

Table: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
<i>Unarmed Attacks</i>								
Gauntlet	2 gp	1d2	1d3	×2	—	1 lb.	B	—
Unarmed strike	—	1d2	1d3	×2	—	—	B	nonlethal
<i>Light Melee Weapons</i>								
Dagger	2 gp	1d3	1d4	19–20/×2	10 ft.	1 lb.	P or S	—
Dagger, punching	2 gp	1d3	1d4	×3	—	1 lb.	P	—
Gauntlet, spiked	5 gp	1d3	1d4	×2	—	1 lb.	P	—
Mace, light	5 gp	1d4	1d6	×2	—	4 lbs.	B	—
Sickle	6 gp	1d4	1d6	×2	—	2 lbs.	S	trip
<i>One-Handed Melee Weapons</i>								
Club	—	1d4	1d6	×2	10 ft.	3 lbs.	B	—
Mace, heavy	12 gp	1d6	1d8	×2	—	8 lbs.	B	—
Morningstar	8 gp	1d6	1d8	×2	—	6 lbs.	B and P	—
Shortspear	1 gp	1d4	1d6	×2	20 ft.	3 lbs.	P	—
<i>Two-Handed Melee Weapons</i>								
Longspear	5 gp	1d6	1d8	×3	—	9 lbs.	P	brace, reach
Quarterstaff	—	1d4/1d4	1d6/1d6	×2	—	4 lbs.	B	double, monk
Spear	2 gp	1d6	1d8	×3	20 ft.	6 lbs.	P	brace
<i>Ranged Weapons</i>								
Blowgun	2 gp	—	1 d2	×2	20 ft.	1 lb.	P	—
Darts, blowgun (10)	5 sp	—	—	—	—	—	—	—
Crossbow, heavy	50 gp	1d8	1d10	19–20/×2	120 ft.	8 lbs.	P	—
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—	—
Crossbow, light	35 gp	1d6	1d8	19–20/×2	80 ft.	4 lbs.	P	—
Bolts, crossbow (10)	1 gp	—	—	—	—	1 lb.	—	—
Dart	5 sp	1d3	1d4	×2	20 ft.	1/2 lb.	P	—
Javelin	1 gp	1d4	1d6	×2	30 ft.	2 lbs.	P	—
Sling	—	1d3	1d4	×2	50 ft.	—	B	—
Bullets, sling (10)	1 sp	—	—	—	—	5 lbs.	—	—
Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
<i>Light Melee Weapons</i>								
Axe, throwing	8 gp	1d4	1d6	×2	10 ft.	2 lbs.	S	—
Hammer, light	1 gp	1d3	1d4	×2	20 ft.	2 lbs.	B	—
Handaxe	6 gp	1d4	1d6	×3	—	3 lbs.	S	—
Kukri	8 gp	1d3	1d4	18–20/×2	—	2 lbs.	S	—
Pick, light	4 gp	1d3	1d4	×4	—	3 lbs.	P	—
Sap	1 gp	1d4	1d6	×2	—	2 lbs.	B	nonlethal
Shield, light	special	1d2	1d3	×2	—	special	B	—
Spiked armor	special	1d4	1d6	×2	—	special	P	—
Spiked shield, light	special	1d3	1d4	×2	—	special	P	—
Starknife	24 gp	1d3	1d4	×3	20 ft.	3 lbs.	P	—
Sword, short	10 gp	1d4	1d6	19–20/×2	—	2 lbs.	P	—
<i>One-Handed Melee Weapons</i>								
Battleaxe	10 gp	1d6	1d8	×3	—	6 lbs.	S	—
Flail	8 gp	1d6	1d8	×2	—	5 lbs.	B	disarm, trip
Longsword	15 gp	1d6	1d8	19–20/×2	—	4 lbs.	S	—
Pick, heavy	8 gp	1d4	1d6	×4	—	6 lbs.	P	—
Rapier	20 gp	1d4	1d6	18–20/×2	—	2 lbs.	P	—
Scimitar	15 gp	1d4	1d6	18–20/×2	—	4 lbs.	S	—
Shield, heavy	special	1d3	1d4	×2	—	special	B	—
Spiked shield, heavy	special	1d4	1d6	×2	—	special	P	—
Trident	15 gp	1d6	1d8	×2	10 ft.	4 lbs.	P	brace
Warhammer	12 gp	1d6	1d8	×3	—	5 lbs.	B	—
<i>Two-Handed Melee Weapons</i>								
Falchion	75 gp	1d6	2d4	18–20/×2	—	8 lbs.	S	—
Glaive	8 gp	1d8	1d10	×3	—	10 lbs.	S	reach
Greataxe	20 gp	1d10	1d12	×3	—	12 lbs.	S	—
Greatclub	5 gp	1d8	1d10	×2	—	8 lbs.	B	—
Flail, heavy	15 gp	1d8	1d10	19–20/×2	—	10 lbs.	B	disarm, trip
Greataxe	50 gp	1d10	2d6	19–20/×2	—	8 lbs.	S	—
Guisarme	9 gp	1d6	2d4	×3	—	12 lbs.	S	reach, trip
Halberd	10 gp	1d8	1d10	×3	—	12 lbs.	P or S	brace, trip
Lance	10 gp	1d6	1d8	×3	—	10 lbs.	P	reach
Ranseur	10 gp	1d6	2d4	×3	—	12 lbs.	P	disarm, reach
Scythe	18 gp	1d6	2d4	×4	—	10 lbs.	P or S	trip
<i>Ranged Weapons</i>								

Longbow	75 gp	1d6	1d8	×3	100 ft.	3 lbs.	P	—
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—	—
Longbow, composite	100 gp	1d6	1d8	×3	110 ft.	3 lbs.	P	—
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—	—
Shortbow	30 gp	1d4	1d6	×3	60 ft.	2 lbs.	P	—
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—	—
Shortbow, composite	75 gp	1d4	1d6	×3	70 ft.	2 lbs.	P	—
Arrows (20)	1 gp	—	—	—	—	3 lbs.	—	—
Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight¹	Type²	Special
<i>Light Melee Weapons</i>								
Kama	2 gp	1d4	1d6	×2	—	2 lbs.	S	monk, trip
Nunchaku	2 gp	1d4	1d6	×2	—	2 lbs.	B	disarm, monk
Sai	1 gp	1d3	1d4	×2	—	1 lb.	B	disarm, monk
Siangham	3 gp	1d4	1d6	×2	—	1 lb.	P	monk
<i>One-Handed Melee Weapons</i>								
Sword, bastard	35 gp	1d8	1d10	19–20/×2	—	6 lbs.	S	—
Waraxe, dwarven	30 gp	1d8	1d10	×3	—	8 lbs.	S	—
Whip	1 gp	1d2	1d3	×2	—	2 lbs.	S	disarm, nonlethal, reach, trip
<i>Two-Handed Melee Weapons</i>								
Axe, orc double	60 gp	1d6/1d6	1d8/1d8	×3	—	15 lbs.	S	double
Chain, spiked	25 gp	1d6	2d4	×2	—	10 lbs.	P	disarm, trip
Curve blade, elven	80 gp	1d8	1d10	18–20/×2	—	7 lbs.	S	—
Flail, dire	90 gp	1d6/1d6	1d8/1d8	×2	—	10 lbs.	B	disarm, double, trip
Hammer, gnome hooked	20 gp	1d6/1d4	1d8/1d6	×3/×4	—	6 lbs.	B or P	double, trip
Sword, two-bladed	100 gp	1d6/1d6	1d8/1d8	19–20/×2	—	10 lbs.	S	double
Urgrosh, dwarven	50 gp	1d6/1d4	1d8/1d6	×3	—	12 lbs.	P or S	brace, double
<i>Ranged Weapons</i>								
Bolas	5 gp	1d3	1d4	×2	10 ft.	2 lbs.	B	nonlethal, trip
Crossbow, hand	100 gp	1d3	1d4	19–20/×2	30 ft.	2 lbs.	P	—
Bolts (10)	1 gp	—	—	—	—	1 lb.	—	—
Crossbow, repeating heavy	400 gp	1d8	1d10	19–20/×2	120 ft.	12 lbs.	P	—
Bolts (5)	1 gp	—	—	—	—	1 lb.	—	—
Crossbow, repeating light	250 gp	1d6	1d8	19–20/×2	80 ft.	6 lbs.	P	—
Bolts (5)	1 gp	—	—	—	—	1 lb.	—	—
Net	20 gp	—	—	—	10 ft.	6 lbs.	—	—
Shuriken (5)	1 gp	—	1d2	×2	10 ft.	1/2 lb.	P	monk
Sling staff, halfling	20 gp	1d6	1d8	×3	80 ft.	3 lbs.	B	—
Bullets, sling (10)	1 sp	—	—	—	—	5 lbs.	—	—

¹ Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

² A weapon with two types is both types if the entry specifies "and," or either type (wielder's choice) if the entry specifies "or."