

<b>MW Bolts, Crossbow</b>		<b>(x10)</b>	
<b>Attack Bonus:</b>	+1 w/bow -3 no bow	<p>This ammunition is of a high enough quality to be enchanted.</p> <p>If used without a crossbow, a bolt counts as a light improvised weapon (use stats at left). Use the stats of the bow otherwise.</p> <p>A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.</p>	
<b>Base Damage:</b>	1d4		
<b>Critical Range:</b>	20/x2		
<b>Range Increment:</b>	-		
<b>Damage Type:</b>	P		
<p>Enhancement bonuses on ammunition do not stack with those on weapons. The higher bonus supercedes the lower.</p>			
<b>Market Value:</b>	70gp	<b>Weight:</b>	1 lb.

<b>MW Club</b>			
<b>Attack Bonus:</b>	+1	<p>This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed simple</b></p>	
<b>Base Damage:</b>	1d6		
<b>Critical Range:</b>	20/x2		
<b>Range Increment:</b>	10ft.		
<b>Damage Type:</b>	B		
<b>Market Value:</b>	300gp	<b>Weight:</b>	3 lb.

<b>MW Bullets, Sling</b>		<b>(x10)</b>	
<b>Attack Bonus:</b>	+1 w/sling	<p>This ammunition is of a high enough quality to be enchanted.</p> <p>A bullet that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.</p> <p>Bullets may not be used as weapons without a sling.</p>	
<b>Base Damage:</b>	-		
<b>Critical Range:</b>	-		
<b>Range Increment:</b>	-		
<b>Damage Type:</b>	-		
<p>Enhancement bonuses on ammunition do not stack with those on weapons. The higher bonus supercedes the lower.</p>			
<b>Market Value:</b>	70gp	<b>Weight:</b>	5 lb.

<b>MW Crossbow, Heavy</b>			
<b>Attack Bonus:</b>	+1	<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed simple ranged weapon.</b></p> <p>Loading is a full-round action that provokes AoO.</p> <p>Firing one-handed invokes a -2 penalty on attack rolls that is cumulative with other attack penalties.</p>	
<b>Base Damage:</b>	1d10		
<b>Critical Range:</b>	19-20/x2		
<b>Range Increment:</b>	120ft.		
<b>Damage Type:</b>	P		
<b>Market Value:</b>	350gp	<b>Weight:</b>	8 lb.

<b>MW Crossbow, Light</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed simple ranged weapon.</b></p> <p>Loading is a move action that provokes AoO.</p> <p>Firing one-handed invokes a -2 penalty on attack rolls that is cumulative with other attack penalties.</p>	
<b>Base Damage:</b> 1d8			
<b>Critical Range:</b> 19-20/x2			
<b>Range Increment:</b> 80ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	335gp	<b>Weight:</b>	4 lb.

<b>MW Dagger, Punching</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a light simple melee</b></p>	
<b>Base Damage:</b> 1d4			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> -			
<b>Damage Type:</b> P			
<b>Market Value:</b>	302gp	<b>Weight:</b>	1 lb.

<b>MW Dagger</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a light simple melee weapon.</b></p> <p>You gain a +2 to Sleight of Hand checks to conceal a dagger on your body.</p>	
<b>Base Damage:</b> 1d4			
<b>Critical Range:</b> 19-20/x2			
<b>Range Increment:</b> 10ft.			
<b>Damage Type:</b> P or S			
<b>Market Value:</b>	302gp	<b>Weight:</b>	1 lb.

<b>MW Dart</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed simple ranged weapon.</b></p>	
<b>Base Damage:</b> 1d4			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> 20ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	300gp 5sp	<b>Weight:</b>	½ lb.

<b>MW Javelin</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed simple ranged weapon.</b></p> <p>This weapon is not designed for melee. Melee use incurs a -4 penalty on attack rolls.</p>	
<b>Base Damage:</b> 1d6			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> 30ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	301gp	<b>Weight:</b>	2 lb.

<b>MW Mace, Heavy</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed simple</b></p>	
<b>Base Damage:</b> 1d8			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> B			
<b>Market Value:</b>	312gp	<b>Weight:</b>	8 lb.

<b>MW Longspear</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed simple melee weapon.</b></p> <p><b>This is a reach weapon.</b> You may strike opponents 10 feet away with this weapon, but may not use it against opponents in an adjacent square.</p> <p>If you use a ready action to set this weapon against a charge, you deal double damage on a successful hit against a charging character.</p>	
<b>Base Damage:</b> 1d8			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> -			
<b>Damage Type:</b> P			
<b>Market Value:</b>	305gp	<b>Weight:</b>	9 lb.

<b>MW Mace, Light</b>			
<b>Attack Bonus:</b> +1		<p>This weapon is of a high enough quality to be enchanted. <b>This item is a light simple melee weapon.</b></p>	
<b>Base Damage:</b> 1d6			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> B			
<b>Market Value:</b>	305gp	<b>Weight:</b>	4 lb.

<b>MW Morningstar</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed simple melee weapon.</b>	
<b>Base Damage:</b> 1d8			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> B and P			
<b>Market Value:</b>	308gp	<b>Weight:</b>	6 lb.

<b>MW Shortspear</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed simple</b>	
<b>Base Damage:</b> 1d6			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> 20ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b>	301gp	<b>Weight:</b>	3 lb.

<b>MW Quarterstaff</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed simple melee weapon.</b> <b>This is a double weapon.</b> You may attack as if using a one-handed weapon and a light weapon (with the normal attack penalties so incurred), or with one end singly. Base damage is listed for each end. You may not use it as a double weapon if wielding it one-handed.	
<b>Base Damage:</b> 1d6/1d6			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> B			
<b>Market Value:</b>	300gp	<b>Weight:</b>	4 lb.

<b>MW Sickle</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a light simple melee weapon.</b>  You may use this weapon to make trip attacks. Drop the weapon on a failed trip attack to avoid being tripped in return.	
<b>Base Damage:</b> 1d6			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> -			
<b>Damage Type:</b> S			
<b>Market Value:</b>	306gp	<b>Weight:</b>	2 lb.

<b>MW Sling</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a one-handed simple ranged weapon.</b>	
<b>Base Damage:</b> 1d4			
<b>Critical Range:</b> 20/x2			
<b>Range Increment:</b> 20ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b> 300gp		<b>Weight:</b> 0 lb.	

<b>MW Spear</b>			
<b>Attack Bonus:</b> +1		This weapon is of a high enough quality to be enchanted. <b>This item is a two-handed simple melee weapon.</b>	
<b>Base Damage:</b> 1d8			
<b>Critical Range:</b> 20/x3			
<b>Range Increment:</b> 20ft.			
<b>Damage Type:</b> P			
<b>Market Value:</b> 302gp		<b>Weight:</b> 6 lb.	

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