

Weapons

- [Light Crossbow](#)
- [Dagger](#)

Light Crossbow

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](#). 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.

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Light Crossbow

ranged weapon (simple, crossbow)

- **Category:** Items
- **Damage:** 1d8
- **Damage Type:** Piercing
- **Item Rarity:** Standard
- **Properties:** Loading, Range, Two-Handed
- **Range:** 80/320
- **Weight:** 5

Dagger

melee weapon (simple, dagger)

- **Category:** Items
- **Damage:** 1d4
- **Damage Type:** Piercing
- **Item Rarity:** Standard
- **Properties:** Finesse, Light, Range, Thrown
- **Range:** 20/60
- **Weight:** 1