

Majestic Fantasy

For 5E



Price List

ARMOR

Armor	Cost	AC	Str.	Stealth	Weight
Light Armor					
Padded	10d	11 + Dex mod.	—	Disad.	8 lb.
Leather	25d	11 + Dex mod.	—	—	10 lb.
Studded leather	100d	12 + Dex mod.	—	—	13 lb.
Medium Armor					
Cuirboulle	50d	12 + Dex mod. (max +2)	—	—	12 lb.
Chain shirt	600d	13+ Dex mod. (max +2)	—	—	20 lb.
Scale mail	600d	14+ Dex mod. (max +2)	—	Disad.	45 lb.
Breastplate	600d	14+ Dex mod. (max +2)	—	—	20 lb.
Half plate	1,500d	15+ Dex mod. (max +2)	—	Disad.	40 lb.
Heavy Armor					
Ring mail	300d	14	—	Disad.	40 lb.
Chain mail	1,250d	16	Str 13	Disad.	55 lb.
Splint	2,000d	17	Str 15	Disad.	60 lb.
Plate	3,000d	18	Str 15	Disad.	65 lb.
Shield					
Shield	60d	+2	—	—	6 lb.

WEAPONS

Name	Cost	Damage	Weight	Properties
Simple Melee Weapons				
Club	N/A	1d4 bludgeoning	2 lb.	Light
Dagger, Small	3d	1d3 piercing	.2 lb.	Finesse, light, thrown (range 20/60)
Dagger	4d	1d4 piercing	1 lb.	Finesse, light
Club, Large	N/A	1d8 bludgeoning	12 lb.	Two-handed
Axe, Throwing	10d	1d6 slashing	4 lb.	Light, thrown (range 20/60), Pin
Javelin	8d	1d6 piercing	2 lb.	Thrown (range 30/120)
Hammer, war	8d	1d4 bludgeoning	3.5 lb.	Light, +1 versus Plate/Natural Plate
Mace	13d	1d6 bludgeoning	5 lb.	+1 versus Chain/Gelatinous
Staff	3d	1d6 bludgeoning	4 lb.	Versatile (1d8)
Sickle	6d	1d4 slashing	2 lb.	Light
Spear	10d	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8), Disarm
Unarmed strike	—	1 bludgeoning	—	—
Simple Ranged Weapons				
Crossbow, light	30d	1d6 piercing	6 lb.	Ammunition (range 80/320), loading, two-handed, +2 Accuracy
Dart	2d	1d4 piercing	1/4 lb.	Finesse, thrown (range 20/60)
Shortbow	13d	1d6 piercing	2 lb.	Ammunition (range 80/320), two-handed
Sling	3d	1d4 bludgeoning	—	Ammunition (range 30/120)

Martial Melee Weapons				
Battleaxe	50d	1d8 slashing	8 lb.	Versatile (1d10), Pin
Flail	60d	1d8 bludgeoning	2 lb.	+2 versus Shields
Glaive	25d	1d10 slashing	8 lb.	Heavy, reach, two-handed, Initiative
Long Axe	25d	1d12 slashing	7 lb.	Heavy, two-handed, Versatile (1d6, staff)
Greatsword	200d	2d6 slashing	6 lb.	Heavy, two-handed, disarm, power attack
Halberd	38d	1d10 slashing	12 lb.	Heavy, reach, two-handed, Initiative, Prone, Dismount
Lance	60d	1d12 piercing	10 lb.	Reach, special, Charge
Longsword	15 gp	1d8 slashing	3 lb.	Versatile (1d10), Disarm
Maul	N/A	2d6 bludgeoning	10 lb.	Heavy, two-handed
Morningstar	48d	1d8 piercing	4 lb.	+2 versus Chain, Gelatinous
Pike	30d	1d10 piercing	10 lb.	Heavy, reach, two-handed, Initiative
Rapier	150d	1d8 piercing	2 lb.	Finesse, Disarm
Scimitar	125d	1d6 slashing	3 lb.	Finesse, light, Disarm
Shortsword	100d	1d6 piercing	2 lb.	Finesse, light, Disarm
Trident	30d	1d6 piercing	4 lb.	Thrown (range 20/60), versatile (1d8), Pin
War pick	36d	1d8 piercing	2 lb.	+2 versus Plate/Natural Plate
Warhammer	24d	1d8 bludgeoning	2 lb.	Versatile (1d10), +1 versus Plate/Natural Plate
Whip	20d	1d4 slashing	3 lb.	Finesse, reach

Martial Ranged Weapons				
Blowgun	5d	1 piercing	1 lb.	Ammunition (range 25/100), loading
Prodd	38d	1d4 bludgeoning	3 lb.	Ammunition (free) (range 30/120), light, loading
Crossbow, heavy	38d	1d8 piercing	6 lb.	Ammunition (range 100/400), heavy, loading, two-handed, +4 Accuracy
Crossbow, Knight Killer	46d	4d10 piercing	20 lb.	Ammunition (range 100/400), heavy, winch, two-handed, +4 Accuracy
Longbow	50d	1d8 piercing	2 lb.	Ammunition (range 150/600), heavy, two-handed
Net	10d	—	3 lb.	Special, thrown (range 5/15)

+X Accuracy. A character proficient with this weapon gains the listed bonus to their attack roll.

+X versus. A character proficient with this weapon gains the listed bonus against an opponent with the listed weapon, armor, or trait.

Disarm. A character proficient with this weapon may use an action or reaction to disarm their opponent's weapon (or a held object) within reach. The defender has to make a dexterity save versus a DC of 10 + the attacker's proficiency bonus + the attacker's dexterity bonus.

Dismount. A character proficient with this weapon may use an action or reaction to dismount a mounted opponent within reach. The defender has to make a strength save versus a DC of 10 + the attacker's proficiency bonus + the attacker's strength bonus.

Initiative. A character proficient with this weapon may use a reaction to take an opportunity attack with the weapon when an opponent first enters within reach of the weapon. The wielder of the weapon may also use disengage as a bonus action.

It is a valid tactic to disengage and step back. The initiative will take effect again when your opponent steps back within reach of your weapon provided you have a reaction left.

Pin. In lieu of damage, an attacker that is proficient with this weapon can attempt to pin their opponent's weapon or shield rendering it useless. The defender has to make a strength save versus a DC of $10 + \text{the attacker's proficiency bonus} + \text{the attacker's strength bonus}$. To free a pinned weapon, the defender can use an action to make an athletic check against the same DC. On their turn, the attacker is free to make an attack with their other hand while maintaining the pin. It is not considered their off-hand when doing this.

Power Attack. When attacking an opponent, you can opt to take -5 on your attack. If you hit, you do +10 damage.

Prone. In lieu of damage, an attacker that is proficient with this weapon can attempt to knock their opponent prone. The defender has to make a strength save versus a DC of $10 + \text{the attacker's proficiency bonus} + \text{the attacker's strength bonus}$.

Winch. This weapon can only be reloaded after it is cranked up with a winch. This will take 10 Ready actions.