

| Weapon             | Roll   | Mod | Special         | # hands                        |
|--------------------|--------|-----|-----------------|--------------------------------|
|                    |        |     | Effect          | Style                          |
| Awl Pike(E)        |        |     |                 | 2h thrust                      |
| Axe of Woe(S)      | 2d6+2  | -8  | regen-3         | 2h (CURSED???)                 |
| Beastmaster        | 1d8+4  | +1  | sleep           | 1h swing                       |
| Bec de Cor..       | 2d3+1  | +1  |                 | 1h swing                       |
| Bepennis           | 2d6+2  |     |                 | 2h                             |
| Blackblade         | 1d8+4  | +1  | poison/regen -1 | 1h                             |
| Blade Cuisinart    | 4d4+2  | +2  | critical        | 1h                             |
| Bo(E)              |        |     |                 | 2h bash                        |
| Bow, Elven(L)      | 0d0    | +4  | critical        | 1h (F R V L M) special power?? |
| Bow, Vex           |        | -8  |                 | 1h shot                        |
| Bushido Blade(S)   | 2d7+2  | +2  | critical        | 1h throw                       |
| ButterFly Axe(S)   | 1d7    |     |                 | 1h                             |
| Claymore           | 2d4+2  |     |                 | 2h (F V L)                     |
| Dagger             | 1d4    |     |                 |                                |
| Dagger, Skull      | 2d4    | +1  | critical        | 1h                             |
| DragonSlayer       | 1d10+5 | +1  |                 | 2h                             |
| Fauchard           | 1d12   |     |                 | 2h swing                       |
| Flamberge(S)       | 2d5+2  |     |                 | 2h sword                       |
| Giant sledge       | 3d6    | -8  | k.o.            | 2h bash                        |
| Hayai Bo(E)        | 1d6+3  | +2  | k.o.            | 2h bash (S M N)                |
| Halberd(E)         | 1d10   |     |                 | 2h swing (F V L)               |
| Hammer             | 1d4+1  | -1  | k.o.            | 1h bash                        |
| Hammer+1.5         | 2d4+6  | +1  | k.o.            | 1h bash                        |
| Holy Basher        | 1d8_4  | +1  | k.o.            | 2h                             |
| Mace(S)            | 1d6+1  |     | k.o.            | 1h bash                        |
| Mace, Mustard(S)   | 1d6+3  | +1  | k.o.            | 1h bash (F P V B L)            |
| Maenad's Lance     | 2d12   | +3  | crit, regn+1    | (V. only)                      |
| Maiden Head(S)     | 1d16   | +2  | k.o. charm      | 1h bash                        |
| Main Gauche(S)     | 1d5    |     |                 | 1h swing                       |
| Murasnasa Blade(S) | 3d7+4  | +4  | crit            | 1h (S)                         |
| Monstrance(E)      | 1d8    | -1  | k.o.            | 2h                             |
| Naginato(E)        | 1d12   |     |                 |                                |
| Ninjato(S)         | 2d4    | +1  | critical        | 1h swing (N)                   |

|                        |       |    |                  |                    |
|------------------------|-------|----|------------------|--------------------|
| Nunchaka(S)            | 1d5   | +1 |                  | 1h bash (N)        |
| No-Dachi(S)            | 2d7   |    | critical         |                    |
| Peacemaker             | 6d6+6 | +3 | critical         | 1 missile          |
| Rapier(S)              | 1d7   |    |                  | 1h sword           |
| Raven's Bill           | 4d4+2 | +2 | regen-2          | ?h (CURSED??)      |
| Sai(S)                 | 2d3+2 | +1 | sleep            | 1h sword           |
| Shuriken(T)            | 1d6+1 |    |                  | 1h (S M N)         |
| Spear of Death(E)      | 1d5+4 | +1 | critical         | 1h (F R V L S M N) |
| Staff(S)               | 1d4   |    |                  | 1h bash            |
| Staff of Aram(E)       | 2d5+2 | +1 | regen-1          | 1h thrust          |
|                        |       |    | poison/crit/k.o. |                    |
| Staff Magicus(S)       | 2d4   | +1 | magic screen     | 1h bash            |
| Stake of Wood, Holy(S) | 1d5   |    |                  | 1h bash            |
| Stave of Moons(S)      | 2d4   | +1 | sleep            | 1h (M P L R A P B) |
| Stick, Night(S)        | 2d4   |    | blind fash       | 1h throw thrust    |
| Stick, Pixie(S)        | 2d4   |    | sleep            | 1h throw thrust    |
| Sword of Fire(S)       | 2d8   | +2 | fireball         | 2h                 |
| Sword of Lading(S)     | 1d8+8 | -6 | regen-1          | 2h sword           |
|                        |       |    | poison/crit/k.o. |                    |
| Sword of Striking      | 1d8   | +2 |                  | 1h                 |
| The Avenger(S)         | 3d8+4 | +3 | crit/lightning   | 1h (F V L)         |
| Wand of Crystal        | 3d3   | +1 | sleep/wiz eye    | 1h thrust (M A P)  |
| Wand of Ghost          | 5d3   | +2 | dispell          | 1h                 |
| Wand of Razing         | 1d3   | -4 |                  | (CURSED??)         |
| Wakizashiz+1(S)        | 1d9+1 | +1 | critical         | 1h (S N)           |
| Vulcan Hammer(S)       | 3d4+4 | +2 | k.o./fireball    | 1h                 |
| Zizka Star(S)          | 2d5   |    | k.o.             | 1h mash            |
| Zweihander             | 3d5   |    |                  | 2h swing (F V L)   |

Cursed: Tarnished Mail c..., Hoary leg chausses, Coxcomb

Fighter, Val, or Lord only (except were noted)

Ebony Plate(U/L) -14AC

Ebony Heaume(H) -14AC

Mantis Gloves/boots(h/F) -14AC

Silver Gloves(h) -12AC

Plate Greviere(U) -10AC

Arment(H) -10AC

Chain Hauberk(U) -9AC

Chamois Gloves(h) -3AC and P T R B B

Cuir Gauntles(h) -5AC and Samurai

Leather Helm -3AC

Hi-Kane-Do(U/L) -12AC (S)

ToSei-Do(U/L) -9AC (S)

Kabuto(H) -6AC (S)

Ninja Garb (U/L) -3AC

Tabi Boots -3AC

Fur Halter -2AC (F - F T R B V L)

Wizard Cone(H) -2AC

Water Wings(F) -7AC

Chamail Pants/Doublet (U/L) -6AC (T R B)

Robe of Enchantment (U/) -6AC 25% Magic protect (M P A P V B)

Displacer Cloak -4AC max blink spell

Ring of Stars -4AC regen+1

Forest Cape -3AC (R)

Bone Necklace -2AC

Mystic Ring -2AC 12% Magic protect (M A P)

Goat's Mask -2AC regen-2 curse: @?&&

Jade Figurine -2AC (M)

Silver Cross 1AC 10% Magic protect (P B)

Vennal Robes(U/L) 4AC curse: @?&&

Ankh Wonder -1AC regen+1 heal wounds spell

Pol Anhk 0AC

Ankh Death -1AC death spell

Horn Promethues max Fireball spell