

## 1—Melee Weapons

Weapon	Price	Damage	Hands	Type	Weight	Length	Feature
Fist	0	1	1	C	L	S	FD, C, M
Baton	1sp	1d4	1	C	L	S	C
Club-1	0	1d4	1	C	N	M	C, M, H
Club-2	0	1d6	2	C	N	M	C.M, FO
Staff	1sp	1d6	2	C	N	L	C, M, FO
Hammer, Light	3gp	1d4	1	B	L	S	C, H
Mace	4gp	1d6	1	B	N	M	C
Flail	8gp	1d8	2	B	H	M	C, FO
Warhammer-1	5gp	1d6	1	B	N	M	C
Warhammer-2	5gp	1d8	1	B	N	M	C, FO
War Pick	5gp	1d8	2	P	N	M	Ch, FO
Morningstar	6gp	1d8	2	P/B	H	M	FO
Maul	10gp	1d10	2	B	VH	M	C, FO
Knife	1gp	1d4	1	S	L	S	M, FD
Dagger	3gp	1d4	1	P	L	S	M, FD, H
Silver Dagger	25gp	1d4	1	P	L	S	M, FD, H
Short Sword	7gp	1d6	1	P	N	S	FD
Sword-1	10gp	1d6	1	S	N	M	FD
Sword-2	10gp	1d8	2	S	N	M	FD
Great Sword	15gp	1d8	2	S	H	M	FD, FO
Hatchet	2gp	1d4	1	S	L	S	Ch, H
Hand Axe	3gp	1d6	1	S	N	S	Ch, H
Battle-Axe-1	7gp	1d6	1	S	N	M	Ch
Battle-Axe-2	7gp	1d8	2	S	N	M	Ch
Great Axe	10gp	1d8	2	S	H	M	Ch, FO
Spear-1	2gp	1d6	1	P	N	M	RC, H
Spear-2	2gp	1d8	2	P	N	L	RC
Pike	5gp	1d8	2	P	H	VL	RC, ND, FO
Halberd	7gp	1d8	2	S/P	H	N	RC, FO
Bill or Glaive	7gp	1d8	2	S	H	L	DM, FO
Lucerne Ham.	13gp	1d8	2	B/P	H	L	DM, RC, FO
Lance, med.	4gp	1d8	1	P	H	L	DM, CB, ND
Lance, hvy	4gp	1d10	1	P	VH	L	DM, CB, ND
Lance, joust	1gp	1d3	1	C	H	L	DM, ND
Lance, on foot	4gp	1d8	2	P	H	L	DM, ND

## 2--IMPROVISED MELEE WEAPONS (-2 on all to hit rolls)

Weapon	Price	Damage	Hands	Type	Weight	Length	Feature
Hammer	2gp	1d6	1	C	N	S	C, H
Sledgehammer	2gp	1d8	2	C	H	M	C, FO
Lumber Axe	2gp	1d8	2	C	N	M	FO, Ch
Kitchen Knife	5sp	1d4	1	C	L	S	M
Torch	1/6gp	1d4	1	Fire	N	S	C,M, H
Frying Pan	2sp	1d4	1	C	N	S	C, M
Iron Pot	5sp	1d4	2	C	N	S	C, M
Pitchfork	1gp	1d6	2	C	N	M	
Shovel	1gp	1d6	2	C	N	M	C
Pruning Hook	3gp	1d6	2	C	N	L	
Rake	15sp	1d4	2	C	N	M	
Sickle	1gp	1d4	1	C	L	S	M
Scythe	4gp	1d8	2	C	H	M	
Hoe	5sp	1d4	2	C	N	M	
Crowbar	1gp	1d4	1	C	N	S	C, M
5' steel rod	3gp	1d6	2	C	N	M	C.M
Mining Pick	3gp	1d8	2	C	H	M	

## 3--MISSILE WEAPONS:

Weapon	Wt	ROF	Damage	Type	Hands	Price	Range	Notes
Rock	L	1	1d3	C	1	0	10/20/30	M,C
Dagger	L	1	1d4	P	1	3gp	10/20/30	M
Club	N	1	1d4	C	1	0	10/20/30	M, C
Hatchet	L	1	1d4	C	1	2gp	10/20/30	
Hammer, Light	L	1	1d4	B	1	3gp	10/20/30	C
Hand axe	N	1	1d6	S	1	3gp	10/20/30	
Dart	L	2	1d4	P	1	5sp	20/40/60	M
Spear	N	1	1d6	P	1	2gp	10/20/30	
Flask	L	1	Special	Vary	1	Vary	10/20/50	M,C
Javelin	N	1	1d6	P	1	1gp	20/40/80	
Short Bow	N	2	1d6	P	2	25gp	50/100/150	
Horse Bow	N	2	1d6	P	2	30gp	60/120/180	
Long Bow	N	2	1d6	P	2	40gp	70/140/210	FO
Composite Bow	N	2	1d6	P	2	50gp	80/160/240	FO
Sling	L	1	1d4	C	1	1gp	60/120/180	C
Light Crossbow	H	1/ 2	1d8	P/B	2	15gp	60/120/180	
Hvy Crossbow	VH	1/ 3	1d10	P/B	2	25gp	80/160/240	FO

### CODES:

**Weight:** L=light, N=normal, H=Heavy, VH=Very Heavy

**Type:** P=Piercing, B=Bludgeoning, S=Slashing, C=Crude

**Length:** S=short, M=medium, L=long, VL=very long

**Notes:** **M**=magic-users may use this weapon. **C**=clerics may use this weapon.

**FD**=fast draw, **Ch**=chopper, **H**=hurled, **CB**=charge bonus, **RC**=Receive Charge, **DM**=dismount attack, **ND**=not usable in a dungeon, **FO**=useable from Foot only

#### 4--Ammunition:

Arrows x20	5gp	Quarrels x30	5gp	Sling Stones x30	1gp
Quiver	5gp	Case	5gp	Pouch	1gp
Silver Arrow	5gp	Silver Quarrel	5gp	Silver Sling stone	5gp

#### 5--ARMOR

Armor	AC	Price	Notes
Leather	7	15gp	Fighter, Cleric, Thief
Chain mail	5	60gp	Fighter, Cleric
Plate Armor	3	150gp	Fighter, Cleric
Shield	Improves by 1	10gp	Fighter, Cleric
Helmet	Special	10gp	If no helmet, attacks from above are AC9
Barding	5	150gp	Horse Armor, reduces speed

#### 6--AREA OF EFFECT WEAPONS:

Weapon	Price	Encumbrance	Range	Damage
Acid	15gp	1 lb	10/20/50	2d4, 1 round
Holy Water	25gp	1lb	10/20/50	1d8, 2 rounds
Unholy Water	25gp	1 lb	10/20/50	1d8, 2 rounds
Common Oil	5sp	1lb	10/20/50	1d4, 2 rounds
Military Oil	2gp	1 lb	10/20/50	1d8 2 rounds

Oil must be lit to do damage. Holy Water only affects undead and demons. Unholy Water only affects angels and creatures summoned by good casters.

#### 7--SIEGE ENGINES

Weapon	Price	Damage	Short	Medium	Long	Targets
Ballista	150gp	2d6	100	200	300	1
Lt. Catapult	250gp	3d6	120	240	360	10x10
Hvy Catapult	400gp	4d6	160	320	480	10x10
Caldron	50gp	2d6	Below	--	--	10x10
Ram	1000gp					
Siege Tower	2000gp					