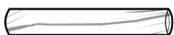


10gp

## BLOWGUN



1lb

**Atk bonus:** DEX mod + PROF

**Damage:** 1 + DEX mod  
piercing

**Range:** 25ft, or 100ft disadv.

Ammunition: you need ammunition - blowgun needles. Drawing ammunition is part of the attack. You can find half your used needles in a 1 min search after battle.


You can also use the blowgun in a melee attack as an Improvised Weapon.

Loading: Only 1 blowgun needle per action/bonus action/reaction - no multiple attacks.

*Martial Ranged Weapon*

75gp

## HAND CROSSBOW



3lb

**Atk bonus:** DEX mod + PROF

**Damage:** 1d6 + DEX mod  
piercing

**Range:** 30ft, or 120ft disadv.

Ammunition: you need ammunition - crossbow bolts. Drawing ammunition is part of the attack. You can find half your used bolts in a 1 min search after battle. You can also use the crossbow in a melee attack as an Improvised Weapon.

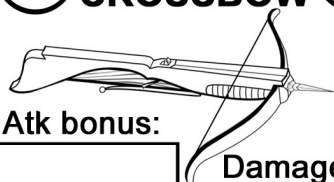
Light: can be used with a second Light weapon for 2 weapon fighting - 2nd weapon doesn't add STR/DEX mod to damage.

Loading: Only 1 crossbow bolt (per weapon) per action/bonus action/reaction - no multiple attacks.

*Martial Ranged Weapon*

50gp

## HEAVY CROSSBOW



18lb

**Atk bonus:** DEX mod + PROF

**Damage:** 1d10 + DEX mod  
piercing

**Range:** 100ft, or 400ft disadv.

Ammunition: you need ammunition - crossbow bolts. Drawing ammunition is part of the attack. You can find half your used bolts in a 1 min search after battle. You can also use the crossbow in a melee attack as an Improvised Weapon.

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

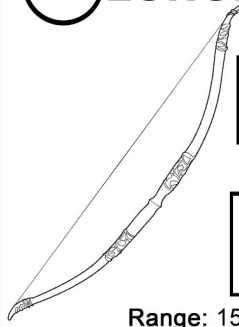
Loading: Only 1 crossbow bolt per action/bonus action/reaction - no multiple attacks.

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

*Martial Ranged Weapon*

50gp

## LONGBOW



2lb

**Atk bonus:** DEX mod + PROF

**Damage:** 1d8 + DEX mod  
piercing

**Range:** 150ft, or 600ft disadv.

Ammunition: you need ammunition - arrows. Drawing ammunition is part of the attack. You can find half your used arrows in a 1 min search after battle. You can also use the longbow in a melee attack as an Improvised Weapon.

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 Ranged Weapon*

1gp

## NET



3lb

**Atk bonus:** DEX mod + PROF

**Damage:** N/A

Special: A Large or smaller creature hit by a net is restrained until it is freed. No effect on formless or huge+ creatures. Creature can use action for DC10 STR check. Success = frees itself or another creature within it's reach. 5 slashing damage to the net (AC 10) = frees creature without harming it & destroys net. Only 1 action/bonus action/reaction per turn with net - no multiple attacks.

*Martial Ranged Weapon*