Edge of Night

Type: Dagger (m / r)
Classes: Bard, Fighter Ranger, Thief

When making an agility task to sneak or hide in shadows, the wielder will always make a Laughable task roll (2+) to succeed, as they become cloaked in shadows.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

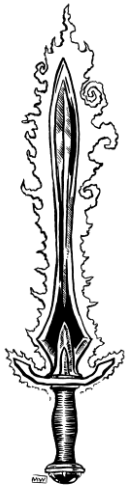
Steelbender

Type: Sword (m)
Classes: Bard, Fighter, Ranger, Thief

This weapon forces all Melee Defense Actions against it to roll one CS lower (example, CS d6 becomes CS d6-1, to a minimum of CS d6-4). This weapon negates the *armored* Monster Ability for only this weapon's attacks.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



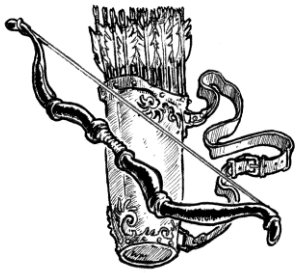
Ember Death

Type: Sword (m)
Classes: Bard, Fighter, Ranger, Thief

This weapon shines brightly when needed and does fire damage, which adds 1 extra damage to the wielder's CS melee attack actions.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



Bow of Ages

Type: Bow (r)
Classes: Bard, Fighter, Ranger, Thief

This weapon allows its user to instantly kill any non-Boss monster if the Ranged CS Action roll results in 5 or more points of damage (no Defensive CS action allowed or Monster Ability if 5 or more damage is dealt).

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Tooth

Type: Dagger (m / r)
Classes: Bard, Fighter, Ranger, Thief

This weapon sticks into a monster if it does at least 1 damage and continues to do 1 cumulative point of damage at the start of each combat round. The monster may make a Hard task roll (5+) to remove it.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

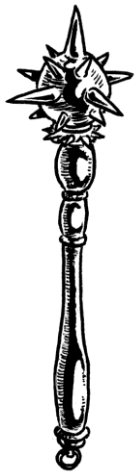
Blackout

Type: Mace (m)
Classes: Bard, Cleric, Fighter

This weapon negates the following Monster Abilities with its Melee Attack Actions for only this weapon's attacks; *armored, bones*. Undead take 1 extra damage from this weapon.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



Brain Peeker

Type: Mace (m)
Classes: Bard, Cleric, Fighter

This weapon forces all Melee Defense Actions against it to roll one CS lower (example, CS d6 becomes CS d6-1, to a minimum of CS d6-4). Humanoids take 1 extra damage from this weapon.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Scar, Vex of Giants

Type: Axe (m)
Classes: Bard, Fighter, Ranger

This weapon does 1 extra damage to *large* monsters and also forces them to gain the *slow* Monster Ability for the following combat round when this weapon does at least 1 point of damage to that monster.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Clarity

Type: Hammer (m)
Classes: Bard, Cleric, Fighter

This weapon has 3 uses of Holy Light, as per the Cleric's Ability, per session. This takes a combat action to use. Undead take 1 extra damage from this weapon.

Uses: O O O

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O