

Dagger <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n1) <i>To-Hit:</i> +DEX <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> 1d4 (P) ▲ or (S) ►►► <hr/> <div> <div>weapon, basic</div> <div>Enc: 1/3</div> </div>	Long Tooth <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +DEX <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> 1d4 + AGI (P) ▲ <hr/> Ignore 5 Armor. <hr/> <i>A narrow bladeless rondel dagger, a long spike with a reinforced point.</i> <hr/> <div> <div>weapon, basic</div> <div>Enc: 1/3</div> </div>	Butcher's Cleaver <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n2) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> 1d4+STR (S) ►►► <hr/> <i>A heavy, crude cleaver of black pocked metal.</i> <hr/> <div> <div>weapon, basic</div> <div>Enc: 1/3</div> </div>
Bushman's Kukri <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n1)⇒(1n1)⇒(1n2) <i>To-Hit:</i> +DEX <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> 1d4 (P) ▲ or (S) ►►► <hr/> <div> <div>weapon, basic</div> <div>Enc: 1/3</div> </div>	Gleaming Sabre <i>Tags:</i> one-handed, hilted, bladed <i>Requirements:</i> 2 DEX <i>Speed:</i> (1n1)⇒(1n1)⇒(1n2) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> 1d4 + AGI (S) ►►► <hr/> <i>The fine pale blade curves backwards, the sword is deceptively light, the blade is thin and fickle.</i> <hr/> <div> <div></div> <div></div> </div>	Simple Shortsword <i>Tags:</i> one-handed, hilted, bladed <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> 1d8 (P) ▲ or (S) ►►► <hr/> <i>"An anadorned straight sword. A simple and reliable weapon."</i> <hr/> <div> <div>weapon, basic</div> <div>Enc: 1</div> </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> <hr/> <div> <div>weapon, basic</div> <div>Enc: 1</div> </div>	Falx <i>Tags:</i> one-handed, hilted, bladed <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> 1d6 (P) + 2 (S) ►►► - 1d4 (S) ▲ <hr/> <i>A sword adapted from a sickle. The blade curves forward, it is swung with the point toward the enemy.</i> <hr/> <div> <div></div> <div></div> </div>	Heavy Cutlass <i>Tags:</i> one-handed, hilted, bladed <i>Speed:</i> (1n1)⇒(2n1) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> 1d8 (S) ►►► - 1d6 (P) ▲ <hr/> <i>A broad, unrefined sword for hacking through enemies.</i> <hr/> <div> <div>weapon, basic</div> <div>Enc: 1</div> </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>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>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</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 2d8 (P) ▲ - 2d10 (S) ▷▷▷</div> <div>Robust Edge: increase low rolls required to lose [sharpened] buff by 2</div> <div>weapon, basicEnc: 1</div>
<div>Rhomphaia <i>Tags:</i> two-handed, bladed, reach: 2 <i>Requirements:</i> 1 STR <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +AGI</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 1d6 (P) + 1d6 (S) ▷▷► - 1d8 (P) ▲</div> <div><i>The long blade of the Rhomphaia curves aggressively toward the enemy, like a great bladed claw.</i></div> <div>weapon, basicEnc: 1</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><i>The end of the blade is coiled into a heavy spiral. The metal has a green shine.</i></div> <div>weaponEnc: 1</div>	<div>Crude Club <i>Tags:</i> hilted, one-handed <i>Speed:</i> (2n1) <i>To-Hit:</i> +STR</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 1d8 + STR (B) ▷▷▷</div> <div><i>Bonk.</i></div> <div>weapon, basicEnc: 1</div>
<div>One Handed Spear <i>Tags:</i> shafted, one-handed, reach: 2 <i>Speed:</i> (1n1)⇒(1n2)</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 1d8 (P) ▲</div> <div>weapon, basicEnc: 1</div>	<div>Javelin <i>Tags:</i> one-handed, shafted <i>Requirements:</i> 1 AGI <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +AGI</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 1d6 (P) ▲ Can be thrown for (2n1) - PER To-Hit - 1d6 + STR (P) - range: 5+STR</div> <div>weapon, basicEnc: 1/3</div>	<div>Fine Engraved Axe <i>Tags:</i> one-handed, shafted, bladed <i>Requirements:</i> 1 AGI <i>Speed:</i> (1n2) <i>To-Hit:</i> +AGI</div> <div><i>Attacks:</i><ul style="list-style-type: none">• 1d8+STR (S) ▷▷►</div> <div><i>The shaft is of a fine red wood, the engravings and the blade shine in the light.</i></div> <div>weapon, basicEnc: 1</div>

One-Handed Waraxe <i>Tags:</i> one-handed, shafted, bladed <i>Requirements:</i> 1 STR <i>Speed:</i> (1n2) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d12 (S) ▷▷▶	One-Handed Warhammer <i>Tags:</i> one-handed, shafted <i>Requirements:</i> 1 STR <i>Speed:</i> (1n2) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d10 (B) ▷▷▶ <hr/> Ignore 3 Armor.	Adze <i>Tags:</i> one-handed, shafted, bladed <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d4 (S) ▷▷▶ <hr/> If Adze does 4 or more damage it becomes stuck in the target. Removing it is (2n1) and does 1d4+STR (S) damage.
weaponEnc: 1	weaponEnc: 1	weapon, basicEnc: 1
Cactus Greatclub <i>Tags:</i> hilted, two-handed <i>Requirements:</i> 2 STR <i>Speed:</i> (2n1) <i>To-Hit:</i> +2*STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">3d6 (B) + 3 (P) ▷▷▶ <hr/> If cactus greatclub takes 10 damage in one turn (or more) explodes, doing 2d6 (P) in short radius (half as effective against armor)	Giant Club <i>Tags:</i> two-handed, giant, shafted <i>Requirements:</i> 3 STR <i>Speed:</i> (1n3) ⇒ (2n1) <i>To-Hit:</i> +2*STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d10+2*STR <hr/> <i>BONK.</i>	Giant Feasting Club <i>Tags:</i> two-handed, giant, hilted <i>Requirements:</i> 4 STR <i>Speed:</i> (1n3)⇒(2n1) <i>To-Hit:</i> +2*STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">3d4 (B) 2d4 (P) ▷▷▶ <hr/> Everytime you roll a 4 for damage, inflict 1 bleeding and 1 poison. Crush only requires 1 extra STR. <hr/> <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>
weaponEnc: 2	weaponEnc: 2	weaponEnc: 2
Goedendag! <i>Tags:</i> shafted, two-handed, reach: 2 <i>Requirements:</i> 1 STR <i>Speed:</i> (1n2)⇒(2n1) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d8+STR (B) ▷▷▷ - 1d8+STR (P) ▲ <hr/> Ignore 2 armor.	Greatclub <i>Tags:</i> shafted, two-handed, reach: 2 <i>Requirements:</i> 1 STR <i>Speed:</i> (1n2)⇒(2n1) <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d8+STR	Pitchfork <i>Tags:</i> shafted, two-handed, reach: 2 <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none">1d8 (P) ▲ <hr/> If your STR is greater or equal to the enemy, you can choose to send them 1 space back on a hit.
weapon, basicEnc: 2	weaponEnc: 2	weapon, basicEnc: 1

Battleaxe <i>Tags:</i> two-handed, shafted, bladed <i>Requirements:</i> 1 STR <i>Speed:</i> (1n2)⇒(2n1) <i>To-Hit:</i> +STR	Cutter Mattock <i>Tags:</i> two-handed, shafted, heavy <i>Requirements:</i> 1 STR <i>Speed:</i> (2n1) <i>To-Hit:</i> +STR	Pickaxe <i>Tags:</i> two-handed, shafted <i>Speed:</i> (2n1) <i>To-Hit:</i> STR
<i>Attacks:</i> <ul style="list-style-type: none"> 1d8 + 2*STR (S) ▷▷▶ 	<i>Attacks:</i> <ul style="list-style-type: none"> 1d8 (S) ▷▷▶ 	<i>Attacks:</i> <ul style="list-style-type: none"> 1d6+STR (P) ▷▷▶
<div> <div>weapon, basic</div> <div>Enc: 2</div> </div>	<div> <div>weapon, basic</div> <div>Enc: 2</div> </div>	<div> <div>weapon, basic</div> <div>Enc: 2</div> </div>
Warpick <i>Tags:</i> two-handed, shafted, reach: 2 <i>Requirements:</i> 2 STR <i>Speed:</i> (1n2)⇒(2n1) <i>To-Hit:</i> STR	Sling <i>Tags:</i> range: 6*DEX <i>Speed:</i> (2n1) <i>To-Hit:</i> +PER	Shortbow <i>Tags:</i> range: 15 <i>Requirements:</i> 1 DEX, 1 STR <i>Speed:</i> (1n1)⇒(2n1) <i>To-Hit:</i> +PER
<i>Attacks:</i> <ul style="list-style-type: none"> 1d12+STR (P) [swinging: thrusting] 	<i>Attacks:</i> <ul style="list-style-type: none"> 1d6+PER (B) 	<i>Attacks:</i> <ul style="list-style-type: none"> 1d6+PER (P)
<div>Ignore 5 armor.</div>		
<div> <div>weapon</div> <div>Enc: 2</div> </div>		<div> <div>weapon, basic</div> <div>Enc: 1</div> </div>
Crossbow <i>Tags:</i> range: 45 <i>Requirements:</i> To reload: 2 STR <i>Speed:</i> (1n1) to fire, (3n1) to reload <i>To-Hit:</i> +PER	Putrefying Egg <i>Tags:</i> range: 3*STR, thrown <i>Speed:</i> (1n1) to throw <i>To-Hit:</i> +PER	
<i>Attacks:</i> <ul style="list-style-type: none"> 2d8 (P) 	Brittle, bursts extremely easily. When it bursts, create a 7 hex sphere centered on impact. Inflict 1 poison on every creature present when the egg bursts. Every time a creature starts an action within the cloud it gains 1 poison.	
	<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>	
<div> <div>weapon</div> <div>Enc: 2</div> </div>	<div> <div>weapon</div> <div>Enc: 1/3</div> </div>	