**Blunt Weapons**  
  
**Light 1**  
Beaver (Chapter 5 - very beginning of the level, standing at the edge of the water)  
Rabbit (Chapter 10)   
Rat (Chapter 3)  
  
**Light 2**  
Crowbar (Chapter 2)  
Ice Cone (Chapter 5)  
Rachet (Chapter 2 - randomly awarded from the first chest, retry the level until it appears)  
  
**Light 3**  
Water Pump (Chapter 10 - at the shallow pond you must jump on the head of the last alligator and launch up to the chest)   
  
**Heavy 2**  
Spoon of Destruction (Chapter 6, second wishing well)

**Sharp Weapons**  
  
**Very Light**  
Toad (Chapter 9, in the wishing well after the Freak Show)  
  
  
**Light 5**  
Rainbow Sword (Chapter 14)  
  
**Heavy 4**  
Blacksmith's Sword (Chapter 14 - stuck in a candle just before the chessboard, climb up the pumpkins to reach the rim of the bowl, follow it around to reach the mug, then jump up to the mug rim and move to the opposite side, you'll then need to jump towards the sword and press https://www.playstationtrophies.org/forum/images/smilies/R_1.png when near it to actually grab it)