8 +  $\frac{\text{STR mod}}{\text{bludgeoning}}$

*Martial Melee Weapon*

20gp **GLAIVE** 6lb



Atk bonus:

STR mod + PROF

Damage: 1d10 +  $\frac{\text{STR mod}}{\text{slashing}}$

Heavy: small creatures have disadv on Atk rolls when using this weapon.

Reach: add 5 ft to your reach when you attack with this weapon.

Two-handed: you must hold it with two hands when attacking with it!

*Martial Melee Weapon*

30gp **GREATAXE** 7lb

Atk bonus:

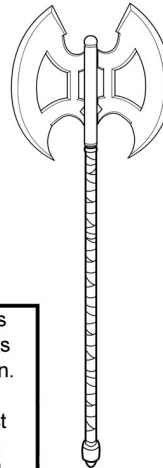
STR mod + PROF

Damage: 1d12 +  $\frac{\text{STR mod}}{\text{slashing}}$

Heavy: small creatures have disadv on Atk rolls when using this weapon.

Two-handed: you must hold it with two hands when attacking with it!

*Martial Melee Weapon*



50gp **GREATSWORD** 6lb

Atk bonus:

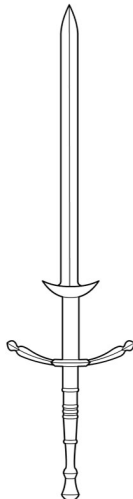
STR mod + PROF

Damage: 2d6 +  $\frac{\text{STR mod}}{\text{slashing}}$

Heavy: small creatures have disadv on Atk rolls when using this weapon.

Two-handed: you must hold it with two hands when attacking with it!

*Martial Melee Weapon*



20gp **HALBERD** 6lb

Atk bonus:

STR mod + PROF

Damage: 1d10 +  $\frac{\text{STR mod}}{\text{slashing}}$

Heavy: small creatures have disadv on Atk rolls when using this weapon.

Reach: add 5 ft to your reach when you attack with this weapon.

Two-handed: you must hold it with two hands when attacking with it!

*Martial Melee Weapon*

