

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	Rapier, Silver	1	1	T	1/1	1d2	20+/x2	
2	Backsword, Bone	1	5	S	1/1	1d4	20+/x2	
3	Mere, Bone	1	2	T	2/2	1d2	20+/x2	
4	Saintie, Worked Iron	1	1	T	3/1	1d2	20+/x2	
5	Deflex Bow, Wood	1	2	T	2/1	1d2	19+/x2	
6	Kodachi, Steel	1	5	S	1/2	1d4	20+/x2	
7	Soliferrum, Silver	1	3	S	1/1	1d4	20+/x2	
8	Ayudha Katti, Bronze	1	4	S	1/1	1d4	20+/x2	
9	Tarasnice Cannon, Steel	1	2	T	3/1	1d2	20+/x2	
10	Luwuk, Bronze	1	3	S	1/1	1d4	20+/x2	
11	Harpe, Pig Iron	1	2	T	1/1	1d2	20+/x2	
12	Baton A Feu Hand Cannon, Obsidian	1	1	T	2/1	1d2	20+/x2	
13	Veuglaire Cannon, Steel	1	1	T	2/1	1d2	20+/x2	
14	Swiss Saber, Bone	1	3	S	1/1	1d4	20+/x2	
15	Cheiroballistra, Silver	1	1	T	4/1	1d2	20+/x2	
16	Repeating Crossbow, Silver	1	2	S	1/1	1d4	20+/x3	
17	Chacing Staff, Wood	1	4	S	1/1	1d4	20+/x2	
18	Flying Claws, Silver	1	1	T	2/1	1d2	19+/x2	
19	Finger Knife, Obsidian	1	1	T	1/1	1e2	20+/x2	
20	Five Barrel Revolver Musket, Obsidian	1	2	T	2/1	1d2	19+/x2	
21	Hammer, Worked Iron	1	1	T	2/1	1d2	20+/x3	
22	Hoko Yari, Wood	1	3	S	1/1	1d4	20+/x2	
23	Shillelagh, Worked Iron	1	2	S	1/1	1d4	20+/x2	
24	Mace, Bone	1	3	S	1/1	1d4	20+/x2	
25	Fighting Stick, Copper	1	2	T	1/1	1e2	20+/x2	
26	Crowbill, Copper	1	1	T	2/1	1d2	20+/x2	
27	Tantō, Steel	1	2	S	1/2	1d4	20+/x2	
28	Stone Throwing, Bone	1	2	S	1/1	1d4	20+/x2	
29	Buntot Pagi, Obsidian	1	1	T	2/1	1d2	20+/x2	
30	Claymore, Crude Iron	1	2	T	1/1	1d2	20+/x3	
31	Boar Sword, Worked Iron	1	3	S	1/1	1d4	20+/x2	
32	Fukiya, Pig Iron	1	3	S	1/1	1d4	20+/x2	
33	Klewang, Copper	1	4	S	1/1	1d4	20+/x2	
34	Crop, Bone	1	2	T	1/1	1d2	20+/x3	
35	Shepherd'S Axe, Worked Iron	1	1	T	2/1	1e2	20+/x2	
36	Toradar, Crude Iron	1	2	S	1/1	1d4	20+/x2	
37	Assegai, Worked Iron	1	1	T	1/2	1d2	20+/x2	
38	Fauchard, Steel	1	3	S	1/1	1d4	20+/x2	
39	Falcata, Crude Iron	1	2	S	2/1	1d4	20+/x2	
40	Fire Lance, Wood	1	3	S	1/1	1d4	20+/x2	
41	Bilbo, Bone	1	2	T	1/1	1d2	20+/x2	
42	Deer Horn Knives, Crude Iron	1	2	S	1/1	1d4	20+/x2	
43	Gladius, Obsidian	1	3	S	1/2	1d4	20+/x2	
44	Huo Che Rocket Arrow Launcher, Wood	1	2	T	3/1	1d2	19+/x2	
45	Hand Axe, Wood	1	2	T	1/1	1d2	20+/x2	
46	Sosun Pattah, Bone	1	1	T	1/1	1d2	20+/x2	
47	Dory, Bone	1	4	S	1/1	1d4	20+/x2	

48	Gun, Silver	1	4	S	1/1	1d4	20+/x2	
49	Jawbone War Club, Steel	1	3	S	1/1	1d4	20+/x2	
50	Bhuj, Bronze	1	1	T	1/1	1e2	20+/x2	
51	Ōtsuchi, Crude Iron	1	3	S	1/1	1d4	20+/x2	
52	Chain Whip, Silver	1	1	T	1/1	1d2	20+/x2	
53	Hunga Munga, Bone	1	2	T	2/1	1d2	20+/x2	
54	Self Bow, Crude Iron	1	4	S	1/2	1d4	20+/x2	
55	Che Dian Chong Musket, Crude Iron	1	3	S	1/1	1d4	20+/x2	
56	Trishula, Crude Iron	1	1	T	1/1	1d2	20+/x2	
57	Mallet, Worked Iron	1	4	S	1/1	1d4	20+/x2	
58	Kora, Bone	1	4	S	1/1	1d4	20+/x2	
59	Congolese Axe, Copper	1	3	S	1/1	1d4	20+/x2	
60	Abus Gun, Pig Iron	1	4	S	1/1	1d4	20+/x2	
61	Ayudha Katti, Wood	1	2	T	1/1	1d2	20+/x2	
62	Flintlock, Bronze	1	2	S	1/2	1d4	20+/x2	
63	Sai, Bronze	1	3	S	1/1	1d4	20+/x2	
64	Kaskara, Worked Iron	1	4	S	1/1	1d4	20+/x2	
65	Fighting Stick, Steel	1	3	S	2/1	1d4	20+/x2	
66	Tanegashima, Copper	2	4	S	1/1	1d4	19+/x2	
67	Abus Gun, Bronze	2	2	S	2/2	1d4	20+/x2	
68	Prangi, Wood	2	4	S	1/1	1d4	19+/x2	
69	Abus Gun, Bone	2	1	T	1/1	1d2	20+/x2	Made of cold iron for purposes of ignoring DR
70	Organ Gun, Wood	2	5	M	1/1	1d6	20+/x2	
71	Trident, Obsidian	2	2	S	1/1	1d4	19+/x2	+1 TH when disarming
72	Francisca, Crude Iron	2	1	T	3/2	1d2	20+/x2	Natural 8: Paralyzed unless save vs. PP.
73	Arquebus, Bone	2	1	T	1/1	1d2	20+/x3	+ [x1] to Backstab multiplier (you have times that much if you didn't have BS)
74	Ngao, Bronze	2	2	S	2/1	1d4	20+/x3	
75	Turkish Bow, Crude Iron	2	4	S	2/1	1d4	20+/x2	
76	Iklwa, Bronze	2	5	S	1/1	1d4	20+/x2	Get an extra set of Dex bonus to dmg
77	Cumberjung, Bronze	2	2	T	1/1	1e2	20+/x2	Hits whole group, moves with group and splashes for 10s.
78	Mongol Bow, Worked Iron	2	5	S	1/1	1d4	20+/x2	Behind: Stun 1s (PPD save; Unc. if miss by 10)
79	Patag, Bronze	2	2	T	1/1	1d2	19+/x2	x2 dmg vs. cold-based/-using/-dwelling. +25% Handle Animal checks.
80	Tu Huo Qiang Hand Cannon, Bronze	2	5	M	1/1	1d6	20+/x2	
81	Knout, Silver	2	5	S	1/1	1d4	20+/x2	
82	Aklys, Wood	2	2	S	1/1	1d4	20+/x2	1d2 attacks (different targets in same group) for each ranged shot
83	Kama, Wood	2	2	T	1/1	1d2	20+/x2	x3 TH vs. Vermin(s).
84	Flyssa, Worked Iron	2	4	S	2/1	1d4	20+/x2	
85	Dulle Griet Bombard, Steel	2	2	S	2/1	1d4	20+/x2	
86	Bagh Nakha, Wood	2	4	S	2/1	1d4	20+/x2	
87	Plumbata, Bone	2	2	S	1/1	1d4	20+/x2	If you throw and miss, returns at end of segment.
88	Wrench, Steel	2	2	S	2/1	1d4	19+/x2	
89	Dart, Obsidian	2	11	M	1/1	1d6	20+/x2	
90	Claidheamh Da Laimh, Crude Iron	2	2	T	3/1	1d2	20+/x2	Does a Stinking Cloud (DC = AC you hit) on target
91	Buntot Pagi, Worked Iron	2	3	S	1/1	1d4	20+/x2	x3 TH vs. Vermin(s).
92	Talwar, Bone	2	3	S	1/1	1d4	19+/x2	
93	Tachi, Pig Iron	2	3	S	2/1	1d4	20+/x2	
94	Kanabō, Bone	2	6	M	1/1	1d6	20+/x2	
95	Katar, Steel	2	2	S	1/1	1d4	20+/x2	Hits whole group, tenth of the damage is splash
96	Mere, Worked Iron	2	3	S	1/1	1d4	20+/x2	Considered a +0 magical weapon. Acts as light source.
97	Mongol Bow, Bronze	2	1	T	1/1	1d2	20+/x2	+1 TH when disarming
98	Sosun Pattah, Bronze	2	2	S	1/2	1d4	20+/x2	x3 TH vs. Vermin(s).
99	Labrys, Bronze	3	2	S	2/2	1d4	19+/x2	
100	Trishula, Copper	3	6	M	1/1	1d6	20+/x2	
101	Bo-Hiya Rocket Arrow, Steel	3	7	M	1/1	1d6	20+/x2	

102	Lasso, Bronze	3	9	M	1/1	1d6	20+/x2	
103	Partisan, Wood	3	3	S	2/1	1d4	20+/x2	
104	Mere, Steel	3	3	S	2/1	1d4	20+/x2	
105	Hand Mortar, Silver	3	4	S	1/1	1d4	19+/x3	
106	Nagyka, Bronze	3	4	S	1/1	1e4	20+/x2	
107	Dardanelles Gun, Worked Iron	3	4	S	2/1	1d4	20+/x2	
108	Shuriken, Bone	3	6	M	1/1	1d6	20+/x2	
109	Vel, Worked Iron	3	9	M	1/1	1d6	20+/x2	
110	Canne De Combat, Crude Iron	3	4	S	2/1	1d4	20+/x2	
111	Mandau, Wood	3	5	M	1/1	1d6	20+/x2	
112	Ahlspiess, Worked Iron	3	7	M	1/1	1d6	20+/x2	
113	Monkey'S Fist, Bone	3	8	M	1/1	1d6	20+/x2	
114	Veuglaire Cannon, Wood	3	6	M	1/1	1d6	20+/x2	
115	Pandat, Pig Iron	3	8	M	1/1	1d6	20+/x2	
116	Wind And Fire Wheels, Worked Iron	3	4	S	2/1	1d4	20+/x2	
117	Palstave, Crude Iron	3	4	S	2/1	1d4	20+/x2	
118	Epsilon Axe, Steel	3	6	M	1/1	1d6	20+/x2	
119	Swiss Dagger, Steel	3	10	M	1/1	1d6	20+/x2	
120	Hakapik, Obsidian	3	6	M	1/1	1d6	19+/x2	
121	Spiculum, Bronze	3	3	S	2/1	1d4	20+/x3	
122	Roundhead, Steel	3	4	S	2/1	1d4	20+/x2	
123	Estoc, Bone	4	2	S	2/1	1d4	20+/x2	+1 TH when disarming
124	Lantaka, Pig Iron	4	4	S	2/1	1d4	20+/x2	
125	Fire Arrow, Bone	4	4	S	2/1	1d4	20+/x2	Get an extra set of Dex bonus to dmg
126	Kukri, Silver	4	4	S	1/1	1d4	19+/x2	Entangled 1s (PP save), Slow 1s (Reflex save)
127	Tomahawk, Worked Iron	4	6	M	1/1	1d6	20+/x2	CF=1: dmg is 1d2
128	Singijeon, Bronze	4	10	M	1/1	1d6	20+/x2	
129	Falcata, Bronze	4	4	S	2/1	1d4	20+/x3	
130	English Longbow, Copper	4	2	S	2/1	1d4	19+/x2	
131	Executioner'S Sword, Copper	4	3	S	3/1	1d4	20+/x2	
132	Naboot, Steel	4	3	S	2/1	1d4	20+/x3	
133	Roundhead, Bronze	4	7	M	1/1	1d6	20+/x2	
134	Ji, Copper	4	8	M	1/1	1d6	20+/x2	
135	Mere, Bronze	4	11	M	1/1	1d6	20+/x2	
136	Monk'S Spade, Wood	4	3	S	2/1	1d4	20+/x2	Autohits a group, or roll to hit 1 target 2d10 times.
137	Bolas, Obsidian	4	2	S	2/1	1e4	20+/x2	
138	Bolas, Wood	4	4	S	1/1	1d4	20+/x3	Made of cold iron for purposes of ignoring DR
139	Cumberjung, Pig Iron	4	6	M	1/2	1d6	20+/x2	
140	Gungdo, Steel	4	3	S	2/1	1d4	20+/x2	Made of cold iron for purposes of ignoring DR
141	Jian, Wood	4	12	M	1/1	1d6	20+/x2	
142	Bagh Nakha, Steel	4	4	S	2/1	1d4	20+/x2	
143	Dane Axe, Obsidian	4	11	M	1/1	1d6	20+/x2	
144	Sword Mace, Wood	4	2	S	2/1	1d4	20+/x2	Does a Stinking Cloud (DC = AC you hit) on target
145	Francisca, Wood	4	4	S	3/1	1d4	20+/x2	
146	Verutum, Wood	4	2	T	2/1	1e2	19+/x3	
147	Mallet, Pig Iron	5	5	M	2/1	1d6	20+/x2	
148	Kujang, Worked Iron	5	4	S	3/1	1d4	20+/x2	
149	Ninjato, Obsidian	5	5	S	2/1	1d4	20+/x2	
150	Migration Period Spear, Crude Iron	5	9	M	1/2	1d6	19+/x2	
151	Miniature Meriam Kecil, Bronze	5	12	M	1/1	1d6	20+/x2	
152	Wodao, Bronze	5	6	M	2/1	1d6	20+/x2	
153	Kora, Bone	5	3	S	3/1	1d4	20+/x2	
154	Fire Lance, Steel	5	5	S	2/1	1d4	20+/x2	
155	Lela, Copper	5	9	M	1/1	1d6	20+/x2	
156	Dardanelles Gun, Worked Iron	5	6	M	2/1	1d6	20+/x2	
157	Claymore, Steel	5	9	M	1/1	1d6	20+/x2	
158	Kukri, Wood	5	3	S	3/1	1d4	20+/x2	
159	Gada, Obsidian	6	2	S	4/1	1d4	20+/x2	

160	Polybolos, Crude Iron	6	4	S	3/1	1d4	20+/x2	
161	Heilongjiang Hand Cannon, Bone	6	3	S	2/1	1d4	19+/x3	
162	Ahlspiess, Pig Iron	6	8	M	1/1	1d6	20+/x2	x3 TH vs. Vermin(s).
163	Nunchaku, Bone	6	2	S	2/1	1d4	19+/x2	Autohits a group, or roll to hit 1 target 2d10 times.
164	Rungu, Obsidian	6	3	S	2/2	1d4	20+/x3	CF=1: dmg is 1d2
165	Battle Axe, Obsidian	6	8	M	1/1	1d6	20+/x2	Autohits a group, or roll to hit 1 target 2d10 times.
166	Dha, Steel	6	12	M	1/1	1d6	20+/x2	
167	Pierrier A Boite Cannon, Obsidian	6	3	S	3/1	1d4	20+/x2	
168	Kaduthala, Crude Iron	7	12	M	1/1	1d6	20+/x2	
169	Hurlbat, Steel	7	3	S	4/1	1d4	20+/x2	
170	Migration Period Spear, Worked Iron	7	5	M	2/2	1d6	20+/x2	
171	Crop, Worked Iron	7	4	S	2/1	1e4	20+/x2	
172	Dangpa, Silver	7	10	M	1/1	1d6	19+/x2	
173	Lance, Copper	8	2	S	2/1	1d4	19+/x3	Gets +2 attacks on first P action of each combat.
174	Pandat, Silver	8	5	M	2/1	1d6	20+/x2	
175	Moche Tiger Claw, Wood	8	4	S	2/2	1d4	20+/x2	Crit is improved (+[-1] /+[x1]). +1 Parting Shots.
176	Trident, Steel	8	2	S	4/1	1d4	20+/x2	+ [x1] to Backstab multiplier (you have times that much if you didn't have BS)
177	Khanda, Bronze	8	7	M	1/1	1d6	20+/x3	Crit is improved (+[-1] /+[x1]). +1 Parting Shots.
178	Bagh Nakha, Pig Iron	8	7	M	1/2	1d6	20+/x2	x3 TH vs. Vermin(s).
179	Kaskara, Obsidian	8	10	M	1/1	1d6	20+/x2	Gets +2 attacks on first P action of each combat.
180	Knout, Steel	8	8	M	1/1	1d6	20+/x2	CF=1: dmg is 1d2
181	Cinquedea, Silver	8	7	M	2/1	1d6	20+/x2	
182	Mons Meg Bombard, Crude Iron	9	4	M	1/1	1e6	20+/x2	
183	Kampilan, Bronze	9	4	S	3/1	1d4	20+/x2	
184	Ji, Pig Iron	9	4	S	3/1	1d4	19+/x2	
185	Vel, Silver	9	8	M	2/2	1d6	20+/x2	
186	Voulge, Wood	9	8	M	1/1	1d6	19+/x2	
187	Ayudha Katti, Worked Iron	9	10	M	1/1	1d6	19+/x2	
188	Bo-Hiya Rocket Arrow, Copper	9	8	M	1/1	1e6	20+/x2	
189	Moplah, Bronze	9	5	M	2/1	1d6	20+/x2	
190	Pandat, Worked Iron	10	5	M	2/1	1d6	20+/x2	
191	Stockwhip, Bronze	10	4	S	3/2	1d4	20+/x2	Autohits a group, or roll to hit 1 target 2d10 times.
192	Bajozutsu Pistol, Obsidian	10	6	M	2/1	1d6	20+/x2	
193	Nandaka, Worked Iron	10	7	M	2/1	1d6	20+/x2	
194	Tachi, Copper	10	8	M	2/1	1d6	20+/x2	
195	Sovnya, Bronze	10	3	S	1/1	1m4	20+/x2	Blindness (RSW save)
196	Arming Sword, Crude Iron	10	5	S	2/1	1e4	20+/x2	
197	Bullwhip, Steel	10	6	M	2/1	1d6	19+/x2	
198	Chúi, Obsidian	11	7	M	2/1	1d6	20+/x2	
199	Long-Bearded Axe, Steel	11	5	M	2/1	1d6	20+/x2	
200	Knout, Bronze	12	8	M	2/1	1d6	20+/x2	
201	Soliferrum, Worked Iron	12	8	M	2/1	1d6	20+/x2	
202	Kusarigama, Crude Iron	12	2	S	2/1	1e4	20+/x2	x3 TH vs. Vermin(s).
203	Surik, Steel	12	12	L	1/2	2d8	20+/x2	
204	Gada, Wood	12	3	S	2/1	1e4	20+/x2	
205	Sodegarami, Worked Iron	12	11	M	2/1	1d6	20+/x2	
206	Changdao, Obsidian	13	6	M	2/1	1d6	20+/x2	
207	Gun, Bronze	13	10	M	2/1	1d6	20+/x2	
208	Congolese Axe, Obsidian	13	12	M	1/2	1e6	20+/x2	
209	Tantō, Wood	14	6	M	2/1	1d6	20+/x3	
210	Congolese Axe, Crude Iron	14	10	M	2/1	1d6	20+/x2	
211	Cetbang Cannon, Bronze	14	8	M	2/1	1d6	20+/x2	Ranged weapon, gets Dex (TH only) and Dex (TH).
212	Cinquedea, Bone	14	12	M	2/1	1d6	20+/x2	
213	Nimcha, Worked Iron	14	6	M	1/1	1d6	19+/x2	Natural 14: Paralyzed (Size Colossal or smaller only)
214	Woomera, Obsidian	14	7	M	2/1	1d6	20+/x2	
215	Yanmaodao, Copper	14	7	M	1/1	1e6	19+/x2	
216	Istinggar, Worked Iron	15	11	M	2/1	1d6	20+/x2	

217	Xanadu Gun, Bone	15	4	S	4/1	1d4	20+/x2	
218	Partisan, Wood	15	9	M	2/1	1d6	20+/x2	
219	Sovnya, Wood	15	9	M	2/1	1d6	20+/x2	
220	War Hammer, Worked Iron	16	12	L	1/1	2d8	20+/x2	
221	Organ Gun, Worked Iron	16	5	M	2/1	1d6	20+/x2	Hits whole group, tenth of the damage is splash
222	Long-Bearded Axe, Crude Iron	16	10	M	2/1	1d6	20+/x2	
223	Claidheamh Da Laimh, Worked Iron	17	14	L	1/1	2d8	20+/x2	
224	Tongi, Crude Iron	17	26	L	1/1	2d8	20+/x2	
225	Sasumata, Copper	17	18	L	1/1	2d8	20+/x2	
226	Orban Bombard, Copper	18	12	M	2/1	1d6	20+/x2	
227	Orban Bombard, Obsidian	18	28	L	1/1	2d8	20+/x2	
228	Decurve Bow, Pig Iron	19	10	M	1/1	1e6	20+/x3	
229	Catapult, Crude Iron	19	3	S	2/1	1e4	20+/x3	
230	Urumi, Obsidian	19	5	M	3/1	1d6	20+/x2	
231	Sudanese Sickle Knife, Bone	19	9	M	2/1	1d6	20+/x2	
232	Bullet Bow, Wood	20	4	S	4/1	1d4	20+/x2	Free idiom wpn enchant of +SN or less
233	Shou Chong Hand Cannon, Steel	20	8	M	1/1	1e6	20+/x2	Considered a +0 magical weapon. Acts as light source.
234	Bullwhip, Copper	20	23	L	1/2	2d8	20+/x2	
235	Battle Axe, Bronze	21	6	M	3/1	1d6	20+/x2	
236	Basket-Hilted Sword, Crude Iron	21	11	M	2/1	1d6	20+/x2	
237	Gladius, Copper	21	32	L	1/1	2d8	20+/x2	
238	Kaduthala, Wood	21	7	M	2/2	1d6	20+/x3	
239	Harpe, Copper	22	17	L	1/1	2d8	20+/x2	
240	Chongtong Cannon, Bronze	22	11	M	2/1	1d6	20+/x2	
241	Nandaka, Wood	22	10	M	2/1	1d6	20+/x2	
242	Meteor Hammer, Bronze	23	11	M	2/1	1d6	20+/x2	
243	Matchlock Axe Dagger, Wood	23	12	M	2/1	1d6	20+/x2	
244	Pichangatti, Copper	24	8	M	2/2	1d6	20+/x2	Poison: Death/10 (RSW save, DC=10)
245	Labrys, Silver	24	11	M	2/1	1d6	20+/x2	
246	Ulfberht, Pig Iron	25	29	L	1/1	2d8	20+/x2	
247	Kestros, Wood	26	3	S	2/1	1e4	19+/x2	
248	Bullet Bow, Copper	26	12	M	2/1	1d6	20+/x2	
249	Gauntlet, Pig Iron	28	8	M	2/1	1d6	20+/x2	+ [x1] to Backstab multiplier (you have times that much if you didn't have BS)
250	Oxybeles, Steel	28	5	S	3/1	1e4	20+/x2	
251	Golok, Wood	28	7	M	2/1	1d6	20+/x2	Each attack removes 3 Skins instead of 1
252	Five Barrel Revolver Musket, Copper	29	15	L	1/1	2d8	20+/x2	
253	Gunstock War Club, Bronze	29	11	M	3/1	1d6	20+/x3	
254	Katzbalger, Copper	29	23	L	1/1	2d8	20+/x2	
255	Adze, Worked Iron	29	19	L	1/1	2d8	20+/x2	
256	Janbiya, Steel	30	24	L	1/1	2d8	20+/x2	
257	Tu Huo Qiang Hand Cannon, Bronze	30	7	M	2/1	1d6	20+/x2	Hits whole group, moves with group and splashes for 10s.
258	Wankou Chong Cannon, Silver	30	7	M	1/1	1e6	20+/x2	Gets +2 attacks on first P action of each combat.
259	Uchigatana, Bronze	30	24	L	1/1	2d8	20+/x2	
260	Rope Dart, Wood	30	7	M	1/2	1e6	20+/x2	Ranged weapon, gets Dex (TH only) and Dex (TH).
261	Petronel Hand Cannon, Silver	31	8	M	3/1	1d6	20+/x2	
262	War Hammer, Obsidian	32	7	M	3/1	1d6	20+/x2	
263	Carroballista, Copper	32	23	L	1/1	2d8	20+/x2	
264	Korean Sword, Silver	32	9	M	2/2	1d6	20+/x2	+1 TH when disarming
265	Pickaxe, Steel	34	16	L	1/1	2d8	19+/x2	
266	Meteor Hammer, Crude Iron	34	11	M	2/1	1d6	20+/x3	
267	Lochaber Axe, Wood	34	16	L	1/1	2d8	19+/x2	
268	Uchigatana, Steel	35	11	M	2/1	1d6	20+/x3	
269	Messer, Crude Iron	36	12	M	2/1	1d6	20+/x2	Hits whole group, moves with group and splashes for 10s.
270	Yanmaodao, Obsidian	37	25	L	1/1	2d8	20+/x2	
271	Fukiya, Copper	38	10	M	2/1	1d6	19+/x2	

272	Deer Horn Knives, Silver	40	12	M	2/1	1d6	20+/x2	x2 TH/dmg if unmounted
273	Kusari-Fundo, Bone	41	26	L	1/1	2d8	20+/x2	
274	Miao Dao, Wood	41	29	L	1/1	2d8	20+/x2	
275	Trident, Obsidian	41	10	M	2/1	1d6	19+/x2	
276	Rungu, Pig Iron	42	25	L	1/1	2d8	20+/x2	
277	Uchigatana, Silver	42	34	L	1/1	2d8	20+/x3	
278	Khopesh, Silver	42	22	L	1/1	2d8	20+/x2	
279	Quauholōlli, Steel	42	26	L	1/1	2d8	20+/x2	Made of cold iron for purposes of ignoring DR
280	Crop, Bone	43	3	S	2/1	1m4	19+/x2	
281	Monk'S Spade, Crude Iron	44	6	M	4/1	1d6	20+/x2	
282	Katar, Pig Iron	44	30	L	1/1	2d8	20+/x2	AC +1 (can't use while attacking, no shield prof.)
283	Lancea, Silver	45	24	L	1/2	2d8	20+/x2	
284	Falx, Silver	46	12	L	1/1	2d8	20+/x2	Entangled 1s (PP save), Slow 1s (Reflex save)
285	Ballista, Silver	48	9	M	2/1	1d6	19+/x2	Poison: Death/10 (RSW save, DC=10)
286	Lantaka, Copper	48	6	M	3/1	1d6	20+/x2	Ranged weapon, gets Dex (TH only) and Dex (TH).
287	Sarissa, Silver	49	7	M	4/1	1d6	20+/x2	
288	Korean Fighting Fan, Bronze	50	12	M	2/1	1d6	20+/x2	Entangled 1s (PP save), Slow 1s (Reflex save)
289	Kusari-Fundo, Worked Iron	50	14	L	1/1	2d8	19+/x2	
290	Stockwhip, Bone	51	12	L	2/1	2d8	20+/x2	
291	Palintonon Catapult, Bone	53	10	M	2/1	1e6	20+/x2	
292	Mughal, Pig Iron	54	8	M	4/1	1d6	20+/x2	
293	Kampilan, Silver	55	32	L	1/1	2d8	20+/x2	
294	Mangonel, Bone	55	33	L	1/1	2d8	20+/x2	
295	Tanegashima, Wood	55	31	L	1/1	2d8	20+/x2	
296	Khanjali, Bone	56	12	L	2/1	2d8	20+/x2	
297	Tachi, Steel	57	22	L	2/1	2d8	20+/x2	
298	Battle Axe, Obsidian	59	21	L	2/1	2d8	20+/x2	
299	Butterfly Sword, Copper	60	30	L	1/1	2d8	20+/x3	
300	Toradar, Bronze	62	13	L	2/2	2d8	20+/x2	
301	Falx, Steel	63	25	L	1/2	2d8	20+/x3	
302	Mesangylon, Copper	64	7	M	3/1	1e6	20+/x2	
303	Tlaximaltepoztlī, Worked Iron	72	33	L	1/1	2d8	20+/x2	+1 TH when disarming
304	Machete, Silver	73	30	L	1/1	2d8	19+/x2	
305	Plumbata, Pig Iron	74	13	L	2/1	2d8	20+/x2	
306	Firangi, Bronze	76	13	L	2/1	2d8	20+/x2	
307	Huo Che Rocket Arrow Launcher, B	78	12	L	2/1	2d8	20+/x2	Hits whole group, tenth of the damage is splash
308	Basket-Hilted Sword, Steel	80	30	L	2/1	2d8	20+/x2	
309	Knout, Bone	82	12	L	2/1	2d8	20+/x2	
310	Pike, Obsidian	84	10	M	4/1	1d6	20+/x2	
311	Kyoketsu-Shoge, Worked Iron	84	14	L	2/1	2d8	20+/x2	
312	Snaplock, Copper	85	55	H	1/1	3d10	20+/x2	
313	Pot De Fer Cannon, Obsidian	87	20	L	2/1	2d8	20+/x2	
314	Flying Claws, Crude Iron	88	11	M	4/1	1d6	20+/x2	
315	Bajozutsu Pistol, Wood	88	10	M	4/1	1d6	20+/x3	
316	Naginata, Bronze	90	9	M	1/1	1m6	20+/x2	Hits whole group, tenth of the damage is splash
317	Composite Bow, Obsidian	91	21	L	2/1	2d8	20+/x3	
318	Saintie, Bronze	93	15	L	2/1	2d8	20+/x3	
319	Machete, Bone	94	28	L	2/1	2d8	20+/x2	
320	Iklwa, Wood	94	20	L	1/1	2d8	19+/x2	1d2 attacks (different targets in same group) for each ranged shot
321	Miniature Meriam Kecil, Crude Iron	96	23	L	2/2	2d8	20+/x2	
322	Ono, Wood	96	12	M	2/2	1e6	20+/x2	
323	Vel, Obsidian	96	17	L	2/1	2d8	20+/x2	
324	Bardiche, Worked Iron	98	33	L	1/1	2d8	19+/x2	
325	Golok, Silver	100	16	L	2/1	2d8	20+/x2	
326	Dardanelles Gun, Pig Iron	103	17	L	2/1	2d8	20+/x2	
327	Scimitar, Silver	112	21	L	2/1	2d8	20+/x2	
328	Basilisk, Crude Iron	113	35	H	1/1	3d10	20+/x2	

329	Flying Claws, Bone	115	3	S	4/2	1e4	19+/x2	
330	Cutlass, Copper	115	11	M	2/1	1e6	20+/x2	
331	Spatha, Bronze	121	31	L	2/1	2d8	20+/x2	
332	Ôtsuchi, Silver	123	21	L	2/1	2d8	20+/x2	
333	Turkish Bow, Crude Iron	123	21	L	2/1	2d8	19+/x2	
334	Wakizashi, Bone	125	62	H	1/1	3d10	20+/x2	
335	Meteor Hammer, Worked Iron	126	19	L	2/1	2d8	20+/x2	
336	Cinquedea, Bone	138	34	L	2/1	2d8	20+/x2	
337	Blunderbuss, Crude Iron	143	25	L	2/1	2d8	20+/x2	
338	Bō, Wood	144	20	L	2/1	2d8	20+/x2	
339	Jian, Bone	149	65	H	1/1	3d10	20+/x2	
340	Mughal, Obsidian	155	17	L	1/1	2e8	20+/x2	
341	Gunstock War Club, Obsidian	156	18	L	1/1	2e8	20+/x2	
342	Knout, Obsidian	166	24	L	2/1	2d8	20+/x2	
343	Arbalest, Pig Iron	178	26	L	2/1	2d8	20+/x2	
344	Yumi, Bone	180	5	M	2/1	1m6	20+/x3	+ [x1] to Backstab multiplier (you have times that much if you didn't have BS)
345	Hand Mortar, Worked Iron	182	26	L	2/1	2d8	20+/x2	
346	Cannon, Crude Iron	185	33	L	2/1	2d8	20+/x2	
347	Quarterstaff, Obsidian	186	19	L	2/1	2d8	20+/x2	1P: Polymorph this into any Size <= Gargantuan weapon of its gp or less
348	Wooden War Club, Worked Iron	187	32	L	2/1	2d8	20+/x2	
349	Suburito, Bone	189	31	L	2/1	2d8	20+/x3	
350	Musketoön, Silver	190	17	L	3/2	2d8	20+/x2	
351	Mongol Bow, Copper	191	32	L	2/1	2d8	20+/x2	
352	Two-Section Staff, Silver	194	43	H	1/1	3d10	20+/x2	
353	Gun, Pig Iron	200	28	L	2/1	2d8	20+/x2	
354	Ox Tongue Spear, Steel	202	21	L	1/1	2e8	20+/x2	
355	Khanda, Crude Iron	202	29	L	2/1	2d8	20+/x2	Gets +2 attacks on first P action of each combat.
356	War Hammer, Copper	202	34	L	2/2	2d8	20+/x2	
357	Ahlspiess, Crude Iron	204	93	H	1/1	3d10	20+/x2	
358	Veuglaire Cannon, Bronze	206	17	L	2/1	2d8	20+/x2	Hits whole group, moves with group and splashes for 10s.
359	Hammer, Steel	210	28	L	1/1	2e8	20+/x2	
360	Sledgehammer, Obsidian	212	16	L	2/1	2d8	19+/x2	
361	Stone Throwing, Bone	214	29	L	2/1	2d8	20+/x2	
362	Spetum, Obsidian	214	10	M	2/2	1m6	20+/x2	
363	Brandistock, Copper	218	33	L	2/1	2d8	20+/x2	
364	Surujin, Bone	225	32	L	2/1	2d8	20+/x2	
365	Military Fork, Wood	232	26	L	2/1	2d8	19+/x2	
366	Dagger-Axe, Obsidian	255	61	H	1/1	3d10	20+/x2	
367	Pumhart Von Steyr Bombard, Steel	261	69	H	1/1	3d10	20+/x2	
368	Bardiche, Pig Iron	266	79	H	1/1	3d10	20+/x2	
369	Assamese Dao, Silver	271	18	L	2/1	2d8	19+/x2	
370	Kotiate, Copper	286	19	L	2/2	2d8	20+/x2	Get an extra set of Dex bonus to dmg
371	Onager, Wood	292	77	H	1/1	3d10	20+/x2	
372	Gada, Crude Iron	310	86	H	1/1	3d10	20+/x2	
373	Jawbone War Club, Copper	314	21	L	2/2	2d8	19+/x2	
374	Claymore, Crude Iron	318	22	L	2/1	2d8	20+/x2	Gets +3 dmg. x2 TH vs. Lycanthropes
375	Labrys, Silver	318	84	H	1/1	3d10	20+/x2	
376	Yanmaodao, Bronze	338	59	H	1/1	3d10	20+/x3	
377	Nunchaku, Bronze	360	81	H	1/1	3d10	20+/x2	
378	Oxybeles, Bronze	361	11	M	3/1	1e6	20+/x3	
379	Misericorde, Wood	362	24	L	2/1	2d8	19+/x2	
380	Macuahuitl, Crude Iron	376	21	L	2/1	2d8	20+/x3	Each attack removes 3 Skins instead of 1
381	Stone Throwing, Steel	402	27	L	2/2	2d8	20+/x2	Considered a +0 magical weapon. Acts as light source.
382	Fukiya, Crude Iron	410	12	L	3/1	2d8	20+/x2	Poison: Death/10 (RSW save, DC=10)
383	Catapult, Bronze	415	24	L	3/1	2d8	20+/x2	

384	Whip, Obsidian	416	26	L	4/1	2d8	20+/x2	
385	War Scythe, Pig Iron	432	45	H	2/1	3d10	20+/x2	
386	Doglock, Worked Iron	462	35	H	2/1	3d10	19+/x2	
387	Scythe, Crude Iron	476	18	L	2/1	2d8	19+/x2	Considered a +0 magical weapon. Acts as light source.
388	Fire Lance, Copper	482	88	H	1/1	3d10	20+/x2	Natural 8: Paralyzed unless save vs. PP.
389	Spetum, Bronze	588	59	H	2/1	3d10	20+/x2	
390	Tewhatewha, Silver	602	38	H	2/1	3d10	20+/x2	
391	Swiss Dagger, Steel	611	45	H	2/1	3d10	20+/x2	
392	Stick, Worked Iron	613	88	H	2/1	3d10	20+/x2	
393	Wakizashi, Pig Iron	616	45	H	2/1	3d10	20+/x3	
394	Kama, Crude Iron	630	53	H	2/1	3d10	20+/x2	
395	Swiss Dagger, Wood	663	65	H	2/1	3d10	20+/x2	
396	Matchlock, Pig Iron	726	93	H	2/1	3d10	20+/x2	
397	Nandao, Crude Iron	735	48	H	2/1	3d10	20+/x3	
398	Musket, Obsidian	740	21	L	4/1	2d8	20+/x2	CF=1: dmg is 1d2
399	Boar Sword, Bronze	740	44	H	2/1	3d10	20+/x2	
400	Kalaripayattu Stick Fighting, Bronze	799	52	H	2/1	3d10	20+/x2	
401	Matchlock, Bone	801	34	L	4/1	2d8	20+/x2	
402	Stick, Silver	834	53	H	2/1	3d10	20+/x2	
403	Ballista Elephant, Copper	864	118	G	1/1	4d12	20+/x2	
404	Kaduthala, Wood	870	50	H	1/1	3e10	20+/x2	
405	Scythe, Obsidian	876	57	H	2/1	3d10	20+/x2	
406	Cutlass, Copper	894	56	H	2/1	3d10	20+/x2	
407	Sosun Pattah, Silver	990	55	H	2/1	3d10	20+/x2	
408	Atgeir, Worked Iron	1,063	72	H	2/1	3d10	20+/x2	
409	Tewhatewha, Pig Iron	1,101	70	H	2/1	3d10	20+/x2	
410	Kaskara, Crude Iron	1,172	93	H	2/1	3d10	20+/x2	
411	Firangi, Worked Iron	1,186	65	H	2/1	3d10	20+/x2	x3 TH vs. Vermin(s).
412	Huo Chong Hand Cannon, Worked Iron	1,191	80	H	2/1	3d10	20+/x2	
413	War Scythe, Bronze	1,202	35	H	2/1	3d10	20+/x2	+ [x1] to Backstab multiplier (you have times that much if you didn't have BS)
414	Bill, Steel	1,244	71	H	2/2	3d10	20+/x2	
415	Bhuj, Pig Iron	1,259	24	L	4/1	2d8	19+/x2	
416	Buntot Pagi, Silver	1,352	175	G	1/1	4d12	20+/x2	+1 TH when disarming
417	Nandaka, Steel	1,385	83	H	2/2	3d10	20+/x2	
418	Claymore, Crude Iron	1,393	106	G	2/1	4d12	20+/x2	
419	Guisarme, Obsidian	1,400	114	G	1/1	4d12	20+/x3	If you throw and miss, returns at end of segment.
420	Waddy, Bronze	1,414	76	H	1/1	3e10	20+/x2	1M: Dig
421	Long-Bearded Axe, Pig Iron	1,482	95	H	2/1	3d10	20+/x2	
422	Ngao, Silver	1,530	54	H	2/1	3d10	20+/x2	If you throw and miss, returns at end of segment.
423	Wodao, Worked Iron	1,531	91	G	1/1	4d12	19+/x2	
424	Yatagan, Bronze	2,178	72	H	2/1	3d10	20+/x3	Free idiom wpn enchant of +SN or less
425	Dory, Pig Iron	2,236	22	L	4/1	2d8	19+/x2	AC +1 (can't use while attacking, no shield prof.)
426	Wall Gun, Crude Iron	2,351	17	L	3/1	2m8	20+/x2	
427	Hurlbat, Silver	2,614	107	G	2/1	4d12	20+/x2	1M: Dig
428	Dardanelles Gun, Silver	3,395	139	G	2/1	4d12	19+/x2	
429	Morning Star, Obsidian	3,395	68	H	4/2	3d10	20+/x2	
430	Menaunion, Obsidian	3,432	88	H	1/2	3e10	19+/x2	
431	Nandaka, Wood	3,810	212	G	2/1	4d12	20+/x2	
432	Throwing Knife, Crude Iron	3,916	132	G	1/1	4e12	20+/x2	
433	Cossack Dagger, Obsidian	3,975	230	G	1/1	4e12	20+/x2	
434	Staff Sling, Crude Iron	4,248	79	H	4/1	3d10	20+/x2	
435	Karambit, Crude Iron	5,128	187	G	2/1	4d12	20+/x2	
436	Takoba, Steel	5,661	195	G	2/1	4d12	20+/x2	
437	Mere, Copper	6,113	134	G	3/1	4d12	20+/x2	
438	Sling, Copper	6,987	266	G	2/1	4d12	20+/x3	
439	Machete, Steel	7,318	237	G	2/1	4d12	20+/x2	
440	Sai, Silver	7,374	64	H	4/1	3d10	20+/x2	Gets +2 attacks on first P action of each combat.

441	Jiaozhi Arquebus, Bronze	8,106	246	G	2/1	4d12	20+/x2	
442	Panabas, Steel	8,550	186	G	2/1	4d12	20+/x3	
443	Matchlock Axe Dagger, Bronze	8,577	264	G	2/1	4d12	20+/x2	
444	Sabre, Steel	8,761	234	G	1/1	4e12	20+/x2	
445	Mandau, Steel	9,134	187	G	2/1	4d12	19+/x2	
446	Kaskara, Bronze	9,222	34	H	2/1	3e10	19+/x2	Each attack removes 3 Skins instead of 1
447	Pen Huo Qi, Bronze	12,106	241	G	2/1	4d12	20+/x2	Entangled 1s (PP save), Slow 1s (Reflex save)
448	Slungshot, Silver	14,727	212	G	3/1	4d12	20+/x2	
449	Hoko Yari, Bronze	15,620	89	H	3/1	3e10	20+/x2	
450	Oxybeles, Obsidian	62,051	241	G	2/1	4e12	20+/x3	