

Weaponry: Falchion

for Shadowdark

Overview

A one-handed, single edged sword, usually with a slightly curved blade, popular from the 13th to 16th centuries in Western Europe. Roughly 40" in length. Many variants existed.

Heavily-weighted toward the tip for bludgeoning heft. It dents, bruises, or stuns opponents while sharp enough to chop armor at vulnerable joints or the neck. Versatile and cheap.

Qualities & Utility

- One-handed (May be used with a shield)
- **Gear Slots:** 1
- **Cost:** 5-7 gp depending on quality, condition, and location.
Appealing as a versatile weapon and less expensive to make.
- **A brutal chopping cleaver-like sword** with lower-quality edge, cheaper to make than a longsword but breaks more easily.
- Crude, poor-quality versions are common among chaotic humanoids, e.g., orcs, gnolls, goblins, hobgoblins, etc
- Halflings, goblins, kobolds and similar smaller, weaker characters or monsters may use as a two-handed sword *sans* shield.
- A versatile camp/siege tool: chopping small trees and limbs, whittling wooden spikes, slaughtering animals, or chopping bones.



Combat

- **Damage:** 1d8
- **First Strike:** Advantage on 1st damage roll of melee
- **Brittle:** Breaks on a critical failure "1-2" on attack roll attempt
- Requires frequent sharpening with whetstone to receive first strike advantage. How frequent is GM's discretion.

Designed for use with
ShadowDark RPG

The logo for ShadowDark RPG, featuring a stylized dragon or creature with wings spread, positioned below the text "ShadowDark RPG".