

Abstract

0.1 Weapon Brands

A brand is a special characteristic applied to a weapon. Only one can be applied to any weapon at a time. They take the form of increasing or decreasing character or weapon attributes, adding a special on-hit or on-crit effect to the weapon, or adding an e(V)okable effect when wielded. When displayed, they follow the format "of X", applied after other weapon description modifiers. Each subsection displays the specific brand, has eligible materials and weapon types, and discusses the gameplay effects of the brand briefly (if needed).

0.1.1 of Protection

Adds +5 to AC, can spawn on all weapons of all materials. Cannot spawn on armour, that would be silly.

0.1.2 of Cleaving

Causes 65sadf