

<div>Giant Feasting Club <i>Tags:</i> two-handed, giant, hilted <i>Requirements:</i> 4 STR <i>Speed:</i> (2n1) <i>To-Hit:</i> +2*STR</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 2d4 (B) 2d4 (P) ▷▷▶</div> <div>Everytime you roll a 4 for damage, inflict 1 bleeding and 1 poison. Crush only requires 1 extra STR.</div> <div><i>Only the handle of the dark hardwood club is visible. The rest is covered with enormous living barnacles, constantly chattering, clicking, moving, tearing at anything that comes near.</i></div> <div>weaponEnc: 2</div>	<div>Cactus Greatclub <i>Tags:</i> hilted, two-handed <i>Requirements:</i> 2 STR <i>Speed:</i> (2n1) <i>To-Hit:</i> +2*STR</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 3d6 (B) + 3 (P) ▷▷▶</div> <div>If cactus greatclub takes 10 damage in one turn (or more) explodes, doing 2d6 (P) in short radius (half as effective against armor)</div> <div>weaponEnc: 2</div>	<div>The Serpent Lord's Coiled Greatsword <i>Tags:</i> two-handed, bladed <i>Requirements:</i> 2 AGI, 2 STR <i>Speed:</i> (2n1) <i>To-Hit:</i> +AGI +STR</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 3d6 (S) ▷▷▶</div> <div>On rolling 6, inflict 1 Poison.</div> <div>weaponEnc: 1</div>
<div>Estoc <i>Tags:</i> hilted, two-handed, reach <i>Requirements:</i> 2 AGI <i>Speed:</i> (1n2) <i>To-Hit:</i> +AGI</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 2d6 + AGI (P) ▲</div> <div>Ignore armor equal to piercing damage.</div> <div>weapon, basicEnc: 1</div>	<div>Boar Sword <i>Tags:</i> hilted two-handed reach <i>Requirements:</i> 2 AGI <i>Speed:</i> (1n2)⇒(2n1) <i>To-Hit:</i> +AGI</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 2d6 + AGI (P) ▲</div> <div>Inflict 2 [bleed]</div> <div>weapon, basicEnc: 1</div>	<div>Shortsword <i>Tags:</i> one-handed, hilted, bladed <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +AGI</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 1d8 (P) ▲ or (S) ▷▷▶</div> <div>weapon, basicEnc: 1</div>
<div>Kukri <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n1)⇒(1n1)⇒(1n2) <i>To-Hit:</i> +DEX</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 1d4 (P) ▲ or (S) ▷▷▶</div> <div>weapon, basicEnc: 1/3</div>	<div>Rondel <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n1)⇒(1n1)⇒(1n2) <i>To-Hit:</i> +DEX</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 1d4 + AGI (P) ▲</div> <div>If doing piercing damage, ignore 5 non-shield armor</div> <div>weapon, basicEnc: 1/3</div>	<div>Dagger <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n1) <i>To-Hit:</i> +DEX</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 1d4 (P) ▲ or (S) ▷▷▶</div> <div>weapon, basicEnc: 1/3</div>

Machete <i>Tags:</i> one-handed, hilted, bladed <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d6 (S) ▷▷▷ <hr/> <i>A simple tool for cutting down brush.</i>	Greatsword <i>Tags:</i> hilted, two-handed, bladed <i>Requirements:</i> 1 AGI, 2 STR <i>Speed:</i> (1n2) <i>To-Hit:</i> +AGI +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">2d8 (P) ▲ - 2d10 (S) ▷▷▷ <hr/> Robust Edge: increase low rolls required to lose [sharpened] buff by 2	Mace <i>Tags:</i> shafted, one-handed <i>Requirements:</i> 1 STR <i>Speed:</i> (1n2) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d8 + STR (B) ▷▷▷ <hr/> Ignore 3 armor
weapon, basicEnc: 1	weapon, basicEnc: 1	weapon, basicEnc: 1
Club <i>Tags:</i> hilted, one-handed <i>Speed:</i> (2n1) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d8 (B) ▷▷▷	Battleaxe <i>Tags:</i> two-handed, shafted, bladed <i>Requirements:</i> 1 STR <i>Speed:</i> (2n1) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d8 + 2*STR (S) ▷▷▷	Putrefying Egg <i>Tags:</i> ranged, thrown <i>Speed:</i> (1n1) to throw <i>To-Hit:</i> +PER <hr/> <i>Attacks:</i> <ul style="list-style-type: none">Range: 10 + 2*STR <hr/> Brittle, bursts extremely easily. When it bursts, create a 7 hex sphere centered on impact. Inflict 1 poison on present when it bursts, and anything that starts or ends its turn in the cloud. <hr/> <i>A dark form floats in cloudy fluid enveloped by a thin membrane. Like a detached pupil floating blindly in an eye entirely consumed by cataracts. Prolonged contact with the egg causes irritation of the skin, then rashes, lesions, necrosis.</i>
weapon, basicEnc: 1	weapon, basicEnc: 1	weaponEnc: 1/3
Javelin <i>Tags:</i> one-handed, shafted <i>Requirements:</i> 1 AGI <i>Speed:</i> (1n1)⇒(2n1) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d6 (P) ▲ - (2n1) To-Hit: PERCEPTION 1d6 + STR (P) [thrown] [range: 5+STR]	Pickaxe <i>Tags:</i> two-handed, shafted <i>Speed:</i> (2n1) <i>To-Hit:</i> STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d6+STR (P) ▷▷▷	Cutter Mattock <i>Tags:</i> two-handed, shafted, heavy <i>Requirements:</i> 1 STR <i>Speed:</i> (2n1) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d8 (S) ▷▷▷
weapon, basicEnc: 1/3	weapon, basicEnc: 1	weapon, basicEnc: 1

Cutlass

Tags: one-handed, hilted, bladed

Speed: (1n1)⇒(2n1)

To-Hit: +AGI

Attacks:

- 1d8 (S) ➤➤➤ - 1d6 (P) ▲

weapon, basic

Enc: 1