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This is a very straight forward document: it is a giant list of pre-made personal Weapons and Outfits for the Fragged Aeternum RPG.

While this document does not have 'all' of the possible options (particularly when it comes to Modifications) it does cover most of them.

If you have any suggestions, please send me an email: contact@fraggedempire.com

GMs Please Note:

If you give any of these Weapons to an NPC you need to give that item an additional +2 Hit bonus.



Short Weapons

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Dagger	3d6	+5	1	1	0	3	1	Melee, Blade.	14t	1
	Small, Poison	, Pen 1 Min 4	l.							
	Momentum 1:	+1 Crit Dmg.								
Common Hammer	3d6	+3	1	1	1	3	1	Melee, Hammer.	14t	1
	Small.									
	Momentum 1:	+1 Crit Dmg.								
	Strong Hit: Ba	ash (Hit) All a	characters d	lamaged by t	his Weapon a	are Suppresse	d and Pus	hed back 1d3 (1 if they're big) sp	aces away from	m you.
Whip	2d6*	-1]*	Ч	0	3	1	Melee, Polearm.	14t, 1Kn	1
	Small, *+1d6	Hit per Rang	e incremen	t beyond the	1st (normally	–2 Hit) (Stac	ks up to 4	2d6), Modification: Lunge, (-2 Hi	t and Hands).	
	Momentum 1:	+1 Crit Dmg.								
Sharp Nails	3d6	+3	1	1	2]*	1	Melee, Tooth & Claw.	14t	1
	Small, Natura	I. Splash +1	(Any) *+3 C	rit Dmg vs c	haracters at	0 Endurance.				
	Momentum 1:	+1 Crit Dmg.								

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Surprise Punch	3d6	+]	1	1	0	0*	1	Melee, Tooth & Claw.	14t	1
	Small, Natura	l, Splash 1 (Any) *+3 Cri	it Dmg vs cha	iracters at C) Endurance. A	After you	Attack with this Weapon you may	y immediately m	nove,
	Modifica	tion : Swift, L	ow-Quality.							
	Momentum 1:	+1 Crit Dmg								
Architect's Hammer	3d6	+]	1	1	3	3	1	Melee, Hammer.	14t	2
	Small, Dange	rous 1 (Diffic	ult Terrain),	lf you miss w	ith this Wea	pon you may	lower a s	section of Physical Cover by 1 Sta	ep (this also wor	ks vs
	Shields,	Cover destr	oyed in this	way must be	repaired out	side of comba	at), Modifi	ication: Destructive.		
	Momentum 1:	+1 Crit Dmg								
	Strong Hit: Ba	ash (Hit) All	characters d	amaged by th	nis Weapon a	are Suppresse	d and Pu	shed back 1d3 (1 if they're big) sj	baces away from	n you.
Heart-Hunter Blade	3d6	+6	1	1	0	3	1	Melee, Blade.	14t	2
	Small, Poison	, Pen 1 Min I	H, Modificatio	n: Aim.						
	Momentum 1:	+1 Crit Dmg								
	Strong Hit: Ai	m (Hit) You	may add up	to +/- 1 to de	etermine wh	at Attribute is	Damage	d by your Critical Hits (normally	just 1d6). You m	ay not
	shift dar	nage onto a	Attribute the	at may not no	ormally be (Damaged (eg:	location [·]	1d3 can't Damage location 4) (St	acks).	
Rusty Blade	3d6	+3	1	1	1	2	1	Melee, Blade.	14t	0
	Small, Poison	, Pen 1 Min ^I	I. Modificatio	n: Low-Qualit	y.					



Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Vermin Dagger of Maggool	3d6	+2	1	1	1	3	1	Melee, B, A-S, A-G, Rat S, Insect S.	14t, 4Kn	Ч
(Small, Poison	n, Pen 1 Min	4, After you	Attack with t	his Weapon y	you may imm	ediately m	ove, Dangerous 2 (Swarm, Crawling),	After you	Attack
(* / 1	with this	Weapon du	ring Combat	: move ALL S	Swarm Dange	rous Terrain 1	space, Da	ngerous 1d6 (Swarm, Flying), Modific	ation: Arca	ine-
1	Alleywai	y, Swift.								
1.	Momentum 1:	+1 Crit Dmg].							
i.										

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire Re	sources
Frost Staff	2d6*	+0]*	Ч	0	3	2	Melee, Polearm, A-Rooftop, Frost	. 14t, 2Kn	3
	Small, Dange	rous 3 (Ice), F	Reduce th	e Movement o	f all damage	d characters	by 1 until	your next Turn (Stacks to -2), *+1d	6 Hit per Range	
	increme	nt beyond the	lst (norm	nally –2 Hit) (S	Stacks up to +	∙2d6). After y	you Attack	with this Weapon you may immed	iately move,	
	Modifica	tion: Arcane-f	Rooftop, S	wift.						
	Momentum 1:	+1 Crit Dmg.								
Smoke Dance	3d6	+2	1	2	2]*	1	Melee, Tooth & Claw, A-Roof, Smok	e. 14t, 2Kn	2
	Small, Natura	l, Splash 1 (A	ny) *+3 C	rit Dmg vs ch	aracters at O	Endurance, [Dangerous	4 (Smoke, 1 space of Smoke is alw	ays placed over	r your
	characte	r if no Smoke	e is there)	, Modification:	Arcane-Roof	op.				
	Momentum 1:	5								
Golden Blade	3d6	+5	1	1	0	3	1	Melee, Blade, A-Street, Exchange.	14t, 2Kn	2
							f 2 spaces	s and your opponent 1 space (doubl	e this amount if	fyou
		-	Money), I	Modification: A	rcane-Street.					
	Momentum 1:	5								
Crushing Fist	3d6	-1	1	1	6]*	1	Melee, Tooth & Claw, A-Street, Ston		3
								s 2 (Difficult Terrain, 1 space of Diff		
								eapon you may lower a section of I		
			nields, Cov	ver destroyed	in this way m	iust be repair	red outside	e of combat), Modification: Arcane-	Street, Destructi	Ve.
	Momentum 1:	5		,						<u>^</u>
Blade of Weakness	3d6	+]	1	1		3	1	Melee, Blade, Arcane-Sewage, Acio		2
							s have the	ir Armour reduced by 1 against the	next Hit on the	m
	-		(does no	t Stack), Modif	ication: Arcar	ie-Sewage.				
D. L. C	Momentum 1:	5	1	1	1	2	1	Mala Diala Assas Carrier D.C.		2
Rat Songblade	3d6	+2]] 1 (Suarm () rouding) Afr	3]	Melee, Blade, Arcane-Sewage, R S		2
				rcane-Sewage.	/Idwilliy), Arte	I YUU ALLACK	WITH THIS	Weapon during Combat: move ALL	owariii Daiiyeruu	05
	Momentum 1:			calle-Sewaye.						
Green Thumb	3d6	+1 chi bhig. +3	1	1	1]*	1	Melee, Tooth & Claw, A-Garden, E I	1 ILF 2Kp	2
			-		l haractore at l			s 2 (Poison Cloud), Dangerous 6 (D		Ľ
		tion: Arcane-(one bing vs c			Duligeroo			
				(Poison Cloud	OR Difficult	Terrain) aroui	nd unur tai	raph		
	Momentum 1:		ingeroos i	(1 013011 0 0000	on binooc		na goor ta	-90C		
Enchanted Dog Carcass	3d6	+4	1	1	1	3	1	Melee, Hammer, Arcane-Garden, I	S 141 2Kn	2
			-	g), Modificatior	: Arcane-Gar		·			-
	Momentum 1:			,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,						
		5	haracters	damaged by t	his Weapon a	re Suppresse	ed and Pus	hed back 1d3 (1 if they're big) spac	es awau from u	OU.
Rogue's Dagger	3d6	+3	1]	0	3*	1	Melee, Blade, Arcane-Alleyway, B	5 5	2
			*Once pe	er Turn if you i				ou gain +1 Crit Dmg for that Attack		
		Alleyway.		5			5	5 5		
	Momentum 1:	+1 Crit Dmg.								
Shadow Step Spear	2d6*	+2]*	3	0	3	2	Melee, Polearm, A-Alleyway, S.	14t, 2Kn	3
	Small, *+1d6	Hit per Range		nt beyond the	lst (normally		oks up to 4	2d6), All damaged characters have	e –1 Hit and Ran	qe (min
				-	-			n this Weapon you may immediately		-
		Alleyway, Swi				Ū				
	Momentum 1:									

BALANCED WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Longsword	3d6	+2 / +3	1	1	1/2	Ч	1/2	Melee, Blade.	16t	2
	Your first At	tack each Tur	n with this	Weapon gains	s Strong Hit (5-6), Poison,	Pen 1 Min	Ч.		
Warhammer	3d6	-] / +]	1	1	2/3	Ч	1/2	Melee, Hammer.	16t	2
	Your first At	tack each Tur	n with this	Weapon gains	s Strong Hit (5-6).				
	Strong Hit: B	ash (Hit) All c	haracters (damaged by t	his Weapon a	are Suppresse	ed and Pus	hed back 1d3 (1 if they're big) spa	ces away fro	m you.
Spear	2d6*	+0]*	3	2	Ч	2	Melee, Polearm.	16t	2
	Your first Att	ack each Turn	with this W	eapon gains St	rong Hit (5–6), *+1d6 Hit pe	er Range ind	crement beyond the 1st (normally -2	2 Hit) (Stacks	up to +2d6).
Martial Arts	3d6	-] / +]	1	1	3/4	2*	1/2	Melee, Tooth & Claw.	16t	2
	Your first At	tack each Tur	n with this	Weapon gains	s Strong Hit (5-6), Natural,	, Splash +1	(Any) *+3 Crit Dmg vs characters	s at O Endura	ince.

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Dancing Spear	2d6*	+0]*	3	2	Ч	2	Melee, Polearm.	16t	3
	Your first Atta	ck each Tu	rn with this	Weapon gains	s Strong Hit	(5-6), After y	ou Attack	with this Weapon you may imm	iediately move, *+	+1d6 Hit per
	Range in	crement be	yond the 1st	: (normally -2	2 Hit) (Stack	s up to +2d6),	Modificati	on: Swift.		
Arc Sword	3d6	+1 / +3	1	1	2/3	Ч	1/2	Melee, Blade.	16t	3
	Your first Atta	ck each Tu	rn with this	Weapon gains	s Strong Hit	(5-6), Poison,	Pen 1 Min	4, Modification: Sweeping.		
	Strong Hit: Sw	eep (Hit) Sp	lash +2 (Ar	ny) (Stacks).						
Hammer of Tro-Dath	3d6	-3 / -1	1	1	4/5	Ч	1/2	Melee, Hammer.	16t	3
	Your first Atta	ck each Tu	rn with this	Weapon gains	s Strong Hit	(5-6), Danger	ous 1 (Diffi	cult Terrain), If you miss with th	his Weapon you m	nay
	lower a s	ection of P	hysical Cov	er by 1 Step (this also wo	rks vs Shields	s, Cover de	stroyed in this way must be re	paired outside of	combat),
	Modificat	ion: Destruc	tive.							
	Strong Hit: Ba	sh (Hit) All	characters	damaged by t	his Weapon:	are Suppress	ed and Pus	hed back 1d3 (1 if they're big) s	spaces away from	n you.
Bladesong Kata	3d6	+0 / +2	1	1	3/4	2*	1/2	Melee, Tooth & Claw.	16t	3
	Your first Atta	ck each Tu	rn with this	Weapon gains	s Strong Hit	(5-6), Natural	, Splash +1	(Any) *+3 Crit Dmg vs charac	ters at 0 Enduran	ICE,
	Modificat	ion: Aim.								
	Strong Hit: Air	n (Hit) You	may add up	o to +/- 1 to d	letermine wł	nat Attribute i	s Damageo	l by your Critical Hits (normally	y just 1d6). You m	ay not
	shift dam	age onto a	Attribute th	nat may not n	iormally be	Damaged (eg:	location 1	d3 can't Damage location 4) (S	itacks).	
Requiem Gunblade	3d6	+0 / +2	1	1	0/1	Ч	1/2	Melee, Blade.	16t, 2Kn	3
	Your first Atta	ck each Tu	n with this	Weapon gains	s Strong Hit	(5-6), Poison,	Pen 1 Min	4, Modification: Range Burst.		
	Momentum 2:	Your next /	Attack with	this Weapon g	jains Energy	, +2 Rng, +10	Max Rng, -	1 Crit Dmg and gains +1d6 Hit.		
City Watch Truncheon	3d6	-3 / -1	1	1	0/1	3	1/2	Melee, Hammer.	16t	1
City Watch Truncheon	3d6 Your first Atta		1 n with this	1 Weapon gains		-			16t	1



	Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
1	Golden Banker's Spear of Tiloth	2d6*	-1]*	Ч	1	4	2	Melee, Pol, A-Street, A-Alleyway, E, T.	16t, 4Kn	Ч
11		Your first Atta	ack each Tu	rn with this	Weapon gains	s Strong Hit (5–6), *+1d6 Hi	t per Ran	ge increment beyond the 1st (normal	ly –2 Hit)	(Stacks up
1		to +2d6)	, After you	Attack with	this Weapon:	move yourse	lf 2 spaces ar	nd your op	ponent 1 space (double this amount	if you spe	nd a Small
	,	Bag of M	loney), Mod i	fication: Arc	cane-Street, A	Ircane-Alleyw	/ay.				
А	(.	Strong Hit: Tra	p (Hit) Creat	e 2 spaces d	of Dangerous T	errain (Trap) ii	n any 2 non-o	ccupied sp	aces.		
	•										

	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resource
Praise the Sun Broadsword	3d6	-1 / +1	1	2	1/2	4	1/2	Melee, Blade, Arcane-Rooftop, B L.	16t, 2Kn	3
	Your first At	tack each Turn	ı with this	Weapon gains	Strong Hit (5–6), Poison,	Pen 1 Min	4, Modification: Arcane-Rooftop.		
	Strong Hit: B	llind (Hit) All D	amaged c	haracters who	use their e	yes to aim ha	ve –1d6 Hi	t on their next Attack (Stacks to -2c	16).	
The Gavel	3d6	-3 / -1	1	2	2/3	Ч	1/2	Melee, H, Arcane-Rooftop, Frost.	16t, 2Kn	3
	Your first At	tack each Turn	with this	Weapon gains	Strong Hit (5-6), Dangero	us 3 (Ice)	, Reduce the Movement of all damag	ged characte	ers by 1
		ur next Turn (S								
	-						d and Pus	hed back 1d3 (1 if they're big) space	s awau from	UOU.
Darksteel Blade	3d6	-] / +]	1	2	1/2	ц	1/2	Melee, Blade, Arcane-Rooftop, Smoke.	-	3
			with this			5-6) Poison		4, Dangerous 4 (Smoke, 1 space of S		
		over your char		1 5	5			i, bullgeroos i (omoke, i space of c		uys
Charm Claive		-3	1*		2			Malaa Dal Araana Daa(tan Charm	161 21/2	2
Storm Glaive	2d6*			ч.,	_	Ч Г с) ж нс н	2	Melee, Pol, Arcane-Rooftop, Storm.		3
							it per Kan	ge increment beyond the 1st (normal	ly -2 Hit) (S	stacks up
		5), Energy, Dan								
	Strong Hit: S	hock (Hit) All	damaged (characters are	Suppressed	l and Pushed i	2 spaces i	in any direction.		
Ignis Blade	3d6	-2 / +0	1	1	2/3	4	1/2	Melee, Blade, Arcane-Street, Fire.	16t, 2Kn	3
	Your first Att	ack each Turn	with this V	Veapon gains S	Strong Hit (5·	-6), Poison, Pe	n 1 Min 4,	Energy, Burn, Dangerous 1 (Fire), Modi	fication: Arca	ane-Stree
	Strong Hit: S	et Alight (Once	e per Turn	, Hit) Make a I	ree Attack a	against all dar	naged cha	aracters at the start of each of their	Turns (at O	Range,
	and wit	h –1 Crit Dmg)	until they	(or an ally a	djacent to th	em) performs	the Think	Action (does not Stack).		
Guardian Blade	3d6	+1 / +3	1	1	2/3	Ч	1/2	Melee, Blade, Arcane-Street, Law.	16t, 2Kn	3
	Your first At	tack each Turn	with this	Weapon gains	Strona Hit (5-6). Poison. I	Pen 1 Min ⁱ	H, Modification: Arcane-Street.		
				· ·				yours with their next Attack: you ma	ı immediatel	u move
Hammer of Destruction	3d6	-3 / -1	1]	4/5	ц	1/2	Melee, Ham, Arcane-Street, Stone.	-	3
			with this	Washan asing		-		angerous 2 (Difficult Terrain, 1 space		
							c (Ally), D	angeroos z (Dirricott Terrain, i space	OF DIFFICUL	
		placed behind								
	Strong Hit: B		haracters (damaged by t	his Weapon	are Suppresse	d and Pus	hed back 1d3 (1 if they're big) space:	s away Irom	you.
					~ / ~				-	-
Vermin Blade	3d6	-2 / +0	1	1	2/3	Ч	1/2	Melee, Blade, Arcane-Sewage, R S.		3
Vermin Blade			1 with this	1 Weapon gains				Melee, Blade, Arcane-Sewage, R S. 4, Dangerous 2 (Swarm, Crawling), A		
Vermin Blade	Your first At	tack each Turn			Strong Hit (5-6), Poison,	Pen 1 Min	, and the second s		
Vermin Blade Pinning Spear	Your first At	tack each Turn			Strong Hit (5-6), Poison,	Pen 1 Min	4, Dangerous 2 (Swarm, Crawling), A	fter you Atta	
	Your first At this We 2d6*	tack each Turn apon during Co -1	ombat: mo 1*	ve ALL Swarm 3	Strong Hit (Dangerous 4	5-6), Poison, Terrain 1 spac 4	Pen 1 Min :e, Modific 2	4, Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage.	fter you Atta 16t, 2Kn	ack with 3
	Your first At this We 2d6* Your first At	tack each Turn apon during Co -1	ombat: mo 1* 1 with this	ve ALL Swarm 3 Weapon gains	Strong Hit (Dangerous 4 Strong Hit (5–6), Poison, Terrain 1 spac 4 5–6), *+1d6 H	Pen 1 Min ee, Modific 2 it per Ran	4, Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S.	fter you Atta 16t, 2Kn	ack with 3
	Your first At this We 2d6* Your first At to +2d6	tack each Turn apon during Co -1 tack each Turn 5), Dangerous 1	ombat: mo]* with this (Disease (ve ALL Swarm 3 Weapon gains Cloud), Poison	Strong Hit (Dangerous 4 Strong Hit (Modification	5–6), Poison, Terrain 1 spac 4 (5–6), *+1d6 H n: Arcane-Sew	Pen 1 Min ee, Modific 2 it per Ran vage.	4, Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal	ft <mark>er you Atta</mark> 16t, 2Kn ly -2 Hit) (S	ack with 3 Stacks up
Pinning Spear	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S	tack each Turr apon during Co –1 tack each Turr i), Dangerous 1 iickness (Hit) A	ombat: mo]* with this (Disease (ve ALL Swarm 3 Weapon gains Cloud), Poison	Strong Hit (Dangerous 4 Strong Hit (Modification	5–6), Poison, Terrain 1 spac 4 (5–6), *+1d6 H n: Arcane-Sew	Pen 1 Min ee, Modific 2 it per Ran vage. if they mo	 4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their no 	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta	ack with 3 Stacks up acks).
Pinning Spear	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S 2d6*	tack each Turn apon during Co -1 tack each Turn j), Dangerous 1 iickness (Hit) A -2	ombat: mo]* 1 with this (Disease (11 damage]*	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3	5-6), Poison, Terrain 1 spac 4 5-6), *+1d6 H n: Arcane-Sew er 6 End Dmg 4	Pen 1 Min ee, Modific 2 it per Ran /age. if they mo 2	4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their no Melee, Polearm, A-Sewage, Sludge.	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn	ack with 3 Stacks up acks). 3
Pinning Spear	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S 2d6* Your first At	tack each Turn apon during Co –1 tack each Turn j), Dangerous 1 iickness (Hit) A –2 tack each Turn	ombat: mo]* with this (Disease (ull damage]* with this	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3 Strong Hit (5-6), Poison, Terrain 1 spac 4 5-6), *+1d6 H n: Arcane-Sew er 6 End Dmg 4 5-6), *+1d6 H	Pen 1 Min ee, Modifica 2 it per Ran vage. if they mo 2 it per Ran	4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their no Melee, Polearm, A-Sewage, Sludge. ge increment beyond the 1st (normal	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn	ack with 3 Stacks up acks). 3
Pinning Spear	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S 2d6* Your first At to +2d6	tack each Turn apon during Co -1 tack each Turn 5), Dangerous 1 tickness (Hit) A -2 tack each Turn 5), Poison, Dang	n with this (Disease (It damage]* n with this gerous 4 (f	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud),	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3 Strong Hit (Dangerous i	5-6), Poison, Terrain 1 spac 4 5-6), *+1d6 H n: Arcane-Sew er 6 End Dmg 4 5-6), *+1d6 H 2 (Difficult Ter	Pen 1 Min se, Modific 2 it per Ran rage. if they mo 2 it per Ran train), Mod	 Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their nor Melee, Polearm, A-Sewage, Sludge. ge increment beyond the 1st (normal ification: Arcane-Sewage. 	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn ly -2 Hit) (S	ack with 3 Stacks up acks). 3 Stacks up
Pinning Spear Ensnaring Spear	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S 2d6* Your first At to +2d6 Strong Hit: S	tack each Turn apon during Co -1 tack each Turn 5), Dangerous 1 tickness (Hit) A -2 tack each Turn 5), Poison, Dang cludged (Hit) Al	ombat: mo]* (Disease ((Ul damage]* with this gerous 4 (f L damaged	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud),	Strong Hit (n Dangerous 4 Strong Hit (, Modification take a furthe 3 Strong Hit (Dangerous a save all of th	5-6), Poison, Terrain 1 spac 4 5-6), *+1d6 H n: Arcane-Sew er 6 End Dmg 4 5-6), *+1d6 H 2 (Difficult Ter heir Movement	Pen 1 Min ee. Modific: 2 it per Ran vage. if they mo 2 it per Ran rrain). Mod s and Def	4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their no Melee, Polearm, A-Sewage, Sludge. ge increment beyond the 1st (normal ification: Arcane-Sewage. ences reduced by 2 until your next	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn ly -2 Hit) (S	ack with 3 Stacks up acks). 3 Stacks up).
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Pinning Spear Ensnaring Spear	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S 2d6* Your first At to +2d6 Strong Hit: S 3d6 Your first At	tack each Turn apon during Co -1 tack each Turn j), Dangerous 1 iickness (Hit) A -2 tack each Turn j), Poison, Dang (ludged (Hit) Al -2 / +0 tack each Turn	mbat: mo)* (Disease ((II damage)* with this gerous 4 (f (damaged) with this or with this	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud), d characters h 1 Weapon gains	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3 Strong Hit (Dangerous ave all of th 0 / 1 Strong Hit (5-6), Poison, Terrain 1 spac 4 5-6), *+1d6 H n: Arcane-Sew er 6 End Dmg 4 5-6), *+1d6 H 2 (Difficult Ter heir Movement 4 5-6), Modifica	Pen 1 Min ee, Modific 2 it per Ran age. if they mo 2 it per Ran rrain). Mod s and Def 1 / 2 ition: Arca	4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their no Melee, Polearm, A-Sewage, Sludge. ge increment beyond the 1st (normal lification: Arcane-Sewage. ences reduced by 2 until your next Melee, Hammer, Arcane-Garden, P W.	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn ly -2 Hit) (S	ack with 3 Stacks up acks). 3 Stacks up).
Pinning Spear Ensnaring Spear Hammer of Wrath	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S 2d6* Your first At to +2d6 Strong Hit: S 3d6 Your first At Strong Hit: P	tack each Turn apon during Co -1 tack each Turn j), Dangerous 1 tickness (Hit) A -2 tack each Turn j), Poison, Dang tludged (Hit) Al -2 / +0 tack each Turn Irimal Wrath (D	mbat: mo]* (Disease ((II damage]* (II damage (I damage) (I damage) (I damage) (I damage) (I damage) (I damage) (I damage)))))))))))))	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 9 Weapon gains Poison Cloud), d characters h 1 Weapon gains eq Hit) For the	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3 Strong Hit (Dangerous tave all of th 0 / 1 Strong Hit (remainder (5-6), Poison, Terrain 1 spac 4 (5-6), *+1d6 H n: Arcane-Sew er 6 End Dmg 4 (5-6), *+1d6 H 2 (Difficult Ter heir Movement 4 (5-6), Modifica of the Combat	Pen 1 Min ee, Modific 2 it per Ran vage. if they mo 2 it per Ran rrain), Mod s and Def 1 / 2 ition: Arca	4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their no Melee, Polearm, A-Sewage, Sludge. ge increment beyond the 1st (normal ification: Arcane-Sewage. ences reduced by 2 until your next Melee, Hammer, Arcane-Garden, P W. ne-Garden.	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn ly -2 Hit) (S furn (Stacks 16t, 2Kn	ack with 3 Stacks up acks). 3 Stacks up). 3
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Pinning Spear Ensnaring Spear Hammer of Wrath	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S 2d6* Your first At to +2d6 Strong Hit: S 3d6 Your first At Strong Hit: P Strong Hit: B	tack each Turn apon during Co -1 tack each Turn 5), Dangerous 1 fickness (Hit) A -2 tack each Turn 5), Poison, Dang Kudged (Hit) Al -2 / +0 tack each Turn rrimal Wrath (D lash (Hit) Al ci -1 / +1	mbat: mo 1* (Disease ((Uisease (1 damage 1* 1 with this 1 over not Re haracters (1	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud), d characters h 1 Weapon gains eq Hit) For the damaged by t 1	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3 Strong Hit (Dangerous tave all of th 0 / 1 Strong Hit (remainder of his Waapon 3 / 4	5-6), Poison, Terrain 1 spac 4 5-6), *+1d6 H n: Arcane-Sew er 6 End Dmg 4 5-6), *+1d6 H 2 (Difficult Ter neir Movement 4 (5-6), Modifica of the Combat are Suppresse 2*	Pen 1 Min ee. Modific: 2 it per Ran rage. if they mo 2 it per Ran rrain). Mod s and Def 1 / 2 ition: Arca ; you gain d and Pus 1 / 2	 4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their normal fication: Arcane-Sewage, Sludge, ge increment beyond the 1st (normal fication: Arcane-Sewage, ences reduced by 2 until your next Melee, Hammer, Arcane-Garden, P W. ne-Garden. *2 Hit and End Dmg (Stacks). thed back 1d3 (1 if they're big) space 	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn ly -2 Hit) (S furn (Stacks 16t, 2Kn s away from 16t	ack with 3 Stacks up acks). 3 Stacks up). 3 you. 2
Pinning Spear Ensnaring Spear Hammer of Wrath	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S 2d6* Your first At to +2d6 Strong Hit: S 3d6 Your first At Strong Hit: P Strong Hit: B 3d6 Your first At	tack each Turn apon during Co -1 tack each Turn 5), Dangerous 1 fickness (Hit) A -2 tack each Turn 5), Poison, Dang Kudged (Hit) Al -2 / +0 tack each Turn rrimal Wrath (D lash (Hit) Al ci -1 / +1	mbat: mo 1* i with this (Disease (1) with this perous 4 (f 1) i with this loos not Re haracters (1) i with this	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud), d characters h 1 Weapon gains eq Hit) For the damaged by t 1 Weapon gains	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3 Strong Hit (Dangerous ave all of th 0 / 1 Strong Hit (remainder (his Weapon 3 / 4 Strong Hit (5-6), Poison, Terrain 1 spac 4 5-6), *+1d6 H n: Arcane-Sew er 6 End Dmg 4 (5-6), *+1d6 H 2 (Difficult Ter eir Movement 4 (5-6), Modifica of the Combat are Suppresse 2* (5-6), Natural,	Pen 1 Min ee. Modific 2 it per Ran rage. if they modified age. if they modified if they modified age. if they	 4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their number, Polearm, A-Sewage, Sludge, ge increment beyond the 1st (normal ification: Arcane-Sewage, ences reduced by 2 until your next Melee, Hammer, Arcane-Garden, P W. ne-Garden. *2 Hit and End Dmg (Stacks). whed back 1d3 (1 if they're big) space Melee, Tooth & Claw, A-Garden, R. (Any) *+3 Crit Dmg vs characters at the second se	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn ly -2 Hit) (S furn (Stacks 16t, 2Kn s away from 16t	ack with 3 Stacks up acks). 3 Stacks up). 3 you. 2
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Pinning Spear Ensnaring Spear Hammer of Wrath Corrupted Claws	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S 2d6* Your first At to +2d6 Strong Hit: S 3d6 Your first At Strong Hit: B 3d6 Your first At Dangero	tack each Turn apon during Co -1 tack each Turn j), Dangerous 1 tickness (Hit) A -2 tack each Turn j), Poison, Dang tudged (Hit) Al -2 / +0 tack each Turn frimal Wrath (D tack each Turn frimal Wrath (D tack each Turn trimal Wrath (D tack each Turn ous 1 (Acid Poo tot (Hit) A Dam	mbat: mo 1* in with this (Disease (1) with this gerous 4 (f 1) in with this in with this in with this 1 in with this 1) Dangen	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud), d characters h 1 Weapon gains eq Hit) For the damaged by t 1 Weapon gains ous 1 (Difficull acter takes 1 j	Strong Hit (Dangerous 4 Strong Hit (Modification take a further 3 Strong Hit (Dangerous tave all of th 0 / 1 Strong Hit (remainder of his Weapon 3 / 4 Strong Hit (c Terrain), Mo point of Darr	5-6), Poison, Terrain 1 space 4 (5-6), *+1d6 H a: Arcane-Sew er 6 End Dmg 4 (5-6), *+1d6 H 2 (Difficult Ter eir Movement 4 (5-6), Modifica of the Combat are Suppresse 2* (5-6), Natural, odification: Arc age (no Armon	Pen 1 Min ee, Modific 2 it per Ran vage. if they mo 2 it per Ran rrain), Mod s and Def 1 / 2 ition: Arca c you gain d and Pus 1 / 2 Splash +1 cane-Gard our) to a rr	 4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their normal filtration: Arcane-Sewage, Sludge, ge increment beyond the 1st (normal ification: Arcane-Sewage, ences reduced by 2 until your next Melee, Hammer, Arcane-Garden, P W. ne-Garden. *2 Hit and End Dmg (Stacks). thed back 1d3 (1 if they're big) space Melee, Tooth & Claw, A-Garden, R. (Any) *+3 Crit Dmg vs characters at en. andom (1d3) Attribute and gains a Procest of the second second	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn ly -2 Hit) (S furn (Stacks 16t, 2Kn 16t, 2Kn 16t 16t 16t 16t 16t 16t	ack with 3 Stacks up acks). 3 Stacks up). 3 you. 2 ce, entum.
Pinning Spear Ensnaring Spear Hammer of Wrath Corrupted Claws	Your first At this We 2d6* Your first At to +2d6 Strong Hit: S 2d6* Your first At to +2d6 Strong Hit: S 3d6 Your first At Strong Hit: P Strong Hit: B 3d6 Your first At Dangero Strong Hit: R 3d6	tack each Turn apon during Co -1 tack each Turn j), Dangerous 1 tickness (Hit) A -2 tack each Turn j), Poison, Dang tudged (Hit) Al -2 / +0 tack each Turn hrimal Wrath (D tash (Hit) All co -1 / +1 tack each Turn bus 1 (Acid Poo tot (Hit) A Dam +0 / +2	mbat: mo 1* o with this (Disease (1) o with this oes not Re haracters o 1 o with this i with this out of this	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud), d characters h 1 Weapon gains eq Hit) For the damaged by t 1 Weapon gains ous 1 (Difficull acter takes 1 j 2	Strong Hit (Dangerous 4 Strong Hit (Modification take a further 3 Strong Hit (Dangerous tave all of th 0 / 1 Strong Hit (remainder of his Weapon 3 / 4 Strong Hit (trerrain), Mo point of Dam 0 / 1	5-6), Poison, Terrain 1 space 4 5-6), *+1d6 H a: Arcane-Sew er 6 End Dmg 4 5-6), *+1d6 H 2 (Difficult Ter beir Movement 4 5-6), Modificat of the Combat are Suppresse 2* (5-6), Natural, odification: Arc age (no Armo 4	Pen 1 Min ee. Modific: 2 it per Ran rage. if they mo 2 it per Ran rrain). Mod s and Def 1 / 2 ition: Arca ; you gain d and Pus 1 / 2 Splash +1 sane-Gard pur) to a rr 1 / 2	 4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their normal fication: Arcane-Sewage, Sludge, ge increment beyond the 1st (normal lification: Arcane-Sewage, ences reduced by 2 until your next Melee, Hammer, Arcane-Garden, P W. ne-Garden. *2 Hit and End Dmg (Stacks). thed back 1d3 (1 if they're big) space Melee, Tooth & Claw, A-Garden, R. (Any) *+3 Crit Dmg vs characters at en. andom (1d3) Attribute and gains a Partial of the state of	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn ly -2 Hit) (S furn (Stacks 16t, 2Kn 16t, 2Kn 16t 16t 16t 16t 16t 16t	ack with 3 Stacks up acks). 3 Stacks up). 3 you. 2 ce,
Pinning Spear Ensnaring Spear Hammer of Wrath	Your first Att this We 2d6* Your first Att to +2d6 Strong Hit: S 2d6* Your first Att to +2d6 Strong Hit: S 3d6 Your first Att Strong Hit: B 3d6 Your first Att Dangere Strong Hit: R 3d6 Your first Att	tack each Turn apon during Co -1 tack each Turn 5), Dangerous 1 fickness (Hit) A -2 tack each Turn 5), Poison, Dang Rudged (Hit) Al -2 / +0 tack each Turn frimal Wrath (D ash (Hit) Al cl -1 / +1 tack each Turn ous 1 (Acid Poo tot (Hit) A Dam +0 / +2 tack each Turn	mbat: mo 1* (Disease ((Disease (1) with this over this over the this over the this over the this over the this over the this 1) 1) 1) 1) 1) 1) 1) 1) 1) 1)	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud), d characters h 1 Weapon gains eq Hit) For the damaged by t 1 Weapon gains ous 1 (Difficull acter takes 1 2 Weapon gains	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3 Strong Hit (Dangerous ave all of th 0 / 1 Strong Hit (a remainder of his Weapon 3 / 4 Strong Hit (c Terrain), Mo point of Dam 0 / 1 Strong Hit (5-6), Poison, Terrain 1 space 4 5-6), *+1d6 H a: Arcane-Sew er 6 End Dmg 4 5-6), *+1d6 H 2 (Difficult Ter heir Movement 4 5-6), Modificat of the Combat are Suppresse 2* (5-6), Natural, odification: Arc age (no Armo 4 5-6), Poison,	Pen 1 Min e. Modific 2 it per Ran rage. if they mo 2 it per Ran rrain). Mod s and Def 1 / 2 tion: Arca 2 you gain d and Pus 1 / 2 Splash +1 cane-Gard nur) to a ra 1 / 2 Pen 1 Min	 4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their normal filtration: Arcane-Sewage, Sludge, ge increment beyond the 1st (normal ification: Arcane-Sewage. ences reduced by 2 until your next Melee, Hammer, Arcane-Garden, P. W. ne-Garden. *2 Hit and End Dmg (Stacks). hed back 1d3 (1 if they're big) space Melee, Tooth & Claw, A-Garden, R. (Any) *+3 Crit Dmg vs characters at en. andom (1d3) Attribute and gains a Parameter of the Arcane-Alleyway. 	fter you Atta 16t, 2Kn ly -2 Hit) (S ext Turn (Sta 16t, 2Kn ly -2 Hit) (S furn (Stacks 16t, 2Kn 16t, 2Kn 16t 16t 16t 16t 16t 16t	ack with 3 Stacks up acks). 3 Stacks up). 3 you. 2 ce. entum.
Pinning Spear Ensnaring Spear Hammer of Wrath Corrupted Claws Watchman's Blade	Your first Att this We 2d6* Your first Att to +2d6 Strong Hit: S 2d6* Your first Att to +2d6 Strong Hit: S 3d6 Your first Att Dangero Strong Hit: R 3d6 Your first Att Dangero Strong Hit: R	tack each Turn apon during Co —1 tack each Turn 5), Dangerous 1 tickness (Hit) A —2 tack each Turn 5), Poison, Dang tilddged (Hit) Al —2 / +0 tack each Turn frimal Wrath (D tack each Turn trimal Wrath (D tack each Turn trimal (Acid Poo tack each Turn +0 / +2 tack each Turn frap (Hit) Create	mbat: mo 1* (Disease ((Disease (1) with this over this over the this over the this over the this over the this over the this 1) 1) 1) 1) 1) 1) 1) 1) 1) 1)	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud), d characters h 1 Weapon gains eq Hit) For the damaged by t 1 Weapon gains ous 1 (Difficull acter takes 1 2 Weapon gains	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3 Strong Hit (Dangerous ave all of th 0 / 1 Strong Hit (Strong Hit (5-6), Poison, Terrain 1 spac 4 5-6), *+1d6 H n: Arcane-Sew er 6 End Dmg 4 5-6), *+1d6 H 2 (Difficult Ter eir Movement 4 5-6), Modifica of the Combat are Suppresse 2* (5-6), Natural, odification: Arco age (no Armo 4 5-6), Poison, ap) in any 2 n	Pen 1 Min ee. Modific: 2 it per Ran rage. if they modifies if they modifies and per 1 / 2 Splash +1 cane-Gard our) to a rational 1 / 2 Pen 1 Min on-occupi	 4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their net Melee, Polearm, A-Sewage, Sludge, ge increment beyond the 1st (normal ification: Arcane-Sewage. ences reduced by 2 until your next Melee, Hammer, Arcane-Garden, P W. ne-Garden. *2 Hit and End Dmg (Stacks). whed back 1d3 (1 if they're big) space Melee, Tooth & Claw, A-Garden, R. (Any) *+3 Crit Dmg vs characters at en. andom (1d3) Attribute and gains a Pa Melee, Blade, Arcane-Alleyway, A. 4. Modification: Arcane-Alleyway. 	fter you Atta 16t, 2Kn Iy -2 Hit) (S ext Turn (Sta 16t, 2Kn Iy -2 Hit) (S furn (Stacks 16t, 2Kn 16t, 2Kn 16t 16t Mome 16t, 2Kn	ack with 3 Stacks up acks). 3 Stacks up). 3 you. 2 ce, entum. 3
Pinning Spear Ensnaring Spear Hammer of Wrath Corrupted Claws Watchman's Blade	Your first Att this We 2d6* Your first Att to +2d6 Strong Hit: S 2d6* Your first Att to +2d6 Strong Hit: S 3d6 Your first Att Strong Hit: P 3d6 Your first Att Dangero Strong Hit: R 3d6 Your first Att Strong Hit: T 3d6	tack each Turn apon during Co -1 tack each Turn 5), Dangerous 1 fickness (Hit) A -2 tack each Turn 5), Poison, Dang Rudged (Hit) Al -2 / +0 tack each Turn frimal Wrath (D tack each Turn frimal Vrath (I -1 / +1 tack each Turn bus 1 (Acid Poo tot (Hit) A Dam +0 / +2 tack each Turn frap (Hit) Create -3 / -1	mbat: mo 1* in with this (Disease (1) in with this operous 4 (f 1) in with this in with th	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud), d characters h 1 Weapon gains ous 1 (Difficult acter takes 1 p 2 Weapon gains is of Dangerous 1	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3 Strong Hit (Dangerous ave all of th 0 / 1 Strong Hit (Strong Hit (5-6), Poison, Terrain 1 spac 4 5-6), *+1d6 H h: Arcane-Sew er 6 End Dmg 4 5-6), *+1d6 H 2 (Difficult Ter heir Movement 4 5-6), Modificat of the Combat are Suppresse 2* (5-6), Natural, bdification: Arco age (no Armo 4 5-6), Poison, ap) in any 2 n 2*	Pen 1 Min e. Modific 2 it per Ran rage. if they modifies 2 if they modifies 1 it per Ran rrain). Modifies s and Definition 1 / 2 vition: Arca vition: Arca	 4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their me Melee, Polearm, A-Sewage, Sludge, ge increment beyond the 1st (normal ification: Arcane-Sewage, ences reduced by 2 until your next Melee, Hammer, Arcane-Garden, P W. ne-Garden. *2 Hit and End Dmg (Stacks). whed back 1d3 (1 if they're big) space Melee, Tooth & Claw, A-Garden, R. (Any) *+3 Crit Dmg vs characters at en. andom (1d3) Attribute and gains a Por Melee, Blade, Arcane-Alleyway, Ied spaces. Melee, Tooth & Claw, A-Alleyway, B. 	fter you Atta 16t, 2Kn Iy -2 Hit) (S ext Turn (Sta 16t, 2Kn Iy -2 Hit) (S furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	ack with 3 Stacks up acks). 3 Stacks up). 3 you. 2 ce. 2 ce. 3 3
Pinning Spear Ensnaring Spear Hammer of Wrath Corrupted Claws	Your first Att this We 2d6* Your first Att to +2d6 Strong Hit: S 2d6* Your first Att to +2d6 Strong Hit: S 3d6 Your first Att Strong Hit: P 3d6 Your first Att Dangero Strong Hit: R 3d6 Your first Att Strong Hit: T 3d6	tack each Turn apon during Co -1 tack each Turn 5), Dangerous 1 fickness (Hit) A -2 tack each Turn 5), Poison, Dang Rudged (Hit) Al -2 / +0 tack each Turn frimal Wrath (D tack each Turn frimal Vrath (I -1 / +1 tack each Turn bus 1 (Acid Poo tot (Hit) A Dam +0 / +2 tack each Turn frap (Hit) Create -3 / -1	mbat: mo 1* in with this (Disease (1) in with this operous 4 (f 1) in with this in with th	ve ALL Swarm 3 Weapon gains Cloud), Poison d characters 3 Weapon gains Poison Cloud), d characters h 1 Weapon gains ous 1 (Difficult acter takes 1 p 2 Weapon gains is of Dangerous 1	Strong Hit (Dangerous 4 Strong Hit (Modification take a furthe 3 Strong Hit (Dangerous ave all of th 0 / 1 Strong Hit (Strong Hit (5-6), Poison, Terrain 1 spac 4 5-6), *+1d6 H h: Arcane-Sew er 6 End Dmg 4 5-6), *+1d6 H 2 (Difficult Ter heir Movement 4 5-6), Modificat of the Combat are Suppresse 2* (5-6), Natural, bdification: Arco age (no Armo 4 5-6), Poison, ap) in any 2 n 2*	Pen 1 Min e. Modific 2 it per Ran rage. if they modifies 2 if they modifies 1 it per Ran rrain). Modifies s and Definition 1 / 2 vition: Arca vition: Arca	 4. Dangerous 2 (Swarm, Crawling), A ation: Arcane-Sewage. Melee, Polearm, Arcane-Sewage, S. ge increment beyond the 1st (normal ove 3 or more spaces during their net Melee, Polearm, A-Sewage, Sludge, ge increment beyond the 1st (normal ification: Arcane-Sewage. ences reduced by 2 until your next Melee, Hammer, Arcane-Garden, P W. ne-Garden. *2 Hit and End Dmg (Stacks). whed back 1d3 (1 if they're big) space Melee, Tooth & Claw, A-Garden, R. (Any) *+3 Crit Dmg vs characters at en. andom (1d3) Attribute and gains a Pa Melee, Blade, Arcane-Alleyway, A. 4. Modification: Arcane-Alleyway. 	fter you Atta 16t, 2Kn Iy -2 Hit) (S ext Turn (Sta 16t, 2Kn Iy -2 Hit) (S furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	ack with 3 Stacks up acks). 3 Stacks up). 3 you. 2 ce. 2 ce. 3 3

DUAL WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Dual Swords	3d6 / 5d6	+1 / -3	1	1	1/3	Ч	1/2	Melee, Blade.	16t	2
	Large, Dual, F	Requires 2 Sto	ots, Poison,	Pen 1 Min 4.						
Dual Mauls	3d6 / 5d6	-1/-5	1	1	2/4	Ч	1/2	Melee, Hammer.	16t	2
	Large, Dual, F	Requires 2 Sta	ots.							
	Strong Hit: Ba	ash (Hit) All c	haracters o	damaged by t	his Weapon a	are Suppresse	ed and Pus	hed back 1d3 (1 if they're big) spa	aces away fro	m you.
Light Spear	4d6*	-6]*	3	3	4	2	Melee, Polearm.	16t	2
	Large, Dual, F	Requires 2 Sta	ots, *+1d6 H	lit per Range	increment b	eyond the 1st	(normally	-2 Hit) (Stacks up to +2d6).		
Claws & Teeth	3d6 / 5d6	-1/-5	1	1	3/5	2*	1/2	Melee, Tooth & Claw.	16t	2
	Large, Dual, F	Requires 2 Sla	ots, Natural	, Splash 1 (Ar	ny) *+3 Crit ()mg vs chara	cters at O	Endurance.		

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Black Cat Dualing Daggers	3d6 / 5d6	+1 / -3	1	1	1/3	Ч	1/2	Melee, Blade.	16t	3
	Poison, Pen 1	Min 4, After y	ou Attack v	with this Wea	ipon you may	ı immediately	y move, Mo	dification: Swift.		
Swirling Hammers	3d6 / 5d6	-1/-5	1	1	3/5	Ч	1/2	Melee, Hammer.	16t	3
	Modification:	Sweeping.								
	Strong Hit: Sv	veep (Hit) Spla	ish +2 (Any) (Stacks).						
	Strong Hit: Ba	ash (Hit) All c	naracters da	amaged by t	his Weapon a	re Suppresse	d and Pusl	ned back 1d3 (1 if they're big) space	es away fro	m you.
Mighty Fists	3d6 / 5d6	-3 / -7	1	1	5/7	2*	1/2	Melee, Tooth & Claw.	16t	3
	Natural, Splas	sh 1 (Any) *+3	Crit Dmg v	vs character	s at O Endura	ince, Dangero	ous 1 (Diffic	ult Terrain), If you miss with this W	leapon you	may
	lower a	section of Phy	jsical Cover	⁻ by 1 Step (t	his also work	ks vs Shields	, Cover des	stroyed in this way must be repaire	d outside o	f combat),
	Modifica	tion : Destructi	ve.							
Griever Rapier & Dagger	3d6 / 5d6	+1 / -3	1	1	1/3	Ч	1/2	Melee, Blade.	16t	3
	Poison, Pen 1	Min 4, Modific	ation: Aim.							
	Strong Hit: Ai	m (Hit) You m	ay add up I	to +/- 1 to d	etermine wha	at Attribute is	Damaged	by your Critical Hits (normally just	t 1d6). You r	nay not
	shift dar	mage onto a <i>l</i>	Attribute tha	at may not n	ormally be D	amaged (eg:	location 10	3 can't Damage location 4) (Stack	s).	
Ripper Dagger & Hand Crossbow	3d6 / 5d6	+0 / -4	1	1	0/2	4	1/2	Melee, Blade.	16t, 2Kn	3
	Poison, Pen 1	Min 4, Modific	ation: Rang	e Burst.						
	Momentum 2	: Your next At	tack with th	nis Weapon g	ains Energy,	+2 Rng, +10 M	∙1ax Rng, -1	Crit Dmg and gains +1d6 Hit.		
Trident	4d6*	-8]*	3	1	3	2	Melee, Polearm.	16t	1
	*+1d6 Hit per	Range incren	nent beyond	l the 1st (nor	mally -2 Hit)	(Stacks up t	:o +2d6), M	odification: Low-Quality.		



•	Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
11	Fiery Kusari-Gama of Chogith	3d6 / 5d6	-2/-6	1	1	3/5	Ч	1/2	Melee, Blade, Arcane-Street, Fire.	16t, 2Kn	4
i I		Large, Dual, R	equires 2 Slo	ts, Poison,	Pen 1 Min 4,	Energy, Burn	Dangerous 1	(Fire), Mod	lification: Arcane-Street, Sweeping.		
	*	Strong Hit: Se	t Alight (Onc	e per Turn	, Hit) Make a	free Attack a	gainst all daı	maged cha	racters at the start of each of their	Turns (at () Range,
	$\frac{1}{t}$	and with	–1 Crit Dmg)	until they	(or an ally a	djacent to th	em) performs	s the Think	Action (does not Stack).		
ي چې پ	•	Strong Hit: Sw	reep (Hit) Spla	ash +2 (Ar	ny) (Stacks).						

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Stunning Fists	3d6 / 5d6	-3 / -7	1	2	3/5	2*	1/2	Melee, Tooth & Claw, A-Rooftop, B L.	16t, 2Kn	3
	Natural, Splas	h 1 (Any) *+3	Crit Dmg	vs character	s at O Endura	ance, <mark>Modifica</mark>	tion: Arca	ne-Rooftop.		
	Strong Hit: Bli	nd (Hit) All D	amaged ch	naracters who	o use their ey	jes to aim ha	ve –1d6 Hi	t on their next Attack (Stacks to -2d	6).	
ce Mallets	3d6 / 5d6	-3 / -7	1	2	2/4	Ч	1/2	Melee, Hammer, A-Rooftop, Frost.	16t, 2Kn	3
	Dangerous 3 ((Ice), Reduce	the Movern	nent of all da	ımaged chara	cters by 1 un	til your ne	ext Turn (Stacks to -2), Modification:	Arcane-Roo	oftop.
	Strong Hit: Ba	sh (Hit) All ch	naracters d	lamaged by t	his Weapon a	ire Suppresse	d and Pus	hed back 1d3 (1 if they're big) space:	s away from	n you.
Night Blades	3d6 / 5d6	+0 / -4	1	2	1/3	Ч	1/2	Melee, Blade, Arcane-Rooftop, Smoke.	16t, 2Kn	3
	Poison, Pen 1	Min 4, Danger	ous 4 (Sm	oke, 1 space	of Smoke is	always placed	d over you	ır character if no Smoke is there), Mo	dification:	
	Arcane R	looftop.								
Storm Fists	3d6 / 5d6	-4 / -8	1	2	3/5	2*	1/2	Melee, Tooth & Claw, A-Rooftop, Storm.	16t, 2Kn	3
	Natural, Splas	h 1 (Any) *+3	Crit Dmg	vs character	s at O Endura	ance. Energy,	Dangerous	s 2 (Wind), Modification: Arcane-Roof	op.	
	Strong Hit: Sh i	ock (Hit) All (lamaged c	haracters are	e Suppressed	and Pushed a	2 spaces	in any direction.		
Lender Blades	3d6 / 5d6	+1 / -3	1	1	1/3	Ч	1/2	Melee, Blade, Arcane-Street, E.	16t, 2Kn	3
	Poison, Pen 1	Min 4, After y	ou Attack	with this Wea	apon: move y	ourself 2 spa	ces and y	our opponent 1 space (double this an	nount if you	spend a
	Small Ba	ig of Money),	Modificatio	n: Arcane-St	reet.					
nferno Sabres	3d6 / 5d6	-2/-6	1	1	2/4	Ч	1/2	Melee, Blade, Arcane-Street, Fire.	16t, 2Kn	3
	Poison, Pen 1	Min 4, Energy	, Burn, Dar	ngerous 1 (Fir	e), Modificatio	on: Arcane-St	reet.			
	Strong Hit: Se	t Alight (Once	per Turn,	Hit) Make a	free Attack a	gainst all dar	naged cha	aracters at the start of each of their	Turns (at O	Range,
	and with	-1 Crit Dmg)	until they	(or an ally a	djacent to th	- em) performs	the Think	Action (does not Stack).		
Guardian Bo Staff	4d6*	-6]*	3	4	4	2	Melee, Polearm, Arcane-Street, Law.	16t, 2Kn	3
	*+1d6 Hit per	Range increm	ient beyoni	d the 1st (nor	mally -2 Hit) (Stacks up t	o +2d6), M	odification: Arcane-Street.		
		÷	÷		÷			f yours with their next Attack: you may	ı immediate	ly move 3
Iountain Stance	3d6 / 5d6		1	1	5/7	2*	1/2	Melee, Tooth & Claw, A-Street, Stone.		3
			Crit Dma	ve obaractor				ficult Terrain, 1 space of Difficult Terr		is placed
	INCLUICE, JULIES	11 3 (AUU) · +,			IS di U chuur					
						ance, Dangen		neote remain, i space of bimote rem		jo praoca
Forge Hammers	behind yo	our target), M			et.					
Forge Hammers	behind yo 3d6 / 5d6	our target), M -6 / -9	odification: 1	Arcane-Stre 1	et. 3 / 5	Ч	1/2	Melee, Hammer, A-Sewage, Acid.	16t, 2Kn	3
orge Hammers	behind ya 3d6 / 5d6 Dangerous 2 (our target), M -6 / -9 (Acid Pool), A	odification: 1 Il Damage	Arcane-Stre 1 d characters	et. 3 / 5	Ч	1/2		16t, 2Kn	3
Forge Hammers	behind yr 3d6 / 5d6 Dangerous 2 (Stack), M	our target), M -6 / -9 (Acid Pool), A Iodification: A	odification: 1 Il Damageo rcane-Sew	Arcane-Stre 1 d characters age.	ret. 3 / 5 have their Ar	4 mour reduced	<mark>1/2</mark> d by 1 aga	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you	16t, 2Kn r next Turn	3 (does not
	behind yc 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba	our target), M -6 / -9 (Acid Pool), A lodification: A sh (Hit) All ch	odification: 1 Il Damageo rcane-Sew	Arcane-Stre 1 d characters age.	et. 3 / 5 have their Ar this Weapon a	4 mour reduced are Suppresse	1/2 d by 1 aga d and Pus	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space:	16t, 2Kn r next Turn s away from	3 (does not n you.
-	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6	our target), M -6 / -9 (Acid Pool), A Iodification: A sh (Hit) All ch -2 / -6	odification: 1 IL Damageo rcane-Sew haracters d 1	Arcane-Stre 1 d characters age. lamaged by t 1	ret. 3 / 5 have their Ar this Weapon a 2 / 4	4 mour reduced are Suppresse 4	1/2 d by 1 aga d and Pus 1/2	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S.	16t, 2Kn r next Turn s away from 16t, 2Kn	3 (does not n you. 3
	behind yr 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1	our target), Mi -6 / -9 (Acid Pool), A Iodification: A sh (Hit) All cł -2 / -6 Min 4, Danger	odification: 1 IL Damageo rcane-Sew naracters d 1 ous 2 (Swa	Arcane-Stre 1 d characters age. lamaged by t 1 arm, Crawling	ret. 3 / 5 have their Ar this Weapon a 2 / 4	4 mour reduced are Suppresse 4	1/2 d by 1 aga d and Pus 1/2	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space:	16t, 2Kn r next Turn s away from 16t, 2Kn	3 (does not n you. 3
nsect Daggers	behind yr 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 1 space, M	our target), M -6 / -9 (Acid Pool), A Iodification: A sh (Hit) All ch -2 / -6 Min 4, Danger odification: A	odification: 1 IL Damageo rcane-Sew naracters d 1 ous 2 (Swa	Arcane-Stre 1 d characters age. lamaged by t 1 arm, Crawling age.	et. 3 / 5 have their Ar this Weapon a 2 / 4 a). After you <i>I</i>	4 mour reduced are Suppresse 4 Attack with th	1/2 d by 1 aga d and Pus 1/2 is Weapor	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. 1 during Combat: move ALL Swarm D	16t, 2Kn r next Turn s away from 16t, 2Kn angerous Te	3 (does not n you. 3 errain 1
nsect Daggers	behind yr 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 space, M 3d6 / 5d6	-6 / -9 (Acid Pool), A lodification: A sh (Hit) All ct -2 / -6 Min 4, Danger odification: Ai +0 / -4	odification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by t 1 arm, Crawling age. 1	et. 3 / 5 have their Ar this Weapon a 2 / 4 g). After you / 3 / 5	4 rmour reduced are Suppresse 4 Attack with th 4	1/2 d by 1 aga d and Pus 1/2 is Weapor 1/2	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S.	16t, 2Kn r next Turn s away from 16t, 2Kn	3 (does not n you. 3
nsect Daggers	behind yr 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1	our target), M -6 / -9 (Acid Pool), A Iodification: A sh (Hit) All cł -2 / -6 Min 4, Danger odification: Ai +0 / -4 Min 4, Danger	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by to 1 arm. Crawling age. 1 arease Cloud), F	ret. 3 / 5 have their Ar this Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi	4 mour reduced are Suppresse 4 Attack with th 4 cation: Arcand	1/2 d by 1 aga d and Pus 1/2 is Weapor 1/2 e-Sewage:	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S.	16t, 2Kn r next Turn s away from 16t, 2Kn 16t, 2Kn	3 (does not n you. 3 errain 1 3
nsect Daggers Ioxious Blades	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Bar 3d6 / 5d6 Poison, Pen 1 space, M 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sic	bur target), Mi -6 / -9 (Acid Pool), A lodification: A sh (Hit) All cl -2 / -6 Min 4, Danger odification: Ai +0 / -4 Min 4, Danger skness (Hit) A	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by t 1 arm, Crawling age. 1 tase Cloud), F d characters	ret. 3 / 5 have their Ar this Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi take a furthe	4 mour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg	1 / 2 d by 1 aga d and Pus 1 / 2 is Weapor 1 / 2 2-Sewage. if they m	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you thed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. I during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne	16t, 2Kn r next Turn i 6t, 2Kn angerous Ta 16t, 2Kn i 6t, 2Kn	3 (does not n you. 3 errain 1 3 acks).
nsect Daggers Noxious Blades	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 space, M 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sic 3d6 / 5d6	-6 / -9 (Acid Pool), A lodification: A sh (Hit) All cf -2 / -6 Min 4, Danger odification: An +0 / -4 Min 4, Danger ekness (Hit) A +1 / -3	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. 1 arm, Crawling age. 1 ase Cloud), F d characters 1	et. 3 / 5 have their Ar chis Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi take a furthe 0 / 2	4 mour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4	1/2 d by 1 aga d and Pus 1/2 is Weapor 1/2 e-Sewage if they mu 1/2	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you thed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. i during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N.	16t, 2Kn r next Turn i 6t, 2Kn angerous Ta 16t, 2Kn i 6t, 2Kn	3 (does not n you. 3 errain 1 3
nsect Daggers Noxious Blades	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 space, M 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1	bur target), M -6 / -9 (Acid Pool), A lodification: A sh (Hit) All of -2 / -6 Min 4, Danger odification: An +0 / -4 Min 4, Danger skness (Hit) A +1 / -3 Min 4, Danger	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by t 1 arm, Crawling age. 1 ease Cloud), F d characters 1 son Cloud), D	et. 3 / 5 have their Ar this Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 Dangerous 6 (4 mour reduced re Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra	1/2 d by 1 aga d and Pus 1/2 is Weapor 1/2 e-Sewage. if they mi 1/2 in). Modifi	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. a during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden.	16t, 2Kn r next Turn i 6t, 2Kn angerous Ta 16t, 2Kn i 6t, 2Kn	3 (does not n you. 3 errain 1 3 acks).
nsect Daggers Noxious Blades Emerald Shears	behind yr 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 I space, M 3d6 / 5d6 Poison, Pen 1 I Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1 I Momentum 1:	our target), M -6 / -9 (Acid Pool), A lodification: A sh (Hit) All cf -2 / -6 Min 4, Danger odification: Ai +0 / -4 Min 4, Danger skness (Hit) A +1 / -3 Min 4. Danger You place Da	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by t 1 arm, Crawling age. 1 ease Cloud), F d characters 1 son Cloud), D	et. 3 / 5 have their Ar this Weapon a 2 / 4 g), After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 langerous 6 (1 OR Difficult	4 rmour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour	1/2 d by 1 aga d and Pus 1/2 is Weapor 1/2 e-Sewage. if they mo 1/2 in). Modifi nd your ta	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. I during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden. rget.	16t, 2Kn r next Turn s away from 16t, 2Kn angerous Te 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does not 1 you. 3 errain 1 3 acks). 3
nsect Daggers Noxious Blades Emerald Shears	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1 Momentum 1: 3d6 / 5d6	our target), M -6 / -9 (Acid Pool), A iodification: A sh (Hit) All ch -2 / -6 Min 4, Danger odification: Ai +0 / -4 Min 4, Danger ckness (Hit) A +1 / -3 Min 4, Danger You place Da +2 / -2	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by t 1 arm, Crawling age. 1 crawling age. 2 crawling age. 2 crawling age. 2 crawling age. 2 crawling age. 2 crawling age. 2 crawling age. a	et. 3 / 5 have their Ar this Weapon a 2 / 4 g), After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 langerous 6 (1 OR Difficult 1 / 3	4 rmour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4	1 / 2 d by 1 aga d and Pus 1 / 2 is Weapon 1 / 2 e-Sewage: if they mo 1 / 2 in). Modifi ind your ta 1 / 2	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. a during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden.	16t, 2Kn r next Turn s away from 16t, 2Kn angerous Te 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does no n you. 3 errain 1 3 acks).
nsect Daggers Noxious Blades Emerald Shears Pustial Blades	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sia 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sia 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6	our target), M -6 / -9 (Acid Pool), A Iodification: A sh (Hit) All cł -2 / -6 Min 4, Danger odification: Al +0 / -4 Min 4, Danger skness (Hit) A +1 / -3 Min 4, Danger You place Da +2 / -2 Min 4, Danger	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by t 1 arm, Crawling age. 1 crase Cloud), F d characters 1 son Cloud), D Poison Cloud 1 warm, Flying	et. 3 / 5 have their Ar this Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 Pangerous 6 (1 OR Difficult 1 / 3). Modification	4 mour reduced re Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4 m Arcane-Gar	1/2 d by 1 aga d and Pus 1/2 is Weapon 1/2 e-Sewage. if they mu 1/2 in). Modifi nd your ta 1/2 den.	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden. rget. Melee, Blade, Arcane-Garden, I S.	16t, 2Kn r next Turn s away from 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does not a you. 3 errain 1 3 acks). 3
nsect Daggers Noxious Blades Emerald Shears Pustial Blades	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Bas 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sia 3d6 / 5d6 Poison, Pen 1 Momentum 1: 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6	bur target). Mi -6 / -9 (Acid Pool), A lodification: A sh (Hit) All cl -2 / -6 Min 4, Danger odification: An +0 / -4 Min 4, Danger skness (Hit) A +1 / -3 Min 4, Danger You place Da +2 / -2 Min 4, Danger -2 / -6	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by t 1 arm, Crawling age. 1 crase Cloud), F d characters 1 son Cloud), D (Poison Cloud) 1 warm, Flying 1	et. 3 / 5 have their Ar this Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 Dangerous 6 (1 OR Difficult 1 / 3). Modification 1 / 3	4 mour reduced re Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4 m: Arcane-Gar 2*	1/2 d by 1 aga d and Pus 1/2 is Weapon 1/2 e-Sewage. if they mo 1/2 in). Modifi ad your tai 1/2 den. 1/2	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you thed back 1d3 (1 if they're big) spaces Melee, Blade, Arcane-Sewage, R S. during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden. rget. Melee, Blade, Arcane-Garden, I S. Melee, Tooth & Claw, A-Garden, P W.	16t, 2Kn r next Turn s away from 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does no 1 you. 3 errain 1 3 acks). 3
nsect Daggers Noxious Blades Emerald Shears Pustial Blades	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Bas 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1 Momentum 1: 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1	bur target). Mi -6 / -9 (Acid Pool), A lodification: A sh (Hit) All cl -2 / -6 Min 4, Danger odification: Ai +0 / -4 Min 4, Danger (Hit) A +1 / -3 Min 4, Danger You place Da +2 / -2 Min 4, Danger -2 / -6 h 1 (Any) *+3	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by to 1 arm. Crawling age. 1 sase Cloud), F d characters 1 son Cloud), D (Poison Cloud) 1 warm. Flying 1 vs character	ret. 3 / 5 have their Ar this Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 langerous 6 (1 OR Difficult 1 / 3). Modification 1 / 3 s at 0 Endura	4 mour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4 arc Arcane-Gar 2* ance, Modifica	1/2 d by 1 aga d and Pus 1/2 is Weapon 1/2 e-Sewage. if they mu 1/2 in). Modifi nd your ta 1/2 den. 1/2 tion: Arca	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you thed back 1d3 (1 if they're big) spaces Melee, Blade, Arcane-Sewage, R S. during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden. rget. Melee, Blade, Arcane-Garden, I S. Melee, Tooth & Claw, A-Garden, P W. ne-Garden.	16t, 2Kn r next Turn s away from 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does not a you. 3 errain 1 3 acks). 3
nsect Daggers loxious Blades Emerald Shears Pustial Blades Raging Brawler	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Bas 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1 Momentum 1: 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1	bur target). Mi -6 / -9 (Acid Pool), A lodification: A sh (Hit) All cl -2 / -6 Min 4, Danger odification: Ai +0 / -4 Min 4, Danger (Hit) A +1 / -3 Min 4, Danger You place Da +2 / -2 Min 4, Danger -2 / -6 h 1 (Any) *+3	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by to 1 arm. Crawling age. 1 sase Cloud), F d characters 1 son Cloud), D (Poison Cloud) 1 warm. Flying 1 vs character	ret. 3 / 5 have their Ar this Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 langerous 6 (1 OR Difficult 1 / 3). Modification 1 / 3 s at 0 Endura	4 mour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4 arc Arcane-Gar 2* ance, Modifica	1/2 d by 1 aga d and Pus 1/2 is Weapon 1/2 e-Sewage. if they mu 1/2 in). Modifi nd your ta 1/2 den. 1/2 tion: Arca	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. i during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden. rget. Melee, Blade, Arcane-Garden, I S. Melee, Tooth & Claw, A-Garden, P W. ne-Garden. +2 Hit and End Dmg (Stacks).	16t, 2Kn r next Turn 16t, 2Kn angerous Te 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does not a you. 3 errain 1 3 acks). 3
nsect Daggers Noxious Blades Emerald Shears Pustial Blades Raging Brawler	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Bas 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1 Momentum 1: 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1	aur target), M -6 / -9 (Acid Pool), A lodification: A sh (Hit) All ch -2 / -6 Min 4, Danger odification: Al +0 / -4 Min 4, Danger (Acid Pool (Acid Pool	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by to 1 arm. Crawling age. 1 sase Cloud), F d characters 1 son Cloud), D (Poison Cloud) 1 warm. Flying 1 vs character	ret. 3 / 5 have their Ar this Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 langerous 6 (1 OR Difficult 1 / 3). Modification 1 / 3 s at 0 Endura	4 mour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4 arc Arcane-Gar 2* ance, Modifica	1/2 d by 1 aga d and Pus 1/2 is Weapon 1/2 e-Sewage. if they mu 1/2 in). Modifi nd your ta 1/2 den. 1/2 tion: Arca	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you thed back 1d3 (1 if they're big) spaces Melee, Blade, Arcane-Sewage, R S. during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden. rget. Melee, Blade, Arcane-Garden, I S. Melee, Tooth & Claw, A-Garden, P W. ne-Garden.	16t, 2Kn r next Turn 16t, 2Kn angerous Te 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does not a you. 3 errain 1 3 acks). 3
Forge Hammers Insect Daggers Noxious Blades Emerald Shears Pustial Blades Raging Brawler Trapper Hooks	behind yr 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 I space, M 3d6 / 5d6 Poison, Pen 1 I Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1 I Momentum 1: 3d6 / 5d6 Poison, Pen 1 I Morentum 1: 3d6 / 5d6 Poison, Pen 1 I Strong Hit: Pri	bur target), M -6 / -9 (Acid Pool), A lodification: A sh (Hit) All ch -2 / -6 Min 4, Danger odification: Al +0 / -4 Min 4, Danger (Hit) A +1 / -3 Min 4, Danger +2 / -2 Min 4, Danger -2 / -6 h 1 (Any) *+3 mal Wrath (D +0 / -4	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by t 1 arm, Crawling age. 1 ease Cloud), P d characters 1 son Cloud), D (Poison Cloud) 1 warm, Flying 1 vs character q Hit) For the 2	ret. 3 / 5 have their Ar this Weapon a 2 / 4 a), After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 langerous 6 (1 1 / 3 b), Modification 1 / 3 s at 0 Endura e remainder c 0 / 2	4 rmour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4 m: Arcane-Gar 2* ance, Modifica	1 / 2 d by 1 aga d and Pus 1 / 2 is Weapor 1 / 2 e-Sewage. if they mu 1 / 2 in). Modifi nd your tau 1 / 2 iden. 1 / 2 tion: Arca you gain	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. i during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden. rget. Melee, Blade, Arcane-Garden, I S. Melee, Tooth & Claw, A-Garden, P W. ne-Garden. +2 Hit and End Dmg (Stacks).	16t, 2Kn r next Turn 16t, 2Kn angerous Te 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does not 1 you. 3 errain 1 3 acks). 3 3 3
Insect Daggers Noxious Blades Emerald Shears Pustial Blades Raging Brawler	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 1 space, M 3d6 / 5d6 Poison, Pen 1 1 Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1 1 Momentum 1: 3d6 / 5d6 Poison, Pen 1 1 3d6 / 5d6 Natural, Splas Strong Hit: Pri 3d6 / 5d6	bur target), M -6 / -9 (Acid Pool), A lodification: A sh (Hit) All ch -2 / -6 Min 4, Danger odification: Ai +0 / -4 Min 4, Danger ckness (Hit) A +1 / -3 Min 4, Danger +2 / -2 Min 4, Danger -2 / -6 h 1 (Any) *+3 mal Wrath (D +0 / -4 Min 4, Modific	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by to 1 arm, Crawling age. 1 vase Cloud), P d characters 1 son Cloud), D (Poison Cloud) 1 warm, Flying 1 vs character q Hit) For the 2 ane-Alleyway	et. 3 / 5 have their Ar this Weapon a 2 / 4), After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 langerous 6 (1 OR Difficult 1 / 3), Modification 1 / 3 s at 0 Endura e remainder o 0 / 2	4 mour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4 n: Arcane-Gar 2* ance, Modifica if the Combat 4	1/2 d by 1 aga d and Pus 1/2 is Weapon 1/2 e-Sewage. if they mu 1/2 in). Modifi nd your ta 1/2 den. 1/2 tion: Arca you gain 1/2	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden. rget. Melee, Blade, Arcane-Garden, I S. Melee, Blade, Arcane-Garden, I S. Melee, Tooth & Claw, A-Garden, P W. ne-Garden. +2 Hit and End Dmg (Stacks). Melee, Blade, Arcane-Alleyway, A.	16t, 2Kn r next Turn 16t, 2Kn angerous Te 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does no 1 you. 3 errain 1 3 acks). 3 3 3
Insect Daggers Noxious Blades Emerald Shears Pustial Blades Raging Brawler Trapper Hooks	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Ba 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sic 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Natural, Splas Strong Hit: Pri 3d6 / 5d6 Poison, Pen 1	bur target). M -6 / -9 (Acid Pool). A lodification: A sh (Hit) All ch -2 / -6 Min 4. Danger odification: Al +0 / -4 Min 4. Danger (Hit) A +1 / -3 Min 4. Danger +2 / -2 Min 4. Danger -2 / -6 h 1 (Any) *+3 mal Wrath (D +0 / -4 Min 4. Modific ap (Hit) Create	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by to 1 arm, Crawling age. 1 vase Cloud), P d characters 1 son Cloud), D (Poison Cloud) 1 warm, Flying 1 vs character q Hit) For the 2 ane-Alleyway	et. 3 / 5 have their Ar this Weapon a 2 / 4), After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 langerous 6 (1 OR Difficult 1 / 3), Modification 1 / 3 s at 0 Endura e remainder o 0 / 2	4 mour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4 n: Arcane-Gar 2* ance, Modifica if the Combat 4	1/2 d by 1 aga d and Pus 1/2 is Weapon 1/2 e-Sewage. if they mu 1/2 in). Modifi nd your ta 1/2 den. 1/2 tion: Arca you gain 1/2	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden. rget. Melee, Blade, Arcane-Garden, I S. Melee, Blade, Arcane-Garden, I S. Melee, Tooth & Claw, A-Garden, P W. ne-Garden. +2 Hit and End Dmg (Stacks). Melee, Blade, Arcane-Alleyway, A.	16t, 2Kn r next Turn s away from 16t, 2Kn angerous Ta 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does not 1 you. 3 errain 1 3 acks). 3 3 3
Insect Daggers Noxious Blades Emerald Shears Pustial Blades Raging Brawler	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Bas 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sia 3d6 / 5d6 Poison, Pen 1 Momentum 1: 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Natural, Splas Strong Hit: Pri 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1	bur target). Mi -6 / -9 (Acid Pool), A lodification: A sh (Hit) All cl -2 / -6 Min 4, Danger odification: Ai +0 / -4 Min 4, Danger (Acid Pool), A +1 / -3 Min 4, Danger -2 / -6 h 1 (Any) *+3 mal Wrath (D +0 / -4 Min 4, Modific ap (Hit) Create -1 / -5	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by to 1 arm, Crawling age. 1 arm, Crawling age. 1 son Cloud), D (Poison Cloud) 1 vs character q Hit) For the 2 ane-Alleyway of Dangerous 1	ret. 3 / 5 have their Ar this Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 Dangerous 6 (1 OR Difficult 1 / 3 s at 0 Endura e remainder of 0 / 2 l. s Terrain (Tra 1 / 3	4 rmour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4 main Arcane-Gar 2* ance, Modifica if the Combat 4 p) in any 2 no 4*	1/2 d by 1 aga d and Pus 1/2 is Weapon 1/2 e-Sewage if they mu 1/2 in). Modifi d your tai 1/2 in). Modifi d your tai 1/2 tion: Arca you gain 1/2 tion- occupi 1/2	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, E N. cation: Arcane-Garden. rget. Melee, Blade, Arcane-Garden, I S. Melee, Tooth & Claw, A-Garden, P W. ne-Garden. +2 Hit and End Dmg (Stacks). Melee, Blade, Arcane-Alleyway, A. ed spaces.	16t, 2Kn r next Turn 35 away from 16t, 2Kn angerous Ta 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does not a you. 3 errain 1 3 acks). 3 3 3 3 3 3 3
nsect Daggers Noxious Blades Emerald Shears Pustial Blades Raging Brawler Frapper Hooks	behind ya 3d6 / 5d6 Dangerous 2 (Stack), M Strong Hit: Bas 3d6 / 5d6 Poison, Pen 1 Strong Hit: Sia 3d6 / 5d6 Poison, Pen 1 Momentum 1: 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Natural, Splas Strong Hit: Pri 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1 3d6 / 5d6 Poison, Pen 1	bur target). Mi -6 / -9 (Acid Pool), A lodification: A sh (Hit) All cl -2 / -6 Min 4, Danger odification: Ai +0 / -4 Min 4, Danger (Acid Pool), A +1 / -3 Min 4, Danger -2 / -6 h 1 (Any) *+3 mal Wrath (D +0 / -4 Min 4, Modific ap (Hit) Create -1 / -5	dification: 1 1 1 1 1 1 1 1 1 1 1 1 1	Arcane-Stre 1 d characters age. lamaged by to 1 arm, Crawling age. 1 arm, Crawling age. 1 son Cloud), D (Poison Cloud) 1 vs character q Hit) For the 2 ane-Alleyway of Dangerous 1	ret. 3 / 5 have their Ar this Weapon a 2 / 4 j). After you / 3 / 5 Poison, Modifi take a furthe 0 / 2 Dangerous 6 (1 OR Difficult 1 / 3 s at 0 Endura e remainder of 0 / 2 l. s Terrain (Tra 1 / 3	4 rmour reduced are Suppresse 4 Attack with th 4 cation: Arcand r 6 End Dmg 4 Difficult Terra Terrain) arour 4 main Arcane-Gar 2* ance, Modifica if the Combat 4 p) in any 2 no 4*	1/2 d by 1 aga d and Pus 1/2 is Weapon 1/2 e-Sewage if they mu 1/2 in). Modifi d your tai 1/2 in). Modifi d your tai 1/2 tion: Arca you gain 1/2 tion- occupi 1/2	Melee, Hammer, A-Sewage, Acid. inst the next Hit on them before you hed back 1d3 (1 if they're big) space: Melee, Blade, Arcane-Sewage, R S. during Combat: move ALL Swarm D Melee, Blade, Arcane-Sewage, S. ove 3 or more spaces during their ne Melee, Blade, Arcane-Garden, F N. cation: Arcane-Garden. rget. Melee, Blade, Arcane-Garden, I S. Melee, Blade, Arcane-Garden, I S. Melee, Tooth & Claw, A-Garden, P W. ne-Garden. +2 Hit and End Dmg (Stacks). Melee, Blade, Arcane-Alleyway, A. ied spaces. Melee, Blade, Arcane-Alleyway, B.	16t, 2Kn r next Turn 35 away from 16t, 2Kn angerous Ta 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 (does not a you. 3 errain 1 3 acks). 3 3 3 3 3 3 3

MASSIVE WEAPONS

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Great Axe	3d6	-] / +]	2	2	2/4	4/5	1/2	Melee, Blade.	16t	2
	Large, Splash	n 2 (Any), Rec	juires 2 Slo	ots, Poison, Pe	en 1 Min 4.					
Massive Hammer	3d6	-3 / -1	2	2	3/5	4/5	1/2	Melee, Hammer.	16t	2
	Large, Splash	n 2 (Any), Rec	juires 2 Slo	ots.						
	Strong Hit: Ba	ash (Hit) All c	haracters o	damaged by t	his Weapon a	are Suppresse	ed and Pus	hed back 1d3 (1 if they're big) spa	aces away froi	m you.
Halberd	2d6*	-2	2*	Ч	Ч	5	2	Melee, Polearm.	16t	2
	Large, Splash	n 2 (Any), Rec	juires 2 Slo	ots, *+1d6 Hit	per Range in	crement beyo	ond the 1st	(normally -2 Hit) (Stacks up to +	-2d6).	
Massive Jaws	3d6	-3 / -1	2	2	4/6	2* / 3*	1/2	Melee, Tooth & Claw.	16t	2
	Large, Splash	n 3 (Any), Rec	juires 2 Slo	ots, Natural, *	+3 Crit Dmg	vs characters	s at O Endu	urance.		

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Rip and Tear	3d6	-3 / -1	2	2	4/6	2* / 3*	1/2	Melee, Tooth & Claw.	16t	3
	Large, Splas	h 3 (Any), Rec	juires 2 Slo	ts, Natural, *	+3 Crit Dmg	vs characters	s at O Endu	urance. After you Attack with this	Weapon you i	may
	immedi	ately move, M	odification:	Swift.						
Maelstrom Cleaver	3d6	-] / +]	2	2	3/5	4/5	1/2	Melee, Blade.	16t	3
	Large, Splas	h 2 (Any), Rec	juires 2 Slo	ts, Poison, Pe	en 1 Min 4, M a	odification: Sv	veeping.			
	Strong Hit: S	weep (Hit) Spl	ash +2 (An	y) (Stacks).						
Doom Hammer	3d6	-5 / -3	2	2	4/6	5/6	1/2	Melee, Hammer.	16t	3
	Large, Splas	h 2 (Any), Rec	juires 2 Slo	ts, Dangerou	s 1 (Difficult ⁻	Terrain), lf you	u miss with	n this Weapon you may lower a se	ction of Phys	ical Cover
	by 1 Ste	ep (this also w	orks vs Shi	elds, Cover o	destroyed in	this way mus	t be repair	ed outside of combat), Modificatio	n: Destructive	
	Strong Hit: B	ash (Hit) All c	haracters d	amaged by t	his Weapon a	are Suppresse	ed and Pus	hed back 1d3 (1 if they're big) spa	ces away fror	n you.
Shard of Ire Greatsword	3d6	+0 / +2	2	2	2/4	4/5	1/2	Melee, Blade.	16t	3
	Large, Splas	h 2 (Any), Rec	juires 2 Slo	ts, Poison, Pe	en 1 Min 4, M a	odification: Ai	m.			
	Strong Hit: A	lim (Hit) You n	nay add up	to +/- 1 to d	letermine wh	at Attribute is	s Damaged	by your Critical Hits (normally ju	st 1d6). You n	nay not
	shift da	mage onto a	Attribute th	at may not n	iormally be [Damaged (eg:	location 1	d3 can't Damage location 4) (Stac	ks).	
Dragon Sword	3d6	-2 / +0	2	2	1/3	4/5	1/2	Melee, Blade.	16t, 2Kn	3
	Large, Splas	h 2 (Any), Rec	juires 2 Slo	ts, Poison, Pe	en 1 Min 4, Mo	odification: Ra	ange Burst.			
	Momentum a	2: Your next A	ttack with t	his Weapon g	jains Energy,	+2 Rng, +10	Max Rng, -	l Crit Dmg and gains +1d6 Hit.		
Bolder on a Chain	2d6*	-4	2*	Ч	2	Ч	2	Melee, Polearm.	16t	1
	Large, Splash	n 2 (Any), Requ	ires 2 Slots	, *+1d6 Hit pe	er Range incre	ement beyond	the 1st (no	rmally –2 Hit) (Stacks up to +2d6),	Modification:	_ow-Quality.



	Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
	Arctic Forge-Hammer of Gwideel	3d6	-7 / -5	2	3	4/6	5/6	1/2	Melee, Hammer, A-Rooftop, Frost.	16t, 2Kn	Ч
/*/		Large, Splasł	h 2 (Any), Rec	juires 2 Slo	ts, Dangerous	s 1 (Difficult 1	Terrain), lf you	miss with	n this Weapon you may lower a secti	on of Phys	sical Cover
1		by 1 Ste	p (this also w	<i>i</i> orks vs Shi	ields, Cover o	destroyed in t	this way must	t be repaire	ed outside of combat), Dangerous 3	(Ice), Redu	ice the
<i>.</i> '.,		Moveme	ent of all dam	aged chara	cters by 1 un	til your next	Turn (Stacks	to -2), Mo o	dification: Destructive, Arcane-Roofto	op.	
		Strong Hit: B	'ash (Hit) All c	haracters d	lamaged by t	his Weapon a	are Suppresse	d and Pust	hed back 1d3 (1 if they're big) spaces	s away fro	m you.
ġ.,											

Weapon Sun Blade	Hit D6 3d6	-3 / -1	2	3	2/4	4/5	1/2	Melee, Blade, Arcane-Rooftop, B L.	16F 5Kp	3
				-		odification: An				5
	5 1	5						rtop. it on their next Attack (Stacks to -20	16)	
Frost Hammer		-5 / -3	2 2		3 / 5	4 / 5				2
Frost Hammer	3d6			3			1/2	Melee, H, Arcane-Rooftop, Frost.		3
		n 2 (Any), Rec dification: Arc			3 (Ice), Re	duce the Move	ment of a	all damaged characters by 1 until you	ir next Turn (Stacks
					nis Weanon	are Sunnresse	d and Pue	shed back 1d3 (1 if they're big) space	s awau from	1011
Storm Glaive	2d6*	-5	2*	5	ц	5	2	Melee, Polearm, A-Rooftop, Storm.		3
				-	or Rango ii			t (normally -2 Hit) (Stacks up to +2d		
	5 1), Modification			ber nange n	icienienic begu			07, cheryy, D	angerou
					Cupprocco	d and Duchod	2 000000	in any direction.		
lanic Graatevard	3d6	-4 /-2	2	2	3 / 5	4 / 5	1/2	Melee, Blade, Arcane-Street, Fire.	161 JVn	3
Ignis Greatsword									וטו, בהוו	3
								1 Min 4, Modification : Arcane-Street.	T	
								aracters at the start of each of their	Turns (at U I	Range,
a b a		-	-	-				k Action (does not Stack).		
Guardian Stance	3d6	-3 / -1	2	2	5/7	2* / 3*	1/2	Melee, T & C, Arcane-Street, Law.	16t, 2Kn	3
	5 1	5			5			lurance, Modification: Arcane-Street.		
	Strong Hit: Er					• •	fied ally o	f yours with their next Attack: you ma	y immediately	y move
Earthshaker Mace	3d6	-5 /-3	2	2	5/7	4/5	1/2	Melee, Hammer, A-Street, Stone.		3
	Large, Splast	h 4 (Any), Rec	quires 2 Slot	s, Dangerous	2 (Difficult	Terrain, 1 spa	ce of Diffi	cult Terrain is always placed behind	your target),	
	Modifica	ation: Arcane-	Street.							
	Channe Ilik D		haraotore d	amaned hu H	nis Weanon	are Sunnresse	d and Pue	shed back 1d3 (1 if they're big) space	s awau from	you.
	Strong Hit: D	ash (Hit) Att c		annagea by a	no noapon	are ooppresse	a ana i o		5	-
Sludge Mace	3d6	-7 /-5	2	2	4/6	4 / 5	1/2	Melee, Hammer, A-Sewage, Acid.		3
Sludge Mace	3d6	-7 /-5	2	2	4/6	4/5	1/2		16t, 2Kn	3
Sludge Mace	3d6 Large, Splasł	-7 /-5 h 2 (Any), Rec	<mark>2</mark> quires 2 Slot	2 s, Dangerous	4/6 2 (Acid Po	4/5	1/2 ed charac	Melee, Hammer, A-Sewage, Acid.	16t, 2Kn	3
Sludge Mace	3d6 Large, Splash on them	-7 /-5 h 2 (Any), Rec n before your	2 quires 2 Slot next Turn (c	2 s, Dangerous does not Stac	4 / 6 2 (Acid Po k), Modifica	4 / 5 ol), All Damag tion : Arcane-S	1/2 ed charac Gewage.	Melee, Hammer, A-Sewage, Acid. cters have their Armour reduced by 1	16t, 2Kn against the	3 next Hit
	3d6 Large, Splash on them	-7 /-5 h 2 (Any), Rec n before your	2 quires 2 Slot next Turn (c	2 s, Dangerous does not Stac	4 / 6 2 (Acid Po k), Modifica	4 / 5 ol), All Damag tion : Arcane-S	1/2 ed charac Gewage.	Melee, Hammer, A-Sewage, Acid.	16t, 2Kn against the s away from	3 next Hil
	3d6 Large, Splast on them Strong Hit: B 3d6	-7 /-5 h 2 (Any), Red h before your ash (Hit) All d -4 /-2	2 quires 2 Slot next Turn (c characters d 2	2 ts, Dangerous does not Stac amaged by th 2	4 / 6 2 (Acid Po k). Modifica his Weapon 3 / 5	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5	1/2 ed charao Gewage. d and Pus 1/2	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S.	16t, 2Kn against the s away from 16t, 2Kn	3 next Hil you. 3
	3d6 Large, Splasł on therr Strong Hit: B 3d6 Large, Splasł	-7 /-5 h 2 (Any), Rea h before your ash (Hit) All a -4 /-2 h 2 (Any), Rea	2 quires 2 Slot next Turn (c characters d 2 quires 2 Slot	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Pel	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S	1/2 ed charac Sewage. d and Pus 1/2 warm, Cra	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space	16t, 2Kn against the s away from 16t, 2Kn	3 next Hil you. 3
Sludge Mace Enchanted Sack of Rats Sicklu Smile Scuth	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash move A	-7 /-5 h 2 (Any), Rec n before your ash (Hit) All c -4 /-2 h 2 (Any), Rec LL Swarm Da	2 quires 2 Slot next Turn (c characters d 2 quires 2 Slot ngerous Terr	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Pel	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (So : Arcane-Sewa	1 / 2 red charao Gewage. d and Pus 1 / 2 warm, Cra age.	Melee, Hammer, A-Sewage, Acid. Sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this We	16t, 2Kn against the s away from 16t, 2Kn apon during (3 next Hit you. 3 Combat
Enchanted Sack of Rats	3d6 Large, Splash on therr Strong Hit: B 3d6 Large, Splash move A 3d6	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All c -4 /-2 h 2 (Any), Rec LL Swarm Da -2 /+0	2 quires 2 Slot next Turn (c sharacters d 2 quires 2 Slot ngerous Terr 2	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per rain 1 space, I 2	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5	1 / 2 eed charao Gewage. d and Pus 1 / 2 warm, Cra age. 1 / 2	Melee, Hammer, A-Sewage, Acid. Sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. Wing), After you Attack with this We Melee, Blade, Arcane-Sewage, S.	16t, 2Kn against the s away from 16t, 2Kn 16t, 2Kn	3 next Hit you. 3
Enchanted Sack of Rats	3d6 Large, Splash on therr Strong Hit: B 3d6 Large, Splash move A 3d6 Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All c -4 /-2 h 2 (Any), Rec LL Swarm Da -2 /+0 h 2 (Any), Rec	2 quires 2 Slot next Turn (c sharacters d 2 quires 2 Slot ngerous Terr 2 quires 2 Slot	2 cs, Dangerous does not Stac amaged by th 2 cs, Poison, Per 2 cs, Poison, Per	4 / 6 2 (Acid Po k), Modifica is Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5 angerous 1 (Di:	1 / 2 eed characo Sewage. d and Pus 1 / 2 warm, Cra age. 1 / 2 sease Clo	Melee, Hammer, A-Sewage, Acid. Sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wiling), After you Attack with this Wer Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew	16t, 2Kn against the s away from 16t, 2Kn apon during (16t, 2Kn rage.	3 next Hit you. 3 Combat: 3
Enchanted Sack of Rats Sickly Smile Scyth	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash 3d6 Large, Splash Strong Hit: S	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All c -4 /-2 h 2 (Any), Rec LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) A	2 quires 2 Slot next Turn (c characters d 2 quires 2 Slot 2 quires 2 Slot All damaged	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per cs, Poison, Per d characters to	4 / 6 2 (Acid Po k), Modifica is Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (Sr : Arcane-Sewa 4 / 5 angerous 1 (Di- er 6 End Dmg	1 / 2 eed charao Sewage. d and Pus 1 / 2 warm. Cra age. 1 / 2 sease Clo if they m	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this We Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew ove 3 or more spaces during their n	16t, 2Kn against the s away from 16t, 2Kn apon during (16t, 2Kn rage. ext Turn (Sta	3 next Hit you. 3 Combat: 3 cks).
Enchanted Sack of Rats Sickly Smile Scyth	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash move A 3d6 Large, Splash Strong Hit: S 3d6	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All c -4 /-2 h 2 (Any), Rec LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1	2 quires 2 Slot next Turn (c characters d 2 quires 2 Slot 2 quires 2 Slot All damaged 2	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per d characters th 2	4 / 6 2 (Acid Po k), Modifica is Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D take a furth 3 / 5	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5 angerous 1 (Di: er 6 End Dmg 2* / 3*	1 / 2 eed charac Sewage. d and Pus 1 / 2 warm, Cra age. 1 / 2 sease Clo if they m 1 / 2	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wev Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew iove 3 or more spaces during their m Melee, Tooth & Claw, A-Garden, E N.	IGt, 2Kn against the s away from IGt, 2Kn apon during (IGt, 2Kn rage. ext Turn (Sta IGt, 2Kn	3 next Hit you. 3 Combat 3 cks). 3
	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash move A 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All c -4 /-2 h 2 (Any), Rec LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec	2 quires 2 Slot next Turn (c characters d quires 2 Slot ngerous Terr 2 quires 2 Slot All damaged 2 quires 2 Slot	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per rain 1 space, 1 2 ss, Poison, Per d characters to 2 ss, Natural, *+	4 / 6 2 (Acid Po k), Modifica is Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D take a furth 3 / 5	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5 angerous 1 (Di: er 6 End Dmg 2* / 3*	1 / 2 eed charac Sewage. d and Pus 1 / 2 warm, Cra age. 1 / 2 sease Clo if they m 1 / 2	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this We Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew ove 3 or more spaces during their n	IGt, 2Kn against the s away from IGt, 2Kn apon during (IGt, 2Kn rage. ext Turn (Sta IGt, 2Kn	3 next Hit you. 3 Combat: 3 cks). 3
Enchanted Sack of Rats Sickly Smile Scyth	3d6 Large, Splash on therr Strong Hit: B 3d6 Large, Splash move A 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain).	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All of -4 /-2 h 2 (Any), Rec LL Swarm Dal -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec . Modification:	2 quires 2 Slot next Turn (c characters d 2 quires 2 Slot All damaged 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per rain 1 space, I 2 ss, Poison, Per t characters t 2 ss, Natural, *+ rden.	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 3 Crit Dmg	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5 angerous 1 (Di- er 6 End Dmg 2* / 3* vs characters	1/2 eed characo Sewage. d and Puse 1/2 warm, Cran age. 1/2 sease Clo if they m 1/2 stat 0 End	Melee, Hammer, A-Sewage, Acid. Sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wer Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew ove 3 or more spaces during their m Melee, Tooth & Claw, A-Garden, E N. lurance, Dangerous 2 (Poison Cloud),	IGt, 2Kn against the s away from IGt, 2Kn apon during (IGt, 2Kn rage. ext Turn (Sta IGt, 2Kn	3 next Hit you. 3 Combat 3 cks). 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature	3d6 Large, Splash on therr Strong Hit: B 3d6 Large, Splash Carge, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All o -4 /-2 h 2 (Any), Rec LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec Modification: : You place Di	2 quires 2 Slot next Turn (c characters d 2 quires 2 Slot All damaged 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (l	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per 1 characters to 2 ss, Natural, *+ rden. Poison Cloud	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D take a furth 3 / 5 3 Crit Dmg	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewe 4 / 5 angerous 1 (Di: er 6 End Dmg 2* / 3* vs characters	1/2 eed characo Sewage. d and Puse 1/2 warm, Craa age. 1/2 sease Clo if they m 1/2 at 0 End	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wer Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew iove 3 or more spaces during their mo Melee, Tooth & Claw, A-Garden, E N. lurance, Dangerous 2 (Poison Cloud), irget.	16t, 2Kn against the s away from 16t, 2Kn apon during (16t, 2Kn rage. ext Turn (Sta 16t, 2Kn Dangerous 6	3 next Hit 3 Combat 3 cks). 3 (Difficu
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature	3d6 Large, Splash on therr Strong Hit: B 3d6 Large, Splash Carge, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1 3d6	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All of -4 /-2 h 2 (Any), Rec (LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec Modification: : You place Da +0 / +2	2 quires 2 Slot next Turn (c sharacters d 2 quires 2 Slot Aul damaged 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (l 2	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per 1 characters to 2 ss, Notson, Per 1 characters to 2 ss, Natural, ** rden. Poison Cloud 2	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 3 Crit Dmg OR Difficull +0	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5 angerous 1 (Di: er 6 End Dmg 2* / 3* vs characters : Terrain) arour 4 / 5	1/2 eed characo Sewage. d and Pus 1/2 warm, Cra age. 1/2 sease Clo if they m 1/2 at 0 End ad your ta 1/2	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wiling), After you Attack with this Wer Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew iove 3 or more spaces during their more Melee, Tooth & Claw, A-Garden, E N. Iurance, Dangerous 2 (Poison Cloud), irget. Melee, Blade, Arcane-Garden, I S.	16t, 2Kn against the s away from 16t, 2Kn apon during (16t, 2Kn rage. ext Turn (Sta 16t, 2Kn Dangerous 6	3 next Hit you. 3 Combat 3 cks). 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash Carge, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1 3d6 Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All c -4 /-2 h 2 (Any), Rec (LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) -3 / -1 h 3 (Any), Rec Modification: You place Da +0 / +2 h 2 (Any), Rec	2 quires 2 Slot characters d 2 quires 2 Slot ngerous Terr 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (1 2 quires 2 Slot	2 s, Dangerous does not Stac amaged by th 2 s, Poison, Per ann 1 space, 1 2 s, Poison, Per d characters to 2 s, Natural, *+ rden. Poison Cloud 2 s, Poison, Per	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 ·3 Crit Dmg OR Difficul +0 n 1 Min 4, D	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (Sr : Arcane-Sewa 4 / 5 angerous 1 (Di: er 6 End Dmg 2* / 3* vs characters : Terrain) arour 4 / 5 angerous 1d6 (1/2 eed characo Sewage. d and Pus 1/2 warm, Craa age. 1/2 sease Clo if they m 1/2 sease Clo if they m 1/2 seat 0 End d your ta 1/2 (Swarm, F	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wer Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew ove 3 or more spaces during their no Melee, Tooth & Claw, A-Garden, E N. lurance, Dangerous 2 (Poison Cloud), arget. Melee, Blade, Arcane-Garden, I S. lying), Modification: Arcane-Garden.	16t, 2Kn against the s away from 16t, 2Kn apon during (16t, 2Kn rage. ext Turn (Sta 16t, 2Kn Dangerous 6	3 next Hit 3 Combat 3 (Difficu 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1 3d6 Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All c -4 /-2 h 2 (Any), Rec 12 (Any), Rec 12 (Any), Rec 13 (Any), Rec 14 (Any), Rec 14 (Any), Rec 15 (Any), Rec 16 (Any), Rec 17 (Any), Rec 17 (Any), Rec 18 (Any), Rec 19 (Any), Rec 19 (Any), Rec 19 (Any), Rec 19 (Any), Rec 19 (Any), Rec 19 (Any), Rec	2 quires 2 Slot next Turn (c characters d 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (2 quires 2 Slot 2 slot 2 quires 2 Slot 2	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per d characters th 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Poison, Per 2 2 2 2 2 2 2 2 2 2 2 2 2	4 / 6 2 (Acid Po k), Modifica is Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 ·3 Crit Dmg OR Difficull +0 n 1 Min 4, D 2 / 4	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (Sr : Arcane-Sewa 4 / 5 angerous 1 (Di- er 6 End Dmg 2* / 3* vs characters : Terrain) arour 4 / 5 angerous 1d6 (2* / 3*	1/2 eed characo Sewage. d and Pus 1/2 warm, Craa age. 1/2 sease Clo if they m 1/2 s at 0 End ad your ta 1/2 (Swarm, F 1/2	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wer Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew iove 3 or more spaces during their m Melee, Tooth & Claw, A-Garden, E N. lying), Modification: Arcane-Garden, I S. lying), Modification: Arcane-Garden, V. Melee, Tooth & Claw, A-Garden, P W.	IGt, 2Kn against the s away from IGt, 2Kn apon during (IGt, 2Kn IGt, 2Kn Dangerous 6 IGt, 2Kn IGt, 2Kn	3 next Hit 3 Combat 3 cks). 3 (Difficu
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum H 3d6 Large, Splash 3d6 Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All o -4 /-2 h 2 (Any), Rec LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec +0 / +2 h 2 (Any), Rec -4 / -2 h 3 (Any), Rec	2 quires 2 Slot next Turn (o characters d 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (i 2 quires 2 Slot 2 quires 2 Slot 2 quires 2 Slot	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per d characters th 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Poison, Per 2 ss, Poison, Per 2 ss, Natural, *+	4 / 6 2 (Acid Po k), Modifica is Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 ·3 Crit Dmg 0R Difficull +0 n 1 Min 4, D 2 / 4 ·3 Crit Dmg	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (Si : Arcane-Sewe 4 / 5 angerous 1 (Di- er 6 End Dmg 2* / 3* vs characters : Terrain) arour 4 / 5 angerous 166 2* / 3* vs characters	1 / 2 eed characo Sewage. d and Pus 1 / 2 warm, Craa age. 1 / 2 sease Clo if they m 1 / 2 ; at 0 End (Swarm, F 1 / 2 ; at 0 End	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wev Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew ove 3 or more spaces during their m Melee, Tooth & Claw, A-Garden, E N. lying), Modification: Arcane-Garden, I S. lying), Modification: Arcane-Garden, P W. Iurance, Doth & Claw, A-Garden, P W. Iurance, Modification: Arcane-Garden, P W.	IGt, 2Kn against the s away from IGt, 2Kn apon during (IGt, 2Kn IGt, 2Kn Dangerous 6 IGt, 2Kn IGt, 2Kn	3 next Hil 3 Combat 3 (Diffict 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum H 3d6 Large, Splash 3d6 Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All o -4 /-2 h 2 (Any), Rec LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec +0 / +2 h 2 (Any), Rec -4 / -2 h 3 (Any), Rec	2 quires 2 Slot next Turn (o characters d 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (i 2 quires 2 Slot 2 quires 2 Slot 2 quires 2 Slot	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per d characters th 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Poison, Per 2 ss, Poison, Per 2 ss, Natural, *+	4 / 6 2 (Acid Po k), Modifica is Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 ·3 Crit Dmg 0R Difficull +0 n 1 Min 4, D 2 / 4 ·3 Crit Dmg	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (Si : Arcane-Sewe 4 / 5 angerous 1 (Di- er 6 End Dmg 2* / 3* vs characters : Terrain) arour 4 / 5 angerous 166 2* / 3* vs characters	1 / 2 eed characo Sewage. d and Pus 1 / 2 warm, Craa age. 1 / 2 sease Clo if they m 1 / 2 ; at 0 End (Swarm, F 1 / 2 ; at 0 End	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wev Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew iove 3 or more spaces during their n Melee, Tooth & Claw, A-Garden, E N. lying), Modification: Arcane-Garden, I S. lying), Modification: Arcane-Garden, V. Melee, Tooth & Claw, A-Garden, P W.	IGt, 2Kn against the s away from IGt, 2Kn apon during (IGt, 2Kn IGt, 2Kn Dangerous 6 IGt, 2Kn IGt, 2Kn	3 next Hit 3 Combat 3 (Difficu 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade Primal Rage	3d6 Large, Splash on therr Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1 3d6 Large, Splash 3d6 Large, Splash Strong Hit: Pi 2d6*	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All of -4 /-2 h 2 (Any), Rec (LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec +0 / +2 h 2 (Any), Rec -4 / -2 h 3 (Any), Rec rimal Wrath (1 -3	2 quires 2 Slot next Turn (c sharacters d 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (l 2 quires 2 Slot 2 quires 2 Slot 2 quires 2 Slot 2 quires 2 Slot 2	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per a can 1 space, 1 2 ss, Poison, Per d characters to 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Poison, Per 4 cs, Natural, *+ rden. 2 ss, Natural, *+ 5	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D take a furth 3 / 5 3 Crit Dmg 0R Difficull +0 n 1 Min 4, D 2 / 4 ·3 Crit Dmg remainder 3	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5 angerous 1 (Di er 6 End Dmg 2* / 3* vs characters : Terrain) arour 4 / 5 angerous 1d6 (2* / 3* vs characters of the Combal 5	1 / 2 eed characo Sewage. d and Puse 1 / 2 warm, Craa age. 1 / 2 sease Clo if they m 1 / 2 sease Clo if they m 1 / 2 sat 0 End c at 0 End c you gain 2	Melee, Hammer, A-Sewage, Acid. Sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wiling), After you Attack with this Wer Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew iove 3 or more spaces during their mo Melee, Tooth & Claw, A-Garden, E N. Iurance, Dangerous 2 (Poison Cloud), irget. Melee, Blade, Arcane-Garden, I S. Iying), Modification: Arcane-Garden, Melee, Tooth & Claw, A-Garden, P W. Iurance, Modification: Arcane-Garden, *2 Hit and End Dmg (Stacks). Melee, Polearm, Arc-Alleyway, A.	16t, 2Kn against the s away from 16t, 2Kn apon during (16t, 2Kn age. ext Turn (Sta 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 next Hit 3 Combata 3 cks). 3 (Difficu 3 3 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade Primal Rage	3d6 Large, Splash on therr Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1 3d6 Large, Splash 3d6 Large, Splash Strong Hit: Pi 2d6*	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All of -4 /-2 h 2 (Any), Rec (LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec +0 / +2 h 2 (Any), Rec -4 / -2 h 3 (Any), Rec rimal Wrath (1 -3	2 quires 2 Slot next Turn (c sharacters d 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (l 2 quires 2 Slot 2 quires 2 Slot 2 quires 2 Slot 2 quires 2 Slot 2	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per a can 1 space, 1 2 ss, Poison, Per d characters to 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Poison, Per 4 cs, Natural, *+ rden. 2 ss, Natural, *+ 5	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D take a furth 3 / 5 3 Crit Dmg 0R Difficull +0 n 1 Min 4, D 2 / 4 ·3 Crit Dmg remainder 3	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5 angerous 1 (Di er 6 End Dmg 2* / 3* vs characters : Terrain) arour 4 / 5 angerous 1d6 (2* / 3* vs characters of the Combal 5	1 / 2 eed characo Sewage. d and Puse 1 / 2 warm, Craa age. 1 / 2 sease Clo if they m 1 / 2 sease Clo if they m 1 / 2 sat 0 End characological sat 0 End c you gain 2	Melee, Hammer, A-Sewage, Acid. Sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wer Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew iove 3 or more spaces during their m Melee, Tooth & Claw, A-Garden, E N. lurance, Dangerous 2 (Poison Cloud), irget. Melee, Blade, Arcane-Garden, I S. lying), Modification: Arcane-Garden, Melee, Tooth & Claw, A-Garden, P W. lurance, Modification: Arcane-Garden. Melee, Tooth & Claw, A-Garden, P W. lurance, Modification: Arcane-Garden. +2 Hit and End Dmg (Stacks).	16t, 2Kn against the s away from 16t, 2Kn apon during (16t, 2Kn age. ext Turn (Sta 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 next Hit 3 Combata 3 cks). 3 (Difficu 3 3 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade Primal Rage	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Carge, Splash 3d6 Large, Splash 3d6 Large, Splash Strong Hit: P 2d6* Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All of -4 /-2 h 2 (Any), Rec (LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec +0 / +2 h 2 (Any), Rec -4 / -2 h 3 (Any), Rec rimal Wrath (1 -3	2 quires 2 Slot next Turn (c sharacters d 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (l 2 quires 2 Slot 2 quires 2 Slot 2 quires 2 Slot 2 quires 2 Slot 2	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per a can 1 space, 1 2 ss, Poison, Per d characters to 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Poison, Per 4 cs, Natural, *+ rden. 2 ss, Natural, *+ 5	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D take a furth 3 / 5 3 Crit Dmg 0R Difficull +0 n 1 Min 4, D 2 / 4 ·3 Crit Dmg remainder 3	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5 angerous 1 (Di er 6 End Dmg 2* / 3* vs characters : Terrain) arour 4 / 5 angerous 1d6 (2* / 3* vs characters of the Combal 5	1 / 2 eed characo Sewage. d and Puse 1 / 2 warm, Craa age. 1 / 2 sease Clo if they m 1 / 2 sease Clo if they m 1 / 2 sat 0 End characological sat 0 End c you gain 2	Melee, Hammer, A-Sewage, Acid. Sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wiling), After you Attack with this Wer Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew iove 3 or more spaces during their mo Melee, Tooth & Claw, A-Garden, E N. Iurance, Dangerous 2 (Poison Cloud), irget. Melee, Blade, Arcane-Garden, I S. Iying), Modification: Arcane-Garden, Melee, Tooth & Claw, A-Garden, P W. Iurance, Modification: Arcane-Garden, *2 Hit and End Dmg (Stacks). Melee, Polearm, Arc-Alleyway, A.	16t, 2Kn against the s away from 16t, 2Kn apon during (16t, 2Kn age. ext Turn (Sta 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 next Hil 3 Combat 3 cks). 3 (Difficu 3 3 3 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade Primal Rage	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1 3d6 Large, Splash 3d6 Large, Splash 3d6 Large, Splash Strong Hit: P 2d6* Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All of -4 /-2 h 2 (Any), Rec (LL Swarm Dal -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec +0 / +2 h 2 (Any), Rec -4 / -2 h 3 (Any), Rec rimal Wrath (I -3 h 2 (Any), Rec -Alleyway.	2 quires 2 Slot characters d 2 quires 2 Slot ngerous Terr 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (1 2 quires 2 Slot 2 quires 2 Slot	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per ann 1 space, 1 2 ss, Poison, Per d characters th 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Natural, *+ q Hit) For the 5 ss, *+1d6 Hit p	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 3 Crit Dmg 0R Difficult +0 n 1 Min 4, D 2 / 4 3 Crit Dmg remainder 3 per Range in	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5 angerous 1 (Di er 6 End Dmg 2* / 3* vs characters : Terrain) arour 4 / 5 angerous 1d6 (2* / 3* vs characters of the Combal 5	1 / 2 eed characo Sewage. d and Pus 1 / 2 warm. Craa age. 1 / 2 sease Clo if they m 1 / 2 sease Clo if they m 1 / 2 seat 0 End d your ta 1 / 2 (Swarm. F 1 / 2 s at 0 End ; you gain 2 nd the 1st	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling). After you Attack with this Wer Melee, Blade, Arcane-Sewage, S. ud). Poison, Modification: Arcane-Sew ove 3 or more spaces during their no Melee, Tooth & Claw, A-Garden, E N. lurance, Dangerous 2 (Poison Cloud). riget. Melee, Blade, Arcane-Garden, I S. lujing). Modification: Arcane-Garden. Melee, Tooth & Claw, A-Garden, P W. lurance, Modification: Arcane-Garden. +2 Hit and End Dmg (Stacks). Melee, Polearm, Arc-Alleyway, A. t (normally -2 Hit) (Stacks up to +2d	16t, 2Kn against the s away from 16t, 2Kn apon during (16t, 2Kn age. ext Turn (Sta 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 next Hil 3 Combat 3 cks). 3 (Difficu 3 3 3 3
Enchanted Sack of Rats Sickly Smile Scyth	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1 3d6 Large, Splash 3d6 Large, Splash 3d6 Large, Splash Strong Hit: P 2d6* Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All of -4 /-2 h 2 (Any), Rec (LL Swarm Dal -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec +0 / +2 h 2 (Any), Rec -4 / -2 h 3 (Any), Rec rimal Wrath (I -3 h 2 (Any), Rec -Alleyway.	2 quires 2 Slot characters d 2 quires 2 Slot ngerous Terr 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (1 2 quires 2 Slot 2 quires 2 Slot	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per ann 1 space, 1 2 ss, Poison, Per d characters th 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Natural, *+ q Hit) For the 5 ss, *+1d6 Hit p	4 / 6 2 (Acid Po k), Modifica nis Weapon 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 3 Crit Dmg 0R Difficult +0 n 1 Min 4, D 2 / 4 3 Crit Dmg remainder 3 per Range in	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (S : Arcane-Sewa 4 / 5 angerous 1 (Di: er 6 End Dmg 2* / 3* vs characters : Terrain) arour 4 / 5 angerous 1d6 i 2* / 3* vs characters of the Combal 5 ncrement beyo	1 / 2 eed characo Sewage. d and Pus 1 / 2 warm. Craa age. 1 / 2 sease Clo if they m 1 / 2 sease Clo if they m 1 / 2 seat 0 End d your ta 1 / 2 (Swarm. F 1 / 2 s at 0 End ; you gain 2 nd the 1st	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wev Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew ove 3 or more spaces during their n Melee, Tooth & Claw, A-Garden, E N. lurance, Dangerous 2 (Poison Cloud), arget. Melee, Blade, Arcane-Garden, I S. lying), Modification: Arcane-Garden. Melee, Tooth & Claw, A-Garden, P W. lurance, Modification: Arcane-Garden. *2 Hit and End Dmg (Stacks). Melee, Polearm, Arc-Alleyway, A. t (normally -2 Hit) (Stacks up to +2d ied spaces.	IGt, 2Kn against the s away from IGt, 2Kn apon during (IGt, 2Kn rage. ext Turn (Sta IGt, 2Kn IGt, 2Kn IGt, 2Kn IGt, 2Kn IGt, 2Kn 6), Modificati	3 next Hil 3 Combat 3 cks). 3 (Difficu 3 3 3 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade Primal Rage Clockwork-Bomb Halberd	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1 3d6 Large, Splash 3d6 Large, Splash Strong Hit: Pr 2d6* Large, Splash Strong Hit: Tr 3d6	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All of -4 /-2 h 2 (Any), Rec 12 (Any), Rec 12 (Any), Rec 13 (Any), Rec 14 (Any), Rec 14 (Any), Rec 14 (Any), Rec 15 (Any), Rec 16 (Any), Rec 17 (Any), Rec 18 (Any), Rec	2 quires 2 Slot next Turn (c characters d 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (2 quires 2 Slot 2 quires 2 Slot	2 ss, Dangerouss does not Stac amaged by th 2 ss, Poison, Per d characters th 2 ss, Poison, Per 4 characters th 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Noison, Per 2 ss, Natural, *+ q Hit) For the 5 ss, *+1d6 Hit p of Dangerouss 2	4 / 6 2 (Acid Po k), Modification 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 ·3 Crit Dmg OR Difficull +0 n 1 Min 4, D 2 / 4 ·3 Crit Dmg remainder 3 per Range in ; Terrain (Tr 2 / 4	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (Si : Arcane-Sewa 4 / 5 angerous 1 (Di: er 6 End Dmg 2* / 3* vs characters of theracters of the Combal 5 horement beyo ap) in any 2 n 4* / 5*	1 / 2 eed characo Sewage. d and Pust 1 / 2 warm, Craa age. 1 / 2 sease Clo if they m 1 / 2 sat 0 End 1 / 2 s at 0 End c you gain 2 nd the 1st on-occup 1 / 2	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wev Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew ove 3 or more spaces during their m Melee, Tooth & Claw, A-Garden, E N. lurance, Dangerous 2 (Poison Cloud), rrget. Melee, Blade, Arcane-Garden, I S. lying), Modification: Arcane-Garden, Melee, Tooth & Claw, A-Garden, P W. lurance, Modification: Arcane-Garden, *2 Hit and End Dmg (Stacks). Melee, Polearm, Arc-Alleyway, A. t (normally -2 Hit) (Stacks up to +2d ied spaces. Melee, Blade, Arcane-Alleyway, B.	IGt, 2Kn against the s away from IGt, 2Kn apon during (IGt, 2Kn IGt, 2Kn IGt, 2Kn IGt, 2Kn IGt, 2Kn 6), Modificati	3 next Hil 3 Combat 3 (Difficu 3 3 3 3 0 n: 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade Primal Rage Clockwork-Bomb Halberd	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1 3d6 Large, Splash 3d6 Large, Splash Strong Hit: Pr 2d6* Large, Splash Strong Hit: Tr 3d6 Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All o -4 /-2 h 2 (Any), Rec LL Swarm Da -2 /+0 h 2 (Any), Rec ickness (Hit) / -3 / -1 h 3 (Any), Rec +0 / +2 h 2 (Any), Rec -4 / -2 h 3 (Any), Rec -5 / -1 h 3 (Any), Rec	2 quires 2 Slot next Turn (o characters d 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (l 2 quires 2 Slot 2 quires 2 Slot	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per a rain 1 space, 1 2 ss, Poison, Per 4 characters th 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Natural, *+ q Hit) For the 5 ss, *+1d6 Hit p of Dangerous 2 ss, Poison, Per	4 / 6 2 (Acid Po k), Modification 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 ·3 Crit Dmg OR Difficull +0 n 1 Min 4, D 2 / 4 ·3 Crit Dmg remainder 3 per Range in ; Terrain (Tr 2 / 4	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (Si : Arcane-Sewa 4 / 5 angerous 1 (Di: er 6 End Dmg 2* / 3* vs characters of theracters of the Combal 5 horement beyo ap) in any 2 n 4* / 5*	1 / 2 eed characo Sewage. d and Pust 1 / 2 warm, Craa age. 1 / 2 sease Clo if they m 1 / 2 sat 0 End 1 / 2 s at 0 End c you gain 2 nd the 1st on-occup 1 / 2	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wev Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew ove 3 or more spaces during their no Melee, Tooth & Claw, A-Garden, E N. lurance, Dangerous 2 (Poison Cloud), arget. Melee, Tooth & Claw, A-Garden, I S. lying), Modification: Arcane-Garden, Melee, Tooth & Claw, A-Garden, P W. lurance, Modification: Arcane-Garden, +2 Hit and End Dmg (Stacks). Melee, Polearm, Arc-Alleyway, A. t (normally -2 Hit) (Stacks up to +2d ied spaces.	IGt, 2Kn against the s away from IGt, 2Kn apon during (IGt, 2Kn IGt, 2Kn IGt, 2Kn IGt, 2Kn IGt, 2Kn 6), Modificati	3 next Hit 3 Combat 3 3 (Difficu 3 3 3 3 0 n: 3
Enchanted Sack of Rats Sickly Smile Scyth Touch of Nature Pestilence Blade Primal Rage Clockwork-Bomb Halberd	3d6 Large, Splash on them Strong Hit: B 3d6 Large, Splash Strong Hit: S 3d6 Large, Splash Terrain). Momentum 1 3d6 Large, Splash 3d6 Large, Splash Strong Hit: Pr 2d6* Large, Splash Strong Hit: Tr 3d6 Large, Splash	-7 /-5 h 2 (Any), Rec h before your ash (Hit) All of -4 /-2 h 2 (Any), Rec 12 (Any), Rec 12 (Any), Rec 13 (Any), Rec 14 (Any), Rec 14 (Any), Rec 14 (Any), Rec 15 (Any), Rec 16 (Any), Rec 17 (Any), Rec 18 (Any), Rec	2 quires 2 Slot next Turn (o characters d 2 quires 2 Slot All damaged 2 quires 2 Slot Arcane-Gar angerous 1 (l 2 quires 2 Slot 2 quires 2 Slot	2 ss, Dangerous does not Stac amaged by th 2 ss, Poison, Per a rain 1 space, 1 2 ss, Poison, Per 4 characters th 2 ss, Natural, *+ rden. Poison Cloud 2 ss, Natural, *+ q Hit) For the 5 ss, *+1d6 Hit p of Dangerous 2 ss, Poison, Per	4 / 6 2 (Acid Po k), Modification 3 / 5 n 1 Min 4, D Modification 4 / 6 n 1 Min 4, D cake a furth 3 / 5 ·3 Crit Dmg OR Difficull +0 n 1 Min 4, D 2 / 4 ·3 Crit Dmg remainder 3 per Range in ; Terrain (Tr 2 / 4	4 / 5 ol), All Damag tion: Arcane-S are Suppresse 4 / 5 angerous 2 (Si : Arcane-Sewa 4 / 5 angerous 1 (Di: er 6 End Dmg 2* / 3* vs characters of theracters of the Combal 5 horement beyo ap) in any 2 n 4* / 5*	1 / 2 eed characo Sewage. d and Pust 1 / 2 warm, Craa age. 1 / 2 sease Clo if they m 1 / 2 sat 0 End 1 / 2 s at 0 End c you gain 2 nd the 1st on-occup 1 / 2	Melee, Hammer, A-Sewage, Acid. sters have their Armour reduced by 1 shed back 1d3 (1 if they're big) space Melee, Blade, Arcane-Sewage, R S. wling), After you Attack with this Wev Melee, Blade, Arcane-Sewage, S. ud), Poison, Modification: Arcane-Sew ove 3 or more spaces during their m Melee, Tooth & Claw, A-Garden, E N. lurance, Dangerous 2 (Poison Cloud), rrget. Melee, Blade, Arcane-Garden, I S. lying), Modification: Arcane-Garden, Melee, Tooth & Claw, A-Garden, P W. lurance, Modification: Arcane-Garden, *2 Hit and End Dmg (Stacks). Melee, Polearm, Arc-Alleyway, A. t (normally -2 Hit) (Stacks up to +2d ied spaces. Melee, Blade, Arcane-Alleyway, B.	16t, 2Kn against the s away from 16t, 2Kn apon during (16t, 2Kn cage. ext Turn (Sta 16t, 2Kn 16t, 2Kn 16t, 2Kn 6), Modificati 16t, 2Kn gain +1 Crit D	3 next Hit 3 Combat 3 3 (Difficu 3 3 3 3 0 n: 3

3. 20

Shield Weapons

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Tower Shield	2d6	+6	1	1	2	1]*	Melee.	14t	1
	While you're n	ot Suppres	sed you and	any characte	ers behind ya	u gain Front	Heavy Cov	er (+4 Defence if you're a Henchm	en or Power	Body),
	Requires	2 Slots, *A	lways require	es a Get Read	dy Action to	Activate or D	eactivate t	his Weapon (as if it requires 2 Han	ds).	
	Strong Hit: Bas	h (Hit) All	characters d	lamaged by t	his Weapon a	are Suppresse	ed and Pus	hed back 1d3 (1 if they're big) spa	ces away fro	m you.
Buckler	2d6	+4	1	1	0	0]*	Melee.	14t	0
	While you're no	ot Suppress	sed you and	any characte	rs behind you	y gain Front Li	ight Cover	(+2 Defence if you're a Henchmen	or Power Bo	dy), Requires
	2 Slots, *	Always rec	juires a Get F	Ready Action	to Activate o	r Deactivate t	this Weapo	n (as if it requires 2 Hands), Modifi	cation: Low-	Quality.
	Strong Hit: Bas	h (Hit) All	characters d	lamaged by t	his Weapon a	are Suppresse	ed and Pus	hed back 1d3 (1 if they're big) spa	ces away fro	m you.

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Burst Shield	2d6	+4	1	2	1	1]*	Melee.	14t, 1Kn	2
	While you're n	ot Suppres	sed you and	any characte	ers behind yo	u gain Front	Heavy Cov	er (+4 Defence if you're a Henchm	en or Power	Body),

Requires 2 Slots, *Always requires a Get Ready Action to Activate or Deactivate this Weapon (as if it requires 2 Hands), Modification: Lunge, Range Burst.

Momentum 2: Your next Attack with this Weapon gains Energy, +2 Rng, +10 Max Rng, -1 Crit Dmg and gains +1d6 Hit.

Strong Hit: Bash (Hit) All characters damaged by this Weapon are Suppressed and Pushed back 1d3 (1 if they're big) spaces away from you.



Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Shovel of Guirik, Edge	3d6	-2 / +0	1	1	2/4	2*	1/2	Melee, Tooth & Claw.	3x 14t, 16t	3
(Balanced)	Your first At	tack each Tui	rn with this	Weapon gains	s Strong Hit (5-6), Natural	. Splash +1	(Any) *+3 Crit Dmg vs characte	rs at 0 Enduran	Ce,
(Alternate Form 1)	Modific	ation: Transfo	rm.							
	Momentum 3	3 : This Weapo	n transform	ns into its Alt	ernate Form	2 and gains +	⊦1d6 Hit on	its next Attack (does not Stack)		
Shovel of Guirik, Flat	2d6	+3	1	1	3	1]*	Melee.		
(Shield)	While you're	not Suppress	sed you and	d any charact	ers behind yo	ou gain Front	Heavy Cov	er (+4 Defence if you're a Hench	men or Power Be	ody),
(Alternate Form 2)	Require	s 2 Slots, *A	lways requi	res a Get Rea	dy Action to	Activate or D	eactivate t	his Weapon (as if it requires 2 Ha	ands), Dangerous	51
	(Difficu	lt Terrain), If (you miss w	ith this Weapo	on you may l	ower a sectio	n of Physic	cal Cover by 1 Step (this also wo	rks vs Shields, (Cover
	destroy	ed in this wa	y must be i	repaired outsi	de of comba	t). Modification	n: Destruct	ive, Transform.		
	Momentum 3	3: This Weapo	n transform	ns into its Alt	ernate Form	1 and gains +	1d6 Hit on	its next Attack (does not Stack).		
	Strong Hit: B	ash (Hit) All	characters	damaged by I	this Weapon	are Sunnresse	nd and Pus	hed back 1d3 (1 if they're big) so	aces away from	000



Small Ranged Weapons

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	•	Resource
Throwing Daggers	3d6	+]	5	18	-1	3	1	Ranged, Throwing Blades.	14t	2
							pace befo	re and after you Attack with this	Veapon.	
		Once per Tu		Free Attack						
Small Bombs	3d6		3	15	2	3	1	Ranged, Bomb.	14t	2
	Small, Splash									
	Momentum 1:	Once per Tu	urn: make a	Free Attack	with this Weap	oon.				
Pistol	3d6	-1	5*	25	0	3	1	Ranged, Firearm.	14t	2
	Small, *Stror	ng Hit +1 vs t	argets with	in your second	l Range increi	ment while y	ou're perf	orming the Unleash Action (or if y	ou don't move	during
	5	5		en or Power G	1 5					
	Momentum 1:	Once per Tu	urn; make a	Free Attack	with this Weap	oon.				
Shortbow	3d6	+2	7	20	0	3	2	Ranged, Bow	14t	2
	Small, Poison	1.								
	Momentum 1:	Once per Tu	urn: make a	Free Attack	with this Weap	oon.				
Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resource
Fan of Blades	3d6	+]	5	18	-1	3	1	Ranged, Throwing Blades.	14t	3
	Small, Poisor	n (acts as Me	elee vs adja	acent targets),	Small, You m	iay move 1 sp	pace befo	re you Attack with this Weapon, A	fter you Attack	with thi
	Weapon	you may im	mediately r	nove +1, Modif i	i cation : Swift.					
	Momentum 1:	Once per Tu	urn; make a	Free Attack	with this Weap	oon.				
Precise Crossbow	3d6	+3	7	20	0	3	2	Ranged, Crossbow	14t	3
	Small, Poisor	n, Modificatio	n : Aim.							
	Momentum 1:	Once per Tu	urn; make a	Free Attack	with this Weap	oon.				
	Strong Hit: Ai	ı m (Hit) You	may add up	o to +/- 1 to d	etermine wha	t Attribute is	Damageo	l with your Critical Hits (normally	just 1d6). You i	nay not
	shift dar	nage onto a	Attribute th	nat may not n	ormally be Da	amaged (eg:	location 1	d3 can't Damage location 4) (Stac	ks).	
Twilight Dirge Boomerang	3d6	+]	5	18	0	3	1	Ranged, Throwing Blades.	14t	3
	Small Poisor	i (acts as Me	elee vs adia	cent targets),	Small You ma					
	01110(0, 1 01501		· · · ·			ay move I spa	ace befor	e and after you Attack with this We	apon, Modifica	ion : Tric
				p is reduced b				e and after you Attack with this We	apon, Modifica	ion: Tric
Soulsbane Revolver								e and after you Attack with this We Melee, Firearm.	apon, Modifica 14t	ion: Tric
Soulsbane Revolver	Momentum 1: 3d6	Your target' -3	s Cover Ste 5*	p is reduced b 25	oy 1 vs this W O	eapon (Stack 3	s). 1		14t	3
Soulsbane Revolver	Momentum 1: 3d6 Small, *Stror	Your target' -3 ng Hit +1 vs t	s Cover Ste 5* argets with	p is reduced b 25	by 1 vs this W O I Range increi	eapon (Stack 3 ment while y	s). 1 ou're perf	Melee, Firearm. orming the Unleash Action (or if y	14t	3
Soulsbane Revolver	Momentum 1: 3d6 Small, *Stror your Tur	-3 -3 ng Hit +1 vs t n and you're	s Cover Ste 5* argets with a Henchm	p is reduced b 25 in your second	by 1 vs this W O I Range increi roup Body), S	eapon (Stack 3 ment while y plash 2 (Any	s). 1 ou're perf	Melee, Firearm. orming the Unleash Action (or if y	14t	3
	Momentum 1: 3d6 Small, *Stror your Tur	-3 -3 ng Hit +1 vs t n and you're	s Cover Ste 5* argets with a Henchm	p is reduced b 25 in your second en or Power G	by 1 vs this W O I Range increi roup Body), S	eapon (Stack 3 ment while y plash 2 (Any	s). 1 ou're perf	Melee, Firearm. orming the Unleash Action (or if y	14t	3
	Momentum 1: 3d6 Small, *Stror your Tur Momentum 1: 2d6	- Your target' -3 ng Hit +1 vs t in and you're Once per Tu +2	s Cover Ste 5* argets with a Henchm yrn: make a 3	p is reduced b 25 in your second en or Power G Free Attack 15	by 1 vs this W O d Range increa roup Body), S with this Weap 1	eapon (Stack 3 ment while y plash 2 (Any pon. 3	s). 1 ou're perf), Modific 1	Melee, Firearm. orming the Unleash Action (or if g ation: Spread. Melee, Bomb.	14t ou don't move 14t	3 during
	Momentum 1: 3d6 Small, *Stror your Tur Momentum 1: 2d6 Small, Splash	Your target" -3 ng Hit +1 vs t n and you're Once per Tu +2 h 1, Pen 2 m	s Cover Ste 5* argets with a Henchm yrn: make a 3 in 3, Entren	p is reduced b 25 in your second en or Power G Free Attack 15	y 1 vs this W O d Range increi roup Body), S with this Weap 1 Cover does r	eapon (Stack 3 ment while y plash 2 (Any pon. 3 not grant you	s). 1 ou're perf), Modific 1	Melee, Firearm. orming the Unleash Action (or if y ation : Spread.	14t ou don't move 14t	3 during
High-Powered Bomb	Momentum 1: 3d6 Small, *Stror your Tur Momentum 1: 2d6 Small, Splash	Your target" -3 ng Hit +1 vs t n and you're Once per Tu +2 h 1, Pen 2 m	s Cover Ste 5* argets with a Henchm yrn: make a 3 in 3, Entren	p is reduced b 25 in your second en or Power G 1 Free Attack 15 ched Physical	y 1 vs this W O d Range increi roup Body), S with this Weap 1 Cover does r	eapon (Stack 3 ment while y plash 2 (Any pon. 3 not grant you	s). 1 ou're perf), Modific 1	Melee, Firearm. orming the Unleash Action (or if g ation: Spread. Melee, Bomb.	14t ou don't move 14t	3 during
Soulsbane Revolver High-Powered Bomb Custom Arrows	Momentum 1: 3d6 Small, *Stror your Tur Momentum 1: 2d6 Small, Splash Momentum 1: 3d6	• Your target" -3 ng Hit +1 vs t • once per Tu +2 h 1, Pen 2 m • once per Tu +3	s Cover Ste 5* argets with a Henchm urn: make a 3 in 3, Entren urn: make a 7	p is reduced b 25 in your second or Power G Free Attack Free Attack 20	by 1 vs this W O d Range incree roup Body), S with this Weap 1 Cover does r with this Weap	eapon (Stack 3 ment while y plash 2 (Any pon. 3 not grant you pon.	s). 1 ou're perf). Modific 1 r target +	Melee, Firearm. orming the Unleash Action (or if y ation: Spread. Melee, Bomb. Armour (normally +1), Modification	14t ou don't move 14t : Puncture.	3 during 3
High-Powered Bornb	Momentum 1: 3d6 Small, *Stror your Tur Momentum 1: 2d6 Small, Splash Momentum 1: 3d6 Small, Poison	Your target" -3 ng Hit +1 vs t once per Tu +2 h 1, Pen 2 m once per Tu +3 n, Modification	s Cover Ste 5* argets with a Henchm urn: make a 3 in 3, Entren urn: make a 7 n: Special /	p is reduced b 25 in your second or Power G Free Attack 15 ched Physical Free Attack 20 Ammo.	by 1 vs this W O d Range increa roup Body), S with this Weap 1 Cover does r with this Weap 0	eapon (Stack 3 ment while y plash 2 (Any pon. 3 not grant your pon. 3	s). 1 ou're perf). Modific 1 r target +	Melee, Firearm. orming the Unleash Action (or if y ation: Spread. Melee, Bomb. Armour (normally +1), Modification	14t ou don't move 14t : Puncture.	3 during 3
High-Powered Bomb	Momentum 1: 3d6 Small, *Stror your Tur Momentum 1: 2d6 Small, Splast Momentum 1: 3d6 Small, Poisor Momentum 1:	-3 -3 ng Hit +1 vs t -3 n and you're - Once per Tr +2 h 1, Pen 2 m - Once per Tr +3 n, Modificatio - Once per Tr	s Cover Ste 5* argets with a Henchm urn: make a 3 in 3, Entren urn: make a 7 n: Special / urn: make a	p is reduced b 25 in your second or Power G Free Attack of 15 ched Physical Free Attack of 20 Ammo. Free Attack of	by 1 vs this W O d Range increa roup Body), S with this Weap 1 Cover does r with this Weap 0 with this Weap	eapon (Stack 3 ment while y plash 2 (Any pon. 3 not grant your pon. 3	s). 1 ou're perf). Modific 1 r target + 2	Melee, Firearm. orming the Unleash Action (or if y ation: Spread. Melee, Bomb. Armour (normally +1), Modification Melee, Bow.	14t ou don't move 14t : Puncture. 14t	3 during 3
High-Powered Bornb	Momentum 1: 3d6 Small, *Stror your Tur Momentum 1: 2d6 Small, Splast Momentum 1: 3d6 Small, Poisor Momentum 1:	-3 -3 ng Hit +1 vs t -3 n and you're - Once per Tr +2 h 1, Pen 2 m - Once per Tr +3 n, Modificatio - Once per Tr	s Cover Ste 5* argets with a Henchm urn: make a 3 in 3, Entren urn: make a 7 n: Special / urn: make a	p is reduced b 25 in your second or Power G Free Attack of 15 ched Physical Free Attack of 20 Ammo. Free Attack of	by 1 vs this W O d Range increa roup Body), S with this Weap 1 Cover does r with this Weap 0 with this Weap	eapon (Stack 3 ment while y plash 2 (Any pon. 3 not grant your pon. 3	s). 1 ou're perf). Modific 1 r target + 2	Melee, Firearm. orming the Unleash Action (or if y ation: Spread. Melee, Bomb. Armour (normally +1), Modification	14t ou don't move 14t : Puncture. 14t	3 during 3



Eldritch Shroud	Hit D6 3d6	Hit -2	Rng 6	Max Rng 20	End Dmg -2	Crit Dmg 2	Hands O	Weapon Variation & Type Ranged Spall, Are Reaften Smalla		Resources
Elariich Shroua								Ranged. Spell, Arc-Rooftop, Smoke.		l liki
							racter if n	o Smoke is there), Modification : Arcane	-Rookop, Lo	ow-qualic
tali kata a Okati a					vith this Weapo		0	Denned Carll Are Deather Chara	1111-01/-	2
ightning Strike	3d6	-2	5	20	0	3	0	Ranged. Spell, Arc-Rooftop, Storm.	14t, 2Kn	2
	Small, Energy	, <u> </u>			· · · · · · · · · · · · · · · · · · ·					
							2 spaces	in any direction.		
					vith this Weapo		-			
Occult Flame	3d6	-2	4	20	 	3	0	Ranged. Spell, Arcane-Street, Fire.	14t, 2Kn	2
	55	, 5			n: Arcane-Stre					_
	-	-					-	aracters at the start of each of their T	urns (at 0 ł	Kange,
							the Think	Action (does not Stack).		
		Once per Tur	n: make a		vith this Weapo					
Guardian Mark	3d6	+]	Ч	20	1	3	0	Ranged. Spell, Arcane-Street, Law.	14t, 2Kn	2
	Small, Modific	cation: Arcane	e-Street.							
	Strong Hit: Enf	orce (Hit) If ar	ny Damage	ed character wo	ould Attack you) or a specil	ied ally of	yours with their next Attack: you may	immediately	y move G
	Momentum 1:	Once per Tur	n; make a	Free Attack v	vith this Weapo	on.				
Telekinetic Blast	3d6	-1	Ч	20	2	3	0	Ranged. Spell, Arcane-Street, Stone.	14t, 2Kn	2
	Small, Splash	2 (Any), Dan	gerous 2 (Difficult Terrai	n, 1 space of D	ifficult Terra	ain is alwa	ys placed behind your target). Modifica	ation: Arcan	e-Street
	Momentum 1:	Once per Tur	n: make a	Free Attack v	vith this Weapo	on.				
Blight Bombs	3d6	-3	3	15	2	3	1	Ranged. Bomb, Arcane-Sewage, Acid.	14t, 2Kn	3
	Small, Splash	n 1, Dangerous	2 (Acid P	ool), All Dama	aged character	s have theii	Armour	reduced by 1 against the next Hit on t	hem before	your ne
	Turn (do	es not Stack)	Modificat	ion: Arcane-Se	ewage.					
	Momentum 1:	Once per Tur	n; make a	Free Attack v	vith this Weapo	on.				
ied Piper Flute	3d6	+]	7	20	0	3	2	Ranged. Bow, Arcane-Sewage, R S.	14t, 2Kn	3
	Small, Danger	rous 2 (Swarr	n. Crawlind	n) After unu A	ttack with this	Waanon du	ring Comb	pat: move ALL Swarm Dangerous Terra	ain l snace	
					CLUCK WICH CHIS	weupon uo	ning conn	ac move nee owarm bangeroos rene	ann i spuoc,	
	÷					weapon ao	ring conn	at move ALL owarm bungeroos tene	ann i space,	
	Modificat	tion: Arcane-S	Sewage, (N	o Poison, +1 H		·		ade move nee owarm bangeroos rene	ann i space,	
- ilth's Caress Hex	Modificat	tion: Arcane-S	Sewage, (N	o Poison, +1 H	it).	·	O			2
-ilth's Caress Hex	Modificat Momentum 1: 3d6	tion: Arcane-S Once per Tur +1	Sewage, (N n: make a 5	lo Poison, +1 H Free Attack v 20	it). vith this Weapo 1	on. 3	-		14t, 2Kn	2
Filth's Caress Hex	Modificat Momentum 1: 3d6 Small, Danger	tion: Arcane-{ Once per Tur +1 rous 1 (Diseas	Sewage, (N n; make a 5 e Cloud), f	lo Poison, +1 H Free Attack v 20 Poison, Modific	it). with this Weapo 1 wation: Arcane-	on. 3 Sewage.	0	Ranged. Spell, Arcane-Sewage, S.	14t, 2Kn	
ilth's Caress Hex	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sig	tion: Arcane-{ Once per Tur +1 rous 1 (Diseas ckness (Hit) A	Sewage, (N n: make a 5 e Cloud), f .ll damage	lo Poison, +1 H Free Attack v 20 Poison, Modific Id characters t	it). vith this Weapo 1 vation: Arcane- vake a further	on. 3 Sewage. 6 End Dmg	0		14t, 2Kn	
	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sic Momentum 1:	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a	lo Poison, +1 H Free Attack v 20 Poison, Modific Id characters t Free Attack v	it). vith this Weapo a tion: Arcane- ake a further vith this Weapo	on. 3 Sewage. 6 End Dmg on.	0 if they m	Ranged. Spell, Arcane-Sewage, S.	14t, 2Kn kt Turn (Star	cks).
	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sid Momentum 1: 3d6	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a 5	o Poison, +1 H Free Attack v 20 Poison, Modific d characters t Free Attack v 20	it). with this Weapo ation: Arcane- take a further with this Weapo O	on. 3 Sewage. 6 End Dmg on. 3	0 if they m	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S.	14t, 2Kn	
	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sir Momentum 1: 3d6 Small, Poison	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L	Gewage, (N n: make a 5 e Cloud), f .ll damage n: make a 5 ł (Poison C	o Poison, +1 H Free Attack v 20 Poison, Modific d characters t Free Attack v 20 Cloud), Danger	it). vith this Weapo 1 vation: Arcane- cake a further vith this Weapo 0 ous 2 (Difficult	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M	0 if they m 0 odificatior	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage.	14t, 2Kn kt Turn (Star 14t, 2Kn	cks). 2
	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sic Momentum 1: 3d6 Small, Poison Strong Hit: Sic	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) Al	Gewage, (N n: make a 5 e Cloud), f Il damage n: make a 5 I (Poison C I damaged	o Poison, +1 H Free Attack v 20 Poison, Modific d characters I Free Attack v 20 Cloud), Dangeri d characters h	it). vith this Weapo 1 vation: Arcane- vate a further vith this Weapo 0 0 0 0 0 0 0 0 0 0 0 0 0	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement	0 if they m 0 odificatior	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S.	14t, 2Kn kt Turn (Star 14t, 2Kn	cks). 2
Sinding Curse	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sic Momentum 1: 3d6 Small, Poison Strong Hit: Sic Momentum 1:	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) Al Once per Tur	Sewage, (N n: make a 5 e Cloud), I e Cloud), I ull damage n: make a 5 I (Poison C l damageo n: make a	o Poison, +1 H Free Attack v 20 Poison, Modific d characters t Free Attack v 20 Cloud), Dangerr d characters h Free Attack v	it). vith this Weapo 1 vation: Arcane- cake a further vith this Weapo O ous 2 (Difficult ave all of thei vith this Weapo	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on.	0 if they m 0 odificatior	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu	14t, 2Kn kt Turn (Star 14t, 2Kn urn (Stacks)	cks). 2
Sinding Curse	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sid Momentum 1: 3d6 Small, Poison Strong Hit: Sid Momentum 1: 3d6	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) At Once per Tur +0	Sewage, (N n: make a 5 e Cloud), I Ill damage n: make a 5 I (Poison C I damageo n: make a 3	o Poison, +1 H Free Attack v 20 Poison, Modific d characters to Free Attack v 20 Cloud), Dangerd d characters h Free Attack v 15	it). vith this Weapo 1 vation: Arcane- cake a further vith this Weapo 0 ous 2 (Difficult ave all of thei vith this Weapo 2	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3	0 if they m 0 odificatior s and Def 1	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage.	14t, 2Kn kt Turn (Star 14t, 2Kn urn (Stacks)	cks). 2
Sinding Curse	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sid Momentum 1: 3d6 Small, Poison Strong Hit: Slu Momentum 1: 3d6 Small, Splash	tion: Arcane- Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 udged (Hit) Al Once per Tur +0 0 nce per Tur +0	Sewage, (N n: make a 5 e Cloud), I III damage n: make a 5 I (Poison C I damaged n: make a 3 1d6 (Swar	o Poison, +1 H Free Attack v 20 Poison, Modific d characters I Free Attack v 20 Cloud), Dangerd d characters h Free Attack v 15 m, Flying), Mo	it). vith this Weapon l vation: Arcane- take a further vith this Weapon 0 0 0 0 0 0 0 0 0 0 0 0 0	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden	0 if they m 0 odificatior s and Def 1	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu	14t, 2Kn kt Turn (Star 14t, 2Kn urn (Stacks)	cks). 2
Binding Curse Jar of Bees	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sir Momentum 1: 3d6 Small, Poison Strong Hit: Str Momentum 1: 3d6 Small, Splash Momentum 1:	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 . Dangerous L udged (Hit) Al Once per Tur +0 n 1, Dangerous Once per Tur	Sewage, (N n: make a 5 e Cloud), I Ill damage n: make a 5 I (Poison C I damageo n: make a 3 1d6 (Swar n: make a	o Poison, +1 H Free Attack v 20 Poison, Modific d characters I Free Attack v 20 Cloud), Danger d characters h Free Attack v 15 rm, Flying), Mc Free Attack v	it). vith this Weapon ation: Arcane- vith this Weapon ous 2 (Difficult ave all of their vith this Weapon 2 vith this Weapon vith	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on.	0 if they m 0 odification s and Def 1	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S.	14t, 2Kn kt Turn (Star 14t, 2Kn urn (Stacks) 14t, 2Kn	cks). 2 3
Binding Curse Jar of Bees	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sir Momentum 1: 3d6 Small, Poison Strong Hit: Str Momentum 1: 3d6 Small, Splash Momentum 1: 3d6	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 . Dangerous L udged (Hit) Al Once per Tur +0 n 1, Dangerous Once per Tur +0	Sewage, (N n: make a 5 e Cloud), I Ill damage n: make a 3 IdG (Swar n: make a 3	o Poison, +1 H Free Attack v 20 Poison, Modific d characters I Free Attack v 20 Cloud), Danger d characters h Free Attack v 15 rm, Flying), Mc Free Attack v 20	it). vith this Weapon ation: Arcane- vith this Weapon ous 2 (Difficult ave all of their vith this Weapon 2 vith this Weapon 2 vith this Weapon 0 0 0 0 0 0 0 0 0 0 0 0 0	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3	0 if they me odification s and Def 1	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot.	14t, 2Kn kt Turn (Star 14t, 2Kn urn (Stacks) 14t, 2Kn	cks). 2
Binding Curse Jar of Bees	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sir Momentum 1: 3d6 Small, Poison Strong Hit: Slr Momentum 1: 3d6 Small, Splash Momentum 1: 3d6	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) At Once per Tur +0 a 1, Dangerous Once per Tur +0 rous 1 (Acid P	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a 3 1d6 (Swar n: make a 5 cool), Dang	o Poison, +1 H Free Attack v 20 Poison, Modific d characters k Free Attack v 20 Cloud), Dangen d characters h Free Attack v 15 m, Flying), Mc Free Attack v 20 erous 1 (Diffic	it). vith this Weapon ation: Arcane- vith this Weapon ous 2 (Difficult ave all of their vith this Weapon 2 odification: Arco 0 0 0 0 0 0 0 0 0 0 0 0 0	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3 dification: A	0 if they mo odification s and Def 1	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot. rden.	14t, 2Kn kt Turn (Star 14t, 2Kn Jrn (Stacks) 14t, 2Kn 14t, 2Kn	cks). 2 3 2
Binding Curse Jar of Bees	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sic Momentum 1: 3d6 Small, Poison Strong Hit: Sic Momentum 1: 3d6 Small, Splash Momentum 1: 3d6 Small, Danger Strong Hit: Ro	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) Al Once per Tur +0 n 1, Dangerous Once per Tur +0 rous 1 (Acid P ct (Hit) A Dam	Sewage, (N n: make a 5 e Cloud), I (II damage n: make a 5 I de (Swar n: make a 3 I de (Swar n: make a 5 I ool), Dang aged char	o Poison, +1 H Free Attack v 20 Poison, Modific d characters k Free Attack v 20 Cloud), Dangerri d characters h Free Attack v 15 rm, Flying), Mo Free Attack v 20 erous 1 (Diffici acter takes 1 p	it). vith this Weapon ation: Arcane- vake a further vith this Weapon ous 2 (Difficult ave all of their vith this Weapon 2 vith this Weapon 0 Jult Terrain). More point of Damage	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3 dification: A ge (no Armo	0 if they mo odification s and Def 1	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot.	14t, 2Kn kt Turn (Star 14t, 2Kn Jrn (Stacks) 14t, 2Kn 14t, 2Kn	cks). 2 3 2
Binding Curse Dar of Bees Power Word: Pain	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sic Momentum 1: 3d6 Small, Poison Strong Hit: Sic Momentum 1: 3d6 Small, Splash Momentum 1: 3d6 Small, Danger Strong Hit: Ro Momentum 1:	tion: Arcane-5 Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) Al Once per Tur +0 n 1, Dangerous Once per Tur +0 rous 1 (Acid P t (Hit) A Dam Once per Tur	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a 5 I (Poison C I damage n: make a 3 Id6 (Swar n: make a 5 tool), Dang aged char n: make a	o Poison, +1 H Free Attack v 20 Poison, Modific d characters k Free Attack v 20 Cloud), Dangerr d characters h Free Attack v 15 rm, Flying), Mc Free Attack v 20 erous 1 (Difficu acter takes 1 p Free Attack v	it). vith this Weapo 1 vation: Arcane- cake a further vith this Weapo 0 ous 2 (Difficult ave all of thei vith this Weapo 2 votification: Arc vith this Weapo 0 ult Terrain), Mo point of Damag vith this Weapo	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3 dification: A je (no Armo on.	0 if they mu odification s and Def 1	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot. rden. andom (1d3) Attribute and gains a Poin	14t, 2Kn kt Turn (Star 14t, 2Kn Jrn (Stacks) 14t, 2Kn 14t, 2Kn nt of Momen	cks). 2 3 2
Binding Curse Jar of Bees Power Word: Pain	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sid Momentum 1: 3d6 Small, Poison Strong Hit: Sid Momentum 1: 3d6 Small, Splash Momentum 1: 3d6 Small, Danger Strong Hit: Ro Momentum 1: 3d6	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) At Once per Tur +0 n 1, Dangerous Once per Tur +0 rous 1 (Acid P t (Hit) A Dam Once per Tur +0	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a 6 (Poison C I damage n: make a 3 1d6 (Swar n: make a 5 tool), Dang aged char n: make a 5	o Poison, +1 H Free Attack v 20 Poison, Modific d characters k Free Attack v 20 Cloud), Dangerd d characters h Free Attack v 15 rm, Flying), Mc Free Attack v 20 erous 1 (Diffict acter takes 1 p Free Attack v 14	it). vith this Weapon l vation: Arcane- vate a further vith this Weapon ous 2 (Difficult ave all of their vith this Weapon 2 vdification: Arcc vith this Weapon 0 vult Terrain), Mo pooint of Damag vith this Weapon -2	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3 dification: A je (no Armo on. 3	0 if they mo odification s and Def 1	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot. rden. andom (1d3) Attribute and gains a Poin Ranged. T Blades, A-Alleyway, A.	14t, 2Kn kt Turn (Star 14t, 2Kn Jurn (Stacks) 14t, 2Kn 14t, 2Kn nt of Momen 14t, 2Kn	cks). 2 3 2 ntum. 3
Filth's Caress Hex Binding Curse Jar of Bees Power Word: Pain Blade Traps	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sid Momentum 1: 3d6 Small, Poison Strong Hit: Sid Momentum 1: 3d6 Small, Splash Momentum 1: 3d6 Small, Danger Strong Hit: Ro Momentum 1: 3d6	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) At Once per Tur +0 n 1, Dangerous Once per Tur +0 rous 1 (Acid P t (Hit) A Dam Once per Tur +0	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a 6 (Poison C I damage n: make a 3 1d6 (Swar n: make a 5 tool), Dang aged char n: make a 5	o Poison, +1 H Free Attack v 20 Poison, Modific d characters k Free Attack v 20 Cloud), Dangerd d characters h Free Attack v 15 rm, Flying), Mc Free Attack v 20 erous 1 (Diffict acter takes 1 p Free Attack v 14	it). vith this Weapon l vation: Arcane- vate a further vith this Weapon ous 2 (Difficult ave all of their vith this Weapon 2 vdification: Arcc vith this Weapon 0 vult Terrain), Mo pooint of Damag vith this Weapon -2	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3 dification: A je (no Armo on. 3	0 if they mo odification s and Def 1	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot. rden. andom (1d3) Attribute and gains a Poin	14t, 2Kn kt Turn (Star 14t, 2Kn Jurn (Stacks) 14t, 2Kn 14t, 2Kn nt of Momen 14t, 2Kn	cks). 2 3 2 ntum. 3
Binding Curse Jar of Bees Power Word: Pain	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sic Momentum 1: 3d6 Small, Poison Strong Hit: Sic Momentum 1: 3d6 Small, Splash Momentum 1: 3d6 Small, Danger Strong Hit: Ro Momentum 1: 3d6 Small, Danger Strong Hit: Ro Momentum 1:	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) At Once per Tur +0 n 1, Dangerous Once per Tur +0 rous 1 (Acid P t (Hit) A Dam Once per Tur +0	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a 6 (Poison C I damage n: make a 3 1d6 (Swar n: make a 5 tool), Dang aged char n: make a 5	o Poison, +1 H Free Attack v 20 Poison, Modific d characters k Free Attack v 20 Cloud), Dangerd d characters h Free Attack v 15 rm, Flying), Mc Free Attack v 20 erous 1 (Diffict acter takes 1 p Free Attack v 14	it). vith this Weapon l vation: Arcane- vate a further vith this Weapon ous 2 (Difficult ave all of their vith this Weapon 2 vdification: Arcc vith this Weapon 0 vult Terrain), Mo pooint of Damag vith this Weapon -2	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3 dification: A je (no Armo on. 3	0 if they mo odification s and Def 1	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot. rden. andom (1d3) Attribute and gains a Poin Ranged. T Blades, A-Alleyway, A.	14t, 2Kn kt Turn (Star 14t, 2Kn Jurn (Stacks) 14t, 2Kn 14t, 2Kn nt of Momen 14t, 2Kn	cks). 2 3 2 ntum. 3
Binding Curse Dar of Bees Power Word: Pain	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sir Momentum 1: 3d6 Small, Poison Strong Hit: Sir Momentum 1: 3d6 Small, Splash Momentum 1: 3d6 Small, Danger Strong Hit: Ro Momentum 1: 3d6 Small, Danger Strong Hit: Ro	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) At Once per Tur +0 n 1, Dangerous Once per Tur +0 t (Hit) A Dam Once per Tur +0 (acts as Mel Atleyway.	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a 3 1d6 (Swar n: make a 3 1d6 (Swar n: make a 5 tool), Dang aged char n: make a 5	o Poison, +1 H Free Attack v 20 Poison, Modific d characters k Free Attack v 20 Cloud), Danger d characters h Free Attack v 15 rm, Flying), Mc Free Attack v 20 erous 1 (Diffict acter takes 1 p Free Attack v 14 icent targets),	it). vith this Weapon l vation: Arcane- vate a further vith this Weapon ous 2 (Difficult ave all of their vith this Weapon 2 vdification: Arcc vith this Weapon 0 vult Terrain), Mo pooint of Damag vith this Weapon -2	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3 dification: A je (no Armo on. 3 ay move 1 s	0 if they mo odification s and Def 1 0 Arcane-Ga bur) to a m 1 pace befo	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot. rden. andom (1d3) Attribute and gains a Poil Ranged. T Blades, A-Alleyway, A. re and after you Attack with this Weap	14t, 2Kn kt Turn (Star 14t, 2Kn Jurn (Stacks) 14t, 2Kn 14t, 2Kn nt of Momen 14t, 2Kn	cks). 2 3 2 ntum. 3
Sinding Curse Dar of Bees Power Word: Pain	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sic Momentum 1: 3d6 Small, Poison Strong Hit: Sic Momentum 1: 3d6 Small, Splash Momentum 1: 3d6 Small, Danger Strong Hit: Ro Momentum 1: 3d6 Small, Danger Strong Hit: Ro	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) Al Once per Tur +0 a 1, Dangerous Once per Tur +0 rous 1 (Acid P t (Hit) A Dam Once per Tur +0 (acts as Mel Alleyway. ap (Hit) Create	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a 5 f (Poison C I damaged n: make a 3 1d6 (Swar n: make a 5 lool), Dang aged char n: make a 5 ee vs adja	o Poison, +1 H Free Attack v 20 Poison, Modific d characters k Free Attack v 20 Cloud), Danger d characters h Free Attack v 15 rm, Flying), Mo Free Attack v 20 erous 1 (Diffici acter takes 1 p Free Attack v 14 scent targets), 5 of Dangerous	it). vith this Weapon 1 vation: Arcane- vate a further vith this Weapon 0 0 0 0 0 0 0 0 0 0 0 0 0	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3 dification: A je (no Armo on. 3 in any 2 n	0 if they mo odification s and Def 1 0 Arcane-Ga bur) to a m 1 pace befo	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot. rden. andom (1d3) Attribute and gains a Poil Ranged. T Blades, A-Alleyway, A. re and after you Attack with this Weap	14t, 2Kn kt Turn (Star 14t, 2Kn Jurn (Stacks) 14t, 2Kn 14t, 2Kn nt of Momen 14t, 2Kn	cks). 2 3 2 ntum. 3
Sinding Curse Dar of Bees Power Word: Pain	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sic Momentum 1: 3d6 Small, Poison Strong Hit: Sic Momentum 1: 3d6 Small, Splash Momentum 1: 3d6 Small, Danger Strong Hit: Ro Momentum 1: 3d6 Small, Danger Strong Hit: Ro	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) Al Once per Tur +0 a 1, Dangerous Once per Tur +0 rous 1 (Acid P t (Hit) A Dam Once per Tur +0 (acts as Mel Alleyway. ap (Hit) Create	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a 5 f (Poison C I damaged n: make a 3 1d6 (Swar n: make a 5 lool), Dang aged char n: make a 5 ee vs adja	o Poison, +1 H Free Attack v 20 Poison, Modific d characters k Free Attack v 20 Cloud), Danger d characters h Free Attack v 15 rm, Flying), Mo Free Attack v 20 erous 1 (Diffici acter takes 1 p Free Attack v 14 scent targets), 5 of Dangerous	it). vith this Weapon ation: Arcane- vith this Weapon ous 2 (Difficultion) ave all of their vith this Weapon 2 odification: Arco vith this Weapon 0 out of Damage vith this Weapon 0 out of Damage vith this Weapon 0 Small, You materials is Terrain (Trap)	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3 dification: A je (no Armo on. 3 in any 2 n	0 if they mo odification s and Def 1 0 Arcane-Ga bur) to a m 1 pace befo	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot. rden. andom (1d3) Attribute and gains a Poil Ranged. T Blades, A-Alleyway, A. re and after you Attack with this Weap	14t, 2Kn kt Turn (Star 14t, 2Kn Jrn (Stacks) 14t, 2Kn 14t, 2Kn nt of Momen 14t, 2Kn pon, Modifica	cks). 2 3 2 ntum. 3
inding Curse ar of Bees ower Word: Pain lade Traps	Modificat Momentum 1: 3d6 Small, Danger Strong Hit: Sic Momentum 1: 3d6 Small, Poison Strong Hit: Sic Momentum 1: 3d6 Small, Splash Momentum 1: 3d6 Small, Danger Strong Hit: Ro Momentum 1: 3d6 Small, Poison Arcane-/ Strong Hit: Tra Momentum 1: 3d6	tion: Arcane-S Once per Tur +1 rous 1 (Diseas ckness (Hit) A Once per Tur +0 , Dangerous L udged (Hit) Al Once per Tur +0 n 1, Dangerous Once per Tur +0 rous 1 (Acid P t (Hit) A Dam Once per Tur +0 (acts as Mel Alleyway. ap (Hit) Creats Once per Tur +1	Sewage, (N n: make a 5 e Cloud), f Ill damage n: make a 5 I (Poison C I damage n: make a 3 Id6 (Swar n: make a 5 iool), Dang aged char n: make a 5 ee vs adja 2 spaces n: make a 5	o Poison, +1 H Free Attack v 20 Poison, Modific d characters k Free Attack v 20 Cloud), Dangeru d characters h Free Attack v 15 rm, Flying), Mo Free Attack v 20 erous 1 (Diffici acter takes 1 p Free Attack v 14 ucent targets), s of Dangerous Free Attack v 15	it). vith this Weapon ation: Arcane- cake a further vith this Weapon ous 2 (Difficult ave all of their vith this Weapon 2 vith this Weapon 0 vith this Weapon 0 vith this Weapon 0 vith this Weapon 0 s Terrain (Trap) vith this Weapon 0 vith this Weapon 0 vith this Weapon 0 vith this Weapon 0 vith this Weapon 0	on. 3 Sewage. 6 End Dmg on. 3 : Terrain), M r Movement on. 3 ane-Garden on. 3 dification: A je (no Armo on. 3 ay move 1 s in any 2 n on. 3	0 if they mo odification s and Def 1 Arcane-Ga auur) to a ro 1 pace befo on-occupi	Ranged. Spell, Arcane-Sewage, S. ove 3 or more spaces during their nex Ranged. Spell, Arcane-Sewage, S. a: Arcane-Sewage. ences reduced by 2 until your next Tu Ranged. Bomb, Arcane-Garden, I S. Ranged. Spell, Arcane-Garden, Rot. rden. andom (1d3) Attribute and gains a Poir Ranged. T Blades, A-Alleyway, A. re and after you Attack with this Weap led spaces.	14t, 2Kn kt Turn (Star 14t, 2Kn Jrn (Stacks) 14t, 2Kn 14t, 2Kn nt of Momen 14t, 2Kn pon, Modifica	cks). 2 3 ntum. 3 ation: 2

Dual Ranged Weapons

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Throwing Knives	3d6 / 4d6	+] / -]	5/3	13 / 8		3	1/2*	Ranged, Throwing Blades.	16t	3
	Dual, *Splash	4 (Any), P	oison (acts a	is Melee vs a	adjacent targe	ets), Small, Yo	ou may mo	ve 1 space before and after you At	tack with th	is Weapon.
Bombs	3d6 / 4d6	+0 / -2	3 / 1	10 / 5	3/5	3	1/2*	Ranged, Bomb.	16t	3
	Dual, *Splash	4 (Any), S	plash 1.							
Brace of Pistols	3d6 / 4d6	-1/-3	5** / 3**	20 / 15	1/3	3	1/2*	Ranged, Firearm.	16t	3
	Dual, *Splash	4 (Any), *	*Strong Hit +	l vs targets	within your s	econd Range	increment	while you're performing the Unleas	sh Action (o	r if you
	don't mo	ve during y	jour Turn and	d you're a He	nchmen or P	ower Group B	lody).			
Repeater Crossbow	4d6	+0	5	10	3	3	2	Ranged, Crossbow.	16t	3
	Dual, Splash ^L	I (Any), Po	ison.							

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Throwing Stars	3d6 / 4d6	+] / -]	5/3	13 / 8	0 / 2	3	1/2*	Ranged, Throwing Blades.	16t	4
	Dual, *Splash	n 4 (Any), P	oison (acts as	Melee vs a	djacent targe	ts), Small, Yo	iu may mo	ve 1 space before and after you A	lttack with this	s Weapon,
	After yo	u Attack wi	th this Weapor	n you may ir	nmediately r	nove, Modific a	ation: Swift			
Quality Brace of Pistols	3d6 / 4d6	+0 / -2	5** / 3**	20 / 15	1/3	3	1/2*	Ranged, Firearm.	16t	Ч
	Dual, *Splash	n 4 (Any), *	*Strong Hit +1	vs targets v	vithin your se	econd Range	increment	while you're performing the Unlea	ish Action (or	if you
	don't ma	ove during y	jour Turn and	you're a Her	nchmen or Po	ower Group Bo	ody), Modif	ication: Aim.		
	Strong Hit: Ai	m (Hit) You	may add up	to +/- 1 to d	etermine wh	at Attribute is	5 Damaged	with your Critical Hits (normally	just 1d6). You	may not
	shift dar	mage onto a	a Attribute tha	it may not n	ormally be [)amaged (eg:	location 10	13 can't Damage location 4) (Stac	ks).	
Royal Chakram	3d6 / 4d6	+] / -]	5/3	13 / 8	1/3	3	1/2*	Ranged, Throwing Blades.	16t	Ч
	Dual, *Splash	n 4 (Any), P	oison (acts as	Melee vs a	djacent targe	ts), Small, Yo	iu may mo	ve 1 space before and after you A	lttack with this	s Weapon,
	Modifica	tion: Tricky.								
	Momentum 1:	Your target	's Cover Step	is reduced b	oy 1 vs this V	/eapon (Stack	(s).			
Dusk & Dawn Revolvers	3d6 / 4d6	-3 / -5	5** / 3**	20 / 15	1/3	3	1/2*	Ranged, Firearm.	16t	Ч
	Dual, Splash	2 (Any), *S	plash +4 (Any), **Strong	Hit +1 vs targ	ets within yo	ur second	Range increment while you're per	forming the U	nleash
	Action (a	or if you do	n't move durir	ng your Turn	and you're a	a Henchmen (or Power G	roup Body), Modification: Spread.		
Black Powder Bomb	2d6 / 3d6	+2 / +0	3 / 1	10 / 5	2/4	3	1/2*	Ranged, Bomb.	16t	Ч
	Dual, *Splash	1 4 (Any), S	olash 1, Pen 2	min 3, Entre	nched Physi	cal Cover doe	s not grant	your larget +Armour (normally +	I), Modification	: Puncture.
Experimental Rounds	3d6 / 4d6	+0 / -2	5** / 3**	20 / 15	1/3	3	1/2*	Ranged, Firearm.	16t	Ч
	Dual, *Splash	n 4 (Any), *	*Strong Hit +1	vs targets v	vithin your se	econd Range	increment	while you're performing the Unlea	ash Action (or	if you
	don't ma	ove during y	jour Turn and	you're a Her	nchmen or P	ower Group B	ody), Modi f	ication: Special Ammo.		
	Momentum 1:	Your next /	Attack with thi	is Weapon ga	ains one of tl	ne following; ·	+2 Rng, +10	Max Rng, +2 End Dmg or +2 Hit	(Stacks).	
Scrap Launcher	4d6	-2	5	10	1	2	2	Ranged, Crossbow.	16t	2
								5		



(Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
1	Fire Crystal Revolvers of Dorgtol	3d6 / 4d6	-4/-6	4** / 2**	20 / 15	2/4	3	1/2*	Ranged, Firearm, Arc-Street, Fire.	16t, 2Kn	3
1		Dual, *Splash	4 (Any), *	*Strong Hit +1	vs targets v	vithin your se	cond Range	increment	while you're performing the Unleash	Action (or	· if you
٢,		don't ma	ive during y	jour Turn and	you're a Hei	nchmen or P	ower Group Bo	ody), Energ	ıy, Burn, Dangerous 1 (Fire), Modifica l	ion: Arcan	e-Street.
Ĵ		Strong Hit: Se	t Alight (Or	nce per Turn, I	Hit) Make a	free Attack a	gainst all dar	naged cha	racters at the start of each of their	Turns (at () Range,
6.		and with	-1 Crit Dm	g) until they (or an ally a	djacent to th	em) performs	the Think	Action (does not Stack).		

	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resource
Light's Judgement	3d6 / 4d6	-1/-3	6/4	15 / 10	1/3	3	0 / 1*	Ranged. Spell, Arc-Rooftop, B Light.	16t, 2Kn	3
	Dual, *Splash	4 (Any), Mod	lification: /	Arcane-Roofto	op.					
	Strong Hit: Blir	nd (Hit) All Da	amaged c	haracters who	o use their ey	jes to aim ha	ve –1d6 Hil	t on their next Attack (Stacks to -2c	6).	
Arctic Shards	3d6 / 4d6	-1/-3	6/4	15 / 10	1/3	3	0 / 1*	Ranged. Spell, Arc-Rooftop, Frost.	16t, 2Kn	3
	Dual, *Splash	4 (Any), Dan	gerous 3	(Ice), Reduce	the Movemen	it of all dama	iged chara	cters by 1 until your next Turn (Stac	ks to -2),	
	Modificati	i on : Arcane-P	Rooftop.							
Chain Lightning	3d6 / 4d6	-2/-4	5/3	15 / 10	1/3	3	0 / 1*	Ranged. Spell, Arc-Rooftop, Storm.	16t, 2Kn	3
	Dual, *Splash	4 (Any), Ener	rgy, Dange	erous 2 (Wind)), Modificatior	: Arcane-Roo	iftop.			
	Strong Hit: Sho	ock (Hit) All o	damaged	characters are	e Suppressed	and Pushed	2 spaces i	n any direction.		
Flame Line	3d6 / 4d6	-2/-4	4/2	15 / 10	2/4	3	0 / 1*	Ranged. Spell, Arcane-Street, Fire.	16t, 2Kn	3
	Dual, *Splash	4 (Any), Ener	rgy, Burn,	Dangerous 1 ((Fire), Modific	ation: Arcane	-Street.			
	Strong Hit: Set	: Alight (Once	e per Turn	, Hit) Make a	free Attack a	gainst all dar	naged cha	racters at the start of each of their	Turns (at O	Range,
								Action (does not Stack).		5
Guardian Bell	3d6 / 4d6	-1/-3	4* / 2*	20 / 15	2/4	3		Ranged. Firearm, Arc-Street, Law.	16t, 2Kn	Ч
								while you're performing the Unleash		
								n: Arcane-Street.	/10/10/11 (01	
			-					yours with their next Attack: you may	ı immodiato	lu movo í
Pavement Slam	3d6 / 4d6		4 / 2	15 / 10	3 / 5	3	0 / 1*	Ranged. Spell, Arc-Street, Stone.	16t, 2Kn	3 3 cg
ravement Stam								cult Terrain is always placed behind		
				iy), Danyeroos	S 2 (DIFFICULL	ierrain, i spai	ce or Dirric	our terrain is always praceu perintu	yuur taryet)	•
Country Country		ion: Arcane-S		15 / 10	1/0	0	0 / 1*	Den and Carell Are Commen Article	101-01/-	0
Caustic Spray	3d6 / 4d6		5/3	15 / 10	1/3	3	0 / 1*	Ranged. Spell, Arc-Sewage, Acid.	16t, 2Kn	3
							ve their Ar	mour reduced by 1 against the next	Hit on them	i before
	5			, Modification:		5				
Summon Dire Rats	3d6 / 4d6	-1 / -3	5/3	15 / 10	1/3	3	0 / 1*	Ranged. Spell, Arc-Sewage, R S.	16t, 2Kn	3
	Dual, *Splash	4 (Any), Dan	gerous 2	(Swarm, Crawl	ling), After yo	u Attack with	this Weap	oon during Combat: move ALL Swarn	n Dangerous	s Terrain
	space, M o	odification: Ar	rcane-Sew	5						
Fiendish Vomit	3d6 / 4d6	+] / -]	5/3	15 / 10	2/4	3	0 / 1*	Ranged. Spell, Arcane-Sewage, S.	16t, 2Kn	3
	Dual, *Splash	4 (Any), Dan	gerous 1 (Disease Cloud	I), Poison, Mo	dification: Arc	ane-Sewa	ge.		
	0 10 0	kness (Hit) A	ll damage	d characters	take a furthe	r 6 End Dmg	if they mo	ove 3 or more spaces during their ne	xt Turn (St	acks).
	Strong Hit: Sic					5	2			
Arcane Slime	3d6 / 4d6		5/3	15 / 10	1/3	3	0 / 1*	Ranged. Spell, Arcane-Sewage, S.		3
Arcane Slime	3d6 / 4d6	+0 / -2				3	0 / 1*	Ranged. Spell, Arcane-Sewage, S. ain), Modification: Arcane-Sewage.		
Arcane Slime	3d6 / 4d6 Dual, *Splash	+0 / -2 4 (Any), Pois	ion, Dange	rous 4 (Poiso	n Cloud), Dan	3 Igerous 2 (Dif	0 / 1* ficult Terra	J I J	16t, 2Kn	3
Arcane Slime Reaching Vines	3d6 / 4d6 Dual, *Splash	+0 / -2 4 (Any), Pois Idged (Hit) All	ion, Dange	rous 4 (Poiso	n Cloud), Dan	3 Igerous 2 (Dif	0 / 1* ficult Terra	ain), Modification: Arcane-Sewage.	16t, 2Kn ⁻ urn (Stacks	3
	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6	+0 / -2 4 (Any), Pois idged (Hit) All +0 / -2	on, Dange l damageo 5 / 3	rous 4 (Poiso d characters H 15 / 10	n Cloud), Dan nave all of th 0 / 2	3 Igerous 2 (Dif eir Movement 3	0 / 1* ficult Terra is and Defe 0 / 1*	nin), Modification : Arcane-Sewage. ences reduced by 2 until your next 7	16t, 2Kn ⁻ urn (Stacks	3
	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6	+0 / -2 4 (Any), Pois dged (Hit) All +0 / -2 4 (Any), Dani	on, Dange l damageo 5 / 3 gerous 2 (rous 4 (Poiso d characters h 15 / 10 (Poison Cloud)	n Cloud), Dan nave all of th 0 / 2), Dangerous	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te	0 / 1* ficult Terra s and Defe 0 / 1* errain). Mod	sin), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden.	16t, 2Kn ⁻ urn (Stacks	3 ;).
Reaching Vines	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: Y	+0 / -2 4 (Any), Pois dged (Hit) All +0 / -2 4 (Any), Dani You place Dai	ion, Dange l damaged 5 / 3 gerous 2 d ngerous 1	rous 4 (Poiso d characters h 15 / 10 (Poison Cloud)	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour	0 / 1* ficult Terra s and Defa 0 / 1* errain). Mod nd your tar	sin), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden.	16t, 2Kn ⁻ urn (Stacks 16t, 2Kn	3 ;).
Reaching Vines	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: Y 3d6 / 4d6	+0 / -2 4 (Any), Pois adged (Hit) All +0 / -2 4 (Any), Dani You place Dan +1 / -1	son, Dange l damager 5 / 3 gerous 2 f ngerous 1 5 / 3	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) 15 / 10	n Cloud), Dan have all of th O / 2), Dangerous I OR Difficult 1 / 3	3 igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3	0 / 1* ficult Terra s and Defe 0 / 1* errain). Moo nd your tar 0 / 1*	ain), Modification: Arcane-Sewage. ences reduced by 2 until your next 7 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get.	16t, 2Kn ⁻ urn (Stacks	3 ;). 3
Reaching Vines Creeper Mark	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: 1 3d6 / 4d6 Dual, *Splash	+0 / -2 4 (Any), Pois idged (Hit) All +0 / -2 4 (Any), Dani You place Dar +1 / -1 4 (Any), Dani	son, Dange l damager 5 / 3 gerous 2 ngerous 1 5 / 3 gerous 1d8	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) 15 / 10 5 (Swarm, Fly	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing), Modifica	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3 tion: Arcane-	0 / 1* ficult Terra s and Defe 0 / 1* errain). Moo nd your tar 0 / 1* Garden.	ain), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S.	16t, 2Kn Turn (Stacks 16t, 2Kn 16t, 2Kn	3 ;). 3 3
Reaching Vines Creeper Mark	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: 1 3d6 / 4d6 Dual, *Splash 3d6 / 4d6	+0 / -2 4 (Any), Pois idged (Hit) All +0 / -2 4 (Any), Dani You place Dar +1 / -1 4 (Any), Dani -1 / -3	son, Dange L damaged 5 / 3 gerous 2 0 ngerous 1 5 / 3 gerous 100 5 / 3	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud 15 / 10 6 (Swarm, Fly 15 / 10	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing). Modifica -1 / 1	3 igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3	0 / 1* ficult Terra s and Defe 0 / 1* errain). Moo nd your tar 0 / 1*	ain), Modification: Arcane-Sewage. ences reduced by 2 until your next 7 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get.	16t, 2Kn Turn (Stacks 16t, 2Kn 16t, 2Kn	3 ;). 3
Reaching Vines Creeper Mark	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: ¹ 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash	+0 / -2 4 (Any). Pois idged (Hit) All +0 / -2 4 (Any). Dani (You place Dani +1 / -1 4 (Any). Dani -1 / -3 4 (Any). Mod	ion, Dange L damaged 5 / 3 gerous 2 d ngerous 1 5 / 3 gerous 1dt 5 / 3	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud) 5 (Swarm, Fly 15 / 10 Arcane-Garde	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing), Modifica -1 / 1 n.	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3 tion: Arcane- 3	0 / 1* ficult Terra s and Defe 0 / 1* errain). Moo nd your tar 0 / 1* Garden. 0 / 1*	ain), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W.	16t, 2Kn Turn (Stacks 16t, 2Kn 16t, 2Kn	3 .). 3 3
Reaching Vines Creeper Mark Well of Rage	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: 1 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prin	+0 / -2 4 (Any), Pois dged (Hit) All +0 / -2 4 (Any), Dane You place Dan +1 / -1 4 (Any), Dane -1 / -3 4 (Any), Mod mal Wrath (De	ion, Dange L damager 5 / 3 gerous 2 ngerous 1 5 / 3 gerous 1df 5 / 3 lification: / oes not R	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud) (Sourther Cloud) 15 / 10 5 (Swarm, Fly 15 / 10 Arcane-Garde eq Hit) For the	n Cloud), Dan have all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing). Modifica -1 / 1 n. e remainder c	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3 tion: Arcane- 3 if the Combat	0 / 1* ficult Terra s and Defa 0 / 1* errain). Moo nd your tar 0 / 1* Garden. 0 / 1*	sin), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W. +2 Hit and End Dmg (Stacks).	16t, 2Kn Furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn	3). 3 3 3
Reaching Vines Creeper Mark Well of Rage	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: Y 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prir 3d6 / 4d6	+0 / -2 4 (Any), Pois dged (Ht) All +0 / -2 4 (Any), Dani You place Dar +1 / -1 4 (Any), Dani -1 / -3 4 (Any), Mod mal Wrath (Di +0 / -2	ion, Dange L damager 5 / 3 gerous 2 ngerous 1 5 / 3 gerous 1dt 5 / 3 lification: / oes not Ri 5 / 3	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud (Poison Cloud (Poison Cloud 15 / 10 5 (Swarm, Fly 15 / 10 Arcane-Garde eq Hit) For the 15 / 10	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing), Modifica -1 / 1 n. e remainder of 1 / 3	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3 tion: Arcane- 3 if the Combat 3	0 / 1* ficult Terra s and Defa 0 / 1* errain). Moo nd your tar 0 / 1* Garden. 0 / 1* : you gain 0 / 1*	ain), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W. +2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, Rot.	16t, 2Kn Furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 ;). 3 3
Reaching Vines Creeper Mark Well of Rage	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: 1 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prin 3d6 / 4d6 Dual, *Splash	+0 / -2 4 (Any), Pois idged (Hit) All +0 / -2 4 (Any), Dani (You place Dan +1 / -1 4 (Any), Dani -1 / -3 4 (Any), Mod mal Wrath (Dani +0 / -2 4 (Any), Dani	ion, Dange L damager 5 / 3 gerous 2 ngerous 1 5 / 3 gerous 1 6 / 3 lification: / oes not Ri 5 / 3 gerous 1 (rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud) (Poison Cloud) (S (Swarm, Fly 15 / 10 Arcane-Garde eq Hit) For the 15 / 10 Acid Pool), Da	n Cloud), Dan nave all of th 0 / 2), Dangerous 1 OR Difficult 1 / 3 ing). Modifica -1 / 1 n. e remainder o 1 / 3 angerous 1 (Di	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3 tion: Arcane- 3 If the Combat 3 fficult Terrain	0 / 1* ficult Terra s and Defe 0 / 1* errain). Mod nd your tar 0 / 1* Garden. 0 / 1* : you gain 0 / 1*	ain), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W. +2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, Rot. tion: Arcane-Garden.	16t, 2Kn furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn	3)). 3 3 3 3
Reaching Vines Creeper Mark Well of Rage Sap Life	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: 1 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prir 3d6 / 4d6 Dual, *Splash Strong Hit: Rot	+0 / -2 4 (Any), Pois idged (Hit) All +0 / -2 4 (Any), Dani You place Dan +1 / -1 4 (Any), Dani -1 / -3 4 (Any), Dani +0 / -2 4 (Any), Dani +0 / -2 4 (Any), Dani (Hit) A Dani	ion, Dange L damager 5 / 3 gerous 2 ngerous 1 5 / 3 gerous 1df 5 / 3 lification: / oes not R 5 / 3 gerous 1 (aged char	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud) 15 / 10 6 (Swarm, Fly 15 / 10 Arcane-Garde eq Hit) For the 15 / 10 Acid Pool), Da acter takes 1	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing), Modifica -1 / 1 n. e remainder o 1 / 3 ingerous 1 (Di point of Dam	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3 tion: Arcane- 3 if the Combat 3 fficult Terrain age (no Armo	0 / 1* ficult Terra s and Defe 0 / 1* errain). Moo nd your tar 0 / 1* Garden. 0 / 1* : you gain 0 / 1* : you gain 0 / 1*	ain), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W. +2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, Rot. tion: Arcane-Garden. andom (1d3) Attribute and gains a Po	16t, 2Kn Furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 .). 3 3 3 3 entum.
Reaching Vines Creeper Mark Well of Rage Sap Life	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: ' 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prir 3d6 / 4d6 Dual, *Splash Strong Hit: Rot 4d6	+0 / -2 4 (Any), Pois idged (Hit) All +0 / -2 4 (Any), Danu You place Dan +1 / -1 4 (Any), Danu -1 / -3 4 (Any), Mod mal Wrath (Du +0 / -2 4 (Any), Danu (Hit) A Danu -2	ion, Dange L damager 5 / 3 gerous 2 ngerous 1 5 / 3 gerous 1df 5 / 3 lification: / oes not Ri 5 / 3 gerous 1 (aged char 5	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud) (Poison Cloud) (Source) (Source) (Poison Cloud) (Poison Clo	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing), Modifica -1 / 1 n. e remainder c 1 / 3 ingerous 1 (Di point of Dam 2	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3 tion: Arcane- 3 if the Combat 3 fficult Terrain age (no Armo 3	0 / 1* ficult Terra s and Defe 0 / 1* errain). Mod nd your tar 0 / 1* Garden. 0 / 1* : you gain 0 / 1*	ain), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W. +2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, Rot. tion: Arcane-Garden.	16t, 2Kn Furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3)). 3 3 3 3
Reaching Vines Creeper Mark Well of Rage Sap Life	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: 1 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prir 3d6 / 4d6 Dual, *Splash Strong Hit: Rot 4d6 Dual, Splash 4	+0 / -2 4 (Any). Pois idged (Hit) All +0 / -2 4 (Any). Dani You place Dan +1 / -1 4 (Any). Dani -1 / -3 4 (Any). Mod mal Wrath (Da +0 / -2 4 (Any). Dani -2 4 (Any). Poiso	ion, Dange L damager 5 / 3 gerous 2 ngerous 1 5 / 3 gerous 1df 5 / 3 lification: / oes not Ri 5 / 3 gerous 1 (aged char 5 5 , Modific	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud) 5 (Swarm, Fly 15 / 10 Arcane-Garde 29 Hit) For the 15 / 10 Acid Pool), Da acter takes 1 1 1 ation: Long Sh	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing), Modifica -1 / 1 n. e remainder of 1 / 3 angerous 1 (Di point of Dam 2 not, Arcane-A	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3 tion: Arcane- 3 if the Combat 3 fficult Terrain age (no Armo 3 illeyway.	0 / 1* ficult Terra s and Defe 0 / 1* errain). Moo nd your tar 0 / 1* Garden. 0 / 1* : you gain 0 / 1* : you gain 0 / 1*	sin), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W. +2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, Rot. tion: Arcane-Garden. andom (Id3) Attribute and gains a Por Ranged. Bow, Arcane-Alleyway, A.	16t, 2Kn Furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn	3 .). 3 3 3 3 entum.
Reaching Vines Creeper Mark Well of Rage Sap Life Clockwork Hunters Bow	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: 1 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prir 3d6 / 4d6 Dual, *Splash Strong Hit: Rot 4d6 Dual, Splash 4 Strong Hit: Tra	+0 / -2 4 (Any). Pois idged (Hit) All +0 / -2 4 (Any). Dane (You place Dane +1 / -1 4 (Any). Dane -1 / -3 4 (Any). Mod mal Wrath (De +0 / -2 4 (Any). Dane -2 4 (Any). Dane -2 4 (Any). Poiso p (Hit) Create	ion, Dange L damager 5 / 3 gerous 2 f ngerous 1 5 / 3 gerous 1df 5 / 3 gerous 1df 5 / 3 gerous 1 (aged char 5 in, Modifici 2 spaces	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud) (Sourther Cloud) (Sourther Cloud) (Sourther Cloud) (Sourther Cloud) (Sourther Cloud) (Sourther Cloud) (Sourther Cloud) (Poison Cloud)	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing). Modifica -1 / 1 n. e remainder of 1 / 3 angerous 1 (Di point of Dam 2 not, Arcane-A s Terrain (Tra	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3 tion: Arcane- 3 If the Combat 3 fficult Terrain age (no Armo 3 Illeyway. p) in any 2 n	0 / 1* ficult Terra s and Defe 0 / 1* errain). Moon nd your tar 0 / 1* Garden. 0 / 1* Contained and the second o / 1* (you gain 0 / 1) (you gain 0 / 1)	sin), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W. +2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, Rot. tion: Arcane-Garden. andom (1d3) Attribute and gains a Po Ranged. Bow, Arcane-Alleyway, A. ed spaces.	16t, 2Kn Furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 3Kn	3 3 3 3 3 entum. 4
Reaching Vines Creeper Mark Well of Rage Sap Life	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: Y 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prin 3d6 / 4d6 Dual, *Splash Strong Hit: Rot 4d6 Dual, Splash 4 Strong Hit: Tra 3d6 / 4d6	+0 / -2 4 (Any). Pois dged (Hit) All +0 / -2 4 (Any). Dane You place Dan +1 / -1 4 (Any). Dane -1 / -3 4 (Any). Mod mal Wrath (Da +0 / -2 4 (Any). Dane (Hit) A Dame -2 4 (Any). Poiso p (Hit) Create -2 / -4	ion, Dange L damager 5 / 3 gerous 2 4 ngerous 1 5 / 3 gerous 1df 5 / 3 gerous 1df cation: / oes not Ri 5 / 3 gerous 1 (aged char 5 in, Modific 2 spaces 5 / 3	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud (Poison Cloud (Poison Cloud 15 / 10 5 (Swarm, Fly 15 / 10 Arcane-Garde eq Hit) For the 15 / 10 Acid Pool), Da acter takes 1 11 ation: Long SH 5 of Dangerous 13 / 8	n Cloud), Dan have all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing), Modifica -1 / 1 n. e remainder of 1 / 3 ingerous 1 (Di point of Dam 2 not, Arcane-A s Terrain (Tra 0 / 2	3 gerous 2 (Dif eir Movement 3 6 (Difficult Te Terrain) arour 3 tion: Arcane- 3 if the Combat 3 fficult Terrain age (no Armo 3 illeyway. p) in any 2 n 3**	0 / 1* ficult Terra s and Defi 0 / 1* errain). Moo nd your tar 0 / 1* Garden. 0 / 1* : you gain 0 / 1* : you gain 0 / 1*). Modifica pur) to a ra 2 on-occupi 1 / 2*	sin), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W. *2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, Rot. tion: Arcane-Garden. andom (Id3) Attribute and gains a Po Ranged. Bow, Arcane-Alleyway, A. ed spaces. Ranged. T Blades, A-Alleyway, B.	16t, 2Kn furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 3Kn	3 .). 3 3 3 3 entum. 4
Reaching Vines Creeper Mark Well of Rage Sap Life Clockwork Hunters Bow	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: 1 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prin 3d6 / 4d6 Dual, *Splash Strong Hit: Rot 4d6 Dual, Splash 4 Strong Hit: Tra 3d6 / 4d6 Dual, *Splash 4	+0 / -2 4 (Any), Pois idged (Hit) All +0 / -2 4 (Any), Dani You place Dan +1 / -1 4 (Any), Dani -1 / -3 4 (Any), Dani +0 / -2 4 (Any), Dani +0 / -2 4 (Any), Dani -2 1 (Any), Poiso p (Hit) Create -2 / -4 4 (Any), Pois	ion, Dange L damager 5 / 3 gerous 2 ngerous 1 5 / 3 gerous 1 6 / 3 lification: / oes not Ri 5 / 3 gerous 1 (aged char 5 in, Modific: 2 spaces 5 / 3 ion (acts a ion (acts a	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud) (Poison Cloud) (Solarm, Fly 15 / 10 Arcane-Garde eq Hit) For the 15 / 10 Acid Pool), Da acter takes 1 11 ation: Long SH is of Dangerous 13 / 8 as Melee vs a	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing). Modifica -1 / 1 n. e remainder of 1 / 3 ingerous 1 (Di point of Dam 2 not, Arcane-A s Terrain (Tra 0 / 2 djacent targe	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Ter Terrain) arour 3 tion: Arcane- 3 If the Combat 3 If the Comb	0 / 1* ficult Terra s and Defe 0 / 1* errain). Mod nd your tar 0 / 1* Garden. 0 / 1* (you gain 0 / 1* (you gain 0 / 1*). Modifica our) to a ra 2 on-occupi 1 / 2* u may mod	sin), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. *2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, P W. *2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, Rot. tion: Arcane-Garden. andom (Id3) Attribute and gains a Po Ranged. Bow, Arcane-Alleyway, A. ed spaces. Ranged. T Blades, A-Alleyway, B. ve 1 space before and after you Atta	16t, 2Kn furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 3Kn 16t, 3Kn ck with this	3 .). 3 3 3
Reaching Vines Creeper Mark Well of Rage Sap Life Clockwork Hunters Bow	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: 1 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prin 3d6 / 4d6 Dual, *Splash Strong Hit: Rot 4d6 Dual, Splash 4 Strong Hit: Tra 3d6 / 4d6 Dual, *Splash 4	+0 / -2 4 (Any), Pois idged (Hit) All +0 / -2 4 (Any), Dani You place Dan +1 / -1 4 (Any), Dani -1 / -3 4 (Any), Dani +0 / -2 4 (Any), Dani +0 / -2 4 (Any), Dani -2 1 (Any), Poiso p (Hit) Create -2 / -4 4 (Any), Pois	ion, Dange L damager 5 / 3 gerous 2 ngerous 1 5 / 3 gerous 1 6 / 3 lification: / oes not Ri 5 / 3 gerous 1 (aged char 5 in, Modific: 2 spaces 5 / 3 ion (acts a ion (acts a	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud) (Poison Cloud) (Solarm, Fly 15 / 10 Arcane-Garde eq Hit) For the 15 / 10 Acid Pool), Da acter takes 1 11 ation: Long SH is of Dangerous 13 / 8 as Melee vs a	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing). Modifica -1 / 1 n. e remainder of 1 / 3 ingerous 1 (Di point of Dam 2 not, Arcane-A s Terrain (Tra 0 / 2 djacent targe	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Ter Terrain) arour 3 tion: Arcane- 3 If the Combat 3 If the Comb	0 / 1* ficult Terra s and Defe 0 / 1* errain). Mod nd your tar 0 / 1* Garden. 0 / 1* (you gain 0 / 1* (you gain 0 / 1*). Modifica our) to a ra 2 on-occupi 1 / 2* u may mod	sin), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. dification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W. *2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, Rot. tion: Arcane-Garden. andom (Id3) Attribute and gains a Po Ranged. Bow, Arcane-Alleyway, A. ed spaces. Ranged. T Blades, A-Alleyway, B.	16t, 2Kn furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 3Kn 16t, 3Kn ck with this	3 .). 3 3 3 3 entum. 4 4
Reaching Vines Creeper Mark Well of Rage Sap Life Clockwork Hunters Bow	3d6 / 4d6 Dual, *Splash Strong Hit: Slu 3d6 / 4d6 Dual, *Splash Momentum 1: 1 3d6 / 4d6 Dual, *Splash 3d6 / 4d6 Dual, *Splash Strong Hit: Prin 3d6 / 4d6 Dual, *Splash Strong Hit: Rot 4d6 Dual, Splash 4 Strong Hit: Tra 3d6 / 4d6 Dual, *Splash 4	+0 / -2 4 (Any), Pois idged (Hit) All +0 / -2 4 (Any), Dani You place Dan +1 / -1 4 (Any), Dani -1 / -3 4 (Any), Dani +0 / -2 4 (Any), Dani +0 / -2 4 (Any), Dani -2 1 (Any), Poiso p (Hit) Create -2 / -4 4 (Any), Pois	ion, Dange L damager 5 / 3 gerous 2 ngerous 1 5 / 3 gerous 1 6 / 3 gerous 2 6 / 3 gerous 1 6 / 3 gerous 2 6 / 3 gerous 1 6 / 3 gerous 1 gerous 1 gerou	rous 4 (Poiso d characters H 15 / 10 (Poison Cloud) (Poison Cloud) (Poison Cloud) (Poison Cloud) (Solarm, Fly 15 / 10 Arcane-Garde eq Hit) For the 15 / 10 Acid Pool), Da acter takes 1 11 ation: Long SH is of Dangerous 13 / 8 as Melee vs a	n Cloud), Dan nave all of th 0 / 2), Dangerous I OR Difficult 1 / 3 ing). Modifica -1 / 1 n. e remainder of 1 / 3 ingerous 1 (Di point of Dam 2 not, Arcane-A s Terrain (Tra 0 / 2 djacent targe	3 Igerous 2 (Dif eir Movement 3 6 (Difficult Ter Terrain) arour 3 tion: Arcane- 3 If the Combat 3 If the Comb	0 / 1* ficult Terra s and Defe 0 / 1* errain). Mod nd your tar 0 / 1* Garden. 0 / 1* (you gain 0 / 1* (you gain 0 / 1*). Modifica our) to a ra 2 on-occupi 1 / 2* u may mod	sin), Modification: Arcane-Sewage. ences reduced by 2 until your next 1 Ranged. Spell, Arcane-Garden, E N. lification: Arcane-Garden. get. Ranged. Spell, Arc-Garden, I S. Ranged. Spell, Arcane-Garden, P W. +2 Hit and End Dmg (Stacks). Ranged. Spell, Arcane-Garden, Rot. tion: Arcane-Garden. andom (Id3) Attribute and gains a Po Ranged. Bow, Arcane-Alleyway, A. ed spaces. Ranged. T Blades, A-Alleyway, B. ve 1 space before and after you Atta pr that Attack, Modification: Long Sho	16t, 2Kn Furn (Stacks 16t, 2Kn 16t, 2Kn 16t, 2Kn 16t, 2Kn int of Mom- 16t, 3Kn 16t, 3Kn 16t, 3Kn 16t, 3Kn	3 .). 3 3 3 3 entum. 4 4

Hefty Ranged Weapons

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Enchanted Throwing Axe	2d6*	+3	8	38	1	Ч	2	Ranged, Throwing Blades.	16t	3
	Large, *+1d6	Hit with Unl	eash Action	(or if you don	i't move durii	ng your Turn	and you're	e a Henchmen or Power Group Bo	dy), Requires á	2 Slots,
	Poison (acts as Mel	ee vs adjace	nt targets), S	mall, You ma	ny move 1 spa	ice before	and after you Attack with this W	eapon.	
Large Bombs	2d6*	+2	6	35	Ч	Ч	2	Ranged, Bomb.	16t	3
	Large, *+1d6	Hit with Unl	eash Action	(or if you don	ı't move durii	ng your Turn	and you're	e a Henchmen or Power Group Bo	dy), Requires á	2 Slots,
	Splash 1									
Musket	2d6*	+]	8**	45	2	Ч	2	Ranged, Firearm.	16t	3
	Large, *+1d6	Hit with Unl	eash Action	(or if you don	i't move durii	ng your Turn	and you're	e a Henchmen or Power Group Bo	dy), Requires á	2 Slots,
	**Strong	g Hit +1 vs t	argets within	your second	Range incre	ment while yo	ou're perfo	orming the Unleash Action (or if y	jou don't move	e during
	your Tur	n and you'r	e a Henchme	en or Power G	Group Body).					
Longbow	2d6*	+4	10	40	2	Ч	2	Ranged, Bow.	16t	3
	Large, *+1d6	- lit with Unle	eash Action (or if uou don'	t move durin	a uour Turn a	nd uou're	a Henchmen or Power Group Bodu	i). Requires 2.9	Slots. Poison.

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Fiendbane Hunter's Bow	2d6*	+4	10	40	2	Ч	2	Ranged, Bow.	16t	4
	Large, *+1d6 I	Hit with Unle	ash Action	(or if you don'	t move du	ring your Turn a	ind you're	e a Henchmen or Power Group Bod	ly), Requires á	2 Slots,
	Poison, A	After you Atta	ack with thi	s Weapon you	may imm	ediately move, N	lodificati	on: Swift.		
Telescopic Rifle	2d6*	+2	8**	45	2	Ч	2	Ranged, Firearm.	16t	4
	Large, *+1d6 I	Hit with Unle	ash Action	(or if you don'	t move du	ring your Turn a	nd you're	a Henchmen or Power Group Bod	y), Requires 2	Slots.
	**Strong	g Hit +1 vs ta	rgets within	your second	Range incr	rement while yo	u're perfo	orming the Unleash Action (or if yo	ou don't move	during
	your Turi	n and you're	a Henchme	en or Power Gr	oup Body)	. Modification: A	im.			
	Strong Hit: Ai	m (Hit) You r	may add up	to +/- 1 to de	etermine w	hat Attribute is	Damageo	l with your Critical Hits (normally	just 1d6). You	may not
	shift dan	nage onto a	Attribute th	iat may not no	ormally be	Damaged (eg: l	ocation 1	d3 can't Damage location 4) (Stac	sks).	
Floating Sword	2d6*	+3	8	38	2	Ч	2	Ranged, Throwing Blades.	16t	4
	Large, *+1d6 I	Hit with Unle	ash Action	(or if you don'	t move du	ring your Turn a	ind you're	e a Henchmen or Power Group Bod	ly), Requires á	2 Slots.
	Poison (a	acts as Mele	e vs adjace	ent targets), Sn	nall, You n	nay move 1 spac	e before	and after you Attack with this We	apon, Modific a	ation: Tricky
	Momentum 1:	Your target's	s Cover Step	o is reduced b	y 1 vs this	Weapon (Stacks	5).			
Hurl Boulder	2d6*	+2	10	40	2	Ч	2	Ranged, Bow.	16t	Ч
	Large, *+1d6 I	Hit with Unle	ash Action	(or if you don'	t move du	ring your Turn a	nd you're	a Henchmen or Power Group Bod	y), Requires 2	Slots.
		1	J	ation: Spread.						
Elephant Gun	1d6*	+3	8**	45	1	Ч	2	Ranged, Firearm.	16t	4
								e a Henchmen or Power Group Bod		
	-	, ,	5	9	9	5		rming the Unleash Action (or if yo		9
	5	5			roup Body)	., Pen 2 min 3, I	Entrenche	ed Physical Cover does not grant y	your target +A	rmour
		y +1), Modific								
Custom Bolts	2d6*	+5	10	40	2	4	2	Ranged, Crossbow.	16t	Ч
	2			~	t move du	ring your Turn a	ind you're	e a Henchmen or Power Group Bod	ly), Requires á	? Slots.
		1odification:	1							
				1 5		2	5	0 Max Rng, +2 End Dmg or +2 Hit		
Rusty Crossbow	2d6*	+2	10	40	0	3	2	Ranged, Crossbow.	16t	2
	5			5	t move du	ring your Turn a	ind you're	e a Henchmen or Power Group Bod	ly), Requires á	? Slots.
	Poison, M	1odification:	Low-Quality	J.						



Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resource
Clawing Darkness	2d6*	+2	9	40	2	Ч	1	Ranged. Spell, Arc-Rooftop, Smoke.	16t, 2Kn	3
	Large, *+1d6	Hit with Unle	ash Action	(or if you do	n't move duri	ng your Turn	and you'r	e a Henchmen or Power Group Body)	, Requires 2	Slots,
	Dangero	us 4 (Smoke	l space o	f Smoke is al	ways placed	over your cha	aracter if r	no Smoke is there), Modification: Arca	ane-Rooftop).
ce Spear	2d6*	+]	8	40	2	Ч	1	Ranged. Spell, Arc-Rooftop, Frost.	16t, 2Kn	3
	Large, *+1d6	Hit with Unle	ash Action	(or if you do	n't move duri	ng your Turn	and you're	e a Henchmen or Power Group Body).	, Requires 2	Slots,
	Dangero	us 3 (Ice), Re	educe the I	Movement of	all damaged	characters by	y 1 until ya	our next Turn (Stacks to -2), Modifica	ation: Arcan	e-Rooftop
Molotov Cocktail	2d6*	-1	5	35	5	Ч	2	Ranged. Bomb, Arcane-Street, Fire.	16t, 2Kn	Ч
	Splash 1	, Energy, Bur	n, Dangero	us 1 (Fire), Mo	odification: Ar	cane-Street.	-	e a Henchmen or Power Group Body).		
								aracters at the start of each of their	Turns (at C) Range,
				-		iem) perform:		k Action (does not Stack).		
Covering Fire	2d6*	+]	7**	45	3	4	2	Ranged. Firearm, Arc-Street, Law.	16t, 2Kn	4
	-						-	e a Henchmen or Power Group Body).		
			-	-	-	-		orming the Unleash Action (or if you	don't move	during
	your Tur	n and you're	a Henchm	en or Power I	Group Body).	Modification	Arcane-St	reet.		
	Strong Hit: En l	force (Hit) IF a	iny Damage	ed character v	would Attack	you or a speci	ified ally o	f yours with their next Attack: you ma	y immediati	ely move
Smash City!	2d6*	+]	7	40	Ч	Ч	1	Ranged. Spell, Arc-Street, Stone.	16t, 2Kn	3
								e a Henchmen or Power Group Body)		
	Splash +	2 (Any), Dan	gerous 2 (Difficult Terra	ain, 1 space o	F Difficult Terr	rain is alw	ays placed behind your target), Modil	ication: Arc	ane-Stre
Curse of Rust	2d6*	+0	8	40	2	Ч	1	Ranged. Spell, Arc-Sewage, Acid.	16t, 2Kn	3
	Large, *+1d6	Hit with Unle	ash Action	(or if you do	n't move duri	ng your Turn	and you're	e a Henchmen or Power Group Body).	, Requires 2	Slots,
	Dangero	us 2 (Acid Po	ool), All Da	maged chara	icters have th	eir Armour re	educed by	1 against the next Hit on them befor	e your next	Turn (do
	not Stac	k), Modificati	on: Arcane	-Sewage.						
Rat Horn	2d6*	+2	10	40	2	Ч	2	Ranged. Bow, Arcane-Sewage, R S.	16t, 2Kn	Ч
	Large, *+1d6	Hit with Unle	ash Action	(or if you do	n't move duri	ng your Turn	and you're	e a Henchmen or Power Group Body),	, Requires 2	, Poison,
	Slots, Da	angerous 2 (S	Gwarm, Cra	wling), After	you Attack w	ith this Weapo	on during (Combat: move ALL Swarm Dangerous	s Terrain 1 s	pace,
	Modifica	tion: Arcane-	Sewage.							
Nasty Potion	2d6*	+2	6	35	5	Ч	2	Ranged. Bomb, Arcane-Sewage, S.	16t, 2Kn	Ч
	Large, *+1d6	Hit with Unle	ash Action	(or if you do	n't move duri	ng your Turn	and you'r	e a Henchmen or Power Group Body)	, Requires a	Slots,
	Splash 1	, Dangerous [·]	l (Disease I	Cloud), Poisor	n, Modification	n: Arcane-Sev	vage.			
	Strong Hit: Si	ckness (Hit)	All damage	ed characters	take a furth	er 6 End Dmg	if they m	ove 3 or more spaces during their n	ext Turn (S	tacks).
Grasping Thorns	2d6*	+2	8	40	1	Ч	1	Ranged. Spell, Arcane-Garden, E N.	. 16t, 2Kn	3
	Large, *+1d6	Hit with Unle	ash Action	(or if you do	n't move duri	ng your Turn	and you're	e a Henchmen or Power Group Body).	, Requires 2	Slots,
						n). Modification				
	Momentum 1:	You place D	angerous l	(Poison Clou	d OR Difficult	Terrain) arou	nd your ta	rget.		
Summon Swarm	2d6*	+3	8	40	2	Ч	1	Ranged. Spell, Arcane-Garden, I S.	16t, 2Kn	3
			ash Action				and you're	e a Henchmen or Power Group Body).		Slots,
					Arcane-Gard		5	1 5		
Mark of Death	2d6*	+2	8	40	2	Ч	1	Ranged. Spell, Arcane-Garden, Rot.	16t. 2Kn	3
	Large, *+1d6	Hit with Unle	ash Action	(or if uou do	n't move duri	na uour Turn	and uou're	e a Henchmen or Power Group Body),		Slots.
	-			-		odification: An	-	, ,		
								andom (1d3) Attribute and gains a Po	nint of Morr	entum
Musket & Bear Traps	2d6*	+0	8**	41	1	ц ц	2	Ranged. Firearm, Arc-Alleyway, A.		4
nosket a bear naps			-		n't move duri			e a Henchmen or Power Group Body).		
								prming the Unleash Action (or if you		
			-	-	-	Modification:			don c move	doning
		5			1 5					
Dank ad Law ak	Strong Hit: Tr				s ierrain (Tra	ap) in any 2 r			101 01/	
Barbed Longbow	2d6*	+]	10	37		4	2	Ranged. Bow, Arcane-Alleyway, S.		4
	-			-			-	e a Henchmen or Power Group Body),		
			characters	have -1 Hit a	and Range (m	iin 1) on their	next Atta	ck before your next Turn (Stacks to -	3), Modifica	ation:
	Arcane-	Alleyway.								

Fear Weapons (NPC +2 Hit allready added in)

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Type	Acquire	Resources
Spooky (Small Ranged)	3d6	+4 +Emp*	10	25	Emp	1	0	Ranged, Fear.	NPC	0
	Small, Pen	4 min 4, Natura	al, Attacks	from this We	apon do not	break Stealth	ed, Hit Loc	ation 1d3+3, *Agility never	r increases To Hit, Req	uires O
	Slots. I	Henchmen & Po	wer Body	Groups have	2 Empathy.					
	Momentum	1: Once per Tur	n; make a	Free Attack	with this Wea	ipon.				
Terrifying (Dual Ranged)	4d6	+2 +Emp*	8	15	3 +Emp	1	0	Ranged, Fear.	NPC	1
	Dual, Splasi	h 4 (Any), Pen	4 min 4, N	latural, Attacl	ks from this V	leapon do no	t break St	ealthed, Hit Location 1d3+3	, *Agility never increa	ses To Hit,
	Require	es O Slots. Hend	chmen & F	Power Body G	roups have 2	Empathy.				
Horrific (Hefty Ranged)	2d6*	+6 +Emp**	13	45	2 +Emp	2	0	Ranged, Fear.	NPC	1
	Large, *+1d6	5 Hit with Unlea	ish Action	(or if you dor	n't move durir	ng your Turn	and you're	e a Henchmen or Power Gr	oup Body), Requires 2	Slots, Pen
	4 min	4, Natural, Atta	cks from l	his Weapon c	do not break S	Stealthed, Hit	Location 1	ld3+3, **Agility never incre	eases To Hit, Requires	0 Slots.
	Henchr	men & Power Bi	ody Group	s have 2 Emp	oathy.					

Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire I	Resources
Bump in the Night (Small Ranged)) 3d6	+6 +Emp*	10	25	Emp	1	0	Ranged, Fear.	NPC	1
	Small, Pen	4 min 4, Natura	l, Attacks	from this Wea	apon do not	break Stealth	ed, Hit Lo	cation 1d3+3, *Agility never ir	ncreases To Hit, Requ	ires O
	Slots. I	Henchmen & Po	wer Body I	Groups have a	2 Empathy, J	After you Atta	ick with t	his Weapon you may immedia	itely move, <mark>Modificat</mark> i	on: Swift.
	Momentum	1: Once per Tur	n: make a	Free Attack v	with this We	apon.				
Nightmare (Dual Ranged)	4d6	+5 +Emp*	8	15	3 +Emp	1	0	Ranged, Fear.	NPC	2
	Dual, Splas	h 4 (Any), Pen ^L	l min 4, N	atural, Attacks	s from this '	√eapon do no	it break S	tealthed, Hit Location 1d3+3, *	Agility never increas	es To Hit,
	Require	es O Slots. Henc	hmen & P	ower Body Gr	oups have 2	Empathy, Mo	dification	: Aim.		
	Strong Hit: .	Aim (Hit) You m	ay add up	to +/- 1 to d	etermine wh	at Attribute is	s Damage	d with your Critical Hits (norr	nally just 1d6). You m	nay not
	shift d	amage onto a A	ttribute th	nat may not n	ormally be	Damaged (eg:	location	1d3 can't Damage location 4)	(Stacks).	
Scream (Dual Ranged)	4d6	+Emp*	8	15	3 +Emp	1	0	Ranged, Fear.	NPC	1
	Dual, Splas	h 6 (Any), Pen ^L	I min 4, N	atural, Attack	s from this '	Neapon do no	it break S	tealthed, Hit Location 1d3+3, *	*Agility never increas	es To Hit,
	Require	es O Slots. Hend	hmen & P	ower Body Gr	oups have 2	Empathy, Mo	dification	: Spread.		
Warp Reality (Dual Ranged)	4d6	+2 +Emp*	8	15	1 +Emp	0	0	Ranged, Fear.	NPC	0
	Dual, Splas	h 4 (Any), Pen ^L	l min 4, N	atural, Attacks	s from this '	Neapon do no	t break S	tealthed, Hit Location 1d3+3, *	Agility never increas	es To Hit,
	Require	es O Slots. Henc	hmen & P	ower Body Gr	oups have 2	Empathy, Mo	dification	: Low-Quality.		
Flex Muscles (Hefty Ranged)	2d6*	+6 +Emp**	13	45	Emp	1	0	Ranged, Fear.	NPC	0
	Large, *+1d8	6 Hit with Unlea	sh Action	(or if you don	't move duri	ng your Turn	and you'r	e a Henchmen or Power Grouj	p Body), Requires 2 S	Glots, Pen
	4 min	4, Natural, Attao	ks from t	his Weapon do	o not break	Stealthed, Hit	Location	1d3+3, **Agility never increas	ses To Hit, Requires C) Slots.
	Henchr	men & Power Bo	dy Groups	s have 2 Empa	athy, Modific	ation: Low-Qu	vality.			



Weapon	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	Hands	Weapon Variation & Type	Acquire	Resources
Gaze into your Soul	4d6	Emp -3*	9	15	3 +Emp	1	0	Ranged, Fear, A-Rooftop, Storm.	NPC	3
(Dual Ranged)	Dual, Splash	6 (Any), Pen	4 min 4,	Natural, Attack	s from this l	Weapon do no	t break Ste	ealthed, Hit Location 1d3+3, *Agility	never incre	ases To Hit,
/* / 		s O Slots. Hen (Cursed Groui		5	oups have 2	Empathy, End	ergy, Dang	erous 2 (Cursed Ground), Modificatio	n : Arcane-	Rooftop.
	Strong Hit: S	bock (Hit) All	damaged	characters are	e Suppressed	l and Pushed	2 spaces i	in any direction.		

Weapon	Hit D6 Hit Rng Max Rng End Dmg Crit Dmg Hands Weapon Variation & Type Acquire Resource
Extinguish Light	3d6 +5 +Emp* 11 25 Emp 1 0 Ranged, Fear, Arc-Rooftop, Smoke. NPC 1
Small Ranged)	Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires O
	Slots. Henchmen & Power Body Groups have 2 Empathy, Dangerous 4 (Smoke, 1 space of Smoke is always placed over your character if n
	Smoke is there), Modification: Arcane-Rooftop.
	Momentum 1: Once per Turn; make a Free Attack with this Weapon.
Staggering Roar	4d6 +1 +Emp* 8 15 3 +Emp 1 0 Ranged, Fear, Arc-Rooftop, Storm. NPC 2
(Dual Ranged)	Dual, Splash 4 (Any), Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To H
	Requires O Slots. Henchmen & Power Body Groups have 2 Empathy, Energy, Dangerous 2 (Wind), Modification: Arcane-Rooftop.
	Strong Hit: Shock (Hit) All damaged characters are Suppressed and Pushed 2 spaces in any direction.
Tempt with Red Gold	3d6 +6 +Emp* 9 25 Emp 1 0 Ranged, Fear, Arcane-Street, E. NPC 1
(Small Ranged)	Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires O
	Slots. Henchmen & Power Body Groups have 2 Empathy, After you Attack with this Weapon: move yourself 2 spaces and your opponent 1
	space (double this amount if you spend a Small Bag of Money), Modification : Arcane-Street.
	Momentum 1: Once per Turn; make a Free Attack with this Weapon.
ingering Doubts	3d6 +3 +Emp* 9 25 1 +Emp 1 0 Ranged, Fear, Arcane-Street, Fire. NPC 1
(Small Ranged)	Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires O
J.	Slots. Henchmen & Power Body Groups have 2 Empathy, Energy, Burn, Dangerous 1 (Cursed Ground), Modification: Arcane-Street, (Cursed
	Ground not Fire).
	Momentum 1: Once per Turn; make a Free Attack with this Weapon.
	Strong Hit: Set Alight (Once per Turn, Hit) Make a free Attack against all damaged characters at the start of each of their Turns (at O Range,
	and with -1 Crit Dmg) until they (or an ally adjacent to them) performs the Think Action (does not Stack).
Marked for Death	3d6 +3 +Emp* 10 25 Emp 1 0 Ranged, Fear, Arcane-Sewage, Acid. NPC 1
Small Ranged)	Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires 0
Sillatt hallyeu)	
	Slots. Henchmen & Power Body Groups have 2 Empathy, Dangerous 2 (Cursed Ground), All Damaged characters have their Armour reduce
	by 1 against the next Hit on them before your next Turn (does not Stack), Modification: Arcane-Sewage, (Cursed Ground not Acid Pool).
	Momentum 1: Once per Turn: make a Free Attack with this Weapon.
Rat Chitter	4d6 +2 +Emp* 8 15 3 +Emp 1 0 Ranged, Fear, Arc-Sewage, R S. NPC 2
(Dual Ranged)	Dual, Splash 4 (Any), Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To
	Hit, Requires O Slots. Henchmen & Power Body Groups have 2 Empathy, Dangerous 2 (Swarm, Crawling), After you Attack with this Weapor
	during Combat: move ALL Swarm Dangerous Terrain 1 space, Modification : Arcane-Sewage.
Putrid Stench	3d6 +6 +Emp* 10 25 1 +Emp 1 0 Ranged, Fear, Arcane-Sewage, S. NPC 1
(Small Ranged)	Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires O
	Slots. Henchmen & Power Body Groups have 2 Empathy, Dangerous 1 (Disease Cloud), Poison, Modification : Arcane-Sewage.
	Momentum 1: Once per Turn; make a Free Attack with this Weapon.
	Strong Hit: Sickness (Hit) All damaged characters take a further 6 End Dmg if they move 3 or more spaces during their next Turn (Stacks).
Paralyzing Doubt	3d6 +5 +Emp* 10 25 Emp 1 0 Ranged, Fear, Arcane-Sewage, S. NPC 1
(Small Ranged)	Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires O
	Slots. Henchmen & Power Body Groups have 2 Empathy, Poison, Dangerous 4 (Cursed Ground), Dangerous 2 (Difficult Terrain), Modificatior
	Arcane-Sewage, (Cursed Ground not Poison Cloud).
	Momentum 1: Once per Turn; make a Free Attack with this Weapon.
	Strong Hit: Sludged (Hit) All damaged characters have all of their Movements and Defences reduced by 2 until your next Turn (Stacks).
Doubt	3d6 +5 +Emp* 10 25 Emp 1 0 Ranged, Fear, Arcane-Garden, Rot. NPC 1
(Small Ranged)	Small, Pen 4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, *Agility never increases To Hit, Requires O
2	Slots. Henchmen & Power Body Groups have 2 Empathy, Dangerous 2 (Cursed Ground), Modification: Arcane-Garden, (Cursed Ground not
	Acid Pool or Difficult Terrain).
	Momentum 1: Once per Turn: make a Free Attack with this Weapon.
	Strong Hit: Rot (Hit) A Damaged character takes I point of Damage (no Armour) to a random (1d3) Attribute and gains a Point of Momentum.
Crippling Anxiety	2d6* +6 +Emp** 13 45 2 +Emp 2 0 Ranged, Fear, Arcane-Alleyway, S. NPC 2
	Large, *+1d6 Hit with Unleash Action (or if you don't move during your Turn and you're a Henchmen or Power Group Body). Requires 2 Slots, Pe
	Large, Fido hit with onleash Action for it goo don't move doning your form and youre a Menchmen of Power broup body), Requires 2 Stots, Pe
(Hefty Ranged)	
Herty Kanged)	4 min 4, Natural, Attacks from this Weapon do not break Stealthed, Hit Location 1d3+3, **Agility never increases To Hit, Requires O Slots.
Herty Kangeo)	

Assistant Weapons (Require the Range: Assistant Trait)



Loyal Guard Dog	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	g Type & Variation	Movement	Defence	Armour	Bodies	Acquire	Cost
Bite (Short)	3d6	+3	1	1	2]*	Melee, Tooth & Claw.	6	22	2	1	14t	1
	Small, Natu	ıral, Splash	n 1 (Any) '	*+3 Crit Dm	g vs chara	cters at C) Endurance.						
	Momentum	1 : +1 Crit D)mg.										
Traits/Notes:	Henchmen	Group, If th	ne Loyal (Guard Dog ta	akes Attribu	ute Dama	ige they are wounded a	ind should be rem	loved from	the Battle	Map, Canr	not be auto-	killed by
	the Ru	sh Action.											



Undead Warriors	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	g Type & V	ariation	Movement	Defence	Armour	Bodies	Acquire	Cost
Rusty Spears (Balanced)	2d6*	+0]*	3	2	Ч	Melee, Po	learm.	6	22	2	3	16t	Ч
	Your first i	Attack each	Turn with	n this Weap	on gains Sl	trong Hit ((5-6), *+1d	6 Hit per Range i	increment bey	ond the 1s	t (normally	y –2 Hit) (S	Stacks up to	+2d6).
Traits/Notes:	Henchmen	n Group, If th	ne Undead	Warriors ta	akes Attrib	ute Damag	ge they an	e killed and shou	uld be removed	l from the	Battle Map	o, Cannot I	pe auto-kille	ed by the
	Rush	Action.												



$_{i}$	Tethered Trainee	Hit D6	Hit	Rng	Max Rng	End Dmg	Crit Dmg	g Type & Variation	Movement	Defence	Armour	Bodies	Acquire	Cost
/* 7 - 1	Pistol (Small Ranged)	3d6	-3	5*	25	-2	2	Ranged, Firearm.	6	22	2	1	14t	1
1		Small, *Stro	ong Hit +1	vs targets	within you	r second R	ange inci	rement while you're per	forming the Unlea	ash Action	(or if you d	don't move	during your	Turn
		and you're	a Henchm	en or Powe	er Group Bo	ody), Modifi	cations: l	.ow-Quality.						
į,		Momentum	l: Once pe	er Turn; m	ake a Free	Attack with	n this We	apon.						
\$.	Traits/Notes:	Henchmen	Group, If tl	ne Tethere	d Trainee t	akes Attrib	ute Dama	age they are wounded a	nd should be rem	noved from	the Battle	Map, Canr	not be auto-	killed by
4		the Ru	sh Action.											

Aggressive Stances

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move Variation	Acquire	Resources
Evening Dress & Heels	12	13	2	3	25	1	Attractive.	14t	0
	While you ha	ve Enduran	ce; at the en	d of your Tu	rn if you hav	e O Momentun	n you gain +1 (+3 if you're an l	IPC, does not Stack) Mom	entum, +1
	Persuas	ion and a C	City Skill, +1 C	ombat Ordei	r.				
Primal Rage	11	15	2	3	30	1	Imposing.	14t	0
	While you ha	ve Enduran	ce; at the en	d of your Tu	rn if you hav	e O Momentun	n you gain +1 (+3 if you're an l	IPC, does not Stack) Mom	entum, +1
	Leaders	hip and Res	solve.						
Assassin's Garb	11	13	2	3	25	2	Practical.	14t	0
	While you ha	ve Enduran	ce; at the en	d of your Tu	rn if you hav	e O Momentun	n you gain +1 (+3 if you're an l	IPC, does not Stack) Mom	entum, +1
	Physica	l, Stealth ai	nd to two diff	erent City SI	kills.				

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move Variation	Acquire	Resources
Shrug it Off	11	15	2	3	32	1	Imposing.	14t	1
	While you ha	ive Enduran	ce: at the end	d of your Tur	n if you have	0 Momentur	m you gain +1 (+3 if you're an NPC, do	es not Stack) Mome	entum, +1
	Leaders	hip and Res	olve, Reduce	all Attribute	Damage you	receive by a	2 (after Armour) to a minimum of 2, N	Iodification: Absorpt	ion.
+ Magic Eater	11	15	2	3	26	2	Practical.	14t	1
	While you hav	ve Enduranc	e; at the end	of your Turn	if you have O	Momentum y	you gain +1 (+3 if you're an NPC, does n	ot Stack) Momentum	, +1 Physic
	Stealth a	and to two (different City S	Skills, You ma	ay use Rush t	o kill Power E	Bodies instead of Henchmen Bodies, Mo	dification: Arcane Pro	otection.
+ Mighty Leap	11	15	2	3	30	1	+2 Imposing.	14t	1
	While you ha	ive Enduran	ce: at the end	d of your Tur	n if you have	0 Momentur	m you gain +1 (+3 if you're an NPC, do	es not Stack) Mome	entum, +1
	Leaders	hip and Res	olve, At the s	start of your	Turn you ma	y take 1 Dmg	ı (no Armour) to a random (1d3+3) Att	ribute and Fly for 6	seconds
	until you	ur next Turi	n, Modificatior	ı: Flight.					
+ Spectral Form	11	16	2	3	35	1	Imposing.	14t	1
	While you ha	ive Enduran	ce; at the end	d of your Tur	n if you have	0 Momentur	m you gain +1 (+3 if you're an NPC, do	es not Stack) Mome	entum, +1
	Leaders	hip and Res	olve, At the s	start or end o	of your Turn y	you may take	e 1 Dmg (no Armour) to a random (1d3	8+3) Attribute and be	ecome
	Incorpor	real and ga	in +3 Armour	and -2 non-	-Fear Crit Dm	g for 6 seco	nds or until your next Turn, Modification	on: Incorporeal.	
+ Ghost Form	13	13	2	3	25	1	Attractive.	14t	1
	While you ha	ive Enduran	ce; at the end	d of your Tur	n if you have	0 Momentur	m you gain +1 (+3 if you're an NPC, do	es not Stack) Mome	entum, +1
	Persuas	ion and a C	ity Skill, +1 C	ombat Order	, At any time	during your	Turn you may take 1 Dmg (no Armour) to one (two if you	can't see
	your des	stination) ra	indom (1d3+3)) Attribute ar	nd Teleport 6	spaces (12 r	metres), Modification: Teleport.		
+ Hard Head	10	15	2*	3*	30	1	Imposing.	14t	1
	While you ha	ive Enduran	ce; at the end	d of your Tur	n if you have	0 Momentur	m you gain +1 (+3 if you're an NPC, do	es not Stack) Mome	entum, +1
	Leaders	hip and Res	olve, *Two pr	edefined Att	ributes gain 4	2 Armour, M	odification: Sectional Protection.		
+ Blink	11	13	2	Ч	25	2	Practical.	14t	1
	While you ha	ive Enduran	ce; at the end	d of your Tur	n if you have	0 Momentur	m you gain +1 (+3 if you're an NPC, do	es not Stack) Mome	entum, +1
	Dhucioal		all has have above				T		
	Fligsloa	t, Steatth ai	na to two alffe	erent Lity Sk	alls, At any t	me during yo	our Turn you may take 1 Dmg (no Arm	iour) to one (two if y	you can t



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources	
Anger Management Issues	10	15	2*	3*	32	1		Imposing.	14t	2	_`*
	While you ha	ve Enduran	ce; at the en	d of your Tu	rn if you hav	e O Momentun	n you gai	n +1 (+3 if you'r	e an NPC, does not Stack) Mor	nentum,	13
	+1 Leade	ership and F	Resolve, Redu	ice all Attrib	ute Damage	you receive by	y 2 (after	Armour) to a n	ninimum of 2, *You Conviction	and	·
	Underst	anding Attri	butes gain +á	2 Armour, M	odification: A	bsorption, Sec	tional Pro	otection.			- <u>1</u>

Avoidance Stances

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Trench Coat & Tricorn Hat	15*	10	1	5	15	2	+]	Attractive.	14t	0
	*Once (twice	if you're ai	n Immense N	PC) before y	jour next Turi	n you may gai	in +1d6 D	lefence vs an Attack (af	ter an Attack Roll is m	ade, but
	before S	Strong Hit O	otions are se	lected), +1 Pe	ersuasion and	d a City Skill,	+1 Comb	at Order.		
Ninja Skills	14*	12	1	5	20	2	+]	Imposing.	14t	0
	*Once (twice	if you're ai	n Immense N	PC) before y	jour next Turi	n you may gai	in +1d6 D)efence vs an Attack (af	ter an Attack Roll is m	ade, but
	before S	Strong Hit O	otions are se	lected), +1 Le	eadership and	l Resolve.				
Illusionist	14*	10	1	5	15	3	+]	Practical.	14t	0
	*Once (twice	if you're ar	n Immense N	PC) before y	jour next Turi	n you may gai	in +1d6 D	lefence vs an Attack (af	ter an Attack Roll is ma	ade, but
	before S	Strong Hit O	otions are se	lected), +1 Pl	hysical, Steal	th and to two	different	: City Skills.		

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
+ Roll with the Punches	15*	10	1	5	17	2	+]	Attractive.	14t	1
	*Once (twice	if you're a	in Immense N	PC) before y	your next Turr	n you may gi	ain +1d6 De	efence vs an Attac	ck (after an Attack Roll is m	ade, but
	before S	Strong Hit C	lptions are se	lected), +1 P	ersuasion and	a City Skill	, +1 Comba	t Order, Reduce a	ll Attribute Damage you rece	ive by 2
	(after A	rmour) to a	a minimum of	2, Modifica	t <mark>ion:</mark> Absorptio	on.				
+ Swing]4*	10	1	5	15	3	+2	Practical.	14t	1
	*Once (twice	if you're a	in Immense N	PC) before y	your next Turr	n you may gi	ain +1d6 De	efence vs an Attac	ck (after an Attack Roll is m	ade, but
	before S	Strong Hit C	lptions are se	lected), +1 P	hysical, Steal	th and to two	o different	City Skills, At the	start of your Turn you may	take 1 Dmg
	(no Arm	iour) to a r	andom (1d3+3	3) Attribute a	and Fly for 6	seconds or u	until your r	next Turn, Modifica	ition: Flight.	
+ Chameleon Cloak	16*	10	1	5	15	2	+]	Attractive.	14t	1
	*Once (twice	if you're a	in Immense N	PC) before y	your next Turr	n you may gi	ain +1d6 De	efence vs an Attac	ck (after an Attack Roll is m	ade, but
	before S	Strong Hit C	lptions are se	lected), +1 P	ersuasion and	a City Skill	, +1 Comba	t Order, At the sta	art or end of your Turn you n	nay take 1
	Dmg (no	Armour)	to a random (1d3+3) Attri	bute and beco	ome Invisible	(Stealtheo	d) until your next ⁻	Turn (6 seconds) or until you	make a
	non-Fea	ir Attack, M	Iodification: In	visibility.						
+ Mental Illusion	17*	9	1	5	13	2	+]	Attractive.	14t. 1Kn	1
	*Once (twice	if you're a	in Immense N	PC) before y	your next Turr	n you may gi	ain +1d6 De	efence vs an Attac	ck (after an Attack Roll is m	ade, but
	before S	Strong Hit C	lptions are se	lected), +1 P	ersuasion and	a City Skill	, +1 Comba	t Order, Your cloth	nes can change their appeare	ence at will,
	Modifica	tion : Morph	1.							
+ Breastplate	13*	12]*	5*	20	2	+]	Imposing.	14t	1
	*Once (twice	if you're a	n Immense N	PC) before y	jour next Turn	you may ga	iin +1d6 De	fence vs an Attac	k (after an Attack Roll is ma	de, but before
	Strong H	lit Options	are selected),	+1 Leadersh	nip and Resolv	e, *Two prec	defined Att	ributes gain +2 Ar	mour, Modification: Sectional	Protection.
+ Shadow Jump	14*	10	1	6	15	3	+]	Practical.	14t	1
	*Once (twice	if you're a	n Immense N	PC) before y	jour next Turn	you may ga	iin +1d6 De	fence vs an Attac	k (after an Attack Roll is ma	de, but before
	Strong H	lit Options	are selected),	+1 Physical	, Stealth and	to two differe	ent City Sk	ills, At any time c	luring your Turn you may tak	e 1 Dmg (no

Armour) to one (two if you can't see your destination) random (1d3+3) Attribute and Teleport 6 spaces (12 metres), Modification: Teleport.



í		Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
	۱.	Mirror Images	16*	11	1	5	18	2	+]	Imposing.	14t, 1Kn	2
÷ ski s	ŝ		*Once (twice	if you're ar	n Immense N	PC) before y	our next Turi	n you may ga	in +1d6 D	lefence vs an Att	ack (after an Attack Roll is m	ade, but
	, •		before S	trong Hit Op	otions are sel	.ected), +1 Le	adership and	l Resolve, Red	luce all A	Attribute Damage	you receive by 2 (after Armo	ur) to a
	e.		minimum	n of 2, Your	clothes can	change thei	r appearence	e at will, Modi l	fication: /	Absorption, Morph		

BLOCK STANCES

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move Variation	Acquire	Resources
Blocking Rapier	14	12	1d6*	2*	30	Ч	Attractive.	14t	0
	*While you h	ave Endura	nce: once (tw	rice if you're	an Immense	NPC) before	your next Turn you may change y	our facing in response to	another
	characte	er's non-Fea	ar Attack Act	ion (before a	an Attack Rol	l is made) ar	nd gain +1 Armour vs that Attack, +	l Persuasion and a City	Skill, +1
	Combat	Order.							
Arcane Deflection	13	14	1d6*	2*	35	Ч	Imposing.	14t	0
	*While you h	ave Endura	nce: once (tw	rice if you're	an Immense	NPC) before	your next Turn you may change y	our facing in response to	another
	characte	er's non-Fea	ar Attack Act	ion (before a	an Attack Rol	l is made) ar	nd gain +1 Armour vs that Attack, +	l Leadership and Resolve	е.
Shield at the Ready	13	12	1d6*	2*	30	5	Practical.	14t	0
	*While you h	ave Endura	nce: once (tw	rice if you're	an Immense	NPC) before	your next Turn you may change y	our facing in response to	another
	characte	er's non-Fea	ar Attack Act	ion (before a	an Attack Rol	l is made) ar	nd gain +1 Armour vs that Attack, +	1 Physical, Stealth and t	o two
	different	City Skills							

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move Variation	Acquire	Resources
+ Counter Spell	13	16	1d6*	2*	36	Ч	Imposing.	14t	1
	*While you ha	ave Endura	nce: once (tw	rice if you're	an Immense	NPC) before	your next Turn you may change your	facing in response '	to another
	characte	r's non-Fea	ar Attack Act	ion (before a	in Attack Rol	l is made) ar	nd gain +1 Armour vs that Attack, +1 Le	adership and Resol	.ve, You may
	use Rust	n to kill Por	ver Bodies in	stead of Hen	chmen Bodie	s, Modificatio	n: Arcane Protection.		
+ Repost	13	13	1d6*	2*	30	5	Practical.	14t	1
	*While you ha	ave Endura	nce: once (tw	rice if you're	an Immense	NPC) before	your next Turn you may change your	facing in response '	to another
	characte	r's non-Fea	ar Attack Act	ion (before a	in Attack Rol	l is made) ar	nd gain +1 Armour vs that Attack, +1 Ph	ysical, Stealth and	to two
	different	City Skills	When you ta	ake Damage	from a Melee	e Weapon; de	al 5 End Dmg to the Attacker, Modifica	tion : Backlash.	
+ Mind Games	15	12	1d6*	2*	30	Ч	Attractive.	14t	1
	*While you ha	ave Endura	nce: once (tw	rice if you're	an Immense	NPC) before	your next Turn you may change your	facing in response '	to another
	characte	r's non-Fea	ar Attack Act	ion (before a	in Attack Rol	l is made) ar	nd gain +1 Armour vs that Attack, +1 Pe	rsuasion and a City	y Skill,
	+1 Comb	at Order, A	t the start or	end of your	Turn you ma	ay take 1 Dmg	g (no Armour) to a random (1d3+3) Att	ribute and become	Invisible
	(Stealthe	d) until yo	ur next Turn	(6 seconds)	or until you	make a non-	Fear Attack, Modification: Invisibility.		
+ Keep your Guard Up	11	14	1d6+1*	3*	25	Ч	Imposing.	14t	1
	*While you ha	ave Endura	nce: once (tw	ice if you're	an Immense	NPC) before	your next Turn you may change your	facing in response	to another

character's non-Fear Attack Action (before an Attack Roll is made) and gain +1 Armour vs that Attack, +1 Leadership and Resolve, You have -1 Armour while you have 0 Endurance. Modification: Invulnerable.



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Master Duelist	13	14	1d6*	2*	35	5		Practical.	14t	2
	*While you h	ave Endura	nce: once (tv	vice if you're	an Immense	e NPC) before	your next	Turn you may chan	ge your facing in response	e to another
	characte	er's non-Fe	ar Attack Acl	ion (before a	an Attack Rol	ll is made) ai	nd gain +1	Armour vs that Atta	ck, +1 Physical, Stealth an	d to two
	different	t City Skills	, When you t	ake Damage	from a Mele	e Weapon; de	al 5 End D	Img to the Attacker.	At the start or end of you	ır Turn you
	may tak	(n 1 mg	o Armour) to	a random (ld3+3) Attribu	ute and beco	me Incorp	oreal and gain +3 Ar	mour and -2 non-Fear Cr	it Dmg for 6
	seconds	s or until yo	ur next Turn,	Modification	n: Backlash, Ir	ncorporeal.				

Endure Stances

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
Regeneration	11	14	Ч	Ч	40	3	-1	Attractive.	14t	0
	While you ha	ve Endurano	e; once (twid	ce if you're a	an Immense I	NPC) before	your next	Turn you may redirect 1	non-Fear Attack aimed	at an
	adjacent	t ally onto y	jourself (afte	r an Attack	Roll is made,	but before S	Strong Hit	Options are selected), +1	Persuasion and a City S	Skill, +1
	Combat	Order.								
Forcefield	10	16	Ч	Ч	45	3	-1	Imposing.	14t	0
	While you ha	ve Endurano	e; once (twid	ce if you're a	an Immense I	NPC) before y	your next	Turn you may redirect 1	non-Fear Attack aimed	at an
	adjacent	t ally onto y	jourself (afte	r an Attack	Roll is made,	but before S	Strong Hit	Options are selected), +1	Leadership and Resolve	-
Fullplate	10	14	Ч	Ч	40	Ч	-1	Practical.	14t	0
	While you ha	ve Endurano	ce; once (twid	ce if you're a	an Immense I	NPC) before y	your next	Turn you may redirect 1	non-Fear Attack aimed	at an
	adjacent	t ally onto y	jourself (afte	r an Attack	Roll is made,	but before S	Strong Hit	Options are selected), +1	Physical, Stealth and to	o two
	different	City Skills.								

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move Variation	Acquire	Resources
+ Overload	10	18	Ч	Ч	46	3	-1 Imposing.	14t	1
	While you have	e Enduran	ce: once (twice	e if you're a	an Immense N	IPC) before y	your next Turn you may redirect	1 non-Fear Attack aimed a	t an
	adjacent a	ally onto	yourself (after	an Attack	Roll is made,	but before S	Strong Hit Options are selected),	+1 Leadership and Resolve,	You may
	use Rush	to kill Po	wer Bodies ins	tead of Hen	chmen Bodies	s, Modificatio	on: Arcane Protection.		
+ Counterpunch	10	17	Ч	Ч	45	3	-1 Imposing.	14t	1
	While you have	Enduran	ce; once (twice	e if you're a	an Immense N	IPC) before y	your next Turn you may redirect	1 non-Fear Attack aimed a	t an
	adjacent a	ally onto	yourself (after	an Attack	Roll is made,	but before S	Strong Hit Options are selected),	+1 Leadership and Resolve,	When you
	take Dama	age from	a Melee Weapo	on: deal 5 E	and Dmg to th	e Attacker,	Modification: Backlash.		
+ Shroud of Darkness	11	14	Ч	Ч	40	Ч	-1 Practical.	14t	1
	While you have	Enduran	ce; once (twice	e if you're a	an Immense N	IPC) before y	your next Turn you may redirect	1 non-Fear Attack aimed a	t an
	adjacent a	ally onto	yourself (after	an Attack	Roll is made,	but before S	Strong Hit Options are selected),	+1 Physical, Stealth and to	two
	different C	City Skills	. At the start o	or end of yo	our Turn you r	may take 1 [)mg (no Armour) to a random (1	d3+3) Attribute and becom	e Invisible
	(Stealthed) until yo	ur next Turn (8	5 seconds)	or until you n	nake a non-	Fear Attack, Modification: Invisib	ility.	
+ Immortality	8	14	5	5	30	Ч	-1 Practical.	14t	1
	While you have	Enduran	ce; once (twice	e if you're a	an Immense N	IPC) before y	your next Turn you may redirect	1 non-Fear Attack aimed a	t an
	adjacent a	ally onto	yourself (after	an Attack	Roll is made,	but before S	Strong Hit Options are selected),	+1 Physical, Stealth and to	two
	different (ity Skills	, You have -1 A	Armour whil	le you have O	Endurance.	Modification: Invulnerable.		
+ Heavy Armour	9	16	Ч*	Ч*	45	3	-1 Imposing.	14t	1
	While you have	Enduran	ce: once (twice	e if you're a	an Immense N	IPC) before y	your next Turn you may redirect	1 non-Fear Attack aimed a	t an
	adjacent a	ally onto	yourself (after	an Attack I	Roll is made,	but before S	Strong Hit Options are selected),	+1 Leadership and Resolve,	*Two
		5	s gain +2 Arm						



1	Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acquire	Resources
i !	Titanic Leap	10	16	Ч	Ч	45	3	+]	Imposing.	14t	1
Ą,	2	While you hav	e Enduran	ce; once (twi	ce if you're a	an Immense	NPC) before y	your next	Turn you may ree	direct 1 non-Fear Attack aimed	l at an
	i.	adjacent	ally onto	yourself (afte	r an Attack	Roll is made	, but before S	Strong Hit	Options are selec	cted), +1 Leadership and Resolv	re, At
	·	the start	of your Tu	irn you may l	ake 1 Dmg (no Armour) t	o a random ((1d3+3) At	tribute and Fly fo	r 6 seconds or until your next	Turn,
<u>.</u>		Modificat	ion: Flight.								

Aa

OUTWIT STANCES

Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move Variation	Acquire	Resources
Monocle & Top Hat	13	11	2*	3*	20	5	Attractive.	14t	0
	*While you h	ave Endura	nce: you gain	+1 Armour	per non-Fron	t Cover Steps	s that you're gaining. *You gain +2 Ar	mour and Hit during	all
	Surprise	Rounds, +1	Persuasion a	and a City S	kill, +1 Comba	it Order.			
Assassin Skills	12	13	2*	3*	25	5	Imposing.	14t	0
	*While you h	ave Endura	nce: you gain	+1 Armour	per non-Fron	t Cover Steps	s that you're gaining. *You gain +2 Ar	mour and Hit during	all
	Surprise	Rounds, +1	Leadership a	and Resolve.					
Roguish Leather Vest	12	11	2*	3*	20	6	Practical.	14t	0
	*While you h	ave Endura	nce: you gain	+1 Armour	per non-Fron	t Cover Steps	s that you're gaining. *You gain +2 Ar	mour and Hit during	all
	Surprise	Rounds, +1	Physical, St	ealth and to	two different	City Skills.			

D Armour S Armour Endurance Recovery Stance Defence vs Fear Move Variation Acquire Resources 2* 3* Leech Power 12 15 26 5 Imposing. 14t *While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Leadership and Resolve, You may use Rush to kill Power Bodies instead of Henchmen Bodies, Modification: Arcane Protection. + Bat Form 11 2* 3* +2 Attractive. 13 20 5 14t 1 *While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Persuasion and a City Skill, +1 Combat Order, At the start of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and Fly for 6 seconds or until your next Turn, Modification: Flight. 2* 3* 20 + Master Assassin 14 11 5 Attractive. 14F *While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Persuasion and a City Skill, +1 Combat Order. At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute and become Invisible (Stealthed) until your next Turn (6 seconds) or until you make a non-Fear Attack, Modification: Invisibility. + Arcane Shield 10 13 3* 15 5 Imposing. 14t 1 *While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Leadership and Resolve, You have -1 Armour while you have O Endurance. Modification: Invulnerable. + Enchanted Clothes 15 10 2* 3* 18 5 Attractive. 14t, 1Kn *While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all Surprise Rounds, +1 Persuasion and a City Skill, +1 Combat Order, Your clothes can change their appearence at will, Modification: Morph. + Reality Step 12 11 2* Ц* Practical. 14t 20 6 1 *While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all

Surprise Rounds, +1 Physical, Stealth and to two different City Skills, At any time during your Turn you may take 1 Dmg (no Armour) to one (two if you can't see your destination) random (1d3+3) Attribute and Teleport 6 spaces (12 metres), Modification: Teleport.



Stance	Defence	vs Fear	D Armour	S Armour	Endurance	Recovery	Move	Variation	Acqu		x
Master Hunter	12	14	2*	3*	30	5	+2	Imposing.	14t	2	11
*While you have Endurance: you gain +1 Armour per non-Front Cover Steps that you're gaining. *You gain +2 Armour and Hit during all											¥.
Surprise Rounds, +1 Leadership and Resolve, At the start of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3) Attribute									3) Attribute	١.	
and Fly for 6 seconds or until your next Turn, At the start or end of your Turn you may take 1 Dmg (no Armour) to a random (1d3+3)									om (1d3+3)		
Attribute and become Incorporeal and gain +3 Armour and -2 non-Fear Crit Dmg for 6 seconds or until your next Turn, Modification:										de la	
	Flight, Ir	ncorporeal.									4



Acknowledgments

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