

Weapon

Simple

Melee

Light

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Dagger, punching		20	3		2	1	Players Handbook
Gauntlet, spiked		20	2		5	1	Players Handbook
Sickle		20	2		6	2	Players Handbook

One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Mace, heavy		20	2		12	8	Players Handbook
Mace, light		20	2		5	4	Players Handbook
Morningstar		20	2		8	6	Players Handbook

Two-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Longspear		20	3		5	9	Players Handbook
Quarterstaff		20	2		0	4	Players Handbook

Unarmed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Gauntlet		20	2		2	1	Players Handbook
Strike, unarmed		20	2			0	Players Handbook

Melee, Ranged (hurled)

Light

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Dagger		19	2	10	2	1	Players Handbook
Dagger, silvered		19	2	10	10	1	Players Handbook

One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Club		20	2	10	0	3	Players Handbook
Shortspear		20	2	20	1	3	Players Handbook

Two-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Spear		20	3	20	2	6	Players Guide to Faerun

Ranged

One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Dart		20	2	20	0.5	0.5	Players Handbook

Ranged (device)

Device

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Blowgun		20	2	10	1	2	Dungeon Master's Guide

Strength Device

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Sling		20	2	50	0	0	Players Handbook

Two-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
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Crossbow, heavy	19	2	120	50	8	Players Handbook
Crossbow, light	19	2	80	35	4	Players Handbook

Ranged (hurled)

One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Javelin		20	2	30	1	2	Players Handbook

Martial

Melee

Light

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Cutlass		19	2		15	3	Stormwrack
Handaxe		20	3		6	3	Players Handbook
Kukri		18	2		8	2	Players Handbook
Pick, light		20	4		4	3	Players Handbook
Sap		20	2		1	2	Players Handbook
Scorpion Claws		20	2		160	6	Sandstorm
Wakizashi		19	2		300	3	Dungeon Master's Guide

One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Battleaxe		20	3		10	6	Players Handbook
Flail, light		20	2		8	5	Players Handbook
Longsword		19	2		15	4	Players Handbook
Pick, heavy		20	4		8	6	Players Handbook
Rapier		18	2		20	2	Players Handbook
Scimitar		18	2		15	4	Players Handbook
Sword, short		19	2		10	2	Players Handbook
Thrombush (melee)		20	3		15	3	Sandstorm
Warhammer		20	3		12	5	Players Handbook

Two-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Falchion		18	2		75	8	Players Handbook
Flail, heavy		19	2		15	10	Players Handbook
Glaive		20	3		8	10	Players Handbook
Greataxe		20	3		20	12	Players Handbook
Greatclub		20	2		5	8	Players Handbook
Greatsword		19	2		50	8	Players Handbook
Guisarme		20	3		9	12	Players Handbook
Halberd		20	3		10	12	Players Handbook
Lance		20	3		10	10	Players Handbook
Lucerne Hammer		20	4		12	10	Arms & Equipment Guide
Ranseur		20	3		10	12	Players Handbook
Scythe		20	4		18	10	Players Handbook

Melee, Ranged (hurled)

Light

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Axe, throwing		20	2	10	8	2	Players Handbook
Hammer, light		20	2	20	1	2	Players Handbook

One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Trident		20	2	10	15	4	Players Handbook

Ranged

Hurled

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Atlatl		20	3	50	10	2	Sandstorm

Ranged (device)

Two-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Longbow		20	3	100	75	3	Players Handbook
Longbow, Aquatic		20	3	60	400	3	Stormwrack
Longbow, composite		20	3	110	100	3	Players Handbook
Longbow, Composite, Mighty (+1)		20	3	110	200	3	Players Handbook
Longbow, Composite, Mighty (+2)		20	3	110	100	3	Players Handbook
Longbow, Composite, Mighty (+3)		20	3	110	100	3	Players Handbook
Longbow, Composite, Mighty (+4)		20	3	110	100	3	Players Handbook
Shortbow		20	3	60	30	2	Players Handbook
Shortbow, composite		20	3	70	75	2	Players Handbook
Shortbow, Composite, Mighty +1		20	3	70	150	2	Players Handbook
Shortbow, Composite, Mighty +2		20	3	70	225	2	Players Handbook

Exotic

Device

One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Scorpion-tail whip		20	2	15	75	3	Sandstorm

Melee

Light

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Buckler-axe, Dwarven		20	3		20	4	Complete Warrior
Claw Bracer		19	2		30	2	Arms & Equipment Guide
Collapsing Crescent Fan		19	2		40	2	Sandstorm
Dagger, barbed		19	2		35	1	Complete Adventurer
Eagle's Claw		18	2		20	2	Sandstorm
Fingerblade		20	3		45	2	Sandstorm

Gauntlet, Bladed	19	2			30	4	Arms & Equipment Guide
Kama	20	2			2	2	Players Handbook
Lightblade, Elven	18	2			50	1	Complete Warrior
Longstaff	20	2			15	6	Complete Adventurer
Manople	19	2			35	1	Sandstorm
Nunchaku	20	2			2	2	Players Handbook
Panther Claw	20	3			75	3	Arms & Equipment Guide
Quickrazor, gnome	19	2			45	1	Races of Stone
Siangham	20	2			3	1	Players Handbook
Stump Knife	19	2			8	2	Arms & Equipment Guide
Sword, short, broadblade	19	2			75	3	Complete Adventurer
Tiger Claws	20	2			5	2	Arms & Equipment Guide
Tortoise blade, gnome	19	2			10	3	Complete Warrior
Triple Dagger	19	2			10	1	Arms & Equipment Guide

One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Axe, hooked		20	3		35	15	Hammer & Helm
Battlepick, Gnome		20	4		10	5	Arms & Equipment Guide
Bore driver		20	3		300	15	Hammer & Helm
Chain-and-Dagger		19	2		4	4	Arms & Equipment Guide
Great Scimitar		18	2		200	8	Sandstorm
Katana		19	2		400	6	Dungeon Master's Guide
Khopesh		18	2		16	4	Sandstorm
Longsword, Mercurial		20	4		400	6	Arms & Equipment Guide
Maul		20	3		15	20	Complete Warrior
Pick, dire		20	4		30	12	Complete Warrior
Pick, forked		20	4		45	15	Hammer & Helm
Rapier, quickblade		18	2		75	3	Complete Adventurer
Sapara		19	2		15	6	Arms & Equipment Guide
Scourge		20	2		20	2	Complete Warrior
Stingray Whip		20	3	10	15	3	Stormwrack
Sword, Butterfly		19	2		10	2	Arms & Equipment Guide
Swordcatcher, gnome		19	2		35	5	Races of Stone
Thinblade, elven		18	2		100	3	Complete Warrior
Tonfa		20	2		0.2	2	Arms & Equipment Guide
War Fan		20	3		30	3	Arms & Equipment Guide
Waraxe, dwarven		20	3		30	8	Players Handbook
Warmace		20	2		25	10	Complete Warrior

Two-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Axe, orc double		20	3		60	15	Players Handbook
Battlehorn		20	3		50	10	Sandstorm
Chain, spiked		20	2		25	10	Players Handbook
Crescent Scythe		20	3		18	20	Sandstorm
Duom	0	20	3		20	8	Arms & Equipment Guide
Dwarven Charge breaker		20	3		70	18	Hammer & Helm

Flail, dire	20	2			90	10	Players Handbook
Fullblade	19	2			100	23	Arms & Equipment Guide
Great Falchion	18	2			100	12	Sandstorm
Greathammer, goliath	20	4			30	30	Races of Stone
Greatsword, Mercurial	20	4			600	17	Arms & Equipment Guide
Gyrspike	19	2			90	20	Arms & Equipment Guide
Hammer, double	20	3			70	18	Complete Warrior
Hammer, double (H&H)	20	3			150	35	Hammer & Helm
Hammer, gnome hooked	20	3			20	6	Players Handbook
Lajatang	20	2			90	7	Complete Warrior
Longaxe	20	3			35	15	Complete Adventurer
Mace, Double	20	2			125	25	Arms & Equipment Guide
Mancatcher	20	2			20	8	Complete Warrior
Manti	20	3			15	9	Arms & Equipment Guide
Notbora	20	2			20	2	Monster Manual II
Pick, skullbreaker	20	4			50	20	Hammer & Helm
Poleaxe, heavy	20	3			20	15	Complete Warrior
Scimitar, Double	18	2			125	15	Arms & Equipment Guide
Spear, dwarven double	20	3					Races of Stone
Stone Sledge	20	3			90	32	Hammer & Helm
Sword, bastard	19	2			35	6	Players Handbook
Sword, two-bladed	19	2			100	10	Players Handbook
Three-section staff	20	3			4	8	Arms & Equipment Guide
Urgrosh, dwarven	20	3			50	12	Players Handbook
Warpike, dwarven	20	3			45	15	Races of Stone

Unarmed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Ward Cestus		20	2		10	4	Arms & Equipment Guide

Melee, Ranged (hurled)

Light

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Hammer, throwing		20	2	10	30	2	Races of Stone
Sai		20	2	10	1	1	Players Handbook

One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Javelin, spinning		19	2	50	2	2	Arms & Equipment Guide

Two-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Battlehammer, dwarven		20	3		40	20	Hammer & Helm
Greatspear		20	3	10	25	9	Complete Warrior
Harpoon		20	2	30	15	10	Stormwrack

Ranged

Ranged (hurled)

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Thrombash (thrown)		20	3 10		15	3	Sandstorm

Ranged (device)**Device**

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Calculus, Gnome		20	1 50		50	2	Arms & Equipment Guide
Fukimi-bari		20	2 5		1	0.1	Arms & Equipment Guide
Gauntlet, spring-loaded		20	2 20		200	4	Arms & Equipment Guide
Whip-dagger		19	2 15		25	3	Arms & Equipment Guide
Whip-dagger (mighty +3)		19	2 15		25	6	Arms & Equipment Guide
Whip-dagger (mighty +4)		19	2 15		25	7	Arms & Equipment Guide

One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Crossbow, hand		19	2 30		100	2	Players Handbook

Strength Device

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Whip (mighty +1)		20	2		1	3	Arms & Equipment Guide
Whip (mighty +2)		20	2		1	4	Arms & Equipment Guide
Whip (mighty +3)		20	2		1	5	Arms & Equipment Guide
Whip (mighty +4)		20	2		1	6	Arms & Equipment Guide
Whip-dagger (mighty +1)		19	2 15		25	4	Arms & Equipment Guide
Whip-dagger (mighty +2)		19	2 15		25	5	Arms & Equipment Guide

Two-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Blowgun, greater		20	2 10		15	2	Complete Warrior
Crossbow, Aquatic		19	2 40		250	4	Stormwrack
Crossbow, great		18	2 120		150	14	Races of Stone
Crossbow, repeating heavy		19	2 120		400	12	Players Handbook
Crossbow, repeating light		19	2 80		250	6	Players Handbook
Double bow, elven		20	3 90		1000	3	Arms & Equipment Guide
Greatbow		20	3 120		150	6	Complete Warrior
Greatbow, composite		20	3 130		200	6	Complete Warrior

Ranged (hurled)**Device**

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Shuriken		20	2 10		0.2	0.1	Players Handbook

Light

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
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Skipping Blade	20	3	10		1	0.5	Stormwrack
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One-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Bolas, barbed		20	2	10	10	3	Complete Warrior
Bolas, two-ball		20	2	10	5	2	Arms & Equipment Guide
Boomerang		20	2	20	10	2	Sandstorm
Chakram		20	3	30	15	2	Arms & Equipment Guide
Desert Throwing-knife		19	2	15	3	1	Sandstorm
Kylie		20	2	20	15	5	Sandstorm
Shotput, Orc		19	3	10	10	15	Arms & Equipment Guide
Skiprock, Halfling		20	2	10	3	0.25	Arms & Equipment Guide
Throwing Iron		20	3	10	8	3	Arms & Equipment Guide
Whip		20	2		1	2	Players Handbook

Two-Handed

Name	Damage	Critical	Range	Damage Type:	Cost	Weight	Book
Net		20	2	10	20	6	Players Handbook