



WEAPONS, ITEMS & ARMOUR

Pack 1

 **DAGGERHEART**
COMPATIBLE

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A note from the creator

Sword & Sundries is a supplement to be used with the Daggerheart system. The content of this pack include:

- 12 Primary Weapons
- 12 Secondary Weapons
- 8 Armours
- 8 Pieces of Loot
- 8 Consumables
- 1 Unique Adversary
- 1 Unique Environment

No AI has been used to create any of these Items, Environments or Adversaries.

Everything you read here has been written, edited, and formatted by a passionate GM, with creative support and love from my wonderful fiance.

The item art was created by Milton Das <https://www.artstation.com/miltondas>
The logo art was created by Nova - inky_glow on Discord

If you enjoy what I have created, consider leaving a review.

I wish you a wonderful adventure.

SCAN ME



Weapons

Tier 1

Primary

Name - Nunchaku

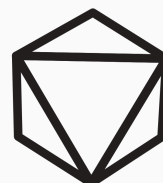
Range
Melee



TWO HANDED



D8+3 PHY



Feature

- Unpredictable: Mark a Stress to add +2 to your attack rolls.

Name - Meteor Hammer

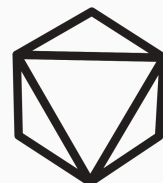
Range
Melee



TWO HANDED



D8+1 PHY



Feature

- Versatile: This weapon can also be used with these statistics - Finesse, Very Close, d8+1
- Bind: Mark a Stress to bind a creature of your size or smaller making them vulnerable.

Name - Flail

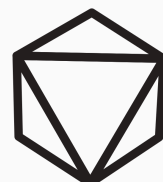
Range
Melee



ONE HANDED



D8+1 PHY



Feature

- Indefensible: -1 to Evasion
- Powerful: On a successful attack, roll an additional damage die and discard the lowest result.

Secondary

Name - Megaphone

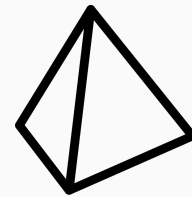
Range
Melee



ONE HANDED



D4 PHY



Feature

- Command: Mark a Stress, give an ally +1 to their next attack roll.

Name - Boomerang

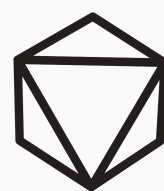
Range
Close



ONE HANDED



D8 PHY



Feature

- Returning: When this weapon is thrown within its range, it returns back to your hand immediately after the attack.

Name - Leiomano

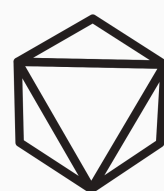
Range
Melee



ONE HANDED



D8 PHY



Feature

- Aquatic: Whilst underwater, you can move naturally and have advantage on attack rolls

Tier 2

Primary

Name - Blade of Alecto

Range
Melee



TWO HANDED



D12+6 PHY



Feature

- **Quick:** When you make an attack, you can mark a Stress to target another creature within range.
- **Light:** +1 to Evasion
- **Reckless:** Mark a Stress to gain advantage on an attack
- **Cursed:** For each 2 points of Stress you mark whilst actively using this weapon. The GM gains a *Fear*.

Name - Sapping Sword

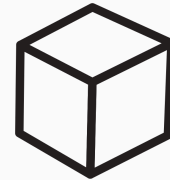
Range
Melee



TWO HANDED



2D6+6 PHY



Feature

- **Painful:** Each time you make a successful attack, you must mark a HP.

Name - Stormpiercer Crossbow

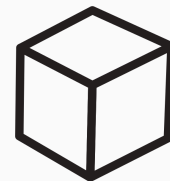
Range
Far



ONE HANDED

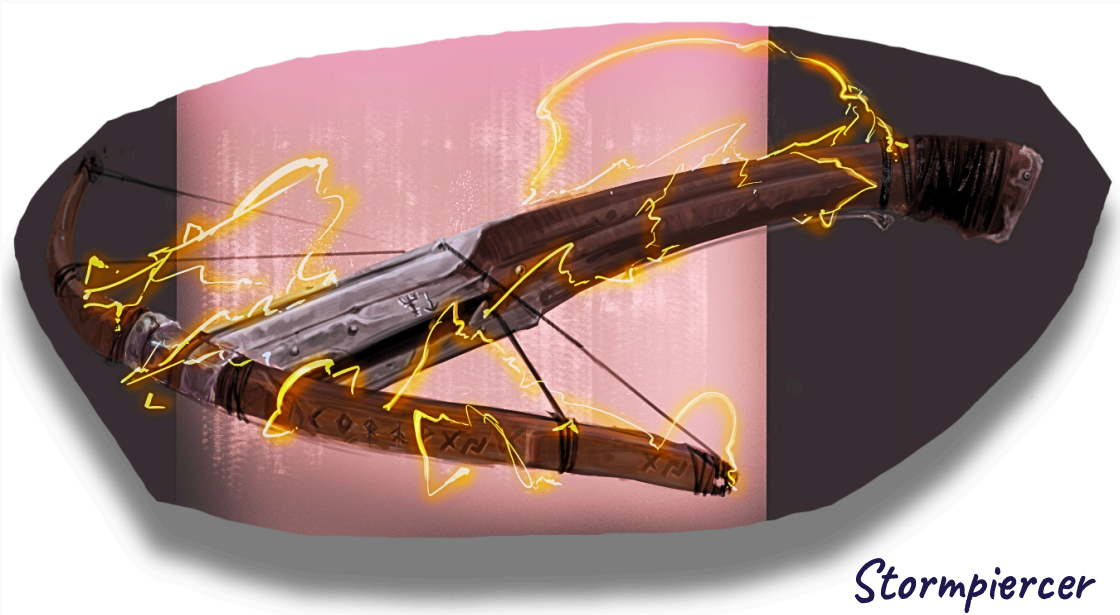


D6+4 PHY



Feature

- **Arc:** On a successful attack roll, roll a d6. On a result of 6, lightning arcs from the target shocking all other adversaries within Very Close range of the target causing them to take a d8 magic damage.



*Stormpiercer
Crossbow*

Secondary

Name - Flintlock Pistol

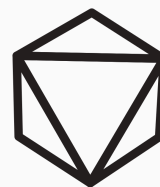
Range
Close

Finesse

ONE HANDED



D8+1 PHY



Feature

- Unreliable: -1 to attack rolls.

Name - Mirror Shield

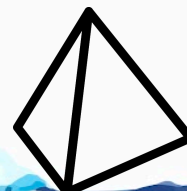
Range
Melee

Strength

ONE HANDED



D4 PHY



Feature

- Reflect: When you take magic damage, roll a d4. On a 4, the damage is reduced by half and the caster takes the same amount of magic damage.