

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 Greiviere(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