

*Grim Times call for traditional arming technique, as well the most unconventional stratagems. In Nevermore, one is never truly far from the reach of Death. Every battle is a gamble with one's life on the line. Every victory is an obligation to become even more creative in killing strikes.*

*These are archetypes only. Every weapon can have sub-categories, at times even hinging on a fusion of two archetypes. Nevertheless, this documentation will allow one to get the gist of weaponry in Nevermore.*

*One must remember that gem decoration, augmentation, and coating are all possible, and some weapons are more compatible with some modification than others.*

**Augmentation** : Mechanical - Morphing - Instrumental

*Mechanical ; the weapon is equipped with a gadget*

*Morphing ; can switch forms to become a different type of weapon*

*Instrumental ; A musical instrument is grafted into the weapon*

**Decorated** : Gem Brimmed - Metal Brimmed - Engraved

*Gem / Metal Brimmed ; an element is added onto the forged blade to grant it extra properties*

*Engraved ; Letters carved on the blade to give it extra properties*

**Coating** : Liquid - Metallic

*Liquid ; A liquid is poured onto the blade to grant it extra properties*

*Metallic ; A shell is placed onto the blade to grant it extra properties*

**Daggers** : One of the most used tools, made into a weapon. Daggers are stealthy, lethal, and typically coated in poison. Able to get into the weak spots of armor, daggers are used by all adventures.

**Short Swords** : Longer than a dagger, shorter than a sword, these Half-swords are great when further reach is needed, as well as when exploring in jungles and deep forests to cut vines and vegetation.

**Arming Swords** : One handed, good reach, light weight ; This the weapon of choice for many. Easy to use, with relatively low training required, Arming Swords allow the user to freely use the other hand, typically paired with a shield.

**Bastard Swords** : Also known as Hand-and-Half Swords, they are arming swords, made slightly longer in the handle and the blade. They are a hybrid allowing for both one hand and two hands techniques. The additional weight makes it slightly slower as a one hander. They are typically used once adventures gain further muscular strength.

**Long Swords** : What some call the True Blade, Long Swords are two handed weapons that are widely used in Nevermore. Long Swords allow the user to maneuver with a multitude of techniques, making it an incredibly reliable weapon.

**Great Swords** : A Great Sword must be almost the height of a regular person to be considered such. These weapons are used by the most rully bunch. Great Swords allow for armor cleaving slashes due to their weight, but that is, ironically, a double edged blade, as it can significantly slow down strikes.

**Curved Swords** : Typically used in areas where footing is harder, these blades allow the user to commit powerful slashes to draw blood, as well as bypassing shields if the curvature is strong enough.

**Gauntlet** : A thick, metallic glove can act as a form of shielding, though it is more so meant for smaller weapons. This form of shielding also allows for powerful grabs, if not double wielding, as well as rapid defense.

**Buckler** : A small shield, allowing for fast defense, as well as reliable parries. Bucklers are great when one is confident in their parry game.

**Shield** : The typical guarding arm, they are one half of the infamous pair : Sword And Shield. Shields are ubiquitous with soldiers, as in the heat of war, one needs to have a guard constantly up.

**Heavy Shield** : Greater in size and weight, these armadas are meant for the strongest men, as well as military formations. Heavy Shields are great when one is going to face monsters with large weapons.

**Spear** : The weapon meant to surpass all originally, Spears are partners that will rarely fail the wielder. This weapon is overused, so spear techniques are known even by non-Spear users, so one might face a difficulty in surprising the foe.

**Polearm** : as Reliable as spear, but slightly slower, Polearms can inflict bashing, slashing, and piercing all in one. Used extensively by guards and soldiers.

**Staff** : A good wooden stick is deadlier than most would expect. Staves are tools, and weapons, especially the latter if reinforced with steel tips. Elderly adventurers abuse this to take a weapon with them into weapon banned areas, claiming it is a “walking stick”.

**Claws** : Feral weapons, rendering punches into slashes and punctures. Claws are as fast as the user, so speed is pivotal for this archetype. Considered sexy when used by females, as most male adventures will proclaim.

**Knuckles** : A good punch is great to beat some sense into the enemy, or just beat the enemy. Gauntlets can also be Knuckles, and vice versa. This weapon archetype is favored by muscular men for obvious reasons.

**Split Staff** : Tied with a link of any type, Split Staves are exotic weapons that can be truly unpredictable if used in quick motions. Some argue that a regular Staff is better.

**War Hammer** : When one’s enemy is armored, remind them well that what made the armor, can also break the armor. War Hammers are feared by all, as it is crude and painful. Most would assume it to be slow. It is not. One will experience this on a battlefield, surely. They are also Known as Mace.

**Great War Hammer** : If size and weight can make the War Hammer even deadlier, though the sheer bulk will impose a minimum of strength that many can’t even reach in their lifetime. One is well advised to be cautious of a Great Hammer User. Also known as Great Mace.

**Flail** : A stick linked to a weapon on its tip, Flails are dangerous to both wielder and enemy. If used effectively, these weapons allow the user to have the power of Hammers, but without the hand shock that can incapacitate the wielder.

**Whip** : A weapon meant to inflict pain, they are cruel in their perfection of carnal affliction. Whips are more so used to interrupt attacks, disarm, and afflict the enemy. They are rarely used as weapons, rightfully so.

**Fishing Rod** : The weirdest weapon, as proclaimed by many, this tool can be made into a weapon in the right hands. Fishing Rods are extremely customisable, but one can already tell that they require way too much unorthodox proficiency, meaning a user of this exotic weapon will struggle to use any other type of weapon.

**Chains** : Chains are a weapon for madmen. Those who can effectively use chains have extended metallic arms. Due to their nature, any weapon tied to the tip is considered a “Chained-Weapon”.

**Hatchet** : Also Known as Axe, they are the splitting weapon of Nevermore. Used as a tool and weapon, a Hatchet's strike is deadly if it connects. Slightly slower than a blade, slightly faster than a hammer, this is the child of both.

**Great Axe** : Two handed version of the Hatchet, this weapon forsakes defense for the sake of death bringing strikes. Cleaving enemies in two, Great Axes are feared weapons, and their users are as unhinged as their weapon.

**Sickles** : A weapon as unorthodox as it gets; a weapon of grace and challenge. Sickles can be used, though the sheer amount of training needed for these weapons to be as effective as blades makes it unappealing to most.

**Guns** : Forsaken as their manufacturing requires a lot of time, as well as providing such machinations with magic is incredibly hard. Magical bullets are also one time use, so they are seen as a waste of material. They can also jam and need a protected place for bullets.

**Bows** : As their manufacturing is easy, and can be done on the go, they are more commonly used than guns. Arrows can be reused, so they are also more convenient.

**Bowguns** : Favored by some, they are mechanical Bows that can be repeating at times. Bowguns are heavier, but offer more accuracy and stability.