

Spoilers

Skills

Chronomancy: Slippage

Requirements: 1 CHRONO

Cost: 8 SP

Pay 3 AP. Add this card to the table deck. For the next 3 rounds, whenever this card is drawn the round immediately ends.

Chronomancy: Sustain

Requirements: 1 CHRONO

Cost: 8 SP

Pay 3 AP. Add this card to the table deck. For the next 3 rounds, the first time this card is drawn, reshuffle all the table deck cards as if a new round is starting and continue the round.

Chronomancy: Tension

Requirements: 1 CHRONO

Cost: 8 SP

Spend 1 AP. Draw 2 cards from the table deck for each character in initiative. They don't get to act unless it is the last card they can get from the table deck.

Weapons

Cactus Greatclub

Tags: hilt, two-handed

Requirements: 2 STR

Speed: 2->3

To-Hit: +2*STR

d8 (B) + 2 P

If this weapon takes 3 damage in one turn it will explode dealing d6 (P) to all creatures within 1 space.

Encumbrance: 2

Fine Engraved Axe

Tags: one-handed, pole

Requirements: 1 AGI

Speed: 1->2

To-Hit: +AGI

3 Severing

The shaft is carved from a fine red wood, the engravings on the blade shine and glitter in the light.

Giant Feasting Club

Tags: two-handed, giant, hilt

Requirements: 4 STR

Speed: 2->3

To-Hit: +2STR

2d4 B + d4 Picking

When a damage die rolls a 4, inflict 1 [bleeding] and 1 [poison].

Only the handle of the dark hardwood club is visible. The rest is covered with enormous living barnacles. The barnacles constantly chatter, click, and move. They tear at anything that comes near.*

Encumbrance: 2

Greatclub

Tags: pole, two-handed, reach: 2

Requirements: 2 STR

Speed: 2

7 B

Encumbrance: 2

Isopodan Fork

Tags: pole, two-handed, reach: 2

Requirements: 2 AGI

Speed: 1->2

To-Hit: +AGI

d8 [P], 1d4 (S) + 2 [Pulling]

The lithe organic polearm has a long tapering point and a scythe-like arm lined with jagged teeth. It can be used to trip, ensnare, or keep opponents at bay.

Encumbrance: 2

Jaw Axe

Tags: one-handed, hilt

Requirements: 1 STR

Speed: 1->2

To-Hit: +STR

2 B + 1 Severing, 3 B

A rudimentary axe crafted from an enormous white bovine jawbone. The coronoid of the bone has been ground down to a wedge approximating an axe blade. The protruding back of the bone can be used as a hammer. The leather wrapping rests above the chin and below the teeth of the jaw.

Encumbrance: 1

Jaw Blade

Tags: one-handed, hilt

Requirements: 1 STR

Speed: 1->2

To-Hit: +STR

2 B + 1 Picking

The lower portion of an enormous bovine jawbone. The jaw has been chopped down, functioning as something between a sword and a club. The "blade" is composed of the jagged teeth of the jawbone. The handle is wrapped in leather.

Encumbrance: 1/3

One-Handed War Axe

Tags: one-handed, pole

Requirements: 1 STR

Speed: 1->2

To-Hit: +STR

3 Severing

One-Handed War Hammer

Tags: one-handed, pole

Requirements: 1 STR

Speed: 2

To-Hit: +STR

3 Bashing

Ignore 3 Armor.

Encumbrance: 1

The Serpent Lord's Coiled Greatsword

Tags: hilt, two-handed

Requirements: 1 AGI, 2 STR

Speed: 1->2

To-Hit: +AGI +STR

d6 Severing

Inflict 1 [poison].

The end of the blade is coiled into a heavy spiral. The metal has a green shine.

Encumbrance: 1

Warpick

Tags: two-handed, pole, reach: 2

Requirements: 2 STR

Speed: 2

To-Hit: +STR

d10 Picking

Ignore 5 armor.

Encumbrance: 2

Items

Battle Egg Carton and Bandolier

Carton holds 24 Putrefying Eggs. Carton and eggs will break if it or the person wearing it takes 5 or more damage in one turn.

A wooden case made from solid hardwood with round impressions chipped into it. The inside is padded with soft moss.

Cannibal Whetstone

Take 1 hour to apply [sharpened] to a [bladed] weapon. Whetstone must be soaked in blood for 1 hour before use. Inflict 1 [bleed] on half crit. Gain 1 health at the beginning of your turn as long as the opponent is bleeding.

A warm mass of striated stone writhing almost imperceptibly. It bears a closed eye on one side. It scrapes against your hand. It screams in your head.

Crude Frog Idol

Use costs 3 AP. Must be holding the idol with both hands. Ignore 3 poison damage next turn.

A small, worn, and stained frog idol on a fraying cord of twine. It's wearing an even smaller straw hat. He seems to be smiling.

Curse Eye

When crushed, all characters within 3 spaces gain 1d4 [curse].

A brittle dull black sphere with a layer of veins on one side.

Footsoldier's Whetstone

Takes 30 minutes to apply [sharpened] to a [bladed] weapon. Ignore 3 armor. Rolling a crit fail removes [sharpened].

A fragment of a relief etched into heavy white stone. The relief depicts a phalanx of soldiers bearing partisans against an unseen enemy. The relief is etched deeply with identical runes in various styles.

Glowing Root Bundle

Use costs 1 AP. Instantly gain 1:3 HP.

Lost

Two stone birds that constantly tug towards each other, regardless of distance.

Stolen Ichor

Use costs 2 AP. Gain 3 [heal].

The Braggart

A cloak with bright silver stitching. When worn, DC 9 illusion of a full set of plate armor.

Troll Salts

Remove 1 [exhaustion], after 10 minutes take 2 [exhaustion]. Wake up from unconsciousness not caused by negative health.

A small earthenware jar filled with a strong-smelling coarse powder, sealed with a waxed ball of plant fiber.

Valiikon's Whetstone

Takes 30 minutes to apply [sharpened]. Inflict 1 poison on hit. Inflict 1 poison if you do 2 poison in one turn. Missing an attack removes [sharpened].

Vial of Verdant Sap

Use costs 2 AP. Gain 2 [heal].