

#### Table of Contents

#### Finesse Weapons

- 4 Daggers
- 5 Short Swords
- 6 Arming Swords
- 7 Longswords
- 8 Spears
- 9 Lances
- 10 Staffs
- 11 Flails

#### Brawn Weapons

- 12 Great Swords
- 13 Halberds
- 14 Balanced Axes
- 15 Battle Axes
- 16 Massive Axes
- 17 Warhammers & Warmaces
- 18 Heavy Hammers & Maces
- 19 Subtle Enchantments
- 20 Wild Enchantments
- 21 Bombs

#### Range Weapons

- 22 Short Bows
- 23 Long Bows
- 24 Crossbows
- 25 Siege Crossbows
- 26 Utility Belts
- 27 Field Satchels
- 28 Tinkerer's Backpacks

#### Tactical Weapons

- 29 Breath Weapons
- 30 Standard Shields
- 31 Big Shields
- 32 Trained Enchantments
- 33 Loyal Allies
- 34 Skilled Allies
- 35 Mounts
- 36 Summons
- Snares
- 37 Combatants

#### Outfits

- 38 Naked & Very Little (Avoidance) Outfits Naked & Very Little (Tough) Outfits
- 39 Cloth Outfits
- 40 Leather & Hide Outfits
- 41 Studded & Scale Outfits
- 42 Chainmail & Splint Outfits
- 43 Plate Outfits

#### 44 Acknowledgments

#### Introduction

This is a very straightforward document: it is a giant list of pre-made personal Weapons and Outfits for the Fragged Kingdom 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

#### Historic Items:

All Items below the black line reflect a historic item, and are likely to have a different name within the Fragged Kingdom setting.

#### GMs Please Note:

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



### Daggers

Weapons	Hit	Rng		Ideal Rng	End Dmg		Ammo	Load		Weapon Type & Variations	Acquire	
Stone Knife	-1	1	1	lst	1	2	-	0	1	Blade, Primitive.	5t	0
	-1	2	Str x3	2nd	1	2	1	0		Blade, Primitive, Thrown.		
			min 3, Prim									
	Strong Hit:	Silent Kil	l (Stealthed,	Hit) This A	Attack caus	es a Critio	cal Hit with	+2 Crit Dn	ng (does	; not Stack) and does not break you	ır Stealth.	
Pair of Bone Daggers		1	1	lst	3	2	-	0	1	Blade, Neph Ivory.	8c	2
		2	Str x3	2nd	3	2	6	0		Blade, Neph Ivory, Thrown.		
	Small, Link	ed, Pen 1	min 3, Prim	itive, Contr	ribute (2 Qu	uality (Nep	hilim Bone)	).				
	Strong Hit:	Silent Kil	<b>l</b> (Stealthed,	Hit) This A	Attack caus	ies a Critio	cal Hit with	+2 Crit Dn	ng (does	; not Stack) and does not break you	ır Stealth.	
Rod of Akh	-2	1	1	lst	1	2	-	0	1	Blade, Infused, Alchemy, S L.	8c	2
	-2	2	Str x3	2nd	1	2	1	0		Blade, Infused, Alchemy, Thrown, S	L.	
	Small, Link	ed, Pen 1	min 3, Cont	ribute (1 Po	otions, 1 Arc	canium), E	nergy.					
	Strong Hit:	Silent Kil	l (Stealthed,	Hit) This A	Attack caus	es a Critio	cal Hit with	+2 Crit Dn	ng (does	; not Stack) and does not break you	ır Stealth.	
			it) A damaq						5			
Wand of Thorns	5	1	1	lst	3	2	-	0	1	Blade, Druidic, Wyld, Thorns.	14c	Ч
		2	Str x3	2nd	3	2	6	0		Blade, Druidic, Wyld, Thrown, Thorns		
	Small Link				ntions 3 Wi			Your next	Attack v	vith this Weapon gains Strong Hit +1		tack)
						0 0				not Stack) and does not break you		(0017).
	5								5	m (1d3) Attribute at the start of the		unlocc
			rst Aid befor				indge (no /					011(655
Poison Wand	+2	eceive i ii	ist Alu beroi	lst	2	к). 2		0	1	Blade, Druidic, Wyld, Spreading Poiso	n. 12c	Ч
UISUII Wallu	*2	I	I	ISC	C	C	-	U	1	Diaue, Divinic, Wylu, Spreading Poiso		4
	. 0	0	010	0	0	0	c	0		Diale Devide Middle Theorem C.D.		
	+2	2	Str x3	2nd	2	2	6	0		Blade, Druidic, Wyld, Thrown, S P.		
	Small, Link	ed, Pen 1	min 3, Cont	ribute (1 Po	otions, 3 Wy	ylding), <b>Mo</b>	omentum 1:	Your next		with this Weapon gains Strong Hit +1	(does not S	
	Small, Link Before the	ed, Pen 1 start of y	min 3, Cont jour next Tur	ribute (1 Po n: if a non	otions, 3 Wy I-Nephilim (	ylding), <b>Mo</b> or non-dri	omentum 1: uid charact	Your next er ends the	eir Turn		(does not S	
	Small, Link Before the Hit Op	ed, Pen 1 start of y tion agair	min 3, Cont jour next Tur nst them fro	ribute (1 Po n: if a non m this Wea	otions, 3 Wy I-Nephilim ( apon (as if y	ylding), <b>Mc</b> or non-dri you had H	omentum 1: uid charact lit them and	Your next er ends the I dealt Dar	eir Turn nage).	with this Weapon gains Strong Hit +1 in a space adjacent to your target	(does not S you gain a fr	
	Small, Link Before the Hit Op Strong Hit:	ed, Pen 1 start of y tion agair <b>Silent Kil</b>	min 3, Cont jour next Tur nst them fro l (Stealthed,	ribute (1 Po m: if a non m this Wea Hit) This A	otions, 3 Wy I-Nephilim ( apon (as if y Attack caus	ylding), <b>Mc</b> or non-dri you had H ses a Critic	omentum 1: uid characta lit them and cal Hit with	Your next er ends the I dealt Dar +2 Crit Dn	eir Turn nage). ng (does	with this Weapon gains Strong Hit +1 in a space adjacent to your target s not Stack) and does not break you	(does not S you gain a fr ır Stealth.	ee Stroi
	Small, Link Before the Hit Op Strong Hit: Strong Hit:	ed, Pen 1 start of y tion agair <b>Silent Kil</b>	min 3, Cont jour next Tur nst them fro l (Stealthed,	ribute (1 Po m: if a non m this Wea Hit) This A	otions, 3 Wy I-Nephilim ( apon (as if y Attack caus	ylding), <b>Mc</b> or non-dri you had H ses a Critic	omentum 1: uid characta lit them and cal Hit with	Your next er ends the I dealt Dar +2 Crit Dn	eir Turn nage). ng (does	with this Weapon gains Strong Hit +1 in a space adjacent to your target	(does not S you gain a fr ır Stealth.	ee Stroi
Toothpick of Ath (Laser Knife	Small, Link Before the Hit Op Strong Hit: Strong Hit:	ed, Pen 1 start of y tion agair <b>Silent Kil</b>	min 3, Cont jour next Tur nst them fro l (Stealthed,	ribute (1 Po m: if a non m this Wea Hit) This A	otions, 3 Wy I-Nephilim ( apon (as if y Attack caus	ylding), <b>Mc</b> or non-dri you had H ses a Critic	omentum 1: uid characta lit them and cal Hit with	Your next er ends the I dealt Dar +2 Crit Dn	eir Turn nage). ng (does	with this Weapon gains Strong Hit +1 in a space adjacent to your target s not Stack) and does not break you	(does not S you gain a fr ır Stealth.	ee Stroi
Toothpick of Ath (Laser Knife	Small, Link Before the Hit Op Strong Hit: Strong Hit:	ed, Pen 1 start of y tion agair <b>Silent Kil</b>	min 3, Cont jour next Tur nst them fro l (Stealthed, g Poison (Hit	ribute (1 Po n: if a non m this Wea Hit) This A ) A damag	otions, 3 Wy -Nephilim o apon (as if y Attack caus jed characte	ylding), <b>Mc</b> or non-dru you had H ees a Critic er takes 3	omentum 1: uid characta lit them and cal Hit with	Your next er ends the I dealt Dar +2 Crit Dr at the start	eir Turn nage). ng (does	with this Weapon gains Strong Hit +1 in a space adjacent to your target s not Stack) and does not break you r Turn until they receive First Aid (o	(does not S you gain a fr ur Stealth. does not Stad	ree Stror ck).
Toothpick of Ath (Laser Knife	Small, Link Before the Hit Op Strong Hit: Strong Hit: 2) -2* -2*	ed, Pen 1 start of y tion agair Silent Kil Spreading 1 2	min 3, Cont jour next Tur nst them fro L (Stealthed, g Poison (Hit 1 Str x3	ribute (1 Po m: if a non m this Wea Hit) This A ) A damag 1st* 2nd*	otions, 3 Wy n-Nephilim ( apon (as if y Attack caus red characte 3 3 3	ylding), Ma or non-dru you had H tes a Critic er takes 3 2 2 2	omentum 1: uid charact lit them and cal Hit with End Dmg o - 1	Your next er ends the I dealt Dar +2 Crit Dr at the start 0 0	eir Turn nage). ng (does of thein 1	with this Weapon gains Strong Hit +1 in a space adjacent to your target i not Stack) and does not break you r Turn until they receive First Aid (or <b>Blade, Divine Fire.</b>	(does not S you gain a fr ur Stealth. does not Stad	ree Stroi ck).
Toothpick of Ath (Laser Knife	Small, Link Before the Hit Op Strong Hit: Strong Hit: 2) -2* -2* Small, Link	ed, Pen 1 start of y tion agair Silent Kil Spreading 1 2 ed, Pen 1	min 3, Cont jour next Tur nst them froi l (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener	ribute (1 Po m: if a non m this Wea Hit) This A ) A damag 1st* 2nd* gy, *+1d6 H	otions, 3 Wy n-Nephilim o apon (as if y Attack caus yed characte 3 3 Hit vs targe	ylding), Mo or non-dru you had H ses a Critic er takes 3 2 2 2 ts within y	omentum 1: uid characte lit them and cal Hit with Cal Hit with With With With With With With With W	Your next er ends the I dealt Dar +2 Crit Dr at the start 0 0 0	eir Turn nage). ng (does of their 1 nute (1 Q	with this Weapon gains Strong Hit +1 in a space adjacent to your target in not Stack) and does not break you r Turn until they receive First Aid (or Blade, Divine Fire. Blade, Divine Fire, Thrown.	(does not S you gain a fr ir Stealth. does not Stao <b>12c</b>	ree Stror ck).
	Small, Link Before the Hit Op Strong Hit: Strong Hit: 2) -2* -2* Small, Link Strong Hit:	ed, Pen 1 start of y tion agair Silent Kil Spreading 1 2 ed, Pen 1	min 3, Cont jour next Tur nst them froi l (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener	ribute (1 Po m: if a non m this Wea Hit) This A ) A damag 1st* 2nd* gy, *+1d6 H	otions, 3 Wy n-Nephilim o apon (as if y Attack caus yed characte 3 3 Hit vs targe	ylding), Mo or non-dru you had H ses a Critic er takes 3 2 2 2 ts within y	omentum 1: uid characte lit them and cal Hit with Cal Hit with With With With With With With With W	Your next er ends the I dealt Dar +2 Crit Dr at the start 0 0 0	eir Turn nage). ng (does of their 1 nute (1 Q	with this Weapon gains Strong Hit +1 in a space adjacent to your target in not Stack) and does not break you i Turn until they receive First Aid (i Blade, Divine Fire. Blade, Divine Fire, Thrown. uality, 5 Arcanium).	(does not S you gain a fr ir Stealth. does not Stao <b>12c</b>	ree Stroi ck).
	Small, Link Before the Hit Op Strong Hit: Strong Hit: 2) -2* -2* Small, Link Strong Hit:	ed, Pen 1 start of y tion agair Silent Kil Spreading 1 2 ed, Pen 1	min 3, Cont jour next Tur nst them froi l (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener	ribute (1 Pc rn: if a non m this Wea Hit) This A ) A damag Ist* 2nd* gy. *+1d6 H Hit) This A	otions, 3 Wy I-Nephilim ( apon (as if y Attack caus ged characte 3 3 Hit vs targe Attack caus	ylding), <b>Mc</b> or non-dri you had H ees a Critic er takes 3 2 2 2 ts within y ees a Critic	omentum 1: uid characte lit them and cal Hit with Cal Hit with With With With With With With With W	Your next er ends the I dealt Dar +2 Crit Dr at the start 0 0 mg, Contrit +2 Crit Dr	eir Turn nage). ng (does of thein <b>1</b> nute (1 Q ng (does	with this Weapon gains Strong Hit +1 in a space adjacent to your target is not Stack) and does not break you r Turn until they receive First Aid (a <b>Blade, Divine Fire,</b> <b>Blade, Divine Fire, Thrown,</b> uality, 5 Arcanium). ; not Stack) and does not break you	(does not S you gain a fr Ir Stealth. does not Staa 12c Ir Stealth.	ree Stroi sk). <b>3</b>
Toothpick of Ath (Laser Knife Corp's Precision (Nano Scalpe	Small, Link Before the Hit Op Strong Hit: Strong Hit: 2) -2* -2* Small, Link Strong Hit: 0)	ed, Pen 1 start of y tion again Silent Kil Spreading 1 2 ed, Pen 1 Silent Kil 1 2	min 3, Cont jour next Tur nst them froi L (Stealthed, g Poison (Hit I Str x3 min 3, Ener L (Stealthed, I Str x3	ribute (1 Pc in: if a non m this Wea Hit) This A ) A damag 1st* 2nd* gy, *+1d6 H Hit) This A 1st 2nd	otions, 3 Wy I-Nephilim ( apon (as if y Attack caus) ged characte 3 3 Hit vs targe Attack caus 3 3 3	ylding). Mo or non-dru you had H ees a Critic er takes 3 2 2 ts within y ees a Critic 2 2 2	omentum 1: uid charactu lit them and cal Hit with End Dmg - 1 your Ideal F cal Hit with - 1	Your next er ends the I dealt Dar +2 Crit Dr at the start 0 0 lng, Contrit +2 Crit Dr 0 0 0	rir Turn nage). og (does of thein 1 nute (1 Q ng (does 0	with this Weapon gains Strong Hit +1 in a space adjacent to your target is not Stack) and does not break you r Turn until they receive First Aid (of Blade, Divine Fire. Blade, Divine Fire, Thrown. uality, 5 Arcanium). ; not Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon, Thrown.	(does not S you gain a fr ir Stealth. does not Stau 12c ir Stealth. 14c	ree Stroi ok). 3 4
	Small, Link Before the Hit Op Strong Hit: Strong Hit: 2) -2* -2* Small, Link Strong Hit: 1)	ed, Pen 1 start of y tion again Silent Kill Spreading 1 2 ed, Pen 1 3 Silent Kill 1 2 ed, Pen 1	min 3, Cont jour next Tur hst them froi L (Stealthed, g Poison (Hit I Str x3 min 3, Ener L (Stealthed, I Str x3 min 3, Whe	ribute (1 Pc rn: if a non m this Wea Hit) This / ) A damag lst* 2nd* gy, *+1d6 H Hit) This / Ist 2nd n gyu Hit w	otions, 3 Wy I-Nephilim ( apon (as if y Attack caus ged characte 3 3 Hit vs targe Attack caus 3 3 yith this We	ylding). Mo or non-dri you had H ees a Critic er takes 3 2 2 ts within y ees a Critic 2 2 2 apon you	omentum 1: uid charact lit them and cal Hit with End Dmg 4 - 1 your Ideal F cal Hit with - 1 gain +1 Mor	Your next er ends the I dealt Dar +2 Crit Dn at the start 0 0 0 ng, Contrit +2 Crit Dn 0 0 0 nentum, Co	eir Turn nage). og (does of thein 1 oute (1 Q ng (does 0 ontribute	with this Weapon gains Strong Hit +1 in a space adjacent to your target r not Stack) and does not break you r Turn until they receive First Aid (or Blade, Divine Fire. Blade, Divine Fire, Thrown. uality, 5 Arcanium). r not Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon. e (1 Priceless (Divine Blade), 2 Qual	(does not S you gain a fr ir Stealth. does not Staa 12c ir Stealth. 14c ty, 5 Arcaniu	ree Stroi ok). 3 4
Corp's Precision (Nano Scalpe	Small, Link Before the Hit Op Strong Hit: Strong Hit: 2) -2* -2* Small, Link Strong Hit: 0) Small, Link	ed, Pen 1 start of y tion again Silent Kill Spreading 1 2 ed, Pen 1 3 Silent Kill 1 2 ed, Pen 1	min 3, Cont jour next Tur hst them froi L (Stealthed, g Poison (Hit I Str x3 min 3, Ener L (Stealthed, I Str x3 min 3, Whe	ribute (1 Pc rn: if a non m this Wea Hit) This / ) A damag 1st* 2nd* gy, *+1d6 H Hit) This / 1st 2nd n you Hit w Hit) This / Hit) This /	otions, 3 Wy I-Nephilim ( apon (as if y Attack caus ( add characte 3 3 Hit vs targe Attack caus 3 yith this We Attack caus	ylding). Mo or non-dri you had H es a Critic er takes 3 2 2 ts within y es a Critic 2 2 apon you es a Critic	omentum 1: uid charact lit them and cal Hit with End Dmg 4 - 1 your Ideal F cal Hit with - 1 gain +1 Mor	Your next er ends the I dealt Dar +2 Crit Dn at the start 0 0 ing, Contrit +2 Crit Dn 0 0 nentum, Cr +2 Crit Dn	eir Turn nage). og (does of thein 1 oute (1 Q ng (does 0 ontribute	with this Weapon gains Strong Hit +1 in a space adjacent to your target root Stack) and does not break you r Turn until they receive First Aid (of Blade, Divine Fire. Blade, Divine Fire, Thrown. uality, 5 Arcanium). root Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon, Thrown. e (I Priceless (Divine Blade), 2 Qual root Stack) and does not break you	(does not S you gain a fr rr Stealth. does not Star 12c rr Stealth. 14c ty, 5 Arcaniu rr Stealth.	ree Stroi ok). 3 4
Corp's Precision (Nano Scalpe	Small, Link Before the Hit Op Strong Hit: Strong Hit: -2* Small, Link Strong Hit: 0 Small, Link Strong Hit: +2	ed, Pen 1 start of y tion again Silent Kill Spreading 1 2 ed, Pen 1 Silent Kill 2 ed, Pen 1 Silent Kill 1	min 3, Cont jour next Tur nst them fro I (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener I (Stealthed, 1 Str x3 min 3, Whe I (Stealthed, 1	ribute (1 Po m if a non m this Wea Hit) This / ) A damag Ist* 2nd* gy, *+1d6 H Hit) This / Ist 2nd n you Hit w Hit) This / Ist	otions, 3 Wy -Nephilim ( apon (as if y Attack caus ged characte 3 3 Hit vs targe Attack caus 3 yith this We Attack caus 4	ylding). Mo or non-dri you had H es a Critic er takes 3 2 2 ts within y 2 2 ts within y 2 2 2 apon you ses a Critic 1*	omentum 1: uid charact lit them and cal Hit with End Dmg 4 - 1 your Ideal F cal Hit with 1 gain +1 Mor cal Hit with -	Your next er ends the I dealt Dar +2 Crit Dn at the start 0 0 Ing, Contrit +2 Crit Dn 0 0 nentum, Ca +2 Crit Dn 0	rir Turn nage). og (does of their 1 oute (1 Q ng (does 0 ontribute ng (does 1	with this Weapon gains Strong Hit +1 in a space adjacent to your target root Stack) and does not break you r Turn until they receive First Aid (of Blade, Divine Fire. Blade, Divine Fire, Thrown. uality. 5 Arcanium). in ot Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Weapon. c (1 Priceless (Divine Blade), 2 Quali in ot Stack) and does not break you Blade, Tooth & Claw.	(does not S you gain a fr ir Stealth. does not Staa 12c ir Stealth. 14c ty, 5 Arcaniu	ree Stroi ok). 3 4
Corp's Precision (Nano Scalpe	Small, Link Before the Hit Op Strong Hit: Strong Hit: -2* Small, Link Strong Hit: 0 Small, Link Strong Hit: +2 Small, Pen	ed, Pen 1 start of y tion again Silent Kill Spreading 1 2 ed, Pen 1 Silent Kill 1 Silent Kill 1 1 min 3,	min 3, Cont jour next Tur nst them fro l (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener l (Stealthed, 1 Str x3 min 3, Whe l (Stealthed, 1 Natural, *+1	ribute (1 Po m if a non m this Wea Hit) This / ) A damag Ist* 2nd* gy, *+1d6 H Hit) This / Ist 2nd n you Hit w Hit) This / Ist St Crit Dmg v	otions, 3 Wy -Nephilim ( apon (as if y Attack caus ged characte 3 3 Hit vs targe Attack caus 3 yith this We Attack caus 4 ys characte	ylding). Mo or non-dri you had H es a Critic er takes 3 2 2 ts within y es a Critic 2 2 apon you es a Critic 1* rs with 0	omentum 1: uid charactivit lit them and cal Hit with End Dmg of - 1 your Ideal F cal Hit with - 1 gain +1 Mor cal Hit with - Endurance,	Your next er ends the l dealt Dar +2 Crit Dn at the starl 0 0 lng, Contrit +2 Crit Dn 0 0 nentum, Cr +2 Crit Dn 0 0 Modificatio	rir Turn nage). of (does of their 1 oute (1 Q ong (does ontribute ng (does 1 n: (No 1	with this Weapon gains Strong Hit +1 in a space adjacent to your target is not Stack) and does not break you r Turn until they receive First Aid (in Blade, Divine Fire, Blade, Divine Fire, Thrown, uality, 5 Arcanium). is not Stack) and does not break you Blade, Divine Weapon, Blade, Divine Weapon, Blade, Divine Weapon, Thrown, is not Stack) and does not break you Blade, Toth & Claw. Thrown, +1 Hit).	(does not S you gain a fr rr Stealth. does not Star 12c rr Stealth. 14c ty, 5 Arcaniu rr Stealth. NPC	ree Stroi ok). 3 4
Corp's Precision (Nano Scalpe Small Claws	Small, Link Before the Hit Op Strong Hit: Strong Hit: 2) -2* -2* Small, Link Strong Hit: +2 Small, Pen Strong Hit:	ed, Pen 1 start of y tion again Silent Kill Spreading 1 2 ed, Pen 1 Silent Kill 1 Silent Kill 1 1 min 3,	min 3, Cont jour next Tur nst them fro l (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener l (Stealthed, 1 Str x3 min 3, Whe l (Stealthed, 1 Natural, *+1	ribute (1 Po m: if a non m this Wea Hit) This / ) A damag Ist* 2nd* gy, *+1d6 F Hit) This / Ist 2nd n you Hit w Hit) This / Ist Crit Dmg v Hit) This /	obions, 3 Wy In-Nephilim ( apon (as if y Attack caus add characte 3 3 Hit vs targe Attack caus 3 vith this We Attack caus 4 vs characte Attack caus	ylding). Mo or non-dri you had H ees a Critic er takes 3 2 2 ts within y ees a Critic 2 2 apon you ees a Critic 1* rs with 0 ees a Critic	omentum 1: uid charactivit lit them and cal Hit with End Dmg of - 1 your Ideal F cal Hit with - 1 gain +1 Mor cal Hit with - Endurance,	Your next er ends the l dealt Dar +2 Crit Dn at the starl 0 0 lng, Contrit +2 Crit Dn 0 0 mentum, Cr +2 Crit Dn 0 Modificatic +2 Crit Dn	rin Turn nage). og (does of thein 1 oute (1 Q og (does 0 ontribute ng (does 1 nn: (No T ng (does	with this Weapon gains Strong Hit +1 in a space adjacent to your target is not Stack) and does not break you r Turn until they receive First Aid (of Blade, Divine Fire. Blade, Divine Fire, Thrown. uality, 5 Arcanium). is not Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Blade), 2 Oual is not Stack) and does not break you Blade, Tooth & Claw. Thrown, +1 Hit). is not Stack) and does not break you	(does not S you gain a fr ir Stealth. does not Star 12c ir Stealth. 14c ty, 5 Arcaniu ir Stealth. NPC	ee Stroi sk). 3 4 um). 1
Corp's Precision (Nano Scalpe Small Claws	Small, Link Before the Hit Op Strong Hit: Strong Hit: 2) -2* -2* Small, Link Strong Hit: +2 Small, Pen Strong Hit: +1	ed, Pen 1 start of <u>u</u> tion agair Silent Kil Spreading 1 2 ed, Pen 1 Silent Kil 1 2 ed, Pen 1 Silent Kil 1 1 min 3, <u>Silent Kil</u> 1	min 3, Cont jour next Tur nst them fro I (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener I (Stealthed, 1 Str x3 min 3, Whe I (Stealthed, 1 Natural, *+1 I (Stealthed, 1	ribute (1 Pc m: if a non m this Wea Hit) This / ) A damag lst* 2nd* gy, *+1d6 F Hit) This / Ist 2nd n you Hit w Hit) This / Ist Crit Dmg v Hit) This / Ist	apon (as if y apon (as if y Attack caus and character a a Hit vs targe Attack caus a vith this We Attack caus y vs character Attack caus 2	ylding). Me or non-dri you had H ees a Critic er takes 3 2 2 ts within y ees a Critic 2 2 apon you ees a Critic 1* rs with 0 ees a Critic 2	omentum 1: uid charaction lit them and cal Hit with Cal Hit with - 1 gain +1 Mor cal Hit with - Endurance, cal Hit with -	Your next er ends the I dealt Dar +2 Crit Dn at the start 0 0 0 start, Contrit +2 Crit Dn 0 0 Modificatio +2 Crit Dn 0 0 Modificatio	rir Turn nage). of (does of their 1 oute (1 Q ong (does ontribute ng (does 1 n: (No 1	with this Weapon gains Strong Hit +1 in a space adjacent to your target is not Stack) and does not break you r Turn until they receive First Aid (of Blade, Divine Fire. Blade, Divine Fire, Thrown. uality, 5 Arcanium). (a not Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Weapon, Thrown. (a (1 Priceless (Divine Blade), 2 Qual is not Stack) and does not break you Blade, Tooth & Claw. (Thrown, +1 Hit). (a not Stack) and does not break you Blade, Steel.	(does not S you gain a fr rr Stealth. does not Star 12c rr Stealth. 14c ty, 5 Arcaniu rr Stealth. NPC	ree Stror ok). 3 4
	Small, Link Before the Hit Op Strong Hit: Strong Hit: -2* Small, Link Strong Hit: +2 Small, Pen Strong Hit: +1 +1	ed, Pen 1 start of y tion again Silent Kill Spreading 1 2 ed, Pen 1 Silent Kill 1 Silent Kill 1 min 3, Silent Kill 1 2	min 3, Cont jour next Tur nst them frou I (Stealthed, g Poison (Hit I Str x3 min 3, Ener I (Stealthed, I Str x3 min 3, Whe I (Stealthed, I Natural, *+1 I (Stealthed, I Str x3	ribute (1 Po m: if a non m this Wea Hit) This / ) A damag Ist* 2nd* gy, *+1d6 F Hit) This / Ist 2nd n you Hit w Hit) This / Ist Crit Dmg v Hit) This /	obions, 3 Wy In-Nephilim ( apon (as if y Attack caus add characte 3 3 Hit vs targe Attack caus 3 vith this We Attack caus 4 vs characte Attack caus	ylding). Mo or non-dri you had H ies a Critic er takes 3 2 2 ts within y ies a Critic 2 2 apon you ies a Critic 1* rs with 0 ies a Critic	omentum 1: uid charactivit lit them and cal Hit with End Dmg of - 1 your Ideal F cal Hit with - 1 gain +1 Mor cal Hit with - Endurance,	Your next er ends the l dealt Dar +2 Crit Dn at the starl 0 0 lng, Contrit +2 Crit Dn 0 0 mentum, Cr +2 Crit Dn 0 Modificatic +2 Crit Dn	rin Turn nage). og (does of thein 1 oute (1 Q og (does 0 ontribute ng (does 1 nn: (No T ng (does	with this Weapon gains Strong Hit +1 in a space adjacent to your target is not Stack) and does not break you r Turn until they receive First Aid (of Blade, Divine Fire. Blade, Divine Fire, Thrown. uality, 5 Arcanium). is not Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Blade), 2 Oual is not Stack) and does not break you Blade, Tooth & Claw. Thrown, +1 Hit). is not Stack) and does not break you	(does not S you gain a fr ir Stealth. does not Star 12c ir Stealth. 14c ty, 5 Arcaniu ir Stealth. NPC	ee Stroi sk). 3 4 um). 1
Corp's Precision (Nano Scalpe Small Claws	Small, Link Before the Hit Op Strong Hit: Strong Hit: 2) -2* -2* Small, Link Strong Hit: +2 Small, Pen Strong Hit: +1	ed, Pen 1 start of y tion again Silent Kill Spreading 1 2 ed, Pen 1 Silent Kill 1 Silent Kill 1 min 3, Silent Kill 1 2	min 3, Cont jour next Tur nst them frou I (Stealthed, g Poison (Hit I Str x3 min 3, Ener I (Stealthed, I Str x3 min 3, Whe I (Stealthed, I Natural, *+1 I (Stealthed, I Str x3	ribute (1 Pc m: if a non m this Wea Hit) This / ) A damag lst* 2nd* gy, *+1d6 F Hit) This / Ist 2nd n you Hit w Hit) This / Ist Crit Dmg v Hit) This / Ist	apon (as if y apon (as if y Attack caus and character a a Hit vs targe Attack caus a vith this We Attack caus y vs character Attack caus 2	ylding). Me or non-dri you had H ees a Critic er takes 3 2 2 ts within y ees a Critic 2 2 apon you ees a Critic 1* rs with 0 ees a Critic 2	omentum 1: uid charaction lit them and cal Hit with Cal Hit with - 1 gain +1 Mor cal Hit with - Endurance, cal Hit with -	Your next er ends the I dealt Dar +2 Crit Dn at the start 0 0 0 start, Contrit +2 Crit Dn 0 0 Modificatio +2 Crit Dn 0 0 Modificatio	rin Turn nage). og (does of thein 1 oute (1 Q og (does 0 ontribute ng (does 1 nn: (No T ng (does	with this Weapon gains Strong Hit +1 in a space adjacent to your target is not Stack) and does not break you r Turn until they receive First Aid (of Blade, Divine Fire. Blade, Divine Fire, Thrown. uality, 5 Arcanium). (a not Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Weapon, Thrown. (a (1 Priceless (Divine Blade), 2 Qual is not Stack) and does not break you Blade, Tooth & Claw. (Thrown, +1 Hit). (a not Stack) and does not break you Blade, Steel.	(does not S you gain a fr ir Stealth. does not Star 12c ir Stealth. 14c ty, 5 Arcaniu ir Stealth. NPC	ee Stroi sk). 3 4 um). 1
Corp's Precision (Nano Scalpe Small Claws	Small, Link Before the Hit Op Strong Hit: Strong Hit: -2* Small, Link Strong Hit: +2 Small, Pen Strong Hit: +1 +1 Small, Link	ed, Pen 1 start of y tion again Silent Kill Spreading 2 ed, Pen 1 Silent Kill 1 1 min 3, <u>Silent Kill</u> 1 2 ed, Pen 1	min 3, Cont jour next Tur nst them fro I (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener I (Stealthed, 1 Str x3 min 3, Whe I (Stealthed, 1 Natural, *+1 I (Stealthed, 1 Str x3 min 3.	ribute (1 Pc ri: if a non m this Wea Hit) This / ) A damag lst* 2nd* gy, *+1d6 H Hit) This / Ist 2nd n you Hit w Hit) This / Ist Crit Dmg v Hit) This / Ist 2nd	ations, 3 Wy -Nephilim ( apon (as if y Attack caus ged characte 3 3 Hit vs targe Attack caus 3 vith this We Attack caus 4 tack caus 2 2 2	ylding). Mo or non-dri you had H es a Critic er takes 3 2 2 ts within y es a Critic 2 2 apon you res a Critic 1* rs with 0 es a Critic 2 2 2 2 2 2 2 2	omentum 1: uid charaction it them and cal Hit with cal Hit with - 1 gain +1 Mor cal Hit with - Endurance, cal Hit with - 1 2 1	Your next er ends the I dealt Dar +2 Crit Dn at the start 0 0 ing, Contrit +2 Crit Dn 0 0 nentum, Cr +2 Crit Dn 0 Modificatic +2 Crit Dn 0 0	rir Turn nage). ng (does of thein 1 oute (1 Q ng (does 1 nr: (No 1 ng (does 1 nr: (No 1 ng (does 1	with this Weapon gains Strong Hit +1 in a space adjacent to your target is not Stack) and does not break you r Turn until they receive First Aid (of Blade, Divine Fire. Blade, Divine Fire, Thrown. uality, 5 Arcanium). (a not Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Weapon, Thrown. (a (1 Priceless (Divine Blade), 2 Qual is not Stack) and does not break you Blade, Tooth & Claw. (Thrown, +1 Hit). (a not Stack) and does not break you Blade, Steel.	(does not S you gain a fr ir Stealth. does not Star 12c ir Stealth. 14c ty, 5 Arcaniu ir Stealth. NPC ir Stealth. 6t	ee Stroi sk). 3 4 um). 1
Corp's Precision (Nano Scalpe Small Claws	Small, Link Before the Hit Op Strong Hit: Strong Hit: -2* Small, Link Strong Hit: +2 Small, Pen Strong Hit: +1 +1 Small, Link	ed, Pen 1 start of y tion again Silent Kill Spreading 2 ed, Pen 1 Silent Kill 1 1 min 3, <u>Silent Kill</u> 1 2 ed, Pen 1	min 3, Cont jour next Tur nst them fro I (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener I (Stealthed, 1 Str x3 min 3, Whe I (Stealthed, 1 Natural, *+1 I (Stealthed, 1 Str x3 min 3.	ribute (1 Pc ri: if a non m this Wea Hit) This / ) A damag lst* 2nd* gy, *+1d6 H Hit) This / Ist 2nd n you Hit w Hit) This / Ist Crit Dmg v Hit) This / Ist 2nd	ations, 3 Wy -Nephilim ( apon (as if y Attack caus ged characte 3 3 Hit vs targe Attack caus 3 vith this We Attack caus 4 tack caus 2 2 2	ylding). Mo or non-dri you had H es a Critic er takes 3 2 2 ts within y es a Critic 2 2 apon you res a Critic 1* rs with 0 es a Critic 2 2 2 2 2 2 2 2	omentum 1: uid charaction it them and cal Hit with cal Hit with - 1 gain +1 Mor cal Hit with - Endurance, cal Hit with - 1 2 1	Your next er ends the I dealt Dar +2 Crit Dn at the start 0 0 ing, Contrit +2 Crit Dn 0 0 nentum, Cr +2 Crit Dn 0 Modificatic +2 Crit Dn 0 0	rir Turn nage). ng (does of thein 1 oute (1 Q ng (does 1 nr: (No 1 ng (does 1 nr: (No 1 ng (does 1	with this Weapon gains Strong Hit +1 in a space adjacent to your target in ot Stack) and does not break you r Turn until they receive First Aid (in Blade, Divine Fire. Blade, Divine Fire, Thrown. uality. 5 Arcanium). is not Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Blade), 2 Qual is not Stack) and does not break you Blade, Tooth & Claw. Thrown, +1 Hit). is not Stack) and does not break you Blade, Steel. Blade, Steel.	(does not S you gain a fr ir Stealth. does not Star 12c ir Stealth. 14c ty, 5 Arcaniu ir Stealth. NPC ir Stealth. 6t	ee Stroi sk). 3 4 um). 1
Corp's Precision (Nano Scalpe Small Claws Rondel Dagger	Small, Link Before the Hit Op Strong Hit: Strong Hit: -2* Small, Link Strong Hit: +2 Small, Link Strong Hit: +1 +1 Small, Link Strong Hit:	ed, Pen 1 start of y tion again Silent Kill 2 ed, Pen 1 Silent Kill 1 2 ed, Pen 1 Silent Kill 1 1 min 3, <u>Silent Kill</u> 2 ed, Pen 1 Silent Kill 3	min 3, Cont jour next Tur nst them fro I (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener I (Stealthed, 1 Str x3 min 3, Whe I (Stealthed, 1 Str x3 min 3. L (Stealthed, 1 Str x3 min 3.	ribute (1 Pc mi if a non m this Wea Hit) This / ) A damag 1st* 2nd* gy, *+1d6 k Hit) This / 1st 2nd n you Hit w Hit) This / 1st Crit Omg v Hit) This / 1st 2nd Hit) This /	ations, 3 Wy -Nephilim ( apon (as if y Attack caus ged characte 3 3 Hit vs targe Attack caus 3 vith this We Attack caus 4 Attack caus 2 2 Attack caus	ylding). Mo or non-dri you had H es a Critic er takes 3 2 2 ts within y es a Critic 2 2 apon you rs with 0 es a Critic 2 2 2 apon you es a Critic 2 2 2 apon you es a Critic 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	omentum 1: uid charaction it them and cal Hit with cal Hit with - 1 gain +1 Mor cal Hit with - Endurance, cal Hit with - 1 2 1	Your next er ends the I dealt Dar +2 Crit Dn at the start 0 0 ing, Contrit +2 Crit Dn 0 0 nentum, Cr +2 Crit Dn 0 Modificatic +2 Crit Dn 0 0	rin Turn nage). ng (does of thein 1 oute (1 Q ng (does 1 n: (No 1 ng (does 1 ng (does 1	with this Weapon gains Strong Hit +1 in a space adjacent to your target is not Stack) and does not break you r Turn until they receive First Aid (i Blade, Divine Fire, Blade, Divine Fire, Thrown. uality, 5 Arcanium). is not Stack) and does not break you Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Weapon. Blade, Divine Blade), 2 Qual is not Stack) and does not break you Blade, Tooth & Claw. Thrown, +1 Hit). is not Stack) and does not break you Blade, Steel. Blade, Steel, Thrown.	(does not S you gain a fr ir Stealth. does not Star 12c ir Stealth. 14c ty, 5 Arcaniu ir Stealth. NPC 6t 6t	ree Stroi ok). 3 4 Jm). 1
Corp's Precision (Nano Scalpe Small Claws Rondel Dagger	Small, Link Before the Hit Op Strong Hit: 20 -2* -2* Small, Link Strong Hit: 0 Small, Link Strong Hit: +1 +1 Small, Link Strong Hit: +1 +1 Small, Link	ed, Pen 1 start of y tion again Silent Kill 2 ed, Pen 1 Silent Kill 1 2 ed, Pen 1 Silent Kill 1 1 min 3, <u>Silent Kill</u> 2 ed, Pen 1 Silent Kill 1 2	min 3, Cont jour next Tur nst them fro I (Stealthed, g Poison (Hit 1 Str x3 min 3, Ener I (Stealthed, 1 Str x3 min 3, Whe I (Stealthed, 1 Str x3 min 3. I (Stealthed, 1 Str x3 min 3.	ribute () Po mi if a non m this Wea Hit) This / ) A damag Ist* 2nd* gy, *+1d6 H Hit) This / Ist 2nd n you Hit w Hit) This / Ist 2nd St Crit Dmg v Hit) This / Ist 2nd Hit) This / Ist 2nd Hit) This / Ist 2nd	abions, 3 Wy -Nephilim ( apon (as if y Attack caus add characte 3 3 Hit vs targe Attack caus 4 Attack caus 2 2 Attack caus 3 3 3 4 4 4 4 4 4 4 4 4 4 4 4 4	ylding). Mo or non-dri you had H es a Critic er takes 3 2 2 ts within y es a Critic 2 2 apon you es a Critic 2 1* rs with 0 2 2 2 apon sou 1* rs with 0 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	omentum 1: uid character lit them and cal Hit with cal Hit with - 1 your Ideal F cal Hit with - 1 gain +1 Mor cal Hit with - 1 cal Hit with - 1 cal Hit with - 1 cal Hit with - 1	Your next er ends the l dealt Dar +2 Crit Dn at the starl 0 0 lng, Contrit +2 Crit Dn 0 0 mentum, Cr +2 Crit Dn 0 Modificatic +2 Crit Dn 0 0 +2 Crit Dn 1 1	rin Turn nage). ng (does of thein 1 oute (1 Q ng (does 1 ng (does 1 ng (does 1 ng (does 1	with this Weapon gains Strong Hit +1 in a space adjacent to your target is not Stack) and does not break you r Turn until they receive First Aid (i Blade, Divine Fire, Blade, Divine Fire, Thrown, uality, 5 Arcanium). is not Stack) and does not break you Blade, Divine Weapon, Blade, Divine Weapon, Blade, Divine Weapon, Thrown, is not Stack) and does not break you Blade, Tooth & Claw. Thrown, +1 Hit). is not Stack) and does not break you Blade, Steel, Blade, Steel, Blade, Steel, Thrown.	(does not S you gain a fr ir Stealth. does not Star 12c ir Stealth. 14c ty, 5 Arcaniu ir Stealth. NPC 6t 6t	ee Stro 3 4 1 1

## Short Swords

Weapons	Hit	Rng	Max Rng I	deal Rn	ig End Dn	ng Crit Dmg	Ammo	Load	Weight	Weap	on Type & Variations	Acquire R	esources
Training Sword	-1	1	2	lst	2	3	-	1	1	Blade	, Primitive.	9t	0
	While this	Weapon is	s Active you	gain +1 l	Defence (	does not Stack	), Primitive						
Beast Tooth Sword		1	2	lst	3	3	-	1	1	Blade	, Neph Ivory.	12c	1
	While this	Weapon is	s Active you	gain +1 l	Defence (	does not Stack	), Primitive	, Contribut	e (2 Qua	ality (La	arge Nephilim Teeth)).		
Searing Kiss	-2	1	2	lst	5	3	-	1	2	Blade	, Inf, Alchemy, Searing Flame.	12c	2
	While this	Weapon is	s Active you	gain +1 l	Defence (	does not Stack	), Contribu	te (1 Potion	s, 1 Arc	anium),	Energy, Burn, Splash 1, Modil	fication, Heav	/y.
	Strong Hit:	Sear Fles	sh (Hit) All da	maged	character	s suffer –1 Def	ence until	the end of	Comba	: (Stack	(s).		
Storm Blade	-2	1	2	lst	2	3	-	1	1	Blade,	Inf, Alchemy, Shocking Lightning.	14c	2
	While this	Weapon is	s Active you	gain +1 l	Defence (	does not Stack	), Contribu	te (1 Potion	s, 1 Arc	anium),	Energy.		
	Strong Hit:	Shock (H	it) A damage	d chara	cter beco	mes Suppresse	ed.						
Assassin's Blade		1	2	lst	1	3	-	1	1	Blade	, Inf, Alchemy, Acrid Poison.	14c	2
	While this	Weapon is	s Active you	gain +1 l	Defence (	does not Stack	), Contribu	te (1 Potion	s, 1 Arc	anium),	Dangerous Terrain 1 (Poison)		
	Strong Hit:	Poisoned	(Hit) A dama	iged cha	aracter ta	kes 5 End Dmg	g at the sta	art of their	Turn un	til they	receive First Aid (does not S	Stack).	
cey Kiss	-1	1	2	lst	2	2	-	1	1	Blade	, Inf, Alchemy, Flash Freeze.	14c	2
	While this	Weapon is	s Active you	gain +1 l	Defence (	does not Stack	), Contribu	te (1 Potion	s, 1 Arca	anium),	Dangerous Terrain 1 (Cold), S	Splash 1.	
	Strong Hit:	Freeze (	lit) All damag	ged cha	racters be	come Suppres	sed.						
Hooked Blade		1	2	lst	3	2	-	1	1	Blade	, Infused, Alchemy, Vortex.	14c	2
	While this	Weapon is	s Active you	gain +1 l	Defence (	does not Stack	), Contribu	te (1 Potion	s, 1 Arc	anium),	Strong Hit (5–6).		
	Strong Hit:	Massive	Vortex (Hit) A	ll non-H	luge dam	aged character	s become	Tripped.					
Spinning Blades		1	2	lst	3	2	-	1	1	Blade	Inf, Alchemy, Shrapnel Shards.	12c	2
	While this	Weapon is	s Active you	gain +1 l	Defence (	does not Stack	), Contribu	te (1 Potion	s, 1 Arc	anium),	Splash 2.		
	Strong Hit:	Shrapnel	(Hit) This At	ack gai	ins +3 End	d Dmg (Stacks)							
Alchemist's Paint Brush	+]	1	2	lst	5	0	-	1	1	Blade	, Infused, Alchemy, Marker.	12c	2
	While this	Weapon is	s Active you	qain +1 l	Defence (	does not Stack	), Contribu	te (1 Potion	s, 1 Arc	anium).			
	Strong Hit:	Marked (	Hit) All Attac	ks qain	+1 Hit and	End Dmg vs	all damage	d characte	rs until	the en	d of Combat (Stacks).		
Blight Claw of Neph	-1	1	2	lst	Ч	3	-	1	1		, Druidic, Wyld, Blight.	14c	3
5	While this	Weapon is	s Active you	gain +1 l	Defence (	does not Stack	), Contribu	te (1 Potion	s, 3 Wy				
						ains Strong Hit				5			
						-			t pass a	Physic	al or Resolve Skill Roll of 14.	After failing t	his roll:
											o longer need to make Skill R		
Traitor's Blade	-1	1	2	lst	3	2	-	1	1		, Druidic, Wyld, Enrage.	16c	3
	While this	Weapon is	s Active you		Defence (	does not Stack	). Contribu	te (1 Potion	s. 3 Wu				
						ains Strong Hit			J	j.,			
									must m	iake an	immediate free move and A	ttack agains	t the
											r choice and dealing the mo		
		not Stacl								5	J		
loly Dagger (Arc-Fire Dagger)		1	2	lst*	Ч	3	-	1	1	Blade	, Divine Fire.	16c	3
		Weapon is					. Enerau. *				your Ideal Rng, Contribute (1 (		
lail of Dray (Omni-Steel Knife)		1	2	lst	4	3	_	1	0		, Divine Weapon.	18c	4
tait of Drag (office of other state)		Weapon is									u gain +1 Momentum, Contrib		
			2 Quality, 5 /	0			,,	•		pon go	o gaine i ritoritoritoriti, contrib		
lasty Bite	+]	1	2 accalleg, o ,	lst	5	2*	_	1	1	Blade	, Tooth & Claw.	NPC	1
lusty bite	-										's with O Endurance.	111 0	
Jual Khopesh	+1d6-1	1	]	lst	3	3	_	2	2		. Primitive.	9t, 2Kn	1
			-		-	-					additional Hand and Slot), Mc		-
Sickle	-]	1 weapon 1	2	lst	2		- -	1			, Steel.	10t	
JIGNUE										Drade		IUL	0
	white this	weapon is		gain +i i Ist	Uerence ( 4	does not Stack 3	), Modifical _	uon: Low-u 1		Plad-	Shoel	101-121-1111	1
alchion	While H.	Norra :	2 Active your					(doce re-1-	2 Shadda I			10t, 12t, 14t	1
			5	<b>,</b>							ations: Guard, Heavy.	11.0	0
{o-Wakizashi	+]	1	2	lst	4		_	1	0	Blade	, Composite.	14t	2
		his an an it	A Active your	I L+ nicr	Untonno (	does not Stack	1						

## Arming Swords

Weapons	Hit	Rng	May Rng	Idoal Rnn	End Dmg	Crit Dma	Ammo	Load	Woiaht	Weapon Type & Variations	Acquire R	osouro
Scrap Sword	TIK	2	2	lst	3	3	-	1	2	Blade, Primitive.	11t	1
	Primitive.	-	-	101		0			-			•
Trik'lo Tribal Blade	+]	2	2	lst	5	3	-	1	2	Blade, Neph Ivory.	14c	2
	Primitive, C	Contribute (			voru)).							
Ak & At (Sword & Axe)	+]	2	2	lst	7	3	-	2	Ч	Blade, Steel, Axe, Steel.	2x 12t, 2Kn	3
	Optional (D	Jual, Requir	es 1 additio	nal Hand	and Slot), M	Iodification	s: Dual Wi	eld (Mixed)	, Long H	aft.		
Diled Blade	+]	2	2	lst	3	3	-	1	2	Blade, Inf, Alchemy, Sticky Flam	e. 15c	3
	Contribute	(1 Potions, 1	1 Arcanium	), Energy,	Burn.							
	Strong Hit:	On Fire (Hi	t) All dama	nged targe	ts take 3 E	nd Dmg at	the start (	of their Tur	n until t	hey receive First Aid (Stacks).		
lametongue		2	2	lst	5	3	-	1	2	Blade, Inf, Alchemy, Searing Flam	e. 14c	3
	Contribute	(1 Potions, <sup>1</sup>	1 Arcanium	), Energy,	Burn, Splas	sh 1.						
	Strong Hit:	Sear Flesh	(Hit) All d	amaged c	haracters s	uffer –1 Del	ence until	the end o	f Comba	t (Stacks).		
hunder Sabre	-1	2	2	lst	3	3	-	1	2	Blade, Inf, Alchemy, Shocking Lightnir	ng. 16c	3
	Contribute	(1 Potions, 1	1 Arcanium	), Energy.								
	Strong Hit:	Shock (Hit)	A damage	ed charact	ter become:	s Suppress	ed.					
ightning Sabre	+]	2	2	lst	5	3	-	1	2	Blade, Inf, Alchemy, Jumping Lightnir	g. 14c	3
	Contribute	(1 Potions, <sup>7</sup>	1 Arcanium	), Energy.								
	Strong Hit:	Lighting Jı	ump (Hit) T	his Attack	gains Spla	sh +2 (doe	s not Stac	k).				
lust & Dust	+1d6 +2	2	1	lst	7	3	-	2	3	Blade, Inf, Alchemy, Creeping Ac	d. 15c, 2Kn	Ч
	Contribute	(1 Potions, 1	1 Arcanium	), Burn, <b>M</b>	odification:	Dual Wield						
	Strong Hit:	Acid Pools	(Hit) This	Attack gai	ins Dangero	us Terrain	+4 (Acid F	ool) (Stack	(s).			
eath Stroke	+]	2	2	lst	2	3	-	1	2	Blade, Inf, Alchemy, Acrid Poisor	n. 16c	3
	Contribute	(1 Potions, <sup>1</sup>	1 Arcanium	), Dangero	ous Terrain	l (Poison).						
	Strong Hit:	Poisoned (	Hit) A dam	aged char	acter takes	5 End Dm	g at the st	art of theii	Turn ur	til they receive First Aid (does no	: Stack).	
rippling Blade	+]	2	2	lst	Ч	3	-	1	2	Blade, Inf, Alchemy, Agonising Poiso	n. 14c	3
	Contribute	(1 Potions, 1	1 Arcanium	), Dangero	ous Terrain	3 (Poison).						
	Strong Hit:	Agonise (H	it) All dam	aged char	racters suff	er –1 Mover	nent, Reco	very and [	Defence	until the end of their next Turn (St	acks).	
rost Sharman Blade	+]	2	2	lst	Ч	3	-	1	2	Blade, Inf, Alchemy, Lingering Co	.d. 14c	3
	Contribute	(1 Potions, <sup>1</sup>	1 Arcanium	), Dangero	ous Terrain	2 (Cold).						
	Strong Hit:	Frost (Hit)	This Attacl	< gains Da	angerous Te	rrain +2 (C	old) (Stack	(s).				
leph's Embrace	+3	2	2	lst	Ч	3	-	1	2	Blade, Druidic, Wyld. Spreading Poiso	n. 16c	Ч
	Contribute	(1 Potions,	3 Wylding)	, Before th	ne start of y	jour next Ti	urn: if a no	on-Nephilin	n or non	-druid character ends their Turn ir	i a space adja	cent t
	your t	arget you g	jain a free	Strong Hit	: Option aga	inst them	from this '	weapon (as	; if you h	ad Hit them and dealt Damage).		
	Momentum	<b>1</b> : Your nex	kt Attack w	rith this W	eapon gains	s Strong Hil	+1 (dooc					
							. +1 (uues	not Stack).				
	Strong Hit:	Spreading	Poison (Hit)	) A damag	ged charact	er takes 3				Turn until they receive First Aid (	does not Stac	<).
							End Dmg	at the star	: of their		does not Stac 18c	<). 4
onflagrater (Arc-Fire Sword)		2	2	lst*	5	3	End Dmg -	at the star 1	: of their 2			<). 4
onflagrater (Arc-Fire Sword)	-]*	2	2	lst*	5	3	End Dmg -	at the star 1	: of their 2			<). 4 5
onflagrater (Arc-Fire Sword) eph's Fang	-]* Energy, *+1 +]	2 1d6 Hit vs t 2	2 argets with 2	1st* iin your Id 1st	5 eal Rng, Co 5	3 ntribute (1 3	End Dmg - Quality, 5 -	at the start 1 Arcanium). 1	: of their 2 1	Blade, Divine Fire. Blade, Divine Weapon.	18c	Ч
onflagrater (Arc-Fire Sword) eph's Fang Vephilim Nano Bone Blade)	-]* Energy, *+1 +]	2 1d6 Hit vs t 2	2 argets with 2	1st* iin your Id 1st	5 eal Rng, Co 5	3 ntribute (1 3	End Dmg - Quality, 5 -	at the start 1 Arcanium). 1	: of their 2 1	Blade, Divine Fire. Blade, Divine Weapon.	18c	Ч
onflagrater (Arc-Fire Sword) eph's Fang Vephilim Nano Bone Blade) rutish Bite & Claws	-1* Energy, *+1 +1 When you H	2 1d6 Hit vs t 2 Hit with this 2	2 argets with 2 s Weapon y 2	Ist* in your Id Ist ou gain +1 Ist	5 eal Rng, Co 5 Momentum 6	3 ntribute (1 3 n, Contribut 2*	End Dmg - Quality, 5 -	at the start 1 Arcanium). 1	c of their 2 1 Blade),	Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Wylding).	18c 20c	4 5
onflagrater (Arc-Fire Sword) eph's Fang Vephilim Nano Bone Blade) rutish Bite & Claws	-1* Energy, *+1 +1 When you H +2	2 1d6 Hit vs t 2 Hit with this 2	2 argets with 2 s Weapon y 2	Ist* in your Id Ist ou gain +1 Ist	5 eal Rng, Co 5 Momentum 6	3 ntribute (1 3 n, Contribut 2*	End Dmg - Quality, 5 -	at the start 1 Arcanium). 1	c of their 2 1 Blade),	Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Wylding).	18c 20c	4 5
onflagrater (Arc-Fire Sword) eph's Fang Jephilim Nano Bone Blade) rutish Bite & Claws rming Sword	-]* Energy, *+1 +1 When you H +2 Natural, *+1	2 1d6 Hit vs t 2 Hit with this 2 1 Crit Dmg	2 argets with 2 s Weapon y 2 vs charact	Ist* in your Id Ist pu gain +1 Ist ers with O	5 eal Rng, Co 5 Momentum 6 Endurance	3 ntribute (1 3 n, Contribut 2*	End Dmg - Quality, 5 -	at the star 1 Arcanium). 1 ess (Divine 1	: of their 2 1 Blade), 2	Blade, Divine Fire. Blade, Divine Weapon. 2 Ouality, 5 Wylding). Blade, Tooth & Claw.	18c 20c NPC	Ч 5 2
ionflagrater (Arc-Fire Sword) leph's Fang Nephilim Nano Bone Blade) Irutish Bite & Claws Iruting Sword	-1* Energy, *+1 +1 When you F +2 Natural, *+1 +2	2 Id6 Hit vs t 2 Hit with this 2 1 Crit Dmg 2 2	2 argets with 2 weapon y 2 vs charact 2 2	Ist* in your Id Ist ou gain +1 Ist ers with O Ist	5 eal Rng, Co 5 Momentum 6 Endurance 4	3 ntribute (1 3 n, Contribut 2* 3	End Dmg - Quality, 5 -	at the start 1 Arcanium). 1 ess (Divine 1 1	: of their 2 1 Blade), 2	Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Wylding). Blade, Tooth & Claw. Blade, Steel.	18c 20c NPC 12t	Ч 5 2 2
ionflagrater (Arc-Fire Sword) leph's Fang Nephilim Nano Bone Blade) irutish Bite & Claws irring Sword iriquet	-1* Energy. *+1 +1 When you F +2 Natural, *+1 +2 +1	2 Id6 Hit vs t 2 Hit with this 2 1 Crit Dmg 2 2	2 argets with 2 weapon y 2 vs charact 2 2	Ist* in your Id Ist ou gain +1 Ist ers with O Ist	5 eal Rng, Co 5 Momentum 6 Endurance 4	3 ntribute (1 3 n, Contribut 2* 3	End Dmg - Quality, 5 -	at the start 1 Arcanium). 1 ess (Divine 1 1	: of their 2 1 Blade), 2	Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Wylding). Blade, Tooth & Claw. Blade, Steel.	18c 20c NPC 12t	Ч 5 2 2
Conflagrater (Arc-Fire Sword) leph's Fang Nephilim Nano Bone Blade) Brutish Bite & Claws Arming Sword Briquet	-1* Energy, *+1 +1 When you H +2 Natural, *+1 +2 +1 Small, Mod	2 Id6 Hit vs t 2 Hit with this 2 1 Crit Dmg 2 2 dification: Si 2	2 argets with 2 s Weapon y 2 vs charact 2 2 2 mall. 2	Ist* in your Id Ist ou gain +1 Ist Ist Ist Ist Ist	5 eal Rng, Co 5 Momentum 6 Endurance 4 3 4	3 ntribute (1 1 3 n, Contribut 2* 3 3 3	End Dmg - Duality, 5 - e (1 Pricel - - -	at the star 1 Arcanium). 1 ess (Divine 1 1	: of their 2 1 Blade), 2 1 1	Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Wylding). Blade, Tooth & Claw. Blade, Steel. Blade, Steel.	18c 20c NPC 12t 12t	Ч 5 2 2 2
ionflagrater (Arc-Fire Sword) leph's Fang Ivephilim Nano Bone Blade) irutish Bite & Claws arming Sword iriquet	-1* Energy, *+1 +1 When you H +2 Natural, *+1 +1 Small, Mod +2	2 Id6 Hit vs t 2 Hit with this 2 1 Crit Dmg 2 2 dification: Si 2	2 argets with 2 s Weapon y 2 vs charact 2 2 2 mall. 2	Ist* in your Id Ist ou gain +1 Ist Ist Ist Ist Ist	5 eal Rng, Co 5 Momentum 6 Endurance 4 3 4	3 ntribute (1 1 3 n, Contribut 2* 3 3 3	End Dmg - Duality, 5 - e (1 Pricel - - -	at the star 1 Arcanium). 1 ess (Divine 1 1	: of their 2 1 Blade), 2 1 1	Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Wylding). Blade, Tooth & Claw. Blade, Steel. Blade, Steel.	18c 20c NPC 12t 12t	Ч 5 2 2 2
Conflagrater (Arc-Fire Sword) leph's Fang Nephilim Nano Bone Blade) Brutish Bite & Claws Arming Sword Briquet Broadsword Dual War Swords	-1* Energy, *+1 +1 When you H +2 Natural, *+1 +2 +1 Small, Mod +2 +1 Defence +1d6 +2	2 Id6 Hit vs t 2 Hit with this 2 1 Crit Dmg 2 2 Iffication: Si 2 vs Tackle 2	2 argets with 2 s Weapon y 2 vs charact 2 2 mall. 2 while this 1	Ist* in your Id Ist ou gain +1 Ist ers with O Ist Ist Ist Weapon is Ist	5 eal Rng, Co 5 Momentum 6 Endurance 4 3 4 3 4 5	3 ntribute () 3 n, Contribut 2* 3 3 3 dification: () 3	End Dmg - Quality, 5 - e (1 Pricel - - - - Guard.	at the start 1 Arcanium). 1 ess (Divine 1 1 1 1 2	i of their 2 1 Blade), 2 1 1 1 2 3	Blade, Divine Fire. Blade, Divine Weapon. 2 Ouality, 5 Wylding). Blade, Tooth & Claw. Blade, Steel. Blade, Steel. Blade, Steel.	18c 20c NPC 12t 12t 12t, 14t 12t, 2Kn	Ч 5 2 2 2 2
ionflagrater (Arc-Fire Sword) leph's Fang Nephilim Nano Bone Blade) Irutish Bite & Claws Iruning Sword Iriquet Iroadsword	-1* Energy, *+1 +1 When you H +2 Natural, *+1 +2 +1 Small, Mod +2 +1 Defence +1d6 +2	2 Id6 Hit vs t 2 Hit with this 2 1 Crit Dmg 2 2 Iffication: Si 2 vs Tackle 2	2 argets with 2 s Weapon y 2 vs charact 2 2 mall. 2 while this 1	Ist* in your Id Ist ou gain +1 Ist ers with O Ist Ist Ist Weapon is Ist	5 eal Rng, Co 5 Momentum 6 Endurance 4 3 4 3 4 5	3 ntribute () 3 n, Contribut 2* 3 3 3 dification: () 3	End Dmg - Quality, 5 - e (1 Pricel - - - - Guard.	at the start 1 Arcanium). 1 ess (Divine 1 1 1 1 2	i of their 2 1 Blade), 2 1 1 1 2 3	Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Wylding). Blade, Tooth & Claw. Blade, Steel. Blade, Steel. Blade, Steel. Blade, Steel.	18c 20c NPC 12t 12t 12t, 14t 12t, 2Kn	Ч 5 2 2 2 2

## Longswords

Weapons	Hit	Rng	Max Rhq	iueat hiiy	End Dmg	urit umg	Ammo	Load	weigiit	Weapon Type & Variations	Acquire Re	esuurues
Iron Thorn Blade		1	2	2nd	4	3	-	1	2	Blade, Neph Ivory.	14c	2
	Primitive, (	Contribute	(2 Quality (	Iron Thorn	s)).							
	Strong Hit:	Skilled St	r <b>ike</b> (Once j	per Turn, H	lit) Gain +1	Momentum	and move	e 1 space.				
Dancing Blade		1	2	2nd	3	2	-	1	2	Blade, Infused, Alchemy, Vortex	. 16t	3
	Contribute	(1 Potions,	1 Arcanium	n), Strong I	lit (5–6).							
	Strong Hit:	Skilled St	r <b>ike</b> (Once p	per Turn, H	lit) Gain +1	Momentum	and move	e 1 space.				
	Strong Hit:	Massive V	ortex (Hit) A	All non-Hu	ge damage	d characte	rs become	e Tripped.				
Censer & Poker	-1	1	1	lst	3	1	-	2	Ч	B, Prim, Ham, Censer, Alch, S Shai	ds. 14t, 2Kn	Ч
	Primitive, '	You first At	tack each <sup>.</sup>	Turn with I	his Weapon	gains Stro	ong Hit +1,	Splash 2, M	lodificat	ion: Dual Wield (Mixed).		
					lit) Gain +1							
	÷				s +3 End Dr							
Verdant Blade	-1	1	2	2nd	Ч	3	-	1	2	Blade, Druidic, Wyld, Blight.	16c	Ч
	Contribute	(1 Potions.	3 Wylding)									
					eapon gains	s Strong Hil	; +] (does	not Stack)				
					lit) Gain +1	-						
	-								t nass a	Physical or Resolve Skill Roll of 1	4 After failing t	this roll
	-					-				they no longer need to make Skil	-	
Pol's Rod of Madness	-]	1	2	2nd	3	2	_	1	2	Blade, Druidic, Wyld, Enrage.	18c	4
Tot's not of Fiddless	-	(1 Polione	3 Arcaniun		5	L		I	L	Diade, Diolaic, wyta, chiage.	100	I
					eapon gains	Strong Hil	+1 (dooc	not Stack)				
					lit) Gain +1					a an increadiate free manys and Ath	a al canata ak kha	
						SIPE DAINS A	FLEE RECO	very and m	USC MAK	e an immediate free move and Att	ack against the	nearest
										and a second development the second development		
N6 1 16	chara		choice if two	o or more	are equal di			e Weapon of		noice and dealing the most harm p		
Viper's Kiss	chara +2	cter (your d 1	hoice if two 2	o or more 2nd	are equal di 3	stance) with 3	h an Activ -	1	2	Blade, Dru, Wyld, Spreading Poise	on. 16c	Ч
Viper's Kiss	chara +2 Contribute	cter (your d 1 (1 Potions,	choice if two 2 3 Wylding)	o or more o <b>2nd</b> , Before th	are equal di 3 e start of y	stance) with <b>3</b> pour next Ti	h an Activi - urn: if a ni	<b>1</b> on-Nephilim	2 or non	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn	on. 16c	Ч
Viper's Kiss	chara +2 Contribute your I	cter (your o 1 (1 Potions, target you	hoice if two 2 3 Wylding) gain a free	o or more <mark>2nd</mark> , Before th Strong Hit	are equal di <b>3</b> ne start of y Option aga	stance) with 3 jour next Tr inst them I	h an Active - urn: if a ne from this <sup>1</sup>	<b>l</b> on-Nephilim Weapon (as	2 or non	Blade, Dru, Wyld, Spreading Poise	on. 16c	Ч
Viper's Kiss	chara +2 Contribute your I Momentum	cter (your o 1 (1 Potions, target you 1: Your ne	hoice if two 2 3 Wylding) gain a free xt Attack w	o or more o 2nd , Before th Strong Hit vith this W	are equal di 3 e start of y Option aga eapon gains	stance) with <b>3</b> jour next Tr inst them 1 s Strong Hill	h an Active - urn: if a ne from this <sup>1</sup> : +1 (does	<b>1</b> on-Nephilim Weapon (as not Stack).	2 or non	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn	on. 16c	Ч
Viper's Kiss	chara +2 Contribute your I Momentum Strong Hite	cter (your o 1 (1 Potions, target you n 1: Your ne Skilled St	choice if two 2 3 Wylding) gain a free xt Attack w rike (Once p	o or more o 2nd , Before th Strong Hit vith this W per Turn, F	are equal di 3 e start of y Option aga eapon gains lit) Gain +1	stance) with 3 pur next Tri inst them I s Strong Hill Momentum	h an Active - urn: if a ne from this <sup>1</sup> : +1 (does and move	1 on-Nephilim Weapon (as not Stack). e 1 space.	2 i or non if you h	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn ad Hit them and dealt Damage).	o <b>n. 16c</b> In a space adjar	Ч cent to
	chara +2 Contribute your I Momentur Strong Hit: Strong Hit:	cter (your o 1 (1 Potions, target you n 1: Your ne Skilled St	hoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit	o or more a 2nd Before th Strong Hit vith this W per Turn, F ) A damag	are equal di 3 e start of y Option aga eapon gains lit) Gain +1	stance) with 3 pur next Tri inst them I s Strong Hill Momentum	h an Active - urn: if a ne from this <sup>1</sup> : +1 (does and move	1 on-Nephilim Weapon (as not Stack). e 1 space.	2 i or non if you h of their	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn ad Hit them and dealt Damage). Turn until they receive First Aid	o <b>n. 16c</b> in a space adjar (does not Stack	<b>Ч</b> cent to k).
	chara +2 Contribute your l Momentum Strong Hit: Strong Hit: vord) –2*	cter (your o 1 (1 Potions, target you 1 : Your ne Skilled St Spreading 1	thoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2	2 or more 2nd 5 Before th Strong Hit vith this W per Turn, H ) A damag 2nd*	are equal di 3 e start of y Option aga eapon gains lit) Gain +1 jed charact 4	stance) with 3 jour next Tr inst them I is Strong Hil Momentum er takes 3 3	h an Active - urn: if a ne from this V : +1 (does and move End Dmg -	1 weapon (as not Stack). e 1 space. at the start 1	2 i or non if you h	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn ad Hit them and dealt Damage).	o <b>n. 16c</b> In a space adjar	4 cent to
	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: vord) -2* Energy. *+	cter (your o 1 (1 Potions, target you n 1: Your ne Skilled St Spreading 1 1d6 Hit vs	thoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with	o or more 2nd Before th Strong Hit vith this W per Turn, H ) A damag 2nd* nin your Id	are equal di 3 e start of <u>u</u> Option aga eapon gains lit) Gain +1 yed charact <b>4</b> eal Rng, Co	stance) with 3 pour next Tr inst them 1 s Strong Hill Momentum er takes 3 3 ntribute (1	h an Active - urn: if a ne from this V t +1 (does and move End Dmg - Quality, 5	1 weapon (as not Stack). e 1 space. at the start 1 Arcanium).	2 i or non if you h of their	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn ad Hit them and dealt Damage). Turn until they receive First Aid	o <b>n. 16c</b> in a space adjar (does not Stack	<b>Ч</b> cent to k).
Ignis Rapier (Arc-Fire Sw	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: vord) -2* Energy. *+	cter (your o 1 (1 Potions, target you n 1: Your ne Skilled St Spreading 1 1d6 Hit vs	thoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with	o or more 2nd Before th Strong Hit vith this W per Turn, H ) A damag 2nd* nin your Id	are equal di 3 e start of y Option aga eapon gains lit) Gain +1 jed charact 4	stance) with 3 pour next Tr inst them 1 s Strong Hill Momentum er takes 3 3 ntribute (1	h an Active - urn: if a ne from this V t +1 (does and move End Dmg - Quality, 5	1 weapon (as not Stack). e 1 space. at the start 1 Arcanium).	2 i or non if you h of their	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn ad Hit them and dealt Damage). Turn until they receive First Aid	o <b>n. 16c</b> in a space adjar (does not Stack	<b>Ч</b> cent to k).
Ignis Rapier (Arc-Fire Sw	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: vord) -2* Energy. *+	cter (your o 1 (1 Potions, target you n 1: Your ne Skilled St Spreading 1 1d6 Hit vs	thoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with	o or more 2nd Before th Strong Hit vith this W per Turn, H ) A damag 2nd* nin your Id	are equal di 3 e start of <u>u</u> Option aga eapon gains lit) Gain +1 yed charact <b>4</b> eal Rng, Co	stance) with 3 pour next Tr inst them 1 s Strong Hill Momentum er takes 3 3 ntribute (1	h an Active - urn: if a ne from this V t +1 (does and move End Dmg - Quality, 5	1 weapon (as not Stack). e 1 space. at the start 1 Arcanium).	2 i or non if you h of their	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn ad Hit them and dealt Damage). Turn until they receive First Aid	o <b>n. 16c</b> in a space adjar (does not Stack	<b>ц</b> cent to k).
	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: vord) -2* Energy, *+ Strong Hit:	cter (your of 1 (1 Potions, target you of 1: Your ne Skilled St Skilled St Skilled St 1	choice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with rike (Once p 2	o or more a 2nd , Before th Strong Hit vith this W per Turn, H 2nd* nin your Id per Turn, H 2nd	are equal di 3 de start of y Option aga eapon gains iti) Gain +1 y eat Rng, Co liti) Gain +1 Y	stance) with 3 your next Tri inst them I is Strong Hill Momentum a ntribute (1 Momentum 3	h an Activi - from this V : +1 (does and move End Dmg - Quality, 5 and move -	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1	2 or non if you H of their 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire.	o <b>n. 16c</b> n a space adjar (does not Stack 18c	Ч cent to k). Ч
Ignis Rapier (Arc-Fire Sw	chara +2 Contribute your I Momentur Strong Hit: Strong Hit: vord) -2* Energy, *+ Strong Hit: When you	cter (your o 1 (I Potions, target you 1: Your ne Skilled St Spreading 1 1d6 Hit vs Skilled St 1 Hit with thi	hoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with rike (Once p 2 s Weapon y	o or more a 2nd . Before th Strong Hit vith this W per Turn, H ) A damag 2nd* nin your Id per Turn, H 2nd you gain +1	are equal di 3 de start of y Option aga eapon gains iti) Gain +1 y eat Rng, Co liti) Gain +1 Y	stance) with 3 pour next Tri inst them I inst them I is Strong Hill Momentum 1 Momentum 3 n, Contribut	h an Activi - urn: if a ni from this \ t +1 (does and move - Quality, 5 and move - c e (1 Pricel	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 ess (Divine	2 or non if you H of their 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon.	o <b>n. 16c</b> n a space adjar (does not Stack 18c	Ч cent to k). Ч
Ignis Rapier (Arc-Fire Sw	chara +2 Contribute your I Momentur Strong Hit: Strong Hit: vord) -2* Energy, *+ Strong Hit: When you	cter (your o 1 (I Potions, target you 1: Your ne Skilled St Spreading 1 1d6 Hit vs Skilled St 1 Hit with thi	hoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with rike (Once p 2 s Weapon y	o or more a 2nd . Before th Strong Hit vith this W per Turn, H ) A damag 2nd* nin your Id per Turn, H 2nd you gain +1	are equal di 3 Option aga eapon gains eapon gains ilit) Gain +1 yed charact 4 eal Rng, Co lit) Gain +1 4 Momentum	stance) with 3 pour next Tri inst them I inst them I is Strong Hill Momentum 1 Momentum 3 n, Contribut	h an Activi - urn: if a ni from this \ t +1 (does and move - Quality, 5 and move - c e (1 Pricel	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 ess (Divine	2 or non if you H of their 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon.	o <b>n. 16c</b> n a space adjar (does not Stack 18c	Ч cent to k). Ч
Ignis Rapier (Arc-Fire Sw Vorpal Longsword	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: Yord) -2* Energy, *+ Strong Hit: When you Strong Hit: +1	cter (your o 1 (I Potions, target you o 1: Your ne Skilled St Spreading 1 1d6 Hit vs Skilled St 1 Hit with thi Skilled St 1	hoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with rike (Once p 2 s Weapon y rike (Once p 2	a or more a 2nd , Before th Strong Hit vith this W per Turn, H 2nd jou gain +1 per Turn, H 2nd	are equal di 3 e start of y Option aga eapon gains lit) Gain +1 y eal Rng, Co lit) Gain +1 4 Momenturr lit) Gain +1	stance) with 3 jour next Tri inst them I s Strong Hil Momentum er takes 3 3 ntribute (I Momentum 3 n, Contribut Momentum 2*	h an Activi - urn: if a ni from this \ t +1 (does and move - Quality, 5 and move - c e (1 Pricel	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 ess (Divine	2 or non if you h of their 2 1 Blade),	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium).	on. 16c in a space adjar (does not Stack 18c 12t	4 cent to k). 4 2
Ignis Rapier (Arc-Fire Sw Vorpal Longsword	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: Vord) -2* Energy. *+ Strong Hit: Vhen you Strong Hit: +1 Natural, *+	cter (your o 1 () Potions, target you o 1: Your ne Skilled St Skilled St 1 Hit with thi Skilled St 1 Hit with thi Skilled St 1 1	hoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p 2 s Weapon y rike (Once p 2 s Weapon y rike (Once p 2 s Weapon y rike (Once p 2 s Weapon y rike (Once p 2 s Weapon y	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* inin your Id per Turn, H 2nd you gain +1 per Turn, H 2nd cers with O	are equal di 3 e start of y Option aga eapon gains lit) Gain +1 y Momenturr lit) Gain +1 5	stance) with 3 pour next Tri inst them It s Strong Hill Momentum er takes 3 3 ntribute (1 Momentum 3 n, Contribut Momentum 2*	h an Active - - from this N t +1 (does and move End Dmg - Quality, 5 and move - te (1 Pricel and move	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 ess (Divine e 1 space. 1	2 or non if you h of their 2 1 Blade),	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium).	on. 16c in a space adjar (does not Stack 18c 12t	4 cent to k). 4 2
Ignis Rapier (Arc-Fire Sw Vorpal Longsword	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: Vord) -2* Energy. *+ Strong Hit: Vhen you Strong Hit: +1 Natural, *+	cter (your o 1 () Potions, target you o 1: Your ne Skilled St Skilled St 1 Hit with thi Skilled St 1 Hit with thi Skilled St 1 1	hoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p 2 s Weapon y rike (Once p 2 s Weapon y rike (Once p 2 s Weapon y rike (Once p 2 s Weapon y rike (Once p 2 s Weapon y	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* inin your Id per Turn, H 2nd you gain +1 per Turn, H 2nd cers with O	are equal di 3 e start of y Option aga eapon gains iti) Gain +1 4 Momentum lit) Gain +1 5 Endurance	stance) with 3 pour next Tri inst them It s Strong Hill Momentum er takes 3 3 ntribute (1 Momentum 3 n, Contribut Momentum 2*	h an Active - - from this N t +1 (does and move End Dmg - Quality, 5 and move - te (1 Pricel and move	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 ess (Divine e 1 space. 1	2 or non if you h of their 2 1 Blade),	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium).	on. 16c in a space adjar (does not Stack 18c 12t	4 cent to k). 4 2
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: Vord) -2* Energy. *+ Strong Hit: Vhen you Strong Hit: +1 Natural. *+ Strong Hit:	cter (gour o 1 (1 Potions, target you o 1: Your ne Skilled St Skilled St 1 Hit with thi Skilled St 1 -1 Crit Dmg Skilled St 1	choice if two 2 3 Wylding) gain a free xt Attack w rike (Once p 2 s Weapon u rike (Once p 2 vs charact rike (Once p 2 ys charact rike (Once p 2	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* in your Id per Turn, H 2nd you gain +1 per Turn, H 2nd errs with O per Turn, H	are equal di 3 e start of y Option aga eapon gains iti) Gain +1 y Momenturn H S Endurance lit) Gain +1 S	stance) with 3 your next Tri inst them I s Strong Hill Momentum antribute (1 Momentum 3 n, Contribut Momentum 2*	h an Active - - from this N t +1 (does and move End Dmg - Quality, 5 and move - te (1 Pricel and move	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 ess (Divine e 1 space. 1	2 or non if you h of their 2 1 Blade), 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw.	on. 16c in a space adjar (does not Stack 18c 12t 12t	4 cent to k). 4 2
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: vord) -2* Energy, *+ Strong Hit: When you Strong Hit: +1 Natural, *+ Strong Hit: -2 Primitive, I	cter (your of 1 (I Potions, target you of 1: Your ne Skilled St Skilled St 1 Hit with thi Skilled St 1 -1 Crit Dmg Skilled St 1 Modification	Anoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p 2 s Weapon u rike (Once p 2 vs charact rike (Once p 2 vs charact rike (Once p 2 s Heavy.	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* nin your Id per Turn, H 2nd you gain +1 per Turn, H 2nd ters with O per Turn, H 2nd	are equal di 3 e start of y Option aga eapon gains iti) Gain +1 y Momenturn H S Endurance lit) Gain +1 S	stance) with 3 your next Tri inst them I is Strong Hill Momentum er takes 3 3 ntribute (1 Momentum 3 n, Contribut Momentum 2* Momentum 3	h an Active - urn: if a ne from this 1 : +1 (does and move End Dmg - Quality, 5 and move - te (I Pricel and move - - - - - - - - - - - - -	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 e 1 space. 1 e 1 space. 1	2 or non if you h of their 2 1 Blade), 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw.	on. 16c in a space adjar (does not Stack 18c 12t 12t	Ч cent to k). Ч
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws Macuahuitl	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: vord) -2* Energy, *+ Strong Hit: When you Strong Hit: +1 Natural, *+ Strong Hit: -2 Primitive, I	cter (your of 1 (I Potions, target you of 1: Your ne Skilled St Skilled St 1 Hit with thi Skilled St 1 -1 Crit Dmg Skilled St 1 Modification	Anoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p 2 s Weapon u rike (Once p 2 vs charact rike (Once p 2 vs charact rike (Once p 2 s Heavy.	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* nin your Id per Turn, H 2nd you gain +1 per Turn, H 2nd ters with O per Turn, H 2nd	are equal di 3 e start of y Option aga eapon gains iti) Gain +1 yed charact 4 Momenturn iti) Gain +1 5 Endurance liti) Gain +1 3	stance) with 3 your next Tri inst them I is Strong Hill Momentum er takes 3 3 ntribute (1 Momentum 3 n, Contribut Momentum 2* Momentum 3	h an Active - urn: if a ne from this 1 : +1 (does and move End Dmg - Quality, 5 and move - te (I Pricel and move - - - - - - - - - - - - -	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 e 1 space. 1 e 1 space. 1	2 or non if you h of their 2 1 Blade), 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw. Blade, Primitive.	on. 16c n a space adjar (does not Stack 18c 12t 12t 12t	4 cent to k). 4 2
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws Macuahuitl	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: Vord) -2* Energy. *+ Strong Hit: Vhen you Strong Hit: +1 Natural, *+ Strong Hit: -2 Primitive, I Strong Hit: +1d6	cter (your of 1 (I Potions, target you of 1: Your ne Skilled St Skilled St 1 Hit with thi Skilled St 1 Hit with thi Skilled St 1 Modification Skilled St 1	Anoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with rike (Once p 2 s Weapon y rike (Once p 2 vs charact rike (Once p 2 n: Heavy. rike (Once p 2 1	a or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* inin your Id per Turn, H 2nd jou gain +1 per Turn, H 2nd cers with O per Turn, H 2nd per Turn, H 2nd	are equal di 3 e start of y Option aga eapon gains lit) Gain +1 y Momentum lit) Gain +1 5 Endurance lit) Gain +1 3 lit) Gain +1 3	stance) with 3 pour next Tri inst them I s Strong Hil Momentum er takes 3 3 ntribute (1 Momentum 3 h, Contribut Momentum 3 Momentum 3	h an Active - urn: if a ne from this V : +1 (does and move - Duality, 5 and move - and move - and move - and move -	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 e 1 space. 1 e 1 space. 2	2 or non if you h of their 2 1 Blade), 2 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw.	on. 16c in a space adjar (does not Stack 18c 12t 12t	4 cent to k). 4 2 2 1
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws Macuahuitl	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: vord) -2* Energy. *+ Strong Hit: Vhen you Strong Hit: +1 Natural. *+ Strong Hit: -2 Primitive. I Strong Hit: +1d6 Optional (C	cter (your of 1 () Potions, target you of skilled St Skilled St 1 Hit with thi Skilled St 1 Hit with thi Skilled St 1 Modification Skilled St 1 Modification Skilled St 1 Modification Skilled St 1 Modification Skilled St 1 Dual, Requinition	Anoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with rike (Once p 2 vs charact rike (Once p 2 n: Heavy. rike (Once p 1 res 1 addition	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* in your Id per Turn, H 2nd you gain +1 per Turn, H 2nd cers with O per Turn, H 2nd per Turn, H 1st panal Hand)	are equal di 3 e start of y Option aga eapon gains eapon gains iti) Gain +1 4 Momentum lit) Gain +1 5 Endurance lit) Gain +1 3 Modificatic	stance) with 3 your next Tri inst them I s Strong Hill Momentum a ntribute (1 Momentum 3 n, Contribut Momentum 2* Momentum 3 ms: Dual W	h an Active - - from this 1 - t +1 (does and move - Quality, 5 and move - and move - and move - and move - - - - - - - - - - - - -	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 e 1 space. 1 e 1 space. 2 y.	2 or non if you h of their 2 1 Blade), 2 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw. Blade, Primitive.	on. 16c n a space adjar (does not Stack 18c 12t 12t 12t	4 cent to k). 4 2 2 1
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws Macuahuitl Cutlass & Dagger	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: vord) -2* Energy. *+ Strong Hit: Vhen you Strong Hit: +1 Natural. *+ Strong Hit: -2 Primitive. I Strong Hit: +1d6 Optional (C	cter (your of 1 () Potions, target you of skilled St Skilled St 1 Hit with thi Skilled St 1 Hit with thi Skilled St 1 Modification Skilled St 1 Modification Skilled St 1 Modification Skilled St 1 Modification Skilled St 1 Dual, Requinition	Anoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with rike (Once p 2 vs charact rike (Once p 2 n: Heavy. rike (Once p 1 res 1 addition	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* in your Id per Turn, H 2nd you gain +1 per Turn, H 2nd cers with O per Turn, H 2nd per Turn, H 1st panal Hand)	are equal di 3 e start of y Option aga eapon gains lit) Gain +1 y Momentum lit) Gain +1 5 Endurance lit) Gain +1 3 lit) Gain +1 3	stance) with 3 your next Tri inst them I s Strong Hill Momentum a ntribute (1 Momentum 3 n, Contribut Momentum 2* Momentum 3 ms: Dual W	h an Active - - from this 1 - t +1 (does and move - Quality, 5 and move - and move - and move - and move - - - - - - - - - - - - -	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 e 1 space. 1 e 1 space. 2 y.	2 or non if you h of their 2 1 Blade), 2 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw. Blade, Primitive. Blade, Steel.	on. 16c n a space adjar (does not Stack 18c 12t 12t 12t 12t 2x 12t, 2Kn	4 cent to k). 4 2 2
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws Macuahuitl Cutlass & Dagger	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: vord) -2* Energy, *+ Strong Hit: Vhen you Strong Hit: +1 Natural, *+ Strong Hit: -2 Primitive, I Strong Hit: +1d6 Optional (I Strong Hit:	cter (your of 1 (1 Potions, target you of 1: Your ne Skilled St Skilled St 1 Hit with thi Skilled St 1 Modification Skilled St 1 Modification Skilled St 1 Jual, Requin Skilled St 1 Jual, Requin Skilled St 1	Anoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 s Weapon Q rike (Once p 2 vs charact rike (Once p 2 n: Heavy. rike (Once p 1 n: Heavy. 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 1 2 2 2 2 2 2 2 2 2 2 2 2 2	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* in your Id per Turn, H 2nd you gain +1 per Turn, H 2nd per Turn, H 2nd per Turn, H 1st per Turn, H 1st per Turn, H 2nd	are equal di 3 e start of y Option aga eapon gains iti) Gain +1 y Momenturn iti) Gain +1 y Momenturn iti) Gain +1 3 iti) Gain +1 3 Modificatic liti) Gain +1 3	stance) with 3 your next Tri inst them I s Strong Hill Momentum er takes 3 3 ntribute (1 Momentum 3 n, Contribut Momentum 2* Momentum 3 Momentum 3 Momentum 3 Momentum 3 Momentum 3	h an Active - - - - - - - - - - - - -	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 e 1 space. 1 e 1 space. 2 y.	2 or non if you h of their 2 1 Blade), 2 2 3	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw. Blade, Primitive.	on. 16c n a space adjar (does not Stack 18c 12t 12t 12t	ч cent to k). 2 2 1 3
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: Vord) -2* Energy, *+ Strong Hit: Vhen you Strong Hit: +1 Natural, *- Strong Hit: +1 Strong Hit: +1d6 Optional (IC Strong Hit: +1 +1 Defence	cter (gour of 1 (I Potions, target you of 1: Your ne Skilled St Spreading 1 1d6 Hit vs Skilled St 1 Hit with thi Skilled St 1 Modification Skilled St 1 Dual, Requin Skilled St 1 Dual, Requin Skilled St 1 Dual, Requin Skilled St 1 Dual, Requin Skilled St 1 Dual, Requin Skilled St 1 Dual, Requin	hoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p 2 s Weapon L 2 vs charact rike (Once p 2 vs charact rike (Once p 2 s Heavy. rike (Once p 2 while this	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* nin your Id per Turn, H 2nd ters with O per Turn, H 2nd ters with O per Turn, H 1st nal Hand) per Turn, H 1st nal Hand) per Turn, H 2nd Weapon is	are equal di 3 e start of y Option aga eapon gains iti) Gain +1 yed charact 4 eat Rng, Co lit) Gain +1 5 Modificatic lit) Gain +1 3 Active, Mo	stance) with 3 your next Tri inst them I is Strong Hill Momentum er takes 3 3 ntribute (1 Momentum 3 Momentum 2* Momentum 3 ms: Dual W Momentum 3 dification: (1 0 dification: (1)	h an Active - - - - - - - - - - - - -	1 on-Nephilim Weapon (as not Stack). e I space. at the start 1 Arcanium). e I space. 1 e I space. 1 e I space. 2 y. e I space. 1	2 or non if you h of their 2 1 Blade), 2 2 3	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw. Blade, Primitive. Blade, Steel.	on. 16c n a space adjar (does not Stack 18c 12t 12t 12t 12t 2x 12t, 2Kn	ч cent to k). 2 2 1 3
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws Macuahuitl Cutlass & Dagger Rapier	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: Yord) -2* Energy, *+ Strong Hit: +1 Natural, *+ Strong Hit: -2 Primitive, I Strong Hit: +1d6 Optional (I Strong Hit: +1 +1 Defence Strong Hit:	cter (your of 1 () Potions, target you of 1: Your ne Skilled St Skilled St 1 Hit with thi Skilled St 1 Modification Skilled St 1 Dual, Requin Skilled St 1 Dual, Requin Skilled St 1 Skilled St Skilled St 1 Skilled St Skilled S	choice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with rike (Once p 2 vs charact rike (Once p 2 vs charact rike (Once p 1 res 1 addition rike (Once p 2 white this rike (Once p 2 white this rike (Once p 2 vs charact rike (Once p 1 vs charact vs charact	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* ) A damag 2nd* ) A damag 2nd (2nd (2nd) (2	are equal di 3 e start of u Option aga eapon gains lit) Gain +1 yed charact 4 Momentum lit) Gain +1 5 Endurance lit) Gain +1 3 lit) Gain +1 3 Modificatic lit) Gain +1 3 Active, Mo lit) Gain +1	stance) with 3 your next Tri inst them I is Strong Hill Momentum er takes 3 3 ntribute (1 Momentum 3 Momentum 2* Momentum 3 Momentum 3 uns: Dual W Momentum 3 dification: (1 Momentum	h an Active - - - - - - - - - - - - -	1 on-Nephilim Weapon (as not Stack). e I space. at the start 1 Arcanium). e I space. 1 e I space. 1 e I space. 2 y. e I space. 1	2 or non if you h of their 2 1 Blade), 2 2 3 3 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw. Blade, Primitive. Blade, Steel. Blade, Steel.	on. 16c n a space adjar (does not Stack 18c 12t 12t 12t 2x 12t, 2Kn 12t, 14t	ч cent to k). 2 2 1 3 2
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws Macuahuitl Cutlass & Dagger	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: Yord) -2* Energy, *+ Strong Hit: +1 Natural, *+ Strong Hit: -2 Primitive, I Strong Hit: +1d6 Optional (II Strong Hit: +1 +1 Defence Strong Hit: +1	cter (your of 1 (I Potions, target you of 1 Your ne Skilled St Spreading 1 1d6 Hit vs Skilled St 1 Hit with thi Skilled St 1 Modification Skilled St 1 Dual, Requin Skilled St 1 Skilled St 1	hoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 targets with rike (Once p 2 vs charact rike (Once p 2 vs charact rike (Once p 1 res 1 addition rike (Once p 2 white this rike (Once p 2 vs charact rike (Once p 2 vs charact 2 vs charact rike (Once p 2 vs charact rike (Once p	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* ) A damag 2nd* ) A damag 2nd (2nd (2nd) (2	are equal di 3 e start of u Option aga eapon gains lit) Gain +1 yed charact 4 Momentum lit) Gain +1 5 Endurancee lit) Gain +1 3 lit) Gain +1 3 Active, Mo lit) Gain +1 3 Active, Mo	stance) with 3 your next Tri inst them I is Strong Hil Momentum er takes 3 3 ntribute (1 Momentum 3 Momentum 2* Momentum 3 Momentum 3 dification: (1 Momentum 3 Momentum 3	h an Active 	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 e 1 space. 1 e 1 space. 2 y. e 1 space. 1 e 1 space. 2 y. e 1 space. 1 e 1 space. 1	2 or non if you h of their 2 1 Blade), 2 2 3	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw. Blade, Primitive. Blade, Steel.	on. 16c n a space adjar (does not Stack 18c 12t 12t 12t 12t 2x 12t, 2Kn	ч cent to k). 2 2 1 3
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws Macuahuitl Cutlass & Dagger Rapier Spadroon	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: vord) -2* Energy, *+ Strong Hit: *1 Natural, *+ Strong Hit: +1 Strong Hit: +1d6 Optional (I Strong Hit: +1 +1 Defence Strong Hit: +1 Strong Hit: +1	cter (gour of 1 (1 Potions, target you of 1: Your ne Skilled St Skilled St 1 Hit with thi Skilled St 1 Modification Skilled St 1 Dual, Requi Skilled St 1 Skilled St	hoice if two 2 3 Wylding) gain a free xt Attack w rike (Once   Poison (Hit 2 s Weapon y rike (Once   2 vs charact rike (Once   1 res   additic rike (Once   2 while this rike (Once   2 while this rike (Once   2 while this rike (Once   2 while this rike (Once   2 methics (Once	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* ) A damag 2nd* ) A damag 2nd* ) A damag 2nd 2nd 0 ger Turn, H 2nd 0 ger Turn, H 1st 0 ger Turn, H 1st 0 ger Turn, H 2nd Weapon Is per Turn, H 2nd Weapon Is per Turn, H 2nd 0 ger Turn, H	are equal di 3 e start of y Option aga eapon gains iti) Gain +1 y Momentum Iti) Gain +1 y Momentum Iti) Gain +1 3 Modificatic Iti) Gain +1 3 Active, Mo Iti) Gain +1 3 Iti) Gain +1 3	stance) with 3 pour next Tri inst them I s Strong Hill Momentum 3 n, Contribut Momentum 2* Momentum 3 whomentum 3 dification: (Momentum 3 Momentum 3 Momentum 3 Momentum 3 Momentum 3 Momentum	h an Active 	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 e 1 space. 1 e 1 space. 2 y. e 1 space. 1 e 1 space. 2 y. e 1 space. 1 e 1 space. 1	2 or non if you h of their 2 1 Blade), 2 2 3 2 2 2 2 2 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i and Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw. Blade, Primitive. Blade, Steel. Blade, Steel.	on. 16c n a space adjar (does not Stack 18c 12t 12t 12t 2x 12t, 2Kn 12t, 14t 12t	4 cent to 4 2 2 1 3 2 2 2 2
Ignis Rapier (Arc-Fire Sw Vorpal Longsword Agile Bite & Claws Macuahuitl Cutlass & Dagger Rapier	chara +2 Contribute your I Momentum Strong Hit: Strong Hit: Vord) -2* Energy. *+ Strong Hit: Vhen you Strong Hit: +1 Natural. *+ Strong Hit: +1d6 Optional (II Strong Hit: +1 +1 Defence Strong Hit: +1 Strong Hit: +1	cter (your of 1 (1 Potions, target you of 1: Your ne Skilled St Spreading 1 1d5 Hit vs Skilled St 1 Hit with thi Skilled St 1 Modification Skilled St 1 Dual, Requii Skilled St 1 Skilled St 1 Ski	Anoice if two 2 3 Wylding) gain a free xt Attack w rike (Once p Poison (Hit 2 s Weapon y rike (Once p 2 vs charact rike (Once p 1 res 1 addition rike (Once p 2 while this rike (Once p 2 while this rike (Once p 2 while this rike (Once p 2 mage of the conce p 2 mage o	o or more a 2nd , Before th Strong Hit vith this W per Turn, H ) A damag 2nd* in your Id per Turn, H 2nd you gain +1 per Turn, H 2nd per Turn, H 1st per Turn, H 1st per Turn, H 2nd Weapon is per Turn, H 2nd Weapon is per Turn, H 2nd Weapon is per Turn, H 2nd	are equal di 3 e start of u Option aga eapon gains lit) Gain +1 yed charact 4 Momentum lit) Gain +1 5 Endurancee lit) Gain +1 3 lit) Gain +1 3 Active, Mo lit) Gain +1 3 Active, Mo	stance) with 3 your next Tri inst them I s Strong Hill Momentum 2 Momentum 3 Momentum 3 Momentum 3 dification: ( Momentum 3 Momentum 3 Momentum 3 Momentum 3	h an Active - - - - - - - - - - - - -	1 on-Nephilim Weapon (as not Stack). e 1 space. at the start 1 Arcanium). e 1 space. 1 e 1 space. 2 y. e 1 space. 1 e 1 space. 1 e 1 space. 1 e 1 space. 1 e 1 space. 1 e 1 space. 1 e 1 space. 1	2 or non if you h of their 2 1 Blade), 2 2 3 3 2	Blade, Dru, Wyld, Spreading Poise -druid character ends their Turn i ad Hit them and dealt Damage). Turn until they receive First Aid Blade, Divine Fire. Blade, Divine Weapon. 2 Quality, 5 Arcanium). Blade, Tooth & Claw. Blade, Primitive. Blade, Steel. Blade, Steel.	on. 16c n a space adjar (does not Stack 18c 12t 12t 12t 2x 12t, 2Kn 12t, 14t	4 icent to 4 2 2 1 3 2

Spears

Weapons	Hit	Rng			End Dmg		Ammo	Load	Weight	Weapon Type & Variations	Acquire F	lesourc
Sharpened Stick	-]*	1	3	3rd	2*	3	-	1	2	Polearm, Primitive.	10t	1
	-1	4	Str x5	2nd	3	3	1	1		Polearm, Thrown, Primitive.		
	5	+1, Linked Primitive.	, Only requ	vires 1 Hand	l, *+2 Hit a	nd End Dr	ng vs (chai	racters wh	o Charge	d during their previous Turn OR who	are Mounte	d, Big (
Red Snow Tribal Spear	*	1	3	3rd	3*	3	-	1	2	Polearm, Neph Ivory.	11t	2
		Ч	Str x5	2nd	Ч	3	1	1		Polearm, Thrown, Neph Ivory.		
	Large, Zone	+1, Linked	, Only requ	vires 1 Hand	l, *+2 Hit a	nd End Dr	ng vs (chai	racters wh	o Charge	d during their previous Turn OR who	are Mounte	d, Big
	Huge),	Primitive,	Contribute	(2 Quality	(Nephilim	lvory & Wl	hite Birch V	Vood)).				
Crawling Spear	+]*	1	3	3rd	2*	3	-	1	2	Polearm, Wyldwood, Wyld, Thorns	. 14c	3
	+]	Ч	Str x5	2nd	3	3	1	1		Pol, Thrown, W, Wyld, Thorns.		
			, Only requ e (1 Wylding		l, *+2 Hit a	nd End Dr	ng vs (chai	racters wh	o Charge	d during their previous Turn OR who	are Mounte	d, Big
	Strong Hit: 6	Entangle (H	lit) All dam	- Iaged chara	acters beco	me Ensnai	red (14) and	l have thei	r Moveme	nt reduced by 2 until the start of yo	ur next Turn	(Stack
ligh Red Snow Tribal Spear	-]*	1	3	3rd	2*	2	-	1	2	Pol, Infused, Alchemy, Flash Freeze		3
	-1	Ч	Str x5	2nd	3	2	1	1		Pol, Thrown, Inf, Alch, Flash Freeze		
	Large, Zone	+1. Linked	. Onlu reau	vires 1 Hand	l. *+2 Hit a	nd End Dr	na vs (chai	racters wh	o Charge	d during their previous Turn OR who	are Mounte	d. Bia
							n 1 (Cold), S		J	J		. 5
	Strong Hit:				-							
lolder Spear	-]*	1	3	3rd	3*	3	_	1	2	Polearm, Infused, Alchemy, Goop.	15c	3
	-1	4	Str x5	2nd	4	3	1	1	_	Pol, Thrown, Inf, Alchemy, Goop.		-
	-	+1 Linked			-	-	na vs (chai	racters wh	n Charnei	d during their previous Turn OR who	are Mounte	d Bia
	-		• •	, 1 Arcaniur			ing vo tondi		o onarge	a doning their previous form off whe		a, big
	9						(10)					Stacks
			A damage	d obaracto	r hoomoc	Encharod	(lb) and ba	ac thoir Mr	womentr			
morald Spoar	*		-				(Ib) and ha	as their Mo 1		educed by 2 until the start of your Polearm Druidic Wuld Thorps		
merald Spear	* Large, Zone	1 4 +1, Linked	3 Str x5 , Only requ	3rd 2nd vires 1 Hand	<b>4*</b> 5 I. *+2 Hit a	3 3 nd End Dr	- 1 ng vs (chai	l l racters wh	2 o Charge	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who	17c are Mounte	<b>4</b> d. Big
merald Spear	* Large, Zone Huge), Strong Hit:	1 4 +1, Linked Contribute Grow Thorn	3 Str x5 , Only requ e (1 Potions ns (Hit) A d	<b>3rd</b> 2nd vires 1 Hand s, 1 Wylding.	<b>4*</b> 5 I. *+2 Hit a . 2 Arcaniu haracter su	3 3 nd End Dr im), <b>Mome</b> iffers 1 Da	- 1 ng vs (chai ntum 1: You	l I racters wh ur next Att	<b>2</b> o Chargeo ack with	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns	17c are Mounte es not Stack	<b>Ч</b> d. Big ).
	* Large, Zone Huge), Strong Hit:	1 4 +1, Linked Contribute Grow Thorn	3 Str x5 , Only requ e (1 Potions ns (Hit) A d	<b>3rd</b> 2nd vires 1 Hand v. 1 Wylding. damaged cl	<b>4*</b> 5 I. *+2 Hit a . 2 Arcaniu haracter su	3 3 nd End Dr im), <b>Mome</b> iffers 1 Da	- 1 ng vs (chai ntum 1: You	l I racters wh ur next Att	<b>2</b> o Chargeo ack with	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do	17c are Mounte es not Stack	<b>Ч</b> d. Big ).
	* Large, Zone Huge), Strong Hit: they re	1 4 +1, Linked Contribute Grow Thorn	3 Str x5 , Only requ e (1 Potions ns (Hit) A o t Aid befor	<b>3rd</b> 2nd uires 1 Hand a, 1 Wylding, damaged cl rehand (doe	<b>4*</b> 5 I. *+2 Hit a . 2 Arcaniu haracter su haracter su	3 3 nd End Dr im), <b>Mome</b> iffers 1 Da k).	- 1 ng vs (chai ntum 1: You	l I racters wh ur next Att	2 o Charger ack with a randor	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do h (1d3) Attribute at the start of thei	17c are Mounte es not Stack r next Turn d	<b>4</b> d, Big ). unless
	* Large, Zone Huge), Strong Hit: I they re -2* ** -2**	1 4 +1, Linked Contribute Grow Thorn eceive Firs 1 4	3 Str x5 Only requ (1 Potions ns (Hit) A o t Aid befor 3 Str x5	3rd 2nd vires 1 Hand o, 1 Wylding, damaged cl rehand (doe 3rd** 2nd**	4* 5 4. *+2 Hit a . 2 Arcaniu haracter su es not Stac 4* 5	3 3 nd End Dr im), <b>Mome</b> iffers 1 Da k). 3 3	– 1 ng vs (chai ntum 1: You mage (no <i>F</i> – 1	l I racters wh ur next Att Armour) to I I	2 o Charger ack with a randor 2	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do h (1d3) Attribute at the start of their Polearm, Divine Fire.	17c , a are Mounte es not Stack r next Turn ( 17c	Ч d, Big ). unless Ч
	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone	1 4 +1, Linked Contribute Grow Thori eceive Firs 1 4 +1, Linked	3 Str x5 Only requ (1 Potions ns (Hit) A o t Aid befor 3 Str x5 Only requ	3rd 2nd vires 1 Hand v. 1 Wylding, damaged cl rehand (doe 3rd** 2nd** 2nd**	<b>4*</b> <b>5</b> 4. *+2 Hit a . 2 Arcaniu haracter su es not Stac <b>4*</b> <b>5</b> d. *+2 Hit a	3 nd End Dr m). <b>Mome</b> uffers 1 Da k). 3 3 nd End Dr	– 1 ng vs (chai ntum 1: You mage (no <i>F</i> – 1	1 1 racters wh ur next Att Armour) to 1 1 1 racters wh	2 o Charger ack with a randor 2 o Charger	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who	17c , a are Mounte es not Stack r next Turn ( 17c	4 d, Big ). unless 4
Crackler (Cattle Prod)	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone	1 4 +1, Linked Contribute Grow Thori eceive Firs 1 4 +1, Linked	3 Str x5 Only requ (1 Potions ns (Hit) A o t Aid befor 3 Str x5 Only requ	3rd 2nd vires 1 Hand v. 1 Wylding, damaged cl rehand (doe 3rd** 2nd** 2nd**	<b>4*</b> <b>5</b> 4. *+2 Hit a . 2 Arcaniu haracter su es not Stac <b>4*</b> <b>5</b> d. *+2 Hit a	3 nd End Dr m). <b>Mome</b> uffers 1 Da k). 3 3 nd End Dr	– 1 ng vs (chai <b>ntum 1</b> : You mage (no <i>F</i> – 1 ng vs (chai	1 1 racters wh ur next Att Armour) to 1 1 1 racters wh	2 o Charger ack with a randor 2 o Charger	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who	17c , a are Mounte es not Stack r next Turn ( 17c	Ч d, Big ). unless Ч
Crackler (Cattle Prod) Claw of Neph	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone	1 4 +1, Linked Contribute Grow Thori eceive Firs 1 4 +1, Linked	3 Str x5 , Only requ e (1 Potions ns (Hit) A o t Aid befor 3 Str x5 , Only requ *+1d6 Hit v	3rd 2nd vires 1 Hand v, 1 Wylding, damaged cl damaged cl rehand (doe 3rd** 2nd** 2nd** vires 1 Hand vires 1 Hand	4* 5 4, *+2 Hit a , 2 Arcaniu haracter su es not Stac 4* 5 d, *+2 Hit a vithin your	3 nd End Dr m), Mome offers 1 Da k). 3 3 nd End Dr Ideal Rng,	– 1 ng vs (chai <b>ntum 1</b> : You mage (no <i>F</i> – 1 ng vs (chai	1 1 racters wh ur next Att Armour) to 1 1 1 racters wh	2 o Charger ack with a randor 2 o Charger	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do in (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who um).	17c o are Mounte es not Stack r next Turn 17c o are Mounte	Ч d, Big ). unless Ч d, Big
Crackler (Cattle Prod) Claw of Neph	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), *	1 4 +1, Linked Contribute Grow Thorn ecceive Firs 1 4 +1, Linked Energy, *1 1 4	3 Str x5 . Only requ e (1 Potions ns (Hit) A of t Aid befor 3 Str x5 . Only requ *+1d6 Hit v 3 Str x5	3rd 2nd vires 1 Hand v 1 Wylding, damaged cl rehand (doe 3rd** 2nd** vires 1 Hand rs targets w 3rd 2nd	4* 5 , *+2 Hit a , 2 Arcaniu haracter su es not Stac 4* 5 d, *+2 Hit a vithin your 4* 5	3 and End Dr im), Mome offers 1 Da k). 3 and End Dr Ideal Rng, 3 3	- 1 ng vs (chai ntum 1: You mage (no <i>A</i> - 1 ng vs (chai Contribute - 1	1 1 racters wh ur next Att Armour) to 1 1 racters wh (1 Quality, 1 1	2 o Charger ack with a randor 2 o Charger 5 Arcani 1	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do h (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon.	17c are Mounte es not Stack r next Turn 1 17c are Mounte 19c	4 d, Big ). unless 4 d, Big 5
Crackler (Cattle Prod) Claw of Neph	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * Large, Zone	1 4 +1, Linked Contribute Grow Thorn eccive Firs 1 4 +1, Linked +1, Linked	3 Str x5 . Only reque e (1 Potions ns (Hit) A of t Aid befor 3 Str x5 . Only requ *+1d6 Hit v 3 Str x5 . Only requ	3rd 2nd vires 1 Hand . 1 Wylding damaged cl rehand (doe 3rd** 2nd** uires 1 Hand s targets w 3rd 2nd 2nd	4* 5 , *+2 Hit a , 2 Arcaniu haracter su es not Stac 4* 5 , *+2 Hit a vithin your 4* 5 , *+2 Hit a	3 nd End Dr m). Mome Jffers 1 Da k). 3 nd End Dr Ideal Rng. 3 nd End Dr	l ng vs (chan ntum 1: You mage (no <i>A</i> 1 ng vs (chan Contribute 1 1 ng vs (chan	1 1 racters wh ur next Att Armour) to 1 racters wh (1 Quality, 1 1 racters wh	2 o Charger ack with a randor 2 o Charger 5 Arcani 1 o Charger	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon. Polearm, Thrown, Divine Weapon. d during their previous Turn OR who	17c are Mounte es not Stack r next Turn 1 17c are Mounte 19c	Ч d, Big ). unless Ч d, Big 5
Crackler (Cattle Prod) Claw of Neph Nephilim Nano Bone Spear)	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * Large, Zone	1 4 +1, Linked Contribute Grow Thorn eccive Firs 1 4 +1, Linked +1, Linked	3 Str x5 . Only reque e (1 Potions ns (Hit) A of t Aid befor 3 Str x5 . Only requ *+1d6 Hit v 3 Str x5 . Only requ	3rd 2nd vires 1 Hand . 1 Wylding damaged cl rehand (doe 3rd** 2nd** uires 1 Hand s targets w 3rd 2nd 2nd	4* 5 , *+2 Hit a , 2 Arcaniu haracter su es not Stac 4* 5 , *+2 Hit a vithin your 4* 5 , *+2 Hit a	3 nd End Dr m). Mome Jffers 1 Da k). 3 nd End Dr Ideal Rng. 3 nd End Dr	l ng vs (chan ntum 1: You mage (no <i>A</i> 1 ng vs (chan Contribute 1 1 ng vs (chan	1 1 racters wh ur next Att Armour) to 1 racters wh (1 Quality, 1 1 racters wh	2 o Charger ack with a randor 2 o Charger 5 Arcani 1 o Charger	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon. Polearm, Thrown, Divine Weapon. d during their previous Turn OR who ine Spear), 2 Quality, 5 Wylding).	17c are Mounte es not Stack r next Turn 1 17c are Mounte 19c	4 d, Big ). unless 4 d, Big 5 d, Big
Crackler (Cattle Prod) Claw of Neph (Nephilim Nano Bone Spear)	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * Large, Zone Huge), +]*	1 4 +1, Linked Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, *' 1 4 +1, Linked When you 1	3 Str x5 , Only reque e (1 Potions ns (Hit) A of t Aid befor 3 Str x5 , Only requ *+1d6 Hit v 3 Str x5 , Only requ Hit with th 3	3rd 2nd vires 1 Hand, 1 Wylding, damaged cl rehand (doe 3rd** 2nd** vires 1 Hand vis targets w 3rd 2nd vires 1 Hand vires 1 Hand vires 1 Hand vis Veapon 3rd	4* 5 , 2 Arcaniu haracter su es not Stac 4* 5 , *+2 Hit a vithin your 4* 5 d, *+2 Hit a you gain + 5*	3 and End Dr m), Mome uffers 1 Da k). 3 and End Dr Ideal Rng, 3 3 nd End Dr 1 Momentu 2**	l ng vs (chan ntum 1: You mage (no <i>A</i> 1 ng vs (chan Contribute 1 1 ng vs (chan	1 1 racters wh ur next Att Armour) to 1 racters wh (1 Quality, 1 1 racters wh	2 o Charger ack with a randor 2 o Charger 5 Arcani 1 o Charger eless (Div	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon. Polearm, Thrown, Divine Weapon. d during their previous Turn OR who ine Spear), 2 Ouality, 5 Wylding). Polearm, Long Reach.	17c a are Mounte es not Stack r next Turn 1 17c a are Mounte 19c a are Mounte	Ч d, Big ). unless Ч d, Big 5
Crackler (Cattle Prod) Claw of Neph (Nephilim Nano Bone Spear)	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * Large, Zone Huge), +]* +]	1 4 4 Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, *' 1 4 +1, Linked When you 1 4	3 Str x5 Only reque (1 Potions ns (Hit) A of t Aid befor 3 Str x5 Only requ *+1d6 Hit v 3 Str x5 Only requ Hit with th 3 Str x5	3rd 2nd vires 1 Hand, 1 Wylding, damaged cl rehand (doe 3rd** 2nd** vires 1 Hand vires 1 Hand vires 1 Hand vires 1 Hand vires 1 Hand vires 1 Hand 2nd vires 1 Hand vires 1 Hand	4* 5 , 2 Arcaniu haracter su es not Stac 4* 5 , *+2 Hit a vithin your 4* 5 d, *+2 Hit a you gain + 5* 6	3 3 nd End Dr m), <b>Mome</b> iffers 1 Da k). 3 3 nd End Dr Ideal Rng, 3 3 nd End Dr 1 Momentu 2** 2**	- l ng vs (chai ntum 1: You mage (no <i>F</i> 1 ng vs (chai 1 ng vs (chai 1 m, Contribute - 1	1 1 racters wh ur next Att Armour) to 1 1 racters wh (I Quality, 1 1 1 racters wh ute (I Pric 1 1	2 o Charger ack with a randor 2 o Charger 5 Arcani 1 o Charger eless (Div 2	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Thrown, Divine Weapon. d during their previous Turn OR who ine Spear), 2 Quality, 5 Wylding). Polearm, Long Reach. Polearm, Thrown, Long Reach.	17c are Mounte es not Stack r next Turn 17c are Mounte 19c are Mounte NPC	4 d, Big ). unless 4 d, Big 5 d, Big 2
Crackler (Cattle Prod) Claw of Neph (Nephilim Nano Bone Spear)	* Large, Zone Huge), Strong Hit: I they ro -2* ** -2** Large, Zone Huge), * Large, Zone Huge), +1* +1 Large, Zone	1 4 4 Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, ** 1 4 +1, Linked When you 1 4 +1, Linked	3 Str x5 Only reque (1 Potions ns (Hit) A of t Aid befor 3 Str x5 Only reque **1d6 Hit v 3 Str x5 Only reque Hit with th 3 Str x5 Only reque	3rd 2nd vires 1 Hand 1 Wylding damaged cl rehand (doe 3rd** 2nd** ires 1 Hand vires 1 Hand vires 1 Hand nis Weapon 3rd 2nd vires 1 Hand	4* 5 . 2 Arcaniu haracter su es not Stac 4* 5 . *+2 Hit a vithin your 4* 5 . *+2 Hit a you gain + 5* 6 . *+2 Hit a	3 3 nd End Dr m). <b>Mome</b> (iffers 1 Da k). 3 3 nd End Dr 1 Momentu 2** 2** nd End Dr	- l ng vs (chai ntum 1: You mage (no A - 1 ng vs (chai Contribute - 1 ng vs (chai J ng vs (chai ng vs (chai	1 1 racters wh ur next Att Armour) to 1 1 racters wh (I Quality, 1 1 1 racters wh ute (I Pric 1 1	2 o Charger ack with a randor 2 o Charger 5 Arcani 1 o Charger eless (Div 2	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon. Polearm, Thrown, Divine Weapon. d during their previous Turn OR who ine Spear), 2 Ouality, 5 Wylding). Polearm, Long Reach.	17c are Mounte es not Stack r next Turn 17c are Mounte 19c are Mounte NPC	4 d, Big ). unless 4 d, Big 5 d, Big 2
Crackler (Cattle Prod) Claw of Neph Nephilim Nano Bone Spear) Spiked Tail	* Large, Zone Huge), Strong Hit: I they ra -2* ** -2* * Large, Zone Huge), * Large, Zone Huge), +1* +1 Large, Zone Huge),	1 4 4 Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, ** 1 4 +1, Linked When you 1 4 +1, Linked	3 Str x5 . Only reque e (1 Potions ins (Hit) A of t Aid befor 3 Str x5 . Only reque **1d6 Hit v 3 Str x5 . Only reque Hit with th 3 Str x5 . Only reque *+1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 -	3rd 2nd 2nd irres 1 Hand , 1 Wylding damaged cl rehand (doe 3rd** 2nd** 2nd** 3rd 2nd irres 1 Hand is Weapon 3rd 2nd uirres 1 Hand is Weapon 3rd 2nd	4* 5 , 2 Arcaniu haracter su es not Stac 4* 5 d, *+2 Hit a you gain + 5* 6 1, *+2 Hit a acters with	3 3 nd End Dr m). Mome iffers 1 Da k). 3 3 nd End Dr 1 Momentu 2** 2** nd End Dr 0 Enduran	- l ng vs (chai ntum 1: You mage (no A - 1 ng vs (chai Contribute - 1 ng vs (chai J ng vs (chai ng vs (chai	1 1 racters wh ur next Att Armour) to 1 1 racters wh (I Quality, 1 1 1 racters wh ute (I Pric 1 1	2 o Charger ack with a randor 2 o Charger 5 Arcani 1 o Charger eless (Div 2 o Charger	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (don n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon. Polearm, Divine Weapon. d during their previous Turn OR who ine Spear). 2 Quality, 5 Wylding). Polearm, Long Reach. Polearm, Thrown, Long Reach. d during their previous Turn OR who	17c are Mounte es not Stack r next Turn 17c are Mounte 19c are Mounte NPC are Mounte	4 d. Big ). unless 4 d. Big 5 d. Big 2 d. Big
Crackler (Cattle Prod) Claw of Neph Nephilim Nano Bone Spear) Spiked Tail	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * +1* +1 Large, Zone Huge), -3*	1 4 +1, Linked Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, *' 1 4 +1, Linked When you 1 4 +1, Linked Natural, * 1	3 Str x5 . Only reque e (1 Potions ns (Hit) A of t Aid befor 3 Str x5 . Only reque *+1d6 Hit v 3 Str x5 . Only reque Hit with th 3 Str x5 . Only reque *+1 Crit Dn 3	3rd 2nd vires 1 Hand, 1 Wylding, damaged cl rehand (doe 3rd** 2nd** 4 2nd* 3rd 2nd vires 1 Hand nis Weapon 3rd 2nd vires 1 Hand nis Weapon 3rd 2nd 3rd 2nd	4* 5 , *+2 Hit a , 2 Arcaniu haracter su es not Stac 4* 5 , *+2 Hit a you gain + 5* 6 i, *+2 Hit a acters with 1*	3 and End Dr im). Mome offers 1 Da k). 3 and End Dr Ideal Rng, 3 and End Dr 1 Momentu 2** 2** 2** nd End Dr 2** 2** 2**	- l ng vs (chai ntum 1: You mage (no A - 1 ng vs (chai Contribute - 1 ng vs (chai J ng vs (chai ng vs (chai	1 1 racters wh ur next Att Armour) to 1 1 racters wh (I Quality, 1 1 1 racters wh ute (I Pric 1 1	2 o Charger ack with a randor 2 o Charger 5 Arcani 1 o Charger eless (Div 2	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (ld3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon. Polearm, Divine Weapon. d during their previous Turn OR who ine Spear), 2 Quality, 5 Wylding). Polearm, Thrown, Long Reach. d during their previous Turn OR who ine Spear), 2 Quality, 5 Wylding). Polearm, Thrown, Long Reach. d during their previous Turn OR who d during their previous Turn OR who d during their previous Turn OR who	17c are Mounte es not Stack r next Turn 17c are Mounte 19c are Mounte NPC	4 d, Big ). unless 4 d, Big 5 d, Big 2
Crackler (Cattle Prod) Claw of Neph Nephilim Nano Bone Spear) Spiked Tail	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * Large, Zone Huge), *1 Large, Zone Huge), -3* -3	1 4 +1, Linked Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, *' 1 4 +1, Linked When you 1 4 +1, Linked Natural, * 1 4	3 Str x5 , Only requ e (1 Potions ins (Hit) A of t Aid befor 3 Str x5 , Only requ *+1d6 Hit v 3 Str x5 , Only requ Hit with th 3 Str x5 , Only requ *+1 Crit Dn 3 Str x5	3rd 2nd 2nd irres 1 Hand, 1 Wylding, damaged cl rehand (doe 3rd** 2nd** 2nd** irres 1 Hand irres 1 Hand is Veapon 3rd 2nd irres 1 Hand is Veapon 3rd 2nd 2nd irres 1 Hand is Veapon 3rd 2nd 2nd	4* 5 , *+2 Hit a , 2 Arcaniu haracter su es not Stac 4* 5 , *+2 Hit a you gain + 5* 6 , *+2 Hit a gou gain + 5* 6 , *+2 Hit a 2	3 a G End Dr m). Mome iffers 1 Da k). 3 a d End Dr Ideal Rng, 3 3 nd End Dr 1 Momentu 2** 2** nd End Dr 0 Endurati 3 3 3	- 1 ng vs (chan ntum 1: You mage (no A - 1 ng vs (chan contribute - 1 ng vs (chan m, Contrib - 1 ng vs (chan m, Contribute - 1 ng vs (chan - 1 ng vs (chan - 1 ng vs (chan - 1 1 ng vs (chan - 1 1 1 1 1 1 1 1 1 1 1 1 1	1 1 racters wh ur next Att Armour) to 1 1 racters wh (1 Ouality, 1 1 racters wh 1 1 1	2 o Charger ack with a randor 2 o Charger eless (Div 2 o Charger eless (Div 2 o Charger 2	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon. Polearm, Divine Weapon. d during their previous Turn OR who ine Spear). 2 Quality, 5 Wylding). Polearm, Thrown, Long Reach. d during their previous Turn OR who ine Spear, 2 Quality, 5 Wylding). Polearm, Thrown, Long Reach. d during their previous Turn OR who polearm, Primitive. Polearm, Primitive.	17c are Mounte es not Stack r next Turn 17c are Mounte 19c are Mounte NPC are Mounte 10t	4 d. Big ). uunless 4 d. Big 2 d. Big 2 d. Big
Crackler (Cattle Prod) Claw of Neph Nephilim Nano Bone Spear) Spiked Tail	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * Large, Zone Huge), *1* +1 Large, Zone Huge), -3* -3 Large, Zone	1 4 +1, Linked Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, *' 1 4 +1, Linked Natural, * 1 4 +1, Linked	3 Str x5 , Only requ e (1 Potions ins (Hit) A of t Aid befor 3 Str x5 , Only requ *+1d6 Hit v 3 Str x5 , Only requ Hit with th 3 Str x5 , Only requ *+1 Crit Dm 3 Str x5 , Only requ *+1 Crit Dm	3rd 2nd 2nd iires 1 Hand, 1 Wylding, damaged cl rehand (doe 3rd** 2nd** 2nd** iires 1 Hand iires 1 Hand iis Weapon 3rd 2nd iires 1 Hand ng vs chara 3rd 2nd iires 1 Hand	4* 5 , *+2 Hit a , 2 Arcaniu haracter su es not Stac 4* 5 , *+2 Hit a you gain + 5* 6 4, *+2 Hit a acters with 1* 2 4, *+2 Hit a	3 a G End Dr m). Mome iffers 1 Da k). 3 a d End Dr Ideal Rng, 3 3 nd End Dr 1 Momentu 2** 2** nd End Dr 0 Endurati 3 3 3	- 1 ng vs (chan ntum 1: You mage (no A - 1 ng vs (chan contribute - 1 ng vs (chan m, Contrib - 1 ng vs (chan m, Contribute - 1 ng vs (chan - 1 ng vs (chan - 1 ng vs (chan - 1 1 ng vs (chan - 1 1 1 1 1 1 1 1 1 1 1 1 1	1 1 racters wh ur next Att Armour) to 1 1 racters wh (1 Ouality, 1 1 racters wh 1 1 1	2 o Charger ack with a randor 2 o Charger eless (Div 2 o Charger eless (Div 2 o Charger 2	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (ld3) Attribute at the start of their Polearm, Divine Fire. Polearm, Thrown, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon. Polearm, Divine Weapon. d during their previous Turn OR who ine Spear), 2 Quality, 5 Wylding). Polearm, Thrown, Long Reach. d during their previous Turn OR who ine Spear), 2 Quality, 5 Wylding). Polearm, Thrown, Long Reach. d during their previous Turn OR who d during their previous Turn OR who d during their previous Turn OR who	17c are Mounte es not Stack r next Turn 17c are Mounte 19c are Mounte NPC are Mounte 10t	4 d. Big ). unless d. Big 2 d. Big 2 d. Big
Crackler (Cattle Prod) Claw of Neph (Nephilim Nano Bone Spear) Spiked Tail Pitchfork	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * Large, Zone Huge), *1* +1 Large, Zone Huge), -3* -3 Large, Zone	1 4 +1, Linked Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, *' 1 4 +1, Linked Natural, * 1 4 +1, Linked	3 Str x5 Only reque (1 Potions ins (Hit) A of t Aid befor 3 Str x5 Only requ *+1d6 Hit v 3 Str x5 Only requ Hit with th 3 Str x5 Only requ *+1 Crit Dn 3 Str x5 Only requ Modification	3rd 2nd 2nd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd 3rd 2nd	4* 5 , 2 Arcaniu haracter su es not Stac 4* 5 , *+2 Hit a you gain + 5* 6 , *+2 Hit a acters with 1* 2 , *+2 Hit a alty.	3 3 nd End Dr m), Mome iffers 1 Da k). 3 3 nd End Dr Ideal Rng. 3 3 nd End Dr 1 Momentu 2** 2** nd End Dr 0 Endural 3 3 nd End Dr	- 1 ng vs (chan ntum 1: You mage (no A - 1 ng vs (chan contribute - 1 ng vs (chan m, Contrib - 1 ng vs (chan m, Contribute - 1 ng vs (chan - 1 ng vs (chan - 1 ng vs (chan - 1 1 ng vs (chan - 1 1 1 1 1 1 1 1 1 1 1 1 1	1 1 racters wh ur next Att Armour) to 1 1 racters wh (1 Ouality, 1 1 racters wh 1 1 1	2 o Charger ack with a randor 2 o Charger 5 Arcani 1 o Charger eless (Div 2 o Charger 2 o Charger	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do in (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Divine Fire. d during their previous Turn OR who um). Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Thrown, Divine Weapon. d during their previous Turn OR who ine Spear), 2 Quality, 5 Wylding). Polearm, Long Reach. Polearm, Thrown, Long Reach. d during their previous Turn OR who Polearm, Primitive. Polearm, Primitive.	17c are Mounte es not Stack r next Turn 17c are Mounte 19c are Mounte NPC are Mounte 10t are Mounte	4 d. Big ). unless d. Big 2 d. Big 2 d. Big 0 d. Big
Emerald Spear Crackler (Cattle Prod) Claw of Neph (Nephilim Nano Bone Spear) Spiked Tail Pitchfork Katakama Yari	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * Large, Zone Huge), *1* +1 Large, Zone Huge), -3* -3 Large, Zone	1 4 4 Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, *1 4 +1, Linked When you 1 4 +1, Linked Natural, * 1 4 +1, Linked Primitive, 1	3 Str x5 . Only reque e (1 Potions ins (Hit) A of t Aid befor 3 Str x5 . Only reque **1d6 Hit vo 3 Str x5 . Only reque Hit with th 3 Str x5 . Only reque **1 Crit Dn 3 Str x5 . Only reque **10 Crit Dn 3 Str x5 . Only reque Modification 3	3rd 2nd vires 1 Hand, 1 Wylding, damaged cl rehand (doe 3rd** 2nd** 3rd end** 3rd 2nd vires 1 Hand vires 1 Hand ng vs chard 3rd 2nd vires 1 Hand ng vs chard 3rd 2nd vires 1 Hand ng vs chard 3rd 2nd vires 1 Hand ng vs chard 3rd 2nd	4* 5 . 2 Arcaniu haracter su es not Stac 4* 5 . *+2 Hit a vithin your 4* 5 . *+2 Hit a you gain + 5* 6 . *+2 Hit a acters with 1* 2 . *+2 Hit a ality. 4*	3 3 nd End Dr m). Mome iffers 1 Da k). 3 3 nd End Dr 1 Momentu 2** 2** nd End Dr 0 Endural 3 3 nd End Dr 1 Momentu 2** 2** 3 3 nd End Dr	- 1 ng vs (chan ntum 1: You mage (no A - 1 ng vs (chan contribute - 1 ng vs (chan m, Contrib - 1 ng vs (chan m, Contribute - 1 ng vs (chan - 1 ng vs (chan - 1 ng vs (chan - 1 1 ng vs (chan - 1 1 1 1 1 1 1 1 1 1 1 1 1	1 1 racters wh ur next Att Armour) to 1 1 racters wh (1 Ouality, 1 1 racters wh 1 1 1	2 o Charger ack with a randor 2 o Charger eless (Div 2 o Charger eless (Div 2 o Charger 2	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (do n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Divine Fire. d during their previous Turn OR who ym). Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Thrown, Divine Weapon. d during their previous Turn OR who yolearm, Thrown, Long Reach. d during their previous Turn OR who Polearm, Primitive. Polearm, Thrown, Primitive. d during their previous Turn OR who Polearm, Steel.	17c are Mounte es not Stack r next Turn 17c are Mounte 19c are Mounte NPC are Mounte 10t	<b>ч</b> ). uunless <b>ч</b> d. Big <b>2</b> d. Big <b>2</b> 0
Crackler (Cattle Prod) Claw of Neph Nephilim Nano Bone Spear) Spiked Tail	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * +1* +1 Large, Zone Huge), -3* -3 Large, Zone Huge), *	1 4 4 Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, ** 1 4 +1, Linked When you 1 4 +1, Linked Natural, * 1 4 +1, Linked Primitive, 1 4	3 Str x5 . Only reque 2 (1 Potions ins (Hit) A of t Aid befor 3 Str x5 . Only reque **1d6 Hit vo 3 Str x5 . Only reque Hit with th 3 Str x5 . Only reque **1 Crit Drn 3 Str x5	3rd 2nd vires 1 Hand , 1 Wylding, damaged cl rehand (doe 3rd** 2nd** 3rd 2nd vires 1 Hand ris Veapon 3rd 2nd vires 1 Hand ng vs chara 3rd 2nd vires 1 Hand ng vs chara 3rd 2nd	4* 5 , 2 Arcaniu haracter su es not Stac 4* 5 , *+2 Hit a vithin your 4* 5 , *+2 Hit a you gain + 5* 6 , *+2 Hit a acters with 1* 2 , *+2 Hit a ality. 4* 5	3 a H End Dr m). Mome iffers 1 Da k). 3 a H End Dr 1 Momentu 2** nd End Dr 2** nd End Dr 0 Endurat 3 3 nd End Dr 2** 2**	- l ng vs (chai ntum 1: You mage (no A - 1 ng vs (chai contribute - 1 ng vs (chai nce. - 1 ng vs (chai nce. - 1 ng vs (chai nce. - 1	1 1 racters wh ur next Att Armour) to 1 1 racters wh (1 Quality, 1 1 racters wh ute (1 Pric 1 1 1 racters wh 1 1 1 racters wh 1 1 1	2 o Charger ack with a randor 2 o Charger 5 Arcani 1 o Charger eless (Div 2 o Charger 2 o Charger 2 o Charger 2	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (don in (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Divine Fire. d during their previous Turn OR who urn). Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Thrown, Divine Weapon. d during their previous Turn OR who ine Spear). 2 Quality, 5 Wylding). Polearm, Thrown, Long Reach. d during their previous Turn OR who Polearm, Primitive. Polearm, Primitive. d during their previous Turn OR who Polearm, Thrown, Primitive.	17c are Mounte es not Stack r next Turn 17c are Mounte 19c are Mounte NPC are Mounte 10t are Mounte 10t	4 d. Big )). unlesse d. Big 2 d. Big 2 d. Big 2 d. Big 2 2 2
Crackler (Cattle Prod) Claw of Neph (Nephilim Nano Bone Spear) Spiked Tail Pitchfork {atakama Yari	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * +1* +1 Large, Zone Huge), -3* -3 Large, Zone Huge), *	1 4 4 Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, ** 1 4 +1, Linked When you 1 4 +1, Linked Natural, * 1 4 +1, Linked Primitive, 1 4	3 Str x5 . Only requ 2 (1 Potions ins (Hit) A of t Aid befor 3 Str x5 . Only requ **1d6 Hit v 3 Str x5 . Only requ Hit with th 3 Str x5 . Only requ **1 Crit Dn 3 Str x5 . Only requ **1 Crit Dn 3 Str x5 . Only requ Modification 3 Str x5 . Only requ	3rd 2nd vires 1 Hand, 1 Wylding, damaged cl rehand (doe 3rd** 2nd** 3rd 2nd vires 1 Hand ris Weapon 3rd 2nd vires 1 Hand ng vs chara 3rd 2nd vires 1 Hand nr: Low-Qua 3rd 2nd vires 1 Hand, res 1 Hand,	4* 5 5 4, *+2 Hit a , 2 Arcaniu haracter su es not Stac 4* 5 4, *+2 Hit a you gain + 5* 6 4, *+2 Hit a acters with 1* 2 4, *+2 Hit a ality. 4* 5	3 3 nd End Dr m). Mome (iffers 1 Da k). 3 3 nd End Dr 1 Momentu 2** 2** nd End Dr 2 End Dr 3 3 nd End Dr 3 3 d End Drg	- l ng vs (chai ntum 1: You mage (no A - 1 ng vs (chai contribute - 1 ng vs (chai nce. - 1 ng vs (chai nce. - 1 ng vs (chai nce. - 1	1 1 racters wh ur next Att Armour) to 1 1 racters wh (1 Quality, 1 1 racters wh ute (1 Pric 1 1 1 racters wh 1 1 1 racters wh 1 1 1	2 o Charger ack with a randor 2 o Charger eless (Div 2 o Charger 2 o Charger 2 o Charger 2 c Charger	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (don n (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Divine Fire. d during their previous Turn OR who urn). Polearm, Divine Weapon. Polearm, Divine Weapon. d during their previous Turn OR who ine Spear). 2 Quality, 5 Wylding). Polearm, Thrown, Divine Weapon. d during their previous Turn OR who ine Spear). 2 Quality, 5 Wylding). Polearm, Thrown, Long Reach. d during their previous Turn OR who polearm, Thrown, Primitive. d during their previous Turn OR who Polearm, Steel. Polearm, Thrown, Steel. ring their previous Turn OR who are	17c are Mounte es not Stack r next Turn 1 17c are Mounte 19c are Mounte NPC are Mounte 10t are Mounte 10t 11t Mounted, Big	4 d. Big ). unless d. Big 2 d. Big 2 d. Big 2 0 d. Big 2 3 or Hu
Crackler (Cattle Prod) Claw of Neph (Nephilim Nano Bone Spear) Spiked Tail Pitchfork	* Large, Zone Huge), Strong Hit: I they re -2* ** -2** Large, Zone Huge), * Large, Zone Huge), -3* -3 Large, Zone Huge), *	1 4 +1, Linked Contribute Grow Thorn eceive Firs 1 4 +1, Linked Energy, *' 1 4 +1, Linked Natural, * 1 4 +1, Linked Primitive, 1 4 +1, Linked, 1	3 Str x5 , Only requ e (1 Potions ins (Hit) A of t Aid befor 3 Str x5 , Only requ *+1d6 Hit v 3 Str x5 , Only requ *+1 Crit Dri 3 Str x5 , Only requ *+1 Crit Dri 3 Str x5 , Only requ Modificatio 3 Str x5 Only requili 4	3rd 2nd 2nd 2nd 3rds 2nd 3rds 2nd 3rds 2nd 3rd 3rd 2nd 3rd 3rd 3rd 3rd 3rd 3rd 3rd 3rd 3rd 3r	4* 5 4. *+2 Hit a 2 Arcaniu haracter su es not Stac 4* 5 4. *+2 Hit a you gain + 5* 6 4. *+2 Hit a you gain + 5* 6 4. *+2 Hit a acters with 1* 2 4. *+2 Hit a stuty. 4* 5 *+2 Hit a stuty.	3 3 nd End Dr (m), Mome (ffers 1 Da k). 3 3 nd End Dr 1 Momentu 2** 2** nd End Dr 0 Endurat 3 3 nd End Dr 0 Endurat 3 3 1 d End Dr 3 3 1 d End Dr 1 dent Rop, 1 d End Dr 1 d End Dr 3 3 3 1 d End Dr 1 d End Dr 3 3 3 1 d End Dr 3 3 3 1 d End Dr 1 d End Dr 3 3 1 d End Dr 3 1 d End Dr 1 d	- 1 ng vs (chan ntum 1: You mage (no A - 1 ng vs (chan Contribute - 1 ng vs (chan mg vs (chan ng vs (chan ng vs (chan - 1 vs (charac	1 1 racters wh yr next Att Armour) to 1 1 racters wh (1 Quality, 1 1 racters wh (1 Quality, 1 1 racters wh 1 1 racters wh 1 1 racters wh 1 1 1	2 o Charger ack with a randor 2 o Charger eless (Div 2 o Charger 2 o Charger 2 o Charger 2 c Charger 2	Polearm, Druidic, Wyld, Thorns. Pol, Thrown, Druidic, Wyld, Thorns d during their previous Turn OR who this Weapon gains Strong Hit +1 (don in (1d3) Attribute at the start of their Polearm, Divine Fire. Polearm, Divine Fire. d during their previous Turn OR who urn). Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Divine Weapon. Polearm, Thrown, Divine Weapon. d during their previous Turn OR who ine Spear). 2 Quality, 5 Wylding). Polearm, Thrown, Long Reach. d during their previous Turn OR who Polearm, Primitive. Polearm, Primitive. d during their previous Turn OR who Polearm, Thrown, Primitive.	17c are Mounte es not Stack r next Turn 17c are Mounte 19c are Mounte NPC are Mounte 10t 10t 10t 10t 10t 10t 10t 10t	4 d, Big ), unles: d, Big 2 d, Big 2 d, Big 2 d, Big 2 0 d, Big 2 2 0 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2

#### Lances

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Knightly Lance		1	3	3	3*	2*	-	2	3	Polearm, Steel.	12t	0
	Large*, *+1	Dmg and	l only requi	res 1 Hand	while perf	orming a M	ounted Ch	arge, *May	destroy	this Weapon on a Mounted Charge	to gain +2 C	)mg,
Horns	+]	1	3	3	Ч*	]* **	-	2	3	Polearm, Long Reach.	NPC	0
	Large*, *+1	Dmg and	l only requi	res 1 Hand	while perf	orming a M	ounted Ch	arge, *May	destroy	this Weapon on a Mounted Charge	to gain +2 C	)mg,
	Natura	ıl, **+1 Cr	it Dmg vs o	characters	with O End	lurance.						
Arch Slayer	+2	1	3	3	5*	]*	-	2	3	Pol, Inf Alchemy, Creeping Acid.	Loot	0
	1									N		

Large\*, \*+1 Dmg and only requires 1 Hand while performing a Mounted Charge, \*May destroy this Weapon on a Mounted Charge to gain +4 Dmg, Burn, Modifications: Magical (Precise & Powerful), (-1 Crit, +2 Dmg on destruction).

Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).

#### Staffs

Weapons Bone Tribe Hunter's Staff	Hit +3	Rng	Max Rhy 2	2nd	End Dmg 3	Unic Dimg	Ammo	Load 1	weign 2	: Weapon Type & Variations Polearm, Tackle-Trip, Neph Ivory.	Acquire F	1
					Juality (Gwa		Talon Tre		Ľ	Foteditti, tackte-ttip, nepit tvorg.	100	1
All-Ring Monk Staff	+2	1	2	2nd	4	1	-	1	2	Polearm, Tackle-Trip, Steel.	8t	1
	2 Handed. I	Blunt.	-	2.1.0				·	-			·
loxious Druid Staff	+4	1	2	2nd	3	1	-	1	2	Pol, Tackle-Trip, W, Wyld, S Poison.	9c	2
	2 Handed,	Blunt, Cor	ntribute (1 W	ylding), B	efore the sta	art of your	next Turr	n: if a non-N	lephilim	or non-druid character ends their Tu	rn in a spa	Ce
										n (as if you had Hit them and dealt D		
	Strong Hit:	Spreading	Poison (Hi	:) A dama	ged charact	er takes 3	End Dmg	at the star	: of thei	r Turn until they receive First Aid (do	es not Stac	k).
Emerald Quarterstaff	+3	1	2	2nd	5	1	-	1	2	Pol, Tackle-Trip, Inf, Alch, C Acid.	llc	2
	2 Handed,	Blunt, Con	ntribute (1 P	otions, 1 A	rcanium), Bi	urn.						
	Strong Hit:	Acid Pool	s (Hit) This	Attack ga	ins Dangero	us Terrain	+4 (Acid	Pool) (Stack	(s).			
Mountain Top	+]	1	2	2nd	2	0	-	1	2	Pol, Tackle-Trip, Inf, Alch, F Freeze.	12c	2
	2 Handed,	Blunt, Con	ntribute (1 P	otions, 1 A	rcanium), Da	angerous T	errain 1 ((	Cold), Splasł	n 1.			
	Strong Hit:	Freeze (H	it) All dama	aged chara	acters becor	ne Suppre	ssed.					
Void Staff	+2	1	2	2nd	3	0	-	1	2	Pol, Tackle-Trip, Inf, Alch, Vortex.	12c	2
	2 Handed, I	Blunt, Con	ntribute (1 P	otions, 1 A	rcanium), Sl	rong Hit (S	5-6).					
	Strong Hit:	Massive V	<b>/ortex</b> (Hit)	All non-Hi	uge damage	d characte	rs becom	e Tripped.				
Punisher Staff	+]	1	2	2nd	2	1	-	1	2	Pol, Tackle-Trip, Inf, Alch, D Blast.	llc	2
	2 Handed,	Blunt, Con	ntribute (1 P	otions, 1 A	rcanium), Sl	nield Bash	(2).					
	Strong Hit:	Delayed E	Blast (Does	not Req H	lit) If your ta	arget does	not move	at least 3 :	spaces I	rom their current location before you	r next Turn	they
	suffer	8 Endura	nce Damag	e (Stacks)								
Blight Staff	+]	1	2	2nd	Ч	1	-	1	2	Pol, Tackle-Trip, D, Wyld, Blight.	12c	3
	2 Handed, I	Blunt, Con	ntribute (1 P	otions, 3 N	Vylding).							
	Momentum	1: Your ne	ext Attack v	vith this W	leapon gains	s Strong Hi	t +1 (does	not Stack).				
	Strong Hit: I	Blight Infe	ction (Hit) A	t the star	t of all dama	aged chara	cters' Tur	ns they mus	st pass a	a Physical or Resolve Skill Roll of 14. A	After failing	this rol
	3 time	es they gai	in a GM def	ned disea	se Condition.	. If two Firs	t Aid Roll	s are made	on them	i they no longer need to make Skill Re	olls (does n	ot Stac
Ovate Druid Staff	+0	1	2	2nd	2	1	-	1	2	Pol, Tackle-Trip, D, Wyld, Entangle.	12c	2
	2 Handed,	Blunt, Con	ntribute (1 P	otions, 3 N	Vylding), , <b>M</b>	odification	: Low-Qua	ility.				
	Momentum	1: Your ne	ext Attack v	vith this W	leapon gains	s Strong Hi	t +1 (does	not Stack).				
	Strong Hit:	Entangle (	Hit) All dam	laged char	acters beco	me Ensnar	ed (14) an	d have their	Movem	ent reduced by 2 until the start of you	r next Turn	(Stacks
Bardic Song Staff	+0	1	3	3rd	3	0	-	1	3	Pol, Tackle-Trip, D, Wyld, Enrage.	12t, 14c	3
	2 Handed, I	Blunt, Con	ntribute (1 P	otions, 3 N	Vylding), <b>Mo</b>	dification:	Long Haft					
	Momentum	1: Your ne	ext Attack v	vith this W	leapon gains	s Strong Hi	t +1 (does	not Stack).				
	Strong Hit: I	Enrage (Hil	t) A damage	ed non-Mo	nster charac	ter gains a	free Rec	overy and m	iust mał	ke an immediate free move and Attack	against the	neare
	charac	ster (your d							-	noice and dealing the most harm poss		iot Stac
Greenbriar Druid Staff	+2	1	2	2nd	4	1	-	1	2	Pol, Tackle-Trip, D, Wyld, Thorns.	14c	3
	2 Handed,											
	Momentum	1: Your ne	ext Attack v	vith this W	leapon gains	s Strong Hi	t +1 (does	not Stack).				
	Strong Hit:	Grow Thor	r <b>ns</b> (Hit) A (	damaged (	character su	ıffers 1 Dar	nage (no	Armour) to	a rando	m (1d3) Attribute at the start of their	next Turn ı	unless
	they r	eceive Firs	st Aid befoi	rehand (do	ies not Stac	k).						
	*	1	2	2nd*	4	1	-	1	2	Polearm, Tackle-Trip, Divine Fire.	14c	3
All-Wrath Monk Staff		Blunt Eng	rgy, *+1d6	Hit vs targ	jets within y	our Ideal F	Ing, Contr	ibute (1 Qua	lity, 2 W	lylding, 3 Arcanium).		
All-Wrath Monk Staff	2 Handed, I	Dionic, chie	-	2nd	5	1	-	1	1	Polearm, Tackle-Trip, Divine Weapon.	16c, 18c	5
	2 Handed,   +3	]	2				nontum (	Contribute (1	Pricele	ss (Divine Staff), 6 Quality, 8 Wylding	) This itom	oount
All-Wrath Monk Staff Archdruid Staff	+3	1		vith this W	leapon you g	gain +I Mor					, inits item	COONS
	+3 2 Handed,	<b>1</b> Blunt, Whe	en you Hit v		leapon you g , Modificatio	-					, mis item	COONS
Archdruid Staff	+3 2 Handed,	<b>1</b> Blunt, Whe	en you Hit v			-		1	2	Polearm, Tackle-Trip, Long Reach.	NPC	1
Archdruid Staff	+3 2 Handed, I as a F +3	1 Blunt, Whe Resolve an 1	en you Hit v Id Leadersh <b>2</b>	ip Toolbox <b>2nd</b>	, Modificatio	n: Master I O*	Crafted. –		2	Polearm, Tackle-Trip, Long Reach.		
	+3 2 Handed, I as a F +3	1 Blunt, Whe Resolve an 1	en you Hit v Id Leadersh <b>2</b>	ip Toolbox <b>2nd</b>	, Modificatio 5	n: Master I O*	Crafted. –		2	Polearm, Tackle-Trip, Long Reach. Polearm, Tackle-Trip, Primitive.		
Archdruid Staff .ong Limbs	+3 2 Handed, I as a F +3 2 Handed, I	l Blunt, Whe Resolve an l Blunt, Nati	en you Hit v Id Leadersh 2 ural, *+1 Cr 2	ip Toolbox <b>2nd</b> it Dmg vs	, Modificatio 5 characters	n: Master I O* with O End	Crafted. –	1			NPC	1
Archdruid Staff ong Limbs	+3 2 Handed, 1 as a F +3 2 Handed, 1 +1	l Blunt, Whe Resolve an l Blunt, Nati	en you Hit v Id Leadersh 2 ural, *+1 Cr 2	ip Toolbox <b>2nd</b> it Dmg vs	, Modificatio 5 characters	n: Master I O* with O End	Crafted. –	1			NPC	1

Weapons Cinderspine	Hit -]*	Rng N	1ax Rng Id 2	2nd	]	2	Ammo _	Load 1	Weight 3	1 31	e & Variations p. Bra, A, Sticky Fl		Acquire f	3
Sinderspine		tarnets wit			ield *lf.um	-	s on an	Attack Boll			in Finesse you H			-
		-			-			lit +1, Energy	-		in the se goon	iic goor.	Jed widi d	1115
										hou ronoivo Fi	rst Aid (Stacks).			
Tornado	-3*	1	2	2nd	1	2	-	1	3		, B, A, Shocking Ligh	htnina	17t	3
lonado	-	tarnets wit			ield *lf.um		s on an	Attack Boll			in Finesse you H	5		
								lit +1, Energy		re not numeu	in rinesse goo n	iic goor.		1115
	Strong Hit: S						-	ine i, chergg						
Rust Maker	-3*	1	2	2nd	2	1 00ppresse	_	1	3	H Tackle-Tr	ip, B, A, Corrosive	Acid	15t	3
		targots wit				u roll trinlø	s on an	Attack Roll			in Finesse you H			
		n, You first <i>I</i>			-				ana goo		in the se goon	iic goor.	Jed widi d	1115
									hu 1 (mi	n 2) until theu	make a Spare T	ima Ro	II of 12F (9	Stacks
Spine	-]*	1	2	2nd	0	2	<u> </u>	1	3		ip, B, A, Acrid Po		17t	3
opine		targote wit					c on an	Attack Roll			in Finesse you H			
										ain 1 (Poison).	In Thesse goo n	iic goor:	Seci with t	1115
											re First Aid (does	not St	عمار)	
The Slab	-]*	1	2	2nd	2				3	-	ip, Brazier, A, Voi		17t	3
		targoto vit				u roll triplo	-	Attack Doll			in Finesse you H			
											III I IIIesse goo n	iit yoor:	Setr With t	1115
								lit +1, Strong	піс (э-с	).				
Vitriolic Maw	Strong Hit: M +0*	1055176 7011	2	2nd	ye uanaye 5	3 a character	s becon	ie irippeu.	2	II Taalda Tr	ip, Inf, Alc, Cre A	aid	16c	3
	-	l hannaha ush						Albert Dell	3		•			
							s on an	ALLACK KULL	and you	re not trained	in Finesse you H	iit yours	setr with t	nis
	\./													
					ium), Burn.		.     ( A a : d		(a)					
Bloat	Strong Hit: <b>A</b> +]* *+1d6 Hit vs Weapor	Acid Pools ( 1 targets wit	Hit) This A 2 th a non-Na 2 (1 Potions	ttack gaiı <b>2nd</b> atural Sh ;, 3 Wyldi	ns Dangero 3 iield, *lf yoi ing), Before	us Terrain 3 u roll triples the start o	- s on an If your n	<b>l</b> Attack Roll ext Turn: if a	3 and you a non-N	're not Trained ephilim or non	<b>ip, Dru, W, Spr Pc</b> in Finesse you H -druid character	lit yours ends th	neir Turn i	
Bloat	Strong Hit: A +1* *+1d6 Hit vs Weapor adjacer Momentum	Acid Pools ( 1 targets wit n, Contribute nt to your ta 1: Your next	Hit) This A 2 h a non-Na e (1 Potions arget you g Attack wit	ttack gain 2nd atural Sh , 3 Wyldi gain a fre h this We	ns Dangero 3 iield, *If you ing), Before e Strong Hi eapon gains	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit	– s on an if your n ainst the +1 (does	<b>1</b> Attack Roll ext Turn: if a em from this s not Stack).	3 and you a non-Ni Weapor	're not Trained ephilim or non n (as if you had	in Finesse you H -druid character d Hit them and de	lit yours ends th ealt Dai	self with t neir Turn i mage).	his n a sp
	Strong Hit: A +]* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S	Acid Pools ( 1 targets wit n, Contribute nt to your ta 1: Your next	Hit) This A 2 th a non-Na e (1 Potions arget you g Attack wit <b>bison</b> (Hit) A	ttack gain 2nd atural Sh 5, 3 Wyldi gain a fre h this We A damag	ns Dangero 3 nield, *If you ing), Before e Strong Hi eapon gains yed charact	us Terrain 3 u roll triple the start o to Option ag s Strong Hit er takes 3 1	– s on an if your n ainst the +1 (does	l Attack Roll ext Turn: if a em from this s not Stack). g at the starl	3 and you a non-N Weapor : of their	're not Trained ephilim or non n (as if you hai <sup>-</sup> Turn until the	in Finesse you H -druid character d Hit them and do ey receive First A	lit yours ends th ealt Dai .id (doe	self with t neir Turn i mage). s not Stac	his n a sp :k).
Heart of Pol	Strong Hit: 4 +1* **1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3*	Acid Pools ( 1 targets wit n, Contribute nt to your ta 1: Your next Spreading Po 1	Hit) This Al 2 th a non-Na 2 (1 Potions arget you g Attack wit <b>Dison</b> (Hit) , 2	ttack gain 2nd aturat Sh 5, 3 Wyldi gain a fre ch this We A damag 2nd*	ns Dangero 3 iield, *If you ing), Before e Strong Hi eapon gains jed charact 4	u roll triple: the start o the start o to Option ag s Strong Hit er takes 3 I 3	- s on an if your n ainst the +1 (does End Dmg	1 Attack Roll ext Turn: if a em from this s not Stack). g at the starl 1	3 and you a non-Na Weapor : of their 3	're not Trained ephilim or non n (as if you hau - Turn until the Hammer, Ta	in Finesse you H -druid character d Hit them and du ey receive First A <b>ckle-Trip, Divine</b>	lit yours ends th ealt Dai .id (doe <b>Fire.</b>	self with t neir Turn i mage). s not Stac <b>19c</b>	his n a sp :k). <b>4</b>
Heart of Pol	Strong Hit: A +1* **1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* **1d6 Hit vs	Acid Pools ( 1 targets wit n, Contribute nt to your te to your next Spreading Po 1 targets wit	Hit) This Al 2 th a non-Na (1 Potions arget you g Attack wit bison (Hit) a 2 th a non-Na	ttack gain 2nd atural Sh ; 3 Wyldi jain a fre h this We A damag 2nd* atural Sh	ns Dangero 3 iield, *If you ing), Before e Strong Hi eapon gains yed charact <b>4</b> iield, *If you	u roll triple: the start o to Option ag Strong Hit er takes 3 I 3 u roll triple:	- s on an if your n ainst the +1 (does End Dmg - s on an	1 Attack Roll ext Turn: if a em from this s not Stack). g at the starl 1 Attack Roll	3 and you a non-Na Weapor : of their 3 and you	re not Trained ephilim or non n (as if you har - Turn until the Hammer, Ta 're not Trained	in Finesse you H -druid character d Hit them and do ey receive First A	lit yours ends th ealt Dai .id (doe <b>Fire.</b>	self with t neir Turn i mage). s not Stac <b>19c</b>	his n a sp :k). <b>4</b>
Heart of Pol (Micro-Nuke on a Chain)	Strong Hit: A +1* **1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* **1d6 Hit vs Weapor	Acid Pools ( 1 targets wit n, Contribute nt to your te to your next Spreading Po 1 targets wit	Hit) This A 2 h a non-Na 2 (1 Potions arget you g Attack wit <b>oison</b> (Hit) 2 h a non-Na +1d6 Hit vs	ttack gain 2nd atural Sh 5, 3 Wyldi Jain a fre h this We A damag 2nd* atural Sh targets	ns Dangero 3 iield, *If yoi ing), Before e Strong Hi eapon gains ged charact <b>4</b> iield, *If you within your	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 I 3 u roll triple: Ideal Rng.	- s on an if your n ainst the +1 (does End Dmg - s on an	1 Attack Roll ext Turn: if a em from this s not Stack). g at the starl 1	3 and you a non-N Weapor : of thei 3 and you 5 Arca	ire not Trained ephilim or non 1 (as if you har <sup>-</sup> Turn until the <b>Hammer, Ta</b> ire not Trained nium).	in Finesse you H -druid character d Hit them and du ey receive First A ckle-Trip, Divine in Finesse you H	lit yours ends th ealt Dau id (doe <b>Fire.</b> lit yours	self with t neir Turn i mage). s not Stac <b>19c</b> self with t	his n a sp :k). <b>4</b> his
Heart of Pol (Micro-Nuke on a Chain) Chained Child	Strong Hit: A +1* **1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* **1d6 Hit vs Weapor -1*	Acid Pools ( 1 1 targets with 1, Contribute 1 to your ta 1: Your next 5preading Po 1 targets with 1, Energy, *: 1	Hit) This A 2 h a non-Ne (1 Potions arget you g Attack wit pison (Hit) 2 h a non-Ne +1d6 Hit vs 2	ttack gain 2nd atural Sh 5, 3 Wyldi jain a fre h this We A damag 2nd* atural Sh targets 2nd	ns Dangero 3 iield, *If yo ing), Before e Strong Hi eapon gains ed charact 4 iield, *If you within your 4	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 I 3 u roll triple: Ideal Rng. 3	s on an If your n ainst the +1 (does End Dmg - s on an Contribu	1 Attack Roll eext Turn: if a em from this s not Stack). g at the starl 1 Attack Roll ute (1 Quality. 1	3 and you a non-Ne Weapor : of their 3 and you 5 Arca 2	ire not Trained ephilim or non n (as if you har r Turn until the <b>Hammer, Ta</b> nium). <b>Hammer, Tac</b>	in Finesse you H -druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We	lit yours ends th ealt Dan id (doe Fire. lit yours eapon.	self with t neir Turn i mage). s not Stac 19c self with t 21c	his n a sp .k). His 5
Heart of Pol (Micro-Nuke on a Chain) Chained Child	Strong Hit: 4 +]* **1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* **1d6 Hit vs Weapor -]*	Acid Pools ( 1 targets with a, Contribute at to your ta a: Your next Spreading Po 1 targets with a, Energy, * 1 targets with	Hit) This A 2 h a non-Na (1 Potions arget you g Attack wit pison (Hit) 2 h a non-Na +1d6 Hit vs 2 h a non-Na	ttack gain 2nd atural Sh 5, 3 Wyldi jain a fre h this We A damag 2nd* atural Sh targets v 2nd atural Sh	ns Dangero 3 iield, *1F you ing). Before e Strong Hi eapon gains ged charact <b>4</b> iield, *1F you <b>4</b> iield, *1F you	u roll triple the start o the start o to Option ag s Strong Hit er takes 3 I 3 u roll triple Ideal Rng, 3 u roll triple	s on an If your n ainst the +1 (does End Dmg s on an Contribu s on an	1 Attack Roll Jext Turn: if a em from this s not Stack). g at the starl 1 Attack Roll ite (1 Quality, 1 Attack Roll	3 and you a non-N Weapor : of their 3 and you 5 Arca 2 and you	ire not Trained ephilim or non n (as if you har r Turn until the <b>Hammer, Ta</b> ire not Trained nium). <b>Hammer, Tac</b> ire not Trained	in Finesse you H -druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H	lit yours ends th ealt Dan id (doe Fire. lit yours eapon. lit yours	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t	his n a sp .k). His 5
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte	Strong Hit: 4 +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: 5 -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor	Acid Pools ( 1 targets with a, Contribute at to your ta a: Your next Spreading Po 1 targets with a, Energy, * 1 targets with	Hit) This A 2 h a non-Na (I Potions arget you g Attack wit pison (Hit) 2 h a non-Na +106 Hit vs 2 h a non-Na Hit with tr	ttack gain 2nd atural Sh 5, 3 Wyldi gain a fre h this We A damag 2nd* atural Sh targets 2nd atural Sh nis Weapo	ns Dangero 3 iield, *1f yor ing), Before e Strong Hi eapon gains yed charact <b>4</b> iield, *1f yor <b>4</b> iield, *1f yor on you gain	u roll triple: the start o the start o to Option ag s Strong Hit er takes 3 I 3 u roll triple: 3 u roll triple: 1 +1 Moment	s on an If your n ainst the +1 (does End Dmg s on an Contribu s on an	1 Attack Roll ext Turn: if a em from this s not Stack). g at the start 1 Attack Roll ite (1 Quality, 1 Attack Roll attiack Roll	3 and you a non-No Weapor : of their 3 and you 5 Arcar 2 and you celess (	ire not Trained ephilim or non n (as if you hav r Turn until the <b>Hammer, Ta</b> nium). <b>Hammer, Tac</b> re not Trained Calm Child of	in Finesse you H -druid character d Hit them and du ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5	lit yours ends th ealt Dan id (doe Fire. lit yours Arcani	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t um).	his n a sp kk). his 5 his
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte	Strong Hit: A +1* **1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* **1d6 Hit vs Weapor -1* ) **1d6 Hit vs Weapor -2*	Acid Pools ( 1 targets with contribute to your to to your next Spreading Po 1 targets with cargets with targets with your you 1	Hit) This A 2 th a non-Na 2 (1 Potions arget you g Attack with bison (Hit) 2 th a non-Na +106 Hit vs 2 th a non-Na +11t with th 2	ttack gain 2nd atural Sh 5, 3 Wyldi gain a fre h this We A damag 2nd* atural Sh targets 2nd atural Sh nis Weapo 2nd	ns Dangero 3 ield, *If you ing), Before e Strong Hi ged charact 4 ield, *If you vithin your 4 ield, *If you on you gain 6	u roll triple the start o the start o to Option ag s Strong Hit er takes 3 I 3 u roll triple Ideal Rng, 3 u roll triple a +1 Moment 2**	- s on an if your n ainst the +1 (does End Dmg - s on an Contribu - s on an controu -	1 Attack Roll ext Turn: if a em from this s not Stack). g at the start 1 Attack Roll ite (1 Quality. 1 Attack Roll itribute (1 Pri 1	3 and you a non-No Weapor : of their 3 and you 5 Arca 2 and you celess ( 3	ire not Trained ephilim or non n (as if you hav t Turn until the Hammer, Ta ire not Trained nium). Hammer, Tao Calm Child of Hammer, Ta	in Finesse you H -druid character d Hit them and du ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H PoU, 2 Quality, 5 ckle-Trip, Heavy	lit yours ends th ealt Dai id (doe Fire. lit yours Arcani Bash.	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t um). NPC	his n a sp k). 4 his 5 his 2
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte	Strong Hit: 4 +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: 5 -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor -2* *+1d6 Hit vs	Acid Pools ( 1 targets with contribute to your ta to your next Spreading Po 1 targets with cargets with targets with the you 1 targets with targets with ta	Hit) This A 2 h a non-Na 2 (1 Potions arget you g Attack wit 1 2 h a non-Na +1d6 Hit vs 2 h a non-Na Hit with th 2 h a non-Na Hit with th 2 h a non-Na Hit with th	ttack gain 2nd atural Sh 5, 3 Wyldi yain a fre h this We A damag 2nd* atural Sh targets 2nd atural Sh nis Weapo 2nd atural Sh	ns Dangero 3 iield, *If you ing), Before e Strong Hi eapon gains ged charact 4 iield, *If you on you gain 6 iield, *If you	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 I 3 u roll triple: deal Rng, 3 u roll triple: +1 Moment 2** u roll triple:	s on an If your n ainst the +1 (does End Dmg s on an Contribu - s on an - s on an	1 Attack Roll ext Turn: if a em from this s not Stack). g at the start 1 Attack Roll ite (1 Quality. 1 Attack Roll itribute (1 Pri 1	3 and you a non-No Weapor : of their 3 and you 5 Arca 2 and you celess ( 3	ire not Trained ephilim or non n (as if you hav t Turn until the Hammer, Ta ire not Trained nium). Hammer, Tao Calm Child of Hammer, Ta	in Finesse you H -druid character d Hit them and du ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5	lit yours ends th ealt Dai id (doe Fire. lit yours Arcani Bash.	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t um). NPC	his n a sp k). 4 his 5 his 2
Bloat Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte Hammer Tail	Strong Hit: A +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor -2* *+1d6 Hit vs Weapor	Acid Pools ( 1 targets with contribute to your ta Contribute to your next Spreading Po 1 targets with control of the targets with targets with Nen you 1 targets with Nen you 1 targets with Nen you 1	Hit) This A 2 h a non-Na 2 (1 Potions arget you g Attack wit bison (Hit) 2 h a non-Na +1d6 Hit vs 2 h a non-Na Hit with th 2 h a non-Na +1 Crit Drit	ttack gain 2nd atural Sh 5 3 Wyldi jain a fre h this We A damag 2nd* atural Sh targets 2nd atural Sh nis Weapo 2nd atural Sh ng vs ch	ns Dangero 3 vield, *If yo ing), Before e Strong Hi eapon gains ged charact 4 vield, *If yo vithin your 4 vield, *If yo aracters vi aracters vi	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 I 3 u roll triple: 1 deal Rng. 3 u roll triple: 1 +1 Moment 2** u roll triple: th O Endura	s on an If your n ainst the +1 (does End Dmg s on an Contribu - s on an - s on an	1 Attack Roll een from this s not Stack). g at the starl 1 Attack Roll ite (1 Quality. 1 Attack Roll htribute (1 Pri 1 Attack Roll	3 and you a non-Ni Weapor : of their 3 and you 5 Arca 2 and you celess ( 3 and you	ire not Trained ephilim or non (as if you had Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained	in Finesse you H -druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, S ckle-Trip, Heavy in Finesse you H	lit yours ends th ealt Dan id (doe Fire. lit yours Arcani Bash. lit yours	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t um). NPC self with t	his n a sp k). 4 his 5 his 2 his
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte	Strong Hit: A +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor -2* *+1d6 Hit vs Weapor +1d6-4*	Acid Pools ( 1 targets with contribute to your ta Contribute to your next Spreading Po 1 targets with chargets with When you 1 targets with Notural, * 1	Hit) This A 2 h a non-Na 2 (1 Potions arget you g Attack wit bison (Hit) 2 h a non-Na +1d6 Hit vs 2 h a non-Na Hit with th 2 h a non-Na +11 Crit Drr 1	ttack gain 2nd atural Sh 5 3 Wyldi jain a fre h this We A damag 2nd* atural Sh his Weapo 2nd atural Sh nis Weapo 2nd atural Sh nis ve ch 1st	ns Dangero 3 vield, *If yo ing), Before e Strong Hi eapon gains ed charact 4 vield, *If yo on you gain 6 vield, *If yo aracters wi 4	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 I 3 u roll triple: Ideal Rng. 3 u roll triple: +1 Moment 2** u roll triple: th 0 Endura 3	s on an if your n ainst the +1 (does End Dmo s on an Contribu s on an cum, Con s on an ince.	1 Attack Roll eext Turn: if a em from this s not Stack). g at the starl 1 Attack Roll ntribute (1 Pri 1 Attack Roll 1 Attack Roll	3 and you a non-N- Weapor : of their 3 and you celess ( 3 and you 4	ire not Trained ephilim or non (as if you hav Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained Hammer, Ta	in Finesse you H -druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5 ckle-Trip, Heavy in Finesse you H	lit yours ends th ealt Dan id (doe Fire. lit yours Arcani Bash. lit yours ve.	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t um). NPC self with t 12t, 2Kn	his sp kk). 4 his 5 his 2 his 2 2
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte Hammer Tail	Strong Hit: A +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor -2* *+1d6 Hit vs Weapor +1d6-4* *+1d6 Hit vs	Acid Pools ( 1 targets with contribute at to your ta to your next Spreading Po 1 targets with at targets with targets targets with targets with targets with targets with	Hit) This A 2 h a non-Ne (1 Potions arget you g Attack wit pison (Hit) 2 h a non-Ne Hit with th 2 h a non-Ne Hit with th 2 h a non-Ne +10 Crit Dr 1 h a non-Ne	ttack gain 2nd atural Sh , 3 Wyldi jain a fre h this We A damag 2nd* atural Sh is Weapo 2nd atural Sh is Weapo 2nd atural Sh is veapo 1st atural Sh	ns Dangero 3 iield, *If yoo ing), Before e Strong Hi eapon gains yed charact 4 iield, *If yoo on you gain 6 iield, *If yoo aracters wi 4 iield, *If yoo aracters yii 4	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 I 3 u roll triple: the al Rng, 3 u roll triple: the 1 Moment 2** u roll triple: the 0 Endura 3 u roll triple:	s on an if your n ainst the +1 (does End Dmo s on an Contribu - s on an cum. Con - s on an ince. - s on an	1 Attack Roll eext Turn: if a em from this s not Stack). g at the starl 1 Attack Roll htribute (1 Pri 1 Attack Roll tribute Roll 2 Attack Roll	3 and you a non-N- Weapor : of their 3 and you 5 Arca 2 and you celess ( 3 and you 4 and you	ire not Trained ephilim or non n (as if you har r Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained Hammer, Ta re not Trained	in Finesse you H -druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, S ckle-Trip, Heavy in Finesse you H	lit yours ends th ealt Dan id (doe Fire. lit yours Arcani Bash. lit yours ve.	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t um). NPC self with t 12t, 2Kn	his n a sp kk). 4 his 5 his 2 his 2 2
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte Hammer Tail Dual Nunchaku	Strong Hit: 4 +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor +1d6 Hit vs Weapor +1d6-4* *+1d6 Hit vs	Acid Pools ( 1 targets with contribute at to your ta to your next Spreading Po 1 targets with at targets with targets targets with targets with targets with targets with	Hit) This A 2 th a non-Na 2 (1 Potions arget you g Attack wit oison (Hit) 2 th a non-Na +1d6 Hit vs 2 th a non-Na +11 crit Drr 1 th a non-Na (Drional (1)	ttack gain 2nd atural Sh 5, 3 Wyldi jain a fre h this We A damag 2nd* atural Sh targets 2nd atural Sh ng vs ch 1st atural Sh Dual, Req	ns Dangero 3 ield, *If you ing), Before e Strong Hi ged charact 4 ield, *If you within your 4 ield, *If you aracters wi 4 ield, *If you aracters wi 4 ield, *If you aracters wi 4 ield, *If you yures 1 add	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 I 3 u roll triple: 1 deal Rng, 3 u roll triple: th O Endura 3 u roll triple: th O Endura 3 u roll triple: th O Endura	- s on an if your n ainst the +1 (does End Dmg - s on an Contribu - s on an ince. - s on an ince. - s on an ince.	1 Attack Roll ext Turn: if a em from this s not Stack). g at the start 1 Attack Roll ite (1 Quality, 1 Attack Roll itribute (1 Pri 1 Attack Roll 2 Attack Roll ot), Modificat	3 and you a non-Ni Weapor : of their 3 and you 5 Arca 2 and you celess ( 3 and you 4 and you ion: Dua	ire not Trained ephilim or non n (as if you hav r Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained Hammer, Ta ire not Trained U Wield.	in Finesse you H druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5 ckle-Trip, Heavy in Finesse you H ckle-Trip, Primitin in Finesse you H	lit yours ends th ealt Dan id (doe Fire. lit yours Arcani Bash. lit yours ve.	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t 21c self with t NPC self with t 12t, 2Kn self with t	his n a sp kk). 4 his 5 his 2 his 2 his 2
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte Hammer Tail Dual Nunchaku	Strong Hit: 4 +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* *+1d6 Hit vs Weapor -1* *+1d6 Hit vs Weapor +1d6-4* *+1d6 Hit vs Weapor +1d6-4*	Acid Pools ( 1 targets with contribute at to your to to your next Spreading Po 1 targets with cargets with targets with Natural, * 1 targets with Natural, * 1 targets with Point of the second targets with targets with targets with targets with Point of the second targets with targets with targets with targets with targets with Point of the second targets with targets with Point of the second targets with targets with targets with targets with Point of the second targets with targets with ta	Hit) This A 2 h a non-Na 2 (1 Potions arget you g Attack wit bison (Hit) 2 h a non-Na +106 Hit vs 2 h a non-Na +10 thit with th 2 h a non-Na +1 Crit Dm 1 h a non-Na Qptional (1 2	ttack gain 2nd atural Sh 5, 3 Wyldi gain a fre h this We A damag 2nd* atural Sh targets 2nd atural Sh ng vs che 1st atural Sh Dual, Req 2nd	ns Dangero 3 ield, *IF yor ing), Before e Strong Hi ged charact 4 ield, *IF yor ield, *IF yor aracters wi 4 ield, *IF yor you gain 6 ield, *IF yor you gain 4 ield, *IF yor you gain you gain y	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 H 3 u roll triple: 1 deal Rng, 3 u roll triple: th 0 Endura 3 u roll triple: th 0 Endura 3 u roll triple: th 0 Endura 3 u roll triple: th 0 Endura 3	s on an if your n ainst the +1 (does End Dmg s on an Contribu - s on an ince. - s on an ince. - s on an ince. -	1 Attack Roll ext Turn: if a em from this s not Stack). g at the start 1 Attack Roll tribute (1 Quality, 1 Attack Roll tribute (1 Pri 1 Attack Roll 2 Attack Roll ot), Modificat	3 and you a non-Ni Weapor : of their 3 and you 5 Arcar 2 and you celess ( 3 and you 4 and you ion: Dua 3	ire not Trained ephilim or non n (as if you hav r Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained Hammer, Ta ire not Trained t Wield. Hammer, Ta	in Finesse you H druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5 ckle-Trip, Heavy in Finesse you H ckle-Trip, Primitiv in Finesse you H	lit yours ends th ealt Dar id (doe Fire. lit yours Arcani Bash. lit yours	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t um). NPC self with t 12t, 2Kn self with t	his sp kk). 4 5 his 5 2 his 2 2
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte Hammer Tail Dual Nunchaku	Strong Hit: 4 +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: 5 -3* *+1d6 Hit vs Weapor -1* *+1d6 Hit vs Weapor +1d6-4* *+1d6 Hit vs Weapor -1*	Acid Pools ( 1 targets with a, Contribute at to your ta to your next Spreading Pool 1 targets with a, Energy, *- 1 targets with a, When you 1 targets with a, Natural, * 1 targets with b, Primitive, 1 targets with b, Primitive, 1	Hit) This A 2 h a non-Na 2 (1 Potions arget you g Attack wit bison (Hit) 2 h a non-Na +106 Hit vs 2 h a non-Na +10 thit with th 2 h a non-Na +1 Crit Dm 1 h a non-Na Qptional (1 2	ttack gain 2nd atural Sh 5, 3 Wyldi gain a fre h this We A damag 2nd* atural Sh targets 2nd atural Sh ng vs che 1st atural Sh Dual, Req 2nd	ns Dangero 3 ield, *IF yor ing), Before e Strong Hi ged charact 4 ield, *IF yor ield, *IF yor aracters wi 4 ield, *IF yor you gain 6 ield, *IF yor you gain 4 ield, *IF yor you gain you gain y	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 H 3 u roll triple: 1 deal Rng, 3 u roll triple: th 0 Endura 3 u roll triple: th 0 Endura 3 u roll triple: th 0 Endura 3 u roll triple: th 0 Endura 3	s on an if your n ainst the +1 (does End Dmg s on an Contribu - s on an ince. - s on an ince. - s on an ince. -	1 Attack Roll ext Turn: if a em from this s not Stack). g at the start 1 Attack Roll tribute (1 Quality, 1 Attack Roll tribute (1 Pri 1 Attack Roll 2 Attack Roll ot), Modificat	3 and you a non-Ni Weapor : of their 3 and you 5 Arcar 2 and you celess ( 3 and you 4 and you ion: Dua 3	ire not Trained ephilim or non n (as if you hav r Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained Hammer, Ta ire not Trained t Wield. Hammer, Ta	in Finesse you H druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5 ckle-Trip, Heavy in Finesse you H ckle-Trip, Primitin in Finesse you H	lit yours ends th ealt Dar id (doe Fire. lit yours Arcani Bash. lit yours	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t um). NPC self with t 12t, 2Kn self with t	his n a sp kk). 4 his 5 his 2 his 2 his 2
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte Hammer Tail Dual Nunchaku Kettenmorgenstern	Strong Hit: A +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor +1d6-Ht vs Weapor +1d6-Ht vs Weapor +1d6-Ht vs Weapor +1d6 Hit vs	Acid Pools ( 1 targets with a, Contribute at to your ta to your next Spreading Pool 1 targets with a, Energy, *- 1 targets with a, When you 1 targets with a, Natural, * 1 targets with b, Primitive, 1 targets with b, Primitive, 1	Hit) This Ai 2 h a non-Na 2 (1 Potions arget you g Attack wit bison (Hit) 2 h a non-Na +1d6 Hit vs 2 h a non-Na +1d vith th 2 h a non-Na +1 Crit Dri 1 h a non-Na (Dptional (C 2 h a non-Na (Dptional (C) 2 h a non-Na (Dptional (C) (Dptional (C) (Dption	ttack gain 2nd atural Sh 5, 3 Wyldi gain a fre h this We A damag 2nd* atural Sh targets 2nd atural Sh ng vs che 1st atural Sh Dual, Req 2nd	ns Dangero 3 vield, *If yo ing), Before e Strong Hi eapon gains yed charact 4 vield, *If yo on you gain 6 vield, *If yo aracters wi 4 vield, *If yo vires 1 add 4 vield, *If yo	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 H 3 u roll triple: Ideal Rng. 3 u roll triple: +1 Moment 2** u roll triple: th O Endura 3 u roll triple: itional Hand 3 u roll triple:	s on an if your n ainst the +1 (does End Dmg s on an Contribu - s on an ince. - s on an ince. - s on an ince. -	1 Attack Roll ext Turn: if a em from this s not Stack). g at the start 1 Attack Roll tribute (1 Quality, 1 Attack Roll tribute (1 Pri 1 Attack Roll 2 Attack Roll ot), Modificat	3 and you a non-Ni Weapor : of their 3 and you 5 Arcar 2 and you celess ( 3 and you 4 and you ion: Dua 3	ire not Trained ephilim or non n (as if you hav r Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained Hammer, Ta ire not Trained t Wield. Hammer, Ta	in Finesse you H druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5 ckle-Trip, Heavy in Finesse you H ckle-Trip, Primitiv in Finesse you H	lit yours ends th ealt Dar id (doe Fire. lit yours Arcani Bash. lit yours	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t um). NPC self with t 12t, 2Kn self with t	his n a sp kk). 4 his 5 his 2 his 2 his 2 2
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte Hammer Tail Dual Nunchaku Kettenmorgenstern	Strong Hit: A +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor +1d6-4* *+1d6 Hit vs Weapor +1d6-4* *+1d6 Hit vs Weapor -1*	Acid Pools ( 1 Largets with A. Contribute A. Contribute A. Contribute A. Your next Spreading Po 1 Largets with A. Energy, *: 1 Largets with A. When you 1 Largets with A. Natural, * 1 Largets with A. Primitive, 1 Largets with A. Primitive, 1	Hit) This A 2 h a non-Na 2 (1 Potions arget you g Attack wit bison (Hit) 2 h a non-Na +1d6 Hit vs 2 h a non-Na +11 crit Drr 1 h a non-Na (Dptional (1) 2 h a non-Na (2) (1) (2) (1) (2) (2) (2) (2) (2) (2) (2) (2	ttack gain 2nd atural Sh 5 3 Wyldi jain a fre h this We A damag 2nd* atural Sh is Weapo 2nd atural Sh is Weapo 2nd atural Sh is Veapo 2nd atural Sh Dual, Req 2nd atural Sh Dual, Req 2nd	ns Dangero 3 vield, *If yo ing), Before e Strong Hi eapon gains yed charact 4 vield, *If yo vield, *If yo	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 H 3 u roll triple: 1deal Rng. 3 u roll triple: th O Endura 3 u roll triple: itional Hand 3 u roll triple: itional Hand 3 u roll triple: itional Hand	s on an if your n ainst the +1 (does End Dmo s on an Contribu s on an cum, Con s on an unce. s on an t and Sto s on an	1 Attack Roll eext Turn: if a em from this s not Stack). g at the starl Attack Roll the (1 Quality. 1 Attack Roll thribute (1 Pri 1 Attack Roll 2 Attack Roll ot), Modificat 1 Attack Roll	3 and you a non-N- Weapor 3 and you 5 Arca 2 and you celess ( 3 and you 4 and you ion: Dua 3 and you	ire not Trained ephilim or non (as if you har Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained Hammer, Ta ire not Trained U Wield. Hammer, Ta ire not Trained	in Finesse you H -druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5 ckle-Trip, Heavy in Finesse you H ckle-Trip, Primitiv in Finesse you H ckle-Trip, Steel. in Finesse you H	lit yours ends th ealt Dar id (doe Fire. lit yours Arcani Bash. lit yours ve. 1 lit yours	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t 21c self with t 12t, 2Kn self with t 13t 12t, 13t	his n a sp kk). 4 his 5 his 2 his 2 his 2
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte Hammer Tail Dual Nunchaku Kettenmorgenstern	Strong Hit: A +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor +1d6-4* *+1d6 Hit vs Weapor +1d6-4* *+1d6 Hit vs Weapor -1*	Acid Pools ( 1 Largets with A. Contribute A. Contribute A. Contribute A. Your next Spreading Po 1 Largets with A. Energy, *: 1 Largets with A. When you 1 Largets with A. Natural, * 1 Largets with A. Primitive, 1 Largets with A. Primitive, 1	Hit) This A 2 h a non-Na 2 (1 Potions arget you g Attack wit bison (Hit) 2 h a non-Na +1d6 Hit vs 2 h a non-Na +11 crit Drr 1 h a non-Na (Dptional (1) 2 h a non-Na (2) (1) (2) (1) (2) (2) (2) (2) (2) (2) (2) (2	ttack gain 2nd atural Sh 5 3 Wyldi jain a fre h this We A damag 2nd* atural Sh is Weapo 2nd atural Sh is Weapo 2nd atural Sh is Veapo 2nd atural Sh Dual, Req 2nd atural Sh Dual, Req 2nd	ns Dangero 3 vield, *If yo ing), Before e Strong Hi eapon gains yed charact 4 vield, *If yo vield, *If yo	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 H 3 u roll triple: 1deal Rng. 3 u roll triple: th O Endura 3 u roll triple: itional Hand 3 u roll triple: itional Hand 3 u roll triple: itional Hand	s on an if your n ainst the +1 (does End Dmo s on an Contribu s on an cum, Con s on an unce. s on an t and Sto s on an	1 Attack Roll eext Turn: if a em from this s not Stack). g at the starl Attack Roll the (1 Quality. 1 Attack Roll thribute (1 Pri 1 Attack Roll 2 Attack Roll ot), Modificat 1 Attack Roll	3 and you a non-N- Weapor 3 and you 5 Arca 2 and you celess ( 3 and you 4 and you ion: Dua 3 and you	ire not Trained ephilim or non (as if you har Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained Hammer, Ta ire not Trained U Wield. Hammer, Ta ire not Trained	in Finesse you H -druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5 ckle-Trip, Heavy in Finesse you H ckle-Trip, Primitin in Finesse you H	lit yours ends th ealt Dar id (doe Fire. lit yours Arcani Bash. lit yours ve. 1 lit yours	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t 21c self with t 12t, 2Kn self with t 13t 12t, 13t	his n a sp .k). 4 his 5 his 2 his 2 his 2 2
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte Hammer Tail Dual Nunchaku Kettenmorgenstern	Strong Hit: A +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor +1d6-4* *+1d6 Hit vs Weapor -1* *+1d6 Hit vs Weapor -1* *+1d6 Hit vs Weapor -3* *+1d6 Hit vs	Acid Pools ( 1 Largets with A. Contribute A. Contribute A. Contribute A. Your next Spreading Po 1 Largets with A. Energy, *: 1 Largets with A. When you 1 Largets with A. Natural, * 1 Largets with A. Primitive, 1 Largets with A. Primitive, 1	Hit) This A 2 h a non-Ne 2 (1 Potions arget you g Attack wit bison (Hit) 2 h a non-Ne +1d6 Hit vs 2 h a non-Ne +1d6 Hit vs 2 h a non-Ne +1dr th 1 h a non-Ne 2 h a non-Ne	ttack gain 2nd atural Sh 5 3 Wyldi jain a fre h this We A damag 2nd* atural Sh is Weapo 2nd atural Sh is Weapo 2nd atural Sh Dual, Req 2nd atural Sh Dual, Req 2nd atural Sh Dual, Sh	ns Dangero 3 vield, *If yo ing), Before e Strong Hi eapon gains ged charact 4 vield, *If yo on you gain 6 vield, *If yo vires 1 add 4 vield, *If yo 1 vires 1 add 4 vield, *If yo 6 vield, *If yo	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 I 3 u roll triple: it 1 Moment 2** u roll triple: itional Hand 3 u roll triple: itional Hand 3 u roll triple: itional Hand 3 u roll triple: 3 u roll triple: 3 u roll triple:	s on an if your n ainst the +1 (does End Dmo s on an Contribu s on an cum, Con s on an unce. s on an t and Sto s on an	1 Attack Roll eext Turn: if a em from this s not Stack). g at the starl Attack Roll the (1 Quality. 1 Attack Roll thribute (1 Pri 1 Attack Roll 2 Attack Roll ot), Modificat 1 Attack Roll	3 and you a non-N- Weapor 3 and you 5 Arca 2 and you celess ( 3 and you 4 and you ion: Dua 3 and you	ire not Trained ephilim or non (as if you har Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained Hammer, Ta ire not Trained U Wield. Hammer, Ta ire not Trained	in Finesse you H -druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5 ckle-Trip, Heavy in Finesse you H ckle-Trip, Primitiv in Finesse you H ckle-Trip, Steel. in Finesse you H	lit yours ends th ealt Dar id (doe Fire. lit yours Arcani Bash. lit yours ve. 1 lit yours	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t 21c self with t 12t, 2Kn self with t 13t 12t, 13t	his n a sp .k). 4 his 5 his 2 his 2 his 2 2
Heart of Pol (Micro-Nuke on a Chain) Chained Child (Chained Mechonid Acolyte Hammer Tail	Strong Hit: A +1* *+1d6 Hit vs Weapor adjacer Momentum Strong Hit: S -3* *+1d6 Hit vs Weapor -1* ) *+1d6 Hit vs Weapor +1d6-4* *+1d6 Hit vs Weapor -1* *+1d6 Hit vs Weapor -1* *+1d6 Hit vs Weapor -3* *+1d6 Hit vs	Acid Pools ( 1 1 1 1 1 1 1 1 1 1 1 1 1	Hit) This A 2 h a non-Ne 2 (1 Potions arget you g Attack wit bison (Hit) 2 h a non-Ne +1d6 Hit vs 2 h a non-Ne +1d6 Hit vs 2 h a non-Ne +1dr th 1 h a non-Ne 2 h a non-Ne	ttack gain 2nd atural Sh 5, 3 Wyldi jain a fre h this We A damag 2nd* atural Sh is Weapo 2nd atural Sh is Weapo 2nd atural Sh Dual, Req 2nd atural Sh Dual, Req 2nd atural Sh Dual, Sh	ns Dangero 3 vield, *If yo ing), Before e Strong Hi eapon gains ged charact 4 vield, *If yo on you gain 6 vield, *If yo vires 1 add 4 vield, *If yo 1 vires 1 add 4 vield, *If yo 6 vield, *If yo	us Terrain - 3 u roll triple: the start o it Option ag s Strong Hit er takes 3 I 3 u roll triple: it 1 Moment 2** u roll triple: itional Hand 3 u roll triple: itional Hand 3 u roll triple: itional Hand 3 u roll triple: 3 u roll triple: 3 u roll triple:	s on an if your n ainst the +1 (does End Dmo s on an Contribu s on an cum, Con s on an unce. s on an t and Sto s on an	1 Attack Roll eext Turn: if a em from this s not Stack). g at the starl Attack Roll the (1 Quality. 1 Attack Roll thribute (1 Pri 1 Attack Roll 2 Attack Roll ot), Modificat 1 Attack Roll	3 and you a non-N- Weapor 3 and you 5 Arca 2 and you celess ( 3 and you 4 and you ion: Dua 3 and you	ire not Trained ephilim or non n (as if you har r Turn until the Hammer, Ta ire not Trained nium). Hammer, Tac Calm Child of Hammer, Ta ire not Trained Hammer, Ta ire not Trained t Wield. Hammer, Ta ire not Trained t Mammer, Ta	in Finesse you H -druid character d Hit them and dr ey receive First A ckle-Trip, Divine in Finesse you H kle-Trip, Divine We in Finesse you H Pol), 2 Quality, 5 ckle-Trip, Heavy in Finesse you H ckle-Trip, Primitiv in Finesse you H ckle-Trip, Steel. in Finesse you H	lit yours ends th ealt Dar id (doe Fire. lit yours eapon. lit yours bit yours ve. 1 lit yours lit yours	self with t neir Turn i mage). s not Stac 19c self with t 21c self with t 21c self with t 12t, 2Kn self with t 13t 12t, 13t	his n a sp kk). 4 his 5 his 2 his 2 his 2 2

### Great Swords

Weapons Saber-tooth Blade	Hit -1	Rng 1	Max Rng 3	Ideal Rng 2nd	End Dmg C	rit Umg 3	Ammo -	Load 2	weight 4	Weapon Type & Variations Blade, Neph Ivory.	Acquire F	resourc 3
Sanal-Innii Digna		-			r h 1), Primitive	-				5	100	3
Infernal Sabre	-]	1	3	2nd	5	3	-	2		Blade, Infused, Alchemy, Sticky Flame.	17c	Ч
					h 1), Contribu		ions 1 Arc			5 5	in c	1
										 hey receive First Aid (Stacks).		
Helios	-2	]	3	2nd	7	3	_	2	4	Bla, Infused, Alchemy, Searing Flame.	16c	Ч
		-			h 2), Contrib	-	ions. 1 Arc			5 5		
					haracters sul							
Arc-Blade	-1	1	3	2nd	7	3	-	2	Ч	B, Infused, Alchemy, Jumping Lightning.	16c	Ч
	Large, Ma	x Momentum	n (-2 Max	Rng, Splast	h 1), Contribu	ite (1 Poti	ons, 1 Arc	anium), Ene	rqų.	5 1 5 5 5		
	-			- ·	gains Splas				55			
Biter	+0	1	3	2nd	8	3	-	2	Ч	B, Infused, Alchemy, Creeping Acid.	17c	Ч
	Large, Ma	x Momentur	n (-2 Max	Rng, Splast	h 1), Contribu	ite (1 Poti	ons, 1 Arc	anium), Bur	n.	5 1 5		
					ns Dangerou							
Cesspit	-1	1	3	2nd	6	3	-	2	Ч	B, Infused, Alchemy, Agonising Poison.	16c	Ч
	Large, Ma		n (-2 Max	Rng, Splast	h 1), Contribu	ite (1 Poti	ions, 1 Arci	anium), Dan	igerous 1	errain 3 (Poison).		
										until the end of their next Turn (Stac	ks).	
Blizzard	-2	1	3	2nd	5	2	-	2	Ч	Blade, Infused, Alchemy, Flash Freeze.	18c	Ч
	Large, Ma	x Momentum	n (-2 Max	Rng, Splast	h +1), Contrib	ute (1 Pol	tions, 1 Are	canium), Da	ngerous	Terrain 1 (Cold), Splash 1.		
	Strong Hil	t: Freeze (Hit	) All dam	aged chara	cters becom	e Suppre	ssed.					
Songblade	-1	1	3	2nd	6	2	-	2	Ч	Blade, Infused, Alchemy, Vortex.	18c	Ч
	Large, Ma		n (-2 Max	Rng, Splast	h 1), Contribu	ite (1 Poti	ons, 1 Arc	anium), Stro	ong Hit (S	5-6).		
					ge damaged							
Whirling Death	-1	1	3	2nd	6	3	-	2	Ч	B, Infused, Alchemy, Shrapnel Shards.	16c	Ч
	Large, Ma	x Momentum	n (-2 Max	Rng, Splast	h +1), Contrib	ute (1 Pol	tions, 1 Are	canium), Sp	lash 2.			
					s +3 End Dm							
Blight Bringer	-2	1	3	2nd	7	3	-	2	Ч	Blade, Druidic, Wyld, Blight.	18c	5
	Large, Ma	x Momentum	n (-2 Max	Rng, Splast	h 1), Contribu	ite (1 Poti	ons, 3 Wy	lding).				
	Momentur	<b>m 1</b> : Your nex	kt Attack	with this We	eapon gains	Strong Hi	it +1 (does	not Stack).				
	Strong Hit	Blight Infec	tion (Hit)	At the start	of all damag	ged chara	acters' Turi	ns they mus	st pass a	Physical or Resolve Skill Roll of 14.	After failing	this ro
	3 tim	nes they gair	n a GM del	fined diseas	e Condition.	lf two Firs	st Aid Roll	s are made	on them	they no longer need to make Skill R	olls (does n	ot Stac
Living Vine	-1	1	3	2nd	5	3	-	2	Ч	Blade, Druidic, Wyld, Entangle.	18c	5
	Large, Ma	x Momentum	n (-2 Max	Rng, Splast	h 1), Contribu	ite (1 Poti	ons, 3 Wy	lding).				
	Momentur	<b>m 1</b> : Your nex	kt Attack	with this We	eapon gains	Strong Hi	it +1 (does	not Stack).				
	Strong Hit	: Entangle (H	lit) All dar	maged char	acters becon	ne Ensnai	red (14) an	id have thei	r Movem	ent reduced by 2 until the start of yo	ur next Turr	n (Stacl
Spellblade	-3*	1	3	2nd*	7	3	-	2	Ч	Blade, Divine Fire.	20c	5
	Large, Ma	x Momentur	n (-2 Max	Rng, Splast	h 1), Energy,	*+1d6 Hit	t vs target	s within you	ur Ideal F	Rng, Contribute (1 Quality, 5 Arcanium	).	
Eternity Blade	-1	1	3	2nd	7	3	-	2	3	Blade, Divine Weapon.	22c	6
(Monomolecular Blade)	Large, Ma	x Momentur	n (-2 Max	Rng, Splasł	h 1), When yo	ou Hit wit	h this Wea	ipon you ga	in +1 Mor	nentum, Contribute (1 Priceless (Divir	ie Blade), 2	Qualit
	5 Ar	canium).										
Massive Claws	+0	1	3	2nd	8	2*	-	2	Ч	Blade, Tooth & Claw.	NPC	3
	Large, Ma	x Momentur	n (-2 Max	Rng, Splast	h 1), Natural,	*+1 Crit I	Dmg vs cł	naracters wi	ith O End	urance.		
Long Bokken	-4	1	3	2nd	Ч	3	-	2	Ч	Blade, Primitive.	13t	1
	Large, Ma	x Momentum	n (-2 Max	Rng, Splast	h 1), Primitive	e, Modific	ation: Low	-Quality.				
Claymore	+0	1	3	2nd	6	3	-	2	Ч	Blade, Steel.	14t	3
	Large, Ma	x Momentum	n (-2 Max	Rng, Splasi	h 1),							
Zweihänder	-1	1	3	2nd	7	3	-	2	5	Blade, Steel.	12t, 14t	3
	Large, Ma	x Momentum	n (-2 Max	Rng, Splast	h 1), <b>Modifica</b>	tion: Hea	vy.					
								•				-
Katana	+]	1	3	2nd	8	3	-	2	4	Blade, Composite.	2x 18c	5

Modification: Master Crafted.

# Halberds

	Hit	Rng			End Dmg		Ammo	Load		Weapon Type & Variations	Acquire	
Clawed Spear	-1d6+2	1	3	3rd	3	3	-	2	Ч	Axe, Primitive.	12t	2
	Large, Zone ·				101 1 / 1							
	Momentum 1						CK).					
	-]*	2	4	2nd	2*	3	-	2	-	Polearm, Primitive.		
							ed during			OR who are Mounted, Big or Huge).		
air Glaive	<b>-1d6+3</b> Large, Zone ·	1 +].	3	3rd	5	3	-	2	Ч	Axe, Arcanium Edged.	14c	3
	Momentum 1	: Your ne	ext Attack g	jains Stror	ng Hit +1 (do	es not Sta	ck), Contr	ibute (1 Arca	nium).			
	Strong Hit: <b>U</b>	nleash F	Power (Hit) '	Your first	Attack next	Turn with	this Weap	oon gains St	rong Hit	: +1 (does not Stack).		
	-3*	2	Ч	2nd	]*	3	-	2		Polearm, Primitive.		
	Large, Zone	+1, *+2 F	lit and End	Dmg vs (	characters	who Charg	ed during	their previo	us Turn	OR who are Mounted, Big or Huge).	Primitive,	
	Modifica	ation: Lov	v-Quality.									
oyal Halberd	-1d6+3	1	3	3rd	5	3	-	2	Ч	Axe, Steel.	14t	Ч
	Large, Zone ·	+].										
	Momentum 1	: Your ne	ext Attack g	jains Stror	ng Hit +1 (do	es not Sta	ck).					
	*	2	Ч	2nd	4*	3	-	2		Polearm, Steel.		
	Large, Zone	+1, *+2 F	lit and End	Dmg vs (	characters	who Charg	ed during	their previo	us Turn	OR who are Mounted, Big or Huge).		
Iray's Reach	-1d6+3	1	3	3rd	Ч	2	-	2	Ч	Axe, Infused, Alchemy, Vortex.	18c	5
	Large, Zone ·	+1, Contrí	ibute (1 Poti	ons, 1 Arc	anium), Stro	ong Hit (5–	5).					
	Momentum 1	: Your ne	ext Attack g	jains Stror	ng Hit +1 (do	es not Sta	ck).					
	Strong Hit: M							ne Tripped.				
	*	2	Ч	2nd	4*	3	-	2		Polearm, Steel.		
	Large, Zone	+1, *+2  -	lit and End	Dmg vs o	characters v	vho Charge	d during	their previou	us Turn	OR who are Mounted, Big or Huge.		
orge Glaive	-1d6+1	1	3	3rd	Ч	2	-	2	Ч	Axe, Infused, Alc, Corrosive Acid.	18c	5
5	Large, Zone ·	+1, Contri	ibute (1 Poti	ons, 1 Arc	anium), Bur	n.						
	Momentum 1						ck).					
								ody Armour	by 1 (n	nin 2) until they make a Spare Tim	e Roll of 12t	(Stacks
	÷	2	Ч	2nd	_ 4*	3	-	2	5	Polearm, Steel.		
	*											
			lit and End	Dma vs a	characters v	vho Charge	d durina	their previou	us Turn			
lantis Scuthe	Large, Zone						d during _			OR who are Mounted, Big or Huge. Axe Steel	17c	5
1antis Scythe	Large, Zone -1d6+3	+1, *+2 H 1	lit and End 3	Dmg vs o <mark>3rd</mark>	characters v 5	vho Charge 3	d during –	their previou 2	us Turn <b>4</b>	Axe, Steel.	17c	5
lantis Scythe	Large, Zone <b>-1d6+3</b> Large, Zone	+1, *+2 H 1 +1.	3	3rd	5	3	-				17c	5
Mantis Scythe	Large, Zone –1d6+3 Large, Zone – Momentum 1	+1, *+2 H <b>1</b> +1. : Your ne	<b>3</b> ext Attack g	3rd Jains Stror	<b>5</b> ng Hit +1 (do	3 es not Sta	-			Axe, Steel.		5
lantis Scythe	Large, Zone -1d6+3 Large, Zone Momentum 1 +1*	+1, *+2 H 1 +1. : Your ne 2	3 ext Attack g 4	3rd Jains Stror 2nd	5 ng Hit +1 (do <b>5*</b>	3 ies not Star 3	- ck). -	2	Ч	Axe, Steel. Pol, Infused, Alchemy, Creeping Acid	l.	
Mantis Scythe	Large, Zone -1d6+3 Large, Zone Momentum 1 +1* Large, Zone	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H	<b>3</b> ext Attack g <b>4</b> lit and End	3rd Jains Stror 2nd	5 ng Hit +1 (do <b>5*</b>	3 ies not Star 3	- ck). -	2	Ч	Axe, Steel.	l.	
lantis Scythe	Large, Zone -1d6+3 Large, Zone Momentum 1 +1* Large, Zone Arcaniu	+1, *+2 H 1 +1. : Your ne <b>2</b> +1, *+2 H m), Burn	3 ext Attack g <b>4</b> lit and End	3rd <sub>Jains</sub> Stror 2nd Dmg vs c	5 ng Hit +1 (da 5* haracters w	3 es not Star 3 ho Charger	- ck). - 1 during t	2 2 heir previous	<b>4</b> s Turn C	Axe, Steel. Pol, Infused, Alchemy, Creeping Acid	l.	
	Large, Zone -1d6+3 Large, Zone - Momentum 1 +1* Large, Zone - Arcaniu Strong Hit: A	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m), Burn weid Pool	3 ext Attack g <b>4</b> lit and End i. s (Hit) This	3rd gains Stror 2nd Dmg vs c Attack ga	5 ng Hit +1 (do 5* haracters w ains Danger	3 es not Star 3 ho Charger ous Terrair	- ck). - 1 during t	2 2 heir previous Pool) (Stac	<b>4</b> s Turn C	Axe, Steel. Pol, Infused, Alchemy, Creeping Acid JR who are Mounted, Big or Huge, Co	<b>I.</b> ontribute (1 F	Potions, T
	Large, Zone -1d6+3 Large, Zone - Momentum 1 +1* Large, Zone - Arcaniu Strong Hit: A -1d6+3	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m), Burn Acid Pool: 1	3 ext Attack g <b>4</b> lit and End	3rd <sub>Jains</sub> Stror 2nd Dmg vs c	5 ng Hit +1 (da 5* haracters w	3 es not Star 3 ho Charger	- ck). - 1 during t	2 2 heir previous	<b>4</b> s Turn C	Axe, Steel. Pol, Infused, Alchemy, Creeping Acid	l.	
	Large, Zone -1d6+3 Large, Zone - Momentum 1 +1* Large, Zone - Arcaniu Strong Hit: A -1d6+3 Large, Zone -	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m), Burn kcid Pool: 1 +1.	3 ext Attack g It and End It. s (Hit) This 3	3rd jains Stror 2nd Dmg vs c Attack ga 3rd	5 ng Hit +1 (do 5* haracters w ains Danger 5	3 es not Star 3 ho Charger ous Terrair 3	- - 1 during t +4 (Acid -	2 2 heir previous Pool) (Stac	<b>4</b> s Turn C	Axe, Steel. Pol, Infused, Alchemy, Creeping Acid JR who are Mounted, Big or Huge, Co	<b>I.</b> ontribute (1 F	Potions,
	Large, Zone -1d6+3 Large, Zone Momentum 1 +1* Large, Zone Arcaniu Strong Hit: A -1d6+3 Large, Zone Momentum 1	+1, *+2 H 1 +1. +1. *+2 H m), Burn koid Pool: 1 +1. +2. Your ne	3 ext Attack g y lit and End s (Hit) This 3 ext Attack g	3rd Jains Stror 2nd Dmg vs c Attack ga 3rd Jains Stror	5 ng Hit +1 (do 5* haracters w ains Danger 5 ng Hit +1 (do	3 es not Sta 3 ho Chargeo ous Terrain 3 es not Sta	- - 1 during t +4 (Acid -	2 2 heir previous Pool) (Stac	<b>4</b> s Turn C	Axe, Steet. Pol, Infused, Alchemy, Creeping Acid IR who are Mounted, Big or Huge, Co Axe, Steet.	l. ontribute (1 F 15c	Potions,
	Large, Zone -1d6+3 Large, Zone Momentum 1 +1* Large, Zone Arcaniu Strong Hit: A -1d6+3 Large, Zone Momentum 1 +3*	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m). Burn Acid Pool 1 +1. : Your ne 2	3 ext Attack g lit and End  s (Hit) This 3 ext Attack g 4	3rd Jains Stror 2nd Dmg vs c Attack ga 3rd Jains Stror 2nd	5 ng Hit +1 (do 5* haracters w ains Danger 5 ng Hit +1 (do 3*	3 es not Star 3 ho Chargeo ous Terrair 3 es not Star 3	- d during t +4 (Acid	2 2 heir previous Pool) (Stac 2 2	Ч s Turn C ks). Ч	Axe, Steet. Pol, Infused, Alcherny, Creeping Acid IR who are Mounted, Big or Huge, Co Axe, Steet. Pol, Wyldwood, Wyld, Spreading Poisor	L ontribute (1 F 15c 1	Potions, Pot
	Large, Zone -1d6+3 Large, Zone - Momentum 1 +1* Large, Zone - Arcaniu Strong Hit: A -1d6+3 Large, Zone - Momentum 1 +3* Large, Zone	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m), Burn kcid Pool: 1 +1. : Your ne 2 +1. *+2 H	3 ext Attack g lit and End l. s (Hit) This 3 ext Attack g 4 lit and End	3rd jains Stror 2nd Dmg vs c Attack ge 3rd jains Stror 2nd Dmg vs c	5 ng Hit +1 (do 5* haracters w ains Danger 5 ng Hit +1 (do 3* characters w	3 es not Star 3 ho Charger ous Terrair 3 es not Star 3 yho Charge	- d during t +4 (Acid sk). d during	2 2 heir previous Pool) (Stac 2 2 their previou	Ч s Turn ( ks). Ч Js Turn	Axe, Steet. Pol, Infused, Alchemy, Creeping Acid IR who are Mounted, Big or Huge, Co Axe, Steet. Pol, Wyldwood, Wyld, Spreading Poisor OR who are Mounted, Big or Huge, (	I. ontribute (1 F 15c 1. Contribute (1	Potions, 5 5 Wylding
	Large, Zone -1d6+3 Large, Zone - Momentum 1 +1* Large, Zone - Arcaniu Strong Hit: A -1d6+3 Large, Zone - Momentum 1 +3* Large, Zone Before to	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m), Burn koid Pool: 1 +1. : Your ne 2 +1, *+2 H the start	3 ext Attack g lit and End s (Hit) This 3 ext Attack g 4 lit and End of your ney	3rd Jains Stror 2nd Dmg vs c Attack ga 3rd Jains Stror 2nd Dmg vs c ct Turn: if	5 ng Hit +1 (do 5* haracters w ains Danger 5 ng Hit +1 (do 3* characters w a non-Neph	3 es not Star 3 ho Charger 3 es not Star 3 vho Charge ilim or nor	- d during t +4 (Acid - sk). - d during 0-druid ch	2 2 heir previous Pool) (Stac 2 2 their previou naracter end	ч s Turn C ks). Ч us Turn s their	Axe, Steet. Pol, Infused, Alchemy, Creeping Acid IR who are Mounted, Big or Huge, Co Axe, Steet. Pol, Wyldwood, Wyld, Spreading Poisor OR who are Mounted, Big or Huge, O Turn in a space adjacent to your tar	I. ontribute (1 F 15c 1. Contribute (1	Potions, 5 5 Wylding
	Large, Zone -1d6+3 Large, Zone - Momentum 1 +1* Large, Zone - Arcaniu Strong Hit: A -1d6+3 Large, Zone - Momentum 1 +3* Large, Zone Before t Strong H	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m), Burn word Pool 1 +1. : Your ne 2 +1, *+2 H the start Hit Option	3 ext Attack g lit and End s (Hit) This 3 ext Attack g 4 lit and End of your ney n against th	3rd Jains Stror 2nd Dmg vs c Attack ga 3rd Jains Stror 2nd Dmg vs c ct Turn: if nem from	5 ng Hit +1 (do 5* haracters w ains Danger 5 ng Hit +1 (do 3* characters w a non-Neph this Weapor	3 es not Star 3 ho Charger ous Terrain 3 es not Star 3 vho Charge illim or noi n (as if you	- d during t +4 (Acid - ck). - d during n-druid ch had Hit t	2 2 heir previous Pool) (Stac 2 2 their previou haracter end hem and de	Ч s Turn C ks). Ч us Turn s their <sup>2</sup> alt Dam	Axe, Steet. Pol, Infused, Alchemy, Creeping Acid IR who are Mounted, Big or Huge, Co Axe, Steet. Pol, Wyldwood, Wyld, Spreading Poisor OR who are Mounted, Big or Huge, O Turn in a space adjacent to your tar age).	I. ontribute (1 F 15c 1. Contribute (1 rget you gair	Potions, 5 Wylding a a free
ell Glaive	Large, Zone -1d6+3 Large, Zone Momentum 1 +1* Large, Zone Arcaniu Strong Hit: A -1d6+3 Large, Zone Momentum 1 +3* Large, Zone Before to Strong Hit: S	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m), Burn word Pool 1 +1. : Your ne 2 +1, *+2 H the start Hit Option	3 ext Attack g lit and End s (Hit) This 3 ext Attack g 4 tit and End of your new n against th Poison (Hi	3rd Jains Stror 2nd Dmg vs c Attack ga 3rd Jains Stror 2nd Dmg vs o ct Turn: if nem from t) A dama	5 hag Hit +1 (do 5* haracters w ains Danger 5 ng Hit +1 (do 3* characters v a non-Neph this Weapor aged charac	3 es not Star 3 ho Charger ous Terrain 3 es not Star 3 vho Charge illim or non n (as if you ter takes 3	- d during t +4 (Acid - ck). - d during n-druid ch had Hit t	2 Pool) (Stac 2 2 their previou haracter end hem and de g at the star	ч s Turn C ks). Ч Js Turn s their <sup>-</sup> alt Dam t of the	Axe, Steet. Pol, Infused, Alchemy, Creeping Acid IR who are Mounted, Big or Huge, Co Axe, Steet. Pol, Wyldwood, Wyld, Spreading Poisor OR who are Mounted, Big or Huge, ( Turn in a space adjacent to your tar age). ir Turn until they receive First Aid	I. ontribute (1 F 15c 1. Contribute (1 rget you gair (does not S	Potions, T 5 Wylding 1 a free tack),
ell Glaive	Large, Zone -1d6+3 Large, Zone Momentum 1 +1* Large, Zone Arcaniu Strong Hit: A -1d6+3 Large, Zone Momentum 1 +3* Large, Zone Before t Strong Hit: S -1d6+2	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m), Burn kcid Pool- 1 +1. : Your ne 2 +1, *+2 H the start Hit Option preading 1	3 ext Attack g lit and End i. s (Hit) This 3 ext Attack g 4 it and End of your new n against th poison (Hi 3	3rd Jains Stror 2nd Dmg vs c Attack ga 3rd Jains Stror 2nd Dmg vs c ct Turn: if nem from t) A dama 2nd	5 hag Hit +1 (do 5* haracters w ains Danger 5 ng Hit +1 (do 3* characters v a non-Neph this Weapor aged charac 7	3 es not Star 3 ho Charger ous Terrain 3 es not Star 3 vho Charge illm or non h (as if you ter takes 3 2*		2 2 heir previous Pool) (Stac 2 2 their previou haracter end hem and de	Ч s Turn C ks). Ч us Turn s their <sup>2</sup> alt Dam	Axe, Steet. Pol, Infused, Alchemy, Creeping Acid IR who are Mounted, Big or Huge, Co Axe, Steet. Pol, Wyldwood, Wyld, Spreading Poisor OR who are Mounted, Big or Huge, O Turn in a space adjacent to your tar age).	I. ontribute (1 F 15c 1. Contribute (1 rget you gair	Potions, 5 Wylding a a free
Aantis Scythe ell Glaive Sea of Teeth & Spines	Large, Zone -1d6+3 Large, Zone - Momentum 1 +1* Large, Zone - Arcaniu Strong Hit: A -1d6+3 Large, Zone - Before to Strong Hit: S -1d6+2 Large, Zone -	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m). Burn kcid Pool: 1 +1. : Your ne 2 +1. *+2 H the start Hit Option ipreading 1 +1. Natura	3 ext Attack g lit and End i. s (Hit) This 3 ext Attack g 4 lit and End of your new n against th poison (Hi 3 al, *+1 Crit 1	3rd yains Stror 2nd Dmg vs c Attack ga 3rd yains Stror 2nd Dmg vs c ct Turn: If nem from t) A dama 2nd Dmg vs c	5 hg Hit +1 (do 5* haracters w ains Danger 5 ng Hit +1 (do 3* characters w a non-Neph this Weapor nged charac 7 haracters w	3 es not Star 3 ho Charger ous Terrair 3 es not Star 3 vho Charge illim or nor h (as if you ter takes 3 2* th O Endur	- t during t +4 (Acid - sk). - d during a-druid ch had Hit t End Dma ance.	2 Pool) (Stac 2 2 their previou haracter end hem and de g at the star	ч s Turn C ks). Ч Js Turn s their <sup>-</sup> alt Dam t of the	Axe, Steet. Pol, Infused, Alchemy, Creeping Acid IR who are Mounted, Big or Huge, Co Axe, Steet. Pol, Wyldwood, Wyld, Spreading Poisor OR who are Mounted, Big or Huge, ( Turn in a space adjacent to your tar age). ir Turn until they receive First Aid	I. ontribute (1 F 15c 1. Contribute (1 rget you gair (does not S	Potions, T 5 Wylding 1 a free tack),
ell Glaive	Large, Zone -1d6+3 Large, Zone - Momentum 1 +1* Large, Zone - Arcaniu Strong Hit: A -1d6+3 Large, Zone - Before to Strong Hit: S -1d6+2 Large, Zone - Momentum 1	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m), Burn koid Pool: 1 +1. : Your ne 2 Hit Option Greeading 1 +1, Natura : Your ne	3 ext Attack g lit and End s (Hit) This 3 ext Attack g 4 dit and End of your new n against th poison (Hi 3 al, *+1 Crit 1	3rd Jains Stror 2nd Dmg vs c 3rd Jains Stror 2nd Dmg vs c ct Turn: If nem from t) A dama 2nd Dmg vs cl jains Stror	5 haracters w haracters w ains Danger 5 ng Hit +1 (do 3* characters w a non-Nepf this Weapor nged charac 7 haracters wi ng Hit +1 (do	3 es not Star 3 ho Charged ous Terrain 3 es not Star 3 vho Charge illim or non n (as if you ter takes 3 2* ith 0 Endur es not Star	- t during t +4 (Acid - sk). - d during a-druid ch had Hit t End Dma ance.	2 2 heir previous Pool) (Stac 2 2 their previou haracter end hem and de g at the star 2	ч s Turn C ks). Ч Js Turn s their <sup>-</sup> alt Dam t of the	Axe, Steet. Pol, Infused, Alchemy, Creeping Acid IR who are Mounted, Big or Huge, Co Axe, Steet. Pol, Wyldwood, Wyld, Spreading Poisor OR who are Mounted, Big or Huge, O Turn in a space adjacent to your tar age). ir Turn until they receive First Aid Axe, Massive Bite.	I. ontribute (1 F 15c 1. Contribute (1 rget you gair (does not S	Potions, 1 5 Wylding 1 a free tack).
ell Glaive	Large, Zone -1d6+3 Large, Zone - Momentum 1 +1* Large, Zone - Arcaniu Strong Hit: A -1d6+3 Large, Zone - Momentum 1 +3* Large, Zone - Strong Hit: S -1d6+2 Large, Zone - Momentum 1 +1*	+1, *+2 H 1 +1. : Your ne 2 +1, *+2 H m), Burn koid Pool 1 +1. : Your ne 2 +1, *+2 H the start Hit Option preading 1 +1, Natura : Your ne 2	3 ext Attack g lit and End s (Hit) This 3 ext Attack g lit and End of your new n against th poison (Hi 3 al. *+1 Crit I ext Attack g l	3rd Jains Stror 2nd Dmg vs c Attack ga 3rd Jains Stror 2nd Dmg vs c Attarn: if nem from t) A dama 2nd Dmg vs cl jains Stror 2nd	5 ng Hit +1 (do 5* haracters w ains Danger 5 ng Hit +1 (do 3* characters w a non-Neph this Weapor nged charac 7 haracters wi ng Hit +1 (do 5*	3 es not Star 3 ho Charger ous Terrain 3 es not Star 3 who Charge illim or nor h (as if you ter takes 3 2* th O Endur es not Star 2*		2 2 heir previous Pool) (Stac 2 2 their previou haracter end hem and de g at the star 2 2	Ч s Turn C ks). Ч us Turn s their <sup>-1</sup> alt Dam t of the Ч	Axe, Steet. Pol, Infused, Alchemy, Creeping Acid IR who are Mounted, Big or Huge, Co Axe, Steet. Pol, Wyldwood, Wyld, Spreading Poisor OR who are Mounted, Big or Huge, ( Turn in a space adjacent to your tar age). ir Turn until they receive First Aid	I. Disc 15c 1. Contribute (1 rget you gair (does not Si NPC	Potions, 1 5 Wylding a a free tack). 4

### Balanced Axes

Stone Axe	-1d6	1	2	2nd	Chu Đing 3	Crit Dmg 3	Ammo -	Load 1	Weight 3	Weapon Type & Variations Axe, Primitive.	Acquire f	1
	-100 -1d6+1	3	ے Str x4	2nd	з Ч	3	-	0	3	Axe, Thrown, Primitive.	ш	1
			5-6), Primitiv		7	5	I	U		Axe, Thiown, Frinnive.		
Skull Axe	-1d6+2	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	2	2nd	Ч	3		1	3	Axe, Neph Ivory.	14c	2
JKUIL AXE	-1d6+3	3	ے Str x4	2nd	л 5	3	-	0	J	Axe, Thrown, Neph Ivory.	170	C
			5-6), Primitiv					U		Axe, Thiowh, Neph Ivory.		
)	-1d6+1		2 2	2nd	וני (ב' נוטם 4		iiii ivory)).	1	3	Aug Argenium Edged	12.	2
Pantheon	-1d6+2	1 2		211u 2nd	-	3	-	-	3	Axe, Arcanium Edged. Axe, Thrown, Arcanium Edged.	13c	3
		3 11:6 /[	Str x4		5	3	I	0		Axe, Thrown, Arcanium Eagea.		
		5	5-6), Contribu			Turneralli	Hete Maria			1 (		
							this weapoi	n gains St		1 (does not Stack).	111.	2
Storm Bringer	-1d6+1	1	2	2nd	5	3	-	I	3	Axe, Inf, Alc, Jumping Lightning.	14c	3
	-1d6+2	3	Str x4	2nd	6	3	1	0		Axe, Thrown, Inf, A, Jumping Lightning.		
			5-6), Contribu									
		ighting	<b>Jump</b> (Hit) T				ies not Stac	k).				
rost Wreathe	-1d6+2	1	2	2nd	Ч	3	-	1	3	Axe, Infused, Alchemy, Lingering Cold.	14c	3
	-1d6+3	3	Str x4	2nd	5	3	1	0		Axe, Thrown, Inf, Alch, Lingering Cold.		
			5–6), Contrib						d).			
	Strong Hit: F	rost (Hi	t) This Attac	k gains Da	ngerous T	errain +2 (I	Cold) (Stack	(s).				
)awn Cleave	-1d6	1	2	2nd	3	3	-	1	3	Axe, Infused, Alchemy, Delayed Blast.	15c	3
	-1d6+1	3	Str x4	2nd	Ч	3	1	0		Axe, Thrown, Inf, Alch, Delayed Blast.		
	Linked, Stro	ng Hit (S	5–6), Contribi	ute (1 Potic	ons, 1 Arca	nium), Shie	eld Bash (2)					
	Strong Hit: 🕻	)elayed	Blast (Does	not Req Hi	t) If your I	arget does	not move	at least 3	spaces fi	rom their current location before you	r next Turn	n they
	suffer 8	8 Endur	ance Damage	e (Stacks).								
						•			•			
lloodthirster	-1d6+3	1	2	2nd	Ч	3	-	1	3	Axe, Druidic, Wyld, Spreading Poison.	16c	Ч
Bloodthirster	-1d6+3 -1d6+4	1 3	2 Str x4	2nd 2nd	ч 5	3 3	- 1	1 0	3	Axe, Druidic, Wyld, Spreading Poison. A, Thrown, D, Wyld, Spreading Poison.	16c	4
Bloodthirster	-1d6+4		Str x4	2nd	5	3	•					
Bloodthirster	<b>-1d6+4</b> Linked, Stro	ng Hit (S	<b>Str x4</b> 5-6), Contrib	<b>2nd</b> ute (1 Potic	<b>5</b> ins, 3 Wyli	<b>3</b> ding), Befor	re the start	of your ne	xt Turn: i	A, Thrown, D, Wyld, Spreading Poison.	acter ends	their T
Roodthirster	-1d6+4 Linked, Stroi in a sp	ng Hit (S ace adje	<b>Str x4</b> 5-6), Contrib	2nd ute (1 Potic target yo	<b>5</b> ins, 3 Wyli u gain a fr	<b>3</b> ding), Befor ee Strong	re the start Hit Option a	of your ne gainst the	xt Turn: i m from t	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara	acter ends	their T
Roodthirster	-1d6+4 Linked, Stron in a sp Momentum	ng Hit (S ace adja 1: Your r	<b>Str x4</b> 5-6), Contribu acent to your next Attack w	<b>2nd</b> ute (1 Potic target yo vith this W	<b>5</b> Ins, 3 Wyb U gain a fr Papon gair	<b>3</b> ding), Befor ree Strong is Strong H	re the start Hit Option a lit +1 (does i	of your ne gainst the not Stack)	xt Turn: 1 m from t	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara	acter ends and dealt D	their T Iamage
	-1d6+4 Linked, Stron in a sp Momentum	ng Hit (S ace adja 1: Your r	<b>Str x4</b> 5-6), Contribu acent to your next Attack w	<b>2nd</b> ute (1 Potic target yo vith this W	<b>5</b> Ins, 3 Wyb U gain a fr Papon gair	<b>3</b> ding), Befor ree Strong is Strong H	re the start Hit Option a lit +1 (does i	of your ne gainst the not Stack)	xt Turn: 1 m from t	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them a	acter ends and dealt D	their T Iamage
	-1d6+4 Linked, Stroi in a sp Momentum Strong Hit: S	ng Hit (S ace adja 1: Your r Spreadin	Str x4 5-6), Contribu acent to your next Attack w g Poison (Hit	2nd ute (1 Potic target yo vith this W ) A damag	<b>5</b> Ins, 3 Wyl U gain a fr Reapon gair Ied charac	<b>3</b> ding), Befor ee Strong is Strong H ter takes 3	re the start Hit Option a lit +1 (does i	of your ne gainst the not Stack)	xt Turn: m from t t of their	A, Thrown, D, Wyld, Spreading Poison. if a non-Nephilim or non-druid chara his Weapon (as if you had Hit them a Turn until they receive First Aid (do	acter ends and dealt D es not Stac	their Ti Iamage ck).
	-1d6+4 Linked, Stroi in a sp Momentum Strong Hit: S -1d6-1* -1d6*	ng Hit (S ace adja 1: Your r Spreadin 1 3	Str x4 5-6), Contribu acent to your next Attack w g Poison (Hit 2 Str x4	2nd ute (1 Potic target yo rith this Wi ) A damag 2nd* 2nd*	5 ons, 3 Wyl u gain a fr eapon gair ged charac 5 6	3 ding), Befor ee Strong is Strong H ter takes 3 3 3	re the start Hit Option a lit +1 (does n 3 End Dmg n – 1	of your ne gainst the not Stack) at the star 1 0	xt Turn: 1 m from t t of their 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them a Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire.	acter ends and dealt D es not Stac	their Ti Iamage ck).
ell Blade	-1d6+4 Linked, Stroi in a sp Momentum Strong Hit: S -1d6-1* -1d6*	ng Hit (S ace adja 1: Your r Spreadin 1 3	Str x4 5-6), Contribu acent to your next Attack w g Poison (Hit 2 Str x4	2nd ute (1 Potic target yo rith this Wi ) A damag 2nd* 2nd*	5 ons, 3 Wyl u gain a fr eapon gair ged charac 5 6	3 ding), Befor ee Strong is Strong H ter takes 3 3 3	re the start Hit Option a lit +1 (does n 3 End Dmg n – 1	of your ne gainst the not Stack) at the star 1 0	xt Turn: 1 m from t t of their 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them a Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. h your Ideal Rng.	acter ends and dealt D es not Stac	their T Iamage ck).
lell Blade	-1d6+4 Linked, Stroi in a sp Momentum Strong Hit: S -1d6-1* -1d6* Linked, Stroi	ng Hit (S ace adja 1: Your r Spreadin 1 3 ng Hit (S	Str x4 6-6), Contribu acent to your next Attack w g Poison (Hit 2 Str x4 6-6), Contribu	2nd ute (1 Potic target yo rith this W ) A damag 2nd* 2nd* ute (1 Qual	5 ons, 3 Wyl u gain a fr eapon gair ged charac 5 6 ity, 5 Arca	3 ding), Befor ee Strong H ter takes 3 3 3 nium), Ene 3	re the start Hit Option a lit +1 (does n 3 End Dmg n – 1	of your ne gainst the not Stack) at the star 1 0	xt Turn: m from t t of their <b>3</b> ets withir	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them a Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. hyour Ideal Rng. Axe, Divine Weapon.	acter ends and dealt D es not Stac <b>18c</b>	their Ti Iamage ok). <b>4</b>
lell Blade	-1d6+4 Linked, Stron in a sp Momentum Strong Hit: S -1d6-1* -1d6* Linked, Stron -1d6+1 -1d6+2	ng Hit (S ace adja 1: Your r Spreadin 1 3 ng Hit (S 1 3	Str x4 5-6), Contribu acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4	2nd ute (1 Potici target yo ith this Wi ) A damag 2nd* 2nd* ute (1 Quat 2nd 2nd	5 uns, 3 Wylu u gain a fr eapon gair ied characo 5 6 ity, 5 Arca 5 6	3 ding), Befor ee Strong H ter takes 3 3 3 nium), Ene 3 3 3	re the start Hit Option a lit +1 (does i 3 End Dmg a - 1 rggy, *+1d6 i - 1	of your ne gainst the not Stack) at the star 1 0 4it vs targ 1 0	xt Turn: 1 m from t t of their 3 ets withir 2	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. your Ideal Rng. Axe, Divine Weapon. Axe, Thrown, Divine Weapon.	icter ends l and dealt D es not Stac 18c 20c	their Ti Iamage ok). <b>4</b>
lell Blade Slayer (Vibro Axe)	-1d6+4 Linked, Stroi in a sp Momentum Strong Hit: S -1d6-1* -1d6* Linked, Stroi -1d6+1 -1d6+2 Linked, Stroi	ng Hit (S ace adja 1: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S	Str x4 5-6), Contribu acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu	2nd ute (1 Potic target yo ith this W ) A damag 2nd* 2nd* ute (1 Qual 2nd 2nd ute (1 Price	5 uns, 3 Wylu u gain a fr eapon gair ied characo 5 6 ity, 5 Arca 5 6	3 ding). Befor ee Strong H ter takes 3 3 nium), Ene 3 3 ne Axe), 2	re the start Hit Option a lit +1 (does i B End Dmg i - 1 ergy, *+1d6 i - 1 Quality, 5 A	of your ne gainst the not Stack) at the star 1 0 4it vs targ 1 0 vrcanium),	xt Turn: i m from t t of their 3 ets withir 2 When yo	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. Axe, Divine Weapon. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. u Hit with this Weapon you gain +1 Mo	icter ends i and dealt D es not Stac 18c 20c omentum.	their T Iamage ck). 4
lell Blade Slayer (Vibro Axe)	-1d6+4 Linked, Stroi in a sp Momentum Strong Hit: S -1d6-1* -1d6* Linked, Stroi -1d6+2 Linked, Stroi -1d6	ng Hit (S ace adja I: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S	Str x4 5-6), Contribu acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2	2nd ute (1 Potic target yo ith this Wi ) A damag 2nd* 2nd* 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd	5 suns, 3 Wyl u gain a fr eapon gair ged charac 5 6 ity, 5 Arcea 5 6 eless (Divin 7	3 ding), Befor ee Strong s Strong H ter takes 3 3 nium), Ene 3 3 ne Axe), 2 2*	re the start Hit Option a lit +1 (does n 3 End Dmg a - 1 rgy, *+1d6 1 - 1 Quality, 5 A	of your ne gainst the not Stack) at the star 1 0 Hit vs targ 1 0 urcanium). 1	xt Turn: i m from t t of their 3 ets withir 2 When yo	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them a Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. h your Ideal Rng. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. u Hit with this Weapon you gain +1 Mo Axe, Massive Bite.	icter ends l and dealt D es not Stac 18c 20c	their T lamage ck). 4 5
iell Blade ilayer (Vibro Axe)	-1d6+4 Linked, Stroi in a sp Momentum Strong Hit: S -1d6-1* -1d6* Linked, Stroi -1d6+1 -1d6+2 Linked, Stroi -1d6	ng Hit (S ace adja 1: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 3	Str x4 5-6), Contribu acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4	2nd ute (1 Potic target yo rith this Wi ) A damag 2nd* 2nd* 2nd ute (1 Oual 2nd 2nd 2nd 2nd 2nd 1st 1st	5 uns, 3 Wyl u gain a fr eapon gair ged characo 5 6 ity, 5 Arca 5 6 eless (Divin 7 8	3 ding), Befor ee Strong H ter takes 3 3 nium), Ene 3 3 nium), Ene 3 3 ne Axe), 2 2* 2*	re the start Hit Option a lit +1 (does n 3 End Dmg o - 1 ergy, *+1d6 1 - 1 Quality, 5 A - 1	of your ne gainst the not Stack) at the star 1 0 4lit vs targ 1 0 xrcanium), 1 0	xt Turn: i m from t t of their 3 ets withir 2 When yo	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. Axe, Divine Weapon. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. u Hit with this Weapon you gain +1 Mo	icter ends i and dealt D es not Stac 18c 20c omentum.	their T lamage ck). 4 5
lell Blade ilayer (Vibro Axe) Yowerful Bite	-1d6+4 Linked, Stron in a sp Momentum Strong Hit: 5 -1d6-1* -1d6-1* Linked, Stron -1d6+1 Linked, Stron -1d6+1 Linked, Stron	ng Hit (S ace adja 1: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S	Str x4 5-6), Contribu acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4 5-6), Notural.	2nd target yo ith this Wi A damage 2nd* 2nd* 2nd* 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd	5 uns, 3 Wyl u gain a fr eapon gair ged characd 5 6 ity, 5 Arca 5 6 eless (Divin 7 8 mmg vs ch	3 ding), Befor ee Strong H ter takes 3 3 nium), Ene 3 3 nium), Ene 3 a nium), Ene 2 2 2 2 2 2 2 2 2 2	re the start Hit Option a lit +1 (does n 3 End Dmg o - 1 ergy, *+1d6 1 - 1 Quality, 5 A - 1	of your ne gainst the not Stack) at the star 1 0 Hit vs targ 1 0 urcanium), 1 0 urcanium), 1 0	xt Turn: i m from t t of their 3 ets withir 2 When yo 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. your Ideal Rng. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. u Hit with this Weapon you gain +1 Me Axe, Massive Bite. Axe, Thrown, Massive Bite.	and dealt D es not Stac 18c 20c pmentum. NPC	their T lamage 4 5 2
Iell Blade Ilayer (Vibro Axe) Iowerful Bite	-1d6+4 Linked, Stron in a sp Momentum Strong Hit: S -1d6-1* -1d6+1 -1d6+1 -1d6+2 Linked, Stron -1d6+1 Linked, Stron -1d6+1 Linked, Stron -1d6-1	ng Hit (S ace adja I: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 1 3 1	Str x4 5-6), Contribu- acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Natural, 2	2nd ute (1 Potic target yo vith this Wi A damage 2nd* 2nd* 2nd* 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd	5 ans, 3 Wyl u gain a fr eapon gair ged charac 5 6 ity, 5 Arca 5 6 eless (Divin 7 8 img vs ch 3	3 ding). Befor ee Strong H ter takes 3 3 nium). Ene 3 3 ne Axe), 2 2* 2* 2* 3	re the start Hit Option a lit +1 (does a B End Dmg a - 1 ergy, *+1d6 a - 1 Quality, 5 A - 1 th O Endura -	of your ne gainst the not Stack) at the star 1 0 Hit vs targ 1 0 urcanium). 1 0 nce. 1	xt Turn: i m from t t of their 3 ets withir 2 When yo	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. your Ideal Rng. Axe, Divine Weapon. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. u Hit with this Weapon you gain +1 Mo Axe, Massive Bite. Axe, Thrown, Massive Bite. Axe, Steel.	icter ends i and dealt D es not Stac 18c 20c omentum.	their T lamage ck). 4 5
Iell Blade Ilayer (Vibro Axe) Iowerful Bite	-1d6+4 Linked, Stron in a sp Momentum Strong Hit: S -1d6-1* -1d6* Linked, Stron -1d6+1 Linked, Stron -1d6+1 Linked, Stron -1d6-1 -1d6-1 -1d6-1 -1d6	ng Hit (S ace adji I: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 1 3 3 1 3	Str x4 5-6), Contribu- acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4	2nd ute (1 Potic target yo ith this Wi A damage 2nd* 2nd* ute (1 Qual 2nd 2nd 2nd 1st 1st *+1 Crit E 2nd 2nd	5 uns, 3 Wyl u gain a fr eapon gair ied characo 5 6 ity, 5 Arca 5 6 eless (Divin 7 8 img vs ch 3 4	3 ding). Befor ee Strong H ter takes 3 3 nium). Ene 3 3 ne Axe), 2 2* 2* 2* 2* 3 3 3	re the start Hit Option a lit +1 (does n 3 End Dmg o - 1 ergy, *+1d6 1 - 1 Quality, 5 A - 1	of your ne gainst the not Stack) at the star 1 0 Hit vs targ 1 0 urcanium), 1 0 urcanium), 1 0	xt Turn: i m from t t of their 3 ets withir 2 When yo 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. your Ideal Rng. Axe, Divine Weapon. Axe, Divine Weapon. Utit with this Weapon you gain +1 Me Axe, Massive Bite. Axe, Thrown, Massive Bite.	and dealt D es not Stac 18c 20c pmentum. NPC	their T lamage kk). 4 5 2
lell Blade ilayer (Vibro Axe) iowerful Bite liner's Pick	-1d6+4 Linked, Stron in a sp Momentum Strong Hit: S -1d6-1* -1d6-8 Linked, Stron -1d6+1 -1d6+2 Linked, Stron -1d6+1 Linked, Stron -1d6-1 -1d6	ng Hit (S ace adji 1: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S	Str x4 5-6), Contribu- acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4 5-6), Natural 2 Str x4 5-6), Pen 1 m	2nd ute (1 Potici target yo ith this Wi A damage 2nd* 2nd* Ute (1 Qual 2nd 2nd 2nd 1st 1st *+1 Crit D 2nd 2nd in 2, Modi	5 uns, 3 Wylu u gain a fr eapon gair ged characo 5 6 ity, 5 Arcca 5 6 eless (Divin 7 8 mg vs ch 3 4 Higher Sch 1 4 fication: P	3 ding). Befor ee Strong H ter takes 3 3 nium). Ene 3 3 ne Axe). 2 2* 2* 2* 2* 3 3 ck.	re the start Hit Option a lit +1 (does a B End Dmg a - 1 ergy, *+1d6 a - 1 Quality, 5 A - 1 th O Endura -	of your ne gainst the not Stack) at the star 1 0 Hit vs targ 1 0 urcanium). 1 0 nce. 1	xt Turn: m from t t of their 2 When you 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. h your Ideat Rng. Axe, Divine Weapon. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. u Hit with this Weapon you gain +1 Mo Axe, Massive Bite. Axe, Thrown, Massive Bite. Axe, Steel. Axe, Thrown, Steel.	acter ends l and dealt D es not Stac 18c 20c omentum. NPC 2x 12t	their T their T their T their T their T their T their
lell Blade ilayer (Vibro Axe) iowerful Bite liner's Pick	-1d6+4 Linked, Stroi in a sp Momentum Strong Hit: S -1d6-1* -1d6+1 -1d6+1 -1d6+2 Linked, Stroi -1d6 -1d6+1 Linked, Stroi -1d6-1 -1d6	ng Hit (S ace adji 1: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 1 3 1 3 1 3 1 3 1 3 1 3 1 3 1 3 1	Str x4 5-6), Contribu- acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Natural, 2 Str x4 5-6), Pen 1 m 1	2nd ute (1 Potici target yo ith this Wi A damage 2nd* 2nd* 2nd* 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd	5 u gain a fi eapon gair jed characo 5 6 ity, 5 Arca 5 6 eless (Divin 7 8 img vs ch 3 4 fication: P 7	3 ding), Befor ee Strong H ter takes 3 3 nium), Ene 3 3 nium), Ene 3 3 ee Axe), 2 2* 2* 2* 2* 2* 3 3 ck. 3	re the start Hit Option a lit +1 (does n 3 End Dmg o - 1 ergy, *+1d6 1 - 1 Ouality, 5 A - 1 Uuality, 5 A - 1 th O Endura - 1	of your ne gainst the not Stack) at the star 1 0 dit vs targ 1 0 urcanium), 1 0 nce. 1 0	xt Turn: i m from t t of their 3 ets withir 2 When yo 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them a Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. h your Ideat Rng. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. U Hit with this Weapon you gain +1 Mo Axe, Massive Bite. Axe, Thrown, Massive Bite. Axe, Thrown, Steel. Axe, Steel. Axe, Steel.	and dealt D es not Stac 18c 20c pmentum. NPC	their T lamage 4 5 2
lell Blade ilayer (Vibro Axe) iowerful Bite liner's Pick	-1d6+4 Linked, Stron In a sp Momentum Strong Hit: 5 -1d6-1* -1d6-8 Linked, Stron -1d6+1 -1d6+2 Linked, Stron -1d6+1 Linked, Stron -1d6-1 -1d6 Linked, Stron -1d6-1 -1d6	ng Hit (S ace adja I: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3	Str x4 5-6), Contribu- acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4 5-6), Natural. 2 Str x4 5-6), Pen 1 m 1 Str x4 -1	2nd ute (1 Potic target yo ith this Wi A damage 2nd* 2nd* 2nd* 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd	5 uns, 3 Wyl u gain a fr eapon gair ged charac 5 6 ity, 5 Arca 5 6 eless (Divir 7 8 mg vs ch 3 4 fication: P 7 8	3 ding). Befor ee Strong H ter takes 3 3 nium). Ene 3 3 ne Axe). 2 2* 2* 2* 2* 3 3 ck.	re the start Hit Option a lit +1 (does a B End Dmg a - 1 ergy, *+1d6 a - 1 Quality, 5 A - 1 th O Endura -	of your ne gainst the not Stack) at the star 1 0 Hit vs targ 1 0 urcanium). 1 0 nce. 1	xt Turn: m from t t of their 2 When you 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. h your Ideat Rng. Axe, Divine Weapon. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. u Hit with this Weapon you gain +1 Mo Axe, Massive Bite. Axe, Thrown, Massive Bite. Axe, Steel. Axe, Thrown, Steel.	acter ends l and dealt D es not Stac 18c 20c omentum. NPC 2x 12t	their T lamagu 4 5 2 2
lell Blade Slayer (Vibro Axe) Powerful Bite Iiner's Pick	-1d6+4 Linked, Stron in a sp Momentum Strong Hit: S -1d6-1* -1d6*1 -1d6*1 -1d6+2 Linked, Stron -1d6+1 Linked, Stron -1d6-1 -1d6 Linked, Stron -1d6-1 -1d6 Linked, Stron -1d6+4 -1d6+5 Linked, Stron	ng Hit (S ace adja I: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S	Str x4 5-6), Contribu- acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4 5-6), Natural. 2 Str x4 5-6), Pen 1 m 1 Str x4 -1 5-6), Modifica	2nd target yo ith this Wi A damage 2nd* 2nd* 2nd 2nd 2nd 2nd 2nd 2nd 2nd 1st 1st **1 Crit D 2nd in 2, Modi 1st 1st 1st 1st 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd	5 u gain a fri papon gair yed characo 5 6 ity, 5 Arca 5 6 eless (Divin 7 8 8 mg vs ch 3 4 fication: P 7 8 Wield.	3 ding). Befor ee Strong H ter takes 3 3 nium). Ene 3 3 nium). Ene 3 3 ne Axe). 2 2* 2* 2* 2* 2* 2* 3 3 ck. 3	re the start Hit Option a lit +1 (does n 3 End Dmg o - 1 ergy, *+1d6 1 - 1 Ouality, 5 A - 1 Uuality, 5 A - 1 th O Endura - 1	of your ne gainst the not Stack) at the star 1 0 Hit vs targ 1 0 urcanium), 1 0 nce. 1 0 1 0	xt Turn: i m from t t of their 2 When yo 3 3 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. your Ideal Rng. Axe, Divine Weapon. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. U Hit with this Weapon you gain +1 Me Axe, Massive Bite. Axe, Thrown, Massive Bite. Axe, Steel. Axe, Steel. Axe, Steel. Axe, Thrown, Steel.	and dealt D es not Stac 18c 20c 20c 0mentum. NPC 2x 12t 12t, 2Kn	their T lamage 4 5 2 2 2 3
lell Blade Glayer (Vibro Axe) Powerful Bite Iner's Pick	-1d6+4 Linked, Strou in a sp Momentum Strong Hit: S -1d6-1* -1d6*1 -1d6*2 Linked, Strou -1d6+1 Linked, Strou -1d6-1 -1d6 Linked, Strou -1d6-1 -1d6 Linked, Strou -1d6+4 -1d6+5 Linked, Strou	ng Hit (S ace adja I: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3	Str x4 5-6), Contribu- acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4 5-6), Natural, 2 Str x4 5-6), Pen 1 m 1 Str x4 -1 5-6), Modifica 2	2nd ute (1 Potic target yo ith this Wi A damage 2nd* 2nd* 2nd* 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd	5 uns, 3 Wyl u gain a fr eapon gair ged charac 5 6 ity, 5 Arca 5 6 eless (Divir 7 8 mg vs ch 3 4 fication: P 7 8	3 ding), Befor ee Strong H ter takes 3 3 nium), Ene 3 3 nium), Ene 3 3 ee Axe), 2 2* 2* 2* 2* 2* 3 3 ck. 3	re the start Hit Option a lit +1 (does n 3 End Dmg o - 1 ergy, *+1d6 1 - 1 Ouality, 5 A - 1 Uuality, 5 A - 1 th O Endura - 1	of your ne gainst the not Stack) at the star 1 0 dit vs targ 1 0 urcanium), 1 0 nce. 1 0	xt Turn: m from t t of their 3 ets withir 2 When you 3 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. your Ideal Rng. Axe, Divine Weapon. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. U Hit with this Weapon you gain +1 Mo Axe, Massive Bite. Axe, Massive Bite. Axe, Thrown, Massive Bite. Axe, Thrown, Steel. Axe, Steel. Axe, Thrown, Steel. Axe, Steel. Axe, Steel. Axe, Steel.	acter ends l and dealt D es not Stac 18c 20c omentum. NPC 2x 12t	their T lamagu 4 5 2 2
Bloodthirster Hell Blade Slayer (Vibro Axe) Powerful Bite Miner's Pick Dual Doloires	-1d6+4 Linked, Stron in a sp Momentum Strong Hit: S -1d6-1* -1d6*1 -1d6*1 -1d6+2 Linked, Stron -1d6+1 Linked, Stron -1d6-1 -1d6 Linked, Stron -1d6-1 -1d6 Linked, Stron -1d6+4 -1d6+5 Linked, Stron	ng Hit (S ace adja I: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S	Str x4 5-6), Contribu- acent to your next Attack w g Poison (Hit 2 Str x4 5-6), Contribu 2 Str x4 5-6), Contribu 2 Str x4 5-6), Natural. 2 Str x4 5-6), Pen 1 m 1 Str x4 -1 5-6), Modifica	2nd target yo ith this Wi A damage 2nd* 2nd* 2nd 2nd 2nd 2nd 2nd 2nd 2nd 1st 1st **1 Crit D 2nd in 2, Modi 1st 1st 1st 1st 2nd 2nd 2nd 2nd 2nd 2nd 2nd 2nd	5 u gain a fri papon gair yed characo 5 6 ity, 5 Arca 5 6 eless (Divin 7 8 8 mg vs ch 3 4 fication: P 7 8 Wield.	3 ding). Befor ee Strong H ter takes 3 3 nium). Ene 3 3 nium). Ene 3 3 ne Axe). 2 2* 2* 2* 2* 2* 2* 3 3 ck. 3	re the start Hit Option a lit +1 (does n 3 End Dmg o - 1 ergy, *+1d6 1 - 1 Quality, 5 A - 1 th O Endura - 1 - 1	of your ne gainst the not Stack) at the star 1 0 Hit vs targ 1 0 urcanium), 1 0 nce. 1 0 1 0	xt Turn: i m from t t of their 2 When yo 3 3 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. your Ideal Rng. Axe, Divine Weapon. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. U Hit with this Weapon you gain +1 Me Axe, Massive Bite. Axe, Thrown, Massive Bite. Axe, Steel. Axe, Steel. Axe, Steel. Axe, Thrown, Steel.	and dealt D es not Stac 18c 20c 20c 0mentum. NPC 2x 12t 12t, 2Kn	their T lamage kk). 4 5 2 2 2 2 3
Hell Blade Slayer (Vibro Axe) Powerful Bite Ainer's Pick Dual Doloires	-1d6+4 Linked, Strou in a sp Momentum Strong Hit: S -1d6-1* -1d6*1 -1d6*2 Linked, Strou -1d6+1 Linked, Strou -1d6-1 -1d6 Linked, Strou -1d6-1 -1d6 Linked, Strou -1d6+4 -1d6+5 Linked, Strou	ng Hit (S ace adji 1: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 1 3	Str x4 5-6), Contribu- acent to your lext Attack w g Poison (Hit 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Pon 1 m 1 Str x4 -1 5-6), Modifica 2 Str x4	2nd ute (1 Potic target yo ith this Wi A damage 2nd* 2nd* ute (1 Oual 2nd 2nd 2nd 1st 1st **1 Crit D 2nd 2nd in 2. Modi 1st 1st 1st 1st 1st 1st	5 u gain a fr papon gain jed charac 5 6 ity, 5 Arca 5 6 eless (Divin 7 8 ity, 5 Arca 5 6 10 10 10 10 10 10 10 10 10 10	3 ding). Befor ee Strong H ter takes 3 3 nium). Ene 3 3 ne Axe). 2 2* 2* 2* 2* 3 3 ck. 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	re the start Hit Option a lit +1 (does n 3 End Dmg o - 1 ergy, *+1d6 1 - 1 Quality, 5 A - 1 th O Endura - 1 - 1 - 1	of your ne gainst the not Stack) at the star 1 0 Hit vs targ 1 0 urcanium). 1 0 nce. 1 0 1 0	xt Turn: i m from t t of their 2 When yo 3 3 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. your Ideal Rng. Axe, Divine Weapon. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. U Hit with this Weapon you gain +1 Mo Axe, Massive Bite. Axe, Massive Bite. Axe, Thrown, Massive Bite. Axe, Thrown, Steel. Axe, Steel. Axe, Thrown, Steel. Axe, Steel. Axe, Steel. Axe, Steel.	and dealt D es not Stac 18c 20c 20c 0mentum. NPC 2x 12t 12t, 2Kn	their T lamage kk). 4 5 2 2 2 2 3
lell Blade Slayer (Vibro Axe) Powerful Bite Iiner's Pick	-1d6+4 Linked, Strou in a sp Momentum Strong Hit: S -1d6-1* -1d6* Linked, Strou -1d6+1 -1d6+2 Linked, Strou -1d6+1 Linked, Strou -1d6-1 -1d6 Linked, Strou -1d6+4 -1d6+5 Linked, Strou -1d6+1 -1d6+1 -1d6+1 -1d6+1 -1d6+2	ng Hit (S ace adji 1: Your r Spreadin 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 ng Hit (S 1 3 1 3	Str x4 5-6), Contribu- acent to your lext Attack w g Poison (Hit 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Contribu- 2 Str x4 5-6), Pon 1 m 1 Str x4 -1 5-6), Modifica 2 Str x4	2nd ute (1 Potic target yo ith this Wi A damage 2nd* 2nd* ute (1 Oual 2nd 2nd 2nd 1st 1st **1 Crit D 2nd 2nd in 2. Modi 1st 1st 1st 1st 1st 1st	5 u gain a fr papon gain jed charac 5 6 ity, 5 Arca 5 6 eless (Divin 7 8 ity, 5 Arca 5 6 10 10 10 10 10 10 10 10 10 10	3 ding). Befor ee Strong H ter takes 3 3 nium). Ene 3 3 ne Axe). 2 2* 2* 2* 2* 3 3 ck. 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3 3	re the start Hit Option a lit +1 (does n 3 End Dmg o - 1 ergy, *+1d6 1 - 1 Quality, 5 A - 1 th O Endura - 1 - 1 - 1	of your ne gainst the not Stack) at the star 1 0 Hit vs targ 1 0 urcanium). 1 0 nce. 1 0 1 0	xt Turn: i m from t t of their 2 When yo 3 3 3	A, Thrown, D, Wyld, Spreading Poison. If a non-Nephilim or non-druid chara his Weapon (as if you had Hit them of Turn until they receive First Aid (do Axe, Divine Fire. Axe, Thrown, Divine Fire. your Ideal Rng. Axe, Divine Weapon. Axe, Divine Weapon. Axe, Thrown, Divine Weapon. U Hit with this Weapon you gain +1 Mo Axe, Massive Bite. Axe, Massive Bite. Axe, Thrown, Massive Bite. Axe, Thrown, Steel. Axe, Steel. Axe, Thrown, Steel. Axe, Steel. Axe, Steel. Axe, Steel.	and dealt D es not Stac 18c 20c 20c 0mentum. NPC 2x 12t 12t, 2Kn	their T lamage kk). 4 5 2 2 2 2 3

## Battle Axes

Weapons Scrap Axe	Hit -1d6-1	Rng 1	2	2nd	End Dmg 3	3	Ammo	Load 1	weight	Weapon Type & Variations Axe, Primitive.	Acquire R	
Julian Line	Strong Hit (5-			LIIU	5	5	_	I		Axe, Friinitive.	ш	U
	-1d6-3	]	2	2nd	2	3	_	1	Ч	Axe, Primitive.		
	Strong Hit (5-					5		I	I	/ixe, i fillindive.		
Iron Leaf Glaive	-1d6+1	1	2	2nd	4 uouurg.	3	-	1	Ч	Axe, Neph Ivory.	12t, 14c	2
	Strong Hit (5-									rike, hepri riorg.	123, 110	-
	-1d6-3	1	2	2nd	]	3	_	1		Axe, Primitive.		
	Strong Hit (5-	-6). Prim			dification:							
Splitter	-1d6	1	2	2nd	5	3	-	1	4	Axe, Steel.	17c	Ч
	Strong Hit (5-	-6).										
	-1d6-2	1	2	2nd	ч	2	-	1		Axe, Inf, Alchemy, Corrosive Acid.		
	Strong Hit (5-	-6), Cont <sup>,</sup>										
	5						ad and Bod	y Armour	by 1 (mir	n 2) until they make a Spare Time F	Ioll of 12t (S	Stacks)
Muncher	-1d6	1	2	2nd	5	3	-	1	4	Axe, Steel.	17c	Ч
	Strong Hit (5-	-6).										
	-1d6	1	2	2nd	2	3	-	1		Axe, Infused, Alchemy, Acrid Poison.		
	Strong Hit (5-	-6), Cont	ribute (1 P	otions, 1 Ar			Terrain 1 (Po	ison).		J		
									r Turn un	til they receive First Aid (does not S	Stack).	
Rime	-1d6	1	2	2nd	5	3	-	1	Ч	Axe, Steel.	17c	Ч
	Strong Hit (5-	-6).										
	-1d6-1	1	2	2nd	3	2	-	1		Axe, Infused, Alchemy, Flash Freeze.		
	Strong Hit (5-	-6), Cont <sup>,</sup>	ribute (1 P	otions, 1 Ar			Terrain 1 (Co	old), Splas	h 1.	J. J		
	Strong Hit: Fre											
Duskmourn	-1d6	1	2	2nd	5	3	-	1	Ч	Axe, Steel.	17c	Ч
	Strong Hit (5-	-6).										
	-1d6	1	2	2nd	Ч	2	-	1		Axe, Infused, Alchemy, Vortex.		
	Strong Hit (4–	-6), Conti	ribute (1 P	otions, 1 Ar	canium).							
	Strong Hit: Ma	assive Vo	rtex (Hit)	All non-Hu	ge damage	d characte	rs become	Tripped.				
Pincer	-1d6-1	1	2	2nd	3	3	-	1	Ч	Axe, Inf, Alchemy, Delayed Blast.	18t	5
	Strong Hit (5–	-6), Contr	ribute (1 P	otions, 1 Ar	rcanium), Sh	nield Bash	(2).					
	Strong Hit: De	ayed Bl	ast (Does	not Req Hi	t) If your ta	rget does	not move a	at least 3	spaces fr	om their current location before you	ır next Turn	they
	suffer 8	Enduran	ce Damag	e (Stacks).								
	-1d6	1	2	2nd	4	3	-	1		Axe, Inf, Alchemy, Agonising Poison.		
	Strong Hit (5–	-6), Contr	ribute (1 P	otions, 1 Ar	rcanium), Da	angerous 1	Terrain 3 (P	oison).				
	Strong Hit: <b>Ag</b>	jonise (H	it) All dan	naged char	acters suffe	er –1 Move	ment, Reco	very and	Defence i	intil the end of their next Turn (Stac	ks).	
Nature's Wrath	-1d6-1	1	2	2nd	3	3	-	1	Ч	Axe, Primitive.	16c	Ч
	Strong Hit (5-	-6), Prim	itive.									
	-1d6	1	2	2nd	3	3	-	1		Axe, Druidic, Wyld, Entangle.		
	Strong Hit (5-	-6), Contr	ribute (1 P	otions, 3 W	/ylding).							
	Momentum 1:	Your nex	t Attack	with this W	eapon gains	Strong Hi	t +1 (does r	not Stack)				
	Strong Hit: Ent	tangle (H	it) All dan	naged char	acters beco	me Ensnar	ed (14) and	have their	r Moveme	nt reduced by 2 until the start of you	r next Turn	(Stack
	146.1	1	2	2nd	Ч	3	-	1	4	Axe, Neph Ivory.	NPC	Ч
Tail Spine & Claws	-1d6+1			ivo Modifio	ation: (Natu	ral).						
Tail Spine & Claws	Strong Hit (5-	-6), Natur	ral, Primit	ive, mouric								
Tail Spine & Claws		-6), Natur 1	ral, Primit 1	lst	9	2*	-	2		Axe, Massive Bite.		
Tail Spine & Claws	Strong Hit (5- -1d6+2	1	1	lst	9		<del>-</del> Iurance, Op		al, Require	Axe, Massive Bite. 28 1 additional Hand), Modification: D	ual Wield.	
Tail Spine & Claws Battle Axe	Strong Hit (5- -1d6+2	1	1	lst	9		- Iurance, Op -		al, Require <b>4</b>		ual Wield. 13t	3
	Strong Hit (5- <b>-1d6+2</b> Strong Hit (5-	1 -6), Natur 1	<b>1</b> ral, *+1 Cr	<b>lst</b> it Dmg vs	9 characters	with O End	lurance, Op -			es 1 additional Hand), <b>Modification</b> : D		3

### Massive Axes

Weapons	Hit	Rng			End Dmg		Ammo	Load	Weight	1 51	Acquire F	
Huge Cleaver	-1d6-3	1	2	2nd	5	4	-	2	5	Axe, Primitive.	12t	2
		eld Bash (2										
ncisor Axe	-1d6-1	1	2	2nd	6	4	-	2	5	Axe, Neph Ivory.	15c	3
	-	eld Bash (2	*				Quality (G					
xecutioner	-1d6-2	1	2	2nd	7	4	-	2	5	Axe, Arcanium Edged.	14c	4
		eld Bash (2										
		: Unleash P					this Weapo		rong Hit +	+1 (does not Stack).		
.ava Axe	-1d6-3	1	2	2nd	7	4	-	2	5	Axe, Infused, Alchemy, Searing Flame.	15c	4
	-	eld Bash (2	-									
	Strong Hit	: Sear Flest	n (Hit) All d	lamaged o	characters s	suffer –1 De	efence unti	l the end o	of Comba	t (Stacks).		
Surge	-1d6-2	1	2	2nd	6	Ч	-	2	5	Axe, Inf, Alchemy, Jumping Lightning.	15c	Ч
	Large, Shi	eld Bash (2	?), Strong H	it (5–6), C	ontribute (1	Potions, 1	Arcanium)	, Energy.				
	Strong Hit	: Lighting J	ump (Hit) T	his Attacl	k gains Spl	ash +2 (do	es not Stad	ck).				
Chomp	-1d6-1	1	2	2nd	8	4	-	2	5	Axe, Infused, Alchemy, Creeping Acid.	16c	Ч
	Large, Shi	eld Bash (2	?), Strong H	it (5–6), C	ontribute (1	Potions, 1	Arcanium)	, Burn.				
	Strong Hit	Acid Pools	s (Hit) This	Attack ga	ins Danger	ous Terrain	+4 (Acid F	Pool) (Stack	ks).			
imbulvetr	-1d6-3	1	2	2nd	5	3	-	2	5	Axe, Infused, Alchemy, Flash Freeze.	17c	Ч
	Large, Shi	eld Bash (2	?), Strong H	it (5-6), C	ontribute (1	Potions, 1	Arcanium)	, Dangerous	s Terrain	1 (Cold), Splash 1.		
	Strong Hit	Freeze (Hi	t) All dama	aged chara	acters beco	me Suppre	ssed.					
rasscutter	-1d6-2	1	2	2nd	6	3	-	2	5	Axe, Infused, Alchemy, Vortex.	17c	Ч
	Large, Shi	eld Bash (2	?), Strong H	it (4-6), C	ontribute (1	Potions, 1	Arcanium)					
	Strong Hit	Massive V	ortex (Hit) /	All non-Hi	uge damage	ed characte	ers become	e Tripped.				
lope's Bane	-1d6-3	1	2	2nd	5	4	-	2	5	Axe, Inf, Alchemy, Delayed Blast.	16c	Ч
	Large, Shi	eld Bash (4	I), Strong H	it (5-6), C	ontribute (1	Potions, 1	Arcanium)					
	Strong Hit	Delayed B	last (Does	not Reg H	lit) If your t	arget does	not move	at least 3	spaces fi	rom their current location before you	r next Turn	they
		r 8 Endurar				-				-		-
Burst Blade	-1d6-2	1	2	2nd	6	3	-	2	5	Axe, Inf, Alchemy, Shrapnel Shards.	15c	Ч
	Large, Shi	eld Bash (2	?), Strong H	it (5-6), C	ontribute (1	Potions, 1	Arcanium)	, Splash 2.				
		Shrapnel										
/iper's Axe	-1d6	1	2	2nd	6	4	-	2	5	Axe, Dru, Wyld, Spreading Poison.	17c	5
	Large, Shi	eld Bash (2			ontribute (1	Potions. 3	Wuldina).			your next Turn: if a non-Nephilim or	non-druid a	harac
										inst them from this Weapon (as if you		
		Damage).	F	,	55	) 5 5				···· ··· ··· ··· ··· ··· ··· ··· ··· ·		
		<b>n 1</b> : Your ne	ext Attack w	vith this W	leanon dain	s Strong H	it +1 (dnes	not Stack)				
										Turn until they receive First Aid (do	les not Star	k)
Arcane Axe										Axe. Divine Fire.		5
										vs targets within your Ideal Rng.	150	Ũ
Grag's Earth Splitter	-1d6-2	]	2	2nd	7	4 4	-	2	4	Axe, Divine Weapon.	21t	6
ago cura opace										im), When you Hit with this Weapon yo		
luge Mouth	-1d6-3	etu Dasii (2, ]	2, Subily hit	lst	9	3*	-	2 ubality, .	5 Alcanic 5		NPC	3 Jinenco
ioge mooth		ı eld Bash (2									NI C	5
	–1d6–3	ela bash (2 ]	2), Strong H	2nd	1aturat, **1	unic umg v 4	s characle	rs with U E	nourance 5		12t, 13t	3
Guandao			-			·		C	Э	Axe, Steel.	ובו, וגו	3
aababar Ava		eld Bash (2 1			rodification: 7			2	c	Ave Steel	101 101	2
ochaber Axe	-1d6-3	) ald Daah (E	2 1) Chrone II	2nd		4	-	2	6	Axe, Steel.	12t, 13t	3
		eld Bash (5						ĉ	-		10'	•
ledburgh Axe	-1d6-2	1	2	2nd	7	4	-	2	5	Axe, Steel.	13t	3
	Large Shi	eld Bash (2	<ol> <li>Strong H</li> </ol>	it (5–6)								

Large, Shield Bash (2), Strong Hit (5–6).

## Warhammers & Warmaces

Stone Hammer	Hit Rng +0 1	2	2nd	End Dmg Crit	3 -				apon Type & Variations nmer, Primitive.	Acquire R	2
	Shield Bash (3), F		LIIU	5	J				inner, r innitive.	пс	Ľ
Frozen Mallet	-1 1	2	2nd	3	1.	_	1 3	3 Han	nmer, Braz, Alchemy, Flash Freeze.	15t	3
	Shield Bash (3), Y				ipon gains S	Strona Hit +			1 (Cold), Splash 1.		
	Strong Hit: Freeze										
Wail	+0 1	2	2nd	4	] .	-	1 3	3 Har	nmer, Brazier, Alchemy, Vortex.	15t	3
	Shield Bash (3), Y			ı with this Wea	ipon dains S	Strona Hit 7					
	Strong Hit: Massiv				1 5	5	5				
Boom	+0 1	2	2nd	4	1 .	_	1 3	3 Han	nmer, B, Alchemy, Shrapnel Shards.	13t	3
	Shield Bash (3), Y			with this Wea	ipon gains S	Strona Hit +			J. 1		
	Strong Hit: Shrapr					5					
Hunter	+0 ]	2	2nd	5	0 -	-	1 3	3 Har	nmer, Brazier, Alchemy, Marker.	13t	2
	Shield Bash (1), Yo			with this Wear	oon dains St	trona Hit +			•		_
									end of Combat (Stacks).		
Lava Hammer	-] ]	2	2nd	б	3 -				nmer, Inf, Alchemy, Searing Flame.	13c	3
	Shield Bash (3), C			canium) Energ	-					100	Ũ
	Strong Hit: Sear F						end of Con	nhat (Sta	cks)		
Munch	+] ]	2	2nd	7	3 .	-			nmer, Inf, Alchemy, Creeping Acid.	14c	3
	Shield Bash (3), (			canium) Burn	0			5 10	inter, ini, radiering, diceping radi.	110	0
	Strong Hit: Acid P				Terrain +4 (	Acid Pool)	(Stacks)				
Frostbite	+] ]	2	2nd	5	3 -		1 3	3 Har	nmer, Inf, Alc, Lingering Cold.	13c	3
TUSUDICE	Shield Bash (3), C				-	n 2 (Cold)		5 1101	inner, ini, Alo, Lingering Cold.	100	J
	Strong Hit: Frost (										
Infected Wyldwood	-] ]	2	2nd	6	3 -		1 3	3 Har	nmer, Druidic, Wyld, Blight.	15c	4
meeted wytawood	Shield Bash (3), C			-	5			5 1101	niner, brolaic, wyta, blight.	100	
	Momentum 1: You			5 5	rong Hit +1 (	(doos not '	Stack)				
								c a Phue	ical or Resolve Skill Roll of 14. A	After failing	hic r
									no longer need to make Skill Ro		
Sanguine Mace	+0 1	2	2nd	6	3 -			5	nmer, Druidic, Wyld, Thorns.	17c	4
				-	5			5 1101	niner, brolaic, wyta, morns.	in c	
	Shiold Bach (3) (	ontributo (1 F									4
	Shield Bash (3), C Momentum 1: Your			5 5	rong Hit +1 (	door not	Stack)				4
	Momentum 1: Your	r next Attack	with this We	eapon gains St				ndoro (1d	3) Attribute at the start of their	poyt Turp I	
	Momentum 1: You Strong Hit: Grow T	r next Attack Thorns (Hit) A	with this We damaged c	eapon gains St haracter suffer				ndom (1d	3) Attribute at the start of their	next Turn u	
Touch of Nonh	Momentum 1: You Strong Hit: Grow T they receive	r next Attack <b>Thorns</b> (Hit) A First Aid befi	with this We damaged c orehand (doe	eapon gains St haracter suffer es not Stack).	rs 1 Damage		our) to a rar				Inles
1	Momentum 1: Your Strong Hit: Grow T they receive -2* 1	r next Attack Thorns (Hit) A First Aid befi 2	with this We damaged c orehand (doo 2nd*	eapon gains St haracter suffer es not Stack). 6	rs 1 Damage 3 -	e (no Armo	our) to a rar 1 3	3 Har	nmer, Divine Fire.	next Turn u 17c	Inles
(Bio-Disintegration Rod)	Momentum 1: Your Strong Hit: Grow T they receive -2* 1 Shield Bash (3), E	r next Attack Thorns (Hit) A First Aid befi 2 Energy, *+1d6	with this We damaged c orehand (doo 2nd* Hit vs targe	eapon gains St haracter suffer es not Stack). 6 ets within your	rs 1 Damage 3 Ideal Rng, C	e (no Armo - Contribute (	our) to a rar 1 3 (1 Quality, 3	3 Har Wylding	n <b>mer, Divine Fire.</b> , 2 Arcanium).	17c	inles 4
(Bio-Disintegration Rod)	Momentum 1: Your Strong Hit: Grow T they receive -2* 1 Shield Bash (3), E +0 1	r next Attack Thorns (Hit) A First Aid bef 2 Energy, *+1d6 2	with this Wa damaged c orehand (doo 2nd* Hit vs targe 2nd	eapon gains St :haracter suffer es not Stack). 6 :ts within your 6	rs 1 Damage 3 - Ideal Rng, C 3 -	e (no Armo - Contribute ( -	our) to a rar 1 3 (1 Quality, 3 1 2	3 Har Wylding 2 Har	nmer, Divine Fire. , 2 Arcanium). nmer, Divine Weapon.	17c 19c	Inles
, (Bio-Disintegration Rod) Punisher	Momentum 1: Your Strong Hit: Grow T they receive -2* 1 Shield Bash (3), K +0 1 Shield Bash (3), K	r next Attack Thorns (Hit) A First Aid befr 2 Energy, *+1d6 2 When you Hit	with this We damaged c orehand (doo 2nd* Hit vs targe 2nd with this We	eapon gains St :haracter suffer es not Stack). 6 :ts within your 6 eapon you gain	rs 1 Damage 3 - Ideal Rng, C 3 - +1 Momentu	e (no Armo - Contribute ( - um, Contrib	our) to a rar 1 3 (1 Quality, 3 1 2 pute (1 Price	3 Har Wylding 2 Har eless (Div	nmer, Divine Fire. , 2 Arcanium). nmer, Divine Weapon. ine Hammer), 2 Quality, 5 Arcar	17c 19c nium).	unles 4 5
(Bio-Disintegration Rod) Punisher	Momentum 1: Your Strong Hit: Grow T they receive -2* 1 Shield Bash (3), R +0 1 Shield Bash (3), V -1 1	r next Attack Thorns (Hit) A First Aid befa 2 Energy, *+1d6 2 When you Hit 2	with this We damaged c orehand (doo 2nd* Hit vs targe 2nd with this We 2nd	eapon gains St character suffer es not Stack). 6 ets within your 6 kapon you gain 8	rs 1 Damage 3 - Ideal Rng, C 3 - +1 Momentu 2* -	e (no Armo - Contribute ( - um, Contrib -	our) to a rar 1 3 (1 Quality, 3 1 2 pute (1 Price	3 Har Wylding 2 Har eless (Div	nmer, Divine Fire. , 2 Arcanium). nmer, Divine Weapon.	17c 19c	unles 4 5
(Bio-Disintegration Rod) Punisher Body Slam	Momentum 1: Your Strong Hit: Grow T they receive -2* 1 Shield Bash (3), F +0 1 Shield Bash (3), W -1 1 Shield Bash (3), M	r next Attack Thorns (Hit) A First Aid befa 2 Energy, *+1d6 2 When you Hit 2 Autural, *+1 Cr	with this We damaged c orehand (doo 2nd* Hit vs targe 2nd with this We 2nd rit Dmg vs c	eapon gains St character suffer es not Stack). 6 ets within your 6 eapon you gain 8 characters with	rs 1 Damage 3 - Ideal Rng, C 3 - +1 Momentu 2* - 0 0 Endurance	e (no Armo - Contribute ( - um, Contrib - ce.	nur) to a rar 1 3 (1 Quality, 3 1 4 nute (1 Price 1 3	3 Har Wylding 2 Har eless (Div 3 Har	nmer, Divine Fire. , 2 Arcanium). nmer, Divine Weapon. ine Hammer), 2 Quality, 5 Arcan nmer, Heavy Bash.	17c 19c nium). NPC	unles 4 5 2
(Bio-Disintegration Rod) Punisher Body Slam	Momentum 1: Your         Strong Hit: Grow T         they receive         -2*         Shield Bash (3), V         -1         Shield Bash (3), N         -1         Shield Bash (3), N         -1         Shield Bash (3), N         -1         -2         1         Shield Bash (3), N	r next Attack Thorns (Hit) A First Aid befr 2 Energy, *+1d6 2 When you Hit 2 Natural, *+1 Ci 3	with this We damaged c orehand (doo 2nd* Hit vs targe 2nd with this We 2nd rit Dmg vs c 2nd	eapon gains St character suffer es not Stack). 6 ets within your 6 eapon you gain 8 characters with 5	rs 1 Damage 3 - Ideal Rng, C 3 - +1 Momentu 2* -	e (no Armo - Contribute ( - um, Contrib - ce.	nur) to a rar 1 3 (1 Quality, 3 1 4 nute (1 Price 1 3	3 Har Wylding 2 Har eless (Div 3 Har	nmer, Divine Fire. , 2 Arcanium). nmer, Divine Weapon. ine Hammer), 2 Quality, 5 Arcar	17c 19c nium).	unles 4 5 2
(Bio-Disintegration Rod) Punisher Body Slam Taiaha	Momentum 1: Your           Strong Hit: Grow T           they receive           -2*           1           Shield Bash (3), W           -1           Shield Bash (3), N           -1           Shield Bash (3), N           -3           Shield Bash (3), F	r next Attack Thorns (Hit) A First Aid beforent Part and the second Part and the second Primitive, Mod	with this We damaged c orehand (doe 2nd* Hit vs targe 2nd with this We 2nd rit Dmg vs c 2nd ification: Lor	eapon gains St character suffer es not Stack). 6 ets within your 6 eapon you gain 8 characters with 5 ng Haft.	s 1 Damage 3 - Ideal Rng, C 3 - +1 Momentu 2* - 0 Enduranc 3 -	e (no Arma - Contribute ( - um, Contrib - ce. -	our) to a rar 1 3 (1 Quality, 3 1 2 1 3 1 3 1 3	3 Har 9 Wylding 2 Har eless (Div 3 Har 3 Har	nmer, Divine Fire. , 2 Arcanium). nmer, Divine Weapon. ine Hammer), 2 Quality, 5 Arcan nmer, Heavy Bash. nmer, Primitive.	17c 19c nium). NPC 11t, 12t	unles 4 5 2 1
(Bio-Disintegration Rod) Punisher Body Slam Taiaha	Momentum 1: Your           Strong Hit: Grow T           they receive           -2*         1           Shield Bash (3), V           +0         1           Shield Bash (3), V           -1         1           Shield Bash (3), N           -1         1           Shield Bash (3), N           -3         1           Shield Bash (3), F           +0         1	r next Attack Thorns (Hit) A First Aid befr 2 Energy, *+1d6 2 When you Hit 2 Natural, *+1 Ci 3	with this We damaged c orehand (doo 2nd* Hit vs targe 2nd with this We 2nd rit Dmg vs c 2nd	eapon gains St character suffer es not Stack). 6 ets within your 6 eapon you gain 8 characters with 5 ng Haft.	s 1 Damage 3 - Ideal Rng, C 3 - +1 Momentu 2* - 0 Enduranc 3 -	e (no Arma - Contribute ( - um, Contrib - ce. -	our) to a rar 1 3 (1 Quality, 3 1 2 1 3 1 3 1 3	3 Har 9 Wylding 2 Har eless (Div 3 Har 3 Har	nmer, Divine Fire. , 2 Arcanium). nmer, Divine Weapon. ine Hammer), 2 Quality, 5 Arcan nmer, Heavy Bash.	17c 19c nium). NPC	unles 4 5 2 1
Touch of Neph (Bio-Disintegration Rod) Punisher Body Slam Taiaha Morning Star	Momentum 1: Your           Strong Hit: Grow T           they receive           -2*           Shield Bash (3), F           Shield Bash (3), N           -1           Shield Bash (3), N           -1           Shield Bash (3), N           -3           Shield Bash (3), F           -3           Shield Bash (3), F           Shield Bash (3), F           Shield Bash (3), F           -0           Shield Bash (3), F	r next Attack First Aid befa 2 Energy. *+1d6 2 When you Hit 2 Natural, *+1 Ci 3 Primitive, Mod 2	with this We damaged c orehand (doo 2nd* Hit vs targe 2nd with this We 2nd rit Dmg vs c 2nd ification: Lor 2nd	eapon gains St character suffer es not Stack). 6 ets within your 6 hapon you gain 8 characters with 5 ng Haft. 6	rs 1 Damage 3 - Ideal Rng, C 3 - +1 Momentu 2* - 0 Enduranc 3 - 3 - 3 -	e (no Arma - Contribute ( - ym, Contrib - ce. -	nur) to a rar 1 3 (1 Quality, 3 1 2 nute (1 Price 1 3 1 3	3 Har Wylding 2 Har (less (Div 3 Har 3 Har 3 Har	nmer, Divine Fire. , 2 Arcanium). nmer, Divine Weapon. ine Hammer), 2 Quality, 5 Arcan nmer, Heavy Bash. nmer, Primitive. nmer, Steel.	17c 19c nium). NPC 11t, 12t 11t	unles: 4 5 2 1
(Bio-Disintegration Rod) Punisher Body Slam Taiaha	Momentum 1: Your           Strong Hit: Grow T           they receive           -2*           1           Shield Bash (3), W           -1           Shield Bash (3), M           -1           Shield Bash (3), M           -3           Shield Bash (3), F           -1           Shield Bash (3), F	r next Attack Thorns (Hit) A First Aid befa 2 Energy. *+1d6 2 When you Hit 2 Vhen you Hit 2 Natural, *+1 Ci 3 Primitive. Mod 2 1	with this We damaged c orehand (doo 2nd* Hit vs targe 2nd with this We 2nd rit Dmg vs c 2nd ification: Lor 2nd ification: Lor 2nd	eapon gains St eharacter suffer es not Stack). 6 ets within your 6 eapon you gain 8 eharacters with 5 ng Haft. 6 7	rs 1 Damage 3 - Ideal Rng, C 3 - +1 Momentu 2* - 0 Enduranc 3 - 3 - 3 - 3 - 3 - 3 - 3 - 3 -	e (no Arma - Contribute ( - ym, Contrib - ce. - -	nur) to a rar 1 3 (1 Quality, 3 1 2 nute (1 Price 1 3 1 3 1 3 2 4	3 Har Wylding 2 Har Rless (Div 3 Har 3 Har 3 Har	nmer, Divine Fire. , 2 Arcanium). nmer, Divine Weapon. ine Hammer), 2 Quality, 5 Arcan nmer, Heavy Bash. nmer, Primitive.	17c 19c nium). NPC 11t, 12t	unles 4 5 2 1
(Bio-Disintegration Rod) Punisher Body Slam Taiaha Morning Star	Momentum 1: Your           Strong Hit: Grow T           they receive           -2*           Shield Bash (3), F           Shield Bash (3), N           -1           Shield Bash (3), N           -1           Shield Bash (3), N           -3           Shield Bash (3), F           -3           Shield Bash (3), F           Shield Bash (3), F           Shield Bash (3), F           -0           Shield Bash (3), F	r next Attack Thorns (Hit) A First Aid befa 2 Energy. *+1d6 2 When you Hit 2 Vhen you Hit 2 Natural, *+1 Ci 3 Primitive. Mod 2 1	with this We damaged c orehand (doo 2nd* Hit vs targe 2nd with this We 2nd rit Dmg vs c 2nd ification: Lor 2nd ification: Lor 2nd	eapon gains St eharacter suffer es not Stack). 6 ets within your 6 eapon you gain 8 eharacters with 5 ng Haft. 6 7 additional Hanc	rs 1 Damage 3 - Ideal Rng, C 3 - +1 Momentu 2* - 0 Enduranc 3 - 3 - 4 and Slot).	e (no Arma Contribute ( - um, Contrib - ce. - - Modificatio	nur) to a rar 1 3 (1 Quality, 3 1 2 nute (1 Price 1 3 1 3 1 3 2 4 nn: Dual Wie	3 Har Wylding 2 Har Ress (Div 3 Har 3 Har 3 Har 4 Har Rd.	nmer, Divine Fire. , 2 Arcanium). nmer, Divine Weapon. ine Hammer), 2 Quality, 5 Arcan nmer, Heavy Bash. nmer, Primitive. nmer, Steel.	17c 19c nium). NPC 11t, 12t 11t	4 5 2 1

# Heavy Hammers & Maces

Weapons	Hit	Rng			End Dmg		Ammo	Load		Weapon Type & Variations	Acquire I	
Callous Osteoderm	-2	1	2	2nd	9	3	-	2	5	Hammer, Primitive.	13t	3
	5		5), Primitive.						_			
Frozen Heart	-3	1	2	2nd	7	1	-	2	5	Hammer, Braz, Alchemy, Flash Freeze.	17t	4
								Strong Hit	+1, Dange	erous Terrain 1 (Cold), Splash 1.		
	-	Freeze (Hi	it) All dama	*		ne Suppre	ssed.					
Ka-Thunk	-2	1	2	2nd	8	1	-	2	5	Hammer, Brazier, Alchemy, Vortex.	17t	4
	5		5), You first					9	+1, Stron	g Hit (5–6).		
	Strong Hit:	Massive V	<b>/ortex</b> (Hit) A	ll non-Hu	ge damage	d characte	ers becom	ie Tripped.				
Quake	-2	1	2	2nd	8	1	-	2	5	Hammer, B, Alchemy, Shrapnel Shards.	15t	4
	Large, Shie	eld Bash (S	5), You first	Attack ead	h Turn with	h this Wea	pon gains	Strong Hit	+1, Splas	h 2.		
	Strong Hit:	Shrapnel	(Hit) This At	tack gains	; +3 End Dr	ng (Stack	5).					
Dray's Vengence	-2	1	2	2nd	9	0	-	2	5	Hammer, Brazier, Alchemy, Marker.	15t	3
	Large, Shie	eld Bash (3	3), You first	Attack ead	ch Turn with	h this Wea	pon gains	Strong Hit	+1, Modifi	cation: Low-Quality.		
	Strong Hit:	Marked (H	lit) All Attac	ks gain +1	Hit and En	d Dmg vs	all dama	ged charac	ters until	the end of Combat (Stacks).		
Volcanic Hammer	-3	1	2	2nd	10	3	-	2	5	Hammer, Inf, Alchemy, Searing Flame	15c	Ч
	Large, Shie	eld Bash (S	5), Contribut	e (1 Potion	s, 1 Arcaniu	um), Energ	y, Burn, S	plash 1.				
	Strong Hit:	Sear Fles	h (Hit) All d	amaged cl	haracters s	uffer –1 De	fence unt	il the end c	of Comba	t (Stacks).		
Chain Bolt	-2	1	2	2nd	9	3	-	2	5	Ham, Inf, Alchemy, Jumping Lightning.	15c	Ч
	Large, Shie	eld Bash (S	5), Contribut	e (1 Potion	s. 1 Arcaniu	um). Enera	u.					
	5		Jump (Hit) T			5	9	ick).				
Earthshaker	-3	1	2	2nd	8	3	_	2	5	Ham, Inf, Alchemy, Delayed Blast.	16c	Ч
		eld Bash (7	7), Contribut					-	Ŭ	nan, ni, nonong, Dougou Duon		·
	0						not move	at least 3	snarøs f	rom their current location before you	r nøvt Turn	thou
			nce Damage		./ II gool (d	inger ubes	not move	ut teust o	spaces i	ioni their content toodtion before goo	I HEAC TOTH	uley
Arachnid Club	-3	1	2	2nd	9	3	_	2	5	Hammer, Infused, Alchemy, Goop.	17c	Ч
		I Id Dach (1	5), Contribut				_	Ľ	J	nammer, mosed, Acchemy, ooop.	170	г
	5							hh ain Ma		nadurand by 2 wald the shart of your a	aut Turn (	Charalta)
M	5		5				(10) and r			reduced by 2 until the start of your r		
Wrack	-3	]	2	2nd	10	3	-	2	5	Hammer, Druidic, Wyld, Blight.	17c	5
			5), Contribut									
			ext Attack w			-						
										Physical or Resolve Skill Roll of 14. A		
		es they gai					st Aid Roll			they no longer need to make Skill Re		
Thorn Hammer	-2	1	2	2nd	10	3	-	2	5	Hammer, Druidic, Wyld, Thorns.	19c	5
	9		5), Contribut		5	0						
			ext Attack w			-						
	Charles and Little	Grout Thou	rnc (Hit) A d	amaged c	haracter su	ıffers 1 Da	mage (no	Armour) to	a rando	m (1d3) Attribute at the start of their	next Turn	unless
	Strong Hit:	UIUW IIIU.		-								
			st Aid befor		es not Stac	k).						
Distortion Mace					es not Stac 10	k). 3	-	2	5	Hammer, Divine Fire.	13t	5
	they -4*	receive Fir: 1	st Aid befor 2	ehand (doo 2nd*	10	3				Hammer, Divine Fire. y. 5 Arcanium).	13t	5
Distortion Mace (Electro-Grav Sphere) Relic Hammer	they -4*	receive Fir: 1	st Aid befor 2	ehand (doo 2nd*	10	3					13t 13t	5
(Electro-Grav Sphere)	they n −4* Large, Shie −2	receive Firs 1 eld Bash (5 1	st Aid befor 2 5), Energy, * 2	ehand (doo 2nd* +1d6 Hit v 2nd	10 s targets w 10	3 ithin your 3	Ideal Rng, -	. Contribute 2	(1 Qualiti 4	y, 5 Arcanium).	13t	6
(Electro-Grav Sphere) Relic Hammer	they n −4* Large, Shie −2	receive Firs 1 eld Bash (5 1	st Aid befor 2 5), Energy, * 2	ehand (doo 2nd* +1d6 Hit v 2nd	10 s targets w 10	3 ithin your 3	Ideal Rng, -	, Contribute 2 Itum, Contri	(1 Qualiti 4	y, 5 Arcanium). Hammer, Divine Weapon.	13t	6
(Electro-Grav Sphere) Relic Hammer	they n -4* Large, Shie -2 Large, Shie -3	receive Fir: 1 eld Bash (5 1 eld Bash (5 1	st Aid befon 2 5), Energy, * 2 5), When you	ehand (doo 2nd* +1d6 Hit v 2nd Hit with t 2nd	10 s targets w 10 this Weapon 12	3 ithin your 3 i you gain 2*	Ideal Rng. - +1 Momen -	, Contribute 2 ntum, Contri 2	(1 Qualiti 4 bute (1 P	y, 5 Arcanium). Hammer, Divine Weapon. riceless (Divine Hammer), 2 Quality, 9	13t 5 Arcanium	6 1).
(Electro-Grav Sphere)	they n -4* Large, Shie -2 Large, Shie -3	receive Fir: 1 eld Bash (5 1 eld Bash (5 1	st Aid befor 2 5), Energy, * 2 5), When you 2	ehand (doo 2nd* +1d6 Hit v 2nd Hit with t 2nd	10 s targets w 10 this Weapon 12	3 ithin your 3 i you gain 2*	Ideal Rng. - +1 Momen -	, Contribute 2 ntum, Contri 2	(1 Qualiti 4 bute (1 P	y, 5 Arcanium). Hammer, Divine Weapon. riceless (Divine Hammer), 2 Quality, 9	13t 5 Arcanium	6 1).
(Electro-Grav Sphere) Relic Hammer Crushing Smash	they i _4* Large, Shie _2 Large, Shie _3 Large, Shie _4	receive Firs 1 eld Bash (S 1 eld Bash (S 1 eld Bash (S 1	st Aid befor 2 5), Energy, * 2 5), When you 2 5), Natural, * 2	2nd* +1d6 Hit v 2nd Hit with t 2nd 2nd	10 s targets w 10 this Weapon 12 ng vs chara	3 ithin your 3 you gain 2* ucters with	Ideal Rng. - +1 Momen -	, Contribute 2 ntum, Contri 2 nce.	(1 Qualiti 4 bute (1 P 5	y, 5 Arcanium). Hammer, Divine Weapon. riceless (Divine Hammer), 2 Quality, 4 Hammer, Heavy Bash.	13t 5 Arcanium 13t	6 1). 3
(Electro-Grav Sphere) Relic Hammer Crushing Smash	they i _4* Large, Shie _2 Large, Shie _3 Large, Shie _4	receive Firs 1 eld Bash (S 1 eld Bash (S 1 eld Bash (S 1	st Aid befor 2 5), Energy, * 2 5), When you 2 5), Natural, *	2nd* +1d6 Hit v 2nd Hit with t 2nd 2nd	10 s targets w 10 this Weapon 12 ng vs chara	3 ithin your 3 you gain 2* ucters with	Ideal Rng. - +1 Momen -	, Contribute 2 ntum, Contri 2 nce.	(1 Qualiti 4 bute (1 P 5	y, 5 Arcanium). Hammer, Divine Weapon. riceless (Divine Hammer), 2 Quality, 4 Hammer, Heavy Bash.	13t 5 Arcanium 13t	6 1). 3

## Subtle Enchantments

Weapons	Hit	Rng	Max Rng I	deal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire R	esources
Shroud of Nix	+]	4	12	3rd	2	1	-	1	-	Enchantment, Mental Nudge.	3 Kn	2
	Strong Hit	(5-6), Natu	ıral, Preload	1, Counts	as a Steal	.th Toolbox,	Modificat	ion: Cloud	Mind.			
	Momentum	1: Your ne	xt Attack wi	th this W	eapon does	not break	your Stea	lth.				
Witch's Melody	+]	Ч	12	2nd	3	2	-	1	-	Enchantment, Flow.	2 Kn	2
5	Strona Hit	(5-6). Natu	ıral, Preload	1.								
	2		xt Attack wi		eanon does	not hreak	uour Stea	lth				
Soothing Hex	+]	4	12	2nd	1	2	_	1	_	Enchantment, Flow,	3 Kn	3
Soothing nex		-			'	L				chenantment, r tow.	5 111	5
	5		ıral, Preload									
	Momentum	1: Your ne	xt Attack wi	th this W	eapon does	not break	your Stea	lth.				
	Strong Hit:	Passion (0	nce per Tur	n, Hit) An	ally withir	n 3 of you g	gains +1 M	omentum.				
Blight Moor Mist	-2	Ч	12	2nd	2	2	-	1	-	Enchantment, Ethereal.	3 Kn	3
	Strona Hit	(5-6). Natu	ıral. Preload	1. Taraets	s gain no b	enefits to t	heir Defer	nce from C	over vs t	his Weapon (but they still gain all	other benefits	such as
		nity to Crit			5							
		5	xt Attack wi	th thic W	panon door	not broak	uour Stoa	lth				
Talanathia Jalt	-]	4	12	2nd	3	2*	goor oteu	1		Enchantment, Mind to Mind,	3 Kn	3
Telepathic Jolt		-				-	-	I	-			-
	Strong Hit	(5-6), Natu	ıral, Preload	1, Targets	s gain no b	enefits to t	heir Defer	nce from tl	heir Refle	xes vs this Weapon, *-2 Crit Dmg	vs targets wit	hout a
	mind	(ie: Traps).										
	Momentum	1: Your ne	xt Attack wi	th this W	eapon does	not break	your Stea	lth.				
Witch Circle	-1d6	4	12	2nd	3	2	-	1	-	Enchantment, Storm.	4 Kn	3
	Strona Hit	(5-6). Natu	ıral, Preload	1. Splash	1.							
	5		xt Attack wi			not break	unur Stea	lth				
	nomentom	1. 1001 He.	ACTICUON WI	di di 5 Wi	capon abes	not break	goor oted	ccri.				

### Wild Enchantments

Weapons	Hit	Rng	Max Rng	Ideal Rng	ı End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Untrained Enchantments	-2	5	15	2nd	3	1d3	-	1	-	Enchantment, Mental Nudge.	1 Kn	1
	Strong Hit	(5-6), Natu	ıral.									
	-2	5	15	2nd	1d6+2	3	1	1		Enchantment, Mental Nudge.		
	Strong Hit	(5-6), Spla	ish 1d2, Na	itural.								
Mental Maggots	-2	5	15	2nd	3	1d3+1	-	1	-	Enchantment, Flow.	2 Kn	Ч
	Strong Hit	(5-6), Natu	ıral, <b>Modifi</b>	cation: Mir	id Worm.							
	Strong Hit:	Mind Worm	n (Hit) All	damaged	characters	suffer –4 H	it on their	next Attac	ck (does r	not Stack).		
	+0	5	15	2nd	1d6+2	Ч	1	1		Enchantment, Flow.		
	Strong Hit	(5-6), Spla	ish 1d2, Na	itural.								
Ethereal Ravens	-3	5	15	2nd	2	1d3+1	-	1	-	Enchantment, Ethereal.	2 Kn	3
	Strong Hit	(5-6), Natu	ıral, Targel	ts gain no	benefits to	their Defer	nce from C	over vs th	is Weapo	n (but they still gain all other bene	fits such as	s immunity
	to Cri	itical Hits).										
	-2	5	15	2nd	1d6+2	3	1	1		Enchantment, Mental Nudge.		
	Strong Hit	(5-6), Spla	ish 1d2, Na	itural.								
Unstable Soul Link	-2	5	15	2nd	3	1d3+1*	-	1	-	Enchantment, Mind to Mind.	2 Kn	Ч
	Strong Hit	(5-6), Natu	ral, Targets	s gain no b	enefits to t	heir Defenc	e from thei	r Reflexes	vs this W	/eapon, *–2 Crit Dmg vs targets with	nout a mind	(ie: Traps)
	+0	5	15	2nd	1d6+2	Ч	1	1		Enchantment, Flow.		
	Strong Hit	(5-6), Spla	ish 1d2, Na	itural.								
Flicker Through Time	-1	5	15	2nd	1	1d3-1	-	1	-	Enchantment, Flow.	3 Kn	3
	Strong Hit	(5-6), Natu	ıral, <b>Modifi</b>	cation: Slo	w Time.							
	Strong Hit:	Slow Time	(Once per	r Turn, Hit)	You may p	oerform 1 fr	ee Action (	with Strong	g Hit –1 a	t the end of your Turn.		
	+0	5	15	2nd	1d6+2	4	1	1		Enchantment, Flow.		
	Strong Hit	(5-6), Spla	ish 1d2, Na	itural.								
Witch Storm	+0	5	15	2nd	3	1d3+1	-	1	-	Enchantment, Flow.	3 Kn	Ч
	Strong Hit	(5–6), Natu	ıral.									
	-1d6-2	5	15	2nd	1d6+6	Ч	1	1		Enchantment, Storm.		
	Strong Hit	(5-6), Spla	sh 1d2+2,	Natural, W	'hen you At	tack with t	nis Weapon	you suffe	er 1d6 End	lurance Damage, Counts as a Leade	ership Toolb	IOX.
	Modif	ication: Ter	rorise.									

Weapons	Hit	Rng	May Dog	Idaal Dog	End Dmg	Crit Dmg	Ammo	Load	Woight	Weapon Type & \	/ariations	Acquire A	Docourooc
Ember Bomb	-]	2	Str x3	2nd	chu Đing - 7	4		]	2	Alchemy, Potion,		10t	10001000
			load 1, Energ						-	Atonenig, Foton,	ocuring rame.	101	
			<b>:h</b> (Hit) All da			iffer –1 De	fence unti	l the end of	Comba	t (Stacks)			
Surge Potion	+0	2	Str x3	2nd	7	4	1	1	2		Jumping Lightning.	10t	1
oolgo i olloli			load 1, Energ					·	-	, nonorig, i onori, i	ooniping 2.9.1.1.19.		
			Jump (Hit) Ti		coains Sola	sh +2 (doe	es not Sta	ck)					
Acid Bomb	+]	2	Str x3	2nd	8	4	]	1	2	Alchemy, Potion,	Creening Acid	11t	1
			load 1, Burn.		-	-		·	_	····· 5, · · ···,			-
			ls (Hit) This	Attack da	ins Dangero	us Terrain	+4 (Acid I	Pool) (Stack	s).				
Frost Bomb	-1	2	Str x3	2nd	5	3	1	1	2	Alchemy, Potion,	Flash Freeze.	12t	1
	Shield Bas		load 1, Dange		ain 1 (Cold).					J			
			lit) All dama				ssed.						
Clap Bomb	+0	2	Str x3	2nd	6	3	1	1	2	Alchemy, Potion,	Vortex.	12t	1
	Shield Bas		load 1, Strong		).					J			
			Vortex (Hit) A			d characte	rs becom	e Tripped.					
Bomb & Fuse	-1	2	Str x3	2nd	5	Ч	1	1	2	Alchemy, Potion,	Delayed Blast.	10t	1
	Shield Bas									J	5		
	Strong Hit:	Delayed	Blast (Does i	not Reg H	it) If your ta	rget does	not move	at least 3 s	spaces fi	om their current la	ocation before your	next Turn	they
	-	-	nce Damage		-	5							5
Shard Bomb	+0	2	Str x3	2nd	6	3	1	1	2	Alchemy, Potion,	Shrapnel Shards.	10t	1
	Shield Bas	h (3), Pre	load 1, Splasl	n 2.						<b>5</b>	·		
			(Hit) This At		s +3 End Dn	ng (Stacks	;).						
Oversized Bomb	-1d6	2	Str x3	2nd	7	5	1	1	2	Alchemy, Potion,	Blast.	10t	1
	Shield Bas	h (5), Prel	load 1.							J.			
	Strong Hit:	Knock Ba	ick (Once pe	r Attack,	Hit) A dama	ged chara	cter is pu	shed 1d3 (1d	6 if theu	y're Tiny, and 1 if th	ney're Huge) space	s back.	
Flash Bomb	+]	2	Str x3	2nd	Ч	0	3	1	2		ke/Luminescence.	10t	1
	Shield Bas	h (3), Pre	load 1.										
	Strong Hit:	Alter Ligh	nt (Hit) A Spl	ash +2 ai	rea alters its	Low Ligh	t Cover by	+/-1 for 1 r	ninute a	nd you gain +1 Mon	nentum (Stacks).		
Blight Bomb	-1	2	Str x3	2nd	7	Ч	1	1	2	Wyld, Potion, Blic		10t	1
, ,	Shield Bas	h (3), Pre	load 1.							5	•		
	Strong Hit:	Blight Infe	ection (Hit) A	t the start	: of all dama	nged chara	cters' Turr	ns they mus	t pass a	Physical or Resolv	re Skill Roll of 14. A	fter failing	this roll
											ed to make Skill Ro		
Wylding Seeds		2	Str x3	2nd	5	Ч	1	1	2	Wyld, Potion, Ent		12t	1
5 5	Shield Bas	h (3), Pre	load 1.							5	5		
	Strong Hit:	Entangle	(Hit) All dam	aged char	acters becor	me Ensnar	ed (14) and	d have their	Moveme	nt reduced by 2 ur	ntil the start of your	next Turn	(Stacks).
Misery Pot											age.		
Ĵ	Shield Bas									J.	2		
	Strong Hit:	Enrage (H	lit) A damaq	ed non-M	lonster chara	acter gains	s a free Re	ecovery and	must m	nake an immediate	free move and Att	tack agains	st the
	-	-				-		-			d dealing the most	-	
		not Stack	-							2	2		
Wylding Thorns		2	Str x3	2nd	7	Ч	1	1	2	Wyld, Potion, Tha	orns.	12t	1
	Shield Bas									<u> </u>			
				amaged (	character su	ffers 1 Dar	nage (no	Armour) to	a randor	m (1d3) Attribute a	t the start of their	next Turn	unless
	-		st Aid before	-			5						
Poison Cloud Bomb	+2	2	Str x3	2nd	6	4	1	1	2	Wyld, Potion, Spr	eading Poison.	10t	1
							a non-Ner	ohilim or no		3 1 1	eir Turn in a space		
										it them and dealt [		,	5
	-				-			-			ceive First Aid (doe	es not Stac	:k).
		1					g			and they le			

## Short Bows

Weapons	Hit	Rng			End Dmg		Ammo	Load	5	Weapon Type & Variations	Acquire	
Stalker Bow	-1	4	30	2nd	4	3	13	1		Bow, Primitive, Arrow, Barbed.	9t	1
								e end of C	ombat, Red	uces end of Combat Ammo acquisi	tion by 2.	
	+]	4	30	2nd	3	3	3	1		Bow, Primitive, Arrow, Broad.		
	Large, Primi								-			
wo-Ring Bow	+]	5	35	2nd	4	3	12	1	2	Bow, Quality Wood, Arrow, Barbed.	10t	2
	5	9		5				combat, Re	duces end	of Combat Ammo acquisition by 2.		
	+3	5	35	2nd	3	3	2	1		Bow, Quality Wood, Arrow, Broad.		
	Large.											
1ist Parter	+]	5	35	2nd	4	3	12	1	2	Bow, Quality Wood, Arrow, Barbed.	x2 12t	3
	5	9		5	Stacks to -I			ombat, Re	duces end	of Combat Ammo acquisition by 2.		
	+0	5	35	2nd	2	3	2	1		B, Q W, A, A H, A, Shocking Lightning.		
	Large, Energ	JY.										
	Strong Hit: S	Shock (Hit)	A damag	jed charact	er becomes	, Suppress	sed.					
hatter Bow	+]	5	35	2nd	4	3	12	1	2	Bow, Quality Wood, Arrow, Barbed.	x2 12t	3
	Large, On Hi	it: Target s	suffers –1 I	Recovery (S	Stacks to - <sup>L</sup>	I) until the	e end of C	ombat, Re	duces end	of Combat Ammo acquisition by 2.		
	+0	5	35	2nd	3	2	2	1		Bow, Q W, A, A H, A, Corrosive Acid.		
	Large, Burn.											
	Strong Hit: M	1elt Armo	ur (Hit) Re	duce a dar	naged char	acter's He	ad and Bo	idy Armou	r by 1 (min	2) until they make a Spare Time R	oll of 12t (	Stacks).
urk Bow	+]	5	35	2nd	4	3	12	1	2	Bow, Quality Wood, Arrow, Barbed.	11t, 12t	3
	Large, On Hi	it: Target s	suffers –1	Recovery (S	Stacks to -L	l) until the	e end of C	ombat, Re	duces end	of Combat Ammo acquisition by 2.		
	+3	5	35	2nd	5	3	2	1		Bow, Q W, A, A H, Alc, Creeping Acid.		
	Large, Burn.											
	Strong Hit: A	Acid Pools	(Hit) This	Attack gai	ns Dangero	us Terrain	+4 (Acid	Pool) (Stac	cks).			
ust	+]	5	35	2nd	4	3	12	1	2	Bow, Quality Wood, Arrow, Barbed.	10t, 12t	3
	Large, On Hi	it: Target s	suffers –1 l	Recovery (S	Stacks to -L	I) until the	e end of C	ombat, Re	duces end	of Combat Ammo acquisition by 2.		
	+2	5	35	2nd	3	2	2	1		Bow, Q W, A, A H, A, Shrapnel Shards.		
	Large, Splas	sh 2.										
	Strong Hit: S	Shrapnel (	Hit) This A	ltack gains	+3 End Dn	ng (Stacks	6).					
light Wand	+0	5	35	2nd	Ч	3	12	1	2	B, Druidic, A, Wyld, B, Blight.	14c	Ч
5	Large, Contr	ibute (1 Pr	otions, 3 W	/ylding), <b>Ma</b>	mentum 1:	Your next	Attack wi	th this Wea	apon qains	Strong Hit +1 (does not Stack).		
										Physical or Resolve Skill Roll of 14. A	After failing	this rol
										hey no longer need to make Skill R		
	+2	5	35	2nd	2	3	2	1		B, Druidic, A, Wyld, B, Entangle.		
	Large, Contr	ibute (1 Pr				Your next		th this Wea	apon dains	Strong Hit +1 (does not Stack).		
	-									t reduced by 2 until the start of you	r next Turn	(Stacks
nonlight (Blue Arc-Fire Row										Bow, Divine Fire.	160	4
bonnight (bloc hito the bon										bow, bivine rife.	100	
	Large Energ					na L'ontri	huto (1 Nu	alitu 5 Arc	ranium)			
	Large, Energ _1*	gy, *+1d6 H	lit vs targ					ality, 5 Arc 1	canium).	Bow Diving Fire		
	-]*	gy, *+1d6 H <b>5</b>	lit vs targ 35	2nd*	Ч	3	2	1		Bow, Divine Fire.		
torm Broath	<b>-1*</b> Large, Energ	gy, *+1d6 H <b>5</b> gy, *+1d6 H	lit vs targ <b>35</b> lit vs targ	<b>2nd*</b> ets within y	<b>4</b> Jour Ideal R	<b>3</b> ng, Contril	2 bute (1 Qu	<b>1</b> ality, 5 Arc	canium).		NDC	2
torm Breath	-1* Large, Energ +0	gy, *+1d6 H <b>5</b> gy, *+1d6 H <b>5</b>	lit vs targ 35 lit vs targ 30	2nd* ets within y 2nd	Ч	3	2	1	canium).	Bow, Divine Fire. Bow, Alchemy, Jumping Lightning.	NPC	2
torm Breath	-1* Large, Energ +0 Large, Splas	gy. *+1d6 F 5 gy. *+1d6 F 5 sh 1, Natura	lit vs targ 35 lit vs targ 30 al, Energy.	2nd* ets within y 2nd	Ч jour Ideal R Ч	3 ng, Contril 3	2 bute (1 Qu 14	1 ality, 5 Arc 0	canium).		NPC	2
torm Breath	-1* Large, Energ +0 Large, Splas Strong Hit: L	gy, *+1d6 F 5 gy, *+1d6 F 5 sh 1, Natura Lighting Ju	dit vs targ 35 dit vs targ 30 al, Energy.	2nd* ets within y 2nd This Attack	<b>ч</b> jour Ideal R <b>Ч</b> gains Spla	3 ng. Contril 3 sh +2 (doe	2 bute (1 Qu 14 es not Sta	1 ality, 5 Arc O ck).	canium). O	Bow, Alchemy, Jumping Lightning.	NPC	2
torm Breath	-1* Large, Energ +0 Large, Splas Strong Hit: L +0	gy, *+1d6 F 5 gy, *+1d6 F 5 sh 1, Natura Lighting Ju 5	dit vs targ 35 dit vs targ 30 al, Energy. ump (Hit) <sup></sup> 30	2nd* ets within y 2nd This Attack 2nd	<mark>ч</mark> jour Ideal R Ч gains Spla 2	3 ng, Contril 3	2 bute (1 Qu 14	1 ality, 5 Arc 0	canium). O		NPC	2
torm Breath	-1* Large, Energ +0 Large, Splas Strong Hit: L +0 Large, Splas	gy, *+1d6 F 5 gy, *+1d6 F 5 sh 1, Natura Lighting Ju 5 sh 2, Natur	Hit vs targ 35 Hit vs targ 30 al, Energy. JMP (Hit) 30 ral, Danger	2nd* ets within y 2nd This Attack 2nd rous Terrair	4 Jour Ideal R 4 gains Spla 2 1 (Cold).	3 ng, Contril 3 sh +2 (doe 2	2 bute (1 Qu 14 es not Sta 4	1 ality, 5 Arc O ck).	canium). O	Bow, Alchemy, Jumping Lightning.	NPC	2
	-1* Large, Energ +0 Large, Splas Strong Hit: L +0 Large, Splas Strong Hit: F	gy, *+1d6 F 5 gy, *+1d6 F 5 sh 1, Natura Lighting Ju 5 sh 2, Natur Freeze (Hit	Hit vs targ 35 Hit vs targ 30 al, Energy. JMP (Hit) 30 ral, Danger ) All dama	2nd* ets within y 2nd This Attack 2nd rous Terrain aged chara	4 your Ideal R 4 gains Spla 2 1 (Cold). cters becon	3 ng. Contril 3 sh +2 (doe 2 ne Suppres	2 bute (1 Qu 14 es not Sta 4 ssed.	1 ality, 5 Arc 0 ck). 0	canium). O	Bow, Alchemy, Jumping Lightning. Bow, Alchemy, Flash Freeze.		
	-1* Large, Energ +0 Large, Splas Strong Hit: L +0 Large, Splas Strong Hit: F +0	gy, *+1d6 F 5 5 5 5 1, Natura Lighting Ju 5 5 sh 2, Natur Freeze (Hit 5	lit vs targ 35 30 al, Energy, ymp (Hit) <sup>-</sup> 30 ral, Danger ) All dama	2nd* ets within y 2nd This Attack 2nd rous Terrair aged charae 3rd	4 your Ideal R 4 gains Spla 2 1 (Cold). cters becon 4	3 ng. Contrit 3 sh +2 (doe 2 ne Suppres 3	2 bute (1 Qu 14 es not Sta 4 ssed. 12	1 ality, 5 Ard 0 ck). 0	canium). O	Bow, Alchemy, Jumping Lightning. Bow, Alchemy, Flash Freeze. Bow, Hard Wood, Arrow, Barbed.	12t	2
torm Breath olmegaard	-1* Large, Energ +0 Large, Splas Strong Hit: L +0 Large, Splas Strong Hit: F +0 Large, Shield	gy, *+1d6 F 5 5 sh 1, Natura Lighting Ju 5 sh 2, Natur Freeze (Hit 5 d Bash (2)	lit vs targ 35 30 al, Energy. JMP (Hit) <sup>-1</sup> 30 ral, Danger ) All dam. 40 9, On Hit: T	2nd* ets within y 2nd This Attack 2nd rous Terrain aged charae 3rd arget suffe	4 jour Ideal R 4 gains Spla 2 a 1 (Cold). cters becon 4 rs -1 Recov	3 ng, Contril 3 sh +2 (doe 2 ne Suppre: 3 ery (Stack	2 bute (1 Qu 14 es not Sta 4 ssed. 12 (s to -4) (	1 ality, 5 Arc 0 ck). 0 1 until the er	canium). O 2 nd of Comb	Bow, Alchemy, Jumping Lightning. Bow, Alchemy, Flash Freeze. Bow, Hard Wood, Arrow, Barbed. at, Reduces end of Combat Ammo	12t	2
	-1* Large, Energ +0 Large, Splas Strong Hit: L +0 Large, Splas Strong Hit: F +0 Large, Shield +2	gy, *+1d6 H 5 5 sh 1, Natura Lighting Ju 5 sh 2, Natur Freeze (Hit 5 d Bash (2) 5	tit vs targ 35 30 al, Energy. mp (Hit) 30 ral, Danger ) All dama 40 1, On Hit: T 40	2nd* ets within y 2nd This Attack 2nd rous Terrair aged charae 3rd	4 your Ideal R 4 gains Spla 2 1 (Cold). cters becon 4	3 ng. Contrit 3 sh +2 (doe 2 ne Suppres 3	2 bute (1 Qu 14 es not Sta 4 ssed. 12	1 ality, 5 Ard 0 ck). 0	canium). O 2 nd of Comb	Bow, Alchemy, Jumping Lightning. Bow, Alchemy, Flash Freeze. Bow, Hard Wood, Arrow, Barbed.	12t	2
	-1* Large, Energ +0 Large, Splas Strong Hit: L +0 Large, Splas Strong Hit: F +0 Large, Shield +2 Large, Shield	gy, *+1d6 H 5 5 sh 1, Natura 1, Natura 1, Natura 5 sh 2, Natura 5 sh 2, Natura 5 d Bash (2) 5 d Bash (2)	lit vs targ 35 4it vs targ 30 al, Energy. ymp (Hit) 30 ral, Danger ) All dama 40 y On Hit: T 40 )	2nd* ets within y 2nd This Attack 2nd rous Terrain aged charae 3rd arget suffe	4 jour Ideal R 4 gains Spla 2 1 (Cold). cters becon 4 rs -1 Recov 4	3 ang, Contril 3 sh +2 (doe 2 ne Suppres 3 ery (Stack 3	2 bute (1 Qu 14 es not Sta 4 ssed. 12 (s to -4) ( 2	1 ality, 5 Arc 0 ck). 0 1 until the er	Conium). O 2 nd of Comb	Bow, Alchemy, Jumping Lightning. Bow, Alchemy, Flash Freeze. Bow, Hard Wood, Arrow, Barbed. at, Reduces end of Combat Ammo Bow, Hard Wood, Arrow, Broad.	12t	<b>2</b> by 2.
olmegaard	-1* Large, Energ +0 Large, Splas Strong Hit: L +0 Large, Splas Strong Hit: F +0 Large, Shield +2 Large, Shield	yy. **1d6 H 5 9 sh 1, Natura Lighting Ju 5 sh 2, Natur Freeze (Hit 5 d Bash (2) 5 5	lit vs targ 35 4it vs targ 30 al, Energy, mp (Hit) <sup>-1</sup> 30 ral, Danger ) All dama 40 ), On Hit: T 40 ).	2nd* ets within y 2nd This Attack 2nd rous Terrain aged charan 3rd arget suffe 3rd 2nd	4 jour Ideal R 4 gains Spla 2 1 (Cold). <u>cters becon</u> 4 rs -1 Recov 4	3 ng, Contril 3 sh +2 (doe 2 ne Suppre: 3 ery (Stack 3 3	2 bute (1 Qu 14 es not Sta 4 ssed. 12 (s to -4) (t 2 12	1 ality, 5 Arc 0 ck). 0 1 until the er 1	canium). O 2 nd of Comb	Bow, Alchemy, Jumping Lightning. Bow, Alchemy, Flash Freeze. Bow, Hard Wood, Arrow, Barbed. at, Reduces end of Combat Ammo Bow, Hard Wood, Arrow, Broad. Bow, Composite, Arrow, Barbed.	12t	2
	-1* Large, Energ +0 Large, Splas Strong Hit: L +0 Large, Splas Strong Hit: F +0 Large, Shield +2 Large, Shield	yy. **1d6 H 5 9 sh 1, Natura Lighting Ju 5 sh 2, Natur Freeze (Hit 5 d Bash (2) 5 5	lit vs targ 35 4it vs targ 30 al, Energy, mp (Hit) <sup>-1</sup> 30 ral, Danger ) All dama 40 ), On Hit: T 40 ).	2nd* ets within y 2nd This Attack 2nd rous Terrain aged charan 3rd arget suffe 3rd 2nd	4 jour Ideal R 4 gains Spla 2 1 (Cold). <u>cters becon</u> 4 rs -1 Recov 4	3 ng, Contril 3 sh +2 (doe 2 ne Suppre: 3 ery (Stack 3 3	2 bute (1 Qu 14 es not Sta 4 ssed. 12 (s to -4) (t 2 12	1 ality, 5 Arc 0 ck). 0 1 until the er 1	canium). O 2 nd of Comb	Bow, Alchemy, Jumping Lightning. Bow, Alchemy, Flash Freeze. Bow, Hard Wood, Arrow, Barbed. at, Reduces end of Combat Ammo Bow, Hard Wood, Arrow, Broad.	12t acquisition	<b>2</b> by 2.
olmegaard	-1* Large, Energ +0 Large, Splas Strong Hit: L +0 Large, Splas Strong Hit: F +0 Large, Shield +2 Large, Shield	yy. **1d6 H 5 9 sh 1, Natura Lighting Ju 5 sh 2, Natur Freeze (Hit 5 d Bash (2) 5 5	lit vs targ 35 4it vs targ 30 al, Energy, mp (Hit) <sup>-1</sup> 30 ral, Danger ) All dama 40 ), On Hit: T 40 ).	2nd* ets within y 2nd This Attack 2nd rous Terrain aged charan 3rd arget suffe 3rd 2nd	4 jour Ideal R 4 gains Spla 2 1 (Cold). <u>cters becon</u> 4 rs -1 Recov 4	3 ng, Contril 3 sh +2 (doe 2 ne Suppre: 3 ery (Stack 3 3	2 bute (1 Qu 14 es not Sta 4 ssed. 12 (s to -4) (t 2 12	1 ality, 5 Arc 0 ck). 0 1 until the er 1	2 2 du do f Comb 1 duces end	Bow, Alchemy, Jumping Lightning. Bow, Alchemy, Flash Freeze. Bow, Hard Wood, Arrow, Barbed. at, Reduces end of Combat Ammo Bow, Hard Wood, Arrow, Broad. Bow, Composite, Arrow, Barbed.	12t acquisition	<b>2</b> by 2.

## Long Bows

Great Bone Bow		Rng	riax ring	luear nity	End Umg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Varialions	Acquire I	Resource
	+0	5	85	3rd	Ч	4	8	2	3	Bow, Primitive, Arrow, Broad.	11t	2
	Large, Prim	itive.										
	+2	5	85	3rd	Ч	4	4	2		Bow, Primitive, Arrow, Broad.		
	Large, Prim	iitive.										
laan Bow	+]	6	90	3rd	5	Ч	7	2	3	Bow, Quality Wood, Arrow, Barbed.	12t	3
	Large, On H	lit: Target	suffers -1	Recovery (S	Stacks to -	4) until th	e end of C	Combat, Re	duces end	l of Combat Ammo acquisition by 2.		
	+2	6	90	3rd	3	Ч	3	2		Bow, Quality Wood, Arrow, Bodkin.		
	Large, Stro	ng Hit (5–	6) vs targe	ts with 4+ (	Body Armo	our.						
√indborne	+]	6	90	3rd	5	Ч	7	2	3	Bow, Quality Wood, Arrow, Barbed.	12t, 13t	Ч
	Large, On H	lit: Target	suffers -1	Recovery (S	Stacks to -	4) until th	e end of C	Combat, Ree	duces end	l of Combat Ammo acquisition by 2.		
	+3	6	90	3rd	5	Ч	3	2		Bow, Q W, A, A H, Jumping Lightning.		
	Large, Ener	qų.										
	5		l <b>ump</b> (Hit) '	This Attack	gains Spla	ash +2 (do	es not Sta	ck).				
ale	+2	6	90	3rd	4	Ч	7	2	3	Bow, Quality Wood, Arrow, Broad.	2x 13t	Ч
	Large.	-						_	-	, <b>,</b>		, i
	+4	6	90	3rd	6	Ч	3	2		Bow, Q W, A, A Head, Creeping Acid.		
	Large, Burr		50	ora	0		0	-		bow, a w, A, A nead, orcepting Aola.		
	5		c (Hit) Thic	Attack gair	nc Dangorg	uc Torrain	+U (Acid	Dool) (Stac	46)			
ce Bow	+2	6	90	3rd	4	из тегталі Ц	7 (Aciu	2	3	Bow, Quality Wood, Arrow, Broad.	13t, 14t	Ч
DE DOM		U	90	JIU	7	7	r	Ē	3	bow, duality wood, Allow, bload.		7
	Large.	c	00	2-4	2	2	2	2		Dev. O.W. A. Alland Flash France		
	+2	6	90	3rd	3	3	3	2		Bow, Q W, A, A Head, Flash Freeze.		
	Large, Dang					0						
	5			aged charac								
lounty	+]	6	90	3rd	Ч	5	7	2	3	Bow, Quality Wood, Arrow, Barbed.		Ч
	5	5		5					duces end	l of Combat Ammo acquisition by 2.		
	+2	6	90	3rd	4	4	3	2		Bow, Q W, A, Alchemical Head, Goop.		
	Large, Blun											
	Strong Hit:	Goop (Hit)	A damage	ed character	r becomes	Encharod	(16) and h	has their Mo	woment	educed by 2 until the start of your i	hovt Turn (G	Stacks)
						Clibilatea			JVEIIIEIICI			
loxious Bow	-1	5	90	3rd	6	Ч	7	2	3	Bow, D, A, Wyld, Barbed, Blight.	16c	5
Noxious Bow	Large, Contr	ibute (1 Pol	ions, 3 Wyl	<b>3rd</b> ding), On Hit:	6 Target suff	<b>4</b> Fers –1 Rec	<b>7</b> overy (Stac	2 ks to –4) ur	3 Itil the end		16c	5
Noxious Bow	Large, Contr	ibute (1 Pol	ions, 3 Wyl	3rd	6 Target suff	<b>4</b> Fers –1 Rec	<b>7</b> overy (Stac	2 ks to –4) ur	3 Itil the end	Bow, D, A, Wyld, Barbed, Blight.	16c	5
Noxious Bow	Large, Contr Momentum	ibute (1 Pol 1: Your ne	ions, 3 Wyl ext Attack	<b>3rd</b> ding), On Hit: with this We	6 Target sufi apon gain:	<b>4</b> fers –1 Rec s Strong H	<b>7</b> overy (Stac it +1 (does	2 ks to -4) ur not Stack)	3 Itil the end	Bow, D, A, Wyld, Barbed, Blight.	16c .mmo acquis	5 sition by
Noxious Bow	Large, Contr <b>Momentum</b> Strong Hit:	ibute (1 Pol 1: Your ne Blight Infe	tions, 3 Wyl ext Attack ction (Hit) /	<b>3rd</b> ding), On Hit: with this We At the start	6 Target sufi eapon gain: of all dam	<b>4</b> fers –1 Reco s Strong H aged chard	<b>7</b> overy (Stac it +1 (does acters' Tur	2 ks to -4) ur not Stack) ns they mu	3 Itil the end Ist pass a	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A	<b>16c</b> Immo acquis After failing	5 sition by this rol
Noxious Bow	Large, Contr <b>Momentum</b> Strong Hit:	ibute (1 Pol 1: Your ne Blight Infe	tions, 3 Wyl ext Attack ction (Hit) /	<b>3rd</b> ding), On Hit: with this We At the start	6 Target sufi eapon gain: of all dam	<b>4</b> fers –1 Reco s Strong H aged chard	<b>7</b> overy (Stac it +1 (does acters' Tur	2 ks to -4) ur not Stack) ns they mu	3 Itil the end Ist pass a	Bow, D, A. Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14.	<b>16c</b> .mmo acquis After failing olls (does r	5 sition by this rol
Noxious Bow	Large, Contr Momentum Strong Hit: 3 time +5	ibute (1 Pol 1: Your ne Blight Infe es they ga 5	tions, 3 Wyl ext Attack ction (Hit) / in a GM def 90	3rd ding), On Hite with this We At the start fined disease 3rd	6 Target suff eapon gain: of all dam e Condition 4	4 fers –1 Reco s Strong H aged chara I. If two Fir 4	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3	2 ks to -4) ur not Stack) ns they mu s are made 2	3 htil the end st pass a e on them	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R	<b>16c</b> Immo acquis After failing olls (does r	5 sition by this roll not Stacl
Joxious Bow	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont	ibute (1 Pol 1: Your ne Blight Infe 2s they ga 5 cribute (1 F	tions, 3 Wyl ext Attack ction (Hit) / in a GM def 90 botions, 3 V	3rd ding), On Hit: with this We At the start ined disease 3rd Vylding), Be	6 Target suff eapon gain: of all dam e Condition <b>4</b> fore the st	4 fers –1 Reci s Strong H aged chara aged chara i. If two Fir 4 art of your	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 • next Turr	2 ks to -4) ur not Stack) ns they mu s are made 2 n: if a non-	3 atil the end st pass a on them Nephilim	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14. , they no longer need to make Skill R B, D, A, W, Broad, Spreading Poison. or non-druid character ends their Tu	<b>16c</b> Immo acquis After failing olls (does r Urn in a spa	5 sition by this rol not Stac
loxious Bow	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace	ibute (1 Pol 1: Your ne <b>Blight Infe</b> es they ga 5 ribute (1 F ent to your	tions, 3 Wyl ext Attack ction (Hit) / in a GM def 90 Potions, 3 V	3rd ding), On Hit: with this We At the start ined disease 3rd Vylding), Be	6 Target suff eapon gain: of all dam e Condition <b>4</b> fore the st e Strong Hi	Ч fers –1 Reca s Strong H aged chara i. If two Fir Ч art of your it Option a	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 • next Turr gainst the	2 not Stack) ns they mu s are made 2 n: if a non- m from this	3 Initi the end st pass a on them Nephilim s Weapon	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R B, D, A, W, Broad, Spreading Poison.	<b>16c</b> Immo acquis After failing olls (does r Urn in a spa	5 sition by this roll not Stacl
loxious Bow	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum	ibute (1 Pol 1: Your ne Blight Infe 2: they ga 5 cribute (1 F ent to your 1: Your ne	tions, 3 Wyl ext Attack ction (Hit) / in a GM def 90 Potions, 3 V target you ext Attack	3rd ding), On Hit: with this We At the start ined diseasu 3rd Vylding), Be y gain a free with this We	6 Target suff eapon gain: of all dam e Condition <b>4</b> fore the st e Strong Hi eapon gain:	4 fers –1 Reci s Strong H aged chara i. If two Fir 4 art of your it Option a s Strong H	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 • next Turr gainst the it +1 (does	2 ks to -4) ur not Stack) ns they mu s are made 2 n: if a non- m from this not Stack)	3 .st pass a e on them Nephilim s Weapon	Bow, D, A. Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R B, D, A, W. Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D	<b>16c</b> Immo acquis After failing olls (does r Irn in a spa amage).	5 sition by this rol not Stacl
	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum	ibute (1 Pol 1: Your ne Blight Infe es they ga 5 stribute (1 F ent to your 1: Your ne Spreading	cions, 3 Wyl ext Attack ction (Hit) in a GM def 90 Potions, 3 V target you ext Attack Poison (Hi	3rd ding), On Hit: with this We At the start tined disease 3rd Vylding), Be y gain a free with this We t) A damag	6 Target suft eapon gain of all dam e Condition 4 fore the st e Strong H eapon gain ed charact	4 fers -1 Rec s Strong H aged char . If two Fir 4 art of your it Option a s Strong H ser takes 3	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 • next Turr gainst the it +1 (does 8 End Dmg	2 ks to -4) ur not Stack) ns they mu s are made 2 n: if a non- m from this not Stack)	3 .st pass a on them Nephilim s Weapon	Bow, D, A. Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R B, D, A, W. Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D Turn until they receive First Aid (do	16c mmo acquis After failing olls (does r urn in a spa amage). ues not Stac	5 sition by this rol not Stack nce ck).
	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0	ibute (1 Pol 1: Your ne Blight Infe es they ga 5 sribute (1 F ent to your 1: Your ne Spreading 6	tions, 3 Wyl ext Attack ction (Hit) / in a GM def 90 lotions, 3 V target you ext Attack Poison (Hi 85	3rd ding), On Hit: with this We At the start fined disease 3rd Vylding), Be y gain a free with this We t) A damag 3rd	6 Target suff eapon gain: of all dam e Condition <b>4</b> fore the st e Strong Hi eapon gain:	4 fers –1 Reci s Strong H aged chara i. If two Fir 4 art of your it Option a s Strong H	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 • next Turr gainst the it +1 (does	2 ks to -4) ur not Stack) ns they mu s are made 2 n: If a non- m from this not Stack) at the sta	3 .st pass a e on them Nephilim s Weapon	Bow, D, A. Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R B, D, A, W. Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D	<b>16c</b> Immo acquis After failing olls (does r Irn in a spa amage).	5 sition by this rol not Stac
	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla	ibute (1 Pol 1: Your ne Blight Infe es they ga 5 rribute (1 F ent to your 1: Your ne Spreading 6 sh 1, Natu	tions, 3 Wyl ext Attack : ction (Hit) , in a GM def 90 totions, 3 V t target you ext Attack Poison (Hi 85 ral, Energy	3rd ding), On Hit: with this We At the start fined diseasu 3rd Vylding), Be v gain a free with this We t) A damag 3rd , Burn.	6 Target suff eapon gain of all dam e Condition 4 fore the st e Strong Hi eapon gain ed charact 3	4 fers -1 Reci s Strong H aged chara . If two Fir 4 art of your art of your t Option a s Strong H erer takes 3 4	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 r next Turr gainst then it +1 (does 6 End Dmg 9	2 ks to -4) ur not Stack) ns they mu s are made 2 n: if a non- m from this not Stack) at the star 1	3 htil the end st pass a on them Nephilim s Weapon t of their 1	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R B, D, A, W, Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame.	16c mmo acquis After failing olls (does r urn in a spa amage). ues not Stac	5 sition by this rol not Stac nce ck).
	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla Strong Hit:	ibute (1 Pol 1: Your ne Blight Infe es they ga 5 tribute (1 F ent to your 1: Your ne Spreading 6 sh 1, Natu On Fire (H	tions, 3 Wyl ext Attack ction (Hit) , in a GM def 90 Potions, 3 V target you ext Attack Poison (Hi 85 ral, Energy it) All dam	3rd ding), On Hit: with this We At the start tined disease 3rd Vylding), Be g gain a free with this We t) A damag 3rd , Burn. maged target	6 Target suff eapon gain: of all dam e Condition 4 fore the st e Strong Hi eapon gain ed charact 3	4 fers -1 Reci s Strong H aged chara . If two Fir 4 art of your it Option a s Strong H ser takes 3 4	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 r next Turr gainst the it +1 (does t End Dmg 9 t the start	2 ks to -4) ur not Stack) ns they mu s are made 2 n: if a non- m from this not Stack) at the star 1	3 htil the end st pass a on them Nephilim s Weapon t of their 1	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14, they no longer need to make Skill R B, D, A, W, Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D. Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame. hey receive First Aid (Stacks).	16c mmo acquis After failing olls (does r urn in a spa amage). ues not Stac	5 sition by this rol not Stac nce ck).
	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla Strong Hit: +3	ibute () Pol 1: Your ne Blight Infe es they ga 5 cribute () F ent to your 1: Your ne Spreading 6 sh 1, Natu 0n Fire (H 6	tions, 3 Wyl ext Attack ction (Hit) / in a GM def 90 Potions, 3 V target you ext Attack Poison (Hi 85 ral, Energy it) All dam 85	3rd ding), On Hit: with this We At the start tined disease 3rd Vylding), Be u gain a free with this We t) A damag 3rd , Burn. aged target 3rd	6 Target suff eapon gain: of all dam e Condition 4 fore the st e Strong H eapon gain ed charact 3 stake 3 E 6	4 fers -1 Reci s Strong H aged chara I f two Fir 4 art of your it Option a s Strong H cer takes 3 4 ind Dmg a 4	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 r next Turr gainst the it +1 (does 8 End Dmg 9 t the start 5	2 ks to -4) ur not Stack) ns they mu s are made 2 n: if a non- m from this not Stack) at the star 1	3 htil the end st pass a on them Nephilim s Weapon t of their 1	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R B, D, A, W, Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame.	16c mmo acquis After failing olls (does r urn in a spa amage). ues not Stac	5 sition by this rol not Stac nce ck).
	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla Strong Hit: +3 Large, Shie	ibute () Pol 1: Your ne Blight Infe es they ga 5 cribute () F ent to your 1: Your ne Spreading 6 sh 1, Natu 0 n Fire (H 6 kd Bash ()	tions, 3 Wyl ext Attack ction (Hit) / in a GM def 90 Votions, 3 W r target you ext Attack Poison (Hi 85 ral, Energy it) All dam 85 8), Natural,	3rd ding), On Hit: with this We At the start ined disease 3rd Vylding), Be y gain a free with this We t) A damag 3rd 3rd aged target 3rd Energy, Bur	6 Target suff eapon gain: of all dam e Condition <b>4</b> fore the st e Strong Hi eapon gain: ed charact <b>3</b> cs take 3 E <b>6</b> <b>6</b>	4 fers -1 Reci s Strong H aged chara i. If two Fir 4 art of your it Option a s Strong H ter takes 3 4 ind Dmg a 4 u (Ene	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 r next Turr gainst the it +1 (does c End Dmg 9 t the start 5 rgy).	2 ks to -4) ur not Stack) ns they mu s are made 2 m from this not Stack) at the star 1 of their Tu 1	3 htil the end st pass a on them Nephilim s Weapon t of their 1	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14, they no longer need to make Skill R B, D, A, W, Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D. Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame. hey receive First Aid (Stacks).	16c mmo acquis After failing olls (does r urn in a spa amage). ues not Stac	5 sition by this rol not Stac nce ck).
ire Breath	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla Strong Hit: +3 Large, Shie Strong Hit:	ibute () Pol 1: Your ne Blight Infe es they ga 5 cribute () F ent to your 1: Your ne Spreading 6 sh 1, Natu 0n Fire (H 6 5 Spot Fires	tions, 3 Wyl ext Attack ction (Hit) , in a GM def 90 Potions, 3 W target you ext Attack Poison (Hi 85 ral, Energy it) All dam 85 3), Natural, i (Hit) This	3rd ding), On Hit: with this We At the start ined disease 3rd Vylding), Be y gain a free with this We t) A damag 3rd Burn. aged target 3rd Energy, Bur Attack gain	6 Target suff capon gain: of all dam e Condition 4 fore the st e Strong Hi capon gain: ed charact 3 st take 3 E 6 m, Modifica is Dangero	4 fers -1 Reci s Strong H aged chara i. If two Fir 4 art of your it Option a s Strong H it Option a s Strong H it Option a u toption a 4 ind Dmg a 4 ind Dmg a 4 ind Cmg (Ene us Terrain	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 r next Turr gainst the it +1 (does 8 End Dmg 9 t the start 5 rgy). +4 (Fire) (	2 ks to -4) ur not Stack) ns they mu s are made 2 n: If a non- m from thi: not Stack) at the star 1 of their Tu 1 Stacks).	3 .st pass a o on them Nephilim s Weapon t of their 1	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R B, D, A, W. Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame. hey receive First Aid (Stacks). Bow, Wyld, Creeping Acid.	16c mmo acquis After failing olls (does r urn in a spa amage). ees not Stac NPC	5 this rol oot Stac cce 3
-ire Breath	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla Strong Hit: +3 Large, Shie Strong Hit:	ibute () Pol 1: Your ne Blight Infe es they ga 5 cribute () F ent to your 1: Your ne Spreading 6 sh 1, Natu 0n Fire (H 6 Id Bash () Spot Fires 6	tions, 3 Wyl ext Attack ction (Hit) , in a GM def 90 lotions, 3 W target you ext Attack Poison (Hi 85 ral, Energy it) All dam 85 8), Natural, ; (Hit) This 95	3rd ding), On Hit: with this We At the start ined disease 3rd Vylding), Be y gain a free with this We t) A damag 3rd 3rd aged target 3rd Energy, Bur	6 Target suff eapon gain: of all dam e Condition <b>4</b> fore the st e Strong Hi eapon gain: ed charact <b>3</b> cs take 3 E <b>6</b> <b>6</b>	4 fers -1 Reci s Strong H aged chara i. If two Fir 4 art of your it Option a s Strong H ter takes 3 4 ind Dmg a 4 u (Ene	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 r next Turr gainst thei it +1 (does c End Dmg 9 t the start 5 rgy).	2 ks to -4) ur not Stack) ns they mu s are made 2 m from this not Stack) at the star 1 of their Tu 1	3 htil the end st pass a on them Nephilim s Weapon t of their 1	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14, they no longer need to make Skill R B, D, A, W, Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D. Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame. hey receive First Aid (Stacks).	16c mmo acquis After failing olls (does r urn in a spa amage). ues not Stac	5 sition by this rol not Stac nce ck).
Fire Breath	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla Strong Hit: +3 Large, Shie Strong Hit: +1 Large, Shie	ibute () Pol 1: Your ne Blight Infe es they ga 5 rribute () F ent to your 1: Your ne Spreading 6 sh 1, Natu 0n Fire (H 6 Id Bash (2 5 6 Id Bash (2 1) 1) 1) 1) 1) 1) 1) 1) 1) 1)	tions, 3 Wyl ext Attack ction (Hit) , in a GM def 90 lotions, 3 W t target you ext Attack Poison (Hi 85 ral, Energy it) All dam 85 s), Natural, ; (Hit) This 95 s),	3rd ding), On Hit: with this We At the start ined disease 3rd Vylding), Be g gain a free with this We t) A damag 3rd , Burn. aged target 3rd Energy, Bur Attack gain 4th	6 Target suff eapon gain: of all dam e Condition <b>4</b> fore the st e Strong Hi eapon gain: ed charact <b>3</b> st take 3 E <b>6</b> cn, Modifica s Dangero <b>5</b>	4 fers -1 Rect s Strong H aged chart. If two Fir 4 art of your it Option a s Strong H it Option a s Strong H er takes 3 4 ind Dmg a 4 ation: (Ene us Terrain 4	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 r next Turr gainst the it +1 (does 8 End Dmg 9 t the start 5 rgy). +4 (Fire) ( 7	2 ks to -4) ur not Stack) ns they mu s are made 2 t: if a non- m from this not Stack) at the star 1 of their Tu 1 Stacks). 2	3 .st pass a o on them Nephilim s Weapon t of their 1	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14, they no longer need to make Skill R B, D, A, W, Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D. Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame. hey receive First Aid (Stacks). Bow, Wyld, Creeping Acid.	16c mmo acquis After failing olls (does r urn in a spa amage). ees not Stac NPC	5 this rol oot Stac cce 3
ire Breath	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla Strong Hit: +3 Large, Shie Strong Hit: +1 Large, Shie +3	ibute () Pol 1: Your ne Blight Infe es they ga 5 ribute () F ent to your 1: Your ne Spreading 6 sh 1, Natu 0n Fire (H 6 Id Bash (2 6	tions, 3 Wyl ext Attack : ction (Hit) , in a GM def 90 Potions, 3 W t target you ext Attack : Poison (Hi 85 ral, Energy it) All dam 85 s), Natural, ; (Hit) This 95 2). 95	3rd ding), On Hit: with this We At the start ined disease 3rd Vylding), Be y gain a free with this We t) A damag 3rd Burn. aged target 3rd Energy, Bur Attack gain	6 Target suff capon gain: of all dam e Condition 4 fore the st e Strong Hi capon gain: ed charact 3 st take 3 E 6 m, Modifica is Dangero	4 fers -1 Reci s Strong H aged chara i. If two Fir 4 art of your it Option a s Strong H it Option a s Strong H it Option a u toption a 4 ind Dmg a 4 ind Dmg a 4 ind Cmg (Ene us Terrain	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 r next Turr gainst the it +1 (does 8 End Dmg 9 t the start 5 rgy). +4 (Fire) (	2 ks to -4) ur not Stack) ns they mu s are made 2 n: If a non- m from thi: not Stack) at the star 1 of their Tu 1 Stacks).	3 .st pass a o on them Nephilim s Weapon t of their 1	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R B, D, A, W. Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame. hey receive First Aid (Stacks). Bow, Wyld, Creeping Acid.	16c mmo acquis After failing olls (does r urn in a spa amage). ees not Stac NPC	5 this rol oot Stac cce 3
Fire Breath Daikyu Yumi	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla Strong Hit: +3 Large, Shie +3 Large, Shie +3 Large, Shie	ibute () Pol 1: Your ne Blight Infe es they ga 5 cribute () F ent to your 1: Your ne Spreading 6 sh 1, Natu 0n Fire (H 6 1d Bash (2 6 1d Bash (2 6 1d Bash (2 1 1 1 1 1 1 1 1 1 1 1 1 1	tions, 3 Wyl ext Attack ction (Hit) / in a GM def 90 Votions, 3 W tranget you ext Attack : Poison (Hi 85 ral, Energy it) All dam 85 s), Natural, c (Hit) This 95 c), 95 c),	3rd ding), On Hit: with this We At the start ined disease 3rd Vylding), Be y gain a free with this We t) A damag 3rd b A damag 3rd Burn. aged target 3rd Energy, Bur Attack gain 4th 4th	6 Target suff eapon gain of all dam e Condition 4 fore the st e Strong H eapon gain ed charact 3 st take 3 E 6 6 6 6 6 6 5 5	4 fers -1 Reci s Strong H aged chara I. If two Fir 4 art of your it Option a s Strong H ter takes 3 4 ind Dmg a 4 ind Chara	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 • next Turr gainst the it +1 (does 6 End Dmg 9 t the start 5 rgy). +4 (Fire) ( 7 3	2 ks to -4) ur not Stack) ns they mu s are made 2 :: If a non- m from this not Stack) at the star 1 of their Tu 1 Stacks). 2 2	3 Atil the end st pass a e on them Nephilim s Weapon t of their 1 mrn until t	Bow, D, A. Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R B, D, A, W. Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame. hey receive First Aid (Stacks). Bow, Wyld, Creeping Acid. Bow, Hard Wood, Arrow, Broad. Bow, Hard Wood, Arrow, Broad.	16c mmo acquis After failing olls (does r arn in a spa amage). ees not Stac NPC	5 sition by this rol oot Stac ce sk). 3 3
ire Breath Daikyu Yumi	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla Strong Hit: +3 Large, Shie Strong Hit: +1 Large, Shie +3	ibute () Pol 1: Your ne Blight Infe es they ga 5 ribute () F ent to your 1: Your ne Spreading 6 sh 1, Natu 0n Fire (H 6 Id Bash (2 6	tions, 3 Wyl ext Attack : ction (Hit) , in a GM def 90 Potions, 3 W t target you ext Attack : Poison (Hi 85 ral, Energy it) All dam 85 s), Natural, ; (Hit) This 95 2). 95	3rd ding), On Hit: with this We At the start ined disease 3rd Vylding), Be g gain a free with this We t) A damag 3rd , Burn. aged target 3rd Energy, Bur Attack gain 4th	6 Target suff eapon gain: of all dam e Condition <b>4</b> fore the st e Strong Hi eapon gain: ed charact <b>3</b> st take 3 E <b>6</b> cn, Modifica s Dangero <b>5</b>	4 fers -1 Rect s Strong H aged chart. If two Fir 4 art of your it Option a s Strong H it Option a s Strong H er takes 3 4 ind Dmg a 4 ation: (Ene us Terrain 4	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 r next Turr gainst the it +1 (does 8 End Dmg 9 t the start 5 rgy). +4 (Fire) ( 7	2 ks to -4) ur not Stack) ns they mu s are made 2 t: if a non- m from this not Stack) at the star 1 of their Tu 1 Stacks). 2	3 .st pass a o on them Nephilim s Weapon t of their 1	Bow, D, A, Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14, they no longer need to make Skill R B, D, A, W, Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D. Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame. hey receive First Aid (Stacks). Bow, Wyld, Creeping Acid.	16c mmo acquis After failing olls (does r urn in a spa amage). ees not Stac NPC	5 sition by this roll not Stack nce sk). 3
-ire Breath	Large, Contr Momentum Strong Hit: 3 time +5 Large, Cont adjace Momentum Strong Hit: +0 Large, Spla Strong Hit: +3 Large, Shie +3 Large, Shie +3 Large, Shie	ibute () Pol 1: Your ne Blight Infe es they ga 5 cribute () F ent to your 1: Your ne Spreading 6 sh 1, Natu 0n Fire (H 6 1d Bash (2 6 1d Bash (2 6 1d Bash (2 1 1 1 1 1 1 1 1 1 1 1 1 1	tions, 3 Wyl ext Attack ction (Hit) / in a GM def 90 Votions, 3 W tranget you ext Attack : Poison (Hi 85 ral, Energy it) All dam 85 s), Natural, c (Hit) This 95 c), 95 c),	3rd ding), On Hit: with this We At the start ined disease 3rd Vylding), Be y gain a free with this We t) A damag 3rd b A damag 3rd Burn. aged target 3rd Energy, Bur Attack gain 4th 4th	6 Target suff eapon gain of all dam e Condition 4 fore the st e Strong H eapon gain ed charact 3 st take 3 E 6 6 6 6 6 6 5 5	4 fers -1 Reci s Strong H aged chara I. If two Fir 4 art of your it Option a s Strong H ter takes 3 4 ind Dmg a 4 ind Chara	7 overy (Stac it +1 (does acters' Tur st Aid Roll 3 • next Turr gainst the it +1 (does 6 End Dmg 9 t the start 5 rgy). +4 (Fire) ( 7 3	2 ks to -4) ur not Stack) ns they mu s are made 2 :: If a non- m from this not Stack) at the star 1 of their Tu 1 Stacks). 2 2	3 Atil the end st pass a e on them Nephilim s Weapon t of their 1 mrn until t	Bow, D, A. Wyld, Barbed, Blight. d of Combat, Reduces end of Combat A Physical or Resolve Skill Roll of 14 they no longer need to make Skill R B, D, A, W. Broad, Spreading Poison. or non-druid character ends their Tu (as if you had Hit them and dealt D Turn until they receive First Aid (do Bow, Alchemy, Sticky Flame. hey receive First Aid (Stacks). Bow, Wyld, Creeping Acid. Bow, Hard Wood, Arrow, Broad. Bow, Hard Wood, Arrow, Broad.	16c mmo acquis After failing olls (does r arn in a spa amage). ees not Stac NPC	5 sition by this rol not Stack nce sk). 3

#### Crossbows

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resource
Assassin's Crossbow	-1	10	55	3rd	6	Ч	8	2	2	Bow, Hard Wood, Arrow, Bodkin.	8t, 16t	3
	Large, Pen	1 min 3, F	Preload 1, S	hield Bash	(2), Strong	Hit (5-6)	vs targets	with 4+ Bo	ody Armo	ur.		
Royal Crossbow	-1	10	55	2nd	6	Ч	8	2	1	Bow, Composite, Arrow, Bodkin.	8t, 18t	Ч
	Large, Pen	1 min 3, F	Preload 1, S	trong Hit (5	–6) vs targ	gets with 4	+ Body Ari	mour.				
Meteor	+0	10	50	2nd	7	Ч	8	2	2	Bow, Q W, A, A H, A, Searing Flame.	14t, 18t	Ч
	Large, Pen	1 min 3, F	Preload 1, E	nergy, Burn	ı, Splash 1.							
	Strong Hit:	Sear Fles	h (Hit) All	damaged c	haracters s	uffer –1 De	efence unti	l the end a	of Comba	t (Stacks).		
Swoop Crossbow	+2	10	50	2nd	8	Ч	8	2	2	Bow, Q W, A, A H, A, Creeping Acid.	15t, 18t	Ч
	Large, Pen											
	Strong Hit:	Acid Pool	.s (Hit) This	s Attack gai	ins Dangero	ous Terrain	+4 (Acid F	Pool) (Stac	ks).			
Snake Staff	+3	9	50	2nd	6	Ч	8	2	2	B, D, A, Wyld, B, Spreading Poison.	18c	5
	9					5 5		9		n: if a non-Nephilim or non-druid char		
		· · ·	5	5 5	5	9	1 5			Weapon (as if you had Hit them and	dealt Dama	ge).
	Momentum					-						
	Strong Hit:	Spreading		~	ged charact		5		rt of their	Turn until they receive First Aid (do	ies not Sta	sk).
Reaper	-2*	10	50	2nd*	7	Ч	8	2	2	Bow, Divine Fire.	20c	5
Modified Ion Rifle)								al Rng, Con	itribute (1	Quality, 5 Arcanium).		
Wand of Corp (Protectron)	-1d6	10	60	2nd	8	5	8*	3	0	Bow, Lightning Wand (Gun).	Loot	3
	Large, Pen											
Wad of Ath (Gauss Rifle)	+1d6	10	40	2nd	10	4	8*	3	3	Bow, Thunder Wand (Gun).	Loot	3
	Large, Pen				5							
Death Spit	-1	10	45	2nd	5	Ч	10	1	0	Bow, Spit, Alchemy, Delayed Blast.	NPC	3
	Large, Pen											
	5	5			it) If your ta	arget does	not move	at least 3	spaces fi	rom their current location before you	r next Turn	they
				ge (Stacks).	-							
Control Nature	+0	10	45	2nd	5	Ч	10	1	0	Bow, Spit, Wyld, Entangle.	NPC	3
	Large, Pen					_	. (21.1)					(0)
	5	5		5						nt reduced by 2 until the start of you		
Pellet Crossbow	+0	9	45	2nd	6	Ч	9	2	2	Bow, Low-Quality, Arrow, Broad.	13t	2
	Large, Pen				-		6	0	•			•
Skåne Lockbow	+2	10	50	2nd	5	Ч	8	2	2	Bow, Quality Wood, Arrow, Broad.	14t	3
	Large, Pen			<u> </u>	_		<u>^</u>	_				-
Musket	+]	10	50	2nd	7	Ч	8	2	I	Bow, Divine Weapon, Arrow, Broad.	22c	6

Large, Pen 1 min 3, Preload 1, When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Bow), 2 Quality, 5 Arcanium).

## Siege Crossbows

leapons	Hit	Rng	Max Rng	Ideal Rng (	End Dmg C	rit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resource
ower Crossbow	-2	7	65	3rd	8	5	7	3	4	Bow, Low-Quality, Arrow, Broad.	13t	2
	Large, Shie	eld Bash (L	I), Pen 2 mi	n 4, Preload	d 1, Reduces	s end of	Combat A	Ammo acquis	sition by	1, Primitive.		
ortress Crossbow	-1	8	75	Чth	9	5	6	3	4	Bow, Hard Wood, Arrow, Broad.	16t	3
	Large, Shie	eld Bash (6	5), Pen 2 mi	in 4, Preload	d 1, Reduce:	s end of	Combat A	Ammo acquis	sition by	1.		
Jamewood Crossbow	-1	8	75	3rd	9	5	6	3	3	Bow, Composite, Arrow, Broad.	18t	Ч
	Large, Shie	eld Bash (L	I), Pen 2 mi	n 4, Preload	d 1, Reduces	s end of	Combat A	Ammo acquis	sition by	1.		
loltfire	-1	8	70	3rd	9	5	6	3	4	Bow, Q W, A, A H, A, Jumping Lightning.	14t, 16t	3
	Large, Shie	eld Bash (L	I), Pen 2 mi	n 4, Preload	d 1, Reduce:	s end of	Combat A	Ammo acquis	sition by	1, Energy.		
	Strong Hit:	Lighting J	<b>lump</b> (Hit) T	his Attack g	gains Splas	h +2 (do	es not Sta	ack).				
/yrmslayer	+0	8	70	3rd	10	5	6	3	Ч	Bow, Q W, A, A H, A, Creeping Acid.	15t, 16t	3
	Large, Shie	eld Bash (L	I), Pen 2 mi	n 4, Preload	d 1, Reduces	s end of	Combat A	Ammo acquis	sition by	1.		
	Strong Hit:	Acid Pool	s (Hit) This	Attack gain	s Dangerou	s Terrain	+4 (Acid	Pool) (Stack	(s).			
eartseeker	-1	8	70	3rd	8	4	6	3	Ч	Bow, Q W, A, A H, Alchemy, Vortex.	14t, 16t	3
	Large, Shie	eld Bash (L	I), Pen 2 mi	n 4, Preload	d 1, Reduces	s end of	Combat A	Ammo acquis	sition by	1, Strong Hit (5-6).		
	Strong Hit:	Massive V	<b>/ortex</b> (Hit) A	All non-Hug	e damaged	characte	ers becom	ne Tripped.				
hreader	-1	8	70	3rd	8	4	6	3	Ч	Bow, Q W, A, A H, A, Shrapnel Shards.	2x 16t	3
	Large, Shie	eld Bash (L	I), Pen 2 mi	n 4, Preload	d 1, Reduces	s end of	Combat A	Ammo acquis	sition by	1, Splash 2.		
	Strong Hit:	Shrapnel	(Hit) This A	ttack gains	+3 End Dm	g (Stacks	s).					
erpent Wand	+]	8	70	3rd	8	5	6	3	Ч	Bow, D, A, B, Wyld, Spreading Poison.	18c	5
	Large, Shie	eld Bash (L	I), Pen 2 mi	n 4, Preload	d 1, Reduce:	s end of	Combat A	Ammo acquis	sition by	1, Contribute (1 Potions, 3 Wylding), E	Before the s	start of
	your r	next Turn:	if a non-Ne	philim or no	on-druid ch	naracter e	ends their	Turn in a sp	pace adja	acent to your target you gain a free S	Strong Hit (	Option
									pace adja	acent to your target you gain a free S	Strong Hit (	Option
	agains	st them fro	om this Wea	ipon (as if y	you had Hit	them an	d dealt D	amage).	oace adja	acent to your target you gain a free S	Strong Hit (	Option
	again: Momentum	st them fro 1: Your ne	om this Wea ext Attack w	ipon (as if y vith this Wea	you had Hit apon gains	them an Strong Hi	d dealt D it +1 (does	amage). s not Stack).				
ellfire Wand	again: Momentum	st them fro 1: Your ne	om this Wea ext Attack w	ipon (as if y vith this Wea	you had Hit apon gains	them an Strong Hi	d dealt D it +1 (does	amage). s not Stack).		Turn until they receive First Aid (do		ck).
ellfire Wand	agains Momentum Strong Hit: _4*	st them fro 1: Your ne Spreading 8	om this Wea ext Attack w Poison (Hit 70	apon (as if y vith this Wea ) A damage 3rd*	you had Hit apon gains ed character 9	them an Strong Hi r takes 3 5	d dealt D it +1 (does End Dmg 6	amage). s not Stack). g at the start 3	: of their 4	Turn until they receive First Aid (do Bow, Divine Fire.	es not Stad 20c	ck). 5
ellfire Wand	agains Momentum Strong Hit: –4* Large, Shie	st them fro 1: Your ne Spreading 8 eld Bash (L	om this Wea ext Attack w Poison (Hit 70 I), Pen 2 mi	apon (as if <u>y</u> vith this Wea ) A damage <b>3rd*</b> n 4, Preload	you had Hit apon gains ed character 9	them an Strong Hi r takes 3 5	d dealt D it +1 (does End Dmg 6	amage). s not Stack). g at the start 3	: of their 4	Turn until they receive First Aid (do	es not Stad 20c	ck). 5
	agains Momentum Strong Hit: -4* Large, Shie Contri	st them fro a 1: Your ne <b>Spreading</b> 8 eld Bash ( <sup>L</sup> ibute (1 Qu	om this Wea ext Attack w <b>Poison</b> (Hit <b>70</b> 4), Pen 2 mi ality, 5 Arca	ipon (as if y vith this Wea ) A damage <b>3rd*</b> n 4, Preload anium).	you had Hit apon gains ed character <b>9</b> d 1, Reduces	them and Strong Hi r takes 3 5 s end of	d dealt D it +1 (does End Dmg 6 Combat A	amage). s not Stack). g at the start 3	: of their <b>4</b> sition by	Turn until they receive First Aid (do Bow, Divine Fire. 1, Energy, *+1d6 Hit vs targets within	es not Staa 20c your Ideal	ck). 5 . Rng,
	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2	st them fro n 1: Your ne Spreading 8 eld Bash (L ibute (1 Qu 8	om this Wee ext Attack w Poison (Hit 70 4), Pen 2 mi ality, 5 Arca 80	yith this Wea ) A damage 3rd* n 4, Preload anium). 3rd	you had Hit apon gains ed character 9 d 1, Reduces 10	them and Strong Hi r takes 3 5 s end of 6	d dealt D it +1 (doe: End Dmg 6 Combat A 6*	amage). s not Stack). g at the start 3 Ammo acquis <b>4</b>	: of their 4 sition by 2	Turn until they receive First Aid (do Bow, Divine Fire. 1. Energy. *+1d6 Hit vs targets within Bow, Lightning Wand (Gun).	es not Stad 20c your Ideal Loot	ck). 5
earing Wand	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie	st them fro n 1: Your ne Spreading 8 eld Bash (L ibute (1 Qu 8 eld Bash (L	om this Wea ext Attack w Poison (Hit 70 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi	yith this Wea ) A damage <b>3rd*</b> n 4, Preload anium). <b>3rd</b> n 4, Preload	you had Hit apon gains ed characte 9 d 1, Reduces 10 d 4, Reduce	them and Strong Hi r takes 3 5 s end of 6 es end of	d dealt D it +1 (does End Dmg 6 Combat A 6* Combat A	amage). s not Stack). g at the start 3 Ammo acquis <b>4</b>	: of their 4 sition by 2 sition by	Turn until they receive First Aid (do Bow, Divine Fire. 1, Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1, Energy, *Ammo cannot be regain	es not Staa 20c your Ideal Loot ed.	ck). 5 L Rng, 3
earing Wand /orld Ender	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2	st them fro n 1: Your ne Spreading eld Bash (L ibute (1 Qu 8 eld Bash (L 8	om this Wea ext Attack w Poison (Hit 70 I), Pen 2 mi ality, 5 Arca 80 I), Pen 2 mi 60	yith this Wea ) A damage 3rd* n 4, Preload anium). 3rd n 4, Preload 3rd	you had Hit apon gains ed character 9 d 1, Reduces 10 d 4, Reduce 12	them and Strong Hi r takes 3 5 s end of 6 s end of 5	d dealt D it +1 (does End Dmg 6 Combat A 6* Combat A	amage). s not Stack). g at the start 3 Ammo acquis <b>4</b> Ammo acqui <b>4</b>	: of their 4 sition by 2 sition by 5	Turn until they receive First Aid (do Bow, Divine Fire. 1, Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1, Energy, *Ammo cannot be regaine Bow, Thunder Wand (Gun).	es not Stad 20c your Ideal Loot	ck). 5 . Rng,
earing Wand /orld Ender Missile Launcher)	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie	st them fro 1 : Your ne Spreading 8 eld Bash (L 100 8 eld Bash (L 8 eld Bash (L 8 100 100 100 100 100 100 100	om this Wea ext Attack w Poison (Hit 70 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi 60 4), Pen 2 mi	ippon (as if y vith this Wea ) A damage <b>3rd*</b> n 4, Preload anium). <b>3rd</b> n 4, Preload <b>3rd</b> n 4, Preload	you had Hit apon gains ed character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces	them and Strong Hi r takes 3 5 s end of 6 s end of 5 s end of	d dealt D it +1 (does End Dmg 6 Combat A 6* 6* Combat A	amage). s not Stack). g at the start <b>3</b> Ammo acquis <b>4</b> Ammo acqui <b>4</b> Ammo acqui	: of their 4 sition by 2 sition by 5 sition by	Turn until they receive First Aid (do Bow, Divine Fire. 1. Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1. Energy, *Ammo cannot be regaine Bow, Thunder Wand (Gun). 1. *Ammo cannot be regained.	es not Stac 20c your Ideal Loot Loot	ck). 5 I Rng, 3 3
earing Wand /orld Ender Missile Launcher)	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie -3	st them fro Spreading 8 eld Bash (L bute (1 Qu) 8 eld Bash (L 8 eld Bash (L 8 8	om this Wea ext Attack w Poison (Hit 70 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi 60 4), Pen 2 mi 65	ippon (as if y vith this Wea ) A damage <b>3rd*</b> n 4, Preload anium). <b>3rd</b> n 4, Preload <b>3rd</b> n 4, Preload <b>3rd</b>	you had Hit apon gains d character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduce 9	them and Strong Hi r takes 3 5 s end of 6 s end of 5 s end of 5	d dealt D it +1 (does End Dmg 6 Combat A 6* Combat 6* Combat 8	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 4 Ammo acqui 2	: of their 4 sition by 2 sition by 5 sition by 2	Turn until they receive First Aid (do Bow, Divine Fire. 1. Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1. Energy, *Ammo cannot be regaine Bow, Thunder Wand (Gun). 1. *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame.	es not Staa 20c your Ideal Loot ed.	ck). 5 L Rng, 3
earing Wand /orld Ender Missile Launcher)	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie -3 Large, Shie	st them fro 1: Your ne Spreading 8 eld Bash (4 8 eld Bash (4 8 eld Bash (4 8 eld Bash (4 8 1 1 1 1 1 1 1 1 1 1 1 1 1	om this Wea ext Attack w <b>Poison</b> (Hit <b>70</b> 4), Pen 2 mi ality, 5 Arca <b>80</b> 4), Pen 2 mi <b>60</b> 4), Pen 2 mi <b>65</b> 4), Pen 2 mi	yith this Wea yith this Wea 3rd* n 4, Preload anium). 3rd n 4, Preload 3rd n 4, Preload 3rd n 4, Preload	you had Hit apon gains ed character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces 9 d 1, Reduces	them and Strong Hi r takes 3 5 s end of 6 s end of 5 s end of 5 s end of 5	d dealt D it +1 (does End Dmg 6 Combat A 6* Combat 8 Combat A	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 2 Ammo acquis	: of their 4 sition by 2 sition by 5 sition by 2 sition by	Turn until they receive First Aid (do Bow, Divine Fire. 1. Energy. *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1. Energy. *Ammo cannot be regained Bow, Thunder Wand (Gun). 1. *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame. 1. Splash 2. Natural, Energy, Burn.	es not Stac 20c your Ideal Loot Loot	ck). 5 I. Rng, 3 3
earing Wand Yorld Ender Aissile Launcher) Iaming Spit	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie -3 Large, Shie Strong Hit:	st them fro 1: Your ne Spreading 8 eld Bash (4 8 eld Bash (4 8 eld Bash (4 8 eld Bash (4 8 eld Bash (4 8 1 8 1 1 1 1 1 1 1 1 1 1 1 1 1	om this Wea ext Attack w Poison (Hit 70 4). Pen 2 mi ality, 5 Arca 80 4). Pen 2 mi 60 4). Pen 2 mi 65 4). Pen 2 mi h (Hit) All d	npon (as if y vith this Wea ) A damage <b>3rd*</b> n 4, Preload anium). <b>3rd</b> n 4, Preload <b>3rd</b> n 4, Preload <b>3rd</b> n 4, Preload amaged cha	you had Hit apon gains ed character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces 9 d 1, Reduces aracters sul	them an Strong Hi r takes 3 5 s end of 6 5 es end of 5 s end of ffer -1 De	d dealt D it +1 (does End Dmg 6 Combat A 6* Combat A 8 Combat A fence un	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 2 Ammo acquis til the end of	c of their 4 sition by 2 sition by 2 sition by f Combal	Turn until they receive First Aid (do Bow, Divine Fire. 1, Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1, Energy, *Ammo cannot be regained Bow, Thunder Wand (Gun). 1, *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame. 1, Splash 2, Natural, Energy, Burn. 5 (Stacks).	es not Stac 20c your Ideat Loot Loot NPC	ck). 5 I Rng. 3 3
earing Wand forld Ender Missile Launcher) laming Spit	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie -3 Large, Shie Strong Hit: +0	st them fro Spreading 8 etd Bash (4 ibute (1 0u) 8 etd Bash (4 8 etd Bash (4 8 etd Bash (4 8 etd Bash (4 8 Sear Flesl 8	om this Wea ext Attack w Poison (Hit 70 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi 60 4), Pen 2 mi 65 4), Pen 2 mi h (Hit) All d 65	ippon (as if y vith this Wea 3rd* n 4, Preload anium). 3rd n 4, Preload 3rd n 4, Preload 3rd n 4, Preload amaged cha 3rd	you had Hit apon gains ed character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces 9 d 1, Reduces aracters sul 8	them and Strong Hi r takes 3 5 s end of 6 5 es end of 5 s end of 5 s end of ffer -1 De 5	d dealt D it +1 (does End Dmg 6 Combat A 6* Combat A 6 Combat A fence un 8	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 4 Ammo acquis til the end ol 2	: of their 4 sition by 2 sition by 5 sition by 2 sition by f Combal 2	Turn until they receive First Aid (do Bow, Divine Fire. 1, Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1, Energy, *Ammo cannot be regaine Bow, Thunder Wand (Gun). 1, *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame. 1, Splash 2, Natural, Energy, Burn. 1; (Stacks). Bow, Spit, Wyld, Spreading Poison.	es not Star 20c your Ideat Loot NPC NPC	ck). 5 I Rng, 3 3 3
earing Wand forld Ender Missile Launcher) laming Spit	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie -3 Large, Shie Strong Hit: +0 Large, Shie	st them fro Spreading 8 eld Bash (L ibute (1 Ou 8 eld Bash (L 8 eld Bash (L 8 eld Bash (L 8 8 eld Bash (L 8 8 8 8 1 1 1 1 1 1 1 1 1 1 1 1 1	om this Wea ext Attack w Poison (Hit 70 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi 60 4), Pen 2 mi 65 4), Pen 2 mi h (Hit) All d 65 4), Pen 2 mi	ippon (as if y vith this Wea ) A damage 3rd* n 4, Preload anium). 3rd n 4, Preload 3rd n 4, Preload 3rd n 4, Preload amaged cha 3rd n 4, Preload	you had Hit apon gains ed character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces 9 d 1, Reduces aracters sui 8 d 1, Reduces	them ani Strong Hi r takes 3 5 s end of 6 s end of 5 s end of 5 s end of ffer -1 De 5 s end of	d dealt Du it +1 (does End Dag 6 Combat A 6* Combat A Combat A Gence un 8 Combat A	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 2 Ammo acquis til the end of 2 Ammo acquis	: of their 4 sition by 2 sition by 5 sition by 2 sition by 6 Combal 2 sition by	Turn until they receive First Aid (do Bow, Divine Fire. 1, Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1, Energy, *Ammo cannot be regaine Bow, Thunder Wand (Gun). 1, *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame. 1, Splash 2, Natural, Energy, Burn. 5 (Stacks). Bow, Spit, Wyld, Spreading Poison. 1, Splash 1, Natural, Before the start of	es not Star 20c your Ideal Loot NPC NPC NPC of your new	5 . Rng. 3 3 3 3 xt Turn.
earing Wand /orld Ender Missile Launcher) laming Spit	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie -3 Large, Shie Strong Hit: +0 Large, Shie a non	st them from Spreading 8 eld Bash (L ibute (1 Qu 8 eld Bash (L 8 eld Bash (L 8 eld Bash (L Sear Flest 8 eld Bash (L -Nephilim	om this Wea ext Attack w Poison (Hit 70 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi 60 4), Pen 2 mi 65 4), Pen 2 mi 65 4), Pen 2 mi 65 4), Pen 2 mi or non-dru	ippon (as if y vith this Wea ) A damage 3rd* n 4, Preload anium). 3rd n 4, Preload 3rd n 4, Preload amaged cha 3rd n 4, Preload amaged cha 3rd n 4, Preload amaged cha	you had Hit apon gains d character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces 9 d 1, Reduces aracters sul 8 d 1, Reduces c ends their	them and Strong Hi r takes 3 5 s end of 6 s end of 5 s end of 6 ffer -1 De 5 s end of 5 s end of 5 s end of 7	d dealt Du it +1 (does End Dag 6 Combat A 6* Combat A Combat A Gence un 8 Combat A	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 2 Ammo acquis til the end of 2 Ammo acquis	: of their 4 sition by 2 sition by 5 sition by 2 sition by 6 Combal 2 sition by	Turn until they receive First Aid (do Bow, Divine Fire. 1, Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1, Energy, *Ammo cannot be regaine Bow, Thunder Wand (Gun). 1, *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame. 1, Splash 2, Natural, Energy, Burn. 1; (Stacks). Bow, Spit, Wyld, Spreading Poison.	es not Star 20c your Ideal Loot NPC NPC NPC of your new	5 . Rng. 3 3 3 3 xt Turn.
earing Wand Yorld Ender Aissile Launcher) Iaming Spit	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie -3 Large, Shie Strong Hit: +0 Large, Shie a non this W	st them fro Spreading 8 eld Bash (Li bute (1 Qui 8 eld Bash (Li 8 eld Bash (Li 8 eld Bash (Li 8 eld Bash (Li 8 eld Bash (Li 8 eld Bash (Li 9 eld Bash (Li 9	2000 this Weat 2010 (Hit 201 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi 60 4), Pen 2 mi 65 4), Pen 2 mi 65 65 65 65 65 65 70 70 70 70 70 70 70 70 70 70	ippon (as if y vith this Wea ) A damage 3rd* n 4, Preload anium). 3rd n 4, Preload 3rd n 4, Preload amaged cha 3rd n 4, Preload amaged cha 3rd n 4, Preload id character Hit them ar	you had Hit apon gains d character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces 9 d 1, Reduces aracters sui 8 d 1, Reduces r ends their nd dealt Da	them and Strong Hi r takes 3 5 s end of 6 s end of 5 s end of ffer -1 De 5 s end of ffer -1 De 5 s end of 7 Turn in mage).	d dealt Di it +1 (does End Ding 6 Combat A 6* Combat A Combat A Gence un 8 Combat A a space a	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 2 Ammo acquis til the end ol 2 Ammo acquis adjacent to y	: of their 4 sition by 2 sition by 2 sition by 6 Combal 2 sition by 9 our targe	Turn until they receive First Aid (do Bow, Divine Fire. 1. Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1. Energy, *Ammo cannot be regaine Bow, Thunder Wand (Gun). 1. *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame. 1. Splash 2, Natural, Energy, Burn. 5 (Stacks). Bow, Spit, Wyld, Spreading Poison. 1. Splash 1, Natural, Before the start of the story of the start of the story of the start o	es not Star 20c your Ideat Loot Loot NPC NPC of your new against the	ck). 5 Rng. 3 3 3 3 4 t Turn m from
earing Wand /orld Ender Missile Launcher) laming Spit oisonous Breath	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie -3 Large, Shie Strong Hit: +0 Large, Shie a non this W Strong Hit:	st them fro Spreading 8 8 8 8 8 8 8 8 8 8 8 8 8	2000 this Weat 2010 Poison (Hit 201 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi 60 4), Pen 2 mi 65 4), Pen 2 mi 65 65 65 65 70 70 70 70 70 70 70 70 70 70	in the series of	you had Hit apon gains d character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces 9 d 1, Reduces aracters sul 8 d 1, Reduces c ends their nd dealt Da d character	them and Strong Hi r takes 3 5 s end of 6 s end of 5 s end of ffer -1 De 5 s end of ffer -1 De 5 s end of ffer 2 1 De 5 s end of ffer 3	d dealt Di it +1 (does End Ding 6 Combat A 6* Combat A Combat A Gence un 8 Combat A combat A combat A combat A combat A	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 2 Ammo acquis til the end ol 2 Ammo acquis adjacent to y g at the start	: of their 4 sition by 2 sition by 5 sition by 6 Combal 2 sition by 6 Combal 2 sition by 9 sition by 1 2 sition by 6 Combal 2 sition by 1 2 sition by 1 2 sition by 1 2 sition by 1 2 sition by 1 2 sition by 2 sition by 1 2 sition by 2 sition by 3 sition by 5 sition	Turn until they receive First Aid (do Bow, Divine Fire. 1. Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1. Energy, *Ammo cannot be regained Bow, Thunder Wand (Gun). 1. *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame. 1. Splash 2, Natural, Energy, Burn. 1. (Stacks). Bow, Spit, Wyld, Spreading Poison. 1. Splash 1, Natural, Before the start 2t you gain a free Strong Hit Option at Turn until they receive First Aid (do	es not Star 20c your Ideal Loot Loot NPC MPC of your new against the es not Star	ck). 5 Rng, 3 3 3 3 xt Turn m from ck).
lellfire Wand iearing Wand Vorld Ender Missile Launcher) Laming Spit Voisonous Breath	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie Strong Hit: +0 Large, Shie a non this W Strong Hit:	st them fro Spreading 8 eld Bash (4 bbute (1 00 8 eld Bash (4 8 eld Bash (4 8 8 eld Bash (4 8 8 8 eld Bash (4 8 8 8 8 8 8 8 8 8 8 8 8 8	om this Wea ext Attack w Poison (Hit 70 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi 60 4), Pen 2 mi 65 4), Pen 2 mi	ippon (as if y vith this Wea ) A damage 3rd* n 4, Preload anium). 3rd n 4, Preload 3rd n 4, Preload amaged cha 3rd n 4, Preload amaged cha 3rd n 4, Preload at character Hit them ar ) A damage	you had Hit apon gains d character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces 9 d 1, Reduces aracters sul 8 d 1, Reduces c ends their nd dealt Da d character 8	them an Strong Hi r takes 3 5 s end of 6 s end of 5 s end of ffer -1 De 5 s end of ffer -1 De 5 s end of r Turn in mage). r takes 3 5	d dealt D it +1 (does End Dmg 6 Combat A Combat A Combat A Fence un 8 Combat A Scombat A a space a End Dmg 6	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 2 Ammo acquis til the end ol 2 Ammo acquis adjacent to y g at the start 3	c of their 4 sition by 2 sition by 5 sition by 6 Combal 2 sition by 1000000000000000000000000000000000000	Turn until they receive First Aid (do Bow, Divine Fire. 1, Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1, Energy, *Ammo cannot be regained Bow, Thunder Wand (Gun). 1, *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame. 1, Splash 2, Natural, Energy, Burn. 4 (Stacks). Bow, Spit, Wyld, Spreading Poison. 1, Splash 1, Natural, Before the start at you gain a free Strong Hit Option of Turn until they receive First Aid (do Bow, Quality Wood, Arrow, Broad.	es not Star 20c your Ideat Loot Loot NPC NPC of your new against the	ck). 5. Rng. 3 3 3 4. Turn: m from
earing Wand Jorld Ender Missile Launcher) Laming Spit Ioisonous Breath	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie Strong Hit: +0 Large, Shie a non this W Strong Hit:	st them fro Spreading 8 eld Bash (4 bbute (1 00 8 eld Bash (4 8 eld Bash (4 8 8 eld Bash (4 8 8 8 eld Bash (4 8 8 8 8 8 8 8 8 8 8 8 8 8	om this Wea ext Attack w Poison (Hit 70 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi 60 4), Pen 2 mi 65 4), Pen 2 mi	ippon (as if y vith this Wea ) A damage 3rd* n 4, Preload anium). 3rd n 4, Preload 3rd n 4, Preload amaged cha 3rd n 4, Preload amaged cha 3rd n 4, Preload at character Hit them ar ) A damage	you had Hit apon gains d character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces 9 d 1, Reduces aracters sul 8 d 1, Reduces c ends their nd dealt Da d character 8	them an Strong Hi r takes 3 5 s end of 6 s end of 5 s end of ffer -1 De 5 s end of ffer -1 De 5 s end of r Turn in mage). r takes 3 5	d dealt D it +1 (does End Dmg 6 Combat A Combat A Combat A Fence un 8 Combat A Scombat A a space a End Dmg 6	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 2 Ammo acquis til the end ol 2 Ammo acquis adjacent to y g at the start	c of their 4 sition by 2 sition by 5 sition by 6 Combal 2 sition by 1000000000000000000000000000000000000	Turn until they receive First Aid (do Bow, Divine Fire. 1, Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1, Energy, *Ammo cannot be regained Bow, Thunder Wand (Gun). 1, *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame. 1, Splash 2, Natural, Energy, Burn. 4 (Stacks). Bow, Spit, Wyld, Spreading Poison. 1, Splash 1, Natural, Before the start at you gain a free Strong Hit Option of Turn until they receive First Aid (do Bow, Quality Wood, Arrow, Broad.	es not Star 20c your Ideal Loot Loot NPC MPC of your new against the es not Star	ck). 5 Rng, 3 3 3 3 xt Turn: m from ck).
earing Wand Iorld Ender Aissile Launcher) Laming Spit Disonous Breath	agains Momentum Strong Hit: -4* Large, Shie Contri -1d6-2 Large, Shie +1d6-2 Large, Shie Strong Hit: +0 Large, Shie a non this W Strong Hit:	st them fro Spreading 8 eld Bash (4 bbute (1 00 8 eld Bash (4 8 eld Bash (4 8 8 eld Bash (4 8 8 8 eld Bash (4 8 8 8 8 8 8 8 8 8 8 8 8 8	om this Wea ext Attack w Poison (Hit 70 4), Pen 2 mi ality, 5 Arca 80 4), Pen 2 mi 60 4), Pen 2 mi 65 4), Pen 2 mi	ippon (as if y vith this Wea ) A damage 3rd* n 4, Preload anium). 3rd n 4, Preload 3rd n 4, Preload amaged cha 3rd n 4, Preload amaged cha 3rd n 4, Preload at character Hit them ar ) A damage	you had Hit apon gains d character 9 d 1, Reduces 10 d 4, Reduces 12 d 3, Reduces 9 d 1, Reduces aracters sul 8 d 1, Reduces c ends their nd dealt Da d character 8	them an Strong Hi r takes 3 5 s end of 6 s end of 5 s end of ffer -1 De 5 s end of ffer -1 De 5 s end of r Turn in mage). r takes 3 5	d dealt D it +1 (does End Dmg 6 Combat A Combat A Combat A Fence un 8 Combat A Scombat A a space a End Dmg 6	amage). s not Stack). g at the start 3 Ammo acquis 4 Ammo acqui 2 Ammo acquis til the end ol 2 Ammo acquis adjacent to y g at the start 3	c of their 4 sition by 2 sition by 5 sition by 6 Combal 2 sition by 1000000000000000000000000000000000000	Turn until they receive First Aid (do Bow, Divine Fire. 1, Energy, *+1d6 Hit vs targets within Bow, Lightning Wand (Gun). 1, Energy, *Ammo cannot be regained Bow, Thunder Wand (Gun). 1, *Ammo cannot be regained. Bow, Spit, Alchemy, Searing Flame. 1, Splash 2, Natural, Energy, Burn. 4 (Stacks). Bow, Spit, Wyld, Spreading Poison. 1, Splash 1, Natural, Before the start at you gain a free Strong Hit Option of Turn until they receive First Aid (do Bow, Quality Wood, Arrow, Broad.	es not Star 20c your Ideal Loot Loot NPC MPC of your new against the es not Star	ck). 5 Rng, 3 3 3 3 xt Turn m from ck).

Contribute (1 Priceless (Divine Bow), 2 Quality, 5 Arcanium).

## Utility Belts

Weapons	Hit	Rng			End Dmg			Load	5	Weapon Type & Varia		Acquire	
Stick n' Sizzle (Napalm)	+0	3	Str x4	2nd	3	3	2	0	0	Alchemy, Potion, Stic	ky Flame.	11t	1
			-6), Energy,					( U ) T	1.1				
	9			5 5		5				they receive First Aid (S		101	
Static Pellet (Batteries)	-2	3	Str x4	2nd	2	3	2	0	0	Alchemy, Potion, Shock	king Lightning.	12t	1
		5	-6), Energy.										
	9		lit) A damage	d charact									
Rust Potion	-2	3	Str x4	2nd	3	2	2	0	0	Alchemy, Potion, Cor	rosive Acid.	12t	1
	Small, Str	5											
	Strong Hit	Melt Arm	nour (Hit) Rec		maged chai	racter's He	ad and Bo	dy Armour	by 1 (m	in 2) until they make a		Roll of 12t (	Stacks).
{radilis Snake Venom	+0	3	Str x4	2nd	1	3	2	0	0	Alchemy, Potion, Acr	id Poison.	12t	1
	Small, Str	ong Hit (5	-6), Dangero	us Terrain	1 (Poison).								
	Strong Hit	Poisoned	(Hit) A dam	aged char	acter takes	5 End Dm	ng at the s	start of thei	r Turn u	ntil they receive First A	id (does not S	Stack).	
rost Gel (Cryogenic Gel)	-1	3	Str x4	2nd	2	2	2	0	0	Alchemy, Potion, Flas	sh Freeze.	12t	1
	Small, Str	ong Hit (5	-6), Dangero	us Terrain	1 (Cold), S	plash 1.							
	Strong Hit	Freeze (H	lit) All dama	ged chara	cters becor	me Suppre	ssed.						
Blast Potions	+0	3	Str x4	2nd	3	2	2	0	0	Alchemy, Potion, Vor	tex.	12t	1
	Small, Str	ong Hit (4	-6).										
	Strong Hit	Massive	<b>Vortex</b> (Hit) A	ll non-Hu	qe damaqe	d characte	ers becom	e Tripped.					
Dusk Bomb (Mining Charge)	-1	3	Str x4	2nd	2	3	2	0	0	Alchemy, Potion, Dela	ayed Blast.	11t	1
5 5	Small. Str	ona Hit (5	-6), Shield B	ash (2).						5	5		
		5			t) If upur ta	raet does	not move	at least 3	spaces (	rom their current locati	on before uou	ır next Turr	theu
			ance Damage		.,	inger dooo			00000		on pororo goo		anog
lomb Kit	+0	3	Str x4	2nd	3	2	2	0	0	Alchemy, Potion, Shr	annol Shards	10t	1
			-6), Splash á		5	L	L	0	U	Acchenig, Focion, onio	upriec originas.	100	'
		5	(Hit) This At		+2 End D	ma (Staalu	-)						
Blast Potion (Rocket Fuel)	-1d6	3111aprilet	Str x4		4 u	ну (Заск: Ч	2	0	0	Alabamu Datian Play	at.	116	1
Stast Polion (Rocket Fuel)				2nd	4	Ч	2	0	U	Alchemy, Potion, Bla	51.	IIt	1
		5	-6), Shield B					1 1 1 10 /1					
					Hit) A dama					y're Tiny, and 1 if they'r			
Rouge Potions	+]	3	Str x4	2nd	I	0	Ч	0	0	Alchemy, Potion, Smoke/	'Luminescence.	10t	1
	Small, Str	5											
	-	-				-	-			and you gain +1 Moment			
Fairy Fire Potion	+]	3	Str x4	2nd	5	0	Ч	0	0	Alchemy, Potion, Mar	ker.	10t	1
	Small, Str	ong Hit (5	-6).										
	Strong Hit	Marked (	Hit) All Attac	ks gain +1	Hit and En	id Dmg vs	all damag	ged charact	ers until	, the end of Combat (St	acks).		
Prep Kit	+0	3	Str x4	2nd	3	0	Ч	0	0	Alchemy, Potion, Prin	ner.	10t	1
	Small, Str	ong Hit (5	-6).										
	Strong Hit	Prime (H	it) The next /	Alchemy A	Attack agai	nst a dam	aged char	acter gains	Strong I	Hit +1 (does not Stack).			
Gludge Vile (Multipurpose Glue	2) –1	3	Str x4	2nd	3	3	2	0	0	Alchemy, Potion, Goo	p.	12t	1
	Small, Str	ong Hit (5	-6), Blunt.										
	Strong Hit	Goop (Hit	t) A damaged	l characte	r becomes	Ensnared	(16) and h	ias their Mo	vement	reduced by 2 until the	start of your	next Turn (	Stacks).
√ylding Sap	-1	3	Str x4	2nd	Ч	3	2	0	0	Wyld, Potion, Blight.	-	10t	1
5 5 1	Small, Str	ong Hit (5	-6).							5 5			
				t the start	of all dam	aged chara	acters' Turi	ns theu mu	st pass a	a Physical or Resolve Sk	ill Roll of 14.	After failing	this rol
										n they no longer need to			
Rebellious Brew (Draz)	-1	3	Str x4	2nd	3	2	2		0	Wyld, Potion, Enrage.		12t	100 0000
(DIUZ)	Small, Str			2110	5	-	-	0	5	ngia, rotion, cinage.			1
				I non Mar	octor obaraa	tor asine a	fron Doco	woru and ~	uct mak	a an immadiata (raa may	in and Attack	against the	noarock
										e an immediate free mov			
										oice and dealing the mo			
Bramble Bomb	+0	3	Str x4	2nd	4	3	2	0	0	Wyld, Potion, Thorns.		12t	1
	Small, Str												
							mage (no	Armour) to	a rando	m (1d3) Attribute at the	start of their	next Turn	unless
			rst Aid befor	hand (day	an mak Chan	14							

## Field Satchels

Weapons	Hit	Rng			End Dmg			Load	Weight	Weapon Type & Variations	Acquire	
Magma Mixtures	-1	3	Str x4	2nd	Ч	3	3	1	1	Alchemy, Potion, Searing Flame.	1 Kn, 11t	2
			ergy, Burn, S									
			h (Hit) All d						of Comba			
	-1d6+2	3	Str x4	2nd	7	4	1	1		Alchemy, Potion, Blast.		
	5		eld Bash (5)		LLif) A dama	and obar	actor in pu	ushad 1d2 (1	ط ال الم	y're Tiny, and 1 if they're Huge) spa	aaa baalu	
Emerald Magi Kit	+]	3 NIIUCK Da	Str x4	2nd	5	3 ayeu	3 acter is pt	1 IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII	1 uo ir tiley	Alchemy, Potion, Creeping Acid.	1 Kn, 13t	2
chierata Plagr the		: (5-6), Bur		LIIU	J	J	J	1		Achening, rotion, creeping Acid.	T MI, ISC	2
	9			Attack na	ins Dangerg	nus Terrair	n +4 (Acid	Pool) (Stac	ks)			
	+0	3	Str x4	2nd	6	2	]	]		Alchemy, Potion, Corrosive Acid.		
	Strong Hit		eld Bash (3)							J		
	5				maged cha	racter's He	ead and Bo	ody Armour	by 1 (mi	n 2) until they make a Spare Time	Roll of 12t (	Stacks).
Frost Weaver Pack	+]	3	Str x4	2nd	3	3	3	1	1	Alchemy, Potion, Lingering Cold.		2
	Strong Hit	(5-6), Dar	ngerous Terra	ain 2 (Col	.d).							
	Strong Hit	Frost (Hit	) This Attack	c gains Da	angerous Te	errain +2 (	Cold) (Sta	cks).				
	+]	3	Str x4	2nd	5	2	1	1		Alchemy, Potion, Flash Freeze.		
	Strong Hit	(5-6), Shi	eld Bash (3)	, Dangero	us Terrain 1	(Cold), S	plash 1.					
	Strong Hit	Freeze (H	it) All dama	ged chara	acters beco	me Suppre	essed.					
Siegebreaker Kit	-1	3	Str x4	2nd	2	3	3	1	1	Alchemy, Potion, Delayed Blast.	1 Kn, 11t	2
	Strong Hit	(5-6), Shi	eld Bash (2)									
						arget does	not move	at least 3	spaces fi	rom their current location before y	our next Turn	n they
	suffe	r 8 Endura	nce Damage	(Stacks)								
	+2	3	Str x4	2nd	6	2	1	1		Alchemy, Potion, Vortex.		
	5		eld Bash (3)									
			<b>/ortex</b> (Hit) A					ne Tripped.				
Unstable Potions	+0	3	Str x4	2nd	3	2	3	1	1	Alchemy, Potion, Shrapnel Shard	s. 1 Kn, 11t	2
		(5-6), Spl				(0)	`					
			(Hit) This At					,		Alabama Dakan Dhash		
	-1d6+2	3	Str x4	2nd	7	4	1	1		Alchemy, Potion, Blast.		
	5		eld Bash (5)		LLif) A dama	and obar	actor in pu	ushad 1d2 (1	ط ال الم	y're Tiny, and 1 if they're Huge) spa	aaa baalu	
Odd Viles		3	Str x4	2nd		ayeu chan 3	acter is pt 3	1 ISTIEU 103	uo ir tilei 1	Alchemy, Potion, Acrid Poison.	1 Kn, 12t	2
ouu viles			ou xa ngerous Terra			3	3	1	1	Alchenny, Polion, Achu Polson.	I NII, IZI	C
						5 End Dr	ng at the	start of the	r Turn ur	ntil they receive First Aid (does not	Stack)	
	+0	3	Str x4	2nd	5	3	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1		Alchemy, Potion, Shocking Lightning		
			eld Bash (3)		0	0				Achering, Focion, oncoking Lighting	<b>j</b> .	
	-		it) A damage		ter become	s Suppres	sed.					
Grasping Seeds	+0	3	Str x4	2nd	4	3	3	1	1	Wyld, Potion, Thorns.	1 Kn, 14t	2
1 3	Strong Hit	(5-6).								5		
			rns (Hit) A d	amaged (	character si	uffers 1 Da	amage (no	Armour) to	a randoi	m (1d3) Attribute at the start of the	eir next Turn	unless
	they	receive Fir	st Aid befor	ehand (do	ies not Stac	:k).						
	+2	3	Str x4	2nd	Ч	3	1	1		Alchemy, Potion, Acrid Poison.		
	Strong Hit	(5-6), Shi	eld Bash (3)	, Dangero	us Terrain 1	(Poison).						
	Strong Hit	Poisoned	(Hit) A dam	aged chai	racter takes	5 End Dr	ng at the	start of thei	r Turn ur	ntil they receive First Aid (does not	Stack).	
Druid Combat Sack	-1	3	Str x4	2nd	Ч	3	3	1	1	Wyld, Potion, Blight.	1 Kn, 10t	2
	Strong Hit	(5-6).										
	Strong Hit:	Blight Infe	ection (Hit) A	t the start	t of all dam	aged char	acters' Tur	ns they mu	st pass a	Physical or Resolve Skill Roll of 14	. After failing	this roll
	3 tim	nes they ga	in a GM defi	ned diseas	se Condition	. If two Fir	st Aid Rol	ls are made	on them	they no longer need to make Skill	Rolls (does r	not Stack)
	+3	3	Str x4	2nd	8	0	3	1		Alchemy, Potion, Marker.		
	Strong Hit	(5-6), Shi	eld Bash (3)									
	Strong Hit	Marked (	lit) All Attac	ks gain +	1 Hit and Er	nd Dmg vs	all dama	ged charac	ters until	the end of Combat (Stacks).		

## Tinkerer's Backpacks

Veapons Il maatrika Mari Daakaask	Hit	Rng			End Dmg C		Ammo	Load			ype & Variations	Acquire F	
lamestrike Magi Backpack	+0	3	Str x4	2nd	3	3	3	1	2	Alchemy,	Polion, Primer.	1 Kn, 12t	3
		trong Hit (5–											
	-			-	Attack agains		-	÷	Strong H				
	+0	3	Str x4	2nd	2	3	2	]*		Alchemy,	Potion, Sticky Flame.		
					Reload +1, En								
	Strong H	it: On Fire (H	lit) All dam	aged targe	ts take 3 En	d Dmg at	the start	of their Tu	rn until t	hey receive	e First Aid (Stacks).		
	-1d6-2	2	Str x3	2nd	7	5	0	]*		Alchemy,	Potion, Blast.		
	Large, Sp	olash 1, Stror	ng Hit (5–6)	, Shield Ba	ish (6), *Rela	oad +1.							
	Strong H	it: Knock Ba	ck (Once pe	er Attack, I	Hit) A damag	jed chara	cter is pu	shed 1d3 (1a	d6 if they	y're Tiny, ar	nd 1 if they're Huge) spa	ces back.	
torm Magi Backpack	+]	3	Str x4	2nd	3	3	3	1	2	Alchemy,	Potion, Lingering Cold.	1 Kn, 12t	3
	Large, St	trong Hit (5–	6), Dangero	us Terrain	2 (Cold).								
	Strong H	it: <b>Frost</b> (Hit)	) This Attac	k gains Da	ngerous Terr	- ain +2 (C	old) (Stac	ks).					
	-1	3	Str x4	2nd	2	2	2	]*		Alchemy,	Polion, Flash Freeze.		
	Large, St	rona Hit (4-	6). Shield B	ash (2), *F	Reload +1, Da	naerous	Terrain 1 ((	Cold). Splas	sh 1.	5			
					cters becom								
	-2	2	Str x3	2nd	7	4	0	]*		Alchemu	Potion, Jumping Lightnin	n	
					ish (4), *Rela			1		/ konenig,	roton, comping Lightinn	9.	
	÷ .		-		gains Splas			alı)					
Isanashiila Casa Daalaash	-				÷ ,				n	Alahamu	Dakian Markan	1 1/- 11	2
lamestrike Seer Backpack	+]	3	Str x4	2nd	5	0	5	1	2	Alchemy,	Potion, Marker.	1 Kn, 11t	3
		trong Hit (5–							1.1				
									ers until		Combat (Stacks).		
	-1	3	Str x4	2nd	Ч	3	2	]*		Alchemy,	Potion, Searing Flame.		
					Reload +1, En								
					haracters suf			il the end o	f Comba	t (Stacks).			
	-2	2	Str x3	2nd	5	Ч	0	]*		Alchemy,	Potion, Sticky Flame.		
	Large, Sp	olash 1, Stror	ng Hit (5–6)	, Shield Ba	ish (4), *Rela	pad +1, Er	nergy, Burr	n.					
	Strong H	it: On Fire (H	lit) All dam	aged targe	ts take 3 En	d Dmg at	the start	of their Tu	rn until t	hey receive	e First Aid (Stacks).		
Black Cauldron	+]	3	Str x4	2nd	5	3	3	1	2	Alchemy,	Potion, Creeping Acid.	1 Kn, 14t	3
	Large, St	trong Hit (5–	6), Burn.										
	Strong H	it: Acid Pool	s (Hit) This	Attack gai	ns Dangerou	s Terrain	+4 (Acid I	Pool) (Stack	<s).< td=""><td></td><td></td><td></td><td></td></s).<>				
	-2	3	Str x4	2nd	3	2	2	]*		Alchemy,	Potion, Corrosive Acid.		
	Large, St	rong Hit (4-	6), Shield B	ash (2), *F	Reload +1, Bu	rn.							
	-	÷					ad and Bo	du Armour	bu 1 (mi	n 2) until ti	hey make a Spare Time	Roll of 12t (S	Stacks
	-]	2	Str x3	2nd	8	ц	0	]*	- 9 - 1		Polion, Creeping Acid.		
					ish (4), *Rela	nad +1 Bi				/ tonenig.	roton, orceping rota.		
					ns Dangerou			Dool) (Stacl	(c)				
)ruidic Sack		3			3	3	3	1		Wuld Det	ion Coroading Deison	1 1/2 101	3
JIUIUIC SACK	+2		Str x4	2nd					2		ion, Spreading Poison.	1 Kn, 10t	
	÷	•			-						s their Turn in a space	adjacent to y	our tai
					inst them fro								
	Strong H	it: Spreading		) A damag	·		5		t of their		they receive First Aid (	does not Stac	:k).
	-1	3	Str x4	2nd	Ч	3	2	]*		Alchemy,	Potion, Searing Flame.		
	Large, St	rong Hit (4–	6), Shield B	ash (2), *F	Reload +1, En	ergy, Bur	n, Splash	1.					
	Strong H	it: Sear Fles	<b>h</b> (Hit) All d	amaged c	haracters suf	ffer –1 De	fence unti	il the end o	f Comba	t (Stacks).			
	-3	2	Str x3	2nd	5	4	0	]*		Wyld, Pot	ion, Entangle.		

## Breath Weapons

Weapons	Hit	Rng		Ideal Rng	End Dmg			Load	Weight		Type & Variations	Acquire R	esourc
Liquid Fire Breath	-1	4	12	2nd	2	3	5	0	-	Alchemy	, Sticky Flame.	NPC or Twi	3
	Splash 2	(Splash 1 fo	r PCs), Str	ong Hit (5–	6), Natural,	Energy, B	urn.						
	Strong Hit	: <b>On Fire</b> (Hi	it) All dam	aged targe	ts take 3 E	nd Dmg at	the start	of their Tu	rn until t	hey receive	e First Aid (Stacks).		
Gas Fire Breath	-2	Ч	12	2nd	Ч	3	5	0	-	Alchemy	, Searing Flame.	NPC or Twi	3
	Splash 3	(Splash 2 fo	or PCs), Sti	rong Hit (5·	-6), Natural	, Energy, E	Burn.						
	Strong Hit	: Sear Flesh	n (Hit) All a	lamaged c	haracters si	uffer –1 De	fence unt	til the end o	of Comba	t (Stacks).			
Static Buildup	-3	Ч	12	2nd	2	3	5	0	-	Alchemy	, Shocking Lightning.	NPC or Twi	3
	Splash 2	(Splash 1 fo	r PCs), Str	ong Hit (5-	6), Natural,	Energy.							
	Strong Hit	: Shock (Hit	) A damaq	ed charact	ter becomes	s Suppress	sed.						
Arc Nodes	-1	Ч	12	2nd	Ч	3	5	0	-	Alchemy	, Jumping Lightning.	NPC or Twi	3
	Splash 2	(Splash 1 fo	r PCs). Str	ona Hit (5-	6). Natural.	Enerau.				5			
		Lighting Ju		5		55	es not Sta	nck)					
Acid Breath	+0	4	12	2nd	5	3	5	0	_	Alchemu	, Creeping Acid.	NPC or Twi	3
		(Splash 1 fo					0	0		Atonenig	, orcepting riold.		0
		Acid Pools		5			+II (Aoid	Dool) (Shaol					
Poisonus Breath	-1		12	2nd	nis Dangero 1	3	(Aciu	0	KS).	Alabamu	Aarid Daisan	NPC or Twi	3
PUISUIIUS DIEdui					C) Nelsonal	3	Э	U	-	Atcheniy	, Acrid Poison.	INPL UI IWI	3
		(Splash 1 fo		-					-				
	-			-			-		r lurn ur	-	ceive First Aid (does r		-
Poisonus Spit	-1	4	12	2nd	3	3	5	0	-	Alchemy	, Agonising Poison.	NPC or Twi	3
	'	(Splash 1 fo		5		5							
									Defence		nd of their next Turn (		
lce Spit	-2	4	12	2nd	2	2	5	0	-	Alchemy	, Flash Freeze.	NPC or Twi	3
	Splash 3	(Splash 2 fo	or PCs), Sti	rong Hit (5·	-6), Natural	, Dangerou	us Terrain	1 (Cold).					
	Strong Hit	: <b>Freeze</b> (Hit	t) All dama	aged chara	cters becor	ne Suppre	ssed.						
Frost Breath	+0	4	12	2nd	3	3	5	0	-	Alchemy	, Lingering Cold.	NPC or Twi	3
	Splash 2	(Splash 1 fo	r PCs), Str	ong Hit (5–	6), Natural,	Dangerous	s Terrain á	2 (Cold).					
	Strong Hit	: Frost (Hit)	This Attac	k gains Da	angerous Te	rrain +2 (C	old) (Stac	cks).					
Slow & Powerful Breath	-2	Ч	12	2nd	2	3	5	0	-	Alchemy	, Delayed Blast.	NPC or Twi	3
	Splash 2	(Splash 1 fo	r PCs), Str	ong Hit (5–	6), Natural,	Shield Ba	sh (2).						
	Strong Hit	Delayed B	last (Does	not Req Hi	it) If your ta	rget does	not move	at least 3	spaces f	rom their c	urrent location before	your next Turn	they
		er 8 Enduran			-	-						-	-
Concussive Blast	-1	Ч	12	2nd	3	2	5	0	-	Alchemu	, Shrapnel Shards.	NPC or Twi	3
	Splash 4	(Splash 3 fo	or PCs). Sti	rona Hit (5-	-6). Natural					J			
		: Shrapnel (		-			5)						
Blight Breath	-2	4	12	2nd	4	3	5	0	-	Wyld, Bli	aht	NPC or Twi	3
bught breath		(Splash 1 for				0	0	0		wgtu, Dti	gric.		0
				-		and obara	otore' Tur	ne thau mu	ct nacc a	Dhucical o	r Resolve Skill Roll of	14 After failing t	·hic rol
	-	-				-		-		-	nger need to make Sk	-	
Control Venetation										-	-		
Control Vegetation	-] Calach Q	4 (Calaah 1 (a)	12 = DCa) Cha	2nd	2 C) Natural	3	5	0	-	Wyld, En	anyle.	NPC or Twi	3
		(Splash 1 fo					(11.1)		M	at as 1 - 1			(01. 1
0 1 1 7											by 2 until the start of		
Control Thorns	-1	4	12	2nd	4	3	5	0	-	Wyld, Th	orns.	NPC or Twi	3
		(Splash 1 fo		-									
							mage (no	Armour) to	a rando	m (1d3) Att	ribute at the start of I	heir next Turn u	Inless
	theu	receive Firs	t Aid befo	rehand (do	es not Stac	k).							

## Standard Shields

Weapons	Hit	Rng	Max Rng		g End Dmg I	Crit Dmg	Ammo	Load	5	t Weapon Type & Variations	Acquire	
Watched by the All-Being	+0	1	1	lst	2	-	-	1	0	S, Tackle-Push, All-Shield, All-Power	10t, 1Kn	3
	You gain Li	ght Front C	over, Blunt	, Shield B	ash (3), Natur	ral, This i	tem also pr	rovides Cov	ver to adja	acent Allies (not just those behind yo	J) and not t	o enemie
Fortify Reality	-2	1	1	lst	Ч	1	-	1	0	S. Tackle-Push, M F. Enchant, M N	, 10t, 2Kn	2
	You gain Li	ight Front C	Cover, Blur	t, Shield	Bash (3), Nat	ural, You	may atterr	npt to Stea	ilth witho	ut Cover, This item only works vs ch	aracters wi	th minds
	(ie: no	ot traps) tha	at you're a	ware of (i	e: not Stealth	ned).						
Wylding Armbands	-1	1	1	lst	5	2	-	1	2	S. Tackle-Push, W, Wyld, Blight.	14c	3
	You gain Li	ight Front C	Cover, Blur	t, Shield	Bash (3), Cor	ntribute (1	l Potions, 3	Wylding),	When yo	u take Damage from an Attack you i	nay choose	e to appl
	the Bi	roken Modif	ication to	this item	and take no	Damage	from this A	Attack.				
	Strong Hit:	Regrow (Hi	t) You may	y remove	the Broken M	lodificatio	on from this	s item for	free.			
	Strong Hit:	Blight Infec	tion (Hit) /	At the star	rt of all dama	aged char	acters' Turi	ns they mu	ust pass a	a Physical or Resolve Skill Roll of 14.	After failing	, this roll
	3 time	es they gair	n a GM def	ined disea	ise Condition.	lf two Fir	rst Aid Roll	s are made	e on them	n they no longer need to make Skill F	lolls (does	not Stacl
Dance of Nix	+0	1	1	lst	6	2	-	0	0	Shield, Tackle-Push, Fiery.	16c	3
	You gain Li	ight Front C	Cover, Blur	t, Shield	Bash (5), Ene	ergy, +2 [	Defence, Co	ontribute (1	Priceless	s (Divine Shield), 2 Quality, 3 Arcaniu	ım).	
Divine Glove	+0	1	1	lst	5	2	-	1	2	Shield, Tackle-Push, Divine Glove.	18c	4
(Electro-Grav Gauntlet)	You gain Li	ight Front C	Cover, Blur	t, Shield	Bash (3), Ene	ergy, You'	re immune	to non-Di	irect Hit S	Splash Weapons and Shield Bash fror	n your fron	t,
	Contri	ibute (1 Pric	eless (Ele	ctro-Grav	Gauntlet), 2	Quality,	5 Arcanium	ı).				
	Strong Hit:	Bash (Hit)	Your targe	t become	s Suppressed	d and is f	<sup>D</sup> ushed bac	k 1d3 (1 if	they're B	ig, O if they're Huge) spaces away fr	om you.	
Armoured Flanks	+0	1	1	lst	Ч	2	-	0	0	Shield, Tackle-Push, Plated.	NPC	1
	You gain Li	ight Front (	Side) Cove	r, Blunt, S	Shield Bash (	3), Natur	al, This iter	m grants y	pu Cover	from your Sides (normally just Fron	.).	
Targe	-1	1	1	lst	3	2	-	1	2	Shield, Tackle-Push, Primitive.	9t	0
	You gain Li	ight Front C	Cover, Blur	t, Shield	Bash (3), Prir	nitive.						
Heater Shield	+0	1	1	lst	Ч	2	-	1	2	Shield, Tackle-Push, Wood.	10t	1
	You gain Li	ight Front C	Cover, Blur	t, Shield	Bash (3), Wh	en you ta	ake Damage	e from an	Attack yo	ou may choose to apply the Broken	<b>Nodification</b>	ı to this
	item a	and take no	) Damage	from this	Attack.							
Spiked Lantern Shield	+0	1	1	lst	3	3	-	1	2	Shield, Tackle-Push, Wood.	10t, 14t	1
	You gain Li	ight Front C	Cover, Blur	t, Shield	Bash (1), Whe	en you tal	ke Damage	from an A	Attack yo	u may choose to apply the Broken N	lodification	to this
	item a	and take no	Damage	from this	Attack, +2 D	efence v	s Tackle, <b>M</b>	Iodification	n: Spiked.			
Buckler	+0	1	1	lst	5	2	-	1	3	Shield, Tackle-Push, Steel.	12t	1
	You gain Li	ight Front C	Cover, Blur	t, Shield	Bash (3).							
	Strong Hit.	Bash (Hil)	Your targe	t hecome	s Sunnresser	l and is f	Pushed hac	k 1d3 (1 if	theu're R	ig, O if they're Huge) spaces away fr	nm unu	

# Big Shields

Weapons	Hit	Rng	May Dog	Ideal Dec	end Dmg	Crit Dmg	Ammo	Load	Weigh	t Wasaa	n Type & Va	intions	Acquire	Docourooc
Guarded by the All-Being	+2	niig 1		lueac hing	n chu bhig	-	-	2	weigi N		51	hield. All-Power.		4
bounded by the rice being		pavu Front	Cover You			ile unu're	carruing th		°,			ı (2), Natural, T		
	5	5			it just those	5	5 5		5	10, 200				.0
Shadow Step	+0	1	1	lst	2	0	-	2	Ч	S, Tack	le-Push, M F, B	nchantment, M N	l. 12t, 2Kn	3
	You gain H	eavy Front	Cover, You	ı have -2	Defence wh	ile you're	carrying th	is item if	you're a	PC, Blun	, Shield Bash	i (2), Natural, Y	′ou may atte	empt to
	Stealt	h without C	over, This	item only	j works vs o	haracters	with minds	s (ie: not t	raps) tha	at you're a	aware of (ie:	not Stealthed).		
Wylding Shield	+4	1	1	lst	2	1	-	2	Ч	S, Tac	kle-Push, W,	Wyld, S Poison.	16c	Ч
	You gain H	eavy Front	Cover, You	have -2	Defence wh	ile you're	carrying th	is item if	you're a	PC, Blun	, Shield Bash	(2), Contribut	e (1 Potions,	3
	Wyldir	ng), When y	ou take D	amage fro	im an Attac	k you may	choose to	apply the	e Broken	Modifica	ion to this it	em and take n	o Damage fi	rom this
	Attack	k, Before th	e start of	your next	Turn: if a n	on-Nephili	m or non-	druid char	acter en	ds their 1	urn in a spa	ce adjacent to	your target	you gain
	a free	Strong Hit	Option ag	ainst then	n from this	Weapon (a	s if you ha	d Hit them	n and de	alt Dama	ge).			
	Strong Hit:	Regrow (Hit	) You may	, remove	the Broken I	Modificatio	n from this	s item for	free.					
	Strong Hit:	Spreading	Poison (Hil	t) A dama	ged charact	er takes 3	End Dmg	at the sta	rt of the	ir Turn ur	ntil they rece	ive First Aid (d	oes not Sta	ck).
Eye of Ath	+2	1	1	lst	Ч	1	-	1	2	Shield	. Tackle-Pus	n, Fiery.	18c	Ч
	5	5				5	carrying th	is item if	you're a	PC, Blun	, Shield Basł	ı (4), Energy, +	2 Defence, (	Contribute
		eless (Divir	ne Shield),		, 3 Arcaniur	m).								
Eternal Shield	+2	1	1	lst	3	1	-	2	4			n, Divine Glove.		5
(Personal Force Field)	5	5				5	5 5		5			ı (2), Energy, Y		ne to non-
						5						Quality, 5 Arc		
	5	Bash (Hit)	Your targe			d and is P			5	5	5 5	spaces away fi	5	
Armoured Crest	+2	1	1	lst	2	1	-	0	0		. Tackle-Pus		NPC	2
•	9	eavy Front	Cover, You			ile you're	carrying th		5			i (2), Natural.		
Aspis	-1	I		lst	0		-	2	. 4		. Tackle-Pus		11t	0
	5	eavy Front	Lover, You			ile you're	carrying th		5			odification: Lov	5	0
Kite Shield	+2	l L	Cauran V	lst	2 Defense uik	ile usu'u	-	2	4		. Tackle-Pus		12t	2
	5	5				5	5 5		2			ı (2), When you	J LAKE DAMA	ge from
Metal Wall Shield	an Ati +2	аск уро М	ay choose	to apply Ist	che Broken	nouricatio	un to this l	tem and ta 2	аке по Ц 5	5	om this Atta Tackle-Pus		14t	2
metat Watt Shieta	-	I Eroph	I Cover Veri		-	ilo uou'ro	-	-	-		, Tackle-Pusi , Shield Bash	.,	191	C
	iuu yain Hi	εανή Γιυήι	LUVEI, 100	IIIdve -5	Detence MU	ite you re	uarrying th	IS ILVIII II	Ann is g	Γυ, Βιθη	, JIIRIA DOSI	I (C).		

Strong Hit: Bash (Hit) Your target becomes Suppressed and is Pushed back 1d3 (1 if they're Big, 0 if they're Huge) spaces away from you.

### Trained Enchantments

leapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	1 31	Acquire I	Resource
pprentice Witchcraft	+0	2	16	3rd	5	1	-	1	-	Enchantment, Mental Nudge.	3 Kn	2
	Strong Hit (											
	+]	2	16	5th	Ч	3	3	1		Enchantment, Flow.		
	Strong Hit (											
	Momentum	1: Strong	Hit +1 (Sta	cks).								
igh Witchcraft	-1d6	2	16	3rd	9	2	-	1	-	Enchantment, Storm.	8 Kn	6
	Strong Hit (	(5–6), Shie	eld Bash (2	2), Natural, 9	Splash 2, W	/hen you /	Attack with	this Weap	on you si	uffer 1d6 Endurance Damage, Coun	ts as a Leade	ership
	Toolbo	ox, Modific	ation: Terro	orise.								
	-1	2	16	5th	Ч	3*	3	1		Enchantment, Mind to Mind.		
	Strong Hit (	(5–6), Shie	eld Bash (2	?), Natural, <sup>•</sup>	Targets gai	n no benel	fits to their	Defence f	rom thei	r Reflexes vs this Weapon, *-2 Cri	t Dmg vs targ	gets
	withou	it a mind	(ie: Traps).									
	Momentum	1: Strong	Hit +1 (Stac	oks).								
ll-Time	+]	2	16	3rd	3	0	-	1	-	Enchantment, Flow.	5 Kn	2
	Strong Hit (	(5-6), Shie	eld Bash (2	?), Natural, I	Modificatior	n: Slow Tim	ne.					
	Strong Hit:	Slow Time	e (Once per	r Turn, Hit)	You may p	erform 1 fr	ree Action v	with Strong	g Hit −1 a	t the end of your Turn.		
	+]	2	16	5th	Ч	2	3	1		Enchantment, Flow.		
	Strong Hit (	(5–6), Shie	eld Bash (2	?), Natural.								
	Momentum	1: Strong	Hit +1 (Sta	cks).								
ll-Hymn	+0	2	16	3rd	3	1	-	1	-	Enchantment, Mental Nudge.	4 Kn	3
	Strong Hit (	(5-6), Shie	eld Bash (2	2), Natural, I	Modificatior	n: Passion.						
	Strong Hit:	Passion ((	Once per T	urn, Hit) An	ally within	n 3 of you	gains +1 Mo	omentum.				
	+]	2	16	5th	Ч	3	3	1		Enchantment, Flow.		
	Strong Hit (	(5–6), Shie	eld Bash (2	?), Natural.								
	Momentum	1: Strong	Hit +1 (Stac	cks).								
ind Eater	-2	2	16	3rd	5	1	-	1	-	Enchantment, Mental Nudge.	4 Kn	3
	Strong Hit (	(5-6), Shie	eld Bash (2	?), Natural, I	Modificatior	n: Mind Wo	rm.					
	Strong Hit:	Mind Worr	m (Hit) All	damaged c	haracters s	suffer –4 H	lit on their	next Attac	k (does r	not Stack).		
	+]	2	16	5th	Ч	3	3	1		Enchantment, Flow.		
	Strong Hit (	(5-6), Shie	eld Bash (2	?), Natural.								
	Momentum	1: Strong	Hit +1 (Stac	cks).								
ip Reality	-1d6	2	16	3rd	5	1	-	1	-	Enchantment, Mental Nudge.	5 Kn	3
	Strong Hit (	(5-6), Shie	eld Bash (2	2), Natural, S	Splash 1.							
	+]	2	16	5th	Ч	3	3	1		Enchantment, Flow.		
	Strong Hit (	(5-6), Shie	eld Bash (2	?), Natural.								
	-		Hit +1 (Stad									

# Loyal Allies

Alchemist Apprentice	Hit -1	Rng 1	Plax hily 2	laeat Rhg Ist	ena Ding 4	Crit Dmg 3	-	Load -	weight –		be & Variations chemy, Searing Flam		Resource 3
		7 Armour:	3 Movemen		: 2 Bodies:	1. Durabilitu	) (pa: 10	9). Enerau.	Burn, Sp	5			-
			n (Hit) All d										
Outcast Neph Priestess	+0	1	2	lst	2	3	-		-		Druid, Wyld, Entangl	.e. 14t	3
	Defence: 16	6 Armour:	3 Movemen	t: 6 Carry	: 2 Bodies:	1, Durability	1 (pg: 10	9).			5 5		
									r Moveme	nt reduced by	y 2 until the start of	your next Tur	n (Stacks
All-Monk	+0	1	2	lst	3	2	-	-	-		Monk, All-Power*.	- 12t	3
	Defence: 17	7 Armour:	4 Movemen	t: 5 Carry	: 2 Bodies:	<b>1</b> , Durability	1 (pg: 10	9), Blunt, *	You do n	ot need to be	able to use All-Pow	ver Weapons	to use
	this C	companion.											
Young Witch	+]	1	2	lst	3	3	-	-	-	Companion,	Adept, Enchanter*, Flo	ow. 12t	3
	Defence: 18	8 Armour:	3 Movemen	t: 5 Carry	: 2 Bodies:	<b>1</b> , Durability	1 (pg: 10	9), *You do	not nee	d to be to ab	le to use Enchantme	nt Weapons	to use
	this C	companion.											
Ta-Di Shaman	+]	1	Ч	2nd	3	3	-	-	-	Companion,	Shaman, Spirit*, B I	7. 12t	3
	Defence: 16	6 Armour:	3 Movemen	t: 5 Carry	: 2 Bodies:	<b>1</b> , Durability	1 (pg: 10	9), Counts	as a Too	lbox for 1 Skil	l, *You do not need	to be able to	o use Spir
	Weapo	ons to use	this Compa	inion, Enei	rgy, Burn.								
Stone Golem	+0	1	2	lst	5	3	-	-	-	C, E Child of F	Pol (Stone), Alchemy, Go	op. 18c	6
	Defence: 1 <sup>L</sup>	4 Armour:	4 Movemen	t: 4 Carry	: 8 Bodies:	<b>1</b> , Durability	1 (pg: 10	9), lf you d	ie all cha	aracters take	8 Endurance Damage	e, Contribute	(4
	Arcan	ium, 4 Sto	ne), Blunt.										
	Strong Hit:	Goop (Hit)	A damaged	d characte	er becomes	Ensnared (	16) and h	as their Mo	ovement i	reduced by 2	until the start of you	ur next Turn	(Stacks).
Metal Golem	+2	1	3	lst	Ч	3	-	-	-	C, E Child of	Pol (Metal), Alchemy, J	L. 16c	6
	Defence: 1 <sup>L</sup>	4 Armour:	5 Movemen	t: 5 Carry	: 3 Bodies:	1, Durability	1 (pg: 10	9), lf you d	ie all cha	aracters take	8 Endurance Damag	e, Contribute	(4
	Arcan	ium, 6 Ore	), Energy.										
	Strong Hit:	Lighting J	lump (Hit) T	his Attack	gains Spla	ash +2 (doe	s not Sta	ck).					
Arcanium Golem		1	3	lst	Ч	3	-	-	-	C, E C of Pol	(Arcanium), Alchemy, S	F. 18c	7
(Enslaved Mechonid)	Defence: 17	7 Armour:	4 Movemen	t: 8 Carry	: 2 Bodies:	1, Durability	1 (pg: 10	9), lf you d	ie all cha	aracters take	16 Endurance Damag	je, Contribute	2 (1
	Pricel	.ess (Child	Core), 8 Ar	canium), E	Energy, Bur	n, Splash 1.							
	Strong Hit:	Soar Flock	. (11-1) ATL .1										
	octoring the	Jear ritesi	n (HIC) ALL D	amageu c	haracters s	iuffer –I Def	ence unti	il the end c	of Comba	t (Stacks).			
Black Moor Raptor	+1d6		n (HIC) ALL di 2	amaged c Ist	haracters s 3	suffer –I Def 3	ence unti -	il the end c –	of Comba -		Pet (Pack Hunter).	12t	1
Black Moor Raptor	+1d6	1		lst	3	3	-	-	-		Pet (Pack Hunter).	12t	1
	+1d6	1	2	lst	3	3	-	-	-	Companion,	Pet (Pack Hunter). Pet (Wyld), Wyld, E.	12t 14t, 2Kn	1
	+1d6 Defence: 18 -1d6-2	1 8 Armour: 1	2 2 Movemen	lst t: 7 Carry Ist	3 : O Bodies: 2	3 1, Durability 4	_ 1 (pg: 10 _	– 9), Natural. –	-	Companion,			
	+1d6 Defence: 18 -1d6-2 Defence: 16	1 8 Armour: 1 6 Armour:	2 2 Movemen 2 3 Movemen	lst t: 7 Carry lst t: 6 Carry	3 : O Bodies: 2 : O Bodies:	3 1. Durability 4 1. Durability	- 1 (pg: 10 - 1 (pg: 10	– 9), Natural. – 9), Natural.	-	Companion, Companion,		14t, 2Kn	Ч
Black Moor Raptor Nephilim Demon Spirit Cat	+1d6 Defence: 18 -1d6-2 Defence: 16	1 8 Armour: 1 6 Armour:	2 2 Movemen 2 3 Movemen	lst t: 7 Carry lst t: 6 Carry	3 : O Bodies: 2 : O Bodies:	3 1. Durability 4 1. Durability	- 1 (pg: 10 - 1 (pg: 10	– 9), Natural. – 9), Natural.	-	Companion, Companion, nt reduced by	Pet (Wyld), Wyld, E.	14t, 2Kn your next Tur	Ч
Nephilim Demon	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1	1 8 Armour: 1 6 Armour: Entangle (1 1	2 2 Movemen 2 3 Movemen Hit) All dam 3	lst t: 7 Carry lst t: 6 Carry aged char lst	3 : O Bodies: 2 : O Bodies: acters becc 3	3 1. Durability 4 1. Durability me Ensnare 3	- 1 (pg: 10 - 1 (pg: 10 d (14) and	– 9), Natural. 9), Natural. d have thein –	- r Moveme -	Companion, Companion, nt reduced by Com, Spirit	Pet (Wyld), Wyld, E. y 2 until the start of t	14t, 2Kn your next Tur :. 12t	ч n (Stacks) 2
Nephilim Demon	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16	1 8 Armour: 1 6 Armour: Entangle (1 1 6 Armour:	2 2 Movemen 2 3 Movemen Hit) All dam 3	lst t: 7 Carry lst t: 6 Carry aged char lst t: 5* Carr	3 : O Bodies: 2 : O Bodies: acters becc 3 y: 4 Bodies	3 1, Durability 4 1, Durability ome Ensnare 3 5: 1, Durabilit	- 1 (pg: 10 - 1 (pg: 10 d (14) and	– 9), Natural. 9), Natural. d have thein –	- r Moveme -	Companion, Companion, nt reduced by Com, Spirit	Pet (Wyld), Wyld, E. y 2 until the start of y (Comfort), Spirit, B F	14t, 2Kn your next Tur :. 12t	Ч n (Stacks) 2
Nephilim Demon Spirit Cat	+1d6 Defence: 18 -1d6-2 Defence: 18 Strong Hit: +1 Defence: 18 by 2 i	1 8 Armour: 1 6 Armour: Entangle (1 1 6 Armour: in a Splast	2 2 Movemen 2 3 Movemen Hit) All dam 3 3 Movemen	lst t: 7 Carry lst t: 6 Carry aged char lst t: 5* Carr around yo	3 : O Bodies: 2 : O Bodies: acters becc 3 y: 4 Bodies w. Energy, 1	3 1. Durability 4 1. Durability ome Ensnare 3 5: 1. Durabilit Burn.	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 14	9), Natural. - 9), Natural. d have thein - 09), Natura	- r Moveme - l, *You m	Companion, Companion, nt reduced by Com, Spirit nay Fly and a	Pet (Wyld), Wyld, E. y 2 until the start of y (Comfort), Spirit, B F	14t, 2Kn your next Tur : 12t ce all Low Lia	ч n (Stacks) 2
Nephilim Demon Spirit Cat	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 i +0	1 B Armour: 1 6 Armour: Entangle (1 1 6 Armour: in a Splash 1	2 2 Movemen 2 3 Movemen Hit) All dam 3 3 Movemen h area of 6 4	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist	3 : O Bodies: 2 : O Bodies: acters becc 3 y: 4 Bodies u, Energy, 2	3 1. Durability 4 1. Durability me Ensnare 3 5: 1. Durabilit Burn. 2	- - 1 (pg: 10 d (14) and - y 1 (pg: 11	– 9), Natural. 9), Natural. d have thein – 09), Natura	- r Moveme - I, *You m	Companion, Companion, nt reduced by Com, Spirit nay Fly and a Com, Spirit	Pet (Wyld), Wyld, E. y 2 until the start of y (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F	14t, 2Kn your next Tur :- 12t ce all Low Lir :- 12t	Ч n (Stacks) 2 ght Cover 3
Nephilim Demon	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 f +0 Defence: 16	1 8 Armour: 1 6 Armour: Entangle (1 1 6 Armour: 1 6 Armour:	2 2 Movemen 2 3 Movemen Hit) All dam 3 Movemen n area of 6 4 3 Movemen	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist t: 5* Carr	3 : O Bodies: 2 : O Bodies: acters becc 3 y: 4 Bodies v, Energy, 1 2 y: 4 Bodies	3 1. Durability 4 1. Durability ome Ensnare 3 5: 1. Durabilit Burn. 2 5: 1. Durabilit	- - 1 (pg: 10 d (14) and - y 1 (pg: 1 y 1 (pg: 1	- 9). Natural. 9). Natural. d have thein - 09). Natura 09). Strong	- r Moveme - I, *You m	Companion, Companion, nt reduced by Com, Spirit nay Fly and a Com, Spirit	Pet (Wyld), Wyld, E. y 2 until the start of y (Comfort), Spirit, B F re Incorporeal, Reduc	14t, 2Kn your next Tur :- 12t ce all Low Lir :- 12t	Ч n (Stacks) 2 ght Cover 3
Nephilim Demon Spirit Cat Spirit Owl	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 f +0 Defence: 16	1 8 Armour: 1 6 Armour: Entangle (1 1 6 Armour: 1 6 Armour:	2 2 Movemen 2 3 Movemen Hit) All dam 3 3 Movemen h area of 6 4	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist t: 5* Carr	3 : O Bodies: 2 : O Bodies: acters becc 3 y: 4 Bodies v, Energy, 1 2 y: 4 Bodies	3 1. Durability 4 1. Durability ome Ensnare 3 5: 1. Durabilit Burn. 2 5: 1. Durabilit	- - 1 (pg: 10 d (14) and - y 1 (pg: 1 y 1 (pg: 1	- 9). Natural. 9). Natural. d have thein - 09). Natura 09). Strong	- r Moveme - I, *You m	Companion, Companion, nt reduced by Com, Spirit aay Fly and a Com, Spirit ), Natural, *Yo	Pet (Wyld), Wyld, E. y 2 until the start of r (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F pu may Fly and are I	14t, 2Kn your next Tur : 12t ce all Low Lir : 12t ncorporeal, F	Ч n (Stacks) 2 ght Cover 3
Nephilim Demon Spirit Cat	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 f +0 Defence: 16 Low Li +5	1 8 Armour: 1 6 Armour: Entangle (1 1 5 Armour: 1 6 Armour: 1ght Cover 2	2 2 Movemen 2 3 Movemen Hit) All dam 3 Movemen h area of 6 4 3 Movemen by 2 in a S 6	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist t: 5* Carr iplash are Ist	3 : O Bodies: 2 : O Bodies: acters becc 3 y: 4 Bodies y: 4 Bodies 2 y: 4 Bodies a of 6 arou 5	3 1. Durability 4 1. Durability me Ensnare 3 5: 1. Durabilit Burn. 2 5: 1. Durabilit nd you, Ene 3	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 11 - y 1 (pg: 11 rgy, Burn -	9), Natural. 9), Natural. 9), Natural. d have their - 09), Natura 09), Strong	- - L, *You m - Hit (5-6	Companion, Companion, Int reduced by Com, Spirit Dom, Spirit D, Natural, *Yo Com, Spirit (	Pet (Wyld), Wyld, E. y 2 until the start of r (Comfort), Spirit, B F re Incorporeal, Redu (Wisdom), Spirit, B F pu may Fly and are I Might), Spirit, Blue Flan	14t, 2Kn your next Tur : 12t ce all Low Lir : 12t ncorporeal, F ne. 12t	4 n (Stacks) 2 ght Cover 3 Reduce al
Nephilim Demon Spirit Cat Spirit Owl	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 i +0 Defence: 16 Low Li +5 Defence: 16	1 8 Armour: 1 6 Armour: Entangle (1 1 6 Armour: 1 6 Armour: 1 6 Armour: 2 6 Armour:	2 2 Movemen 2 3 Movemen Hit) All dam 3 3 Movemen h area of 6 4 3 Movemen by 2 in a S 6 3 Movemen	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist t: 5* Carr iplash are Ist t: 5* Carr	3 C Bodies: 2 C Bodies: acters becc 3 y: 4 Bodies: 4 y: 4 Bodies: 2 y: 4 Bodies: 4 2 y: 4 Bodies: 5 y: 4 Bodie	3 1. Durability 4 1. Durability me Ensnare 3 1. Durabilit Burn. 2 1. Durabilit nd you, Ene 3 3 1. Durabilit	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 11 - y 1 (pg: 11 rgy, Burn -	9), Natural. 9), Natural. 9), Natural. d have their - 09), Natura 09), Strong	- - L, *You m - Hit (5-6	Companion, Companion, Int reduced by Com, Spirit Dom, Spirit D, Natural, *Yo Com, Spirit (	Pet (Wyld), Wyld, E. y 2 until the start of r (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F pu may Fly and are I	14t, 2Kn your next Tur : 12t ce all Low Lir : 12t ncorporeal, F ne. 12t	4 n (Stacks) 2 ght Cover 3 Reduce al
Nephilim Demon Spirit Cat Spirit Owl Spirit Bear	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 i +0 Defence: 16 Low Li +5 Defence: 16	1 8 Armour: 1 6 Armour: Entangle (1 1 6 Armour: 1 6 Armour: 1 6 Armour: 2 6 Armour:	2 2 Movemen 2 3 Movemen Hit) All dam 3 Movemen h area of 6 4 3 Movemen by 2 in a S 6	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist t: 5* Carr iplash are Ist t: 5* Carr	3 C Bodies: 2 C Bodies: acters becc 3 y: 4 Bodies: 4 y: 4 Bodies: 2 y: 4 Bodies: 4 2 y: 4 Bodies: 5 y: 4 Bodie	3 1. Durability 4 1. Durability me Ensnare 3 1. Durabilit Burn. 2 1. Durabilit nd you, Ene 3 3 1. Durabilit	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 11 - y 1 (pg: 11 rgy, Burn -	9), Natural. 9), Natural. 9), Natural. d have their - 09), Natura 09), Strong	- - L, *You m - Hit (5-6	Companion, Companion, nt reduced by Com, Spirit hay Fly and a Com, Spirit ), Natural, *Yo Com, Spirit ( hay Fly and a	Pet (Wyld), Wyld, E. y 2 until the start of r (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F ou may Fly and are I Might), Spirit, Blue Flan re Incorporeal, Reduc	14t, 2Kn your next Tur : 12t ce all Low Lir : 12t ncorporeal, F ne. 12t	4 n (Stacks) 2 ght Cover 3 Reduce al
Nephilim Demon Spirit Cat Spirit Owl	+1d6 Defence: 18 -1d6-2 Defence: 18 Strong Hit: +1 Defence: 18 by 2 i +0 Defence: 18 Low Li +5 Defence: 18 by 2 i +0	1 8 Armour: 1 5 Armour: Entangle (1 1 6 Armour: in a Splash 1 6 Armour: 2 6 Armour: in a Splash 1	2 Movemen 2 3 Movemen Hit) All dam 3 Movemen n area of 6 4 3 Movemen by 2 in a S 6 3 Movemen n area of 6 2	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist t: 5* Carr iplash are Ist t: 5* Carr around yo Ist	3 : 0 Bodies: 2 : 0 Bodies: acters becc 3 y: 4 Bodies: y: 4 Bodies: 4 Bodies: 5 y: 4 Bodies: y: 4 Bodies: y: 4 Bodies: 3	3 1. Durability 4 1. Durability me Ensnare 3 a: 1. Durabilit Burn. 2 a: 1. Durabilit nd you, Ene 3 a: 1. Durabilit Burn. 3 a: 1. Durabilit 3	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 1) - y 1 (pg: 1) - y 1 (pg: 1)	- 9), Natural. 9), Natural. d have their - 09), Natura 09), Strong - 09), Natura	- - L, *You m - Hit (5-6	Companion, Companion, nt reduced by Com, Spirit hay Fly and a Com, Spirit ), Natural, *Yo Com, Spirit ( hay Fly and a	Pet (Wyld), Wyld, E. y 2 until the start of r (Comfort), Spirit, B F re Incorporeal, Redu (Wisdom), Spirit, B F pu may Fly and are I Might), Spirit, Blue Flan	14t, 2Kn your next Tur : 12t ce all Low Li : 12t ncorporeal, F ne. 12t ce all Low Li	4 n (Stacks) 2 ght Cover 3 Reduce al
Nephilim Demon Spirit Cat Spirit Owl Spirit Bear Servant	+1d6 Defence: 18 -1d6-2 Defence: 18 Strong Hit: +1 Defence: 18 by 2 i +0 Defence: 18 Low Li +5 Defence: 18 by 2 i +0	1 8 Armour: 1 5 Armour: Entangle (1 1 6 Armour: in a Splash 1 6 Armour: 2 6 Armour: in a Splash 1	2 Movemen 2 3 Movemen Hit) All dam 3 Movemen 1 area of 6 4 3 Movemen by 2 in a S 6 3 Movemen 1 area of 6	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist t: 5* Carr iplash are Ist t: 5* Carr around yo Ist	3 : 0 Bodies: 2 : 0 Bodies: acters becc 3 y: 4 Bodies: y: 4 Bodies: 4 Bodies: 5 y: 4 Bodies: y: 4 Bodies: y: 4 Bodies: 3	3 1. Durability 4 1. Durability me Ensnare 3 a: 1. Durabilit Burn. 2 a: 1. Durabilit nd you, Ene 3 a: 1. Durabilit Burn. 3 a: 1. Durabilit 3	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 1) - y 1 (pg: 1) - y 1 (pg: 1)	- 9), Natural. 9), Natural. d have their - 09), Natura 09), Strong - 09), Natura	- - L, *You m - Hit (5-6	Companion, Companion, Int reduced by Com, Spirit Ocom, Spirit ), Natural, *Yo Com, Spirit ( Day Fly and a Companion,	Pet (Wyld), Wyld, E. y 2 until the start of r (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F pu may Fly and are I Might), Spirit, Blue Flan re Incorporeal, Reduc Commoner.	14t, 2Kn your next Tur : 12t ce all Low Li : 12t ncorporeal, F ne. 12t ce all Low Li	4 n (Stacks) 2 ght Cover 3 Reduce al
Nephilim Demon Spirit Cat Spirit Owl Spirit Bear	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 f +0 Defence: 16 Low L +5 Defence: 16 by 2 f +0 	1 8 Armour: 1 5 Armour: Entangle (1 1 5 Armour: 1 6 Armour: 2 6 Armour: 1 1 4 Armour: 1	2 Movemen 2 3 Movemen Hit) All dam 3 Movemen n area of 6 4 3 Movemen by 2 in a S 6 3 Movemen n area of 6 2 2 Movemen 2 2	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr iplash are Ist t: 5* Carr iplash are Ist t: 5* Carr around yo Ist t: 6 Carry Ist	3 : O Bodies: 2 : O Bodies: acters becc 3 y: 4 Bodies: y: 4 Bodies: y: 4 Bodies: 4	3 1. Durability 4 1. Durability me Ensnare 3 5. 1. Durabilit Burn. 2 5. 1. Durabilit ind you, Ene 3 5. 1. Durabilit Burn. 3 1. Durability 3	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 11 - y 1 (pg: 11 - y 1 (pg: 10 - 1 (pg: 10	- 9), Natural. 9), Natural. 09), Natural. 09), Natura 09), Strong 1. - 09), Natura 9), Natura	- - L, *You m - Hit (5-6	Companion, Companion, Int reduced by Com, Spirit Ocom, Spirit ), Natural, *Yo Com, Spirit ( Day Fly and a Companion,	Pet (Wyld), Wyld, E. y 2 until the start of r (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F ou may Fly and are I Might), Spirit, Blue Flan re Incorporeal, Reduc	14t, 2Kn your next Tur : 12t ce all Low Lin : 12t ncorporeal, F ne. 12t ce all Low Lin 12t	4 n (Stacks) 2 ght Cover 3 Reduce at 4 ght Cover 1
Nephilim Demon Spirit Cat Spirit Owl Spirit Bear Servant Squire	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 f +0 Defence: 16 Low L +5 Defence: 16 by 2 f +0 	1 8 Armour: 1 5 Armour: Entangle (1 1 5 Armour: 1 6 Armour: 2 6 Armour: 1 1 4 Armour: 1	2 2 Movemen 2 3 Movemen Hit) All dam 3 Movemen n area of 6 4 3 Movemen by 2 in a S 6 3 Movemen n area of 6 2 2 Movemen	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr iplash are Ist t: 5* Carr iplash are Ist t: 5* Carr around yo Ist t: 6 Carry Ist	3 : O Bodies: 2 : O Bodies: acters becc 3 y: 4 Bodies: y: 4 Bodies: y: 4 Bodies: 4	3 1. Durability 4 1. Durability me Ensnare 3 5. 1. Durabilit Burn. 2 5. 1. Durabilit ind you, Ene 3 5. 1. Durabilit Burn. 3 1. Durability 3	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 1) - y 1 (pg: 1) - 1 (pg: 10 - 1 (pg: 10	- 9), Natural. 9), Natural. 09), Natural. 09), Natura 09), Strong 1. - 09), Natura 9), Natura	- - L, *You m - Hit (5-6	Companion, Companion, Int reduced by Com, Spirit Dom, Spirit D, Natural, *Yo Com, Spirit ( Day Fly and a Companion, Companion,	Pet (Wyld), Wyld, E. y 2 until the start of ri (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F pu may Fly and are I Might), Spirit, Blue Flan re Incorporeal, Reduc Commoner. Soldier (Killer).	14t, 2Kn your next Tur : 12t ce all Low Lin : 12t ncorporeal, F ne. 12t ce all Low Lin 12t	4 n (Stacks) 2 ght Cover 3 Reduce al 4 ght Cover 1
Nephilim Demon Spirit Cat Spirit Owl Spirit Bear Servant	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 Low Li +0 Defence: 16 by 2 i +0 Defence: 16 by 2 i +0 Defence: 16 by 2 i +0 Defence: 16 by 2 i +0	1 8 Armour: 1 5 Armour: Entangle (1 1 5 Armour: 1 6 Armour: 2 6 Armour: 1 1 4 Armour: 1 5 Armour: 1	2 2 Movemen 2 3 Movemen Hit) All dam 3 Movemen h area of 6 4 3 Movemen h area of 6 2 3 Movemen 2 2 Movemen 2 3 Movemen 2	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist t: 5* Carr around yo Ist t: 5* Carry ast t: 6 Carry Ist t: 5 Carry Ist	3 : 0 Bodies: 2 : 0 Bodies: acters becc 3 y: 4 Bodies: u, Energy, 4 Bodies: u, Energy, 3 : 8 Bodies: 4 : 4 Bodies: 3	3 1. Durability 4 1. Durability me Ensnare 3 5: 1. Durabilit Burn. 2 5: 1. Durabilit nd yov. Ene 3 5: 1. Durability 3 1. Durability 3 1. Durability 3	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 1) - y 1 (pg: 1) - 1 (pg: 10 - 1 (pg: 10 -	- 9), Natural. - 9), Natural. d have their - 09), Natura 09), Strong - 09), Natura - 9). -	- - L, *You m - Hit (5-6	Companion, Companion, Int reduced by Com, Spirit Dom, Spirit D, Natural, *Yo Com, Spirit ( Day Fly and a Companion, Companion,	Pet (Wyld), Wyld, E. y 2 until the start of r (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F pu may Fly and are I Might), Spirit, Blue Flan re Incorporeal, Reduc Commoner.	14t, 2Kn your next Tur 7. 12t ce all Low Lir 7. 12t necorporeal, F ne. 12t ce all Low Lir 12t 12t	4 n (Stacks) 2 ght Cover 3 Reduce al 4 ght Cover 1 2
Nephilim Demon Spirit Cat Spirit Owl Spirit Bear Servant Squire Thug	+1d6 Defence: 18 -1d6-2 Defence: 18 Strong Hit: +1 Defence: 18 by 2 i +0 Defence: 18 by 2 i +0 Defence: 14 +0 Defence: 14 +0 Defence: 16 +1 Defence: 16	1 8 Armour: 1 5 Armour: Entangle (1 1 5 Armour: 1 6 Armour: 2 6 Armour: 1 1 4 Armour: 1 5 Armour: 1	2 Movemen 2 3 Movemen Hit) All dam 3 Movemen 1 area of 6 4 3 Movemen 1 area of 6 2 3 Movemen 2 3 Movemen 2 3 Movemen 2	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist t: 5* Carr plash are Ist t: 5* Carry Ist t: 6 Carry Ist t: 5 Carry Ist t: 6 Carry	3 : 0 Bodies: 2 : 0 Bodies: acters becc 3 y: 4 Bodies: y: 4 Bodies: y: 4 Bodies: y: 4 Bodies: 4 : 4 Bodies: 3 : 4 Bodies:	3 1. Durability 4 1. Durability me Ensnare 3 5: 1. Durabilit Burn. 2 5: 1. Durabilit nd yov. Ene 3 5: 1. Durability 3 1. Durability 3 1. Durability 3	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 1) - y 1 (pg: 1) - 1 (pg: 10 - 1 (pg: 10 -	- 9), Natural. - 9), Natural. d have their - 09), Natura 09), Strong - 09), Natura - 9). -	- - L, *You m - Hit (5-6	Companion, Companion, nt reduced by Com, Spirit Day Fly and a Com, Spirit ( Day Fly and a Companion, Companion, Companion,	Pet (Wyld), Wyld, E. y 2 until the start of r (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F bu may Fly and are I Might), Spirit, Blue Flan re Incorporeal, Reduc Commoner. Soldier (Killer). Soldier (Prepared).	14t, 2Kn your next Tur 2. 12t ce all Low Lir 2. 12t ncorporeal, F ne. 12t ce all Low Lir 12t 12t 12t	4 n (Stacks) 2 ght Cover 3 Reduce at 4 ght Cover 1 2 2
Nephilim Demon Spirit Cat Spirit Owl Spirit Bear Servant Squire	+1d6 Defence: 18 -1d6-2 Defence: 18 Strong Hit: +1 Defence: 18 Low L +0 Defence: 18 by 2 i +0 Defence: 18 by 2 i +0 Defence: 14 +0 Defence: 16 +1 Defence: 16 -1	1 8 Armour: 1 5 Armour: Entangle (1 1 6 Armour: in a Splash 1 6 Armour: 2 6 Armour: 1 1 4 Armour: 1 5 Armour: 1 5 Armour: 1	2 Movemen 2 3 Movemen Hit) All dam 3 Movemen 1 area of 6 4 3 Movemen 1 area of 6 2 2 Movemen 2 3 Movemen 2 3 Movemen 2	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr around yo Ist t: 5* Carr plash are Ist t: 5* Carry Ist t: 6 Carry Ist t: 5 Carry Ist	3 : 0 Bodies: 2 : 0 Bodies: acters becc 3 y: 4 Bodies: y: 4 Bodies: 4 Bodies: 4 : 4 Bodies: 3 : 4 Bodies: 4	3 1. Durability 4 1. Durability me Ensnare 3 1. Durability 3 1. Durability 3 1. Durability 3 1. Durability 3 1. Durability 3 3	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 1) - y 1 (pg: 1) - 1 (pg: 10 - 1 (pg: 10 - 1 (pg: 10 -	- 9), Natural. - 9), Natural. d have their - 09), Natura - 09), Strong - 9), Natura - 9). - 9).	- - L, *You m - Hit (5-6	Companion, Companion, nt reduced by Com, Spirit Day Fly and a Com, Spirit ( Day Fly and a Companion, Companion, Companion,	Pet (Wyld), Wyld, E. y 2 until the start of ri (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F pu may Fly and are I Might), Spirit, Blue Flan re Incorporeal, Reduc Commoner. Soldier (Killer).	14t, 2Kn your next Tur 2. 12t ce all Low Lir 2. 12t ncorporeal, F ne. 12t ce all Low Lir 12t 12t 12t	4 n (Stacks 2 ght Cover 3 Reduce at 4 ght Cover 1 2
Nephilim Demon Spirit Cat Spirit Owl Spirit Bear Servant Squire Thug Knight	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 f +0 Defence: 16 by 2 f +0 Defence: 14 +0 Defence: 16 +1 Defence: 14	1 8 Armour: 1 6 Armour: Entangle (1 1 6 Armour: 1 6 Armour: 2 6 Armour: 1 1 6 Armour: 1 6 Armour: 1 4 Armour: 1 4 Armour:	2 Movemen 2 3 Movemen Hit) All dam 3 Movemen 1 area of 6 4 3 Movemen 1 area of 6 2 3 Movemen 2 3 Movemen 2 3 Movemen 2 3 Movemen 2 4 Movemen	Ist t: 7 Carry Ist t: 6 Carry aged char Ist t: 5* Carr iplash are Ist t: 5* Carr iplash are Ist t: 5* Carry Ist t: 6 Carry Ist t: 5 Carry Ist t: 6 Carry Ist t: 4 Carry	3 : 0 Bodies: 2 : 0 Bodies: acters becc 3 y: 4 Bodies: 4 Bodies: 4 : 4 Bodies: 3 : 4 Bodies: 4 : 4 Bodies: 3 : 5 : 4 Bodies: 3 : 6 Bodies: 3 : 7 : 9 : 9 : 9 : 9 : 9 : 9 : 9 : 9	3 1. Durability 4 1. Durability me Ensnare 3 5. 1. Durabilit Burn. 2 5. 1. Durabilit md you, Ene 3 5. 1. Durability 3 1. Durability	- 1 (pg: 10 - 1 (pg: 10 d (14) and - y 1 (pg: 1) - y 1 (pg: 1) - 1 (pg: 10 - 1 (pg: 10 - 1 (pg: 10 -	- 9), Natural. - 9), Natural. d have their - 09), Natura - 09), Strong - 9), Natura - 9), - - 9), - - 9), -	- - L, *You m - Hit (5-6	Companion, Companion, nt reduced by Com, Spirit ay Fly and a Com, Spirit ), Natural, *Yo Com, Spirit () ay Fly and a Companion, Companion, Companion,	Pet (Wyld), Wyld, E. y 2 until the start of i (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F pu may Fly and are I Might), Spirit, Blue Flan re Incorporeal, Reduc Commoner. Soldier (Killer). Soldier (Prepared). Soldier (Armoured).	14t, 2Kn your next Tur : 12t ce all Low Li : 12t ncorporeal, F ne. 12t ce all Low Li 12t 12t 12t 12t	4 n (Stacks) 2 ght Cover 3 Reduce at 4 ght Cover 1 2 2 2 3
Nephilim Demon Spirit Cat Spirit Owl Spirit Bear Servant Squire Thug	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 f +0 Defence: 16 by 2 f +0 Defence: 16 +1 Defence: 16 -1 Defence: 14	1 8 Armour: 1 5 Armour: Entangle (1 1 5 Armour: 1 6 Armour: 2 5 Armour: 1 1 6 Armour: 1 6 Armour: 1 6 Armour: 1 4 Armour: 1	2 2 Movemen 2 3 Movemen Hit) All dam 3 Movemen area of 6 4 3 Movemen by 2 in a S 6 3 Movemen 2 a 3 Movemen 2 3 Movemen 2 3 Movemen 2 4 Movemen 2	Ist           1st           Ist           ist <tt>ist           ist           ist           ist           ist           ist           ist           ist           ist           ist</tt>	3 : 0 Bodies: 2 : 0 Bodies: acters becc 3 y: 4 Bodies: y: 4 Bodies y: 4 Bodies: 4 : 4 Bodies: 3 : 4 Bodies: 4 : 6 Bodies: 2	3 1. Durability 4 1. Durability me Ensnare 3 3. 1. Durability me Singer 3 1. Durability 3 1. Durability	- 1 (pg: 10 d (14) and - y 1 (pg: 1) - y 1 (pg: 1) - y 1 (pg: 1) - 1 (pg: 10 - 1 (pg: 10 - 1 (pg: 10 - 1 (pg: 10 - 1 (pg: 10	- 9), Natural. - 9), Natural. - 09), Natural - 09), Natura - 9), Natura - 9), - - 9), - - 9), - -	- r Moveme - L, *You m - L, *You m - - - - - - -	Companion, Companion, Int reduced by Com, Spirit Ocom, Spirit Ocom, Spirit Com, Spirit ( Day Fly and a Companion, Companion, Companion, Companion,	Pet (Wyld), Wyld, E. y 2 until the start of ri (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F ou may Fly and are I Might), Spirit, Blue Flan re Incorporeal, Reduc Commoner. Soldier (Killer). Soldier (Prepared). Soldier (Armoured). Scholar.	14t, 2Kn your next Tur : 12t ce all Low Lin : 12t ncorporeal, F ne. 12t ce all Low Lin 12t 12t 12t 12t	4 n (Stacks) 2 ght Cover 3 Reduce al 4 ght Cover 1 2 2
Nephilim Demon Spirit Cat Spirit Owl Spirit Bear Servant Squire Thug Knight	+1d6 Defence: 18 -1d6-2 Defence: 16 Strong Hit: +1 Defence: 16 by 2 f +0 Defence: 16 by 2 f +0 Defence: 16 +1 Defence: 16 -1 Defence: 14	1 8 Armour: 1 5 Armour: Entangle (1 1 5 Armour: 1 6 Armour: 2 5 Armour: 1 1 6 Armour: 1 6 Armour: 1 6 Armour: 1 4 Armour: 1	2 2 Movemen 2 3 Movemen Hit) All dam 3 Movemen area of 6 4 3 Movemen by 2 in a S 6 3 Movemen 2 a 3 Movemen 2 3 Movemen 2 3 Movemen 2 4 Movemen 2	Ist           1st           Ist           ist <tt>ist           ist           ist           ist           ist           ist           ist           ist           ist           ist</tt>	3 : 0 Bodies: 2 : 0 Bodies: acters becc 3 y: 4 Bodies: y: 4 Bodies y: 4 Bodies: 4 : 4 Bodies: 3 : 4 Bodies: 4 : 6 Bodies: 2	3 1. Durability 4 1. Durability me Ensnare 3 3. 1. Durability me Singer 3 1. Durability 3 1. Durability	- 1 (pg: 10 d (14) and - y 1 (pg: 1) - y 1 (pg: 1) - y 1 (pg: 1) - 1 (pg: 10 - 1 (pg: 10 - 1 (pg: 10 - 1 (pg: 10 - 1 (pg: 10	- 9), Natural. - 9), Natural. - 09), Natural - 09), Natura - 9), Natura - 9), - - 9), - - 9), - -	- r Moveme - L, *You m - L, *You m - - - - - - -	Companion, Companion, Int reduced by Com, Spirit Day Fly and a Com, Spirit D. Natural, *Yo Com, Spirit ( Day Fly and a Companion, Companion, Companion, Companion, box for 1 Skill	Pet (Wyld), Wyld, E. y 2 until the start of i (Comfort), Spirit, B F re Incorporeal, Reduc (Wisdom), Spirit, B F pu may Fly and are I Might), Spirit, Blue Flan re Incorporeal, Reduc Commoner. Soldier (Killer). Soldier (Prepared). Soldier (Armoured).	14t, 2Kn your next Tur : 12t ce all Low Lin : 12t ncorporeal, F ne. 12t ce all Low Lin 12t 12t 12t 12t	4 n (Stacks) 2 ght Cover 3 Reduce at 4 ght Cover 1 2 2 2 3

# Skilled Allies

Priest of Akh	Hit -1	Rng	Plax hily 2	2nd	End Dmg 3	2	Ammo -	Load -	- weight	Weapon Type & Variations Companion, Scholar.	12t	Resource 5
	-2	5	40	3rd	5	4	8	1		Companion, Mage, Alchemy, S		5
						-		I SaeM hone	Combat D	ie (see pg: 101), Durability 2 (pr		ac a
			ll, +1 to all	-				÷	Combat D	ie (see pg. 101), boldbilling L (p	y. 1057, 6001165	us u
	Strong Hit: S								f Comhat	(Stacks)		
Priest of Corp	-]	1	2	2nd	3	2	-	-	-	Companion, Scholar.	14t	5
	-1	5	40	3rd	4	3	8	1		Companion, Mage, Alchemy, Vo		Ū
					O Bodies:	-		anged Mass	Combat D	ie (see pg: 101), Durability 2 (pr		as a
			ll, +1 to all	2				··· g · ·			·····	
	Strong Hit: N					-		e Tripped.				
Priest of Dray	-1	1	2	2nd	3	2	-	-	-	Companion, Scholar.	13t	5
5	+0	5	40	3rd	6	ч	8	1		Companion, Mage, Alchemy, C	A.	
	Defence: 17	Armour	3 Movemer	it: 6 Carry:	0 Bodies:	<b>1</b> , Gain +1		anged Mass	Combat D	ie (see pg: 101), Durability 2 (p		as a
			ll, +1 to all	-				5				
	Strong Hit: I						+4 (Acid	Pool) (Stack	ks).			
Witch of Nix	+]	1	2	2nd	4	3	-	-	-	Companion, Soldier (Prepared).	12t, 2Kn	Ч
	-3	5	40	3rd	2	1	8	1		Companion, Adept, Enchanter*, I	M N.	
	Defence: 18	Armour:	3 Movemer	ıt: 7 Carry:	O Bodies:	<b>1</b> , Gain +1	Veteran Ra	anged Mass	Combat D	ie (see pg: 101), Durability 2 (pg	g: 109), *You d	o not nee
	to be t	o able to	use Encha	ntment We	apons to u	se this Co	mpanion, <b>N</b>	Modification	Slow Tim	е.		
	Strong Hit: S	Slow Time	(Once per	Turn, Hit)	You may p	erform 1 fi	ree Action	with Strong	ı Hit -1 at	the end of your Turn.		
All-Monk Master	+0	1	2	2nd	Ч	2	-	-	-	Companion, Monk*.	12t, 1Kn	7
	Blunt, *You	do not ne	ed to be a	ble to use	All-Power	Weapons	to use this	Companior	۱.			
	+0	5	40	3rd	2	4	8	1		Companion, Adept, Enchanter*, F	low.	
	Defence: 19	Armour:	4 Movemer	ıt: 6 Carry:	0 Bodies:	<b>1</b> , Gain +1	Veteran Ra	anged Mass	Combat D	ie (see pg: 101), Durability 2 (pg	g: 109), *You d	o not nee
	to be t	o able to	use Encha	ntment We	apons to u	se this Co	mpanion, <b>N</b>	Modification	Passion.			
	Strong Hit: F	Passion (C	Ince per Tu	rn, Hit) An	ally withir	n 3 of you	gains +1 M	lomentum.				
Trained Spitter	+]	1	2	2nd	Ч	3	-	-	-	Companion, Soldier (Prepared).	12t	Ч
	-1	5	40	3rd	6	Ч	8	1		Companion, Pet (Predator).		
	Defence: 16				0.0.1	1						
A D 0.14		Armour:	3 Movemer	nt: 9 Carry	O Rodies:	I, Gain +I	Veteran Ka	anged Mass	Combat D	ie (see pg: 101), Durability 2 (p	g: 109), Natural	
Angry Bear Spirit	-1	Armour:	3 Movemer 4	ıt: 9 Carry: 2nd	U Bodies: 2	1, Gain +1 2	Veteran Ka -	anged Mass	Combat D _	ie (see pg: 101), Durability 2 (p Comp, Spirit (Wisdom), Spirit, F	•	5
Angry Bear Spirit		1	Ч	2nd	2	2	-	-	-	Comp, Spirit (Wisdom), Spirit, F	•	
Angry Bear Spirit	<b>-1</b> Strong Hit (!	<b>)</b> 5-6), Natu	<b>4</b> Jral, Reduc	2nd e all Low L	2 ight Cover	2 by 1 in a S	– Splash are	- a of 4 arour	– nd you, En	Comp, Spirit (Wisdom), Spirit, F	•	
Angry Bear Spirit	<b>-1</b> Strong Hit (!	<b>)</b> 5-6), Natu	<b>4</b> Jral, Reduc	2nd e all Low L	2 ight Cover	2 by 1 in a S	– Splash are	- a of 4 arour	– nd you, En rn until th	Comp, Spirit (Wisdom), Spirit, F ergy, Burn.	9 F. 12t	
Angry Bear Spirit	-1 Strong Hit (! Strong Hit: ( +0	1 5-6), Natu On Fire (Hi 5	4 ural, Reduce it) All dam 40	2nd e all Low L aged targe 3rd	2 ight Cover ts take 3 E 4	2 by 1 in a S ind Dmg a 4	– Splash are t the start 8	a of 4 arour of their Tur 1	– nd you, En rn until th	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks).	9 F. 12t	5
Angry Bear Spirit	-1 Strong Hit (! Strong Hit: ( +0 Defence: 16	1 5-6), Natu On Fire (Hi 5	4 ural, Reduce it) All dam 40 3 Movemer	2nd e all Low L aged targe 3rd	2 ight Cover ts take 3 E 4	2 by 1 in a S ind Dmg a 4	– Splash are t the start 8	a of 4 arour of their Tur 1	– nd you, En rn until th	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared).	9 F. 12t	5
Angry Bear Spirit Titan of Pol	-1 Strong Hit (! Strong Hit: ( +0 Defence: 16	1 5-6), Natu On Fire (Hi 5 Armour:	4 ural, Reduce it) All dam 40 3 Movemer	2nd e all Low L aged targe 3rd	2 ight Cover ts take 3 E 4	2 by 1 in a S ind Dmg a 4	– Splash are t the start 8	a of 4 arour of their Tur 1	– nd you, En rn until th s Combat	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared).	P F. 12t og: 109), *You	5
	-1 Strong Hit (! Strong Hit: ( +0 Defence: 16 and ar	1 5-6), Natu On Fire (Hi 5 Armour: S te Incorpor	4 ural, Reduce it) All dam 40 3 Movemer real,	2nd e all Low L aged targe 3rd at: 7* Carr	2 ight Cover ts take 3 E 4 y: 0 Bodies	2 by 1 in a 9 ind Dmg a 4 :: 1, Gain +1	– Splash are t the start 8	a of 4 arour of their Tur 1	– nd you, En rn until th s Combat	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p	P F. 12t og: 109), *You ). 18c	<b>5</b> may Fly
Titan of Pol	-1 Strong Hit ( Strong Hit: ( +0 Defence: 16 and ard -1 +1d6-1	1 5-6), Natu On Fire (Hi 5 Armour: 1 e Incorpor 1 5	4 Jiral, Reduce tit) All dam 40 3 Movemen real, 2 41	2nd e all Low L aged targe 3rd at: 7* Carro 2nd 3rd	2 ight Cover ts take 3 E 4 y: 0 Bodies 5 5	2 by 1 in a 9 ind Dmg a 4 5: 1. Gain +1 3 4	– Splash are t the start 8 I Veteran R – 8	- of their Tur 1 Ranged Mass - 1	– nd you, En rn until th s Combat –	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured	P F. 12t og: 109), *You ). 18c J L	5 may Fly 10
Titan of Pol	-1 Strong Hit ( Strong Hit: ( +0 Defence: 16 and arc -1 +1d6-1 Defence: 15	1 5-6). Natu On Fire (Hi 5 Armour: 3 e Incorpor 1 5 Armour: 3	4 Jiral, Reduce (t) All dam 40 3 Movemen real, 2 41 5 Movemen	2nd e all Low L aged targe 3rd at: 7* Carry 2nd 3rd 3rd it: 8 Carry	2 ight Cover ts take 3 E 4 y: 0 Bodies 5 5 2 Bodies:	2 by 1 in a 9 ind Dmg a 4 :: 1. Gain +1 3 4 1. Gain +1	– Splash are t the start 8 I Veteran R 8 Veteran Ra	- of their Tur 1 Ranged Mass - 1	– nd you, En rn until th s Combat – Combat D	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured C, E C of Pol (Arcanium), Alchemy, ie (see pg: 101), Durability 2 (pg	P F. 12t og: 109), *You ). 18c J L	5 may Fly 10
Titan of Pol	-1 Strong Hit ( Strong Hit: ( +0 Defence: 16 and arc -1 +1d6-1 Defence: 15	1 5-6), Natu On Fire (Hi 5 Armour: 1 5 Armour: 1 sters take	4 ural, Reduci it) All dam 40 3 Movemer real, 2 41 5 Movemer 16 Enduran	2nd e all Low L aged targe 3rd at: 7* Carro 2nd 3rd 3rd at: 8 Carry: ce Damage	2 ight Cover ts take 3 E 4 y: 0 Bodies 5 5 2 Bodies: e, Contribul	2 by 1 in a 5 ind Dmg a 4 s: 1, Gain +1 1, Gain +1 te (1 Pricel	– Splash are t the start 8 I Veteran R 8 Veteran Ra ess (Child	a of 4 arour of their Tur 1 Ranged Mass - 1 anged Mass Core), 8 Ar	– nd you, En rn until th s Combat – Combat D	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured C, E C of Pol (Arcanium), Alchemy, ie (see pg: 101), Durability 2 (pg	P F. 12t og: 109), *You ). 18c J L	5 may Fly 10
Titan of Pol (Enslaved Mechonid)	-1 Strong Hit ( Strong Hit: ( +0 Defence: 16 and arc -1 +1d6-1 Defence: 15 charac	1 5-6), Natu On Fire (Hi 5 Armour: 1 5 Armour: 1 sters take	4 ural, Reduci it) All dam 40 3 Movemer real, 2 41 5 Movemer 16 Enduran	2nd e all Low L aged targe 3rd at: 7* Carro 2nd 3rd 3rd at: 8 Carry: ce Damage	2 ight Cover ts take 3 E 4 y: 0 Bodies 5 5 2 Bodies: e, Contribul	2 by 1 in a 5 ind Dmg a 4 s: 1, Gain +1 1, Gain +1 te (1 Pricel	– Splash are t the start 8 I Veteran R 8 Veteran Ra ess (Child	a of 4 arour of their Tur 1 Ranged Mass - 1 anged Mass Core), 8 Ar	– nd you, En rn until th s Combat Combat D canium), E	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured C, E C of Pol (Arcanium), Alchemy, ie (see pg: 101), Durability 2 (pg	P F. 12t og: 109), *You ). 18c J L	5 may Fly 10
Titan of Pol (Enslaved Mechonid)	-1 Strong Hit ( Strong Hit: ( +0 Defence: 16 and are -1 +1d6-1 Defence: 15 charac Strong Hit: L	1 5-6), Natu On Fire (Hi 5 Armour: 1 5 Armour: 1 sters take	4 ural, Reduc: it) All dam 40 3 Movemer real, 2 41 5 Movemer 16 Enduran ump (Hit) 1	2nd e all Low L aged targe 3rd it: 7* Carro 2nd 3rd 3rd it: 8 Carry: ce Damage his Attack	2 ight Cover ts take 3 E y: 0 Bodies 5 5 2 Bodies: e, Contribul gains Spla	2 by 1 in a s ind Dmg a 4 s: 1, Gain +1 3 4 1, Gain +1 te (1 Pricel ash +2 (do	– Splash are t the start 8 I Veteran R 8 Veteran Ra ess (Child	a of 4 arour of their Tur 1 Ranged Mass - 1 anged Mass Core), 8 Ar	– nd you, En rn until th s Combat Combat D canium), E	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured C, E C of Pol (Arcanium), Alchemy. ie (see pg: 101), Durability 2 (p inergy.	P.F. 12t og: 109), *You ). 18c J L g: 109), If you o	5 may Fly 10 lie all
	-1 Strong Hit ( Strong Hit: ( +0 Defence: 16 and ard -1 +1d6-1 Defence: 15 charac Strong Hit: ( +0 -1	1 5-6), Natu On Fire (Hi 5 Armour: 1 5 Armour: 1 sters take Lighting J 1 5	4 ural, Reducci it) All dam 40 3 Movemer real, 2 41 5 Movemer 16 Enduran ump (Hit) 1 2 40	2nd aged targe 3rd it: 7* Carry 2nd 3rd it: 8 Carry: ce Damage his Attack 2nd 3rd	2 ight Cover is take 3 E 4 y: 0 Bodies 5 5 2 Bodies: e. Contribul gains Split 4 4	2 by 1 in a 5 ind Dmg a 4 5: 1, Gain +1 1, Gain +1 te (1 Pricet ash +2 (do 3 4	- Splash are t the start 8 I Veteran R 8 Veteran Ra ess (Child es not Sta - 8	a of 4 arour of their Tur 1 Ranged Mass 1 anged Mass Core), 8 Ar ck). - 1	- nd you, En rn until thi s Combat Combat D canium), E	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured C, E C of Pol (Arcanium), Alchemy, ie (see pg: 101), Durability 2 (p inergy.	P F. 12t og: 109), *You ). 18c J L g: 109), If you o 12t	5 may Fly 10 lie all
Tilan of Pol (Enslaved Mechonid)	-1 Strong Hit ( Strong Hit: ( +0 Defence: 16 and ard -1 +1d6-1 Defence: 15 charac Strong Hit: ( +0 -1	1 5-6), Natu On Fire (Hi 5 Armour: 1 5 Armour: 1 sters take Lighting J 1 5	4 ural, Reducci it) All dam 40 3 Movemer real, 2 41 5 Movemer 16 Enduran ump (Hit) 1 2 40	2nd aged targe 3rd it: 7* Carry 2nd 3rd it: 8 Carry: ce Damage his Attack 2nd 3rd	2 ight Cover is take 3 E 4 y: 0 Bodies 5 5 2 Bodies: e. Contribul gains Split 4 4	2 by 1 in a 5 ind Dmg a 4 5: 1, Gain +1 1, Gain +1 te (1 Pricet ash +2 (do 3 4	- Splash are t the start 8 I Veteran R 8 Veteran Ra ess (Child es not Sta - 8	a of 4 arour of their Tur 1 Ranged Mass 1 anged Mass Core), 8 Ar ck). - 1	- nd you, En rn until thi s Combat Combat D canium), E	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured C, E C of Pol (Arcanium), Alchemy, ie (see pg: 101), Durability 2 (p inergy. Companion, Commoner. Companion, Commoner.	P F. 12t og: 109), *You ). 18c J L g: 109), If you o 12t g: 109).	5 may Fly 10 lie all
Titan of Pol (Enslaved Mechonid) Armed Servant	-1 Strong Hit ( Strong Hit: ( +0 Defence: 16 and ard -1 +1d6-1 Defence: 15 charac Strong Hit: 1 +0 -1 Defence: 12	1 5-6), Natu On Fire (Hi 5 Armour: 1 5 Armour: 1 titers take Lighting J 1 5 Armour: 1	4 ural, Reduci it) All dam 40 3 Movemer real. 2 41 5 Movemer 16 Enduran ump (Hit) 1 2 40 1 Movemen	2nd aged targe 3rd it: 7* Carry 2nd 3rd it: 8 Carry: ce Damage his Attack 2nd 3rd it: 8 Carry:	2 ight Cover ts take 3 E 4 y: 0 Bodies 5 5 2 Bodies: 2. Contribul gains Spla 4 4 10 Bodies:	2 by 1 in a 5 ind Dmg a 4 5: 1, Gain +1 1, Gain +1 te (1 Pricel 3 4 4 1, Gain +1	- Splash are t the start 8 I Veteran R 8 Veteran Ra ess (Child es not Sta - 8	a of 4 arour of their Tur 1 Ranged Mass 1 anged Mass Core), 8 Ar ck). - 1	- nd you, En rn until thi s Combat Combat D canium), E	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured C, E C of Pol (Arcanium), Alchemy, ie (see pg: 101), Durability 2 (p inergy. Companion, Commoner. Companion, Commoner. ie (see pg: 101), Durability 2 (p	P F. 12t bg: 109), *You ). 18c J L g: 109), If you o 12t g: 109).	5 may Fly 10 die all 2
Titan of Pol (Enslaved Mechonid) Armed Servant	-1 Strong Hit (! Strong Hit: ( +0 Defence: 16 and arr -1 +1d6-1 Defence: 15 charac Strong Hit: ( +0 -1 Defence: 12 +1 -1	1 5-6), Natu On Fire (Hi 5 Armour: : e Incorpor 1 5 Armour: : iters take Lighting J 1 5 Armour: : 1 5	4 ural, Reduci ural, Reduci 3 Movemer real, 2 41 5 Movemer 16 Enduran ump (Hit) 1 2 40 1 Movemen 2 40	2nd aged targe 3rd 2nd 3rd 2nd 3rd 4t: 8 Carry: ce Damage his Attack 2nd 3rd 3rd 2nd 3rd 3rd 3rd 3rd	2 ight Cover is take 3 E 4 y: 0 Bodies 2 Bodies: 2 Bodies: 4 4 4 5	2 by 1 in a s ind Dmg a 4 s: 1, Gain +1 3 4 1, Gain +1 te (1 Pricel 3 4 1, Gain +1 3 4	- Splash are t the start 8 I Veteran R - 8 Veteran Ra - 8 Veteran Ra - 9	a of 4 arour of their Tur 1 Ranged Mass – 1 anged Mass Core). 8 An ick). – 1 anged Mass – 1	- nd you, En rn until thi s Combat Combat D canium), B - Combat D	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured C, E C of Pol (Arcanium), Alchemy, ie (see pg: 101), Durability 2 (p inergy. Companion, Commoner. Companion, Commoner. ie (see pg: 101), Durability 2 (p Companion, Soldier (Prepared).	P F. 12t og: 109), *You ). 18c J L g: 109), If you 12t g: 109).	5 may Fly 10 die all 2
Titan of Pol (Enslaved Mechonid) Armed Servant	-1 Strong Hit (! Strong Hit: ( +0 Defence: 16 and arr -1 +1d6-1 Defence: 15 charac Strong Hit: ( +0 -1 Defence: 12 +1 -1	1 5-6), Natu On Fire (Hi 5 Armour: : e Incorpor 1 5 Armour: : iters take Lighting J 1 5 Armour: : 1 5	4 ural, Reduci ural, Reduci 3 Movemer real, 2 41 5 Movemer 16 Enduran ump (Hit) 1 2 40 1 Movemen 2 40	2nd aged targe 3rd 2nd 3rd 2nd 3rd 4t: 8 Carry: ce Damage his Attack 2nd 3rd 3rd 2nd 3rd 3rd 3rd 3rd	2 ight Cover is take 3 E 4 y: 0 Bodies 2 Bodies: 2 Bodies: 4 4 4 5	2 by 1 in a s ind Dmg a 4 s: 1, Gain +1 3 4 1, Gain +1 te (1 Pricel 3 4 1, Gain +1 3 4	- Splash are t the start 8 I Veteran R - 8 Veteran Ra - 8 Veteran Ra - 9	a of 4 arour of their Tur 1 Ranged Mass – 1 anged Mass Core). 8 An ick). – 1 anged Mass – 1	- nd you, En rn until thi s Combat Combat D canium), B - Combat D	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured C, E C of Pol (Arcanium), Alchemy, ie (see pg: 101), Durability 2 (p inergy. Companion, Commoner. ie (see pg: 101), Durability 2 (p Companion, Commoner. ie (see pg: 101), Durability 2 (p Companion, Soldier (Prepared). Companion, Soldier (Killer).	P F. 12t pg: 109), *You ). 18c J L g: 109), IF you 12t g: 109). 12t g: 109).	5 may Fly 10 lie all 2
Titan of Pol (Enslaved Mechonid) Armed Servant Assassin	-1 Strong Hit (! Strong Hit: ( +0 Defence: 16 and are -1 +1d6-1 Defence: 15 charac Strong Hit: [ +0 -1 Defence: 12 +1 -1 Defence: 16	1 5-6), Natu On Fire (Hi 5 Armour: : e Incorpor 1 5 Armour: : iters take Lighting J 1 5 Armour: : 1 5	4 ural, Reduci ural, Reduci 3 Movemer real, 2 4 5 Movemer 16 Enduran ump (Hit) 1 2 40 1 Movemen 2 40 3 Movemer	2nd aged targe 3rd target targe 2nd 3rd target 2nd 3rd target 2nd 3rd target 2nd 3rd target 2nd 3rd 3rd 3rd 3rd 3rd 3rd 3rd 3rd 3rd 3r	2 ight Cover ts take 3 E 4 y: 0 Bodies 2 Bodies: e, Contribul gains Spla 4 4 4 10 Bodies: 4 5 2 Bodies:	2 by 1 in a s ind Dmg a 4 s: 1, Gain +1 3 4 1, Gain +1 3 4 1, Gain +1 3 4 1, Gain +1	- Splash are t the start 8 I Veteran R - 8 Veteran Ra - 8 Veteran Ra - 9	a of 4 arour of their Tur 1 Ranged Mass – 1 anged Mass Core). 8 An ick). – 1 anged Mass – 1	- nd you, En rn until thi s Combat Combat D canium), B - Combat D	Comp, Spirit (Wisdom), Spirit, F ergy, Burn. ey receive First Aid (Stacks). Companion, Soldier (Prepared). Die (see pg: 101), Durability 2 (p Companion, Soldier (Armoured C, E C of Pol (Arcanium), Alchemy, ie (see pg: 101), Durability 2 (p inergy. Companion, Commoner. Companion, Commoner. ie (see pg: 101), Durability 2 (p Companion, Soldier (Killer). ie (see pg: 101), Durability 2 (p	P F. 12t pg: 109), *You ). 18c J L g: 109), If you 12t g: 109). 12t g: 109). 12t 12t 12t	5 may Fly 10 die all 2 4

## Mounts

Weapons	Hit	Rng	Max Rng	ldeal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire A	Resource
Barded Warhound	+]	1	1	lst	1	2	-	-	-	Mount, Small Animal.	12t	1
(Tolatl Mount)	Defence: 15	5 Armour: a	2 Movemen	t: +4 Turn	135º Carry	y: 1 Bodies:	<b>1</b> , You're	a Standard	Sized cha	racter, Durability 2 (pg: 96), Nat	ural.	
Large Black Moor Raptor	+3	1	1	lst	2	2	-	-	-	Mount, Agile Beast.	12t	2
	Defence: 18	3 Armour: 2	2 Movemen	t: +9 Turn	90° Carry	: 2 Bodies:	<b>1</b> , You're	a Big Sized	character	, Durability 2 (pg: 96), Natural.		
Barded Legion Servant	+]	1	1	lst	3	3	-	-	-	Mount, War Beast.	14t, 1Kn	2
Tolatl Mount)		2 Armour: 3 at Die, Mod			-			-	character	, Durability 2 (pg: 96), Natural,	Gain +1 Skilled	Mass
lazor Bear	-1	1	1	lst	5	2	-	-	-	Mount, Hulking Beast.	14t, 1Kn	Ч
		Armour: 4 2 Skilled M			45º Carry:	2 Bodies: 1	, You're a	Huge Sized	l characte	r, Durability 2 (pg: 96), Natural,	l Cargo Space,	Splash <sup>°</sup>
Rust Muncher	-1	1	1	lst	2	1	-	-	-	Mount, Exotic Beast, Alchemy, C	A. Loot, 1Kn	Ч
		5 Armour: 3 an Mass Co			: 45º Carry	: 4 Bodies:	1, You're	a Big Sized	character	, Durability 2 (pg: 96), Natural, S	Strong Hit (5–6	), Gain +
	Strong Hit:	Melt Armo	<b>ur</b> (Hit) Red	luce a dar	naged cha	racter's He	ad and Bo	ody Armour	by 1 (min	2) until they make a Spare Tim	ie Roll of 12t (S	Stacks).
ireeping Nightmare	Vetera Strong Hit: neares	an Mass Co Enrage (Hil	mbat Die. t) A damag r (your cho	ed non-Ma	onster char	acter gains	s a free R	ecovery and	d must ma	Mount, Exotic Beast, Wyld, Enra ; Durability 2 (pg: 96), Natural, 9 ake an immediate free move an of your choice and dealing the	Strong Hit (5-6 d Attack agains	st the
Pegasi	+]	1	1	lst	1	2	-	-	-	Mount, Flying Beast.	Loot, 4Kn	5
		H Armour: 2 1 Long Dist				ry: 2 Bodie:	<b>s: 1</b> , You're	e a Standaro	d Sized ch	aracter, Durability 2 (pg: 96), Na	atural, *You ma	ay Fly,
Wyvern	+3	3	11	2nd	Ч	Ч	-	-	-	Mount, Wyld, Spreading Poison.	Loot 6Kn	8
	Fly, Yo druid had H	ou have -4 character e it them and	max Renov ends their 1 d dealt Dan	wn, Gain + <sup>1</sup> <sup>-</sup> urn in a s nage).	H Ranged L pace adjac	ong Distan ent to you	ce Mass I r target y	Combat Dice ou gain a fr	e, Before t ee Strong	ter, Durability 2 (pg: 96), Natura he start of your next Turn: if a Hit Option against them from th Turn until they receive First Aid	non-Nephilim o iis Weapon (as	or non- if you
Pack Mule	+]	1	1	lst	2	1	-	-	-	Mount, Pack Animal.	12t	1
	Defence: 12	2 Armour: 2	2 Movemen	t: +3 Turn	45° Carry	: 8 Bodies:	1, You're	a Big Sized	character	, Durability 2 (pg: 96), Natural.		
Barded Warhorse	+) Nefence: If	] 5 Armour: 1	] 3 Movemen	lst t: +5 Turn	3 : 45º Carru	3 : 4 Rodies:	- 1 You're	- a Big Sizod	-	Mount, War Beast. , Durability 2 (pg: 96), Natural, I	14t, 1Kn	2 Maga

### Summons

Weapons	Hit	Rng			End Dmg Ci		Ammo	Load	Weight Weapon Ty		Acquire f	
Crawling Horrors	-1	1	1	lst	5	2	-	-		N Swarm, Wyld, Thor		3
			Movement	3 Bodies: 1	4, Durability	i 1 (pg: 109	3), You star	each Com	bat with 0 Bodies, I	Vatural, Gain +3 Sklll	ed Mass Comb	at Dice
		og: 101).										
	Momentum		•	•								
	Momentum			5				× .				
							nage (no Ar	mour) to a	random (Id3) Attrit	oute at the start of th	neir next Turn	unless
OL . D:	5				s not Stack)				0 0			0
Clawing Rippers	-2	]	2	lst	3 II. Downlotte	3	- 00) V	-		N Brutes, Wyld, Entang		3
			2 Movemen	t: 6 Bodies:	4, Durabilit	ty I (pg: Il	JY), You sta	rt each Lor	mbat with U Bodies,	Natural, Gain +3 Skl	lled Mass Lorr	ibat Dici
		og: 101). 1 Corre 1 D	under Anne ber									
	Momentum		5 1	5		Г	al (111) and		(	. O unkil the sheet of		(Charlie)
Mind-Controlled Animals	-]	chiangle (H	IIL) ALL DAMA	ageo charac Ist	ciers becom 3	3	.a (14) and 1	lave their M		y 2 until the start of		
Mind-Controlled Animals		•	•				- 10) Vou eta	- t anab Can		d, Enchantment, Flov Natural Gain v2 Skill		3 hat Diag
			Movernent	: 3 DUUIES:	Α, υσιασιαιί	y i (py: iu	9), 100 Stal		IIDdi Willi U Duules,	Natural, Gain +3 Skll	leu Mass Com	Dar Dice
	Momentum	og: 101). . <b>1</b> . Goin 1 B	odu (up to		num)							
Blight Fungi Zombies	-3	I: Udili I D	1 1 1000000000000000000000000000000000	lst	нопп). Ч	3			C Animata	d Wuld Diabt	2 Kn	3
Duynt Funyi Zumules	-	I Armour 3					- IO) Vou ota	- t angh Con		<b>d, Wyld, Blight.</b> Natural, Gain +3 Skll		-
		oq: 101).	Movement	5 DUUIES:	ר, הטומטונוני	y i (py: io	3), IUU Stal		indat with o doules,	Naturat, Dain +3 SKG	leu mass com	Dat Dice
	Momentum	5	odu (up to	uour mavin	mim)							
				-		nod charai	otors' Turns	theu must	nass a Physical or I	Resolve Skill Roll of 1	4 After failing	this roll
										er need to make Ski		
Vengeful Tree Spirits	-3	2	4	2nd	3	3	-	-		Storm, S, G F, A, Go		4
5	Defence: 12	2 Armour: 7	2 Movemen	t: 4 Bodies:	• 6, Durabilit	ty 1 (pg: 1/	09), You sta	rt each Cor	•	Natural, Gain +3 Skl	•	ıbat Dice
									nergy, Burn, Blunt.			
								9				
	Momentum	l: Gain 1 B	ody (up to	your maxin	num).							
	Momentum Strong Hit:			•		nsnared (	16) and has	their Move	ement reduced by 2	until the start of yo	ur next Turn (S	Stacks).
Mental Illusions				•		insnared ( 1	16) and has -	their Move	-	until the start of yo Enchantment, M N.	ur next Turn (S <b>3 Kn</b>	Stacks). 4
Mental Illusions	Strong Hit: <b>-4</b>	Goop (Hit) 1	A damageo	d character Ist	becomes E 2	1	-	-	- S, Illusion,	-	3 Kn	Ч
Mental Illusions	Strong Hit: -4 Defence: 14	Goop (Hit) 1 1 Armour: 4	A damaged 1 1 Movemen	d character Ist t: 4 Bodies:	becomes E 2 : 4, Durabilit	<b>1</b> ty 1 (pg: 10	– 09), You sta	- rt each Cor	<ul> <li>S, Illusion,</li> <li>mbat with O Bodies,</li> </ul>	Enchantment, M N.	<b>3 Kn</b> lled Mass Corr	<b>4</b> bat Dice
Mental Illusions	Strong Hit: -4 Defence: 14 (see p	Goop (Hit) 1 1 Armour: 4	A damaged 1 H Movemen h a Skill Ro	d character Ist t: 4 Bodies:	becomes E 2 : 4, Durabilit	<b>1</b> ty 1 (pg: 10	– 09), You sta	- rt each Cor	<ul> <li>S, Illusion,</li> <li>mbat with O Bodies,</li> </ul>	Enchantment, M N. Natural, Gain +3 Skl	<b>3 Kn</b> lled Mass Corr	<b>4</b> bat Dice
Mental Illusions	Strong Hit: -4 Defence: 14 (see p	Goop (Hit) 1 H Armour: <sup>L</sup> og: 101), Witt ge they rec	A damaged 1 H Movemen h a Skill Ro ceive by 2.	d character Ist t: 4 Bodies: oll your Bod	becomes E 2 : 4, Durabilit dies may loo	<b>1</b> ty 1 (pg: 10	– 09), You sta	- rt each Cor	<ul> <li>S, Illusion,</li> <li>mbat with O Bodies,</li> </ul>	Enchantment, M N. Natural, Gain +3 Skl	<b>3 Kn</b> lled Mass Corr	<b>4</b> bat Dice
Mental Illusions	Strong Hit: -4 Defence: 14 (see p Damag Momentum	Goop (Hit) 1 H Armour: L og: 101), Witi ge they rec 1 1: Gain 1 B	A damaged 1 H Movemeni h a Skill Ro seive by 2. lody (up to	d character Ist t: 4 Bodies: all your Boo your maxin	becomes E 2 : 4, Durabilit dies may loo	<b>1</b> ty 1 (pg: 10 ok and so	– D9), You sta bund like an	- rt each Cor sything you	<ul> <li>S, Illusion, mbat with O Bodies, are familiar with, A</li> </ul>	Enchantment, M N. Natural, Gain +3 Skl	<b>3 Kn</b> lled Mass Corr	<b>4</b> bat Dice
	Strong Hit: -4 Defence: 14 (see p Damag Momentum	Goop (Hit) 1 H Armour: L og: 101), Witi ge they rec 1 1: Gain 1 B	A damaged 1 H Movemeni h a Skill Ro seive by 2. lody (up to	d character Ist t: 4 Bodies: all your Boo your maxin	becomes E 2 : 4, Durabilit dies may loo num).	<b>1</b> ty 1 (pg: 10 ok and so	– D9), You sta bund like an	- rt each Cor sything you	<ul> <li>S, Illusion, mbat with 0 Bodies, are familiar with, A</li> <li>ck (Stacks).</li> </ul>	Enchantment, M N. Natural, Gain +3 Skl	<b>3 Kn</b> lled Mass Corr	<b>4</b> bat Dice
	Strong Hit: -4 Defence: 14 (see p Damag Momentum Strong Hit: -2	Goop (Hit) 1 4 Armour: 4 og: 101), Wit ge they rec 1 1: Gain 1 B Distract (H 1	A damaged 1 <b>I Movemen</b> h a Skill Ro seive by 2. lody (up to it) All dama 1	d character Ist t: 4 Bodies: bill your Boo your maxin aged chara Ist	becomes E 2 : 4, Durabilit dies may loo num). cters suffer 3	1 ty 1 (pg: 10 ok and so Strong Hi 3*	_ D9), You sta pund like ar it -1 on thei _	- nything you ir next Atta	<ul> <li>S, Illusion,</li> <li>mbat with 0 Bodies,</li> <li>are familiar with, A</li> <li>ck (Stacks).</li> <li>S, Wraith, E</li> </ul>	Enchantment, M N. Natural, Gain +3 Skl djacent allies do not	3 Kn Iled Mass Corr reduce the Er 3 Kn	Ч bat Dice idurance Ч
	Strong Hit: -4 Defence: 14 (see p Damag Momentum Strong Hit: -2 Defence: 12	Goop (Hit) 1 H Armour: L og: 101), With ge they rec 1: Gain 1 B Distract (H 1 2: Armour: 3	A damaged 1 H Movemeni h a Skill Ro seive by 2. ody (up to it) All dama 1 3* Moveme	d character Ist t: 4 Bodies: oll your Boo your maxin aged chara Ist nt: 4** Boo	becomes E 2 : 4, Durabilit dies may loo num). cters suffer 3 dies: 4, Dura	1 ty 1 (pg: 10 ok and so Strong Hi 3* ability 1 (p	_ D9). You sta pund like ar it -1 on thei _ g: 109). You	- nything you ir next Attai - start each	<ul> <li>S. Illusion,</li> <li>mbat with O Bodies,</li> <li>are familiar with, A</li> <li>ck (Stacks).</li> <li>S. Wraith, E</li> <li>Combat with O Bod</li> </ul>	Enchantment, M N. Natural, Gain +3 Skl djacent allies do not nchantment, Flow.	3 Kn Iled Mass Corr reduce the Er 3 Kn SkIlled Mass	4 bat Dice durance 4 Combat
Mental Illusions Reapers of Nix	Strong Hit: -4 Defence: 14 (see p Damag Momentum Strong Hit: -2 Defence: 12 Dice (s	Goop (Hit) 1 H Armour: L og: 101), With ge they rec 1: Gain 1 B Distract (H 1 2: Armour: 3	A damaged 1 H Movemeni h a Skill Ro seive by 2. rody (up to it) All dama 1 3* Moveme ), *+1 Crit E	d character Ist t: 4 Bodies: oll your Boo your maxin aged chara Ist nt: 4** Boo	becomes E 2 : 4, Durabilit dies may loo num). cters suffer 3 dies: 4, Dura	1 ty 1 (pg: 10 ok and so Strong Hi 3* ability 1 (p	_ D9). You sta pund like ar it -1 on thei _ g: 109). You	- nything you ir next Attai - start each	<ul> <li>S. Illusion,</li> <li>mbat with O Bodies,</li> <li>are familiar with, A</li> <li>ck (Stacks).</li> <li>S. Wraith, E</li> <li>Combat with O Bod</li> </ul>	Enchantment, M N. Natural, Gain +3 Skl djacent allies do not nchantment, Flow. lies, Natural, Gain +3	3 Kn Iled Mass Corr reduce the Er 3 Kn SkIlled Mass	4 bat Dice durance 4 Combat
	Strong Hit: -4 Defence: 14 (see p Damag Momentum Strong Hit: -2 Defence: 12 Dice (s	Goop (Hit) 1 4 Armour: 4 0g: 101), Witi ge they rec 1: Gain 1 B Distract (H 1 2 Armour: 3 (see pg: 101 ge they rec	A damageo 1 <b>Hovemeni</b> h a Skill Ro seive by 2. ody (up to it) All dama 1 3* Moveme ), *+1 Crit E seive by 2.	d character Ist t: 4 Bodies: oll your Bod your maxin aged chara Ist Ist nt: 4** Bod Dmg and -1	becomes E 2 : 4, Durabilit dies may loo num). acters suffer 3 dies: 4, Dura Armour vs	1 ty 1 (pg: 10 ok and so Strong Hi 3* ability 1 (p	_ D9). You sta pund like ar it -1 on thei _ g: 109). You	- nything you ir next Attai - start each	<ul> <li>S. Illusion,</li> <li>mbat with O Bodies,</li> <li>are familiar with, A</li> <li>ck (Stacks).</li> <li>S. Wraith, E</li> <li>Combat with O Bod</li> </ul>	Enchantment, M N. Natural, Gain +3 Skl djacent allies do not nchantment, Flow. lies, Natural, Gain +3	3 Kn Iled Mass Corr reduce the Er 3 Kn SkIlled Mass	4 bat Dice durance 4 Combat

## Snares

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Snare	-1	Ч	Str x2	2nd	3	0	1+(2xX)	1	2	Tackle, Thrown.	10t	1+X
(Bolas, Net, etc)	Preload 1.											
	Strona Hit:	Wrap Aro	und (Hit) Ya	ur non-Hu	ae taraet b	ecomes Er	nsnared (12	) OR Ensna	ared (16) i	f you Attack them from behind.		

### Combatants

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	: Weapon Type & Variations	Acquire Resource
Peasants	+0	1	3	2nd	3	2		1	-	Retainer, Peasants.	Levy -
	Defence: 14	Armour:	2 Movemen	nt: 6 Carry	: 6 Bodies:	Holding's	Peasants x	2, Durabilit	:y 1 (pg: 1	109), Gain Unskilled Mass Co	mbat Dice (pg: 102) equal to
	your B										
	Momentum	3: Regain	n all lost Bo	5			ements from	m the side	of the B	attle Map and your opponent	gains +3 Momentum.
City Guards	+]	1	2	lst	Ч	3	-	1	-	Retainer, Guards.	Levy –
	Defence: 12	Armour	3 Movemer	nt: 6 Carry	: 2 Bodies:	Holding's	Soldiers, 🛛	urability 1	(pg: 109)	, Gain Skllled Mass Combat (	Dice (pg: 102) equal to
	your B	odies.									
	Momentum	3: Regain	n all lost Bo	dies (they	come in a	is reinforc	ements froi	m the side	of the B	attle Map and your opponent	gains +3 Momentum.
Archers	-1	6	32	3rd	3	3	-	1	-	Retainer, Archers.	Levy -
	Defence: 14	Armour	2 Movemen	nt: 6 Carry	: 6 Bodies:	Holding's	Peasants, I	Durability 1	(pg: 109)	), Gain Unskilled Ranged Mas	s Combat Dice (pg: 102)
	equal	to your Bo	odies.								
	Momentum	3: Regain	n all lost Bo	dies (they	come in a	is reinforc	ements froi	m the side	of the B	attle Map and your opponent	gains +3 Momentum.
Men-at-Arms	+0	7	37	1st or 3rd*	' 3	3	-	1	-	Retainer, Men-at-Arms.	Levy** -
	Defence: 12	Armour:	3 Movemer	nt: 6 Carry	: 2 Bodies:	Holding's	Soldiers -1	I, Durability	1 (pg: 10	19), Gain Ranged Mass Comb	at Dice (pg: 102) equal to
	your B	odies, *Yo	ou may cha	nge your l	deal Rng a	t any time	e, **Require	es Prosperit	ty Trait: I	Militia OR the Security Trait: I	Brute Squads, Mobile Force,
	Elite F	orce or Fo	ortress.								
	Momentum	3: Regain	n all lost Bo	dies (they	come in a	is reinforc	ements fror	m the side	of the B	attle Map and your opponent	gains +3 Momentum.
Knights	+]	1	2	lst	3	3	-	1	-	Retainer, Knights.	Levy* –
	Defence: 10	Armour:	4 Movemen	nt: 4 Carry	: 2 Bodies:	Holding's	Soldiers/2	(rounded u	<b>Jp)</b> , Dura	bility 1 (pg: 109), Gain Veterar	n Mass Combat Dice (pg:
	102) e	qual to yo	our Bodies, '	*Requires	Security Tr	ait: Elite F	Force or For	tress.			
	Momentum	3: Regain	n all lost Bo	dies (they	come in a	is reinforc	ements froi	m the side	of the B	attle Map and your opponent	gains +3 Momentum.
Mounted Knights	-1	1	2	lst	3	3	-	1	-	Retainer, Mounted Knights.	Levy +2t* –
	Defence: 8	Armour: I	4 Movement	t: 12 Carry	: 2 Bodies:	Holding's	Soldiers/2	(rounded u	<b>Jp)</b> , Dural	bility 1 (pg: 109), Big, Gain Ve	teran Mass Combat Dice (pg
			our Bodies, '								
										attle Map and your opponent	gains +3 Momentum.
Barbarian Mercenaries	+]	1	3	lst	Ч	3	-	1	-	Retainer, Mercenaries.	Levy +2t -
	Defence: 12	Armour	3 Movemer	nt: 6 Carry	: 2 Bodies:	The num	ber of Treas	sure Trade	Boxes sp	pent to acquire this Retainer,	Durability 1 (pg: 109), Gain
			ombat Dice	-							5 15
							ements fror	m the side	of the B	attle Map and your opponent	gains +3 Momentum.
Storm Magi	+0	3	14	3rd	6	3	_	1	_	Retainer, Magicians, Alcher	-
	Defence: 12	Armour		nt: 6 Carru	: 2 Bodies:		litu 1 (pa: 10	)9). Splash	1. Gain \	/eteran Mass Combat Dice (p	5 5
										sperity Trait: Educated or Inv	
		al Force, I			iagio noap					oportig that caboatoa of itt	and an and according that
	5		55	dios (thou	come in a	s reinforci	omonts fra	m the side	of the R	attle Map and your opponent	nains +3 Momentum
	Strong Hit:	5		5						acce map and goor opponent	guilis 's Homencom.
Boon-Wood Coven	+]	3	י אווע וווע 14	3rd	5 successions	3 3 3 3 1 1 2 1 1 2		1	_	Retainer, Magicians, Enchant	mont Flow=+2+** -
							1 (pg. 100)	I Splach 1 Gr	nin Votora	an Mass Combat Dice (pg: 102)	
				-		-				Educated or Inventive OR the S	
Crusading Peasants		3: neyalli	2	lst	5	2		1		attle Map and your opponent Retainer. Zealots.	Levy +4t* -
Crusdully reasons	-] Defense 16	1					- December 1	<b>ا</b> 1ا : اندار	-		-
							Peasants, I	Jurability I	(pg: 109)	), Gain Skllled Mass Combat	Dice (pg: 102) equal to your
			es Loyalty T								
		-		-						attle Map and your opponent	gains +3 Momentum.
	Strong Hit:	Zeal (Hit)		5	5		mainder of	Combat (S	tacks up		
Aneni Goldheart	+0	1	2	lst	5	3	-	1	-	Retainer, Hero.	Levy -2t* -
(Retired PC)						<b>O</b> , Durabil	lity 1 (pg: 10	19), Durabil	ity: +2 (p	og: 109) Gain 2 Veteran Mass	Combat Dice (pg: 102),
			erity Trait: I								
	Momentum	3: Regain	n all lost Bo	dies (they	come in a	is reinforc	ements froi	m the side	of the B	attle Map and your opponent	-
Guardian Spirits	+5	2	6	lst	5	3	-	1	-	Retainer, Spirit, Blue Flame	e. Levy+2t** -
	Defence: 12	Armour: 3	Movement	6 Carry: 2	Bodies: O, 🛛	lurability 1 (	(pg: 109), Gai	in Veteran R	anged Ma	ass Combat Dice (pg: 102) equa	l to your Bodies, *You may Fly
	0.1			0.	La de la constante						
	Reduce	e all Low L	ight Lover by	y 2 in a Sp	lasn area o	f 6 around	you, **Requ	ires Woods	Trait: Spir	it Woods, Energy, Burn, This Spi	irit may Fly and is Incorporeal

## Naked & Very Little (Avoidance) Outfits

Dutfits	Defence vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Туре	Acquire	Resources
Loin Cloth	+2	0	0			2	-	Light, Practical.	Auto	-
	Natural.									
	Momentum 2: Gain +	2 Armour vs an Atl	ack you can perc	eive (Stacks).						
Cunning	+3	0	0			1	-	Light, Hunter.	Auto	-
	Natural, Counts as a	Stealth Toolbox.								
	Momentum 2: Gain +	2 Armour vs an Att	ack you can perc	eive (Stacks).						

## Naked & Very Little (Tough) Outfits

Outfits	Defence	vs Tac Body Armour	Head Armour	at 0 End	End	Slots	Weight	Туре	Acquire	Resources			
Tunic		1	1			2	-	Light, Practical.	Auto	-			
	Natural.												
	Momentum 2:	Gain +1 Armour vs an At	tack you can perc	eive (Stacks).									
Rage	+]	1	1			1	-	Light, Hunter.	Auto	-			
	Natural, Counts	Natural, Counts as a Stealth Toolbox.											
	Momentum 2:	Momentum 2: Gain +1 Armour vs an Attack you can perceive (Stacks).											

## Cloth Outfits

Outfits	Defence	vs Tac	Body Armour	Head Armour	at O End	End	Slots	Weight	Туре	Acquire	Resources
Face War Paint	+2	+]	1	1	-1		2	0	Light, Wild.	9c	0
	Counts as a	Stealth To	oolbox, Primitive, A	ll of your Weapon	ıs gain +1d6	Hit when y	ou have O E	ndurance,	Contribute (1 Wylding).		
Potion Pouches	+2		1	1	-1		3	0	Light, Alchemist's Attire.	9t	0
	Counts as a	Stealth To	oolbox, All of your I	Potions gain +1 A	mmo.						
Survival Training	+2	+]	2*	3*	-2		2	0	Light, Martial Arts.	8t, 2Kn	2
	Counts as a	Stealth To	oolbox, Natural, *Yo	u suffer –1 Armo	ur until your	next Turn	if you do na	ot move a	t least 4 spaces from yo	ur starting	location
		your Turn.									
Eternal Cloak	+2		1	1	-1	+10	3	0	Light, Divine Garb.	12c	2
(Haze Mesh Cloak)	Counts as a	Stealth To	oolbox, The first tin	ne you're reduced	d to O Endura	ance durino	g a Combat:	You may	deal 10 Endurance Dama	age to a s	ingle
	charac	ter within i	2 of you, Contribute	e (1 Priceless (Div	rine Clothes)	4 Quality,	2 Arcanium	n).		5	5
Padded Cloth	+2		]	1	-1	5	6	0	Light, Practical.	8t	0
	Counts as a Stealth Toolbox.										
Trapper's Garb	+3		1	1	-1		5	0	Light, Hunter.	10t	0
	Counts as a Stealth Toolbox.										
Robe	+2	-2	1	1	-1		Ч	0	Light, Scholar's Robe.	8t	0
	Counts as a Stealth Toolbox, +2 to all Study Spare Time Rolls.										
Leather Vest	+2		1	1	-1	+5	Ч	0	Light, Plated.	8t	1
	Counts as a	Stealth Tr	oolbox.						J		

## Leather & Hide Outfits

Acquire 11c ttire. 11t	Resources										
	1										
tire. 11t	1										
tire. 11t	1										
10t, 2Kn	3										
g your Turn.											
14c	3										
The first time you're reduced to 0 Endurance during a Combat: You may deal 10 Endurance Damage to a single character within 2 of you,											
10t	1										
12t	1										
be. 10t	1										
10t	2										
Г	ng your Turn. 14c r within 2 of yo 10t 12t 12t										

# Studded & Scale Outfits

Outfits	Defence vs Tac	Body Armour	Head Armour	at O End 🛛 🛛	Ind Slots	5	51	· ·	Resourc				
Trophy Skulls	+]	2	2		6	2	Light, Wild.	13c	2				
	Primitive, All of your \		Hit when you hav	e O Endurance,	Contribute (1 Wy	ylding).							
Potion Backpack		2	2		7	2	Light, Alchemist's Attire.	13t	2				
	All of your Potions ga	in +1 Ammo.											
Lupta-Do	+]	3*	Ч*	-1	6	1	Light, Martial Arts.	12t, 2 Kn	4				
(Ta-Di Martial Art)	Natural, *You suffer -1	Armour until your	next Turn if you			from your s	starting location during yo	ur Turn.					
Holy Vestment of Corp		2	2		+10 7	2	Light, Divine Garb.	16c	4				
(Sheilded Suit)	The first time you're r	educed to O Endura	ance during a Co	mbat: You may (	deal 10 Enduran	ce Damage	to a single character with	nin 2 of you,					
	Contribute (1 Pric	eless (Divine Clothe	es), 4 Quality, 2 A	Arcanium/Wyldin	g).								
Skull Helm		2	2		8	2	Heavy*, Nephilim Carapace.	12t	2				
	1	*You do not require an assistant to equip and remove this Outfit. All of your Weapons gain +2 End Dmg. –1 Persuasion, Contribute (2 Quality											
	(Nephilim Skull a	nd Carapace)).											
Harmony Stance	+]	2	2	-1	10	0	L*, H*, All-Pro**, Prac.	12t, 2Kn	3				
(All-Monk Martial Art)	*Treat this Outfit as L	ight for the purpose	es of sleeping, eq	uipping and rem	noving, **You m	ust be able	to use All-Powers.						
Faith Stance	+]	2	2	-1	+5 9	0	L*, H*, All-Pro**, Plated.	12t, 2Kn	3				
(All-Monk Martial Art)	*Treat this Outfit as L	ight for the purpose	es of sleeping, eq	uipping and rem	noving, **You m	ust be able	to use All-Powers.						
Grace Stance	+] +]	3***	Ц***	-2	7	0	L*. H*. All-Pro**. M Arts.	121- 11Vp	5				
(All-Monk Martial Art)		Ŭ				-	to use All-Powers, ***Yo		-				
(אמריזטווג וזמרמרארס		igne for the porpose irn if you do not m			-				1111001				
Holy Vestment of Ath	Under good heat h	3	2 pre al least n	5	+5 7	1 uornig goo 1	Heavy*, Divine Armour.	16c	ц				
(Legion Scout Armour)	*Vou do pot roquiro ar	accictant to oquin	-		•	Divino Armo	ur), 2 Quality, 4 Arcaniun		•				
(Legion Scool Annoor)		quip and remove th			(1111061655 (		or, 2 adatty, 4 Arcanon	17, 100 uu nu	ic iequ				
Studded Leather		2	2		10	2	Light, Practical.	12t	2				
Black Studded Leather	+]	2	2		9	2	Light, Hunter.	14t	2				
	Counts as a Stealth To		L		J	-	Light, Honter.	T IC	L				
Heavy Robe	-2	2	2		8	2	Light, Scholar's Robe.	12t	2				
neavy nobe	+2 to all Study Spare	-	Ĺ		0	Ľ	Light, Johntal S NUDE.		Ľ				
Leather Banded Mail		2	2		+5 8	2	Light, Plated.	12t	2				
Scale Mail		2	2		+5 0 +5 8	2	Heavy*, Steel.	12t	2				
	*You do not require ar	-	-			C	neavy , steet.	ICL	2				
Breast Plate	-1	3 3		outrit.	8	3	Heavy*, Heavy Steel.	14t	2				
		Ŭ	-	Ոսենե	0	5	neavy , neavy steet.	171	2				
	*You do not require ar	i assistant to equip	and remove this	UUCHIC.									

# Chainmail & Splint Outfits

	5.4	-				- ·	<u>.</u>		-		_
Outfits	Defence	vs Tac	Body Armour	Head Armour	at O End	End	Slots	Weight	Туре	Acquire	Resources
Banded Carapace	-1	-1	3	3	-1		6	3	Heavy, Nephilim Carapace	16c	3
	All of your	Weapons ga	nin +2 End Dmg, –1	Persuasion, Con	tribute (2 Qu	ality (Nep	hilim Carapa	ace)).			
Warrior Monk	+2	-1	3	2	-2		8	0	L*, H*, All-Pro, Hunter	16t, 2Kn**	Ч
(All-Monk Martial Art)	Natural, *Tr	eat this Out	fit as Light for the	purposes of slee	eping, equipp	oing and re	emoving, ** <sup>*</sup>	You must l	be able to use All-Powe	rs, Counts	as a
	Stealth	Toolbox.									
Studious Monk	+]	-3	3	2	-2		7	0	L*, H*, All-Pro, S R.	14t, 2Kn**	Ч
(All-Monk Martial Art)	Natural, *Tr	eat this Out	fit as Light for the	purposes of slee	eping, equipp	oing and re	emoving, **	You must I	be able to use All-Powe	rs, +2 to al	l Study
	Spare <sup>-</sup>	Time Rolls.									
Pious Stance	+]		Ц***	Ц***	-3		5	0	L*, H*, All-Pro, M A.	14t, 4Kn**	6
(All-Monk Martial Art)	Natural, *Tr	eat this Out	fit as Light for the	purposes of slee	eping, equipp	oing and re	emoving, **	You must I	be able to use All-Powe	rs, ***You	suffer –1
	Armou	r until your	next Turn if you d	o not move at le	ast 4 spaces	s from you	ur starting lo	ocation du	ring your Turn.		
Chosen of Pol		-1	Ч	2	-1	+5	5	2	Heavy, Divine Armour.	18c	5
(Force Field Generator)	Contribute (	1 Priceless	(Divine Armour), 2	Quality, 4 Arcan	ium), You do	not requi	re an assist	ant to Equ	ip and remove this Outf	t.	
Chainmail		-1	3	2	-1	+5	6	3	Heavy, Steel.	14t	3
Splint Mail		-2	Ч	2	-1		6	4	Heavy, Heavy Steel.	16t	3

# Plate Outfits

Outfits	Defence	vs Tac	Body Armour	Head Armour	at O End	End	Slots	Weight	Туре	Acquire	Resource
Chosen of Neph (Regeneration)	) -2		Ч	Ч	-2		5	Ч	Heavy, Nephilim Carapace.	20c	5
	-1 Stealth, D	louble the tir	me to equip and	remove, All of yo	our Weapons	gain +2 Ei	nd Dmg, –1 P	ersuasion	, Contribute (1 Wylding).		
Truth Stance	-1		Ч	3	-2		7	Ч	L*, H*, All-Pro, Practical.	18t, 2Kn**	6
(All-Monk Martial Art)	-1 Stealth, D	louble the tir	me to equip and	remove, Natural,	*Treat this (	Dutfit as Li	ght for the p	urposes o	of sleeping, equipping an	d removing	, **You
	must b	e able to us	e All-Powers.								
Forgiveness Stance	-1		Ч	3	-2	+5	5	Ч	L*, H*, All-Pro, Plated.	18t, 2Kn**	7
(All-Monk Martial Art)	-1 Stealth, D	louble the tir	me to equip and	remove, Natural,	*Treat this (	Dutfit as Li	ght for the p	urposes o	of sleeping, equipping an	d removing	, **You
	must b	e able to us	e All-Powers.								
Transcendent	-1	+]	5***	Ц***	-3		3	3	L*, H*, All-Pro, M A.	18t, 4Kn**	8
(All-Monk Martial Art)	-1 Stealth, Double the time to equip and remove, Natural, *Treat this Outfit as Light for the purposes of sleeping, equipping and removing, ***You										
	must be able to use All-Powers, *You suffer -1 Armour until your next Turn if you do not move at least 4 spaces from your starting location										
	during	your Turn.			5		5		' .		
Armour of Ath	-1	-	5	3	-2	+5	Ч	3	Heavy, Divine Armour.	22c	7
(Legion Combat Suite)	-1 Stealth, D	louble the tir	me to equip and i	remove, Contribu	ite (1 Priceles	ss (Divine	Armour), 2 C	Juality, 4	Arcanium/Wylding), You	do not requ	vire an
2	assista	nt to Equip a	and remove this (	Dutfit.				5	5 5		
Plate Banded Mail	-1		Ч	3	-2		5	Ч	Heavy, Steel.	18t	5
	–1 Stealth, Double the time to equip and remove.										
Full Plate		-1	5	3	-2		5	5	Heavy, Heavy Steel.	20t	5
	-1 Stealth. D	louble the tir	me to equip and i	remove.					5 5		

43

#### Acknowledgments

#### Created by

Wade Dyer (Design Ministries)

#### Artwork

Arky Fitzwater

**Copyright (C) 2018 by Design Ministries.** "Fragged Empire" is a registered trademark by Wade Dyer.

All rights are reserved. No part of this publication may be reproduced, distributed or transmitted in any form or by any means, including photocopying, recording or other electronic or mechanical methods, without prior written permission of Design Ministries.

Names, characters, places, and incidents featured in this publication are fictitious. Any resemblance to actual persons (living or dead), events, institutions, or locales is coincidental.

Design, Layout and Production:

Wade Dyer www.designministries.com.au

www.fraggedempire.com contact@fraggedempire.com