

Stone Hammer

135
gp

STR
+3

CAP
2



Item Enhance

Stone hammers gain an additional +2 STR when used in a subdual attack.

Item 226 Art © Susan Van Camp
Set 408

Stone Hammer

Great Stone Hammer

315
gp

STR
+7

SPD
-1

CAP
4



Item Enhance

Two Handed Weapon. Minimum STR to use is 3. May only be used one handed if it is a Favored weapon and the user has an STR of 7. Add +4 STR when used in a subdual attack.

Item 227 Art © Susan Van Camp
Set 408

Great Stone Hammer

Flail

250
gp

STR
+3

CAP
2



Item Enhance

Additional +4 STR versus undead. When carrying the Flail the user is -1 to Stealth.

Item 228 Art © Susan Van Camp
Set 408

Flail

Battle Spear

220
gp

STR
+4

CAP
2



Item Enhance

Two handed weapon. May only be used one handed if it is a Favored weapon and the user has an STR of 3.
Special: GM may allow a spear user to attack first when initially engaged in melee.

Item 229 Art © Susan Van Camp
Set 408

Battle Spear

Traveling Staff

80
gp

STR
+2

DEF
+1
SPD
+1

CAP
1.5



Item Enhance

Two handed weapon. Wielders of Staves are seen as wise people. They gain a +1 to Persuasion contest rolls, but not charm contests.

Item 230 Art © Susan Van Camp
Set 408

Traveling Staff

Hooked Staff

175
gp

STR
+3

DEF
+1

CAP
2



Item Enhance

Two handed weapon. As a Favored weapon it may be used to disarm an opponent by winning a COR vs. COR contest.

Item 231 Art © Susan Van Camp
Set 408

Hooked Staff

Great Axe

300
gp

STR
+5

SPD
-1

CAP
3



Item Enhance

Two handed weapon. Minimum STR to use is 2. May only be used one handed if it is a Favored weapon and the user has an STR of 6.

Item 232 Art © Susan Van Camp
Set 408

Great Axe

War Axe

100
gp

STR
+3

SPD
-1

CAP
2



Item

A heavy combat axe. STR of 2 required to use one handed.

Item 233 Art © Susan Van Camp
Set 408

War Axe

Battle Scythe

120
gp

STR
+4

CAP
2



Item

Two handed weapon. A battle Scythe is a modified farm tool. It is a favorite weapon of Elethay militias.

Item 234 Art © Susan Van Camp
Set 408

Battle Scyth