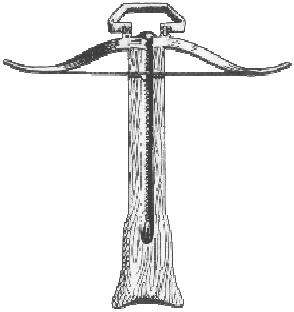
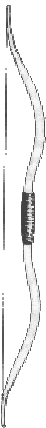


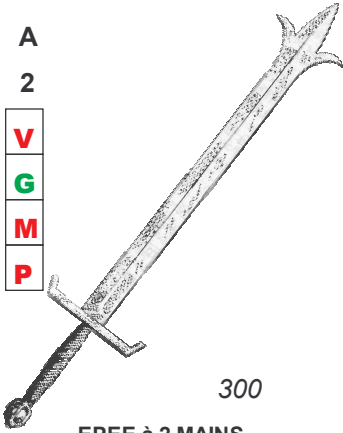
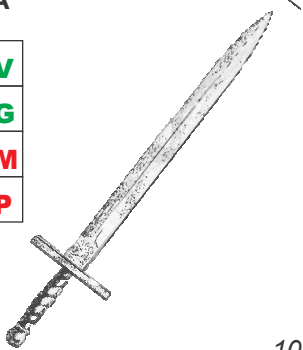
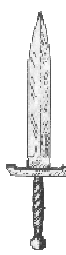


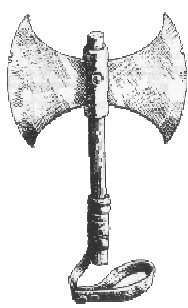
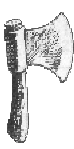
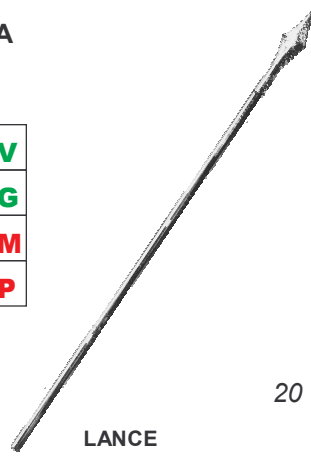

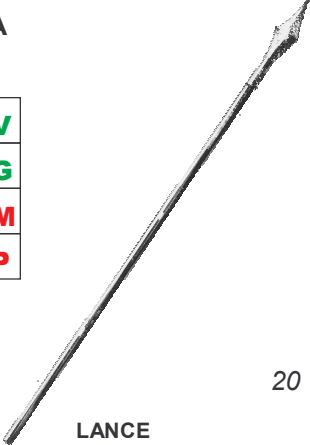
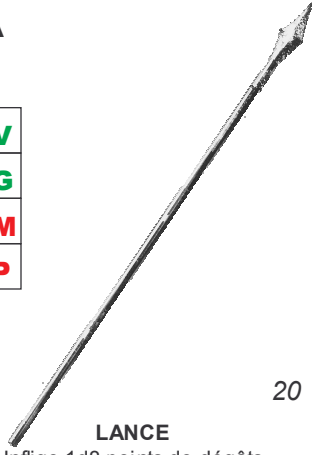
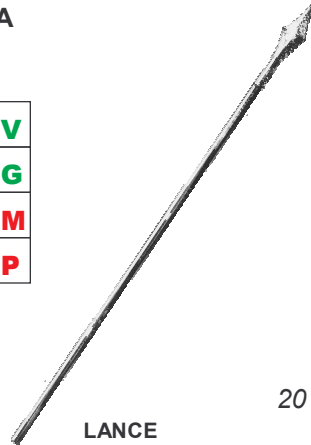


<p>A 2</p> <p>500</p> <p>V G M P</p>  <p>ARBALETE Inflige les dégâts de la flèche +3</p>	<p>A 2</p> <p>50</p> <p>V G M P</p>  <p>ARC Inflige les dégâts de la flèche</p>	<p>A</p> <p>3</p> <p>V G M P</p>  <p>COUTEAU Inflige 1d4-1 points de dégâts</p>	<p>A</p> <p>30</p> <p>V G M P</p>  <p>EPEE NORMALE Inflige 1d6 points de dégâts</p>
<p>A 2</p> <p>V G M P</p>  <p>300</p> <p>EPEE à 2 MAINS Inflige 1d10 points de dégâts</p>	<p>A</p> <p>V G M P</p>  <p>100</p> <p>EPEE LONGUE Inflige 1d8 points de dégâts</p>	<p>A</p> <p>15</p> <p>V G M P</p>  <p>DAGUE Inflige 1d4+1 points de dégâts</p>	<p>A</p> <p>20</p> <p>V G M P</p>  <p>HACHETTE DE LANCER Inflige 1d4+2 points de dégâts</p>
<p>A 2</p> <p>V G M P</p>  <p>400</p> <p>HACHE DE GUERRE Inflige 1d10 points de dégâts</p>	<p>A</p> <p>120</p> <p>V G M P</p>  <p>HACHE DE COMBAT Inflige 1d8 points de dégâts</p>	<p>A</p> <p>20</p> <p>V G M P</p>  <p>HACHETTE DE LANCER Inflige 1d4+2 points de dégâts</p>	<p>A</p> <p>20</p> <p>V G M P</p>  <p>LANCE Inflige 1d8 points de dégâts</p>
<p>A 2</p> <p>V G M P</p>  <p>50</p> <p>ARC Inflige les dégâts de la flèche</p>	<p>A</p> <p>V G M P</p>  <p>20</p> <p>LANCE Inflige 1d8 points de dégâts</p>	<p>A</p> <p>V G M P</p>  <p>20</p> <p>LANCE Inflige 1d8 points de dégâts</p>	<p>A</p> <p>V G M P</p>  <p>20</p> <p>LANCE Inflige 1d8 points de dégâts</p>