

# Randomly Generated CF=1 Weapon Table

**Cost:** In gold pieces (gp).

**Weight:** In pounds (lbs).

**Size:** A weapon's size category is keyed to the size of the intended wielder.

**#Att:** Base number of attacks. The number before the "/" is the number of attack.

The number after the "/" is the number of P actions the first number occurs in. So, "1/2" is 1 attack per 2 P actions.

**Size -M:** Damage to Size M and smaller targets. "e" dice are open-ended (if you roll max, roll again and add that to result).

"m" dice are multiplicative (multiply both results together).

**Critical:** Critical range / multiplier. If none is given, assume 20/x2.

#	Weapon	gp	lbs.	Size	#Att	Size -M	Critical	Notes
1	Plumbata, Bronze	1	2	T	1/1	1d2	20+/x2	
2	Dōtanuki, Bronze	1	2	T	2/1	1d2	20+/x2	
3	Buntot Pagi, Crude Iron	1	2	T	1/1	1d2	20+/x2	
4	Flatbow, Crude Iron	1	3	S	1/1	1d4	20+/x2	
5	Byzantine Bombard, Crude Iron	1	2	S	1/2	1d4	20+/x2	
6	Taiaha, Obsidian	1	2	T	2/1	1d2	20+/x3	
7	Sarissa, Steel	1	2	S	1/1	1d4	20+/x2	
8	Gladius, Wood	1	2	S	1/2	1d4	20+/x2	
9	Cannon, Worked Iron	1	4	S	1/1	1d4	20+/x2	
10	Parang Nabur, Bone	1	2	S	1/1	1d4	20+/x2	
11	Bullwhip, Copper	1	2	T	2/1	1d2	20+/x3	
12	Sarissa, Worked Iron	1	3	S	1/1	1d4	20+/x2	
13	Korean Spears, Crude Iron	1	1	T	1/2	1d2	20+/x2	
14	Bakatwa, Wood	1	4	S	1/1	1d4	20+/x2	
15	Decurve Bow, Copper	1	2	S	1/1	1d4	19+/x2	
16	Lochaber Axe, Worked Iron	1	2	T	2/2	1d2	19+/x2	
17	Angon, Silver	1	3	S	1/1	1d4	20+/x2	
18	Sasumata, Bronze	1	1	T	1/1	1d2	20+/x2	
19	Swiss Arrow, Worked Iron	1	3	S	1/1	1d4	20+/x2	
20	Hakapik, Wood	1	2	S	1/2	1d4	20+/x2	
21	Yubi-Bo, Obsidian	1	4	S	1/2	1d4	20+/x2	
22	Che Dian Chong Musket, Crude Iron	1	1	T	3/1	1d2	20+/x2	
23	Cannon, Obsidian	1	2	T	2/1	1d2	19+/x2	
24	Lela, Obsidian	1	4	S	1/1	1d4	20+/x2	
25	Tanegashima, Copper	1	3	S	1/1	1d4	20+/x2	
26	Flying Claws, Pig Iron	1	2	S	1/2	1d4	20+/x2	
27	Swiss Dagger, Obsidian	1	4	S	1/1	1d4	20+/x2	
28	Dart, Bone	1	3	S	1/2	1d4	20+/x2	
29	Xiphos, Steel	1	1	T	2/1	1d2	20+/x2	
30	Dōtanuki, Copper	1	1	T	1/1	1d2	20+/x2	
31	Bajozutsu Pistol, Bone	1	2	T	2/1	1d2	20+/x2	
32	Palintonon Catapult, Worked Iron	1	2	S	2/1	1d4	20+/x2	
33	Korean Cannon, Bronze	1	3	S	1/1	1d4	20+/x2	
34	Arbir, Pig Iron	1	4	S	1/1	1d4	20+/x2	
35	Hand Axe, Copper	1	2	T	2/1	1d2	20+/x2	
36	Palstave, Silver	1	1	T	1/2	1d2	20+/x2	
37	Onager, Obsidian	1	1	T	1/1	1e2	20+/x2	
38	Messer, Pig Iron	1	1	T	2/1	1d2	20+/x2	
39	Lasso, Crude Iron	1	1	T	2/1	1d2	20+/x2	
40	Mallet, Wood	1	2	T	1/2	1d2	20+/x2	
41	Ninjato, Copper	1	2	S	1/1	1d4	20+/x2	
42	Ssangsudo, Bronze	1	1	T	1/1	1d2	20+/x2	
43	Throwing Knife, Wood	1	2	T	3/1	1d2	20+/x2	
44	Trebuchet, Bronze	1	4	S	1/1	1d4	20+/x2	
45	Maduvu, Pig Iron	1	3	S	1/2	1d4	20+/x2	
46	Swiss Dagger, Silver	1	2	S	1/1	1d4	20+/x2	
47	Flail, Crude Iron	1	1	T	1/1	1d2	19+/x2	

48	Bombard, Worked Iron	1	3	S	1/1	1d4	20+/x2	
49	Brandistock, Bone	1	4	S	1/2	1d4	20+/x2	
50	Java Arquebus, Bone	1	2	T	2/1	1d2	20+/x2	
51	Verutum, Bone	1	2	T	1/1	1d2	20+/x2	
52	Canne De Combat, Silver	1	3	S	1/1	1d4	20+/x3	
53	Pandat, Worked Iron	1	1	T	1/1	1d2	19+/x2	
54	Whip, Steel	1	3	S	1/1	1d4	20+/x2	
55	Zanbatō, Worked Iron	1	2	T	1/2	1d2	20+/x2	
56	Flintlock, Bronze	1	3	S	1/1	1d4	20+/x2	
57	Lance, Worked Iron	1	2	S	2/1	1d4	20+/x2	
58	Pichangatti, Bone	1	1	T	1/1	1d2	19+/x2	
59	Japanese War Fan, Wood	1	2	T	1/1	1d2	20+/x2	
60	Organ Gun, Wood	1	3	S	1/1	1d4	20+/x3	
61	War Hammer, Obsidian	1	2	T	2/1	1d2	20+/x2	
62	Skane Lockbow, Worked Iron	1	4	S	1/2	1d4	20+/x2	
63	Xanadu Gun, Pig Iron	1	2	T	1/1	1d2	20+/x2	
64	Wodao, Bone	1	1	T	2/1	1d2	20+/x2	
65	Mandau, Copper	1	4	S	1/1	1d4	20+/x2	
66	Takoba, Steel	1	1	T	2/1	1d2	20+/x2	
67	Ox Tongue Spear, Bronze	1	2	S	1/1	1d4	20+/x3	
68	Shikomizue, Steel	1	5	S	1/1	1d4	20+/x2	
69	Kalaripayattu Stick Fighting, Bronze	1	2	S	1/1	1d4	20+/x2	
70	Waddy, Pig Iron	1	4	S	1/1	1d4	20+/x2	
71	Chokutō, Steel	1	4	S	1/1	1d4	20+/x2	
72	Morning Star, Bone	1	3	S	1/1	1d4	20+/x2	
73	Taiaha, Silver	1	5	S	1/1	1d4	20+/x2	
74	Gunstock War Club, Bone	1	1	T	4/1	1d2	20+/x2	
75	Vettukathi, Bone	1	3	S	1/1	1d4	20+/x2	
76	Onager, Silver	1	2	S	1/1	1d4	20+/x2	
77	Miniature Meriam Kecil, Silver	1	2	T	2/1	1d2	20+/x2	
78	Monk'S Spade, Wood	1	2	S	1/1	1d4	20+/x2	
79	Kanabō, Bone	1	2	T	1/1	1d2	20+/x2	
80	Seax, Silver	1	1	T	3/1	1d2	20+/x2	
81	Makhaira, Wood	2	4	S	2/1	1d4	20+/x2	
82	Falx, Silver	2	2	S	2/1	1d4	20+/x2	
83	Palstave, Pig Iron	2	2	S	2/2	1d4	20+/x2	
84	Monkey'S Fist, Pig Iron	2	4	S	2/2	1d4	20+/x2	
85	Mere, Obsidian	2	4	S	2/1	1d4	20+/x2	
86	Kaskara, Steel	2	3	S	2/1	1d4	20+/x2	
87	Panabas, Bone	2	1	T	2/1	1d2	20+/x2	Get an extra set of Int bonus to dmg
88	Backsword, Steel	2	4	S	2/1	1d4	20+/x2	
89	Northern Spear, Copper	2	4	S	1/1	1d4	20+/x3	
90	Club, Silver	2	6	M	1/1	1d6	20+/x2	
91	Mesangylon, Worked Iron	2	3	S	1/1	1d4	20+/x2	Each attack removes 2 Skins instead of 1
92	Swiss Arrow, Copper	2	2	S	2/1	1d4	20+/x2	
93	Makhaira, Silver	2	3	S	2/1	1d4	20+/x2	
94	Wankou Chong Cannon, Crude Iron	2	5	M	1/1	1d6	20+/x2	
95	Dardanelles Gun, Copper	2	4	S	2/1	1d4	20+/x2	
96	Monk'S Spade, Crude Iron	2	2	S	2/1	1d4	20+/x2	
97	Pickaxe, Crude Iron	2	3	S	2/2	1d4	20+/x2	
98	Saintie, Worked Iron	2	2	S	1/1	1e4	20+/x2	
99	Bâton Français, Copper	2	2	T	4/2	1d2	20+/x2	
100	Chigiriki, Pig Iron	2	3	S	2/1	1d4	20+/x2	
101	Jedwart Stave, Copper	2	5	S	1/1	1d4	20+/x2	
102	Hook Sword, Copper	2	3	S	2/1	1d4	20+/x2	
103	Kudi, Bronze	2	1	T	1/1	1d2	19+/x2	Half of the dmg dice are splash (whole group)
104	Doloire, Bone	2	1	T	1/1	1d2	20+/x2	Behind: Stun 1s (PPD save; Unc. if miss by 10)
105	Dangpa, Bronze	3	3	S	2/1	1d4	20+/x2	

106	Mangonel, Crude Iron	3	2	S	1/1	1m4	20+/x2	
107	Gurz, Steel	3	3	S	2/1	1d4	20+/x2	
108	Prangi, Bone	3	12	M	1/1	1d6	20+/x2	
109	Quarterstaff, Wood	3	3	S	2/1	1d4	19+/x2	
110	Ulfberht, Wood	3	7	M	1/1	1d6	20+/x2	
111	Gada, Copper	3	10	M	1/1	1d6	20+/x2	
112	Chokutō, Crude Iron	3	4	S	2/1	1d4	20+/x2	
113	Suburito, Steel	3	8	M	1/1	1d6	20+/x2	
114	Dart, Bone	3	2	S	3/1	1d4	20+/x2	
115	Palintonon Catapult, Obsidian	3	9	M	1/1	1d6	20+/x2	
116	Elephant Goad, Crude Iron	3	6	M	1/1	1d6	20+/x2	
117	Rungu, Pig Iron	3	3	S	2/2	1d4	20+/x2	
118	Arbir, Bone	3	3	S	3/1	1d4	20+/x2	
119	Sparth Axe, Worked Iron	3	6	M	1/1	1d6	20+/x2	
120	Tanegashima, Pig Iron	3	5	S	2/1	1d4	20+/x2	
121	Hand Mortar, Pig Iron	3	8	M	1/1	1d6	20+/x2	
122	Atgeir, Obsidian	3	6	M	1/1	1d6	20+/x2	
123	Pulwar, Silver	3	3	S	2/1	1d4	20+/x2	
124	Kukri, Obsidian	3	11	M	1/1	1d6	20+/x2	
125	Matchlock Axe Dagger, Copper	3	3	S	2/1	1d4	20+/x2	
126	Tsurugi, Obsidian	3	11	M	1/1	1d6	20+/x2	
127	Changdao, Silver	3	7	M	1/1	1d6	20+/x2	
128	Qiang, Bronze	3	12	M	1/1	1d6	20+/x2	
129	Snaplock, Worked Iron	3	3	S	2/1	1d4	20+/x2	
130	Celurit, Obsidian	3	3	S	2/1	1d4	20+/x2	
131	Wakizashi, Bone	3	4	S	2/1	1d4	19+/x2	
132	Bakatwa, Worked Iron	3	7	M	1/1	1d6	20+/x2	
133	Nzappa Zap, Pig Iron	3	4	S	2/1	1d4	20+/x2	
134	Falx, Pig Iron	3	4	S	1/1	1e4	20+/x2	
135	Moche Tiger Claw, Steel	3	5	M	1/1	1d6	20+/x2	
136	Pichangatti, Pig Iron	4	12	M	1/1	1d6	20+/x2	
137	Chongtong Cannon, Copper	4	4	S	2/1	1d4	20+/x2	
138	Musket, Pig Iron	4	6	M	1/1	1d6	20+/x3	
139	Chokutō, Bronze	4	7	M	1/1	1d6	20+/x2	
140	Assamese Dao, Steel	4	5	S	2/1	1d4	20+/x2	
141	Epsilon Axe, Silver	4	8	M	1/1	1d6	20+/x2	
142	Wooden War Club, Worked Iron	4	9	M	1/1	1d6	20+/x2	
143	Tantō, Bronze	4	4	S	2/2	1d4	20+/x2	
144	Two-Section Staff, Obsidian	4	3	S	3/1	1d4	20+/x2	
145	Gastrophetes, Bronze	4	4	S	2/1	1d4	20+/x2	
146	Tsurugi, Steel	4	8	M	1/1	1d6	20+/x2	
147	Stockwhip, Obsidian	4	7	M	1/1	1d6	20+/x2	Crit is improved (+[-1] /+[x2]). +1 Parting Shots.
148	Janbiya, Steel	4	4	S	2/1	1d4	20+/x3	
149	Kyoketsu-Shoge, Wood	4	2	S	2/1	1d4	19+/x2	Ignores invisibility
150	Eskrima, Bone	4	12	M	1/1	1d6	20+/x2	
151	Ssangsudo, Crude Iron	4	8	M	1/1	1d6	20+/x3	
152	Mace, Worked Iron	4	7	M	1/1	1d6	20+/x2	
153	Tu Huo Qiang Hand Cannon, Crude	4	10	M	1/1	1d6	20+/x2	
154	Khanda, Pig Iron	4	9	M	1/1	1d6	20+/x2	
155	Petronel Hand Cannon, Silver	5	3	S	3/1	1d4	20+/x2	
156	Sovnya, Bronze	5	2	S	4/1	1d4	20+/x2	
157	Trebuchet, Silver	5	10	M	1/1	1d6	20+/x2	
158	War Hammer Wheellock, Pig Iron	5	10	M	1/1	1d6	20+/x2	
159	Mongol Bow, Worked Iron	5	4	S	2/1	1d4	19+/x2	
160	Chongtong Cannon, Worked Iron	5	5	S	2/2	1d4	20+/x2	
161	Parang Nabur, Silver	5	10	M	1/1	1d6	20+/x2	
162	Uchigatana, Silver	5	5	S	2/1	1d4	20+/x3	
163	Taiaha, Silver	5	4	S	2/1	1d4	20+/x3	

164	Naboot, Bronze	5	10	M	1/1	1d6	20+/x2	
165	Aruval, Silver	5	4	S	1/2	1e4	20+/x2	
166	Bill, Crude Iron	6	4	S	2/1	1d4	20+/x3	
167	Spetum, Silver	6	5	M	2/2	1d6	20+/x2	
168	Kukri, Worked Iron	6	12	M	1/1	1d6	20+/x2	
169	Basket-Hilted Sword, Bronze	6	7	M	1/1	1d6	20+/x3	+ $[x1]$ to Backstab multiplier (you have times that much)
170	Talwar, Pig Iron	6	11	M	1/2	1d6	20+/x2	
171	Japanese War Fan, Worked Iron	6	9	M	1/2	1d6	20+/x2	Can be used as an AC +1 buckler instead of a weapon
172	Carbine Axe, Copper	6	2	S	4/1	1d4	20+/x2	
173	Jedwart Stave, Wood	6	8	M	1/1	1d6	20+/x3	
174	Mesangylon, Worked Iron	6	3	S	2/2	1d4	19+/x2	
175	Deflex Bow, Copper	6	12	M	1/2	1d6	20+/x2	
176	Macana, Crude Iron	6	7	M	2/1	1d6	20+/x2	
177	Mameluke Sword, Pig Iron	6	11	M	1/1	1d6	20+/x2	
178	Sjambok, Bone	6	4	S	2/1	1d4	20+/x2	Gets +2 attacks on first P action of each combat.
179	Korean Sword, Copper	6	12	M	1/1	1d6	20+/x2	
180	Swiss Dagger, Silver	6	3	S	2/1	1d4	20+/x2	CF=1: dmg is 2d1
181	Firangi, Bone	7	6	M	2/1	1d6	20+/x2	
182	Hammer, Worked Iron	7	7	M	2/1	1d6	20+/x2	
183	Guan Dao, Crude Iron	7	5	M	2/1	1d6	20+/x2	
184	Chacing Staff, Worked Iron	7	12	M	1/1	1d6	20+/x2	
185	Menaulion, Pig Iron	7	6	M	2/1	1d6	20+/x2	
186	Estoc, Pig Iron	7	11	M	1/1	1d6	19+/x2	
187	Flail, Wood	7	5	M	2/1	1d6	20+/x2	
188	Moplah, Bone	8	5	S	4/1	1d4	20+/x2	
189	Staff Sling, Bronze	8	4	S	3/1	1d4	20+/x2	
190	Backsword, Steel	8	9	M	2/1	1d6	20+/x2	
191	Arbir, Worked Iron	8	5	M	2/2	1d6	20+/x2	
192	Tongi, Bone	8	12	M	1/1	1d6	20+/x2	+ $[x1]$ to Backstab multiplier (you have times that much)
193	Tomahawk, Steel	8	7	M	2/1	1d6	20+/x2	
194	Whip, Worked Iron	8	5	M	2/1	1d6	20+/x2	
195	Chokutō, Bronze	8	4	S	3/2	1d4	20+/x2	
196	Hoko Yari, Crude Iron	8	2	S	2/1	1e4	20+/x2	
197	Woomera, Copper	9	8	M	2/1	1d6	20+/x2	
198	Kilij, Bronze	9	12	M	2/2	1d6	20+/x2	
199	Catapulta, Steel	9	10	M	2/1	1d6	20+/x2	
200	Sling, Crude Iron	9	9	M	2/1	1d6	20+/x2	
201	Migration Period Spear, Pig Iron	9	8	M	2/1	1d6	20+/x2	
202	Tewhatewha, Obsidian	9	3	S	2/2	1e4	20+/x3	
203	Tibetan Jian, Wood	9	3	S	2/1	1e4	20+/x2	
204	Lantaka, Copper	9	5	M	2/1	1d6	20+/x2	
205	Executioner'S Sword, Steel	10	4	S	2/1	1d4	19+/x3	
206	Lancea, Crude Iron	10	11	M	1/1	1d6	20+/x2	Crit is improved (+ $[-1]$ /+ $[x2]$ ). +1 Parting Shots.
207	Palstave, Pig Iron	10	6	M	2/1	1d6	20+/x2	
208	Ida, Crude Iron	10	11	M	1/1	1d6	20+/x2	Crit is improved (+ $[-1]$ /+ $[x2]$ ). +1 Parting Shots.
209	Spadroon, Bronze	10	10	M	1/1	1d6	19+/x2	AC +1 (can't use while attacking, no shield prof.)
210	Voulge, Worked Iron	10	14	L	1/1	2d8	20+/x2	
211	Ono, Copper	10	3	S	2/1	1e4	20+/x2	
212	Chacing Staff, Copper	10	13	L	1/1	2d8	20+/x2	
213	Oxybeles, Pig Iron	10	10	M	2/1	1d6	20+/x2	
214	Carbine Axe, Obsidian	11	6	M	2/1	1d6	20+/x2	
215	Korean Cannon, Pig Iron	11	5	M	2/1	1d6	20+/x2	
216	Cheiroballistra, Worked Iron	11	9	M	2/1	1d6	20+/x2	
217	Guisarme, Copper	11	9	M	2/1	1d6	20+/x2	
218	Pot De Fer Cannon, Crude Iron	11	5	M	2/1	1d6	20+/x2	
219	Punyal, Worked Iron	11	4	S	2/1	1e4	20+/x3	
220	Military Fork, Bone	11	11	M	1/1	1e6	20+/x2	
221	Sikin Panyang, Pig Iron	12	7	M	3/2	1d6	20+/x2	

222	Sasumata, Bronze	12	7	M	2/1	1d6	20+/x2	
223	Hammer, Pig Iron	12	11	M	2/1	1d6	20+/x2	
224	Club, Wood	12	9	M	2/1	1d6	20+/x2	
225	Repeating Crossbow, Bronze	12	7	M	2/1	1d6	20+/x2	
226	Fu, Wood	12	6	M	2/1	1d6	20+/x2	
227	Pike, Wood	12	5	S	4/1	1d4	20+/x2	
228	Crowbill, Obsidian	12	4	S	3/1	1d4	20+/x2	Blindness (RSW save)
229	Halberd Double Barreled Wheellock	12	11	M	2/1	1d6	20+/x2	
230	Skane Lockbow, Worked Iron	12	6	M	2/1	1d6	19+/x2	
231	Kunai, Steel	13	11	M	2/1	1d6	20+/x2	
232	Parade Sword, Bronze	13	9	M	2/2	1d6	20+/x2	
233	Tibetan Jian, Silver	14	12	M	2/1	1d6	20+/x2	
234	Ono, Steel	14	12	M	2/1	1d6	20+/x2	
235	Soliferrum, Worked Iron	14	11	M	2/1	1d6	20+/x2	
236	Pot De Fer Cannon, Bronze	14	4	S	2/1	1e4	20+/x2	
237	Surik, Crude Iron	14	5	S	4/1	1d4	20+/x2	
238	Falarica, Pig Iron	14	11	M	2/1	1d6	20+/x2	
239	Tibetan Jian, Silver	14	6	M	1/2	1e6	20+/x2	
240	Takoba, Pig Iron	15	12	M	2/1	1d6	20+/x2	
241	Ninjato, Steel	15	8	M	1/1	1e6	20+/x2	
242	Glaive, Worked Iron	15	4	S	4/1	1d4	20+/x2	
243	Executioner'S Sword, Crude Iron	16	12	M	2/2	1d6	20+/x2	
244	Backsword, Silver	16	10	M	2/1	1d6	20+/x3	
245	Moplah, Steel	16	8	M	1/1	1e6	20+/x3	
246	Japanese Sword, Silver	17	11	M	2/1	1d6	20+/x2	
247	Wakizashi, Pig Iron	18	10	M	2/1	1d6	20+/x2	
248	Culverin Cannon, Wood	18	14	L	1/1	2d8	20+/x2	
249	Bolo Knife, Bronze	18	18	L	1/1	2d8	20+/x2	
250	Stick, Worked Iron	18	8	M	2/1	1d6	20+/x2	Behind: Stun 1s (PPD save; Unc. if miss by 10)
251	Cat O' Nine Tails, Obsidian	18	2	S	4/1	1d4	20+/x3	1Z: Dig
252	Tsurugi, Pig Iron	19	17	L	1/1	2d8	20+/x2	
253	Cetbang Cannon, Bone	19	9	M	2/1	1d6	20+/x2	
254	Pistol Sword, Obsidian	19	10	M	2/1	1d6	20+/x2	
255	Mandau, Crude Iron	19	14	L	1/1	2d8	20+/x2	
256	Flatbow, Obsidian	19	12	M	2/1	1d6	20+/x2	
257	Khopesh, Wood	20	11	M	2/2	1d6	20+/x3	
258	Nandaka, Bone	20	11	M	2/1	1d6	20+/x2	
259	Angon, Pig Iron	20	10	M	2/1	1d6	19+/x2	
260	Man Catcher, Copper	21	25	L	1/1	2d8	20+/x2	
261	Cat O' Nine Tails, Obsidian	21	11	M	1/2	1e6	20+/x2	
262	Catapult, Pig Iron	21	10	M	2/1	1d6	20+/x3	
263	Japanese War Fan, Pig Iron	22	4	S	2/1	1e4	19+/x2	
264	Palintonon Catapult, Copper	22	14	L	1/1	2d8	20+/x2	
265	Claymore, Bronze	22	14	L	1/1	2d8	20+/x2	
266	Yawara, Bronze	22	4	S	4/1	1d4	19+/x3	
267	Wakizashi, Bone	22	15	L	1/1	2d8	20+/x2	
268	Trebuchet, Steel	22	14	L	1/1	2d8	20+/x2	
269	Dagger-Axe, Silver	23	29	L	1/1	2d8	20+/x2	
270	Bolo Knife, Steel	23	16	L	1/1	2d8	20+/x2	
271	Slungshot, Bone	23	12	M	2/1	1d6	20+/x2	
272	Lantaka, Copper	24	10	M	1/1	1e6	20+/x2	
273	Menaulion, Worked Iron	24	16	L	1/1	2d8	20+/x2	
274	Roundhead, Pig Iron	24	7	M	3/1	1d6	20+/x2	
275	Monk'S Spade, Crude Iron	24	12	M	2/1	1d6	20+/x2	
276	Musket, Bronze	25	15	L	1/1	2d8	20+/x2	
277	Golok, Wood	25	32	L	1/1	2d8	20+/x2	
278	Catapult, Wood	25	29	L	1/1	2d8	20+/x2	
279	Backsword, Wood	25	6	M	3/1	1d6	20+/x2	

280	Executioner'S Sword, Copper	26	7	M	2/1	1d6	19+/x2	
281	Zhanmadao, Crude Iron	26	19	L	1/1	2d8	20+/x3	
282	Kotiate, Bronze	26	32	L	1/1	2d8	20+/x2	
283	Tsurugi, Crude Iron	27	19	L	1/1	2d8	20+/x2	
284	Hand Axe, Bone	28	34	L	1/1	2d8	20+/x2	
285	Catapulta, Worked Iron	30	5	M	3/1	1d6	20+/x3	
286	Flyssa, Obsidian	30	22	L	1/1	2d8	20+/x2	
287	Lela, Silver	30	27	L	1/1	2d8	20+/x2	
288	Faule Mette Bombard, Worked Iron	30	19	L	1/1	2d8	20+/x2	
289	Doglock, Steel	31	32	L	1/1	2d8	20+/x2	
290	Liuyedao, Silver	31	22	L	1/1	2d8	20+/x2	
291	Monk'S Spade, Bronze	32	5	M	3/1	1d6	20+/x2	+1 TH when disarming
292	Chongtong Cannon, Bone	32	10	M	2/1	1d6	20+/x2	1V: Polymorph this into any Size <= Large weapon of its
293	Kotiate, Pig Iron	32	12	L	2/1	2d8	20+/x2	
294	Arquebus, Silver	33	8	M	2/1	1d6	19+/x2	
295	Arming Sword, Copper	34	26	L	1/1	2d8	20+/x2	
296	Decurve Bow, Pig Iron	35	17	L	1/1	2d8	19+/x2	
297	Nandao, Obsidian	38	23	L	1/1	2d8	20+/x2	
298	Stick, Bronze	38	6	M	2/1	1e6	20+/x2	
299	Dory, Worked Iron	40	13	L	2/1	2d8	20+/x2	
300	Swiss Saber, Copper	43	21	L	1/1	2d8	20+/x3	
301	Snap Matchlock, Worked Iron	43	10	M	2/1	1d6	19+/x2	
302	Wall Gun, Copper	43	33	L	1/1	2d8	20+/x2	
303	Cannon, Silver	43	32	L	1/2	2d8	20+/x2	
304	Lucerne Hammer, Wood	44	11	M	2/1	1d6	20+/x2	Considered a +1 magical weapon. Acts as light source.
305	Carbine Axe, Steel	45	30	L	1/1	2d8	20+/x2	
306	Surujin, Copper	46	30	L	1/1	2d8	19+/x2	
307	Tongi, Copper	46	19	L	1/1	2d8	19+/x2	
308	Macuahuitl, Worked Iron	48	27	L	1/1	2d8	20+/x2	
309	Mameluke Sword, Copper	50	3	S	4/1	1e4	20+/x2	
310	Menaulion, Crude Iron	50	7	M	4/1	1d6	20+/x2	
311	Hook Sword, Bone	52	28	L	1/1	2d8	20+/x2	
312	Byzantine Fire Tube, Pig Iron	52	20	L	2/1	2d8	20+/x2	
313	Yanmaodao, Bone	53	33	L	1/2	2d8	20+/x2	
314	Cat O' Nine Tails, Obsidian	54	19	L	2/1	2d8	20+/x2	
315	Panabas, Crude Iron	54	18	L	1/1	2d8	20+/x2	Natural 1: Sharpness unless save vs. PP.
316	Mortar, Wood	55	33	L	1/1	2d8	19+/x2	
317	Vel, Pig Iron	57	3	S	4/1	1e4	20+/x2	
318	Rhomphaia, Pig Iron	62	17	L	1/2	2d8	19+/x2	
319	Plumbata, Silver	64	6	M	3/1	1e6	20+/x2	
320	Macana, Wood	64	9	M	2/1	1e6	20+/x2	
321	Piandao, Obsidian	68	17	L	2/1	2d8	20+/x2	
322	Culverin Cannon, Pig Iron	69	13	L	2/1	2d8	20+/x2	
323	Pichangatti, Wood	70	33	H	1/2	3d10	20+/x2	
324	Buntot Pagi, Copper	70	9	M	4/1	1d6	20+/x2	
325	Hammer, Crude Iron	71	33	L	1/1	2d8	20+/x3	
326	Parade Sword, Wood	72	47	H	1/1	3d10	20+/x2	
327	Quarterstaff, Worked Iron	75	23	L	2/1	2d8	20+/x2	
328	Qiang, Steel	75	12	L	2/2	2d8	20+/x3	
329	Faule Grete Bombard, Copper	76	17	L	2/1	2d8	20+/x2	
330	Byzantine Bombard, Crude Iron	76	12	M	2/1	1d6	19+/x3	
331	Menaulion, Obsidian	79	13	L	2/1	2d8	20+/x2	
332	Heilongjiang Hand Cannon, Wood	79	18	L	2/1	2d8	20+/x2	
333	Swiss Dagger, Worked Iron	79	30	L	2/1	2d8	20+/x2	
334	Elephant Goad, Copper	81	28	L	2/1	2d8	20+/x2	
335	Jian, Silver	82	14	L	1/1	2e8	20+/x2	
336	Tekko, Obsidian	85	12	L	2/1	2d8	20+/x2	
337	Mameluke Sword, Worked Iron	86	25	L	1/1	2d8	20+/x3	x2 TH vs. Magical beast(s).

338	Mongol Bow, Copper	88	29	L	1/1	2d8	20+/x2	1V: Polymorph this into any Size <= Large weapon of its
339	Flyssa, Silver	92	13	L	2/1	2d8	20+/x2	
340	Baton A Feu Hand Cannon, Bone	93	32	H	1/1	3d10	20+/x2	
341	Gada, Crude Iron	93	25	L	1/1	2e8	20+/x2	
342	Lasso, Copper	98	21	L	2/1	2d8	20+/x2	
343	Ballista Elephant, Bronze	105	30	L	2/1	2d8	20+/x2	
344	Zhua, Silver	108	59	H	1/1	3d10	20+/x2	
345	Jedwart Stave, Obsidian	110	15	L	2/1	2d8	20+/x2	
346	Makhaira, Silver	111	15	L	2/1	2d8	20+/x2	
347	Tsukubō, Silver	114	30	L	2/1	2d8	20+/x2	
348	Voulge, Silver	115	11	M	2/1	1e6	20+/x2	
349	Stick, Crude Iron	116	37	H	1/1	3d10	20+/x2	
350	Chigiriki, Steel	119	12	M	2/1	1e6	20+/x2	
351	Épée, Pig Iron	122	11	M	4/1	1d6	20+/x3	
352	Korean Cannon, Crude Iron	122	23	L	2/1	2d8	20+/x2	
353	Dōtanuki, Bronze	123	60	H	1/1	3d10	20+/x2	
354	Miao Dao, Copper	126	30	L	2/1	2d8	20+/x2	
355	Stone War Club, Bone	131	18	L	2/1	2d8	20+/x2	
356	Dagger-Axe, Obsidian	131	13	L	3/1	2d8	20+/x2	
357	Karambit, Copper	131	20	L	1/1	2e8	20+/x2	
358	Changdao, Bronze	133	21	L	2/1	2d8	20+/x3	
359	Byzantine Bombard, Bronze	135	25	L	2/1	2d8	20+/x3	
360	Hand Mortar, Wood	143	22	L	1/1	2e8	20+/x2	
361	Iklwa, Steel	144	28	L	2/1	2d8	20+/x2	
362	Naginata, Worked Iron	148	6	M	2/1	1m6	20+/x3	
363	Gada, Silver	150	12	L	3/1	2d8	20+/x2	
364	Crossbow, Silver	151	74	H	1/1	3d10	20+/x2	
365	Maduvu, Copper	152	24	L	2/1	2d8	20+/x2	
366	Congolese Axe, Copper	153	30	L	2/1	2d8	20+/x2	
367	Ahlspiess, Bronze	156	71	H	1/1	3d10	20+/x2	
368	Falconet, Pig Iron	172	37	H	1/2	3d10	20+/x2	+1 TH when disarming
369	Saintie, Wood	173	22	L	2/1	2d8	20+/x3	
370	Cetbang Cannon, Steel	174	23	L	2/1	2d8	20+/x2	
371	Faule Mette Bombard, Silver	184	16	L	2/1	2d8	20+/x3	
372	Basket-Hilted Sword, Copper	191	11	M	2/1	1e6	19+/x2	
373	Deflex Bow, Bronze	192	28	L	1/1	2e8	20+/x2	
374	Javelin, Steel	199	31	L	2/1	2d8	20+/x2	
375	Lancea, Silver	202	68	H	1/1	3d10	20+/x2	
376	Eku, Steel	202	30	L	2/1	2d8	20+/x2	
377	Greek Fire, Copper	203	52	H	1/2	3d10	20+/x2	
378	Pumhart Von Steyr Bombard, Wood	213	34	L	2/1	2d8	20+/x2	
379	Verutum, Pig Iron	217	8	M	4/1	1e6	20+/x2	
380	Faule Grete Bombard, Worked Iron	240	32	L	2/1	2d8	20+/x2	
381	Fukiya, Worked Iron	272	31	L	2/1	2d8	20+/x3	
382	Doglock, Crude Iron	277	72	H	1/1	3d10	20+/x2	
383	Aruval, Copper	280	20	L	2/1	2d8	20+/x2	Can be used as an AC +1 buckler instead of a weapon
384	Club, Bone	288	98	G	1/1	4d12	20+/x2	
385	Flyssa, Worked Iron	298	30	L	3/1	2d8	20+/x2	
386	Javelin, Worked Iron	300	27	L	2/1	2d8	20+/x3	x2 TH vs. Magical beast(s).
387	Spadroon, Pig Iron	331	34	L	2/1	2d8	19+/x2	
388	Qiang, Pig Iron	337	14	L	2/1	2e8	20+/x2	
389	Tongi, Worked Iron	345	17	L	4/1	2d8	20+/x2	
390	Musketoon, Worked Iron	351	43	H	2/1	3d10	20+/x2	
391	Pilum, Obsidian	402	20	L	4/1	2d8	20+/x2	
392	Bhuj, Bone	404	48	H	2/1	3d10	20+/x2	
393	Cinquedea, Pig Iron	415	100	G	1/1	4d12	20+/x2	
394	Knobkierrie, Bronze	464	26	L	4/1	2d8	20+/x2	
395	Byzantine Rocket Launcher, Worked	477	30	L	3/1	2d8	20+/x2	

396	Wind And Fire Wheels, Bronze	502	72	H	2/1	3d10	20+/x2	
397	Executioner'S Sword, Copper	560	23	L	2/1	2e8	20+/x2	
398	Pistol, Crude Iron	564	25	L	2/1	2e8	20+/x2	
399	Wrench, Copper	570	38	H	2/1	3d10	20+/x2	
400	Akrafena, Silver	585	58	H	2/1	3d10	20+/x2	
401	Fire Lance, Crude Iron	658	43	H	1/1	3e10	20+/x2	+[x1] to Backstab multiplier (you have times that much
402	Zhanmadao, Pig Iron	721	97	G	1/1	4d12	20+/x2	
403	Swiss Saber, Bronze	729	23	L	3/1	2e8	20+/x2	
404	Mandau, Crude Iron	749	111	G	1/1	4d12	20+/x2	
405	Crossbow, Crude Iron	816	64	H	2/1	3d10	20+/x2	Entangled 1s (Will save), Slow 1s (PP save)
406	Colichemarde, Copper	856	24	L	4/1	2d8	20+/x2	Ignores invisibility
407	Kukri, Crude Iron	929	53	H	2/1	3d10	20+/x2	
408	Musketoon, Bronze	934	72	H	2/2	3d10	20+/x2	
409	Club, Wood	968	168	G	1/1	4d12	19+/x2	
410	Tepoztopilli, Crude Iron	973	29	L	2/1	2e8	20+/x2	
411	Turkish Bow, Worked Iron	1,004	94	H	2/1	3d10	20+/x2	
412	Adze, Copper	1,011	69	H	2/1	3d10	20+/x2	
413	Ono, Obsidian	1,020	62	H	2/1	3d10	20+/x2	
414	Gurz, Pig Iron	1,030	78	H	2/1	3d10	20+/x2	
415	Ballista Elephant, Bone	1,062	61	H	2/1	3d10	20+/x2	
416	Mere, Copper	1,094	86	H	2/1	3d10	20+/x2	
417	Tachi, Bronze	1,105	93	H	2/1	3d10	20+/x2	
418	Ahlspiess, Wood	1,195	56	H	3/1	3d10	20+/x2	
419	Estoc, Copper	1,306	74	H	2/1	3d10	20+/x2	
420	Catapulta, Worked Iron	1,380	11	M	4/1	1e6	20+/x3	Half of the dmg dice are splash (whole group)
421	Ssangsudo, Wood	1,445	43	H	4/1	3d10	20+/x2	
422	Dahomey Axe Club, Bone	1,562	251	G	1/1	4d12	19+/x2	
423	Machete, Worked Iron	1,569	88	H	3/1	3d10	20+/x2	
424	Prangi, Pig Iron	1,584	55	H	1/1	3e10	19+/x2	
425	Crossbow, Copper	1,904	90	H	1/2	3e10	20+/x2	
426	Carroballista, Silver	2,129	154	G	1/1	4d12	19+/x2	
427	Épée, Pig Iron	2,141	41	H	2/1	3e10	20+/x2	
428	Wheellock, Worked Iron	2,488	94	H	2/1	3d10	20+/x3	
429	Khopesh, Obsidian	2,735	30	L	4/1	2e8	20+/x2	
430	Plumbata, Worked Iron	2,786	157	G	2/1	4d12	20+/x2	
431	Maduvu, Silver	2,787	250	G	1/1	4d12	20+/x3	
432	Katar, Pig Iron	3,303	235	G	2/1	4d12	20+/x2	
433	Mughal, Silver	4,015	20	L	4/1	2m8	20+/x2	
434	Boar Spear, Silver	4,710	89	H	2/1	3d10	19+/x3	
435	Sjambok, Bronze	4,776	241	G	2/1	4d12	20+/x2	
436	Man Catcher, Bone	4,835	244	G	2/1	4d12	20+/x2	
437	Naginata, Wood	5,004	244	G	2/1	4d12	20+/x2	
438	Migration Period Spear, Wood	5,055	90	H	4/1	3d10	20+/x3	
439	Wind And Fire Wheels, Silver	5,250	70	H	2/2	3e10	20+/x2	
440	Dao, Bone	6,301	159	G	2/1	4d12	19+/x2	
441	Francisca, Bronze	6,406	200	G	2/1	4d12	20+/x2	
442	Hasta, Copper	10,110	90	H	4/1	3d10	20+/x2	x2 TH vs. Magical beast(s).
443	Atlatl And Darts, Bronze	10,671	186	G	2/1	4d12	19+/x3	
444	Iklwa, Silver	12,622	251	G	3/1	4d12	20+/x2	
445	Kotiate, Worked Iron	13,352	255	G	3/1	4d12	20+/x2	
446	Pike, Wood	13,364	100	G	4/1	4d12	20+/x2	
447	Pierrier A Boite Cannon, Wood	16,176	253	G	1/1	4e12	20+/x2	Gets +2 attacks on first P action of each combat.
448	Kris, Bone	18,468	95	H	4/2	3e10	20+/x2	
449	Igorot Headhunting Axe, Worked Iron	21,229	182	G	3/1	4d12	20+/x3	
450	Snap Matchlock, Bronze	30,607	246	G	4/1	4d12	20+/x2	