

Notes:

Each **Magic+** point increases the amount of extra damage that the PC does by 1 (as shown in the Damage field in the character info screen,) and increases the chance of hitting the opponent by 5% (i.e. a Longsword +2 has +2 Damage and +10% Chance to Hit.)

Penetration weapons have double bonus to hit (i.e. a Dagger of Penetration +2 has +2 Damage and +20 % Chance to Hit.) For more info on 'Damage' and '% Chance to Hit' see the manual.

Notation:

Icon/Name/Scenario/Damage Vs. Small/Vs. Large/Weight
/Nr. of Hands/Class/Race/Other (optional)

Magic Blade Weapons

Dagger +1/CB, DN/4/3/5/1/
/F, Mk, P, R, T, M, E/All/Magic+1

Dagger of Spells +1/CB, PP, GM, CC, DN/4/3/6/1/
/M, E/All/Magic+1, Spell Points+10

Dagger of Anti-Magic +1/CB, GM/4/3/7/1/
/F, Mk, P, R, T, M, E/All/
/Magic+1, Magic Res.+5, Pro. 2nd Level

Dagger of Styx +2/PP, CC, DN/4/3/8/1/
/F, Mk, P, R, T, M, E/All/Magic+2, Demonic+8

Dagger of Penetration +2/CB, PP, GM, CC, DN/4/3/9/1/
/F, Mk, P, R, T, M, E/All/Magic+2

*Frozen Viper +2/CB, CC/4/3/5/1/
/F, Mk, P, R, T, M, E/All/Magic+2, Cold+4, Fire Protection

Dagger of Shielding +2/GM, CC, DN/4/3/6/1/
/F, Mk, P, R, T, M, E/All/Magic+2, Missile Shield

*Sting +3 (X30)/GM/4/3/8/1/
/M,E/All/Magic+3, Heat+4, Cast Flame Hands (X30)

*Stormbringer +5/DN/4/3/9/1/
/F,Mk,P,R,T,M,E/All/Magic+5, Demonic+15

Short Sword of Defense +2/GM/6/8/50/1/
/F,Mk,P,R,T,E/All/Magic+2, AC-1,
/Magic Res.+1, Cold Protection

Short Sword of Speed +2/GM,CC/6/8/50/1/
/F,Mk,P,R,T,E/All/Magic+2, Movement+4

*Sword of Regeneration +2/DN/6/8/55/1/
/F,Mk,P,R,T,E/H,O,F,G,D,HE,HO/Magic+2, Regenerate

Short Sword +3/CB,DN/6/8/60/1/
/F,Mk,P,R,T,E/All/Magic+3

Scimitar +1/PP,GM,CC,DN/8/8/45/1/
/F,Mk,P,R,T,E/All/Magic+1

Scimitar of Dodging +2/CB/8/8/45/1/
/F,Mk,P,R,T,E/All/Magic+1, Missile Shield

Scimitar of Speed +2/CB,PP,CC/8/8/60/1/
/F,Mk,P,R,T,E/All/Magic+2, Movement+4

Scimitar +3/PP,GM,CC,DN/8/8/65/1/
/F,Mk,P,R,T,E/All/Magic+3

*Holy Venom +6/DN/8/8/47/1/
/F,Mk,P,R,T/All/Magic+6

Broadsword +1/PP,GM,CC,DN/8/10/140/1/
/F,P,R/All/Magic+1

Broadsword +2/CC,DN/8/10/130/1/
/F,P,R/All/Magic+2

Penetration Broadsword +2/CB,CC,DN/8/10/120/1/

/F,P,R/All/Magic+2

Penetration Tip Sword +2/CB,PP/12/10/100/1/
/F,Mk,P,R/All/Magic+2

*Sword of The Powers +4/WD/12/10/90/1/
/F,Mk,P,R/All/Magic+4, Electric+8, AC-1, Magic Res.+3

Longsword +1/CB,PP,GM,CC,DN/10/12/60/1/
/F,P,R/All/Magic+1

Longsword +2/CB,PP,GM,CC,DN/10/12/70/1/
/F,P,R/All/Magic+2

Longsword of Protection +2/PP,DN/10/12/70/1/
/F,P,R/All/Magic+2, AC -2

Sword of Resistance +2/PP,CC/10/12/69/1/
/F,P,R/All/Magic+2, Magic Res.+5

*Longsword +2 Frostblade/GM,CC/10/12/80/1/
/F,P,R/All/Magic+2, Cold+10

*Longsword +2 Flameheart/CC,DN/10/12/80/1/
/F,P,R/All/Magic+2, Heat+8

Longsword +3/PP,GM,CC,DN/10/12/75/1/
/F,P,R/All/Magic+3

*Blade of the Underworld X!/DN/10/12/125/1/
/F,Mk,P,R,T/O/Magic+4, Cast Light X!

*Cobra Strike +4/DN/10/12/80/1/
/F,R/All/Magic+4, Poison Target

*Blade of Blackpool +5/GM/10/12/105/1/
/F,Mk,P,R,T/All/Magic+5, AC+2,
/Undead+10, Demonic+12, Invisible

*Excalibur+7/DN/10/12/120/1/
/F,P,R/H/Magic+7, AC-2, Strength+1, Luck+2,
/Magic Res.+10, Regenerate

*Sword of the Paladins +4 (X24)/CC/10/13/90/1/
/P/All/Magic+4, Evil+4, Undead+6, Demonic+6
/Cast Heal Light Wounds (X24)

Sword of Defense +1/GM,CC,DN/12/18/160/2/
/F,P/H,SE,E,O,HE,HO/Magic+1
/Shielded from Hits, AC-1

Two-Handed Sword +1/CB,PP,GM,CC,DN/12/18/150/2/
/F,P/H,SE,E,O,HE,HO/Magic+1

Two-Handed Sword +2/CB,PP,CC,DN/12/18/160/2/
/F,P/H,SE,E,O,HE,HO/Magic+2

*Two-Handed Electro Sword +2/GM/12/18/140/2/
/F,P/H,SE,E,O,HE,HO/Magic+2, Electric+12

*Sword of the Voltar +2/GM/12/18/130/1/
/F,P/H,SE,E,O,HE,HO/Magic+2, Bless

War Axe +1/CB,GM,CC,DN/8/8/85/1/
/F,Mk,P,R/All/Magic+1

War Axe +2/CB,GM,CC,DN/8/8/85/1/
/F,Mk,P,R/All/Magic+2

War Axe of Strength +2/CB/8/8/85/1/
/F,Mk,P,R/All/Magic+2, Strong

War Axe +3/CB,GM,CC,DN/8/8/80/1/
/F,Mk,P,R/All/Magic+3

Battle-axe +1/CB,CC,DN/12/12/140/2/
/F,P/All/Magic+1

*Battle-axe of Varg +2 (X24)/??/12/12/165/2/
/F,P/All/Magic+2, Movement+2, Strength+2
/Cast Magic Dart (X24)

Batle-axe of Strength +2/PP,CC,DN/12/12/190/2/

/F,P/All/Magic+2, Strong

Battle-axe +3/GM,DN/12/12/70/2/
/F,P/All/Magic+3

*Deaths Head Axe +4/DN/12/16/5/1/
/F,Mk,P,R,T/All/Magic+4