Darkheart

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

This weapon allows the user to cast Dark Bolt once per combat encounter.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Reckoning

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

This weapon forces all Melee Defense Actions against it to roll one CS lower (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

Bone Stick

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

This weapon may summon a skeleton once per combat encounter, as a combat action, for the duration of the combat encounter as per the Summon Monster spell, under the wielder's control. This weapon negates the *armored* Monster Ability for only this weapon's attacks.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

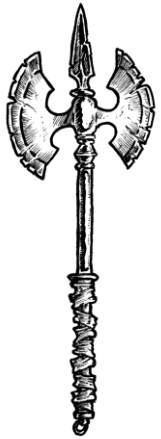
Execution

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

Melee CS Attack Actions that roll a 6 with this weapon cuts the head off of humanoid monsters, instantly killing them regardless of hp (no Defense Action).

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



Beast Bane

Type: Axe (m)
Classes: Fighter

Melee CS Attack Actions that roll a 6 with this two-handed weapon cuts the head off of beast monsters, instantly killing them regardless of hp (no Defense Action).

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Blinkstrike

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

When used as a ranged weapon, this spear returns to the wielder after each Ranged Attack Action. This weapon allows the wielder to reroll initiative rolls, and take the best result, for Melee and Ranged Attack Actions.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Ghoul Edge

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

Any monster that is dealt at least 1 point of damage by this weapon is afflicted with *paralysis*, as per the Monster Ability.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

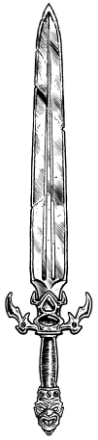
Mender

Type: Morning Star (m)
Classes: Bard, Cleric, Fighter, Ranger

Each time this weapon does damage to a monster, it heals its wielder of 1 hit point.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O



Trinity

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

This weapon allows the wielder to make 3 Melee Attack Actions in one combat round, to the same or different monsters, once per combat encounter, as long as they are within melee range.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O