

Slashing weapons

	Weight (#)	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Sword of Kallo	9	19	600			d10 +1	-5	
Broad scimitar	8	17	125	1		d8 +2	-1	
Falchion	7	16	20			d8 +2	-1	
Jagged-edged scimitar	4	15	20			d8 +1		
Engraved broadsword	4	14	550		1	d8	1	
Broadsword	4	14	20		1	d8		
Serrated scimitar	4	15	20			d8 +2	-1	
Bastard sword	5	16	25			d10 +1	-3	
Lyramic blade	4	15	300	1		d8 +1	-1	
Wightblade	4	15	400	1		d8 +1	-1	
Longsword	4	15	15	1		d8 +1	-1	
Katana	4	14	60	1		d8	2	
Scimitar	4	13	15	1		d8		
Backsword	4	12	10			d8		
Wakizashi	3	11	30	1		d6	3	
Sabre	3	11	10	1		d6	2	
Dirk	2		3			d4	3	
Dark broadsword	3	13	365		2	d6	1	
Sharp talon (claw)	1	11	25			d6		
Cutlass	3	12	7			d6	1	
Broad-bladed knife	1		10 sp			d4	1	
Sickle	2		10 sp			d4		

Cleaving weapons

Dwarves +1 to hit with all axes

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Mighty dwarven axe	12	19	540			d12	-1	
Blackened dwarven axe	10	18	450			d10 +1	-1	
Brutal cleaver	8	16	200			d10	-2	
Oorlog axe	9	17	95	1		d8	-1	
Battle axe	8	16	30	1		d8	-1	
Black waraxe	5	13	125			d8		
Woodsman axe	6	14	3			d6 +1		
Handaxe *	5		5			d6	1	10
Hatchet *	4		15 sp			d5	1	10
Butcher's cleaver	1		15 sp			d4	2	

*can be thrown

Crushing weapons

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Ornate warhammer	10	18	750	1		d12	-2	
Heavy morningstar	10	18	30	1	-1	d10 +1	-1	
Mace of Pelor	9	17	950	1		d10	1	
Flail of Cefnør	10	18	1200		2	d10	-2	
Engraved warhammer	10	18	310	1		d10 +1	-2	
Large warhammer	7	15	25			d8 +1	-1	
Huge spiked club	14	21	5			d8	-1	
Stone club	15	22	0			d8 +1	-1	
Morningstar	6	15	15			d8		
Flail	5	13	11			d8		
Warhammer	5	12	10			d8		
Spiked war club	5	14	15 sp			d8		
Gnarled wooden club	12	19	9 sp			d8		
Steel-shafted mattock	10	18	110	1		d10	-3	
Iron-shod mace	7	15	25	1		d8		
Cruelly-spiked mace	6	14	19			d8		
Mace	6	14	10			d8		
Very heavy branch	13	20	0	1		d8	-2	
Maul	4	11	5			d6		
Wooden club	4	13	9 sp			d6		
Cudgel	3		4 sp			d5		
Hammer	1		1 sp		-1	d4		
Pick	1		3			d5		

Piercing weapons

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Black runed dagger *	1		1000			d6 +2		10
Nasty orcish fang	3		15			d6 +1		
Slender dagger *	1		65	1		d6		10
Barbed fang	4	11	20	1		d6		
Double edged eket	4	11	15		1	d6		
Sharp thorn	1		10			d6	1	
Shiny dagger *	1		25			d6		10
Sacrificial knife	1		45			d6		
Shortsword	2		5			d6		
Brown thorn	1		4			d6		
Ceremonial dagger *	1		35		1	d6		10
Rapier	1		4			d6		
Horn	5	12	1			d6		
Long, wicked knife *	1		10	1		d5		10
Stiletto *	1		1			d4		10
Dagger *	1		2			d4		10
Gem-inlaid knife *	1		165			d3		10
Butcher knife *	1		1			d3		10
Hunting knife *	1		15 sp			d3		10

*can be thrown

Stabbing weapons

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Steel-shafted spear *	7	14	15	1		d8 +1		15
Giant spear	9	18	5	1		d8 +2	-2	
Steel-tipped spear *	6	13	50	2		d8		15
Elven hunting spear *	4	12	20	1		d8		40
Pike	8	14	10	2		d8	-1	
D'Tra Broad spear *	7	14	75	1	1	d8		15
Short spear *	4		15 sp			d8		15
Twisted spear *	3		3	1		d6 +1	1	10
Longspear *	4		1	1		d8		25
Pitchfork	3		13 sp	1	-1	d6		

*can be thrown

Two handed weapons

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Great warsword	13	18	530	1		2d10	-6	
War mattock	13	18	155	1	-1	d8 + d10	-6	
Heavy warhammer	13	18	50		-1	2d8	-4	
Halberd	10	17	20			d8 + d6	-4	
Two-handed sword	10	17	45	1		d8 + d6	-4	
Steel-shafted mattock	10	16	110	1	-1	d8 + d6	-3	
Two-handed axe *	12	18	25		-1	d8 + d6	-6	10
Poleaxe	12	18	13			d8 + d6	-5	
Bastard sword	5	12	14	1		d12 +1	-3	
Very large wooden club	17	21	1		-1	d8 + d6	-6	
Tetsubo	11	16	50	1		d12	-4	
Two-handed Flail	10	17	20			d12	-6	
Very large knotted branch	19	22	20		-1	d12	-6	
Nodachi	8	11	10			d10	-2	
Katana	4	14	60	1		d10	2	
Quarterstaff	6		2		1	d8		
Shovel	4		1		-1	d6		

*can be thrown

Missiles

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Yew longbow	4	17	28	2		d8		110
Longbow	3	11	10	1		d8		100
Crossbow	15	13	25	2		d10	-2	120
Light crossbow	7		10	1		d8		80
Black horn shortbow	2		55			d6 +1	2	90
Orcish shortbow	3	14	4			d6 +1	1	50
Shortbow	2		5			d6	2	60
Sling	1		1 sp			d4	3	50
Dart	1		4 sp			d4	4	20

Ammo

	Weight	Min Str	Cost (gp)	To hit mod	AC Mod	DMG	Initiative Mod.	Range Increment
Metal-cased bolt		3 gp per 10						
Quarrel bolt		1 gp per 10						
War arrow		4 gp per 20		1				
Ash arrow		3 gp per 20		1				
Silver-tipped arrow		2 gp per 20						
An arrow		1 gp per 20						
Slingstone		1 sp per 10						
Round stone								

Addendum

"Light" weapons are 3 #s or less (for dual wield)

Slashing weapons	
	Other
Sword of Kallo	ce, ne, n or cn only
Broad scimitar	
Falchion	
Jagged-edged scimitar	
Engraved broadsword	
Broadsword	
Serrated scimitar	
Bastard sword	
Lyramic blade	vs orcs +1 dmg
Wightblade	vs elves +1 dmg
Longsword	
Katana	Samurai only if used 2 handed, d10 damage, still counts as slashing
Scimitar	
Backsword	
Wakizashi	Nafirian
Sabre	
Dirk	vs metal armor -2 dmg
Dark broadsword	vs humans +1 dmg, neutral or evil only
Sharp talon (claw)	
Cutlass	
Broad-bladed knife	
Sickle	

Cleaving weapons	
	Other
Mighty dwarven axe	vs wood +5 dmg, vs giants +2 dmg
Blackened dwarven axe	vs wood +4 dmg, vs dwarves +2 dmg
Brutal cleaver	requires whetting after every melee otherwise -1 dmg
Oorlog axe	vs wood +3 dmg, vs trolls +1 dmg
Battle axe	vs wood +3 dmg
Black waraxe	vs wood +3 dmg, vs lawful +1 dmg
Woodsman axe	vs wood +3 dmg
Handaxe *	vs wood +2 dmg
Hatchet *	vs wood +1 dmg
Butcher's cleaver	

*can be thrown

Crushing weapons	
	Other
Ornate warhammer	vs metal armor +4 dmg
Heavy morningstar	vs metal armor +3 dmg
Mace of Pelor	vs metal armor +2 dmg
Flail of Cefnør	disarm +1, neutral or evil only
Engraved warhammer	vs metal armor +3 dmg
Large warhammer	vs metal armor +2 dmg
Huge spiked club	
Stone club	vs metal armor +2 dmg
Morningstar	vs metal armor +2 dmg
Flail	disarm +1
Warhammer	vs metal armor +2 dmg
Spiked war club	
Gnarled wooden club	
Steel-shafted mattock	vs metal armor +3 dmg
Iron-shod mace	vs metal armor +2 dmg
Cruelly-spiked mace	vs metal armor +2 dmg
Mace	vs metal armor +1 dmg
Very heavy branch	
Maul	
Wooden club	
Cudgel	
Hammer	
Pick	

Piercing weapons	
	Other
Black runed dagger *	rogue sneak attack add +2 dmg per die
Nasty orcish fang	rogue sneak attack add +1 dmg per die; requires whetting after every melee otherwise -1 dmg
Slender dagger *	
Barbed fang	
Double edged eket	
Sharp thorn	vs metal armor -2 dmg
Shiny dagger *	no rust
Sacrificial knife	vs undead +1 dmg
Shortsword	
Brown thorn	vs metal armor -2 dmg
Ceremonial dagger *	
Rapier	
Horn	vs metal armor -2 dmg
Long, wicked knife *	vs human +2 dmg
Stiletto *	vs metal armor +1 dmg
Dagger *	
Gem-inlaid knife *	
Butcher knife *	
Hunting knife *	
*can be thrown	

Stabbing weapons	
	Other
Steel-shafted spear *	vs mounted +2 dmg
Giant spear	vs mounted +2 dmg
Steel-tipped spear *	vs mounted +2 dmg
Elven hunting spear *	vs mounted +2 dmg
Pike	vs mounted +2 dmg
D'Tra Broad spear *	vs mounted +2 dmg
Short spear *	
Twisted spear *	vs mounted +2 dmg
Longspear *	vs mounted +2 dmg
Pitchfork	vs mounted +1 dmg
*can be thrown	

Two handed weapons	
	Other
Great warsword	
War mattock	vs metal armor +7 dmg
Heavy warhammer	vs metal armor +6 dmg
Halberd	vs mounted +3 dmg
Two-handed sword	
Steel-shafted mattock	vs metal armor +5 dmg
Two-handed axe *	vs wood +5 dmg, dwarf +1 to hit
Poleaxe	vs wood +2 dmg
Bastard sword	
Very large wooden club	
Tetsubo	Nafirian
Two-handed Flail	disarm +2
Very large knotted branch	
Nodachi	Nafirian
Katana	Nafirian
Quarterstaff	
Shovel	

*can be thrown

Two handed weapons	
Yew longbow	
Longbow	
Crossbow	
Light crossbow	
Black horn shortbow	
Orcish shortbow	
Shortbow	
Sling	
Dart	

Other

vs metal armor +1 dmg

Metal-cased bolt	
Quarrel bolt	
War arrow	
Ash arrow	
Silver-tipped arrow	
An arrow	
Slingstone	
Round stone	

Other

vs metal armor +2 to hit

dmg +1