

Weapons

January 5, 2023



Weapons

Your class grants proficiency in certain weapons, reflecting both the class's focus and the tools you are most likely to use. Whether you favor a longsword or a longbow, your weapon and your ability to wield it effectively can mean the difference between life and death while adventuring.

The Weapons table shows the most common weapons used in the fantasy gaming worlds, their price and weight, the damage they deal when they hit, and any special properties they possess. Every weapon is classified as either melee or ranged. A **melee weapon** is used to attack a target within 5 feet of you, whereas a **ranged weapon** is used to attack a target at a distance.

Weapon Proficiency

Your race, class, and feats can grant you proficiency with certain weapons or categories of weapons. The two categories are **simple** and **martial**. Most people can use simple weapons with proficiency. These weapons include clubs, maces, and other weapons often found in the hands of commoners. Martial weapons, including swords, axes, and polearms, require more specialized

training to use effectively. Most warriors use martial weapons because these weapons put their fighting style and training to best use.

Proficiency with a weapon allows you to add your proficiency bonus to the attack roll for any attack you make with that weapon. If you make an attack roll using a weapon with which you lack proficiency, you do not add your proficiency bonus to the attack roll.

Weapon Properties

Many weapons have special properties related to their use, as shown in the Weapons table.

Ammunition. You can use a weapon that has the ammunition property to make a ranged attack only if you have ammunition to fire from the weapon. Each time you attack with the weapon, you expend one piece of ammunition. Drawing the ammunition from a quiver, case, or other container is part of the attack (you need a free hand to load a one-handed weapon). At the end of the battle, you can recover half your expended ammunition by taking a minute to search the battlefield.

If you use a weapon that has the ammunition property to make a melee attack, you treat the weapon as an improvised weapon (see “Improvised Weapons” later in the section). A sling must be loaded to deal any damage when used in this way.

Finesse. When making an attack with a finesse weapon, you use your choice of your Strength or Dexterity modifier for the attack and damage rolls. You must use the same modifier for both rolls.

Heavy. Small creatures have disadvantage on attack rolls with heavy weapons. A heavy weapon’s size and bulk make it too large

for a Small creature to use effectively.

Light. A light weapon is small and easy to handle, making it ideal for use when fighting with two weapons.

Loading. Because of the time required to load this weapon, you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

Range. A weapon that can be used to make a ranged attack has a range in parentheses after the ammunition or thrown property. The range lists two numbers. The first is the weapon's normal range in feet, and the second indicates the weapon's long range. When attacking a target beyond normal range, you have disadvantage on the attack roll. You can't attack a target beyond the weapon's long range.

Reach. This weapon adds 5 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it.

Special. A weapon with the special property has unusual rules governing its use, explained in the weapon's description (see "Special Weapons" later in this section).

Thrown. If a weapon has the thrown property, you can throw the weapon to make a ranged attack. If the weapon is a melee weapon, you use the same ability modifier for that attack roll and damage roll that you would use for a melee attack with the weapon. For example, if you throw a handaxe, you use your Strength, but if you throw a dagger, you can use either your Strength or your Dexterity, since the dagger has the finesse property.

Two-Handed. This weapon requires two hands when you attack with

it.

Versatile. This weapon can be used with one or two hands. A damage value in parentheses appears with the property—the damage when the weapon is used with two hands to make a melee attack.

Improvised Weapons

Sometimes characters don't have their weapons and have to attack with whatever is at hand. An improvised weapon includes any object you can wield in one or two hands, such as broken glass, a table leg, a frying pan, a wagon wheel, or a dead goblin.

Often, an improvised weapon is similar to an actual weapon and can be treated as such. For example, a table leg is akin to a club. At the GM's option, a character proficient with a weapon can use a similar object as if it were that weapon and use his or her proficiency bonus.

An object that bears no resemblance to a weapon deals 1d4 damage (the GM assigns a damage type appropriate to the object). If a character uses a ranged weapon to make a melee attack, or throws a melee weapon that does not have the thrown property, it also deals 1d4 damage. An improvised thrown weapon has a normal range of 20 feet and a long range of 60 feet.

Silvered Weapons

Some monsters that have immunity or resistance to nonmagical weapons are susceptible to silver weapons, so cautious adventurers invest extra coin to plate their weapons with silver. You can silver a single weapon or ten pieces of ammunition for 100 gp. This cost represents not only the price of the silver, but the time and expertise needed to add silver to the weapon without making it less effective.

Special Weapons

Weapons with special rules are described here.

Lance. You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Net. A Large or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

When you use an action, bonus action, or reaction to attack with a net, you can make only one attack regardless of the number of attacks you can normally make.

Weapons Table

Simple Melee Weapons	Cost	Damage	Weight	Properties
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)

Simple Melee Weapons	Cost	Damage	Weight	Properties
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)
Simple Ranged Weapons	Cost	Damage	Weight	Properties
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	Cost	Damage	Weight	Properties
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

Martial Melee Weapons	Cost	Damage	Weight	Properties
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	Cost	Damage	Weight	Properties
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

Martial Ranged Weapons	Cost	Damage	Weight	Properties
Longbow	50 gp	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	1 gp	–	3 lb.	Special, thrown (range 5/15)

Party Hat

January 5, 2023



Wondrous Item (hat), uncommon (requires attunement)

This hat has 4 charges. While wearing it, you can expend 1 charge as an action to activate for 10d4 minutes. Once activated, you can choose one creature within 30 ft. and clearly hear its voice, silencing all other sounds around you. If you have Hearing Loss, it reduces the IE by 2 for that voice. You can deactivate the hat or change targets with a bonus action. You have disadvantage on all hearing-related Wisdom (Perception) checks besides the target's voice.

The hat regains 1d4 expended charges daily at dawn.

Triceratops

January 5, 2023



Huge beast, unaligned

- **Armor Class** 13 (natural armor)
- **Hit Points** 95 (10d12 + 30)
- **Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

- **Senses** passive Perception 10
- **Languages** –
- **Challenge** 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 ft. straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

Actions

Gore. Melee Weapon Attack: +9 to hit, reach 5 ft., one target.
Hit: 24 (4d8 + 6) piercing damage.

Stomp. Melee Weapon Attack: +9 to hit, reach 5 ft., one prone creature. Hit: 22 (3d10 + 6) bludgeoning damage.

Time Elemental

January 5, 2023



Medium elemental, neutral

- **Armor Class** 16 (natural armor)
- **Hit Points** 104 (16d8 + 32)
- **Speed** 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	12 (+1)	18 (+4)	10 (+0)

- **Saving Throws** Dex +9, Wis +9, Cha +5
- **Skills** Perception +9, Stealth +9
- **Damage Resistances** bludgeoning, piercing, and slashing

from nonmagical attacks

- **Damage Immunities** poison
- **Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
- **Senses** darkvision 60 ft., passive Perception 19
- **Languages** Primordial
- **Challenge** 13 (10,000 XP)

Energy Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes three attacks with its temporal claws.

Temporal Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage plus 10 (3d6) force damage. The target must also succeed on a Wisdom saving throw (DC 15) or be temporarily displaced in time, causing them to skip their next turn.

Temporal Wave. Ranged Spell Attack: +9 to hit, range 60 ft., one target. Hit: 22 (4d8 + 4) force damage. The target must also make a Wisdom saving throw (DC 15) or be frozen in time for 1d4 rounds, unable to take any actions or reactions but also immune to all damage.

Reactions

Temporal Deflection. When the elemental is hit by an attack, it can use its reaction to halve the damage it takes.

Time Warden

January 5, 2023



Medium humanoid (human), Lawful Neutral

- **Armor Class** 18 (chain mail, shield)
- **Hit Points** 90 (12d8 + 36)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

- **Saving Throws** Str +7, Dex +5, Con +6
- **Skills** Athletics +7, Intimidation +5
- **Condition Immunities** charmed
- **Senses** passive Perception 11
- **Languages** Common
- **Challenge** 6 (2,300 XP)

Actions

Multiattack. The Time Warden makes three melee attacks or two

ranged attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shield Bash. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a

Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Time Loop (recharge 5-6). The Time Warden chooses a target within 5 ft. and creates a temporal loop, causing the target to repeat its actions from the previous round. The target must succeed on a DC 13 Wisdom saving throw or be forced to repeat its actions until the loop is broken by the Time Warden or the target succeeds on the saving throw.

Reactions

Precognitive Parry. The Time Warden adds +4 to its AC against one melee attack that would hit it. To do so, the Time Warden must see the attacker and be wielding a melee weapon.

Zara

January 5, 2023

Medium humanoid ([dragonborn](#) (red)), Neutral Good Cisgender Woman (She/Her)

- **Armor Class** 16 (Unarmored Defense)
- **Hit Points** 26 (4d8 + 8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	10 (+0)	16 (+3)	8 (-1)

- **Saving Throws** Str +4, Dex +5
- **Skills** Perception +5, Stealth +5
- **Damage Resistances** fire
- **Senses** passive Perception 15
- **Languages** Common, Draconic, Draconic Sign Language
- **Challenge** 3 (700 XP)

Hearing Loss [IE 3]. Zara is hard of hearing, which gives a -3 penalty on hearing-related checks but +3 on saving throws related to attacks that use sound (e.g., banshee wail). (Note: thunder damage is vibration, not sound, so this does not grant benefits against it.)

Actions

Breath Weapon (1/rest). Zara exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Unarmed Strike. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Bonus Actions

Extra Attack (Unarmed Strike). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

Flurry of Blows (4/rest). Zara can make two unarmed strikes as a bonus action.

Reactions

Deflect Missiles. Zara can use her reaction to deflect or catch the missile when she is hit by a ranged weapon attack. When she does so, the damage she takes from the attack is reduced by 1d10 + 7.

If she reduces the damage to 0, she can catch the missile if it is small enough for her to hold in one hand and she has at least one hand free. If she catches a missile in this way, she can spend 1 ki point to make a ranged attack with the weapon or piece of ammunition she just caught, as part of the same reaction. She makes this attack with proficiency, regardless of her weapon proficiencies, and the missile counts as a monk weapon for the attack, which has a normal range of 20 feet and a long range of 60 feet.

Slow Fall. Zara can use her reaction when she falls to reduce any falling damage she takes by 20.

Zara is a tall, red dragonborn with a fierce expression and sharp, curved claws. She is a skilled monk, using her agility and strength to deliver powerful blows in combat. Despite being hard of hearing, she is fiercely alert and able to surprise enemies with her lightning-fast reactions. She is proud of her heritage, wearing her dragonborn scales with pride and using her breath weapon to devastating effect in battle. Despite her fierce exterior, Zara has a kind heart and is fiercely loyal to

her friends and allies.

Dorian

January 5, 2023

Small humanoid ([halfling](#)), Chaotic Neutral Cisgender Man (He/Him)

- **Armor Class** 14 (Unarmored Defense)
- **Hit Points** 37 (3d12 + 6)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	8 (-1)	12 (+1)

- **Saving Throws** Str +5, Con +4
- **Skills** Perception +1, Survival +1
- **Senses** passive Perception 11
- **Languages** Common, Halfling
- **Challenge** 2 (450 XP)

Attention Difference [IE 3]. When performing any sustained task, Dorian must succeed on a DC 11 Constitution saving throw. Failure indicates that he's been distracted – all related ability checks take 60 percent times as long to complete. While distracted, he has a +3 on passive Wisdom (Perception). On success, he becomes hyperfocused and has advantage on all related ability checks. While hyperfocused, he has a -3 penalty

on passive Wisdom (Perception).

Rage (3/day). Dorian can enter a frenzied state for 1 minute, gaining advantage on Strength checks and saving throws, resistance to bludgeoning, piercing, and slashing damage, and the ability to make an additional attack on his turn.

Danger Sense. Dorian has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. To gain this benefit, he can't be blinded, deafened, or incapacitated.

Halfling Nimbleness. The halfling can move through the space of any creature that is of a size larger than his own.

Hyperfocused Rage (1/rage). Dorian's neurodivergence allows him to hyperfocus on combat during a rage and use his Reckless Attack on one Bonus Action, giving him +3 on one melee weapon attack and damage roll per rage.

Lucky. When Dorian rolls a 1 on the d20 for an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Reckless Attack. When Dorian makes his first attack on his turn, he can decide to attack recklessly. Doing so gives him advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against him have advantage until his next turn.

Actions

Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) bludgeoning damage. (+2 damage during rage)

Dorian is a small, scrappy halfling with a wild, untamed appearance. His hair is a wild mop of curls, and his eyes seem

to constantly dart around, as if searching for the next adventure. Despite his size, Dorian is a formidable fighter, using his neurodivergence to his advantage as he enters a frenzied state in combat. He is quick on his feet and agile, able to dodge and weave through enemies with ease.

Rendoya

January 5, 2023

Medium humanoid ([tiefling](#)), Chaotic Good Transgender Woman (She/Her)

- **Armor Class** 12
- **Hit Points** 27 (6d8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	14 (+2)	10 (+0)

- **Saving Throws** Wis +5, Cha +3
- **Skills** Arcana +5, Perception +5
- **Damage Resistances** fire
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** Common, Infernal
- **Challenge** 6 (2,300 XP)

Innate Spellcasting. Rendoya's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It

can innately cast the following spells, requiring no material components:

At will: [Thaumaturgy](#)

1/day: [Hellish Rebuke](#)

Spellcasting. Rendoya is a 6th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). Rendoya has the following [Sorcerer](#) spells prepared:

Cantrips (at will): [Chill Touch](#), [Fire Bolt](#), [Message](#), [Shocking Grasp](#), [True Strike](#)

1st level (4 slots): [Mage Armor](#), [Magic Missile](#), [Shield](#)

2nd level (3 slots): [Blindness/Deafness](#), [Spider Climb](#)

3rd level (3 slots): [Lightning Bolt](#), [Sleet Storm](#)

[Metamagic](#) (6 Sorcery Points). Rendoya can use her sorcery points for the following effects:

Empowered Spell, Heightened Spell

[Seizures](#) (Clonic, triggered by stress) [IE 2]. Rendoya's muscles have spasms that make her face, neck, and arm muscles jerk rhythmically. During this seizure, she has a -4 penalty on all actions requiring the use of her arms and cannot cast spells requiring a somatic component. Casting a spell with a verbal component requires a successful DC 12 Constitution check. Failure results in the spell failing, but it does not use a spell slot. She must succeed on a DC 10 Constitution check to maintain concentration if needed. Clonic Seizures last 2d6 rounds.

The seizures are triggered by stressful situations. When entering combat or encountering other sources of stress, Rendoya must succeed on a DC 12 Wisdom saving throw to prevent the seizure. She can choose to fail the saving throw and experience the seizure to use her Seizure Surge.

Reactions

Seizure Surge. When Rendoya has a seizure, she can use her reaction to unleash a blast of magical energy. Each creature within 10 feet of her must succeed on a DC 12 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed save, or half as much damage on a successful one.

Rendoya is a powerful sorceress with dark hair and piercing red eyes. Despite her neurological disorder, she is a skilled magician and strategically uses her seizures to her advantage, balancing the challenge of the seizure's effects with the benefit of channeling the energy into powerful blasts of magical energy. She is cunning and clever, always one step ahead of her enemies.

Historical Remains

January 5, 2023



Medium undead, Neutral

- **Armor Class** 14 (breastplate)
- **Hit Points** 52 (8d8 + 16)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	6 (-2)	6 (-2)	5 (-3)

- **Damage Vulnerabilities** bludgeoning
- **Damage Immunities** poison
- **Condition Immunities** exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 8
- **Languages** understands the languages it knew in life but can't speak
- **Challenge** 2 (450 XP)

Actions

Multiattack. The Historical Remains makes two attacks with its Longsword and Ancient Knowledge in any combination. **Longsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Ancient Knowledge (Recharge 4–6). The Historical Remains can unleash a blast of ancient knowledge that deals 10 (3d6) psychic damage to a single target within 30 feet. The target must make a DC 12 Intelligence saving throw or be stunned for one round.

Cyberzombie

January 5, 2023

Medium undead, neutral evil

- **Armor Class** 16 (Power Armor)
- **Hit Points** 30 (4d8 + 12)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	5 (-3)	6 (-2)	5 (-3)

- **Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks
- **Damage Immunities** poison, psychic
- **Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned
- **Senses** darkvision 60 ft., passive Perception 8
- **Languages** the languages it knew in life
- **Challenge** 5 (1,800 XP)

Reanimation (1/day). When the cyberzombie drops to 0 hit points, it can use its reaction to reattach its head and return to 1 hit point.

Actions

Multiattack. The Cyberzombie makes two Cyber Slam attacks.

Cyber Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage.

Plasma Cannon. Ranged Weapon Attack: +5 to hit, range 60/180 ft., one target. Hit: 11 (2d8 + 2) radiant damage.

Taser Gauntlet (Recharge 5–6). The Cyberzombie adds 7 (2d6) electrical damage to its Cyber Slam attack.