

GHOSTWORD

The large stone inside the sword glows and pulsates as though it is breathing.

The rudimentary sentence within the Spirit Stone core of each Ghost Weapon, guides the wielder's blows into their target's weak spots.

Whilst using the Ghostsword an Enemies Toughness is reduced by -2

The Ghostsword causes 1D6+5 Wounds.



VALUE
400C
BAGG

Elder only

FRAG GRENADE

You find a discarded satchel containing a number of Frag grenades.

The Warrior may throw the Frag grenade up to 3 squares range, the Frag grenade causes damage as below.

1D3	1D3	1D3
1D3	1D6	1D3
1D3	1D3	1D3



VALUE
100C
BAGG

1D3 FRAG GRENADES - 1 USE EACH



LOOT



LOOT

LASPISTOL

You come upon a disused Laspistol. It appears to be in good working order.

The Laspistol fires a coherent beam of energetic photons that can burn through most materials.



Laspistol Range: 6 Strength: 3

Assault Weapon can be used in Melee

VALUE
450C
BAGG

JEWELLED NECKLACE

The Warriors find a long necklace, in the centre is embedded a large gem.

You may try and sell the jewelled necklace at the end of the mission. Roll 1D6 and multiply the number by 10 to see how much you can sell it for.

However if you roll a 1, the necklace is a fake, and you cannot sell it. You will have to wait until the end of the next quest to try and sell it again.



VALUE
1D6x10
BAGG



LOOT



LOOT