

# Spoilers

## Skills

### Chronomancy: Slippage

**Requirements:** 1 CHRONO

**Cost:** 8 SP

Pay 3 AP. Add this card to the table deck. For the next 3 rounds, whenever this card is drawn the round immediately ends.

### Chronomancy: Sustain

**Requirements:** 1 CHRONO

**Cost:** 8 SP

Pay 3 AP. Add this card to the table deck. For the next 3 rounds, the first time this card is drawn, reshuffle all the table deck cards as if a new round is starting and continue the round.

### Chronomancy: Tension

**Requirements:** 1 CHRONO

**Cost:** 8 SP

Spend 1 AP. Draw 2 cards from the table deck for each character in initiative. They don't get to act unless it is the last card they can get from the table deck.

## Weapons

### Cactus Greatclub

**Tags:** hilt, two-handed

**Requirements:** 2 STR

**Speed:** 2->3

**To-Hit:** +2\*STR

d8 (B) + 2 P

If this weapon takes 3 damage in one turn it will explode dealing d6 (P) to all creatures within 1 space.

**Encumbrance:** 2

### Fine Engraved Axe

**Tags:** one-handed, pole

**Requirements:** 1 AGI

**Speed:** 1->2

**To-Hit:** +AGI

3 Severing

*The shaft is carved from a fine red wood, the engravings on the blade shine and glitter in the light.*

## Giant Feasting Club

**Tags:** two-handed, giant, hilt

**Requirements:** 4 STR

**Speed:** 2->3

**To-Hit:** +2STR

*2d4 B + d4 Picking*

*When a damage die rolls a 4, inflict 1 [bleeding] and 1 [poison].*

Only the handle of the dark hardwood club is visible. The rest is covered with enormous living barnacles. The barnacles constantly chatter, click, and move. They tear at anything that comes near.\*

**Encumbrance:** 2

## Greatclub

**Tags:** pole, two-handed, reach: 2

**Requirements:** 2 STR

**Speed:** 2

7 B

**Encumbrance:** 2

## Isopodan Fork

**Tags:** pole, two-handed, reach: 2

**Requirements:** 2 AGI

**Speed:** 1->2

**To-Hit:** +AGI

*d8 [P], 1d4 (S) + 2 [Pulling]*

*The lithe organic polearm has a long tapering point and a scythe-like arm lined with jagged teeth. It can be used to trip, ensnare, or keep opponents at bay.*

**Encumbrance:** 2

## Jaw Axe

**Tags:** one-handed, hilt

**Requirements:** 1 STR

**Speed:** 1->2

**To-Hit:** +STR

2 B + 1 Severing, 3 B

*A rudimentary axe crafted from an enormous white bovine jawbone. The coronoid of the bone has been ground down to a wedge approximating an axe blade. The protruding back of the bone can be used as a hammer. The leather wrapping rests above the chin and below the teeth of the jaw.*

**Encumbrance:** 1

## Jaw Blade

**Tags:** one-handed, hilt

**Requirements:** 1 STR

**Speed:** 1->2

**To-Hit:** +STR

2 B + 1 Picking

*The lower portion of an enormous bovine jawbone. The jaw has been chopped down, functioning as something between a sword and a club. The "blade" is composed of the jagged teeth of the jawbone. The handle is wrapped in leather.*

**Encumbrance:** 1/3

### **One-Handed War Axe**

**Tags:** one-handed, pole

**Requirements:** 1 STR

**Speed:** 1->2

**To-Hit:** +STR

3 Severing

### **One-Handed War Hammer**

**Tags:** one-handed, pole

**Requirements:** 1 STR

**Speed:** 2

**To-Hit:** +STR

3 Bashing

Ignore 3 Armor.

**Encumbrance:** 1

### **The Serpent Lord's Coiled Greatsword**

**Tags:** hilt, two-handed

**Requirements:** 1 AGI, 2 STR

**Speed:** 1->2

**To-Hit:** +AGI +STR

d6 Severing

Inflict 1 [poison].

*The end of the blade is coiled into a heavy spiral. The metal has a green shine.*

**Encumbrance:** 1

### **Warpick**

**Tags:** two-handed, pole, reach: 2

**Requirements:** 2 STR

**Speed:** 2

**To-Hit:** +STR

d10 Picking

Ignore 5 armor.

**Encumbrance:** 2

## **Items**

### **Battle Egg Carton and Bandolier**

Carton holds 24 Putrefying Eggs. Carton and eggs will break if it or the person wearing it takes 5 or more damage in one turn.

*A wooden case made from solid hardwood with round impressions chipped into it. The inside is padded with soft moss.*

### **Cannibal Whetstone**

Take 1 hour to apply [sharpened] to a [bladed] weapon. Whetstone must be soaked in blood for 1 hour before use. Inflict 1 [bleed] on half crit. Gain 1 health at the beginning of your turn as long as the opponent is bleeding.

*A warm mass of striated stone writhing almost imperceptibly. It bears a closed eye on one side. It scrapes against your hand. It screams in your head.*

### **Crude Frog Idol**

Use costs 3 AP. Must be holding the idol with both hands. Ignore 3 poison damage next turn.

*A small, worn, and stained frog idol on a fraying cord of twine. It's wearing an even smaller straw hat. He seems to be smiling.*

### **Curse Eye**

When crushed, all characters within 3 spaces gain 1d4 [curse].

*A brittle dull black sphere with a layer of veins on one side.*

### **Footsoldier's Whetstone**

Takes 30 minutes to apply [sharpened] to a [bladed] weapon. Ignore 3 armor. Rolling a crit fail removes [sharpened].

*A fragment of a relief etched into heavy white stone. The relief depicts a phalanx of soldiers bearing partisans against an unseen enemy. The relief is etched deeply with identical runes in various styles.*

### **Glowing Root Bundle**

Use costs 1 AP. Instantly gain 1:3 HP.

### **Lost**

Two stone birds that constantly tug towards each other, regardless of distance.

### **Stolen Ichor**

Use costs 2 AP. Gain 3 [heal].

### **The Braggart**

A cloak with bright silver stitching. When worn, DC 9 illusion of a full set of plate armor.

### **Troll Salts**

Remove 1 [exhaustion], after 10 minutes take 2 [exhaustion]. Wake up from unconsciousness not caused by negative health.

*A small earthenware jar filled with a strong-smelling coarse powder, sealed with a waxed ball of plant fiber.*

### **Valiikon's Whetstone**

Takes 30 minutes to apply [sharpened]. Inflict 1 poison on hit. Inflict 1 poison if you do 2 poison in one turn. Missing an attack removes [sharpened].

### **Vial of Verdant Sap**

Use costs 2 AP. Gain 2 [heal].