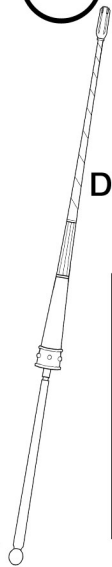


10gp

LANCE

6lb



Atk bonus:

STR mod + PROF

Damage: 1d12 +

STR mod
piercing

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

Special: you have disadv when attacking a target within 5 ft of you.

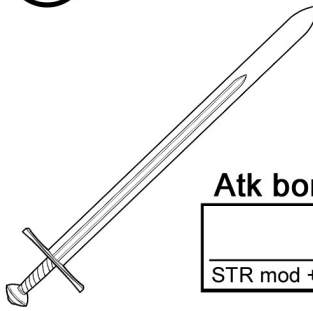
You must use two hands to use it when you are not mounted.

Martial Melee Weapon

15gp

LONGSWORD

3lb



Atk bonus:

STR mod + PROF

Damage: 1d8 +

STR mod
slashing

Versatile: use both hands for 1d10 slashing damage.

Martial Melee Weapon

10gp

MAUL

10lb

Atk bonus:

STR mod + PROF

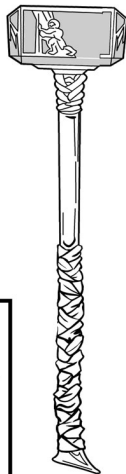
Damage:

2d6 +

STR mod
bludgeoning

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!

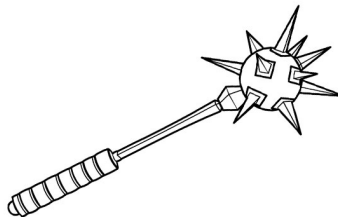


Martial Melee Weapon

15gp

MORNINGSTAR

4lb



Atk bonus:

STR mod + PROF

Damage: 1d8 +

STR mod
piercing

Martial Melee Weapon

5gp

PIKE

18lb



Atk bonus:

STR mod + PROF

Damage: 1d10 +

STR mod
piercing

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.

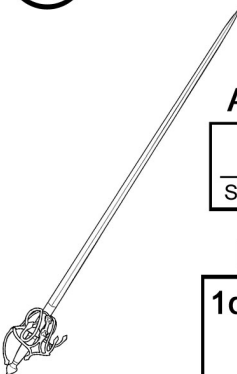
Two-handed: you must hold it with two hands when attacking with it!

Martial Melee Weapon

25gp

RAPIER

2lb



Atk bonus:

STR mod + PROF

Damage:

1d8 +

STR mod
piercing

Finesse: can use DEX mod instead of STR mod for attack and damage bonuses - both the same.

Martial Melee Weapon