

DND 5E WEAPONS REVISED

Weapon Name	Cost	Damage	Weight	Properties
Simple Weapons				
Club	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger	2 gp	1d4 piercing	1 lb.	Finesse, Light, thrown (20/60), Conceal
Dirk	4 gp	1d4 piercing	1 lb.	Finesse, Mercy Strike, Light, Conceal
Greatclub	2 sp	1d8 bludgeoning	10 lb.	Two-Handed, Smashing
Reinforced Greatclub	1 gp	2d4 bludgeoning	12 lb.	Two-Handed, Staggering, Smashing, Heavy
Handaxe	5 gp	1d6 slashing	2 lb.	Light, thrown (20/60)
Javelin	5 sp	1d6 piercing	2 lb.	Thrown (30/120)
Light Hammer	2 gp	1d4 bludgeoning	2 lb.	Light, thrown (20/60)
Knobbed Mace	5 gp	1d6 bludgeoning	4 lb.	Light
Flanged Mace	5 gp	1d8 bludgeoning	4 lb.	-
Quarterstaff	2 sp	1d6 bludgeoning	4 lb.	Versatile (1d8), Reliable
Reinforced Quarterstaff	1 gp	1d8 bludgeoning	6 lb.	Two-Handed, Reliable, Trip
Sickle	2 gp	1d6 slashing	2 lb.	Light, Finesse, Trip
Spear	1 gp	1d6 piercing	3 lb.	Thrown (20/60), versatile (1d8), Precise
Scythe	4 gp	1d8 slashing	7 lb.	Heavy, Two-Handed, Reach
Claws	6 gp	1d6 piercing/slashing	3 lb.	Finesse, Light
Chakram	4 gp	1d4 slashing	2 lb.	Light, Thrown (20/60)
Simple Ranged Weapons				
Crossbow, Light	25 gp	1d8 piercing	5 lb.	Ammunition (80/320), loading, Two-Handed, Puncturing
Dart	5 cp	1d4 piercing	1/4 lb.	Finesse, thrown (20/60), Silent
Shortbow	25 gp	1d6 piercing	2 lb.	Ammunition (80/320), Two-Handed, Puncturing
Recurve bow	30 gp	1d6 piercing	3 lb.	Ammunition (80/320), Two-Handed, Precise
Sling	1 sp	1d4 bludgeoning	1/2 lb.	Ammunition (30/120), Staggering
Weapon Name	Cost	Damage	Weight	Properties
Martial Weapons				
Battleaxe	10 gp	1d8 slashing	4 lb.	Versatile (1d10), Reliable
Flail	10 gp	1d8 bludgeoning	3 lb.	Shield wrap, Versatile (2d4), Devious
Falchion	15 gp	1d8 slashing	3 lb.	Versatile (1d6+1d4)
Glaive	20 gp	1d12 slashing	8 lb.	Heavy, reach, Two-Handed, Reliable
Greataxe	30 gp	1d12 slashing	8 lb.	Heavy, Two-Handed, Smashing
Greatsword	40 gp	2d6 slashing	7 lb.	Heavy, Two-Handed
Halberd	30 gp	1d10 piercing/slashing	8 lb.	
Pike	20 gp	2d6 piercing	10 lb.	



Weapon Name	Cost	Damage	Weight	Properties
Lance	30 gp	2d8 piercing	7 lb.	Reach, Lance Special, Heavy
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10)
Broadsword	15 gp	2d4 slashing	3 lb.	Reliable
Katana	30 gp	1d8 slashing	3 lb.	Finesse, Versatile (1d10)
Claymore	30 gp	1d10 slashing	10 lb.	Versatile (1d12), Super Heavy
Maul	30 gp	2d6 bludgeoning	10 lb.	Heavy, Two-Handed, Smashing
Morningstar	15 gp	1d8 piercing	4 lb.	Puncturing
Rapier	25 gp	1d8 piercing	2 lb.	Finesse, Puncturing
Parrying Rapier	35 gp	1d6 piercing	2 lb.	Finesse, Disarm, Parry
Scimitar	25 gp	1d6 slashing	3 lb.	Finesse, Light, Parry
Curved Scimitar	25 gp	1d6 slashing	4 lb.	Finesse, Light, Disarm
Shortsword	10 gp	1d6 piercing/slashing	2 lb.	Finesse, Light
Trident	10 gp	1d6 piercing	4 lb.	Thrown (20/60), versatile (1d8), Puncturing, Precise
War pick	10 gp	2d4 piercing	3 lb.	Puncturing
Warhammer	15 gp	1d8 bludgeoning	4 lb.	Versatile (1d10), Smashing
Whip	2 gp	1d4 slashing	3 lb.	Finesse, reach, Devious, Trip, Pull
Kusagirama	10 gp	1d6 slashing	3 lb.	Light, Finesse, Trip, Reach, Elegant
Martial Ranged Weapons				
Blowgun	10 gp	1 piercing	1 lb.	Ammunition (25/100), loading
Crossbow, hand	75 gp	1d6 piercing	3 lb.	Ammunition (30/120), Light, loading, Puncturing
Crossbow, Heavy	50 gp	1d10 piercing	18 lb.	Ammunition (100/400), Heavy, loading, Two-Handed, Puncturing
Longbow	50 gp	1d8 piercing	7 lb.	Ammunition (150/600), Heavy, Two-Handed, Puncturing
Greatbow	80 gp	1d12 piercing	25 lb.	Ammunition (300/800), Heavy, Two-Handed, Puncturing, Super Heavy
Net	1 gp	-	3 lb.	Special, thrown (5/15)
Bola	5 gp	-	2 lb.	Special, thrown (15/30)



Mercy Strike

These weapons are some of the thinnest and sharpest, making them ideal for assassinations and mercy kills. When you roll a natural 19 on an attack, you score a Critical Hit.

Staggering

If you are proficient with this weapon and you score a Critical Hit, the force of the weapon can cause the target to have -1 AC until the start of your next turn.

Reliable

Such weapons are generally rather sturdy and built for war. Thus they grant +1 to checks and saves for doing or resisting combat maneuvers (Shove, Grapple etc.).

Trip

When you hit an enemy with an attack, you can use your bonus action to try to trip the target (STR check against STR/DEX).

Precise

Attacks with these weapons are particularly precise, causing all strikes to have a +1 to hit.

Parry

If not wielding a shield, you can use a Reaction to add +1 AC against a creature's attack/s for the rest of the turn.

Puncturing

These weapons can more often than others cause a deeper wound. When you roll a natural 19, you can cause an extra 1d4 damage.

Unwieldy

These are exceptionally long weapons that simply cannot function within 5 feet. These weapons do 1d6 bludgeoning damage and have disadvantage when used at 5ft range.

Conceal

Advantage on all checks to conceal this weapon.

Disarm

Weight and curvature grant these weapons the finesse to wrap other weapons and disarm the opponent. When you hit an enemy with an attack, you can use your bonus action to try to disarm your opponent (STR check against STR/DEX). This trick can work only once per enemy.

Pull

When you hit an enemy with an attack, you can use your bonus action to try to pull the enemy 5 ft towards you.

Shield-wrap

These weapons have the potential to bend around shields granting a +1 to hit against all shield users.

Silent

Using this weapon causes no sounds to be made. The target creature needs to be combat alert or highly perceptive to notice the initial attack made with this weapon.

Devious

These weapons can hit in surprising ways and from odd angles, even after the initial strike has missed. After using an attack action, you can use your bonus action to automatically hit an opponent for 1d4 damage. This trick can only work once per enemy.

Smashing

When you score a Critical Hit, double your STR bonus for that weapon strike.

Lance Special

The Lance does its normal damage (2d8) only if used mounted and only after moving at least 10 feet in the direction of the target. If used dismounted or without prior movement, it becomes Unwieldy and must be used with both hands.

Heavy

A heavy weapons size and bulk make it too large for small and weaker creature to use effectively. Small creatures have disadvantage on attack rolls made with heavy weapons. Other creatures must have a STR score of 13+ to wield without disadvantage.

Super heavy

These are even more massive weapons that only the might can wield. They require a STR score of 16+ to wield without disadvantage.

Elegant

Finesse weapons that require even more skill than strength. Wielders must have a DEX score of 16+ to wield without disadvantage.





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