

<b>Jawxe</b> <i>Tags:</i> one-handed, hilted <i>Requirements:</i> 1 STR <i>Speed:</i> (1n2)⇒(2n1) <i>To-Hit:</i> +STR	<b>Dogman Jawblade</b> <i>Tags:</i> one-handed, hilted <i>Requirements:</i> 1 STR <i>Speed:</i> (1n2) <i>To-Hit:</i> +STR	<b>Dagger</b> <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n1) <i>To-Hit:</i> +DEX
<i>Attacks:</i> <ul style="list-style-type: none"><li>1d6 (B) + 2 (S) ➤➤➤ - 1d8 (B) ➤➤➤</li></ul> <p><i>A rudimentary axe made of an enormous white bovine jawbone. The coronoid of the jaw has been ground down to a wedge approximating a blade. The protruding back of the bone can be used as a hammer, the leather wrapped handle is below the teeth.</i></p>	<i>Attacks:</i> <ul style="list-style-type: none"><li>1d4 (B) + 2 (P) ➤➤➤</li></ul> <p><i>The lower jaw of some bovine creature chopped down to function as something between a sword and a club with the "blade" composed of sharpened teeth. The handle is wrapped in leather.</i></p>	<i>Attacks:</i> <ul style="list-style-type: none"><li>1d4 (P) ▲ or (S) ➤➤➤</li></ul>
weapon, dogmanEnc: 1	weapon, dogmanEnc: 1/3	weapon, basicEnc: 1/3
<b>Long Tooth</b> <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +DEX	<b>Butcher's Cleaver</b> <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n2) <i>To-Hit:</i> +STR	<b>Bushman's Kukri</b> <i>Tags:</i> one-handed, hilted, bladed, reach: close, stealth <i>Speed:</i> (1n1)⇒(1n1)⇒(1n2) <i>To-Hit:</i> +DEX
<i>Attacks:</i> <ul style="list-style-type: none"><li>1d4 + AGI (P) ▲</li></ul> <p>Ignore 5 Armor.</p> <p><i>A narrow bladeless rondel dagger, a long spike with a reinforced point.</i></p>	<i>Attacks:</i> <ul style="list-style-type: none"><li>1d4+STR (S) ➤➤➤</li></ul> <p><i>A heavy, crude cleaver of black pocked metal.</i></p>	<i>Attacks:</i> <ul style="list-style-type: none"><li>1d4 (P) ▲ or (S) ➤➤➤</li></ul>
weapon, basicEnc: 1/3	weapon, basicEnc: 1/3	weapon, basicEnc: 1/3
<b>Gleaming Sabre</b> <i>Tags:</i> one-handed, hilted, bladed <i>Requirements:</i> 2 DEX <i>Speed:</i> (1n1)⇒(1n1)⇒(1n2) <i>To-Hit:</i> +AGI	<b>Simple Shortsword</b> <i>Tags:</i> one-handed, hilted, bladed <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +AGI	<b>Machete</b> <i>Tags:</i> one-handed, hilted, bladed <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +STR
<i>Attacks:</i> <ul style="list-style-type: none"><li>1d4 + AGI (S) ➤➤➤</li></ul> <p><i>The fine pale blade curves backwards, the sword is deceptively light, the blade is thin and fickle.</i></p>	<i>Attacks:</i> <ul style="list-style-type: none"><li>1d8 (P) ▲ or (S) ➤➤➤</li></ul> <p><i>"An anadorned straight sword. A simple and reliable weapon."</i></p>	<i>Attacks:</i> <ul style="list-style-type: none"><li>1d6 (S) ➤➤➤</li></ul> <p><i>A simple tool for cutting down brush.</i></p>
	weapon, basicEnc: 1	weapon, basicEnc: 1

<b>Falx</b> <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"><li>1d6 (P) + 2 (S) ▷▷► - 1d4 (S) ▲</li></ul> <hr/> <i>A sword adapted from a sickle. The blade curves forward, it is swung with the point toward the enemy.</i>	<b>Heavy Cutlass</b> <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"><li>1d8 (S) ▷▷► - 1d6 (P) ▲</li></ul> <hr/> <i>A broad, unrefined sword for hacking through enemies.</i>	<b>Boar Sword</b> <i>Tags:</i> hilted two-handed, reach <i>Requirements:</i> 2 AGI <i>Speed:</i> (1n2)⇒(2n1) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none"><li>2d6 + AGI (P) ▲</li></ul> <hr/> Inflict 2 [bleed]
<b>Estoc</b> <i>Tags:</i> hilted, two-handed, reach <i>Requirements:</i> 2 AGI <i>Speed:</i> (1n2) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none"><li>2d6 + AGI (P) ▲</li></ul> <hr/> Ignore armor equal to piercing damage.	<b>Greatsword</b> <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"><li>2d8 (P) ▲ - 2d10 (S) ▷▷►</li></ul> <hr/> Robust Edge: increase low rolls required to lose [sharpened] buff by 2	<b>Rhomphaia</b> <i>Tags:</i> two-handed, bladed, reach: 2 <i>Requirements:</i> 1 STR <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none"><li>1d6 (P) + 1d6 (S) ▷▷► - 1d8 (P) ▲</li></ul> <hr/> <i>The long blade of the Rhomphaia curves aggressively toward the enemy like a shining claw.</i>
weapon, basicEnc: 1	weapon, basicEnc: 1	weapon, basicEnc: 1
<b>The Serpent Lord's Coiled Greatsword</b> <i>Tags:</i> two-handed, bladed <i>Requirements:</i> 2 AGI, 2 STR <i>Speed:</i> (2n1) <i>To-Hit:</i> +AGI +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none"><li>3d6 (S) ▷▷►</li></ul> <hr/> On rolling 6, inflict 1 Poison. <hr/> <i>The end of the blade is coiled into a heavy spiral. The metal has a green shine.</i>	<b>Crude Club</b> <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"><li>1d8 + STR (B) ▷▷►</li></ul> <hr/> <i>Bonk.</i>	<b>One Handed Spear</b> <i>Tags:</i> shafted, one-handed, reach: 2 <i>Speed:</i> (1n1)⇒(1n2) <hr/> <i>Attacks:</i> <ul style="list-style-type: none"><li>1d8 (P) ▲</li></ul>
weaponEnc: 1	weapon, basicEnc: 1	weapon, basicEnc: 1

<b>Javelin</b> <i>Tags:</i> one-handed, shafted <i>Requirements:</i> 1 AGI <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none"><li>1d6 (P) ▲ Can be thrown for (2n1) - PER To-Hit - 1d6 + STR (P) - range: 5+STR</li></ul> <hr/> <div>weapon, basic<div>Enc: 1/3</div></div>	<b>Fine Engraved Axe</b> <i>Tags:</i> one-handed, shafted, bladed <i>Requirements:</i> 1 AGI <i>Speed:</i> (1n2) <i>To-Hit:</i> +AGI <hr/> <i>Attacks:</i> <ul style="list-style-type: none"><li>1d8+STR (S) ▷▷▷</li></ul> <hr/> <i>The shaft is of a fine red wood, the engravings and the blade shine in the light.</i> <hr/> <div>weapon, basic<div>Enc: 1</div></div>	<b>One-Handed War Axe</b> <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"><li>1d12 (S) ▷▷▷</li></ul> <hr/> <div>weapon<div>Enc: 2</div></div>
<b>One-Handed War Hammer</b> <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"><li>1d10 (B) ▷▷▷</li></ul> <hr/> Ignore 3 Armor. <hr/> <div>weapon<div>Enc: 1</div></div>	<b>Adze</b> <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"><li>1d4 (S) ▷▷▷</li></ul> <hr/> If Adze does 4 or more damage it becomes stuck in the target. Removing it is (2n1) and does 1d4+STR (S) damage. <hr/> <div>weapon, basic<div>Enc: 1</div></div>	<b>Cactus Greatclub</b> <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"><li>3d6 (B) + 3 (P) ▷▷▷</li></ul> <hr/> If cactus greatclub takes 10 damage in one turn (or more) explodes, doing 2d6 (P) in short radius (half as effective against armor) <hr/> <div>weapon<div>Enc: 2</div></div>
<b>Giant Club</b> <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"><li>1d10+2*STR</li></ul> <hr/> <i>BONK.</i> <hr/> <div>weapon<div>Enc: 2</div></div>	<b>Giant Feasting Club</b> <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"><li>3d4 (B) 2d4 (P) ▷▷▷</li></ul> <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> <hr/> <div>weapon<div>Enc: 2</div></div>	<b>Goedendag!</b> <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"><li>1d8+STR (B) ▷▷▷ - 1d8+STR (P) ▲</li></ul> <hr/> Ignore 2 armor. <hr/> <div>weapon, basic<div>Enc: 2</div></div>

<b>Greatclub</b> <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"> <li>1d8+STR</li> </ul>	<b>Pitchfork</b> <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"> <li>1d8 (P) ▲</li> </ul> <p>If your STR is greater or equal to the enemy, you can choose to send them 1 space back on a hit.</p>	<b>Battleaxe</b> <i>Tags:</i> two-handed, shafted, bladed <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"> <li>1d8 + 2*STR (S) ▷▷▶</li> </ul>
weaponEnc: 2	weapon, basicEnc: 1	weapon, basicEnc: 2
<b>Cutter Mattock</b> <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"> <li>1d8 (S) ▷▷▶</li> </ul>	<b>Pickaxe</b> <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"> <li>1d6+STR (P) ▷▷▶</li> </ul>	<b>Warpick</b> <i>Tags:</i> two-handed, shafted, reach: 2 <i>Requirements:</i> 2 STR <i>Speed:</i> (1n2)⇒(2n1) <i>To-Hit:</i> +STR <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> <li>1d12+STR (P) [swinging: thrusting]</li> </ul> <p>Ignore 5 armor.</p>
weapon, basicEnc: 2	weapon, basicEnc: 2	weaponEnc: 2
<b>Sling</b> <i>Tags:</i> range: 6*DEX <i>Speed:</i> (2n1) <i>To-Hit:</i> +PER <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> <li>1d6+PER (B)</li> </ul>	<b>Shortbow</b> <i>Tags:</i> range: 15 <i>Requirements:</i> 1 DEX, 1 STR <i>Speed:</i> (1n1)⇒(2n1) <i>To-Hit:</i> +PER <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> <li>1d6+PER (P)</li> </ul>	<b>Crossbow</b> <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 <hr/> <i>Attacks:</i> <ul style="list-style-type: none"> <li>2d8 (P)</li> </ul>
	weapon, basicEnc: 1	weaponEnc: 2

<b>Putrefying Egg</b> <i>Tags:</i> range: 3*STR, thrown <i>Speed:</i> (1n1) to throw <i>To-Hit:</i> +PER	
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>	
weapon	Enc: 1/3

<b>Isopodan Fork</b> <i>Tags:</i> shafted, two-handed, reach: 2 <i>Requirements:</i> 2 DEX, 1 AGI <i>Speed:</i> (1n1)⇒(2n1) <i>To-Hit:</i> +AGI	
<i>Attacks:</i> <ul style="list-style-type: none"> <li>1d8 (P) ▲ - 1d4 (S) + 2 (P) [pulling]</li> </ul>	
<i>The lithe organic polearm has a long tapering point and a scythe-like arm lined with jagged teeth. It can be used to trip opponents, entrap, or keep opponents at bay.</i>	
weapon, cave, isopod	Enc: 2