

<b>Giant Feasting Club</b> <i>Tags:</i> two-handed, giant, hilted <i>Requirements:</i> 4 STR <i>Speed:</i> (2n1) <i>To-Hit:</i> +2*STR <i>Attacks:</i> <ul style="list-style-type: none"><li>• 2d4 (B) 2d4 (P) ▷▷▶</li></ul> Everytime you roll a 4 for damage, inflict 1 bleeding and 1 poison. Crush only requires 1 extra STR. <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>	<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 <i>Attacks:</i> <ul style="list-style-type: none"><li>• 3d6 (B) + 3 (P) ▷▷▶</li></ul> If cactus greatclub takes 10 damage in one turn (or more) explodes, doing 2d6 (P) in short radius (half as effective against armor)	<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 <i>Attacks:</i> <ul style="list-style-type: none"><li>• 3d6 (S) ▷▷▶</li></ul> On rolling 6, inflict 1 Poison.
weaponEnc: 2	weaponEnc: 2	weaponEnc: 1
<b>Estoc</b> <i>Tags:</i> hilted, two-handed, reach <i>Requirements:</i> 2 AGI <i>Speed:</i> (1n2) <i>To-Hit:</i> +AGI <i>Attacks:</i> <ul style="list-style-type: none"><li>• 2d6 + AGI (P) ▲</li></ul> Ignore armor equal to piercing damage.	<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 <i>Attacks:</i> <ul style="list-style-type: none"><li>• 2d6 + AGI (P) ▲</li></ul> Inflict 2 [bleed]	<b>Shortsword</b> <i>Tags:</i> one-handed, hilted, bladed <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +AGI <i>Attacks:</i> <ul style="list-style-type: none"><li>• 1d8 (P) ▲ or (S) ▷▷▶</li></ul>
weapon, basicEnc: 1	weapon, basicEnc: 1	weapon, basicEnc: 1
<b>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 (P) ▲ or (S) ▷▷▶</li></ul>	<b>Rondel</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> If doing piercing damage, ignore 5 non-shield armor	<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>• 1d4 (P) ▲ or (S) ▷▷▶</li></ul>
weapon, basicEnc: 1/3	weapon, basicEnc: 1/3	weapon, basicEnc: 1/3

<div><b>Machete</b> <i>Tags:</i> one-handed, hilted, bladed <i>Speed:</i> (1n1)⇒(1n2) <i>To-Hit:</i> +STR</div> <div><i>Attacks:</i><ul style="list-style-type: none"><li>1d6 (S) ▷▷▷</li></ul></div> <div><i>A simple tool for cutting down brush.</i></div> <div>weapon, basicEnc: 1</div>	<div><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</div> <div><i>Attacks:</i><ul style="list-style-type: none"><li>2d8 (P) ▲ - 2d10 (S) ▷▷▷</li></ul></div> <div>Robust Edge: increase low rolls required to lose [sharpened] buff by 2</div> <div>weapon, basicEnc: 1</div>	<div><b>Mace</b> <i>Tags:</i> shafted, one-handed <i>Requirements:</i> 1 STR <i>Speed:</i> (1n2) <i>To-Hit:</i> +STR</div> <div><i>Attacks:</i><ul style="list-style-type: none"><li>1d8 + STR (B) ▷▷▷</li></ul></div> <div>Ignore 3 armor</div> <div>weapon, basicEnc: 1</div>
<div><b>Club</b> <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"><li>1d8 (B) ▷▷▷</li></ul></div> <div>weapon, basicEnc: 1</div>	<div><b>Battleaxe</b> <i>Tags:</i> two-handed, shafted, bladed <i>Requirements:</i> 1 STR <i>Speed:</i> (2n1) <i>To-Hit:</i> +STR</div> <div><i>Attacks:</i><ul style="list-style-type: none"><li>1d8 + 2*STR (S) ▷▷▷</li></ul></div> <div>weapon, basicEnc: 1</div>	<div><b>Putrefying Egg</b> <i>Tags:</i> ranged, thrown <i>Speed:</i> (1n1) to throw <i>To-Hit:</i> +PER</div> <div><i>Attacks:</i><ul style="list-style-type: none"><li>Range: 10 + 2*STR</li></ul></div> <div>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.</div> <div><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>weaponEnc: 1/3</div>
<div><b>Javelin</b> <i>Tags:</i> one-handed, shafted <i>Requirements:</i> 1 AGI <i>Speed:</i> (1n1)⇒(2n1) <i>To-Hit:</i> +AGI</div> <div><i>Attacks:</i><ul style="list-style-type: none"><li>1d6 (P) ▲ - (2n1) To-Hit: PERCEPTION 1d6 + STR (P) [thrown] [range: 5+STR]</li></ul></div> <div>weapon, basicEnc: 1/3</div>	<div><b>Pickaxe</b> <i>Tags:</i> two-handed, shafted <i>Speed:</i> (2n1) <i>To-Hit:</i> STR</div> <div><i>Attacks:</i><ul style="list-style-type: none"><li>1d6+STR (P) ▷▷▷</li></ul></div> <div>weapon, basicEnc: 1</div>	<div><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</div> <div><i>Attacks:</i><ul style="list-style-type: none"><li>1d8 (S) ▷▷▷</li></ul></div> <div>weapon, basicEnc: 1</div>

**Cutlass**

*Tags:* one-handed, hilted, bladed

*Speed:* (1n1)⇒(2n1)

*To-Hit:* +AGI

*Attacks:*

- 1d8 (S) ➤➤➤ - 1d6 (P) ▲

weapon, basic

Enc: 1