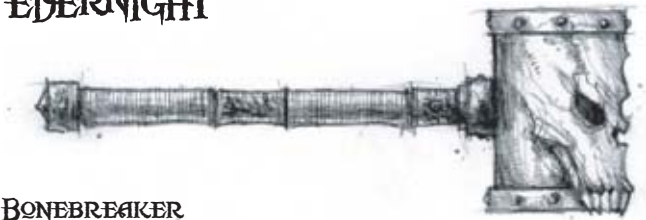


ELDERNIGHT



BONEBREAKER

This maul causes Str+5 damage, is AP 2 against rigid armor, and weights only 15 pounds. -1 Parry penalty as usual.

| ATTACK | DAMAGE | NOTES |
|--------|--------|-------|
| | | |

ELDERNIGHT

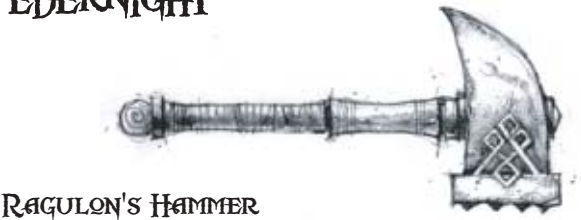


LEGEND MAKER

This ornated magical long sword adds +1 to the user's Parry and damage rolls.

| ATTACK | DAMAGE | NOTES |
|--------|--------|-------|
| | | |

ELDERNIGHT



RAGULON'S HAMMER

This magical warhammer is AP 2 against rigid armor.

| ATTACK | DAMAGE | NOTES |
|--------|--------|-------|
| | | |

ELDERNIGHT



TRAGOR'S SWORD

This massive bastard sword requiers a minimum d8 Strength to wield. Any foe struck by it is at least Shaken.

| ATTACK | DAMAGE | NOTES |
|--------|--------|-------|
| | | |

ELDERNIGHT



SPYKE'S CLAWS

These thieves claws cause Str+1d10 damage.

| ATTACK | DAMAGE | NOTES |
|--------|--------|-------|
| | | |

ELDERNIGHT



MUSKET OF SPEED

This magically musket can be reloaded in one round, or can be fired every round if the user has the Musketeer Edge.

| ATTACK | DAMAGE | RANGE | NOTES |
|--------|--------|-------|-------|
| | | | |

ELDERNIGHT

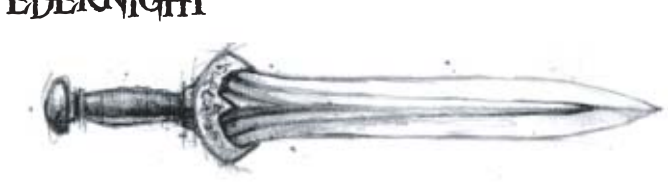


GOWARD'S BLADE

This knife gives +4 to hit and damage when attacking with surprise.

| ATTACK | DAMAGE | NOTES |
|--------|--------|-------|
| | | |

ELDERNIGHT



SWORD OF PARRYING

This short sword adds +1 to its user's Parry, and causes Str+3 damage.

| ATTACK | DAMAGE | NOTES |
|--------|--------|-------|
| | | |

ELDERNIGHT



TARRIAN'S SWORD

This sword does Str+6 damage. In the hands of a Sun Priest or a Red Knight, a single Power Point and a successful Shooting roll also projects a brilliant bolt of sunlight that causes 2d10 damage with a range of 24/48/96.

| ATTACK | DAMAGE | NOTES |
|--------|--------|-------|
| | | |