

otes:

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 Mace +2 has +2 Damage and +10% 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 Bashing and Pole Weapons

War Hammer +1/CB,PP,GM,DN/8/6/60/1/
/F,P,C/All/Magic+1

*War Hammer +5/DN/10/10/160/2/
/F,P,R,C/All/Magic+5

Battle Hammer +1/CB,GM,DN/8/8/120/1/
/F,P,C/All/Magic+1

Battle Hammer +2/??/8/8/145/1/
/F,P,C/All/Magic+2

*Battle Hammer +4/GM/8/8/120/1/
/F,P,C/All/Magic+4

*Hammer of Thor +7 (X4)/10/10/165/1/
/P,C/D/Magic+7, Luck+5, AC-2, Magic Res.+5
/Cast Quake (X4)

Club +2/CB,GM,DN/6/6/130/1/
/F,P,R,C/All/Magic+2

*Club of Pummeling +4/DN/8/8/120/1/
/F,P,R,C/All/Magic+4

Mace +1/CB,PP,GM,CC,DN/6/6/140/1/
/F,P,R,C/All/Magic+1

Mace +2/GM,CC,DN/6/6/150/1/
/F,P,R,C/All/Magic+2

Mace of Resistance +2/GM,CC/6/6/150/1/
/F,P,R,C/All/Magic+2, Magic Res.+5

*Mace of Disruption +2/GM/6/6/170/1/
/P,C/All/Magic+2, Evil+12, Undead+6, Demonic+24

*Mace of Destruction +3/DN/12/16/160/1/
/F,P,R,C/All/Magic+3

Jo Stick +1/CB,GM,CC,DN/6/6/55/2/
/F,Mk/All/Magic+1

Jo Stick +2/PP,CC,DN/6/6/35/2/
/F,Mk/All/Magic+2

Jo Stick of Protection +2/GM/6/6/50/2/
/F,Mk/All/Magic+2, AC-2, Pro. from Evil

Jo Stick of Speed +2/??/6/6/45/2/
/F,Mk/All/Magic+2, Speedy

*Jo Stick of Rygar +4/6/6/55/2/
/F,Mk/All/Magic+4, Evil+5, Undead+10, Demonic+10

Flail +2/GM,DN/8/6/100/1/
/F,P,R,C/All/Magic+2

*Flail of Cats Tails +4/DN/8/6/90/1/
/F,P,R,C/All/Magic+4, Heat+6, Cold+6, Electric+6, Evil+6

*Flail of Devilish Dare +4/??/8/6/70/1/
/F,P,R,C/All/Magic+4, Demonic+20

*Flail of Doom +5/GM/8/6/80/1/
/F,P,R,C/All/Magic+5, Evil+10, Undead+5, Demonic+5

Bull Whip +1/DN/4/4/45/1/
/F,Mk,R,T,C/All/Magic+1, Ranged Attack

Snake Bite +3/DN/4/4/45/1/
/F,Mk,R,T,C/All/Magic+3, Poison Target

Bull Whip +4/DN/4/4/45/1/
/F,Mk,R,T,C/All/Magic+4, Ranged Attack

Quarter Staff +1/CB,GM,CC,DN/5/5/40/2/
/All/All/Magic+1

Quarter Staff +2/PP,CC,DN/5/5/28/2/
/All/All/Magic+2

Quarter Staff +3/CC,DN/5/5/60/2/
/All/All/Magic+3

*Staff of Merlin +3/GM/5/5/45/2/
/M/All/Magic+3

Staff of Missiles +1 (X12)/CB,GM/6/6/70/2/
/All/All/Magic+1, Cast Power Level 7 Magic Darts (X12)

Staff of FireBalls +1 (X12)/CB,GM,CC,DN/6/6/80/2/
/All/All/Magic+1, Cast Random Power Level Fire Balls (X12)

Staff of Stones +2 (X12)/GM,DN/6/6/60/2/
/All/All/Magic+2, Cast Power Level 7 Brimstones (X12)

Staff of Protection +2/DN/6/6/85/2/
/All/All/Magic+2, AC-2, Magic Res.+5

*Staff of Spells +2/??/6/6/70/2/
/M,C,E/All/Magic+2, Spell Points+40

*Staff of Striking +4/??/6/6/65/2/
/All/All/Magic+4

Nunchuka +1/CB,PP,GM,DN/6/4/30/2/
/F,Mk,T/All/Magic+1

Nunchuka +2/GM,CC,DN/6/4/35/2/
/F,Mk,T/All/Magic+2

Nunchuka of Dexterity +2/??/6/4/45/2/
/F,Mk,T/All/Magic+2, Missile Shield

Nunchuka of Speed +2/??/6/4/40/2/
/F,Mk,T/All/Magic+2, Movement+4

Nunchuka of Kamfir +3/GM/6/4/45/2/
/F,Mk,T/All/Magic+3, Magic Res.+5, Invisible

*The Four Winds +4/??/6/4/40/2/
/F,Mk,T/All/Magic+4, Heat+4, Cold+4, Electric+4, Evil+4

Spear +1/CB,GM,DN/8/10/125/2/
/F,Mk,P,R/All/Magic+1

Spear of Piercing +2/GM,DN/8/10/90/2/
/F,Mk,P,R/All/Magic+2

*Spear of Might +3/GM/8/10/95/2/
/F,Mk,P,R/All/Magic+3

*Spear of Wondrous Might +5/DN/8/10/100/2/
/F,Mk,P,R/All/Magic+5

Morning Star +2/CB,GM,CC,DN/8/8/125/1/
/F,P,R/All/Magic+2

Morning Star of Defense+2/??/8/8/85/1/
/F,P,R/All/Magic+2, Shielded from Hits

Morning Star +4/??/8/8/145/1/
/F,P,R/All/Magic+4

Pike Axe +1/GM,DN/12/18/100/2/
/F,P/All/Magic+1

Halberd +1/GM,DN/14/16/150/2/
/F,P/All/Magic+1

