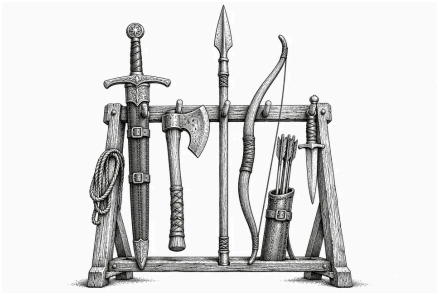
A LITTLE LESS PREP. A LITTLE MORE WONDER.

Weapons

Thirty-eight weapons for armories, traveling merchants and the spoils of your next encounter.



How to use. Roll d100 and find the matching range. Read 00 as 100. Damage is before ability modifiers. Mastery needs a feature that unlocks it. Range pairs are normal/long range in feet; check the linked card for full properties.

d100	Weapon	Type	Damage / properties / mastery
01-03	**Club**	Simple melee	1d4 Bludgeoning; Light; Mastery: Slow.
04-06	**Dagger**	Simple melee	1d4 Piercing; Finesse, Light, Thrown (20/60); Mastery: Nick.
07-09	**Greatclub**	Simple melee	1d8 Bludgeoning; Two-Handed; Mastery: Push.
10-12	**Handaxe**	Simple melee	1d6 Slashing; Light, Thrown (20/60); Mastery: Vex.
13-15	**Javelin**	Simple melee	1d6 Piercing; Thrown (30/120); Mastery: Slow.
16-18	**Light Hammer**	Simple melee	1d4 Bludgeoning; Light, Thrown (20/60); Mastery: Nick.
19-21	**Mace**	Simple melee	1d6 Bludgeoning; Mastery: Sap.
22-24	**Quarterstaff**	Simple melee	1d6 Bludgeoning; Versatile (1d8); Mastery: Topple.
25-27	**Sickle**	Simple melee	1d4 Slashing; Light; Mastery: Nick.
28-30	**Spear**	Simple melee	1d6 Piercing; Thrown (20/60), Versatile (1d8); Mastery: Sap.
31-33	**Dart**	Simple ranged	1d4 Piercing; Finesse, Thrown (20/60); Mastery: Vex.
34-36	**Light Crossbow**	Simple ranged	1d8 Piercing; Ammunition (80/320; Bolt), Loading, Two-Handed; Mastery: Slow.
37-39	**Shortbow**	Simple ranged	1d6 Piercing; Ammunition (80/320; Arrow), Two-Handed; Mastery: Vex.
40-42	**Sling**	Simple ranged	1d4 Bludgeoning; Ammunition (30/120; Bullet); Mastery: Slow.
43-45	**Battleaxe**	Martial melee	1d8 Slashing; Versatile (1d10); Mastery: Topple.
46-48	**Flail**	Martial melee	1d8 Bludgeoning; Mastery: Sap.
49-51	**Glaive**	Martial melee	1d10 Slashing; Heavy, Reach, Two-Handed; Mastery: Graze.
52-54	**Greataxe**	Martial melee	1d12 Slashing; Heavy, Two-Handed; Mastery: Cleave.
55-57	**Greatsword**	Martial melee	2d6 Slashing; Heavy, Two-Handed; Mastery: Graze.

Your table, your treasure. All 38 standard weapons from our 2024 SRD catalogue. Each gets 2-3 outcomes, except Musket and Pistol at 1% each. The GM decides whether firearms exist in the campaign. These are custom selection odds, not an official availability table.

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Item summaries, selection and roll ranges adapted by justroll. Not affiliated with Wizards of the Coast.

d100	Weapon	Type	Damage / properties / mastery
58-60	**Halberd**	Martial melee	1d10 Slashing; Heavy, Reach, Two-Handed; Mastery: Cleave.
61-63	**Lance**	Martial melee	1d10 Piercing; Heavy, Reach, Two-Handed (unless mounted); Mastery: Topple.
64-66	**Longsword**	Martial melee	1d8 Slashing; Versatile (1d10); Mastery: Sap.
67-69	**Maul**	Martial melee	2d6 Bludgeoning; Heavy, Two-Handed; Mastery: Topple.
70-72	**Morningstar**	Martial melee	1d8 Piercing; Mastery: Sap.
73-75	**Pike**	Martial melee	1d10 Piercing; Heavy, Reach, Two-Handed; Mastery: Push.
76-78	**Rapier**	Martial melee	1d8 Piercing; Finesse; Mastery: Vex.
79-80	**Scimitar**	Martial melee	1d6 Slashing; Finesse, Light; Mastery: Nick.
81-82	**Shortsword**	Martial melee	1d6 Piercing; Finesse, Light; Mastery: Vex.
83-84	**Trident**	Martial melee	1d8 Piercing; Thrown (20/60), Versatile (1d10); Mastery: Topple.
85-86	**War Pick**	Martial melee	1d8 Piercing; Versatile (1d10); Mastery: Sap.
87-88	**Warhammer**	Martial melee	1d8 Bludgeoning; Versatile (1d10); Mastery: Push.
89-90	**Whip**	Martial melee	1d4 Slashing; Finesse, Reach; Mastery: Slow.
91-92	**Blowgun**	Martial ranged	1 Piercing; Ammunition (25/100; Needle), Loading; Mastery: Vex.
93-94	**Hand Crossbow**	Martial ranged	1d6 Piercing; Ammunition (30/120; Bolt), Light, Loading; Mastery: Vex.
95-96	**Heavy Crossbow**	Martial ranged	1d10 Piercing; Ammunition (100/400; Bolt), Heavy, Loading, Two-Handed; Mastery: Push.
97-98	**Longbow**	Martial ranged	1d8 Piercing; Ammunition (150/600; Arrow), Heavy, Two-Handed; Mastery: Slow.
99	**Musket**	Martial ranged	1d12 Piercing; Ammunition (40/120; Bullet), Loading, Two-Handed; Mastery: Slow.
00	**Pistol**	Martial ranged	1d10 Piercing; Ammunition (30/90; Bullet), Loading; Mastery: Vex.

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