

Armed

FRAGGED
KINGDOM



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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@fraggempire.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	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Stone Knife	-1	1	1	1st	1	2	-	0	1	Blade, Primitive.	5t	0
	-1	2	Str x3	2nd	1	2	1	0		Blade, Primitive, Thrown.		
	Small, Linked, Pen 1 min 3, Primitive. Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth.											
Pair of Bone Daggers	1	1	1st	3	2	-	0	0	1	Blade, Neph Ivory.	8c	2
	2	Str x3	2nd	3	2	6	0			Blade, Neph Ivory, Thrown.		
	Small, Linked, Pen 1 min 3, Primitive, Contribute (2 Quality (Nephilim Bone)). Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth.											
Rod of Akh	-2	1	1	1st	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, Linked, Pen 1 min 3, Contribute (1 Potions, 1 Arcanium), Energy. Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth. Strong Hit: Shock (Hit) A damaged character becomes Suppressed.											
Wand of Thorns	1	1	1st	3	2	-	0	0	1	Blade, Druidic, Wyld, Thorns.	14c	4
	2	Str x3	2nd	3	2	6	0			Blade, Druidic, Wyld, Thrown, Thorns.		
	Small, Linked, Pen 1 min 3, Contribute (1 Potions, 3 Wylding), Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth. Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).											
Poison Wand	+2	1	1	1st	2	2	-	0	1	Blade, Druidic, Wyld, Spreading Poison.	12c	4
	+2	2	Str x3	2nd	2	2	6	0		Blade, Druidic, Wyld, Thrown, S P.		
	Small, Linked, Pen 1 min 3, Contribute (1 Potions, 3 Wylding), Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage). Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth. Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Toothpick of Ath (Laser Knife)	-2*	1	1	1st*	3	2	-	0	1	Blade, Divine Fire.	12c	3
	-2*	2	Str x3	2nd*	3	2	1	0		Blade, Divine Fire, Thrown.		
	Small, Linked, Pen 1 min 3, Energy, **1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium). Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth.											
Corp's Precision (Nano Scalpel)	1	1	1st	3	2	-	0	0	0	Blade, Divine Weapon.	14c	4
	2	Str x3	2nd	3	2	1	0			Blade, Divine Weapon, Thrown.		
	Small, Linked, Pen 1 min 3, When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Blade), 2 Quality, 5 Arcanium). Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth.											
Small Claws	+2	1	1	1st	4	1*	-	0	1	Blade, Tooth & Claw.	NPC	1
	Small, Pen 1 min 3, Natural, *+1 Crit Dmg vs characters with 0 Endurance, Modification : (No Thrown, +1 Hit). Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth.											
Rondel Dagger	+1	1	1	1st	2	2	-	0	1	Blade, Steel.	6t	1
	+1	2	Str x3	2nd	2	2	1	0		Blade, Steel, Thrown.		
	Small, Linked, Pen 1 min 3. Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth.											
Dual Kunai	+1d6 -1	1	1	1st	3	2	-	1	1	Blade, Composite.	10t, 2Kn	4
	+1d6 -1	2	Str x3	1st	3	2	11	1		Blade, Composite, Thrown.		
	Small, Linked, Pen 1 min 3, Optional: (Dual, Requires 1 additional Hand and Slot), Modification : Dual Wield, Low-Quality. Strong Hit: Silent Kill (Stealthed, Hit) This Attack causes a Critical Hit with +2 Crit Dmg (does not Stack) and does not break your Stealth.											

Short Swords

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Training Sword	-1	1	2	1st	2	3	-	1	1	Blade, Primitive.	9t	0
While this Weapon is Active you gain +1 Defence (does not Stack), Primitive.												
Beast Tooth Sword		1	2	1st	3	3	-	1	1	Blade, Neph Ivory.	12c	1
While this Weapon is Active you gain +1 Defence (does not Stack), Primitive, Contribute (2 Quality (Large Nephilim Teeth)).												
Searing Kiss	-2	1	2	1st	5	3	-	1	2	Blade, Inf, Alchemy, Searing Flame.	12c	2
While this Weapon is Active you gain +1 Defence (does not Stack), Contribute (1 Potions, 1 Arcanium), Energy, Burn, Splash 1, Modification , Heavy. Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
Storm Blade	-2	1	2	1st	2	3	-	1	1	Blade, Inf, Alchemy, Shocking Lightning.	14c	2
While this Weapon is Active you gain +1 Defence (does not Stack), Contribute (1 Potions, 1 Arcanium), Energy. Strong Hit: Shock (Hit) A damaged character becomes Suppressed.												
Assassin's Blade		1	2	1st	1	3	-	1	1	Blade, Inf, Alchemy, Acrid Poison.	14c	2
While this Weapon is Active you gain +1 Defence (does not Stack), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 1 (Poison). Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
Icey Kiss	-1	1	2	1st	2	2	-	1	1	Blade, Inf, Alchemy, Flash Freeze.	14c	2
While this Weapon is Active you gain +1 Defence (does not Stack), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 1 (Cold), Splash 1. Strong Hit: Freeze (Hit) All damaged characters become Suppressed.												
Hooked Blade		1	2	1st	3	2	-	1	1	Blade, Infused, Alchemy, Vortex.	14c	2
While this Weapon is Active you gain +1 Defence (does not Stack), Contribute (1 Potions, 1 Arcanium), Strong Hit (5-6). Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.												
Spinning Blades		1	2	1st	3	2	-	1	1	Blade, Inf, Alchemy, Shrapnel Shards.	12c	2
While this Weapon is Active you gain +1 Defence (does not Stack), Contribute (1 Potions, 1 Arcanium), Splash 2. Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).												
Alchemist's Paint Brush	+1	1	2	1st	5	0	-	1	1	Blade, Infused, Alchemy, Marker.	12c	2
While this Weapon is Active you gain +1 Defence (does not Stack), Contribute (1 Potions, 1 Arcanium). Strong Hit: Marked (Hit) All Attacks gain +1 Hit and End Dmg vs all damaged characters until the end of Combat (Stacks).												
Blight Claw of Neph	-1	1	2	1st	4	3	-	1	1	Blade, Druidic, Wyld, Blight.	14c	3
While this Weapon is Active you gain +1 Defence (does not Stack), Contribute (1 Potions, 3 Wylding). Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).												
Traitor's Blade	-1	1	2	1st	3	2	-	1	1	Blade, Druidic, Wyld, Enrage.	16c	3
While this Weapon is Active you gain +1 Defence (does not Stack), Contribute (1 Potions, 3 Wylding). Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Enrage (Hit) A damaged non-Monster character gains a free Recovery and must make an immediate free move and Attack against the nearest character (your choice if two or more are equal distance) with an Active Weapon of your choice and dealing the most harm possible (does not Stack).												
Holy Dagger (Arc-Fire Dagger)	-2*	1	2	1st*	4	3	-	1	1	Blade, Divine Fire.	16c	3
While this Weapon is Active you gain +1 Defence (does not Stack), Energy, *+1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).												
Nail of Dray (Omni-Steel Knife)		1	2	1st	4	3	-	1	0	Blade, Divine Weapon.	18c	4
While this Weapon is Active you gain +1 Defence (does not Stack), When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Blade), 2 Quality, 5 Arcanium).												
Nasty Bite	+1	1	2	1st	5	2*	-	1	1	Blade, Tooth & Claw.	NPC	1
While this Weapon is Active you gain +1 Defence (does not Stack), Natural, *+1 Crit Dmg vs characters with 0 Endurance.												
Dual Khopesh	+1d6-1	1	1	1st	3	3	-	2	2	Blade, Primitive.	9t, 2Kn	1
While this Weapon is Active you gain +1 Defence (does not Stack), Primitive, Optional (Dual, Requires 1 additional Hand and Slot), Modification : Dual Wield.												
Sickle	-1	1	2	1st	2	3	-	1	1	Blade, Steel.	10t	0
While this Weapon is Active you gain +1 Defence (does not Stack), Modification : Low-Quality.												
Falchion		1	2	1st	4	3	-	1	2	Blade, Steel.	10t, 12t, 14t	1
While this Weapon is Active you gain +1 Defence and +1 Defence vs Tackle (does not Stack), Modifications : Guard, Heavy.												
Ko-Wakizashi	+1	1	2	1st	4	3	-	1	0	Blade, Composite.	14t	2
While this Weapon is Active you gain +1 Defence (does not Stack).												

Arming Swords

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Scrap Sword		2	2	1st	3	3	-	1	2	Blade, Primitive.	11t	1
	Primitive.											
Trik'lo Tribal Blade	+1	2	2	1st	5	3	-	1	2	Blade, Neph Ivory.	14c	2
	Primitive, Contribute (2 Quality (Nephilim Ivory)).											
Ak & At (Sword & Axe)	+1	2	2	1st	7	3	-	2	4	Blade, Steel, Axe, Steel.	2x 12t, 2Kn	3
	Optional (Dual, Requires 1 additional Hand and Slot), Modifications: Dual Wield (Mixed), Long Haft.											
Oiled Blade	+1	2	2	1st	3	3	-	1	2	Blade, Inf, Alchemy, Sticky Flame.	15c	3
	Contribute (1 Potions, 1 Arcanium), Energy, Burn.											
	Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).											
Flametongue		2	2	1st	5	3	-	1	2	Blade, Inf, Alchemy, Searing Flame.	14c	3
	Contribute (1 Potions, 1 Arcanium), Energy, Burn, Splash 1.											
	Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).											
Thunder Sabre	-1	2	2	1st	3	3	-	1	2	Blade, Inf, Alchemy, Shocking Lightning.	16c	3
	Contribute (1 Potions, 1 Arcanium), Energy.											
	Strong Hit: Shock (Hit) A damaged character becomes Suppressed.											
Lightning Sabre	+1	2	2	1st	5	3	-	1	2	Blade, Inf, Alchemy, Jumping Lightning.	14c	3
	Contribute (1 Potions, 1 Arcanium), Energy.											
	Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).											
Rust & Dust	+1d6 +2	2	1	1st	7	3	-	2	3	Blade, Inf, Alchemy, Creeping Acid. 15c, 2Kn		4
	Contribute (1 Potions, 1 Arcanium), Burn, Modification: Dual Wield.											
	Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).											
Death Stroke	+1	2	2	1st	2	3	-	1	2	Blade, Inf, Alchemy, Acrid Poison.	16c	3
	Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 1 (Poison).											
	Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Crippling Blade	+1	2	2	1st	4	3	-	1	2	Blade, Inf, Alchemy, Agonising Poison.	14c	3
	Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 3 (Poison).											
	Strong Hit: Agonise (Hit) All damaged characters suffer -1 Movement, Recovery and Defence until the end of their next Turn (Stacks).											
Frost Sharman Blade	+1	2	2	1st	4	3	-	1	2	Blade, Inf, Alchemy, Lingering Cold.	14c	3
	Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 2 (Cold).											
	Strong Hit: Frost (Hit) This Attack gains Dangerous Terrain +2 (Cold) (Stacks).											
Neph's Embrace	+3	2	2	1st	4	3	-	1	2	Blade, Druidic, Wyld, Spreading Poison.	16c	4
	Contribute (1 Potions, 3 Wylding), Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).											
	Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
	Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Conflagrater (Arc-Fire Sword)	-1*	2	2	1st*	5	3	-	1	2	Blade, Divine Fire.	18c	4
	Energy, **1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).											
Neph's Fang	+1	2	2	1st	5	3	-	1	1	Blade, Divine Weapon.	20c	5
(Nephilim Nano Bone Blade)	When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Blade), 2 Quality, 5 Wylding).											
Brutish Bite & Claws	+2	2	2	1st	6	2*	-	1	2	Blade, Tooth & Claw.	NPC	2
	Natural, **1 Crit Dmg vs characters with 0 Endurance.											
Arming Sword	+2	2	2	1st	4	3	-	1	1	Blade, Steel.	12t	2
Briquet	+1	2	2	1st	3	3	-	1	1	Blade, Steel.	12t	2
	Small, Modification: Small.											
Broadsword	+2	2	2	1st	4	3	-	1	2	Blade, Steel.	12t, 14t	2
	+1 Defence vs Tackle while this Weapon is Active, Modification: Guard.											
Dual War Swords	+1d6 +2	2	1	1st	5	3	-	2	3	Blade, Steel.	12t, 2Kn	3
	+1 Defence vs Tackle while this Weapon is Active, Optional (Dual, Requires 1 additional Hand and Slot), Modification: Guard, Dual Wield.											
Nihonto	+3	2	2	1st	6	3	-	1	0	Blade, Composite.	16t, 1Kn	3
	Optional (Requires 2 Hands), Modification: 2 Handed Practice.											

Longswords

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Iron Thorn Blade		1	2	2nd	4	3	-	1	2	Blade, Neph Ivory.	14c	2
Primitive, Contribute (2 Quality (Iron Thorns)). Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.												
Dancing Blade		1	2	2nd	3	2	-	1	2	Blade, Infused, Alchemy, Vortex.	16t	3
Contribute (1 Potions, 1 Arcanium), Strong Hit (5-6). Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space. Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.												
Censer & Poker	-1	1	1	1st	3	1	-	2	4	B, Prim, Ham, Censer, Alch, S Shards. 14t, 2Kn	14t	4
Primitive, You first Attack each Turn with this Weapon gains Strong Hit +1, Splash 2, Modification : Dual Wield (Mixed). Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space. Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).												
Verdant Blade	-1	1	2	2nd	4	3	-	1	2	Blade, Druidic, Wyld, Blight.	16c	4
Contribute (1 Potions, 3 Wylding). Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space. Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).												
Pol's Rod of Madness	-1	1	2	2nd	3	2	-	1	2	Blade, Druidic, Wyld, Enrage.	18c	4
Contribute (1 Potions, 3 Arcanium). Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space. Strong Hit: Enrage (Hit) A damaged non-Monster character gains a free Recovery and must make an immediate free move and Attack against the nearest character (your choice if two or more are equal distance) with an Active Weapon of your choice and dealing the most harm possible (does not Stack).												
Viper's Kiss	+2	1	2	2nd	3	3	-	1	2	Blade, Dru, Wyld, Spreading Poison.	16c	4
Contribute (1 Potions, 3 Wylding), Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage). Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space. Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
Ignis Rapier (Arc-Fire Sword)	-2*	1	2	2nd*	4	3	-	1	2	Blade, Divine Fire.	18c	4
Energy, *+1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium). Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.												
Vorpal Longsword		1	2	2nd	4	3	-	1	1	Blade, Divine Weapon.	12t	2
When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Blade), 2 Quality, 5 Arcanium). Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.												
Agile Bite & Claws	+1	1	2	2nd	5	2*	-	1	2	Blade, Tooth & Claw.	12t	2
Natural, *+1 Crit Dmg vs characters with 0 Endurance. Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.												
Macuahuitl	-2	1	2	2nd	3	3	-	1	2	Blade, Primitive.	11t, 12t	1
Primitive, Modification : Heavy. Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.												
Cutlass & Dagger	+1d6	1	1	1st	5	3	-	2	3	Blade, Steel.	2x 12t, 2Kn	3
Optional (Dual, Requires 1 additional Hand), Modifications : Dual Wield, Heavy. Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.												
Rapier	+1	1	2	2nd	3	3	-	1	2	Blade, Steel.	12t, 14t	2
+1 Defence vs Tackle while this Weapon is Active, Modification : Guard. Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.												
Spadroon	+1	1	2	2nd	3	3	-	1	2	Blade, Steel.	12t	2
Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.												
Longsword	+1	1	2	2nd	4	3	-	1	2	Blade, Composite.	16t	3
Strong Hit: Skilled Strike (Once per Turn, Hit) Gain +1 Momentum and move 1 space.												

Spears

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Sharpened Stick	-1*	1	3	3rd	2*	3	-	1	2	Polearm, Primitive.	10t	1
	-1	4	Str x5	2nd	3	3	1	1		Polearm, Thrown, Primitive.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), Primitive.												
Red Snow Tribal Spear	*	1	3	3rd	3*	3	-	1	2	Polearm, Neph Ivory.	11t	2
		4	Str x5	2nd	4	3	1	1		Polearm, Thrown, Neph Ivory.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), Primitive, Contribute (2 Quality (Nephilim Ivory & White Birch Wood)).												
Crawling Spear	+1*	1	3	3rd	2*	3	-	1	2	Polearm, Wyldwood, Wyld, Thorns.	14c	3
	+1	4	Str x5	2nd	3	3	1	1		Pol, Thrown, W, Wyld, Thorns.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), Contribute (1 Wylding).												
Strong Hit: Entangle (Hit) All damaged characters become Ensnares (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).												
High Red Snow Tribal Spear	-1*	1	3	3rd	2*	2	-	1	2	Pol, Infused, Alchemy, Flash Freeze.	15c	3
	-1	4	Str x5	2nd	3	2	1	1		Pol, Thrown, Inf, Alch, Flash Freeze.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 1 (Cold), Splash 1.												
Strong Hit: Freeze (Hit) All damaged characters become Suppressed.												
Holder Spear	-1*	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.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), Contribute (1 Potions, 1 Arcanium), Blunt.												
Strong Hit: Goop (Hit) A damaged character becomes Ensnares (16) and has their Movement reduced by 2 until the start of your next Turn (Stacks).												
Emerald Spear	*	1	3	3rd	4*	3	-	1	2	Polearm, Druidic, Wyld, Thorns.	17c	4
		4	Str x5	2nd	5	3	1	1		Pol, Thrown, Druidic, Wyld, Thorns.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), Contribute (1 Potions, 1 Wylding, 2 Arcanium), Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).												
Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).												
Crackler (Cattle Prod)	-2* **	1	3	3rd**	4*	3	-	1	2	Polearm, Divine Fire.	17c	4
	-2**	4	Str x5	2nd**	5	3	1	1		Polearm, Thrown, Divine Fire.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), Energy, ***1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).												
Claw of Neph (Nephilim Nano Bone Spear)	*	1	3	3rd	4*	3	-	1	1	Polearm, Divine Weapon.	19c	5
		4	Str x5	2nd	5	3	1	1		Polearm, Thrown, Divine Weapon.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Spear), 2 Quality, 5 Wylding).												
Spiked Tail	+1*	1	3	3rd	5*	2**	-	1	2	Polearm, Long Reach.	NPC	2
	+1	4	Str x5	2nd	6	2**	1	1		Polearm, Thrown, Long Reach.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), Natural, ***1 Crit Dmg vs characters with 0 Endurance.												
Pitchfork	-3*	1	3	3rd	1*	3	-	1	2	Polearm, Primitive.	10t	0
	-3	4	Str x5	2nd	2	3	1	1		Polearm, Thrown, Primitive.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), Primitive, Modification : Low-Quality.												
Katakama Yari	*	1	3	3rd	4*	3	-	1	2	Polearm, Steel.	11t	2
		4	Str x5	2nd	5	3	1	1		Polearm, Thrown, Steel.		
Large, Zone +1, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge).												
Pike	*	1	4	4th	5*	3	-	1	2	Polearm, Steel.	9t, 12t, 1Kn	2
Large, Zone +2, Linked, Only requires 1 Hand, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge), Optional (Requires 2 Hands), Modifications : Long Haft, 2 Handed Practice, (May not be Thrown, -2t).												

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 only requires 1 Hand while performing a Mounted Charge. *May destroy this Weapon on a Mounted Charge to gain +2 Dmg.												
Horns	+1	1	3	3	4*	1* **	-	2	3	Polearm, Long Reach.	NPC	0
Large*, **+1 Dmg and only requires 1 Hand while performing a Mounted Charge. *May destroy this Weapon on a Mounted Charge to gain +2 Dmg. Natural, **+1 Crit Dmg vs characters with 0 Endurance.												
Arch Slayer	+2	1	3	3	5*	1*	-	2	3	Pol, Inf Alchemy, Creeping Acid.	Loot	0
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	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Bone Tribe Hunter's Staff	+3	1	2	2nd	3	1	-	1	2	Polearm, Tackle-Trip, Neph Ivory.	10c	1
	2 Handed, Blunt, Primitive, Contribute (2 Quality (Gwarg Wood & Talon Tree Sap)).											
All-Ring Monk Staff	+2	1	2	2nd	4	1	-	1	2	Polearm, Tackle-Trip, Steel.	8t	1
	2 Handed, Blunt.											
Noxious Druid Staff	+4	1	2	2nd	3	1	-	1	2	Pol, Tackle-Trip, W, Wyld, S Poison.	9c	2
	2 Handed, Blunt, Contribute (1 Wylding), Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).											
	Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Emerald Quarterstaff	+3	1	2	2nd	5	1	-	1	2	Pol, Tackle-Trip, Inf, Alch, C Acid.	11c	2
	2 Handed, Blunt, Contribute (1 Potions, 1 Arcanium), Burn.											
	Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).											
Mountain Top	+1	1	2	2nd	2	0	-	1	2	Pol, Tackle-Trip, Inf, Alch, F Freeze.	12c	2
	2 Handed, Blunt, Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 1 (Cold), Splash 1.											
	Strong Hit: Freeze (Hit) All damaged characters become Suppressed.											
Void Staff	+2	1	2	2nd	3	0	-	1	2	Pol, Tackle-Trip, Inf, Alch, Vortex.	12c	2
	2 Handed, Blunt, Contribute (1 Potions, 1 Arcanium), Strong Hit (5-6).											
	Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.											
Punisher Staff	+1	1	2	2nd	2	1	-	1	2	Pol, Tackle-Trip, Inf, Alch, D Blast.	11c	2
	2 Handed, Blunt, Contribute (1 Potions, 1 Arcanium), Shield Bash (2).											
	Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).											
Blight Staff	+1	1	2	2nd	4	1	-	1	2	Pol, Tackle-Trip, D, Wyld, Blight.	12c	3
	2 Handed, Blunt, Contribute (1 Potions, 3 Wylding).											
	Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
	Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).											
Ovate Druid Staff	+0	1	2	2nd	2	1	-	1	2	Pol, Tackle-Trip, D, Wyld, Entangle.	12c	2
	2 Handed, Blunt, Contribute (1 Potions, 3 Wylding), . Modification: Low-Quality.											
	Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
	Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your 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, Blunt, Contribute (1 Potions, 3 Wylding), Modification: Long Haft.											
	Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
	Strong Hit: Enrage (Hit) A damaged non-Monster character gains a free Recovery and must make an immediate free move and Attack against the nearest character (your choice if two or more are equal distance) with an Active Weapon of your choice and dealing the most harm possible (does not Stack).											
Greenbriar Druid Staff	+2	1	2	2nd	4	1	-	1	2	Pol, Tackle-Trip, D, Wyld, Thorns.	14c	3
	2 Handed, Blunt, Contribute (1 Potions, 3 Wylding).											
	Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
	Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).											
All-Wrath Monk Staff	*	1	2	2nd*	4	1	-	1	2	Polearm, Tackle-Trip, Divine Fire.	14c	3
	2 Handed, Blunt, Energy, **1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 2 Wylding, 3 Arcanium).											
Archdruid Staff	+3	1	2	2nd	5	1	-	1	1	Polearm, Tackle-Trip, Divine Weapon.	16c, 18c	5
	2 Handed, Blunt, When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Staff), 6 Quality, 8 Wylding), This item counts as a Resolve and Leadership Toolbox, Modification: Master Crafted.											
Long Limbs	+3	1	2	2nd	5	0*	-	1	2	Polearm, Tackle-Trip, Long Reach.	NPC	1
	2 Handed, Blunt, Natural, *+1 Crit Dmg vs characters with 0 Endurance.											
Quarterstaff	+1	1	2	2nd	2	1	-	1	2	Polearm, Tackle-Trip, Primitive.	7t	0
	2 Handed, Blunt, Primitive.											
Bo Staff		1	3	3rd	2	1	-	1	3	Polearm, Tackle-Trip, Primitive.	7t, 12t	0
	2 Handed, Blunt, Primitive, Modification: Long Haft.											

Flails

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Cinderspine	-1*	1	2	2nd	1	2	-	1	3	H, Tackle-Trip, Bra, A, Sticky Flame.	16t	3
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, You first Attack each Turn with this Weapon gains Strong Hit +1, Energy, Burn. Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).												
Tornado	-3*	1	2	2nd	1	2	-	1	3	H, Tackle-Trip, B, A, Shocking Lightning.	17t	3
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, You first Attack each Turn with this Weapon gains Strong Hit +1, Energy. Strong Hit: Shock (Hit) A damaged character becomes Suppressed.												
Rust Maker	-3*	1	2	2nd	2	1	-	1	3	H, Tackle-Trip, B, A, Corrosive Acid.	15t	3
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, You first Attack each Turn with this Weapon gains Strong Hit +1, Burn. Strong Hit: Melt Armour (Hit) Reduce a damaged character's Head and Body Armour by 1 (min 2) until they make a Spare Time Roll of 12t (Stacks).												
Spine	-1*	1	2	2nd	0	2	-	1	3	H, Tackle-Trip, B, A, Acrid Poison.	17t	3
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, You first Attack each Turn with this Weapon gains Strong Hit +1, Dangerous Terrain 1 (Poison). Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
The Slab	-1*	1	2	2nd	2	1	-	1	3	H, Tackle-Trip, Brazier, A, Vortex.	17t	3
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, You first Attack each Turn with this Weapon gains Strong Hit +1, Strong Hit (5-6). Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.												
Vitriolic Maw	+0*	1	2	2nd	5	3	-	1	3	H, Tackle-Trip, Inf, Alc, Cre Acid.	16c	3
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, Contribute (1 Potions, 1 Arcanium), Burn. Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
Bloat	+1*	1	2	2nd	3	3	-	1	3	H, Tackle-Trip, Dru, W, Spr Poison.	17c	4
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, Contribute (1 Potions, 3 Wylding), Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage). Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
Heart of Pol (Micro-Nuke on a Chain)	-3*	1	2	2nd*	4	3	-	1	3	Hammer, Tackle-Trip, Divine Fire.	19c	4
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, Energy, **1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).												
Chained Child (Chained Mechnid Acolyte)	-1*	1	2	2nd	4	3	-	1	2	Hammer, Tackle-Trip, Divine Weapon.	21c	5
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Calm Child of Pol), 2 Quality, 5 Arcanium).												
Hammer Tail	-2*	1	2	2nd	6	2**	-	1	3	Hammer, Tackle-Trip, Heavy Bash.	NPC	2
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, Natural, **+) Crit Dmg vs characters with 0 Endurance.												
Dual Nunchaku	+1d6-4*	1	1	1st	4	3	-	2	4	Hammer, Tackle-Trip, Primitive.	12t, 2Kn	2
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, Primitive, Optional (Dual, Requires 1 additional Hand and Slot), Modification: Dual Wield.												
Kettenmorgenstern	-1*	1	2	2nd	4	3	-	1	3	Hammer, Tackle-Trip, Steel.	13t	2
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon.												
Large Military Flail	-3*	1	2	2nd	6	3	-	1	4	Hammer, Tackle-Trip, Steel.	12t, 13t	2
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, Shield Bash (I), Modification: Heavy.												
Chigiriki	+0*	1	2	2nd	5	3	-	1	2	Hammer, Tackle-Trip, Steel.	13t, 1Kn	2
**1d6 Hit vs targets with a non-Natural Shield, *If you roll triples on an Attack Roll and you're not Trained in Finesse you Hit yourself with this Weapon, Optional (Shield Bash (I), Requires 2 Hands), Modification: 2 Handed Practice.												

Great Swords

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Saber-tooth Blade	-1	1	3	2nd	7	3	-	2	4	Blade, Neph Ivory.	16c	3
Large, Max Momentum (-2 Max Rng, Splash 1), Primitive, Contribute (2 Quality (Nephilim Saber-teeth)).												
Infernal Sabre	-1	1	3	2nd	5	3	-	2	4	Blade, Infused, Alchemy, Sticky Flame.	17c	4
Large, Max Momentum (-2 Max Rng, Splash 1), Contribute (1 Potions, 1 Arcanium), Energy, Burn.												
Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).												
Helios	-2	1	3	2nd	7	3	-	2	4	Bla, Infused, Alchemy, Searing Flame.	16c	4
Large, Max Momentum (-2 Max Rng, Splash 2), Contribute (1 Potions, 1 Arcanium), Splash 1, Energy, Burn.												
Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
Arc-Blade	-1	1	3	2nd	7	3	-	2	4	B, Infused, Alchemy, Jumping Lightning.	16c	4
Large, Max Momentum (-2 Max Rng, Splash 1), Contribute (1 Potions, 1 Arcanium), Energy.												
Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).												
Biter	+0	1	3	2nd	8	3	-	2	4	B, Infused, Alchemy, Creeping Acid.	17c	4
Large, Max Momentum (-2 Max Rng, Splash 1), Contribute (1 Potions, 1 Arcanium), Burn.												
Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
Cesspit	-1	1	3	2nd	6	3	-	2	4	B, Infused, Alchemy, Agonising Poison.	16c	4
Large, Max Momentum (-2 Max Rng, Splash 1), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 3 (Poison).												
Strong Hit: Agonise (Hit) All damaged characters suffer -1 Movement, Recovery and Defence until the end of their next Turn (Stacks).												
Blizzard	-2	1	3	2nd	5	2	-	2	4	Blade, Infused, Alchemy, Flash Freeze.	18c	4
Large, Max Momentum (-2 Max Rng, Splash +1), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 1 (Cold), Splash 1.												
Strong Hit: Freeze (Hit) All damaged characters become Suppressed.												
Songblade	-1	1	3	2nd	6	2	-	2	4	Blade, Infused, Alchemy, Vortex.	18c	4
Large, Max Momentum (-2 Max Rng, Splash 1), Contribute (1 Potions, 1 Arcanium), Strong Hit (5-6).												
Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.												
Whirling Death	-1	1	3	2nd	6	3	-	2	4	B, Infused, Alchemy, Shrapnel Shards.	16c	4
Large, Max Momentum (-2 Max Rng, Splash +1), Contribute (1 Potions, 1 Arcanium), Splash 2.												
Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).												
Blight Bringer	-2	1	3	2nd	7	3	-	2	4	Blade, Druidic, Wyld, Blight.	18c	5
Large, Max Momentum (-2 Max Rng, Splash 1), Contribute (1 Potions, 3 Wylding).												
Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).												
Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).												
Living Vine	-1	1	3	2nd	5	3	-	2	4	Blade, Druidic, Wyld, Entangle.	18c	5
Large, Max Momentum (-2 Max Rng, Splash 1), Contribute (1 Potions, 3 Wylding).												
Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).												
Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).												
Spellblade	-3*	1	3	2nd*	7	3	-	2	4	Blade, Divine Fire.	20c	5
Large, Max Momentum (-2 Max Rng, Splash 1), Energy, **1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).												
Eternity Blade (Monomolecular Blade)	-1	1	3	2nd	7	3	-	2	3	Blade, Divine Weapon.	22c	6
Large, Max Momentum (-2 Max Rng, Splash 1), When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Blade), 2 Quality, 5 Arcanium).												
Massive Claws	+0	1	3	2nd	8	2*	-	2	4	Blade, Tooth & Claw.	NPC	3
Large, Max Momentum (-2 Max Rng, Splash 1), Natural, **1 Crit Dmg vs characters with 0 Endurance.												
Long Bokken	-4	1	3	2nd	4	3	-	2	4	Blade, Primitive.	13t	1
Large, Max Momentum (-2 Max Rng, Splash 1), Primitive, Modification: Low-Quality.												
Claymore	+0	1	3	2nd	6	3	-	2	4	Blade, Steel.	14t	3
Large, Max Momentum (-2 Max Rng, Splash 1).												
Zweihänder	-1	1	3	2nd	7	3	-	2	5	Blade, Steel.	12t, 14t	3
Large, Max Momentum (-2 Max Rng, Splash 1), Modification: Heavy.												
Katana	+1	1	3	2nd	8	3	-	2	4	Blade, Composite.	2x 18c	5
Large, Max Momentum (-2 Max Rng, Splash 1), This item counts as a Resolve and Leadership Toolbox, Contribute (2 Quality, 4 Arcanium/Wylding).												
Modification: Master Crafted.												

Halberds

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Clawed Spear	-1d6+2	1	3	3rd	3	3	-	2	4	Axe, Primitive.	12t	2
Large, Zone +1, Primitive.												
Momentum 1: Your next Attack gains Strong Hit +1 (does not Stack).												
	-1*	2	4	2nd	2*	3	-	2		Polearm, Primitive.		
Large, Zone +1, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge).												
Flair Glaive	-1d6+3	1	3	3rd	5	3	-	2	4	Axe, Arcanium Edged.	14c	3
Large, Zone +1.												
Momentum 1: Your next Attack gains Strong Hit +1 (does not Stack). Contribute (1 Arcanium).												
Strong Hit: Unleash Power (Hit) Your first Attack next Turn with this Weapon gains Strong Hit +1 (does not Stack).												
	-3*	2	4	2nd	1*	3	-	2		Polearm, Primitive.		
Large, Zone +1, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge). Primitive.												
Modification: Low-Quality.												
Royal Halberd	-1d6+3	1	3	3rd	5	3	-	2	4	Axe, Steel.	14t	4
Large, Zone +1.												
Momentum 1: Your next Attack gains Strong Hit +1 (does not Stack).												
	*	2	4	2nd	4*	3	-	2		Polearm, Steel.		
Large, Zone +1, **2 Hit and End Dmg vs (characters who Charged during their previous Turn OR who are Mounted, Big or Huge).												
Dray's Reach	-1d6+3	1	3	3rd	4	2	-	2	4	Axe, Infused, Alchemy, Vortex.	18c	5
Large, Zone +1, Contribute (1 Potions, 1 Arcanium), Strong Hit (5-6).												
Momentum 1: Your next Attack gains Strong Hit +1 (does not Stack).												
Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.												
	*	2	4	2nd	4*	3	-	2		Polearm, Steel.		
Large, Zone +1, **2 Hit and End Dmg vs characters who Charged during their previous Turn OR who are Mounted, Big or Huge.												
Forge Glaive	-1d6+1	1	3	3rd	4	2	-	2	4	Axe, Infused, Alc, Corrosive Acid.	18c	5
Large, Zone +1, Contribute (1 Potions, 1 Arcanium), Burn.												
Momentum 1: Your next Attack gains Strong Hit +1 (does not Stack).												
Strong Hit: Melt Armour (Hit) Reduce a damaged character's Head and Body Armour by 1 (min 2) until they make a Spare Time Roll of 12t (Stacks).												
	*	2	4	2nd	4*	3	-	2		Polearm, Steel.		
Large, Zone +1, **2 Hit and End Dmg vs characters who Charged during their previous Turn OR who are Mounted, Big or Huge.												
Mantis Scythe	-1d6+3	1	3	3rd	5	3	-	2	4	Axe, Steel.	17c	5
Large, Zone +1.												
Momentum 1: Your next Attack gains Strong Hit +1 (does not Stack).												
	+1*	2	4	2nd	5*	3	-	2		Pol, Infused, Alchemy, Creeping Acid.		
Large, Zone +1, **2 Hit and End Dmg vs characters who Charged during their previous Turn OR who are Mounted, Big or Huge, Contribute (1 Potions, 1 Arcanium), Burn.												
Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
Fell Glaive	-1d6+3	1	3	3rd	5	3	-	2	4	Axe, Steel.	15c	5
Large, Zone +1.												
Momentum 1: Your next Attack gains Strong Hit +1 (does not Stack).												
	+3*	2	4	2nd	3*	3	-	2		Pol, Wyldwood, Wyld, Spreading Poison.		
Large, Zone +1, **2 Hit and End Dmg vs characters who Charged during their previous Turn OR who are Mounted, Big or Huge, Contribute (1 Wylding).												
Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).												
Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
Sea of Teeth & Spines	-1d6+2	1	3	2nd	7	2*	-	2	4	Axe, Massive Bite.	NPC	4
Large, Zone +1, Natural, **1 Crit Dmg vs characters with 0 Endurance.												
Momentum 1: Your next Attack gains Strong Hit +1 (does not Stack).												
	+1*	2	4	2nd	5*	2**	-	2		Polearm, Long Reach.		
Large, Zone +1, **2 Hit and End Dmg vs characters who Charged during their previous Turn OR who are Mounted, Big or Huge, Natural, ***1 Crit Dmg vs characters with 0 Endurance.												

Balanced Axes

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Stone Axe	-1d6	1	2	2nd	3	3	-	1	3	Axe, Primitive.	11t	1
	-1d6+1	3	Str x4	2nd	4	3	1	0		Axe, Thrown, Primitive.		
	Linked, Strong Hit (5-6), Primitive.											
Skull Axe	-1d6+2	1	2	2nd	4	3	-	1	3	Axe, Neph Ivory.	14c	2
	-1d6+3	3	Str x4	2nd	5	3	1	0		Axe, Thrown, Neph Ivory.		
	Linked, Strong Hit (5-6), Primitive, Contribute (2 Quality (Nephilim Ivory)).											
Pantheon	-1d6+1	1	2	2nd	4	3	-	1	3	Axe, Arcanium Edged.	13c	3
	-1d6+2	3	Str x4	2nd	5	3	1	0		Axe, Thrown, Arcanium Edged.		
	Linked, Strong Hit (5-6), Contribute (1 Arcanium). Strong Hit: Unleash Power (Hit) Your first Attack next Turn with this Weapon gains Strong Hit +1 (does not Stack).											
Storm Bringer	-1d6+1	1	2	2nd	5	3	-	1	3	Axe, Inf, Alc, Jumping Lightning.	14c	3
	-1d6+2	3	Str x4	2nd	6	3	1	0		Axe, Thrown, Inf, A, Jumping Lightning.		
	Linked, Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Energy. Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).											
Frost Wreathe	-1d6+2	1	2	2nd	4	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.		
	Linked, Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 2 (Cold). Strong Hit: Frost (Hit) This Attack gains Dangerous Terrain +2 (Cold) (Stacks).											
Dawn Cleave	-1d6	1	2	2nd	3	3	-	1	3	Axe, Infused, Alchemy, Delayed Blast.	15c	3
	-1d6+1	3	Str x4	2nd	4	3	1	0		Axe, Thrown, Inf, Alch, Delayed Blast.		
	Linked, Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Shield Bash (2). Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).											
Bloodthirster	-1d6+3	1	2	2nd	4	3	-	1	3	Axe, Druidic, Wyld, Spreading Poison.	16c	4
	-1d6+4	3	Str x4	2nd	5	3	1	0		A, Thrown, D, Wyld, Spreading Poison.		
	Linked, Strong Hit (5-6), Contribute (1 Potions, 3 Wylding), Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage). Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Hell Blade	-1d6-*	1	2	2nd*	5	3	-	1	3	Axe, Divine Fire.	18c	4
	-1d6*	3	Str x4	2nd*	6	3	1	0		Axe, Thrown, Divine Fire.		
	Linked, Strong Hit (5-6), Contribute (1 Quality, 5 Arcanium), Energy, **1d6 Hit vs targets within your Ideal Rng.											
Slayer (Vibro Axe)	-1d6+1	1	2	2nd	5	3	-	1	2	Axe, Divine Weapon.	20c	5
	-1d6+2	3	Str x4	2nd	6	3	1	0		Axe, Thrown, Divine Weapon.		
	Linked, Strong Hit (5-6), Contribute (1 Priceless (Divine Axe), 2 Quality, 5 Arcanium), When you Hit with this Weapon you gain +1 Momentum.											
Powerful Bite	-1d6	1	2	1st	7	2*	-	1	3	Axe, Massive Bite.	NPC	2
	-1d6+1	3	Str x4	1st	8	2*	1	0		Axe, Thrown, Massive Bite.		
	Linked, Strong Hit (5-6), Natural, **1 Crit Dmg vs characters with 0 Endurance.											
Miner's Pick	-1d6-1	1	2	2nd	3	3	-	1	3	Axe, Steel.	2x 12t	2
	-1d6	3	Str x4	2nd	4	3	1	0		Axe, Thrown, Steel.		
	Linked, Strong Hit (5-6), Pen 1 min 2, Modification: Pick.											
Dual Doloires	-1d6+4	1	1	1st	7	3	-	1	3	Axe, Steel.	12t, 2Kn	3
	-1d6+5	3	Str x4 -1	1st	8	3	1	0		Axe, Thrown, Steel.		
	Linked, Strong Hit (5-6), Modification: Dual Wield.											
Tomahawk	-1d6+1	1	2	2nd	5	3	-	1	3	Axe, Steel.	12t	2
	-1d6+2	3	Str x4	2nd	6	3	1	0		Axe, Thrown, Steel.		
	Linked, Strong Hit (5-6).											
Bardiche	-1d6	1	3	2nd	5	3	-	1	3	Axe, Steel.	2x 12t	2
	-1d6+1	3	Str x4 +1	2nd	6	3	1	0		Axe, Thrown, Steel.		
	Linked, Strong Hit (5-6), Modification: Long Haft.											

Battle Axes

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Scrap Axe	-1d6-1	1	2	2nd	3	3	-	1		Axe, Primitive.	11t	0
	Strong Hit (5-6), Primitive.											
	-1d6-3	1	2	2nd	2	3	-	1	4	Axe, Primitive.		
Iron Leaf Glaive	Strong Hit (5-6), Primitive, Modification: Low-Quality.											
	-1d6+1	1	2	2nd	4	3	-	1	4	Axe, Neph Ivory.	12t, 14c	2
	Strong Hit (5-6), Primitive, Contribute (2 Quality (Iron Leaf)).											
Splitter	-1d6-3	1	2	2nd	1	3	-	1		Axe, Primitive.		
	Strong Hit (5-6), Primitive, Pen 1 min 2, Modification: Pick.											
	-1d6	1	2	2nd	5	3	-	1	4	Axe, Steel.	17c	4
Muncher	Strong Hit (5-6).											
	-1d6-2	1	2	2nd	4	2	-	1		Axe, Inf, Alchemy, Corrosive Acid.		
	Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Burn.											
Rime	Strong Hit: Melt Armour (Hit) Reduce a damaged character's Head and Body Armour by 1 (min 2) until they make a Spare Time Roll of 12t (Stacks).											
	-1d6	1	2	2nd	5	3	-	1	4	Axe, Steel.	17c	4
	Strong Hit (5-6).											
Duskmourn	-1d6	1	2	2nd	2	3	-	1		Axe, Infused, Alchemy, Acrid Poison.		
	Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 1 (Poison).											
	Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Pincer	-1d6	1	2	2nd	5	3	-	1	4	Axe, Steel.	17c	4
	Strong Hit (5-6).											
	-1d6-1	1	2	2nd	3	2	-	1		Axe, Infused, Alchemy, Flash Freeze.		
Tail Spine & Claws	Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 1 (Cold), Splash 1.											
	Strong Hit: Freeze (Hit) All damaged characters become Suppressed.											
	-1d6	1	2	2nd	5	3	-	1	4	Axe, Steel.	17c	4
Nature's Wrath	Strong Hit (5-6).											
	-1d6	1	2	2nd	4	2	-	1		Axe, Infused, Alchemy, Vortex.		
	Strong Hit (4-6), Contribute (1 Potions, 1 Arcanium).											
Battle Axe	Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.											
	-1d6-1	1	2	2nd	3	3	-	1	4	Axe, Inf, Alchemy, Delayed Blast.	18t	5
	Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Shield Bash (2).											
Tail Spine & Claws	Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).											
	-1d6	1	2	2nd	4	3	-	1		Axe, Inf, Alchemy, Agonising Poison.		
	Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 3 (Poison).											
Battle Axe	Strong Hit: Agonise (Hit) All damaged characters suffer -1 Movement, Recovery and Defence until the end of their next Turn (Stacks).											
	-1d6-1	1	2	2nd	3	3	-	1	4	Axe, Primitive.	16c	4
	Strong Hit (5-6), Primitive.											
Battle Axe	-1d6	1	2	2nd	3	3	-	1		Axe, Druidic, Wyld, Entangle.		
	Strong Hit (5-6), Contribute (1 Potions, 3 Wylding).											
	Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
Battle Axe	Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).											
	-1d6+1	1	2	2nd	4	3	-	1	4	Axe, Neph Ivory.	NPC	4
	Strong Hit (5-6), Natural, Primitive, Modification: (Natural).											
Battle Axe	-1d6+2	1	1	1st	9	2*	-	2		Axe, Massive Bite.		
	Strong Hit (5-6), Natural, *+1 Crit Dmg vs characters with 0 Endurance, Optional (Dual, Requires 1 additional Hand), Modification: Dual Wield.											
	-1d6	1	2	2nd	5	3	-	1	4	Axe, Steel.	13t	3
Battle Axe	Strong Hit (5-6).											
	-1d6-2	1	2	2nd	3	3	-	1		Axe, Steel.		
	Strong Hit (5-6), Pen 1 min 2, Modification: Pick.											

Massive Axes

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Huge Cleaver	-1d6-3	1	2	2nd	5	4	-	2	5	Axe, Primitive.	12t	2
	Large, Shield Bash (2), Strong Hit (5-6), Primitive.											
Incisor Axe	-1d6-1	1	2	2nd	6	4	-	2	5	Axe, Neph Ivory.	15c	3
	Large, Shield Bash (2), Strong Hit (5-6), Primitive, Contribute (2 Quality (Giant Nephilim Incisor)).											
Executioner	-1d6-2	1	2	2nd	7	4	-	2	5	Axe, Arcanium Edged.	14c	4
	Large, Shield Bash (2), Strong Hit (5-6), Contribute (1 Arcanium).											
	Strong Hit: Unleash Power (Hit) Your first Attack next Turn with this Weapon gains Strong Hit +1 (does not Stack).											
Lava Axe	-1d6-3	1	2	2nd	7	4	-	2	5	Axe, Infused, Alchemy, Searing Flame.	15c	4
	Large, Shield Bash (2), Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Energy, Burn, Splash 1.											
	Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).											
Surge	-1d6-2	1	2	2nd	6	4	-	2	5	Axe, Inf, Alchemy, Jumping Lightning.	15c	4
	Large, Shield Bash (2), Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Energy.											
	Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).											
Chomp	-1d6-1	1	2	2nd	8	4	-	2	5	Axe, Infused, Alchemy, Creeping Acid.	16c	4
	Large, Shield Bash (2), Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Burn.											
	Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).											
Fimbulvetr	-1d6-3	1	2	2nd	5	3	-	2	5	Axe, Infused, Alchemy, Flash Freeze.	17c	4
	Large, Shield Bash (2), Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 1 (Cold), Splash 1.											
	Strong Hit: Freeze (Hit) All damaged characters become Suppressed.											
Grasscutter	-1d6-2	1	2	2nd	6	3	-	2	5	Axe, Infused, Alchemy, Vortex.	17c	4
	Large, Shield Bash (2), Strong Hit (4-6), Contribute (1 Potions, 1 Arcanium).											
	Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.											
Hope's Bane	-1d6-3	1	2	2nd	5	4	-	2	5	Axe, Inf, Alchemy, Delayed Blast.	16c	4
	Large, Shield Bash (4), Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium).											
	Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).											
Burst Blade	-1d6-2	1	2	2nd	6	3	-	2	5	Axe, Inf, Alchemy, Shrapnel Shards.	15c	4
	Large, Shield Bash (2), Strong Hit (5-6), Contribute (1 Potions, 1 Arcanium), Splash 2.											
	Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).											
Viper's Axe	-1d6	1	2	2nd	6	4	-	2	5	Axe, Dru, Wyld, Spreading Poison.	17c	5
	Large, Shield Bash (2), Strong Hit (5-6), Contribute (1 Potions, 3 Wylding), Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).											
	Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
	Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Arcane Axe	-1d6-4*	1	2	2nd*	7	4	-	2	5	Axe, Divine Fire.	19t	5
	Large, Shield Bash (2), Strong Hit (5-6), Contribute (1 Quality, 5 Arcanium), Energy, *+1d6 Hit vs targets within your Ideal Rng.											
Grag's Earth Splitter	-1d6-2	1	2	2nd	7	4	-	2	4	Axe, Divine Weapon.	21t	6
	Large, Shield Bash (2), Strong Hit (5-6), Contribute (1 Priceless (Divine Axe), 2 Quality, 5 Arcanium), When you Hit with this Weapon you gain +1 Momentum.											
Huge Mouth	-1d6-3	1	2	1st	9	3*	-	2	5	Axe, Massive Bite.	NPC	3
	Large, Shield Bash (2), Strong Hit (5-6), Natural, *+1 Crit Dmg vs characters with 0 Endurance.											
Guandao	-1d6-3	1	3	2nd	7	4	-	2	5	Axe, Steel.	12t, 13t	3
	Large, Shield Bash (2), Strong Hit (5-6), Modification : Long Haft.											
Lochaber Axe	-1d6-3	1	2	2nd	7	4	-	2	6	Axe, Steel.	12t, 13t	3
	Large, Shield Bash (5), Strong Hit (5-6), Modification : Heavy.											
Jedburgh Axe	-1d6-2	1	2	2nd	7	4	-	2	5	Axe, Steel.	13t	3
	Large, Shield Bash (2), Strong Hit (5-6).											

Warhammers & Warmaces

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Stone Hammer	+0	1	2	2nd	5	3	-	1	3	Hammer, Primitive.	11t	2
Shield Bash (3), Primitive.												
Frozen Mallet	-1	1	2	2nd	3	1	-	1	3	Hammer, Braz, Alchemy, Flash Freeze.	15t	3
Shield Bash (3), You first Attack each Turn with this Weapon gains Strong Hit +1, Dangerous Terrain 1 (Cold), Splash 1. Strong Hit: Freeze (Hit) All damaged characters become Suppressed.												
Wail	+0	1	2	2nd	4	1	-	1	3	Hammer, Brazier, Alchemy, Vortex.	15t	3
Shield Bash (3), You first Attack each Turn with this Weapon gains Strong Hit +1, Strong Hit (5-6). Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.												
Boom	+0	1	2	2nd	4	1	-	1	3	Hammer, B, Alchemy, Shrapnel Shards.	13t	3
Shield Bash (3), You first Attack each Turn with this Weapon gains Strong Hit +1, Splash 2. Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).												
Hunter	+0	1	2	2nd	5	0	-	1	3	Hammer, Brazier, Alchemy, Marker.	13t	2
Shield Bash (1), You first Attack each Turn with this Weapon gains Strong Hit +1, Modification: Low-Quality. Strong Hit: Marked (Hit) All Attacks gain +1 Hit and End Dmg vs all damaged characters until the end of Combat (Stacks).												
Lava Hammer	-1	1	2	2nd	6	3	-	1	3	Hammer, Inf, Alchemy, Searing Flame.	13c	3
Shield Bash (3), Contribute (1 Potions, 1 Arcanium), Energy, Burn, Splash 1. Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
Munch	+1	1	2	2nd	7	3	-	1	3	Hammer, Inf, Alchemy, Creeping Acid.	14c	3
Shield Bash (3), Contribute (1 Potions, 1 Arcanium), Burn. Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
Frostbite	+1	1	2	2nd	5	3	-	1	3	Hammer, Inf, Alc, Lingering Cold.	13c	3
Shield Bash (3), Contribute (1 Potions, 1 Arcanium), Dangerous Terrain 2 (Cold). Strong Hit: Frost (Hit) This Attack gains Dangerous Terrain +2 (Cold) (Stacks).												
Infected Wyldwood	-1	1	2	2nd	6	3	-	1	3	Hammer, Druidic, Wyld, Blight.	15c	4
Shield Bash (3), Contribute (1 Potions, 3 Wylding). Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).												
Sanguine Mace	+0	1	2	2nd	6	3	-	1	3	Hammer, Druidic, Wyld, Thorns.	17c	4
Shield Bash (3), Contribute (1 Potions, 3 Wylding). Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).												
Touch of Neph (Bio-Disintegration Rod)	-2*	1	2	2nd*	6	3	-	1	3	Hammer, Divine Fire.	17c	4
Shield Bash (3), Energy, **1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 3 Wylding, 2 Arcanium).												
Punisher	+0	1	2	2nd	6	3	-	1	2	Hammer, Divine Weapon.	19c	5
Shield Bash (3), When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Hammer), 2 Quality, 5 Arcanium).												
Body Slam	-1	1	2	2nd	8	2*	-	1	3	Hammer, Heavy Bash.	NPC	2
Shield Bash (3), Natural, **1 Crit Dmg vs characters with 0 Endurance.												
Taiaha	-3	1	3	2nd	5	3	-	1	3	Hammer, Primitive.	11t, 12t	1
Shield Bash (3), Primitive, Modification: Long Haft.												
Morning Star	+0	1	2	2nd	6	3	-	1	3	Hammer, Steel.	11t	2
Shield Bash (3).												
Dual Pernach	+1d6-1	1	1	1st	7	3	-	2	4	Hammer, Steel.	11t, 2Kn	3
Shield Bash (1), Optional (Dual, Requires 1 additional Hand and Slot), Modification: Dual Wield.												
Heavy Warhammer	-2	1	2	2nd	8	3	-	1	4	Hammer, Steel.	11t, 12t	2
Shield Bash (4), Modification: Heavy.												

Heavy Hammers & Maces

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Callous Osteoderm	-2	1	2	2nd	9	3	-	2	5	Hammer, Primitive.	13t	3
	Large, Shield Bash (5), Primitive.											
Frozen Heart	-3	1	2	2nd	7	1	-	2	5	Hammer, Braz, Alchemy, Flash Freeze.	17t	4
	Large, Shield Bash (5), You first Attack each Turn with this Weapon gains Strong Hit +1, Dangerous Terrain 1 (Cold), Splash 1. Strong Hit: Freeze (Hit) All damaged characters become Suppressed.											
Ka-Thunk	-2	1	2	2nd	8	1	-	2	5	Hammer, Brazier, Alchemy, Vortex.	17t	4
	Large, Shield Bash (5), You first Attack each Turn with this Weapon gains Strong Hit +1, Strong Hit (5-6). Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.											
Quake	-2	1	2	2nd	8	1	-	2	5	Hammer, B, Alchemy, Shrapnel Shards.	15t	4
	Large, Shield Bash (5), You first Attack each Turn with this Weapon gains Strong Hit +1, Splash 2. Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).											
Dray's Vengeance	-2	1	2	2nd	9	0	-	2	5	Hammer, Brazier, Alchemy, Marker.	15t	3
	Large, Shield Bash (3), You first Attack each Turn with this Weapon gains Strong Hit +1, Modification: Low-Quality. Strong Hit: Marked (Hit) All Attacks gain +1 Hit and End Dmg vs all damaged characters until the end of Combat (Stacks).											
Volcanic Hammer	-3	1	2	2nd	10	3	-	2	5	Hammer, Inf, Alchemy, Searing Flame	15c	4
	Large, Shield Bash (5), Contribute (1 Potions, 1 Arcanium), Energy, Burn, Splash 1. Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).											
Chain Bolt	-2	1	2	2nd	9	3	-	2	5	Ham, Inf, Alchemy, Jumping Lightning.	15c	4
	Large, Shield Bash (5), Contribute (1 Potions, 1 Arcanium), Energy. Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).											
Earthshaker	-3	1	2	2nd	8	3	-	2	5	Ham, Inf, Alchemy, Delayed Blast.	16c	4
	Large, Shield Bash (7), Contribute (1 Potions, 1 Arcanium). Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).											
Arachnid Club	-3	1	2	2nd	9	3	-	2	5	Hammer, Infused, Alchemy, Goop.	17c	4
	Large, Shield Bash (5), Contribute (1 Potions, 1 Arcanium), Blunt. Strong Hit: Goop (Hit) A damaged character becomes Ensnared (16) and has their Movement reduced by 2 until the start of your next Turn (Stacks).											
Wrack	-3	1	2	2nd	10	3	-	2	5	Hammer, Druidic, Wyld, Blight.	17c	5
	Large, Shield Bash (5), Contribute (1 Potions, 3 Wylding). Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).											
Thorn Hammer	-2	1	2	2nd	10	3	-	2	5	Hammer, Druidic, Wyld, Thorns.	19c	5
	Large, Shield Bash (5), Contribute (1 Potions, 3 Wylding). Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).											
Distortion Mace (Electro-Grav Sphere)	-4*	1	2	2nd*	10	3	-	2	5	Hammer, Divine Fire.	13t	5
	Large, Shield Bash (5), Energy, *+1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).											
Relic Hammer	-2	1	2	2nd	10	3	-	2	4	Hammer, Divine Weapon.	13t	6
	Large, Shield Bash (5), When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Hammer), 2 Quality, 5 Arcanium).											
Crushing Smash	-3	1	2	2nd	12	2*	-	2	5	Hammer, Heavy Bash.	13t	3
	Large, Shield Bash (5), Natural, *+1 Crit Dmg vs characters with 0 Endurance.											
Caveman's Club	-4	1	2	2nd	9	3	-	2	5	Hammer, Primitive.	12t	2
	Large, Shield Bash (5), Primitive.											
Massive Maul	-2	1	2	2nd	10	3	-	2	5	Hammer, Steel.	13t	3
	Large, Shield Bash (5).											

Subtle Enchantments

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Shroud of Nix	+1	4	12	3rd	2	1	-	1	-	Enchantment, Mental Nudge.	3 Kn	2
Strong Hit (5-6), Natural, Preload 1, Counts as a Stealth Toolbox. Modification: Cloud Mind. Momentum 1: Your next Attack with this Weapon does not break your Stealth.												
Witch's Melody	+1	4	12	2nd	3	2	-	1	-	Enchantment, Flow.	2 Kn	2
Strong Hit (5-6), Natural, Preload 1. Momentum 1: Your next Attack with this Weapon does not break your Stealth.												
Soothing Hex	+1	4	12	2nd	1	2	-	1	-	Enchantment, Flow.	3 Kn	3
Strong Hit (5-6), Natural, Preload 1. Momentum 1: Your next Attack with this Weapon does not break your Stealth. Strong Hit: Passion (Once per Turn, Hit) An ally within 3 of you gains +1 Momentum.												
Blight Moor Mist	-2	4	12	2nd	2	2	-	1	-	Enchantment, Ethereal.	3 Kn	3
Strong Hit (5-6), Natural, Preload 1, Targets gain no benefits to their Defence from Cover vs this Weapon (but they still gain all other benefits such as immunity to Critical Hits). Momentum 1: Your next Attack with this Weapon does not break your Stealth.												
Telepathic Jolt	-1	4	12	2nd	3	2*	-	1	-	Enchantment, Mind to Mind.	3 Kn	3
Strong Hit (5-6), Natural, Preload 1, Targets gain no benefits to their Defence from their Reflexes vs this Weapon. *-2 Crit Dmg vs targets without a mind (ie: Traps). Momentum 1: Your next Attack with this Weapon does not break your Stealth.												
Witch Circle	-1d6	4	12	2nd	3	2	-	1	-	Enchantment, Storm.	4 Kn	3
Strong Hit (5-6), Natural, Preload 1, Splash 1. Momentum 1: Your next Attack with this Weapon does not break your Stealth.												

Wild Enchantments

Weapons	Hit	Rng	Max Rng	Ideal Rng	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), Natural.											
	-2	5	15	2nd	1d6+2	3	1	1		Enchantment, Mental Nudge.		
	Strong Hit (5-6), Splash 1d2, Natural.											
Mental Maggots	-2	5	15	2nd	3	1d3+1	-	1	-	Enchantment, Flow.	2 Kn	4
	Strong Hit (5-6), Natural, Modification: Mind Worm.											
	Strong Hit: Mind Worm (Hit) All damaged characters suffer -4 Hit on their next Attack (does not Stack).											
	+0	5	15	2nd	1d6+2	4	1	1		Enchantment, Flow.		
	Strong Hit (5-6), Splash 1d2, Natural.											
Ethereal Ravens	-3	5	15	2nd	2	1d3+1	-	1	-	Enchantment, Ethereal.	2 Kn	3
	Strong Hit (5-6), Natural, Targets gain no benefits to their Defence from Cover vs this Weapon (but they still gain all other benefits such as immunity to Critical Hits).											
	-2	5	15	2nd	1d6+2	3	1	1		Enchantment, Mental Nudge.		
	Strong Hit (5-6), Splash 1d2, Natural.											
Unstable Soul Link	-2	5	15	2nd	3	1d3+1*	-	1	-	Enchantment, Mind to Mind.	2 Kn	4
	Strong Hit (5-6), Natural, Targets gain no benefits to their Defence from their Reflexes vs this Weapon, *-2 Crit Dmg vs targets without a mind (ie: Traps).											
	+0	5	15	2nd	1d6+2	4	1	1		Enchantment, Flow.		
	Strong Hit (5-6), Splash 1d2, Natural.											
Flicker Through Time	-1	5	15	2nd	1	1d3-1	-	1	-	Enchantment, Flow.	3 Kn	3
	Strong Hit (5-6), Natural, Modification: Slow Time.											
	Strong Hit: Slow Time (Once per Turn, Hit) You may perform 1 free Action with Strong Hit -1 at the end of your Turn.											
	+0	5	15	2nd	1d6+2	4	1	1		Enchantment, Flow.		
	Strong Hit (5-6), Splash 1d2, Natural.											
Witch Storm	+0	5	15	2nd	3	1d3+1	-	1	-	Enchantment, Flow.	3 Kn	4
	Strong Hit (5-6), Natural.											
	-1d6-2	5	15	2nd	1d6+6	4	1	1		Enchantment, Storm.		
	Strong Hit (5-6), Splash 1d2+2, Natural, When you Attack with this Weapon you suffer 1d6 Endurance Damage. Counts as a Leadership Toolbox.											
	Modification: Terrorise.											

Bombs

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Ember Bomb	-1	2	Str x3	2nd	7	4	1	1	2	Alchemy, Potion, Searing Flame.	10t	1
Shield Bash (3), Preload 1, Energy, Burn, Splash 1. Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
Surge Potion	+0	2	Str x3	2nd	7	4	1	1	2	Alchemy, Potion, Jumping Lightning.	10t	1
Shield Bash (3), Preload 1, Energy. Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).												
Acid Bomb	+1	2	Str x3	2nd	8	4	1	1	2	Alchemy, Potion, Creeping Acid.	11t	1
Shield Bash (3), Preload 1, Burn. Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
Frost Bomb	-1	2	Str x3	2nd	5	3	1	1	2	Alchemy, Potion, Flash Freeze.	12t	1
Shield Bash (3), Preload 1, Dangerous Terrain 1 (Cold), Splash 1. Strong Hit: Freeze (Hit) All damaged characters become Suppressed.												
Clap Bomb	+0	2	Str x3	2nd	6	3	1	1	2	Alchemy, Potion, Vortex.	12t	1
Shield Bash (3), Preload 1, Strong Hit (5-6). Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.												
Bomb & Fuse	-1	2	Str x3	2nd	5	4	1	1	2	Alchemy, Potion, Delayed Blast.	10t	1
Shield Bash (5), Preload 1. Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).												
Shard Bomb	+0	2	Str x3	2nd	6	3	1	1	2	Alchemy, Potion, Shrapnel Shards.	10t	1
Shield Bash (3), Preload 1, Splash 2. Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).												
Oversized Bomb	-1d6	2	Str x3	2nd	7	5	1	1	2	Alchemy, Potion, Blast.	10t	1
Shield Bash (5), Preload 1. Strong Hit: Knock Back (Once per Attack, Hit) A damaged character is pushed 1d3 (1d6 if they're Tiny, and 1 if they're Huge) spaces back.												
Flash Bomb	+1	2	Str x3	2nd	4	0	3	1	2	Alc, Potion, Smoke/Luminescence.	10t	1
Shield Bash (3), Preload 1. Strong Hit: Alter Light (Hit) A Splash +2 area alters its Low Light Cover by +/-1 for 1 minute and you gain +1 Momentum (Stacks).												
Blight Bomb	-1	2	Str x3	2nd	7	4	1	1	2	Wyld, Potion, Blight.	10t	1
Shield Bash (3), Preload 1. Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).												
Wylding Seeds		2	Str x3	2nd	5	4	1	1	2	Wyld, Potion, Entangle.	12t	1
Shield Bash (3), Preload 1. Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).												
Misery Pot	-1	2	Str x3	2nd	6	3	1	1	2	Wyld, Potion, Enrage.	12t	1
Shield Bash (3), Preload 1. Strong Hit: Enrage (Hit) A damaged non-Monster character gains a free Recovery and must make an immediate free move and Attack against the nearest character (your choice if two or more are equal distance) with an Active Weapon of your choice and dealing the most harm possible (does not Stack).												
Wylding Thorns		2	Str x3	2nd	7	4	1	1	2	Wyld, Potion, Thorns.	12t	1
Shield Bash (3), Preload 1. Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).												
Poison Cloud Bomb	+2	2	Str x3	2nd	6	4	1	1	2	Wyld, Potion, Spreading Poison.	10t	1
Shield Bash (3), Preload 1, Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage). Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												

Short Bows

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Stalker Bow	-1	4	30	2nd	4	3	13	1	2	Bow, Primitive, Arrow, Barbed.	9t	1
	Large, Primitive, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2.											
	+1	4	30	2nd	3	3	3	1		Bow, Primitive, Arrow, Broad.		
Two-Ring Bow	Large, Primitive.											
	+1	5	35	2nd	4	3	12	1	2	Bow, Quality Wood, Arrow, Barbed.	10t	2
	Large, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2.											
Mist Parter	+3	5	35	2nd	3	3	2	1		Bow, Quality Wood, Arrow, Broad.		
	Large.											
	+1	5	35	2nd	4	3	12	1	2	Bow, Quality Wood, Arrow, Barbed.	x2 12t	3
Shatter Bow	Large, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces 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.											
Murk Bow	Strong Hit: Melt Armour (Hit) Reduce a damaged character's Head and Body Armour by 1 (min 2) until they make a Spare Time Roll of 12t (Stacks).											
	+1	5	35	2nd	4	3	12	1	2	Bow, Quality Wood, Arrow, Barbed.	11t, 12t	3
	Large, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2.											
Gust	+3	5	35	2nd	5	3	2	1		Bow, Q W, A, A H, Alc, Creeping Acid.		
	Large, Burn.											
	Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).											
Blight Wand	+1	5	35	2nd	4	3	12	1	2	Bow, Quality Wood, Arrow, Barbed.	10t, 12t	3
	Large, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2.											
	+2	5	35	2nd	3	2	2	1		Bow, Q W, A, A H, A, Shrapnel Shards.		
Moonlight (Blue Arc-Fire Bow)	Large, Splash 2.											
	Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).											
	+0	5	35	2nd	4	3	12	1	2	B, Druidic, A, Wyld, B, Blight.	14c	4
Storm Breath	Large, Contribute (1 Potions, 3 Wylding), Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
	Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).											
	+2	5	35	2nd	2	3	2	1		B, Druidic, A, Wyld, B, Entangle.		
Holmegaard	Large, Contribute (1 Potions, 3 Wylding), Momentum 1 : Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
	Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).											
	-2*	5	35	2nd*	4	3	12	1	2	Bow, Divine Fire.	16c	4
Gakgung	Large, Energy, **1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).											
	-1*	5	35	2nd*	4	3	2	1		Bow, Divine Fire.		
	Large, Energy, **1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).											
Storm Breath	+0	5	30	2nd	4	3	14	0	0	Bow, Alchemy, Jumping Lightning.	NPC	2
	Large, Splash 1, Natural, Energy.											
	Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).											
Gakgung	+0	5	30	2nd	2	2	4	0		Bow, Alchemy, Flash Freeze.		
	Large, Splash 2, Natural, Dangerous Terrain 1 (Cold).											
	Strong Hit: Freeze (Hit) All damaged characters become Suppressed.											
Holmegaard	+0	5	40	3rd	4	3	12	1	2	Bow, Hard Wood, Arrow, Barbed.	12t	2
	Large, Shield Bash (2), On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2.											
	+2	5	40	3rd	4	3	2	1		Bow, Hard Wood, Arrow, Broad.		
Gakgung	Large, Shield Bash (2).											
	+0	5	40	2nd	4	3	12	1	1	Bow, Composite, Arrow, Barbed.	14t	3
	Large, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2.											
Gakgung	+2	5	40	2nd	4	3	2	1		Bow, Composite, Arrow, Broad.		
	Large.											

Long Bows

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Great Bone Bow	+0	5	85	3rd	4	4	8	2	3	Bow, Primitive, Arrow, Broad.	11t	2
	Large, Primitive.											
	+2	5	85	3rd	4	4	4	2		Bow, Primitive, Arrow, Broad.		
Maan Bow	Large, Primitive.											
	+1	6	90	3rd	5	4	7	2	3	Bow, Quality Wood, Arrow, Barbed.	12t	3
	Large, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2.											
Windborne	+2	6	90	3rd	3	4	3	2		Bow, Quality Wood, Arrow, Bodkin.		
	Large, Strong Hit (5-6) vs targets with 4+ Body Armour.											
	+1	6	90	3rd	5	4	7	2	3	Bow, Quality Wood, Arrow, Barbed.	12t, 13t	4
Gale	Large, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2.											
	+3	6	90	3rd	5	4	3	2		Bow, Q W, A, A H, Jumping Lightning.		
	Large, Energy. Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).											
Ice Bow	+2	6	90	3rd	4	4	7	2	3	Bow, Quality Wood, Arrow, Broad.	2x 13t	4
	Large.											
	+4	6	90	3rd	6	4	3	2		Bow, Q W, A, A Head, Creeping Acid.		
Bounty	Large, Burn. Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).											
	+2	6	90	3rd	4	4	7	2	3	Bow, Quality Wood, Arrow, Broad.	13t, 14t	4
	Large.											
Noxious Bow	+2	6	90	3rd	3	3	3	2		Bow, Q W, A, A Head, Flash Freeze.		
	Large, Dangerous Terrain 1 (Cold), Splash 1. Strong Hit: Freeze (Hit) All damaged characters become Suppressed.											
	+1	6	90	3rd	4	5	7	2	3	Bow, Quality Wood, Arrow, Barbed.	13t, 14t	4
Fire Breath	Large, On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2.											
	+2	6	90	3rd	4	4	3	2		Bow, Q W, A, Alchemical Head, Goop.		
	Large, Blunt. Strong Hit: Goop (Hit) A damaged character becomes Ensnared (16) and has their Movement reduced by 2 until the start of your next Turn (Stacks).											
Daikyu Yumi	-1	5	90	3rd	6	4	7	2	3	Bow, D, A, Wyld, Barbed, Blight.	16c	5
	Large, Contribute (1 Potions, 3 Wylding), On Hit: Target suffers -1 Recovery (Stacks to -4) until the end of Combat, Reduces end of Combat Ammo acquisition by 2. Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).											
	+5	5	90	3rd	4	4	3	2		B, D, A, W, Broad, Spreading Poison.		
English Longbow	Large, Contribute (1 Potions, 3 Wylding), Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage). Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack). Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
	+0	6	85	3rd	3	4	9	1	1	Bow, Alchemy, Sticky Flame.	NPC	3
	Large, Splash 1, Natural, Energy, Burn. Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).											
Fire Breath	+3	6	85	3rd	6	4	5	1		Bow, Wyld, Creeping Acid.		
	Large, Shield Bash (3), Natural, Energy, Burn, Modification: (Energy). Strong Hit: Spot Fires (Hit) This Attack gains Dangerous Terrain +4 (Fire) (Stacks).											
	+1	6	95	4th	5	4	7	2	3	Bow, Hard Wood, Arrow, Broad.	14t	3
English Longbow	Large, Shield Bash (2).											
	+3	6	95	4th	5	4	3	2		Bow, Hard Wood, Arrow, Broad.		
	Large, Shield Bash (2).											
English Longbow	+1	6	95	3rd	5	4	7	2	2	Bow, Composite, Arrow, Broad.	8t, 16t	4
	Large.											
	+1	6	95	3rd	4	4	3	2		Bow, Composite, Arrow, Bodkin.		
Large, Strong Hit (5-6) vs targets with 4+ Body Armour.												

Crossbows

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Assassin's Crossbow	-1	10	55	3rd	6	4	8	2	2	Bow, Hard Wood, Arrow, Bodkin.	8t, 16t	3
Large, Pen 1 min 3, Preload 1, Shield Bash (2), Strong Hit (5-6) vs targets with 4+ Body Armour.												
Royal Crossbow	-1	10	55	2nd	6	4	8	2	1	Bow, Composite, Arrow, Bodkin.	8t, 18t	4
Large, Pen 1 min 3, Preload 1, Strong Hit (5-6) vs targets with 4+ Body Armour.												
Meteor	+0	10	50	2nd	7	4	8	2	2	Bow, Q W, A, A H, A, Searing Flame.	14t, 18t	4
Large, Pen 1 min 3, Preload 1, Energy, Burn, Splash 1.												
Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
Swoop Crossbow	+2	10	50	2nd	8	4	8	2	2	Bow, Q W, A, A H, A, Creeping Acid.	15t, 18t	4
Large, Pen 1 min 3, Preload 1, Burn.												
Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
Snake Staff	+3	9	50	2nd	6	4	8	2	2	B, D, A, Wyld, B, Spreading Poison.	18c	5
Large, Pen 1 min 3, Preload 1, Contribute (1 Potions, 3 Wylding), Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).												
Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).												
Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
Reaper (Modified Ion Rifle)	-2*	10	50	2nd*	7	4	8	2	2	Bow, Divine Fire.	20c	5
Large, Pen 1 min 3, Preload 1, Energy, **1d6 Hit vs targets within your Ideal Rng, Contribute (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 1 min 3, Preload 4, Energy, *Ammo cannot be regained.												
Wad of Ath (Gauss Rifle)	+1d6	10	40	2nd	10	4	8*	3	3	Bow, Thunder Wand (Gun).	Loot	3
Large, Pen 1 min 3, Preload 3, *Ammo cannot be regained.												
Death Spit	-1	10	45	2nd	5	4	10	1	0	Bow, Spit, Alchemy, Delayed Blast.	NPC	3
Large, Pen 1 min 3, Preload 1, Shield Bash (5), Natural.												
Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).												
Control Nature	+0	10	45	2nd	5	4	10	1	0	Bow, Spit, Wyld, Entangle.	NPC	3
Large, Pen 1 min 3, Preload 1, Splash 1, Natural.												
Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).												
Pellet Crossbow	+0	9	45	2nd	6	4	9	2	2	Bow, Low-Quality, Arrow, Broad.	13t	2
Large, Pen 1 min 3, Preload 1, Primitive.												
Skåne Lockbow	+2	10	50	2nd	5	4	8	2	2	Bow, Quality Wood, Arrow, Broad.	14t	3
Large, Pen 1 min 3, Preload 1.												
Musket	+1	10	50	2nd	7	4	8	2	1	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

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Tower Crossbow	-2	7	65	3rd	8	5	7	3	4	Bow, Low-Quality, Arrow, Broad.	13t	2
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1, Primitive.											
Fortress Crossbow	-1	8	75	4th	9	5	6	3	4	Bow, Hard Wood, Arrow, Broad.	16t	3
	Large, Shield Bash (6), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1.											
Damewood Crossbow	-1	8	75	3rd	9	5	6	3	3	Bow, Composite, Arrow, Broad.	18t	4
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1.											
Joltfire	-1	8	70	3rd	9	5	6	3	4	Bow, Q W, A, A H, A, Jumping Lightning.	14t, 16t	3
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1, Energy.											
	Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).											
Wyrm Slayer	+0	8	70	3rd	10	5	6	3	4	Bow, Q W, A, A H, A, Creeping Acid.	15t, 16t	3
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1.											
	Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).											
Heartseeker	-1	8	70	3rd	8	4	6	3	4	Bow, Q W, A, A H, Alchemy, Vortex.	14t, 16t	3
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1, Strong Hit (5-6).											
	Strong Hit: Massive Vortex (Hit) ALL non-Huge damaged characters become Tripped.											
Shreader	-1	8	70	3rd	8	4	6	3	4	Bow, Q W, A, A H, A, Shrapnel Shards.	2x 16t	3
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1, Splash 2.											
	Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).											
Serpent Wand	+1	8	70	3rd	8	5	6	3	4	Bow, D, A, B, Wyld, Spreading Poison.	18c	5
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1, Contribute (1 Potions, 3 Wylding), Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).											
	Momentum 1: Your next Attack with this Weapon gains Strong Hit +1 (does not Stack).											
	Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Hellfire Wand	-4*	8	70	3rd*	9	5	6	3	4	Bow, Divine Fire.	20c	5
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1, Energy, *+1d6 Hit vs targets within your Ideal Rng, Contribute (1 Quality, 5 Arcanium).											
Searing Wand	-1d6-2	8	80	3rd	10	6	6*	4	2	Bow, Lightning Wand (Gun).	Loot	3
	Large, Shield Bash (4), Pen 2 min 4, Preload 4, Reduces end of Combat Ammo acquisition by 1, Energy, *Ammo cannot be regained.											
World Ender (Missile Launcher)	+1d6-2	8	60	3rd	12	5	6*	4	5	Bow, Thunder Wand (Gun).	Loot	3
	Large, Shield Bash (4), Pen 2 min 4, Preload 3, Reduces end of Combat Ammo acquisition by 1, *Ammo cannot be regained.											
Flaming Spit	-3	8	65	3rd	9	5	8	2	2	Bow, Spit, Alchemy, Searing Flame.	NPC	3
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1, Splash 2, Natural, Energy, Burn.											
	Strong Hit: Sear Flesh (Hit) ALL damaged characters suffer -1 Defence until the end of Combat (Stacks).											
Poisonous Breath	+0	8	65	3rd	8	5	8	2	2	Bow, Spit, Wyld, Spreading Poison.	NPC	3
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1, Splash 1, Natural, Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).											
	Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Arbalest	+0	8	70	3rd	8	5	6	3	4	Bow, Quality Wood, Arrow, Broad.	14t	3
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1.											
Arquebus	-1	8	70	3rd	9	5	6	3	3	Bow, Divine Weapon, Arrow, Broad.	22c	6
	Large, Shield Bash (4), Pen 2 min 4, Preload 1, Reduces end of Combat Ammo acquisition by 1, When you Hit with this Weapon you gain +1 Momentum, Contribute (1 Priceless (Divine Bow), 2 Quality, 5 Arcanium).											

Utility Belts

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Stick n' Sizzle (Napalm)	+0	3	Str x4	2nd	3	3	2	0	0	Alchemy, Potion, Sticky Flame.	11t	1
	Small, Strong Hit (5-6), Energy, Burn. Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).											
Static Pellet (Batteries)	-2	3	Str x4	2nd	2	3	2	0	0	Alchemy, Potion, Shocking Lightning.	12t	1
	Small, Strong Hit (5-6), Energy. Strong Hit: Shock (Hit) A damaged character becomes Suppressed.											
Rust Potion	-2	3	Str x4	2nd	3	2	2	0	0	Alchemy, Potion, Corrosive Acid.	12t	1
	Small, Strong Hit (5-6), Burn. Strong Hit: Melt Armour (Hit) Reduce a damaged character's Head and Body Armour by 1 (min 2) until they make a Spare Time Roll of 12t (Stacks).											
Kradilis Snake Venom	+0	3	Str x4	2nd	1	3	2	0	0	Alchemy, Potion, Acrid Poison.	12t	1
	Small, Strong Hit (5-6), Dangerous Terrain 1 (Poison). Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).											
Frost Gel (Cryogenic Gel)	-1	3	Str x4	2nd	2	2	2	0	0	Alchemy, Potion, Flash Freeze.	12t	1
	Small, Strong Hit (5-6), Dangerous Terrain 1 (Cold), Splash 1. Strong Hit: Freeze (Hit) All damaged characters become Suppressed.											
Blast Potions	+0	3	Str x4	2nd	3	2	2	0	0	Alchemy, Potion, Vortex.	12t	1
	Small, Strong Hit (4-6). Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.											
Dusk Bomb (Mining Charge)	-1	3	Str x4	2nd	2	3	2	0	0	Alchemy, Potion, Delayed Blast.	11t	1
	Small, Strong Hit (5-6), Shield Bash (2). Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).											
Bomb Kit	+0	3	Str x4	2nd	3	2	2	0	0	Alchemy, Potion, Shrapnel Shards.	10t	1
	Small, Strong Hit (5-6), Splash 2. Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).											
Blast Potion (Rocket Fuel)	-1d6	3	Str x4	2nd	4	4	2	0	0	Alchemy, Potion, Blast.	11t	1
	Small, Strong Hit (5-6), Shield Bash (2). Strong Hit: Knock Back (Once per Attack, Hit) A damaged character is pushed 1d3 (1d6 if they're Tiny, and 1 if they're Huge) spaces back.											
Rouge Potions	+1	3	Str x4	2nd	1	0	4	0	0	Alchemy, Potion, Smoke/Luminescence.	10t	1
	Small, Strong Hit (5-6). Strong Hit: Alter Light (Hit) A Splash +2 area alters its Low Light Cover by +/-1 for 1 minute and you gain +1 Momentum (Stacks).											
Fairy Fire Potion	+1	3	Str x4	2nd	5	0	4	0	0	Alchemy, Potion, Marker.	10t	1
	Small, Strong Hit (5-6). Strong Hit: Marked (Hit) All Attacks gain +1 Hit and End Dmg vs all damaged characters until the end of Combat (Stacks).											
Prep Kit	+0	3	Str x4	2nd	3	0	4	0	0	Alchemy, Potion, Primer.	10t	1
	Small, Strong Hit (5-6). Strong Hit: Prime (Hit) The next Alchemy Attack against a damaged character gains Strong Hit +1 (does not Stack).											
Sludge Vile (Multipurpose Glue)	-1	3	Str x4	2nd	3	3	2	0	0	Alchemy, Potion, Goop.	12t	1
	Small, Strong Hit (5-6), Blunt. Strong Hit: Goop (Hit) A damaged character becomes Ensnared (16) and has their Movement reduced by 2 until the start of your next Turn (Stacks).											
Wylding Sap	-1	3	Str x4	2nd	4	3	2	0	0	Wyld, Potion, Blight.	10t	1
	Small, Strong Hit (5-6). Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).											
Rebellious Brew (Draz)	-1	3	Str x4	2nd	3	2	2	0	0	Wyld, Potion, Enrage.	12t	1
	Small, Strong Hit (5-6). Strong Hit: Enrage (Hit) A damaged non-Monster character gains a free Recovery and must make an immediate free move and Attack against the nearest character (your choice if two or more are equal distance) with an Active Weapon of your choice and dealing the most harm possible (does not Stack).											
Bramble Bomb	+0	3	Str x4	2nd	4	3	2	0	0	Wyld, Potion, Thorns.	12t	1
	Small, Strong Hit (5-6). Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).											

Field Satchels

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Magma Mixtures	-1	3	Str x4	2nd	4	3	3	1	1	Alchemy, Potion, Searing Flame.	1 Kn, 1lt	2
Strong Hit (5-6), Energy, Burn, Splash 1.												
Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
	-1d6+2	3	Str x4	2nd	7	4	1	1		Alchemy, Potion, Blast.		
Strong Hit (5-6), Shield Bash (5).												
Strong Hit: Knock Back (Once per Attack, Hit) A damaged character is pushed 1d3 (1d6 if they're Tiny, and 1 if they're Huge) spaces back.												
Emerald Magi Kit	+1	3	Str x4	2nd	5	3	3	1	1	Alchemy, Potion, Creeping Acid.	1 Kn, 13t	2
Strong Hit (5-6), Burn.												
Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
	+0	3	Str x4	2nd	6	2	1	1		Alchemy, Potion, Corrosive Acid.		
Strong Hit (5-6), Shield Bash (3), Burn.												
Strong Hit: Melt Armour (Hit) Reduce a damaged character's Head and Body Armour by 1 (min 2) until they make a Spare Time Roll of 12t (Stacks).												
Frost Weaver Pack	+1	3	Str x4	2nd	3	3	3	1	1	Alchemy, Potion, Lingering Cold.	1 Kn, 10t	2
Strong Hit (5-6), Dangerous Terrain 2 (Cold).												
Strong Hit: Frost (Hit) This Attack gains Dangerous Terrain +2 (Cold) (Stacks).												
	+1	3	Str x4	2nd	5	2	1	1		Alchemy, Potion, Flash Freeze.		
Strong Hit (5-6), Shield Bash (3), Dangerous Terrain 1 (Cold), Splash 1.												
Strong Hit: Freeze (Hit) All damaged characters become Suppressed.												
Siegebreaker Kit	-1	3	Str x4	2nd	2	3	3	1	1	Alchemy, Potion, Delayed Blast.	1 Kn, 1lt	2
Strong Hit (5-6), Shield Bash (2).												
Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).												
	+2	3	Str x4	2nd	6	2	1	1		Alchemy, Potion, Vortex.		
Strong Hit (4-6), Shield Bash (3).												
Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.												
Unstable Potions	+0	3	Str x4	2nd	3	2	3	1	1	Alchemy, Potion, Shrapnel Shards.	1 Kn, 1lt	2
Strong Hit (5-6), Splash 2.												
Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).												
	-1d6+2	3	Str x4	2nd	7	4	1	1		Alchemy, Potion, Blast.		
Strong Hit (5-6), Shield Bash (5).												
Strong Hit: Knock Back (Once per Attack, Hit) A damaged character is pushed 1d3 (1d6 if they're Tiny, and 1 if they're Huge) spaces back.												
Odd Viles	+0	3	Str x4	2nd	1	3	3	1	1	Alchemy, Potion, Acrid Poison.	1 Kn, 12t	2
Strong Hit (5-6), Dangerous Terrain 1 (Poison).												
Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
	+0	3	Str x4	2nd	5	3	1	1		Alchemy, Potion, Shocking Lightning.		
Strong Hit (5-6), Shield Bash (3), Energy.												
Strong Hit: Shock (Hit) A damaged character becomes Suppressed.												
Grasping Seeds	+0	3	Str x4	2nd	4	3	3	1	1	Wyld, Potion, Thorns.	1 Kn, 14t	2
Strong Hit (5-6).												
Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).												
	+2	3	Str x4	2nd	4	3	1	1		Alchemy, Potion, Acrid Poison.		
Strong Hit (5-6), Shield Bash (3), Dangerous Terrain 1 (Poison).												
Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
Druid Combat Sack	-1	3	Str x4	2nd	4	3	3	1	1	Wyld, Potion, Blight.	1 Kn, 10t	2
Strong Hit (5-6).												
Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).												
	+3	3	Str x4	2nd	8	0	3	1		Alchemy, Potion, Marker.		
Strong Hit (5-6), Shield Bash (3).												
Strong Hit: Marked (Hit) All Attacks gain +1 Hit and End Dmg vs all damaged characters until the end of Combat (Stacks).												

Tinkerer's Backpacks

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Flamestrike Magi Backpack	+0	3	Str x4	2nd	3	3	3	1	2	Alchemy, Potion, Primer.	1 Kn, 12t	3
Large, Strong Hit (5-6).												
Strong Hit: Prime (Hit) The next Alchemy Attack against a damaged character gains Strong Hit +1 (does not Stack).												
	+0	3	Str x4	2nd	2	3	2	1*		Alchemy, Potion, Sticky Flame.		
Large, Strong Hit (4-6), Shield Bash (2), *Reload +1, Energy, Burn.												
Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).												
	-1d6-2	2	Str x3	2nd	7	5	0	1*		Alchemy, Potion, Blast.		
Large, Splash 1, Strong Hit (5-6), Shield Bash (6), *Reload +1.												
Strong Hit: Knock Back (Once per Attack, Hit) A damaged character is pushed 1d3 (1d6 if they're Tiny, and 1 if they're Huge) spaces back.												
Storm Magi Backpack	+1	3	Str x4	2nd	3	3	3	1	2	Alchemy, Potion, Lingering Cold.	1 Kn, 12t	3
Large, Strong Hit (5-6), Dangerous Terrain 2 (Cold).												
Strong Hit: Frost (Hit) This Attack gains Dangerous Terrain +2 (Cold) (Stacks).												
	-1	3	Str x4	2nd	2	2	2	1*		Alchemy, Potion, Flash Freeze.		
Large, Strong Hit (4-6), Shield Bash (2), *Reload +1, Dangerous Terrain 1 (Cold), Splash 1.												
Strong Hit: Freeze (Hit) All damaged characters become Suppressed.												
	-2	2	Str x3	2nd	7	4	0	1*		Alchemy, Potion, Jumping Lightning.		
Large, Splash 1, Strong Hit (5-6), Shield Bash (4), *Reload +1, Energy.												
Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).												
Flamestrike Seer Backpack	+1	3	Str x4	2nd	5	0	5	1	2	Alchemy, Potion, Marker.	1 Kn, 11t	3
Large, Strong Hit (5-6).												
Strong Hit: Marked (Hit) All Attacks gain +1 Hit and End Dmg vs all damaged characters until the end of Combat (Stacks).												
	-1	3	Str x4	2nd	4	3	2	1*		Alchemy, Potion, Searing Flame.		
Large, Strong Hit (4-6), Shield Bash (2), *Reload +1, Energy, Burn, Splash 1.												
Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
	-2	2	Str x3	2nd	5	4	0	1*		Alchemy, Potion, Sticky Flame.		
Large, Splash 1, Strong Hit (5-6), Shield Bash (4), *Reload +1, Energy, Burn.												
Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).												
Black Cauldron	+1	3	Str x4	2nd	5	3	3	1	2	Alchemy, Potion, Creeping Acid.	1 Kn, 14t	3
Large, Strong Hit (5-6), Burn.												
Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
	-2	3	Str x4	2nd	3	2	2	1*		Alchemy, Potion, Corrosive Acid.		
Large, Strong Hit (4-6), Shield Bash (2), *Reload +1, Burn.												
Strong Hit: Melt Armour (Hit) Reduce a damaged character's Head and Body Armour by 1 (min 2) until they make a Spare Time Roll of 12t (Stacks).												
	-1	2	Str x3	2nd	8	4	0	1*		Alchemy, Potion, Creeping Acid.		
Large, Splash 1, Strong Hit (5-6), Shield Bash (4), *Reload +1, Burn.												
Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
Druidic Sack	+2	3	Str x4	2nd	3	3	3	1	2	Wyld, Potion, Spreading Poison.	1 Kn, 10t	3
Large, Strong Hit (5-6), Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).												
Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
	-1	3	Str x4	2nd	4	3	2	1*		Alchemy, Potion, Searing Flame.		
Large, Strong Hit (4-6), Shield Bash (2), *Reload +1, Energy, Burn, Splash 1.												
Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
	-3	2	Str x3	2nd	5	4	0	1*		Wyld, Potion, Entangle.		
Large, Splash 1, Strong Hit (5-6), Shield Bash (4), *Reload +1.												
Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).												

Breath Weapons

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Liquid Fire Breath	-1	4	12	2nd	2	3	5	0	-	Alchemy, Sticky Flame.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural, Energy, Burn. Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).												
Gas Fire Breath	-2	4	12	2nd	4	3	5	0	-	Alchemy, Searing Flame.	NPC or Twi	3
Splash 3 (Splash 2 for PCs), Strong Hit (5-6), Natural, Energy, Burn. Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
Static Buildup	-3	4	12	2nd	2	3	5	0	-	Alchemy, Shocking Lightning.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural, Energy. Strong Hit: Shock (Hit) A damaged character becomes Suppressed.												
Arc Nodes	-1	4	12	2nd	4	3	5	0	-	Alchemy, Jumping Lightning.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural, Energy. Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).												
Acid Breath	+0	4	12	2nd	5	3	5	0	-	Alchemy, Creeping Acid.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural, Burn. Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
Poisonous Breath	-1	4	12	2nd	1	3	5	0	-	Alchemy, Acrid Poison.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural. Strong Hit: Poisoned (Hit) A damaged character takes 5 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
Poisonous Spit	-1	4	12	2nd	3	3	5	0	-	Alchemy, Agonising Poison.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural, Dangerous Terrain 3 (Poison). Strong Hit: Agonise (Hit) All damaged characters suffer -1 Movement, Recovery and Defence until the end of their next Turn (Stacks).												
Ice Spit	-2	4	12	2nd	2	2	5	0	-	Alchemy, Flash Freeze.	NPC or Twi	3
Splash 3 (Splash 2 for PCs), Strong Hit (5-6), Natural, Dangerous Terrain 1 (Cold). Strong Hit: Freeze (Hit) All damaged characters become Suppressed.												
Frost Breath	+0	4	12	2nd	3	3	5	0	-	Alchemy, Lingering Cold.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural, Dangerous Terrain 2 (Cold). Strong Hit: Frost (Hit) This Attack gains Dangerous Terrain +2 (Cold) (Stacks).												
Slow & Powerful Breath	-2	4	12	2nd	2	3	5	0	-	Alchemy, Delayed Blast.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural, Shield Bash (2). Strong Hit: Delayed Blast (Does not Req Hit) If your target does not move at least 3 spaces from their current location before your next Turn they suffer 8 Endurance Damage (Stacks).												
Concussive Blast	-1	4	12	2nd	3	2	5	0	-	Alchemy, Shrapnel Shards.	NPC or Twi	3
Splash 4 (Splash 3 for PCs), Strong Hit (5-6), Natural. Strong Hit: Shrapnel (Hit) This Attack gains +3 End Dmg (Stacks).												
Blight Breath	-2	4	12	2nd	4	3	5	0	-	Wyld, Blight.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural. Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).												
Control Vegetation	-1	4	12	2nd	2	3	5	0	-	Wyld, Entangle.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural. Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).												
Control Thorns	-1	4	12	2nd	4	3	5	0	-	Wyld, Thorns.	NPC or Twi	3
Splash 2 (Splash 1 for PCs), Strong Hit (5-6), Natural. Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).												

Standard Shields

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Watched by the All-Being	+0	1	1	1st	2	-	-	1	0	S, Tackle-Push, All-Shield, All-Power.	10t, 1Kn	3
	You gain Light Front Cover, Blunt, Shield Bash (3), Natural. This item also provides Cover to adjacent Allies (not just those behind you) and not to enemies.											
Fortify Reality	-2	1	1	1st	4	1	-	1	0	S, Tackle-Push, M F, Enchant, M N, 10t, 2Kn	10t, 2Kn	2
	You gain Light Front Cover, Blunt, Shield Bash (3), Natural. You may attempt to Stealth without Cover. This item only works vs characters with minds (ie: not traps) that you're aware of (ie: not Stealthed).											
Wylding Armbands	-1	1	1	1st	5	2	-	1	2	S, Tackle-Push, W, Wyld, Blight.	14c	3
	You gain Light Front Cover, Blunt, Shield Bash (3), Contribute (1 Potions, 3 Wylding). When you take Damage from an Attack you may choose to apply the Broken Modification to this item and take no Damage from this Attack.											
	Strong Hit: Regrow (Hit) You may remove the Broken Modification from this item for free.											
	Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).											
Dance of Nix	+0	1	1	1st	6	2	-	0	0	Shield, Tackle-Push, Fiery.	16c	3
	You gain Light Front Cover, Blunt, Shield Bash (5), Energy, +2 Defence, Contribute (1 Priceless (Divine Shield), 2 Quality, 3 Arcanium).											
Divine Glove (Electro-Grav Gauntlet)	+0	1	1	1st	5	2	-	1	2	Shield, Tackle-Push, Divine Glove.	18c	4
	You gain Light Front Cover, Blunt, Shield Bash (3), Energy. You're immune to non-Direct Hit Splash Weapons and Shield Bash from your front. Contribute (1 Priceless (Electro-Grav Gauntlet), 2 Quality, 5 Arcanium).											
	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.											
Armoured Flanks	+0	1	1	1st	4	2	-	0	0	Shield, Tackle-Push, Plated.	NPC	1
	You gain Light Front (Side) Cover, Blunt, Shield Bash (3), Natural. This item grants you Cover from your Sides (normally just Front).											
Targe	-1	1	1	1st	3	2	-	1	2	Shield, Tackle-Push, Primitive.	9t	0
	You gain Light Front Cover, Blunt, Shield Bash (3), Primitive.											
Heater Shield	+0	1	1	1st	4	2	-	1	2	Shield, Tackle-Push, Wood.	10t	1
	You gain Light Front Cover, Blunt, Shield Bash (3). When you take Damage from an Attack you may choose to apply the Broken Modification to this item and take no Damage from this Attack.											
Spiked Lantern Shield	+0	1	1	1st	3	3	-	1	2	Shield, Tackle-Push, Wood.	10t, 14t	1
	You gain Light Front Cover, Blunt, Shield Bash (1). When you take Damage from an Attack you may choose to apply the Broken Modification to this item and take no Damage from this Attack, +2 Defence vs Tackle, Modification : Spiked.											
Buckler	+0	1	1	1st	5	2	-	1	3	Shield, Tackle-Push, Steel.	12t	1
	You gain Light Front Cover, Blunt, Shield Bash (3).											
	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.											

Big Shields

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Guarded by the All-Being	+2	1	1	1st	0	-	-	2	0	S, Tackle-Push, All-Shield, All-Power.	12t, 1Kn	4
You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Shield Bash (2), Natural, This item also provides Cover to adjacent Allies (not just those behind you) and not to enemies.												
Shadow Step	+0	1	1	1st	2	0	-	2	4	S, Tackle-Push, M F, Enchantment, M N.	12t, 2Kn	3
You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Shield Bash (2), Natural, You may attempt to Stealth without Cover, This item only works vs characters with minds (ie: not traps) that you're aware of (ie: not Stealthed).												
Wylding Shield	+4	1	1	1st	2	1	-	2	4	S, Tackle-Push, W, Wyld, S Poison.	16c	4
You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Shield Bash (2), Contribute (1 Potions, 3 Wylding), When you take Damage from an Attack you may choose to apply the Broken Modification to this item and take no Damage from this Attack, Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).												
Strong Hit: Regrow (Hit) You may remove the Broken Modification from this item for free.												
Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
Eye of Ath	+2	1	1	1st	4	1	-	1	2	Shield, Tackle-Push, Fiery.	18c	4
You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Shield Bash (4), Energy, +2 Defence, Contribute (1 Priceless (Divine Shield), 2 Quality, 3 Arcanium).												
Eternal Shield (Personal Force Field)	+2	1	1	1st	3	1	-	2	4	Shield, Tackle-Push, Divine Glove.	20c	5
You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Shield Bash (2), Energy, You're immune to non-Direct Hit Splash Weapons and Shield Bash from your front, Contribute (1 Priceless (Electro-Grav Gauntlet), 2 Quality, 5 Arcanium).												
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.												
Armoured Crest	+2	1	1	1st	2	1	-	0	0	Shield, Tackle-Push, Plated.	NPC	2
You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Shield Bash (2), Natural.												
Aspis	-1	1	1	1st	0	1	-	2	4	Shield, Tackle-Push, Primitive.	11t	0
You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Primitive, Modification: Low-Quality.												
Kite Shield	+2	1	1	1st	2	1	-	2	4	Shield, Tackle-Push, Wood.	12t	2
You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Shield Bash (2), When you take Damage from an Attack you may choose to apply the Broken Modification to this item and take no Damage from this Attack.												
Metal Wall Shield	+2	1	1	1st	3	1	-	2	5	Shield, Tackle-Push, Steel.	14t	2
You gain Heavy Front Cover, You have -2 Defence while you're carrying this item if you're a PC, Blunt, Shield Bash (2).												
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

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Apprentice Witchcraft	+0	2	16	3rd	5	1	-	1	-	Enchantment, Mental Nudge.	3 Kn	2
	Strong Hit (5-6), Shield Bash (2), Natural.											
	+1	2	16	5th	4	3	3	1		Enchantment, Flow.		
	Strong Hit (5-6), Shield Bash (2), Natural.											
	Momentum 1: Strong Hit +1 (Stacks).											
High Witchcraft	-1d6	2	16	3rd	9	2	-	1	-	Enchantment, Storm.	8 Kn	6
	Strong Hit (5-6), Shield Bash (2), Natural, Splash 2, When you Attack with this Weapon you suffer 1d6 Endurance Damage, Counts as a Leadership Toolbox, Modification: Terrorise.											
	-1	2	16	5th	4	3*	3	1		Enchantment, Mind to Mind.		
	Strong Hit (5-6), Shield Bash (2), Natural, Targets gain no benefits to their Defence from their Reflexes vs this Weapon, *-2 Crit Dmg vs targets without a mind (ie: Traps).											
	Momentum 1: Strong Hit +1 (Stacks).											
All-Time	+1	2	16	3rd	3	0	-	1	-	Enchantment, Flow.	5 Kn	2
	Strong Hit (5-6), Shield Bash (2), Natural, Modification: Slow Time.											
	Strong Hit: Slow Time (Once per Turn, Hit) You may perform 1 free Action with Strong Hit -1 at the end of your Turn.											
	+1	2	16	5th	4	2	3	1		Enchantment, Flow.		
	Strong Hit (5-6), Shield Bash (2), Natural.											
	Momentum 1: Strong Hit +1 (Stacks).											
All-Hymn	+0	2	16	3rd	3	1	-	1	-	Enchantment, Mental Nudge.	4 Kn	3
	Strong Hit (5-6), Shield Bash (2), Natural, Modification: Passion.											
	Strong Hit: Passion (Once per Turn, Hit) An ally within 3 of you gains +1 Momentum.											
	+1	2	16	5th	4	3	3	1		Enchantment, Flow.		
	Strong Hit (5-6), Shield Bash (2), Natural.											
	Momentum 1: Strong Hit +1 (Stacks).											
Mind Eater	-2	2	16	3rd	5	1	-	1	-	Enchantment, Mental Nudge.	4 Kn	3
	Strong Hit (5-6), Shield Bash (2), Natural, Modification: Mind Worm.											
	Strong Hit: Mind Worm (Hit) All damaged characters suffer -4 Hit on their next Attack (does not Stack).											
	+1	2	16	5th	4	3	3	1		Enchantment, Flow.		
	Strong Hit (5-6), Shield Bash (2), Natural.											
	Momentum 1: Strong Hit +1 (Stacks).											
Rip Reality	-1d6	2	16	3rd	5	1	-	1	-	Enchantment, Mental Nudge.	5 Kn	3
	Strong Hit (5-6), Shield Bash (2), Natural, Splash 1.											
	+1	2	16	5th	4	3	3	1		Enchantment, Flow.		
	Strong Hit (5-6), Shield Bash (2), Natural.											
	Momentum 1: Strong Hit +1 (Stacks).											

Loyal Allies

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Alchemist Apprentice	-1	1	2	1st	4	3	-	-	-	C, Mage, Alchemy, Searing Flame.	12t	3
Defence: 17 Armour: 3 Movement: 5 Carry: 2 Bodies: 1, Durability 1 (pg: 109), Energy, Burn, Splash 1. Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
Outcast Neph Priestess	+0	1	2	1st	2	3	-	-	-	Companion, Druid, Wyld, Entangle.	14t	3
Defence: 16 Armour: 3 Movement: 6 Carry: 2 Bodies: 1, Durability 1 (pg: 109). Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).												
All-Monk	+0	1	2	1st	3	2	-	-	-	Companion, Monk, All-Power*.	12t	3
Defence: 17 Armour: 4 Movement: 5 Carry: 2 Bodies: 1, Durability 1 (pg: 109), Blunt, *You do not need to be able to use All-Power Weapons to use this Companion.												
Young Witch	+1	1	2	1st	3	3	-	-	-	Companion, Adept, Enchanter*, Flow.	12t	3
Defence: 18 Armour: 3 Movement: 5 Carry: 2 Bodies: 1, Durability 1 (pg: 109), *You do not need to be able to use Enchantment Weapons to use this Companion.												
Ta-Di Shaman	+1	1	4	2nd	3	3	-	-	-	Companion, Shaman, Spirit*, B F.	12t	3
Defence: 16 Armour: 3 Movement: 5 Carry: 2 Bodies: 1, Durability 1 (pg: 109), Counts as a Toolbox for 1 Skill, *You do not need to be able to use Spirit Weapons to use this Companion, Energy, Burn.												
Stone Golem	+0	1	2	1st	5	3	-	-	-	C, E Child of Pol (Stone), Alchemy, Goop.	18c	6
Defence: 14 Armour: 4 Movement: 4 Carry: 8 Bodies: 1, Durability 1 (pg: 109), If you die all characters take 8 Endurance Damage, Contribute (4 Arcanium, 4 Stone), Blunt. Strong Hit: Goop (Hit) A damaged character becomes Ensnared (16) and has their Movement reduced by 2 until the start of your next Turn (Stacks).												
Metal Golem	+2	1	3	1st	4	3	-	-	-	C, E Child of Pol (Metal), Alchemy, J L.	16c	6
Defence: 14 Armour: 5 Movement: 5 Carry: 3 Bodies: 1, Durability 1 (pg: 109), If you die all characters take 8 Endurance Damage, Contribute (4 Arcanium, 6 Ore), Energy. Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).												
Arcanium Golem (Enslaved Mechnoid)	+1d6-1	1	3	1st	4	3	-	-	-	C, E C of Pol (Arcanium), Alchemy, S F.	18c	7
Defence: 17 Armour: 4 Movement: 8 Carry: 2 Bodies: 1, Durability 1 (pg: 109), If you die all characters take 16 Endurance Damage, Contribute (1 Priceless (Child Core), 8 Arcanium), Energy, Burn, Splash 1. Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
Black Moor Raptor	+1d6	1	2	1st	3	3	-	-	-	Companion, Pet (Pack Hunter).	12t	1
Defence: 18 Armour: 2 Movement: 7 Carry: 0 Bodies: 1, Durability 1 (pg: 109), Natural.												
Nephilim Demon	-1d6-2	1	2	1st	2	4	-	-	-	Companion, Pet (Wyld), Wyld, E.	14t, 2Kn	4
Defence: 16 Armour: 3 Movement: 6 Carry: 0 Bodies: 1, Durability 1 (pg: 109), Natural. Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).												
Spirit Cat	+1	1	3	1st	3	3	-	-	-	Com, Spirit (Comfort), Spirit, B F.	12t	2
Defence: 16 Armour: 3 Movement: 5* Carry: 4 Bodies: 1, Durability 1 (pg: 109), Natural, *You may Fly and are Incorporeal, Reduce all Low Light Cover by 2 in a Splash area of 6 around you, Energy, Burn.												
Spirit Owl	+0	1	4	1st	2	2	-	-	-	Com, Spirit (Wisdom), Spirit, B F.	12t	3
Defence: 16 Armour: 3 Movement: 5* Carry: 4 Bodies: 1, Durability 1 (pg: 109), Strong Hit (5-6), Natural, *You may Fly and are Incorporeal, Reduce all Low Light Cover by 2 in a Splash area of 6 around you, Energy, Burn.												
Spirit Bear	+5	2	6	1st	5	3	-	-	-	Com, Spirit (Might), Spirit, Blue Flame.	12t	4
Defence: 16 Armour: 3 Movement: 5* Carry: 4 Bodies: 1, Durability 1 (pg: 109), Natural, *You may Fly and are Incorporeal, Reduce all Low Light Cover by 2 in a Splash area of 6 around you, Energy, Burn.												
Servant	+0	1	2	1st	3	3	-	-	-	Companion, Commoner.	12t	1
Defence: 14 Armour: 2 Movement: 6 Carry: 8 Bodies: 1, Durability 1 (pg: 109).												
Squire	+0	1	2	1st	4	3	-	-	-	Companion, Soldier (Killer).	12t	2
Defence: 16 Armour: 3 Movement: 5 Carry: 4 Bodies: 1, Durability 1 (pg: 109).												
Thug	+1	1	2	1st	3	3	-	-	-	Companion, Soldier (Prepared).	12t	2
Defence: 16 Armour: 3 Movement: 6 Carry: 4 Bodies: 1, Durability 1 (pg: 109).												
Knight	-1	1	2	1st	4	3	-	-	-	Companion, Soldier (Armoured).	12t	3
Defence: 14 Armour: 4 Movement: 4 Carry: 6 Bodies: 1, Durability 1 (pg: 109).												
Scribe	-1	1	2	1st	2	2	-	-	-	Companion, Scholar.	12t	2
Defence: 16 Armour: 3 Movement: 5 Carry: 1 Bodies: 1, Durability 1 (pg: 109), Counts as a Toolbox for 1 Skill, +1 to all Spare Time Rolls.												
War Dog	+0	1	2	1st	3	3	-	-	-	Companion, Pet (Predator).	12t	2
Defence: 16 Armour: 3 Movement: 7 Carry: 0 Bodies: 1, Durability 1 (pg: 109), Natural.												

Skilled Allies

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Priest of Akh	-1	1	2	2nd	3	2	-	-	-	Companion, Scholar.	12t	5
	-2	5	40	3rd	5	4	8	1		Companion, Mage, Alchemy, S F.		
Defence: 17 Armour: 3 Movement: 6 Carry: 0 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109), Counts as a Toolbox for 1 Skill, +1 to all Spare Time Rolls, Energy, Burn, Splash 1.												
Strong Hit: Sear Flesh (Hit) All damaged characters suffer -1 Defence until the end of Combat (Stacks).												
Priest of Corp	-1	1	2	2nd	3	2	-	-	-	Companion, Scholar.	14t	5
	-1	5	40	3rd	4	3	8	1		Companion, Mage, Alchemy, Vortex.		
Defence: 17 Armour: 3 Movement: 6 Carry: 0 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109), Counts as a Toolbox for 1 Skill, +1 to all Spare Time Rolls, Strong Hit (5-6).												
Strong Hit: Massive Vortex (Hit) All non-Huge damaged characters become Tripped.												
Priest of Dray	-1	1	2	2nd	3	2	-	-	-	Companion, Scholar.	13t	5
	+0	5	40	3rd	6	4	8	1		Companion, Mage, Alchemy, C A.		
Defence: 17 Armour: 3 Movement: 6 Carry: 0 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109), Counts as a Toolbox for 1 Skill, +1 to all Spare Time Rolls, Burn.												
Strong Hit: Acid Pools (Hit) This Attack gains Dangerous Terrain +4 (Acid Pool) (Stacks).												
Witch of Nix	+1	1	2	2nd	4	3	-	-	-	Companion, Soldier (Prepared).	12t, 2Kn	4
	-3	5	40	3rd	2	1	8	1		Companion, Adept, Enchanter*, M N.		
Defence: 18 Armour: 3 Movement: 7 Carry: 0 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109), *You do not need to be able to use Enchantment Weapons to use this Companion, Modification: Slow Time.												
Strong Hit: Slow Time (Once per Turn, Hit) You may perform 1 free Action with Strong Hit -1 at the end of your Turn.												
All-Monk Master	+0	1	2	2nd	4	2	-	-	-	Companion, Monk*.	12t, 1Kn	7
Blunt, *You do not need to be able to use All-Power Weapons to use this Companion.												
	+0	5	40	3rd	2	4	8	1		Companion, Adept, Enchanter*, Flow.		
Defence: 19 Armour: 4 Movement: 6 Carry: 0 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109), *You do not need to be able to use Enchantment Weapons to use this Companion, Modification: Passion.												
Strong Hit: Passion (Once per Turn, Hit) An ally within 3 of you gains +1 Momentum.												
Trained Spitter	+1	1	2	2nd	4	3	-	-	-	Companion, Soldier (Prepared).	12t	4
	-1	5	40	3rd	6	4	8	1		Companion, Pet (Predator).		
Defence: 16 Armour: 3 Movement: 9 Carry: 0 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109), Natural.												
Angry Bear Spirit	-1	1	4	2nd	2	2	-	-	-	Comp. Spirit (Wisdom), Spirit, P F.	12t	5
Strong Hit (5-6), Natural, Reduce all Low Light Cover by 1 in a Splash area of 4 around you, Energy, Burn.												
Strong Hit: On Fire (Hit) All damaged targets take 3 End Dmg at the start of their Turn until they receive First Aid (Stacks).												
	+0	5	40	3rd	4	4	8	1		Companion, Soldier (Prepared).		
Defence: 16 Armour: 3 Movement: 7* Carry: 0 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109), *You may Fly and are Incorporeal.												
Titan of Pol (Enslaved Mechonid)	-1	1	2	2nd	5	3	-	-	-	Companion, Soldier (Armoured).	18c	10
	+1d6-1	5	41	3rd	5	4	8	1		C, E C of Pol (Arcanium), Alchemy, J L		
Defence: 15 Armour: 5 Movement: 8 Carry: 2 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109), If you die all characters take 16 Endurance Damage, Contribute (1 Priceless (Child Core), 8 Arcanium), Energy.												
Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).												
Armed Servant	+0	1	2	2nd	4	3	-	-	-	Companion, Commoner.	12t	2
	-1	5	40	3rd	4	4	8	1		Companion, Commoner.		
Defence: 12 Armour: 1 Movement: 8 Carry: 10 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109).												
Assassin	+1	1	2	2nd	4	3	-	-	-	Companion, Soldier (Prepared).	12t	4
	-1	5	40	3rd	5	4	9	1		Companion, Soldier (Killer).		
Defence: 16 Armour: 3 Movement: 7 Carry: 2 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109).												
Knight Errant	-1	1	2	2nd	5	3	-	-	-	Companion, Soldier (Armoured).	12t	6
	-2	5	40	3rd	5	4	6	1		Companion, Soldier (Armoured).		
Defence: 12 Armour: 5 Movement: 4 Carry: 6 Bodies: 1, Gain +1 Veteran Ranged Mass Combat Die (see pg: 101), Durability 2 (pg: 109).												

Mounts

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Barded Warhound (Totall Mount)	+1	1	1	1st	1	2	-	-	-	Mount, Small Animal.	12t	1
Defence: 15 Armour: 2 Movement: +4 Turn: 135° Carry: 1 Bodies: 1, You're a Standard Sized character, Durability 2 (pg: 96), Natural.												
Large Black Moor Raptor	+3	1	1	1st	2	2	-	-	-	Mount, Agile Beast.	12t	2
Defence: 18 Armour: 2 Movement: +9 Turn: 90° Carry: 2 Bodies: 1, You're a Big Sized character, Durability 2 (pg: 96), Natural.												
Barded Legion Servant (Totall Mount)	+1	1	1	1st	3	3	-	-	-	Mount, War Beast.	14t, 1Kn	2
Defence: 12 Armour: 3 Movement: +2 Turn: 90° Carry: 6 Bodies: 1, You're a Big Sized character, Durability 2 (pg: 96), Natural, Gain +1 Skilled Mass Combat Die, Modification: (Defence: -4 Movement: -3 Turn: +45° Carry: +2).												
Razor Bear	-1	1	1	1st	5	2	-	-	-	Mount, Hulking Beast.	14t, 1Kn	4
Defence: 8 Armour: 4 Movement: +1 Turn: 45° Carry: 2 Bodies: 1, You're a Huge Sized character, Durability 2 (pg: 96), Natural, 1 Cargo Space, Splash 1, Gain +2 Skilled Mass Combat Dice.												
Rust Muncher	-1	1	1	1st	2	1	-	-	-	Mount, Exotic Beast, Alchemy, C A. Loot, 1Kn	4	
Defence: 16 Armour: 3 Movement: +5 Turn: 45° Carry: 4 Bodies: 1, You're a Big Sized character, Durability 2 (pg: 96), Natural, Strong Hit (5-6), Gain +1 Veteran Mass Combat Die, Burn.												
Strong Hit: Melt Armour (Hit) Reduce a damaged character's Head and Body Armour by 1 (min 2) until they make a Spare Time Roll of 12t (Stacks).												
Creeping Nightmare	+0	1	1	1st	2	1	-	-	-	Mount, Exotic Beast, Wyld, Enrage. Loot, 1Kn	4	
Defence: 16 Armour: 3 Movement: +5 Turn: 45° Carry: 4 Bodies: 1, You're a Big Sized character, Durability 2 (pg: 96), Natural, Strong Hit (5-6), Gain +1 Veteran Mass Combat Die.												
Strong Hit: Enrage (Hit) A damaged non-Monster character gains a free Recovery and must make an immediate free move and Attack against the nearest character (your choice if two or more are equal distance) with an Active Weapon of your choice and dealing the most harm possible (does not Stack).												
Pegasi	+1	1	1	1st	1	2	-	-	-	Mount, Flying Beast.	Loot, 4Kn	5
Defence: 14 Armour: 2 Movement: +11* Turn: 90° Carry: 2 Bodies: 1, You're a Standard Sized character, Durability 2 (pg: 96), Natural, *You may Fly, Gain +1 Long Distance Mass Combat Die.												
Wyvern	+3	3	11	2nd	4	4	-	-	-	Mount, Wyld, Spreading Poison. Loot 6Kn	8	
Defence: 15 Armour: 5 Movement: +7 Turn: 135° Carry: 8 Bodies: 1, You're a Huge Sized character, Durability 2 (pg: 96), Natural, Splash 1, *You may Fly, You have -4 max Renown, Gain +4 Ranged Long Distance Mass Combat Dice, Before the start of your next Turn: if a non-Nephilim or non-druid character ends their Turn in a space adjacent to your target you gain a free Strong Hit Option against them from this Weapon (as if you had Hit them and dealt Damage).												
Strong Hit: Spreading Poison (Hit) A damaged character takes 3 End Dmg at the start of their Turn until they receive First Aid (does not Stack).												
Pack Mule	+1	1	1	1st	2	1	-	-	-	Mount, Pack Animal.	12t	1
Defence: 12 Armour: 2 Movement: +3 Turn: 45° Carry: 8 Bodies: 1, You're a Big Sized character, Durability 2 (pg: 96), Natural.												
Barded Warhorse	+1	1	1	1st	3	3	-	-	-	Mount, War Beast.	14t, 1Kn	2
Defence: 16 Armour: 3 Movement: +5 Turn: 45° Carry: 4 Bodies: 1, You're a Big Sized character, Durability 2 (pg: 96), Natural, Gain +1 Skilled Mass Combat Die.												

Summons

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Crawling Horrors	-1	1	1	1st	5	2	-	-	-	Summon, S N Swarm, Wyld, Thorns.	2 Kn	3
Defence: 8 Armour: 1 Movement: 3 Bodies: 4, Durability 1 (pg: 109), You start each Combat with 0 Bodies, Natural, Gain +3 Skilled Mass Combat Dice (see pg: 101). Momentum 1: Gain 1 Body (up to your maximum). Momentum 2: Gain 4 Bodies (up to your maximum). Strong Hit: Grow Thorns (Hit) A damaged character suffers 1 Damage (no Armour) to a random (1d3) Attribute at the start of their next Turn unless they receive First Aid beforehand (does not Stack).												
Clawing Rippers	-2	1	2	1st	3	3	-	-	-	Summon, S N Brutes, Wyld, Entangle.	2 Kn	3
Defence: 12 Armour: 2 Movement: 6 Bodies: 4, Durability 1 (pg: 109), You start each Combat with 0 Bodies, Natural, Gain +3 Skilled Mass Combat Dice (see pg: 101). Momentum 1: Gain 1 Body (up to your maximum). Strong Hit: Entangle (Hit) All damaged characters become Ensnared (14) and have their Movement reduced by 2 until the start of your next Turn (Stacks).												
Mind-Controlled Animals	-1	1	1	1st	3	3	-	-	-	S, Animated, Enchantment, Flow.	2 Kn	3
Defence: 8 Armour: 3 Movement: 3 Bodies: 4, Durability 1 (pg: 109), You start each Combat with 0 Bodies, Natural, Gain +3 Skilled Mass Combat Dice (see pg: 101). Momentum 1: Gain 1 Body (up to your maximum).												
Blight Fungi Zombies	-3	1	1	1st	4	3	-	-	-	S, Animated, Wyld, Blight.	2 Kn	3
Defence: 8 Armour: 3 Movement: 3 Bodies: 4, Durability 1 (pg: 109), You start each Combat with 0 Bodies, Natural, Gain +3 Skilled Mass Combat Dice (see pg: 101). Momentum 1: Gain 1 Body (up to your maximum). Strong Hit: Blight Infection (Hit) At the start of all damaged characters' Turns they must pass a Physical or Resolve Skill Roll of 14. After failing this roll 3 times they gain a GM defined disease Condition. If two First Aid Rolls are made on them they no longer need to make Skill Rolls (does not Stack).												
Vengeful Tree Spirits	-3	2	4	2nd	3	3	-	-	-	Sum, Spirit Storm, S, G F, A, Goop.	2 Kn	4
Defence: 12 Armour: 2 Movement: 4 Bodies: 6, Durability 1 (pg: 109), You start each Combat with 0 Bodies, Natural, Gain +3 Skilled Mass Combat Dice (see pg: 101), Reduce all Low Light Cover by 1 in a Splash area of 5 around you, Energy, Burn, Blunt. Momentum 1: Gain 1 Body (up to your maximum). Strong Hit: Goop (Hit) A damaged character becomes Ensnared (16) and has their Movement reduced by 2 until the start of your next Turn (Stacks).												
Mental Illusions	-4	1	1	1st	2	1	-	-	-	S, Illusion, Enchantment, M N.	3 Kn	4
Defence: 14 Armour: 4 Movement: 4 Bodies: 4, Durability 1 (pg: 109), You start each Combat with 0 Bodies, Natural, Gain +3 Skilled Mass Combat Dice (see pg: 101), With a Skill Roll your Bodies may look and sound like anything you are familiar with, Adjacent allies do not reduce the Endurance Damage they receive by 2. Momentum 1: Gain 1 Body (up to your maximum). Strong Hit: Distract (Hit) All damaged characters suffer Strong Hit -1 on their next Attack (Stacks).												
Reapers of Nix	-2	1	1	1st	3	3*	-	-	-	S, Wraith, Enchantment, Flow.	3 Kn	4
Defence: 12 Armour: 3* Movement: 4** Bodies: 4, Durability 1 (pg: 109), You start each Combat with 0 Bodies, Natural, Gain +3 Skilled Mass Combat Dice (see pg: 101), *+1 Crit Dmg and -1 Armour vs enchanters, **You may Fly and are Incorporeal, Adjacent allies do not reduce the Endurance Damage they receive by 2. Momentum 1: Gain 1 Body (up to your maximum). Strong Hit: Haunt (Hit) All enemies not adjacent to an ally take 4 Endurance Damage.												

Snares

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Snare (Bolas, Net, etc...)	-1	4	Str x2	2nd	3	0	1*(2xX)	1	2	Tackle, Thrown.	10t	1+X
Preload 1. Strong Hit: Wrap Around (Hit) Your non-Huge target becomes Ensnared (12) OR Ensnared (16) if you Attack them from behind.												

Combatants

Weapons	Hit	Rng	Max Rng	Ideal Rng	End Dmg	Crit Dmg	Ammo	Load	Weight	Weapon Type & Variations	Acquire	Resources
Peasants	+0	1	3	2nd	3	2	-	1	-	Retainer, Peasants.	Levy	-
Defence: 14 Armour: 2 Movement: 6 Carry: 6 Bodies: Holding's Peasants x2, Durability 1 (pg: 109), Gain Unskilled Mass Combat Dice (pg: 102) equal to your Bodies.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												
City Guards	+1	1	2	1st	4	3	-	1	-	Retainer, Guards.	Levy	-
Defence: 12 Armour: 3 Movement: 6 Carry: 2 Bodies: Holding's Soldiers, Durability 1 (pg: 109), Gain Skilled Mass Combat Dice (pg: 102) equal to your Bodies.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												
Archers	-1	6	32	3rd	3	3	-	1	-	Retainer, Archers.	Levy	-
Defence: 14 Armour: 2 Movement: 6 Carry: 6 Bodies: Holding's Peasants, Durability 1 (pg: 109), Gain Unskilled Ranged Mass Combat Dice (pg: 102) equal to your Bodies.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle 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 Movement: 6 Carry: 2 Bodies: Holding's Soldiers -1, Durability 1 (pg: 109), Gain Ranged Mass Combat Dice (pg: 102) equal to your Bodies, *You may change your Ideal Rng at any time, **Requires Prosperity Trait: Militia OR the Security Trait: Brute Squads, Mobile Force, Elite Force or Fortress.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												
Knights	+1	1	2	1st	3	3	-	1	-	Retainer, Knights.	Levy*	-
Defence: 10 Armour: 4 Movement: 4 Carry: 2 Bodies: Holding's Soldiers/2 (rounded up), Durability 1 (pg: 109), Gain Veteran Mass Combat Dice (pg: 102) equal to your Bodies, *Requires Security Trait: Elite Force or Fortress.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												
Mounted Knights	-1	1	2	1st	3	3	-	1	-	Retainer, Mounted Knights.	Levy +2t*	-
Defence: 8 Armour: 4 Movement: 12 Carry: 2 Bodies: Holding's Soldiers/2 (rounded up), Durability 1 (pg: 109), Big, Gain Veteran Mass Combat Dice (pg: 102) equal to your Bodies, *Requires Security Trait: Mobile Force, Elite Force or Fortress.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												
Barbarian Mercenaries	+1	1	3	1st	4	3	-	1	-	Retainer, Mercenaries.	Levy +2t	-
Defence: 12 Armour: 3 Movement: 6 Carry: 2 Bodies: The number of Treasure Trade Boxes spent to acquire this Retainer, Durability 1 (pg: 109), Gain Skilled Mass Combat Dice (pg: 102) equal to your Bodies.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												
Storm Magi	+0	3	14	3rd	6	3	-	1	-	Retainer, Magicians, Alchemy, J L, Levy+2t**	-	-
Defence: 12 Armour: 3 Movement: 6 Carry: 2 Bodies: 0, Durability 1 (pg: 109), Splash 1, Gain Veteran Mass Combat Dice (pg: 102) equal to your Bodies, *You do not need to be able to use Magic Weapons to use this Retainer, **Requires Prosperity Trait: Educated or Inventive OR the Security Trait: Mystical Force, Energy.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												
Strong Hit: Lighting Jump (Hit) This Attack gains Splash +2 (does not Stack).												
Boon-Wood Coven	+1	3	14	3rd	5	3	-	1	-	Retainer, Magicians, Enchantment, F, Levy+2t**	-	-
Defence: 12 Armour: 3 Movement: 6 Carry: 2 Bodies: 0, Durability 1 (pg: 109), Splash 1, Gain Veteran Mass Combat Dice (pg: 102) equal to your Bodies, *You do not need to be able to use Magic Weapons to use this Retainer, **Requires Prosperity Trait: Educated or Inventive OR the Security Trait: Mystical Force.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												
Crusading Peasants	-1	1	2	1st	5	2	-	1	-	Retainer, Zealots.	Levy +4t*	-
Defence: 16 Armour: 2 Movement: 6 Carry: 6 Bodies: Holding's Peasants, Durability 1 (pg: 109), Gain Skilled Mass Combat Dice (pg: 102) equal to your Bodies, *Requires Loyalty Trait: Pious or Tyrannical.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												
Strong Hit: Zeal (Hit) This Retainer gains +1 Crit Dmg for the remainder of Combat (Stacks up to +3).												
Aneni Goldheart (Retired PC)	+0	1	2	1st	5	3	-	1	-	Retainer, Hero.	Levy -2t*	-
Defence: 14 Armour: 4 Movement: 6 Carry: 2 Bodies: 0, Durability 1 (pg: 109), Durability: +2 (pg: 109) Gain 2 Veteran Mass Combat Dice (pg: 102), *Requires Prosperity Trait: Resident Hero.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												
Guardian Spirits	+5	2	6	1st	5	3	-	1	-	Retainer, Spirit, Blue Flame.	Levy+2t**	-
Defence: 12 Armour: 3 Movement: 6 Carry: 2 Bodies: 0, Durability 1 (pg: 109), Gain Veteran Ranged Mass Combat Dice (pg: 102) equal to your Bodies, *You may Fly, Reduce all Low Light Cover by 2 in a Splash area of 6 around you, **Requires Woods Trait: Spirit Woods, Energy, Burn, This Spirit may Fly and is Incorporeal.												
Momentum 3: Regain all lost Bodies (they come in as reinforcements from the side of the Battle Map and your opponent gains +3 Momentum.												

Naked & Very Little (Avoidance) Outfits

Outfits	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Loin Cloth	+2		0	0			2	-	Light, Practical.	Auto	-
Natural.											
Momentum 2: Gain +2 Armour vs an Attack you can perceive (Stacks).											
Cunning	+3		0	0			1	-	Light, Hunter.	Auto	-
Natural, Counts as a Stealth Toolbox.											
Momentum 2: Gain +2 Armour vs an Attack you can perceive (Stacks).											

Naked & Very Little (Tough) Outfits

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

Cloth Outfits

Outfits	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Face War Paint	+2	+1	1	1	-1		2	0	Light, Wild.	9c	0
Counts as a Stealth Toolbox, Primitive. All of your Weapons gain +1d6 Hit when you have 0 Endurance, Contribute (1 Wylding).											
Potion Pouches	+2		1	1	-1		3	0	Light, Alchemist's Attire.	9t	0
Counts as a Stealth Toolbox, All of your Potions gain +1 Ammo.											
Survival Training	+2	+1	2*	3*	-2		2	0	Light, Martial Arts.	8t, 2Kn	2
Counts as a Stealth Toolbox, Natural, *You suffer -1 Armour until your next Turn if you do not move at least 4 spaces from your starting location during your Turn.											
Eternal Cloak (Haze Mesh Cloak)	+2		1	1	-1	+10	3	0	Light, Divine Garb.	12c	2
Counts as a Stealth Toolbox, 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, Contribute (1 Priceless (Divine Clothes), 4 Quality, 2 Arcanium).											
Padded Cloth	+2		1	1	-1		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		4	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	4	0	Light, Plated.	8t	1
Counts as a Stealth Toolbox.											

Leather & Hide Outfits

Outfits	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Body War Paint	+1	+1	2	1			4	1	Light, Wild.	11c	1
Primitive. All of your Weapons gain +1d6 Hit when you have 0 Endurance. Contribute (1 Wylding).											
Potion Belt	+1		2	1			5	1	Light, Alchemist's Attire.	11t	1
All of your Potions gain +1 Ammo.											
Assassin Training	+1	+1	3*	3*	-1		4	0	Light, Martial Arts.	10t, 2Kn	3
Natural. *You suffer -1 Armour until your next Turn if you do not move at least 4 spaces from your starting location during your Turn.											
Devine Vest (Kaltoran Vest)	+1		2	1		+10	5	1	Light, Divine Garb.	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. Contribute (1 Priceless (Divine Clothes), 4 Quality, 2 Arcanium).											
Leather	+1		2	1			8	1	Light, Practical.	10t	1
Hide	+2		2	1			7	1	Light, Hunter.	12t	1
Counts as a Stealth Toolbox.											
Heavy Tunic	+1	-2	2	1			6	1	Light, Scholar's Robe.	10t	1
+2 to all Study Spare Time Rolls.											
Chain Shirt	+1		2	1		+5	6	1	Light, Plated.	10t	2

Studded & Scale Outfits

Outfits	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Trophy Skulls		+1	2	2			6	2	Light, Wild.	13c	2
	Primitive, All of your Weapons gain +1d6 Hit when you have 0 Endurance, Contribute (1 Wyliding).										
Potion Backpack			2	2			7	2	Light, Alchemist's Attire.	13t	2
	All of your Potions gain +1 Ammo.										
Lupta-Do (Ta-Di Martial Art)		+1	3*	4*	-1		6	1	Light, Martial Arts.	12t, 2 Kn	4
	Natural, *You suffer -1 Armour until your next Turn if you do not move at least 4 spaces from your starting location during your Turn.										
Holy Vestment of Corp (Sheilded Suit)			2	2		+10	7	2	Light, Divine Garb.	16c	4
	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, Contribute (1 Priceless (Divine Clothes), 4 Quality, 2 Arcanium/Wyliding).										
Skull Helm			2	2			8	2	Heavy*, Nephilim Carapace.	12t	2
	*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 and Carapace)).										
Harmony Stance (All-Monk Martial Art)	+1		2	2	-1		10	0	L*, H*, All-Pro**, Prac.	12t, 2Kn	3
	*Treat this Outfit as Light for the purposes of sleeping, equipping and removing, **You must be able to use All-Powers.										
Faith Stance (All-Monk Martial Art)	+1		2	2	-1	+5	9	0	L*, H*, All-Pro**, Plated.	12t, 2Kn	3
	*Treat this Outfit as Light for the purposes of sleeping, equipping and removing, **You must be able to use All-Powers.										
Grace Stance (All-Monk Martial Art)	+1	+1	3***	4***	-2		7	0	L*, H*, All-Pro**, M Arts.	12t, 4Kn	5
	*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.										
Holy Vestment of Ath (Legion Scout Armour)			3	2		+5	7	1	Heavy*, Divine Armour.	16c	4
	*You do not require an assistant to equip and remove this Outfit, Contribute (1 Priceless (Divine Armour), 2 Quality, 4 Arcanium), You do not require an assistant to Equip and remove this Outfit.										
Studded Leather			2	2			10	2	Light, Practical.	12t	2
Black Studded Leather	+1		2	2			9	2	Light, Hunter.	14t	2
	Counts as a Stealth Toolbox.										
Heavy Robe		-2	2	2			8	2	Light, Scholar's Robe.	12t	2
	+2 to all Study Spare Time Rolls.										
Leather Banded Mail			2	2		+5	8	2	Light, Plated.	12t	2
Scale Mail			2	2		+5	8	2	Heavy*, Steel.	12t	2
	*You do not require an assistant to equip and remove this Outfit.										
Breast Plate		-1	3	2			8	3	Heavy*, Heavy Steel.	14t	2
	*You do not require an assistant to equip and remove this Outfit.										

Chainmail & Splint Outfits

Outfits	Defence	vs Tac	Body Armour	Head Armour	at 0 End	End	Slots	Weight	Type	Acquire	Resources
Banded Carapace	-1	-1	3	3	-1		6	3	Heavy, Nephilim Carapace.	16c	3
	All of your Weapons gain +2 End Dmg. -1 Persuasion, Contribute (2 Quality (Nephilim Carapace)).										
Warrior Monk (All-Monk Martial Art)	+2	-1	3	2	-2		8	0	L*, H*, All-Pro, Hunter. 16t, 2Kn**		4
	Natural, *Treat this Outfit as Light for the purposes of sleeping, equipping and removing. **You must be able to use All-Powers, Counts as a Stealth Toolbox.										
Stodious Monk (All-Monk Martial Art)	+1	-3	3	2	-2		7	0	L*, H*, All-Pro, S R.	14t, 2Kn**	4
	Natural, *Treat this Outfit as Light for the purposes of sleeping, equipping and removing. **You must be able to use All-Powers, +2 to all Study Spare Time Rolls.										
Pious Stance (All-Monk Martial Art)	+1		4***	4***	-3		5	0	L*, H*, All-Pro, M A.	14t, 4Kn**	6
	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.										
Chosen of Pol (Force Field Generator)		-1	4	2	-1	+5	5	2	Heavy, Divine Armour.	18c	5
	Contribute (1 Priceless (Divine Armour), 2 Quality, 4 Arcanium), You do not require an assistant to Equip and remove this Outfit.										
Chainmail		-1	3	2	-1	+5	6	3	Heavy, Steel.	14t	3
Splint Mail		-2	4	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	Type	Acquire	Resources
Chosen of Neph (Regeneration)	-2		4	4	-2		5	4	Heavy, Nephilim Carapace.	20c	5
	-1 Stealth, Double the time to equip and remove, All of your Weapons gain +2 End Dmg, -1 Persuasion, Contribute (1 Wyllding).										
Truth Stance (All-Monk Martial Art)	-1		4	3	-2		7	4	L*, H*, All-Pro, Practical. 18t, 2Kn**		6
	-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.										
Forgiveness Stance (All-Monk Martial Art)	-1		4	3	-2	+5	5	4	L*, H*, All-Pro, Plated. 18t, 2Kn**		7
	-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.										
Transcendent (All-Monk Martial Art)	-1	+1	5***	4***	-3		3	3	L*, H*, All-Pro, M A. 18t, 4Kn**		8
	-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.										
Armour of Ath (Legion Combat Suite)	-1		5	3	-2	+5	4	3	Heavy, Divine Armour.	22c	7
	-1 Stealth, Double the time to equip and remove, Contribute (1 Priceless (Divine Armour), 2 Quality, 4 Arcanium/Wyllding), You do not require an assistant to Equip and remove this Outfit.										
Plate Banded Mail	-1		4	3	-2		5	4	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, Double the time to equip and remove.										

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