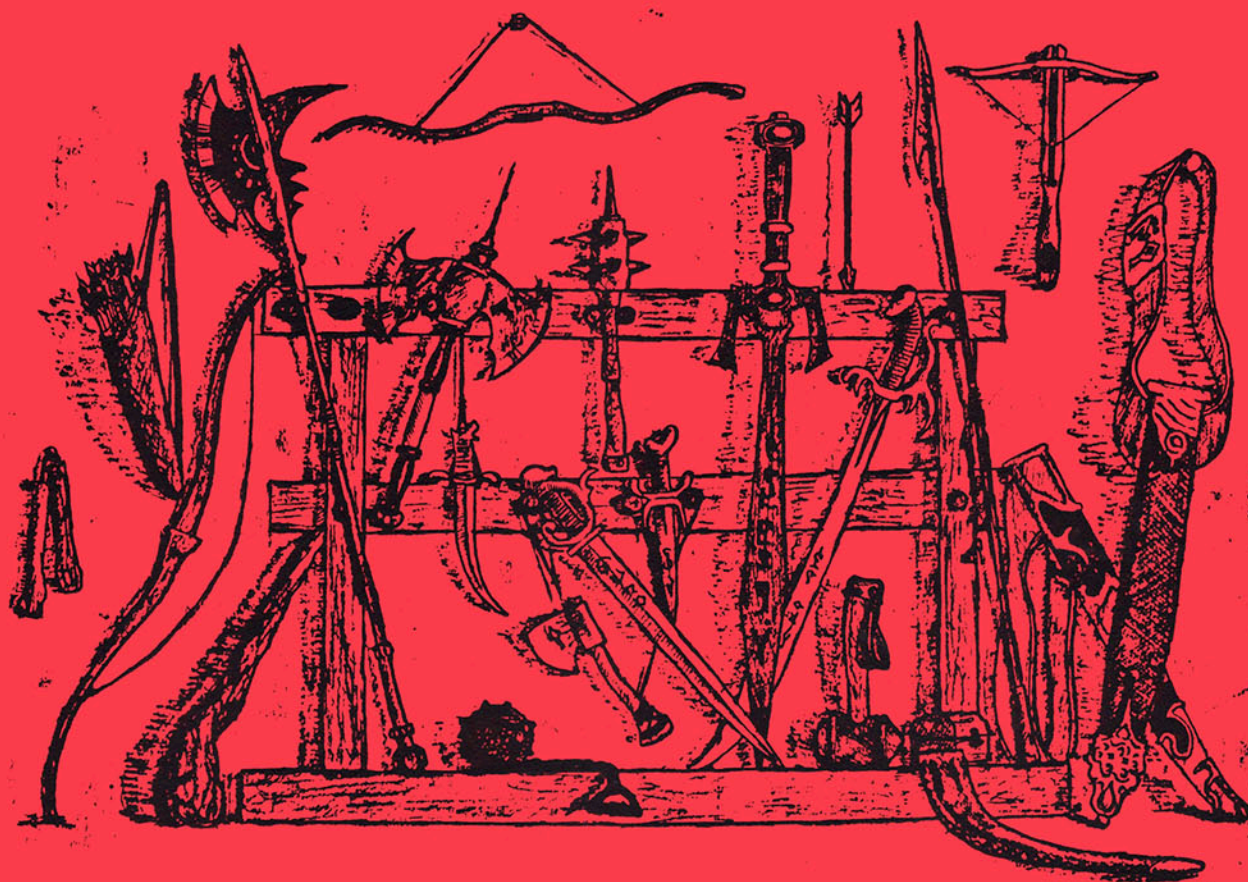


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Jeff Cooke - Head Scribe
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and especially to Sam Adams - Head Thaumaturge
for printing the whole thing.

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THE MAUL OF GERYON

HISTORY: The Maul of Geryon was created by the Arch devil for which it was named. It was created by the workers of the fifth plane of hell and sent by Geryon to the prime material plane to be given as inducement to a powerful new recruit. This recruit was none other than the famous viking fighter Red Orm of Thorvaldsland. Red Orm carried the maul and with it did many monstrous deeds until for some reason he was later converted to another religion at which time he discarded the maul. The lawful good sect that he joined took the maul and swore that it would never be seen by human eyes again.

DESCRIPTION: The Maul resembles an axe with seven blades, all side by side around the tip of the weapon. There is a spear head on the tip of the handle and the handle is made of a curious black grained wood. The overall length is eight feet and it functions as a pole arm and has all the advantages of a pole arm. The maul resembles a giant mace and can only be used by someone who is very large with exceptional strength.

INTELLIGENCE: 15 **EGO:** 16

PERSONALITY STRENGTH: 31

COMMUNICATION METHOD: Speech

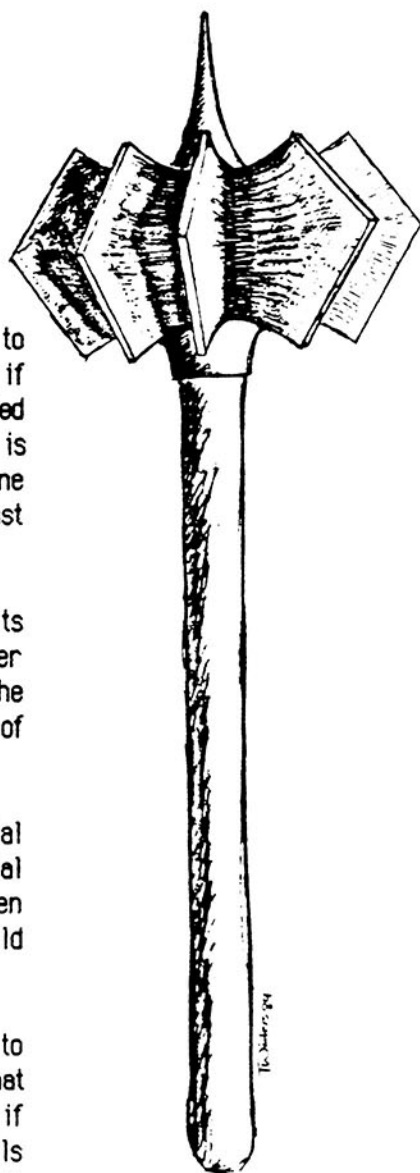
ALIGNMENT: Chaotic evil

PRIMARY ABILITIES: The Maul is plus five to hit and to damage. The maul functions as a pole arm and can be thrown if necessary. The base damage for the maul is two twelve sided dice. If a natural twenty is rolled then the targets soul is consumed by the maul and is sent directly to Geryon. If anyone touches the maul and they are not chaotic evil then they must save versus spells or lose their soul to the maul.

EXTRAORDINARY ABILITIES: The maul can cause all sorts of destruction. The wielder can cast disintegrate three times per day and cast rock to mud an unlimited amount of times. The maul can cause confusion in its enemies an unlimited number of times.

SPECIAL PURPOSE: Unknown to the wielder the special purpose of the maul was to let Geryon check up on the original recipient of the maul. Since he was a new recruit and was given a high station and great powers, Geryon decided that he should keep a close eye on what the maul exactly accomplished.

SPECIAL PURPOSE POWERS: The maul allows Geryon to view what is happening in the prime material plane anytime that he wishes. The maul will also call to Geryon to let him know if anything important is happening. During melee if the maul kills anyone Geryon can trap his soul through the maul and draw it down to his plane in hell.



THE SWORD OF THE OGRE LORD

HISTORY: The Sword of the Ogre Lords was created by the ancient ruler of the ogres who was named "Cabiri". Cabiri ruled the ogres during a time when they were not as we now know them. It is believed that once they were the law enforcers for the elder races and through their own greed they became cursed by the elder races to become the ogres that we know today.

DESCRIPTION: The sword is in the shape of a giant falchion. The proportions of the sword would indicate that it is a one handed sword, however, it is much too large to be used one handed except by a race as large as the ogres. The blade is sharpened on one side with a ridge of reinforcing metal along the other side. The blade itself appears very thin, delicate, and sharp.

INTELLIGENCE: 11 **E60:** 30

PERSONALITY STRENGTH: 41

COMMUNICATION METHOD: NONE

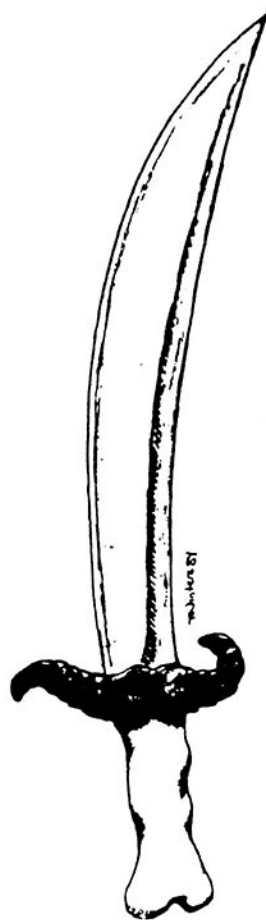
ALIGNMENT: Chaotic Neutral

PRIMARY ABILITIES: The sword is a +5 sword of sharpness and will cut through almost anything if enough force is applied. The sword itself is totally indestructible to any forces that would break it or chip it, however it is not invulnerable to magical attacks. A cold attack that is cast simultaneously with a heat attack will cause the sword to shatter (saving throw applicable).

EXTRAORDINARY POWERS: The hilt of the sword is too large for any normal human, so when anyone attempts to wield the sword his hand will immediately grow to the size of an ogre. If he drops the sword immediately his hand will slowly return to normal. If he continues to hold the sword not only will his hand be permanently changed but his entire body will slowly start to become like an ogre. He will lose charisma, intelligence, and wisdom while he gains strength, dexterity, and constitution. The gains and losses will be proportionate and his features will become more like an ogre.

SPECIAL PURPOSE: Enable the ogre that wields the sword to command all other ogres. The wielder will become very much a bully if this power is ever used.

SPECIAL PURPOSE POWER: The ogre who wields this sword can "command" as the first level clerical spell. The only difference is that the power of this command lasts for several days and the commands can be more complex. These enhanced commands will only affect ogres, but can be used to affect any number of ogres at one time. Any other creature can be commanded but only as the spell would normally work. The wielder is also empowered with the ability to automatically select the correct language in which to utter the command. The wielder is given the ability to speak ogreish (mainly because he has become an ogre).



THE GREEN DRAGON SWORD

HISTORY: The Green Dragon Sword was created by the ruler of the country Madimoria whose name was Elkus the Headstrong. He was a mighty fighter and in one of his adventures he fought a Green Dragon single handedly and won. The dragon was a coward and in order to save his life promised to do anything that Elkus desired. What Elkus desired above all else was an intelligent dragon sword so with much expense and magic the dragon was permanently changed into a sword.

DESCRIPTION: The sword is a great sword by description and requires two hands to use. The dragons head and neck form the pommel with the wings and feet for the hilt. The blade is a extension of the body and tail of the dragon. The sword is green in color and appears to be alive. There are several runes on the blade but it is not known if they have a function or if they are only decoration.

INTELLIGENCE: 12 **EGO:** 12

PERSONALITY STRENGTH: 24

COMMUNICATION METHOD: Empathy

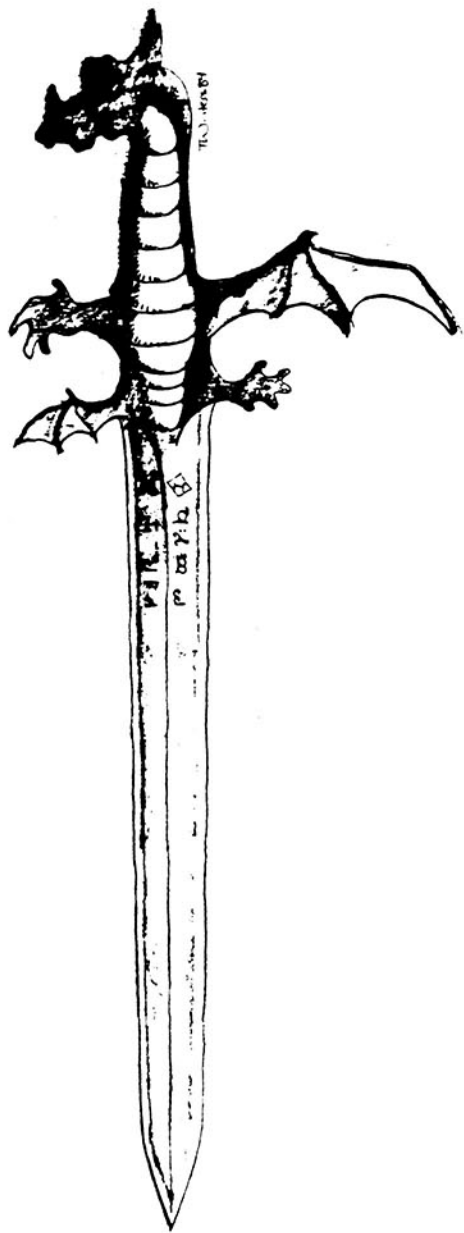
ALIGNMENT: Chaotic evil

PRIMARY ABILITIES: The sword can act as a sword of dancing after the first round of combat. It appears to flap its wings and fly around and attack the enemies of the wielder. When in this mode the sword cannot be hit. The sword will attack intelligently and will work in coordination with the attacks of its owner.

EXTRAORDINARY POWERS: The sword can use the breath weapon of the green dragons three times per day just as a dragon can. The breath comes from the mouth and can be at the direction of the wielder or by direction of the intelligence of the dragon if it feel threatened or if something threatens the wielder.

SPECIAL PURPOSE: The special purpose of the sword was to be the owners guardian. The dragon was strongly compelled to be loyal to its owner before its intelligence was used to make the sword.

SPECIAL PURPOSE POWER: The sword has the ability to shape change into a large green dragon in defense of its owner. The sword stands guard while the owner is asleep and if the owner is wounded and unconscious.



ARROWS OF ANNIHILATION

HISTORY: The concept of the arrows is attributed to that unusual mage known as Arastus the tinkerer. His idea in creating the arrows was to make a weapon that could compete against the fortifications and armor of any enemy. Arastus was very paranoid and was deathly afraid of anyone invading his castle and stealing his wealth and magical works. To inspire his men he developed the arrows of annihilation for them to use in the defense of his castle.

DESCRIPTION: The arrows appear to be nothing more than a wooden dowel about forty inches long and one half inch in diameter. There are several runes carved on each arrow and are very difficult to read without a magnifying glass. The runes give the magical words that have to be spoken to invoke the special powers before the arrow is fired. There is no point or feathers on the arrows. These appear after the runes have been spoken and the special purpose is chosen.

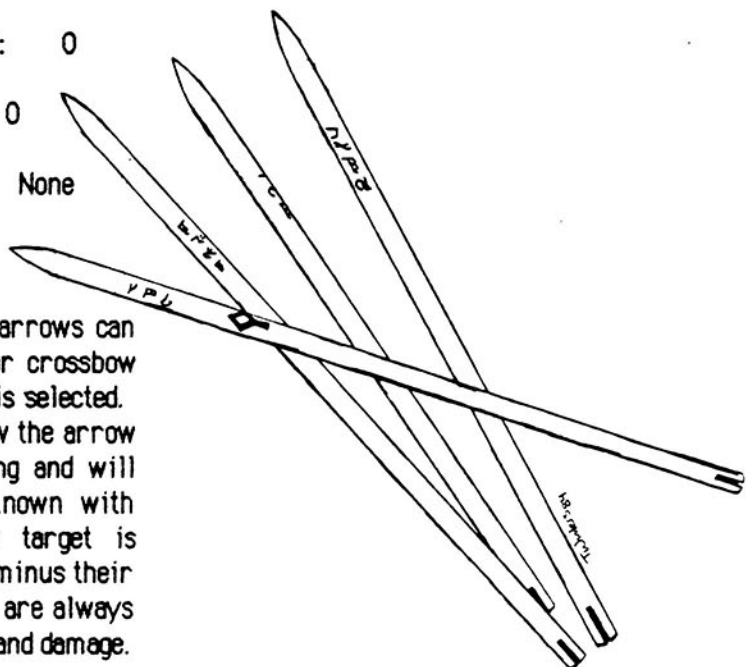
INTELLIGENCE: 0 **EGO:** 0

PERSONALITY STRENGTH: 0

COMMUNICATION METHOD: None

ALIGNMENT: None

PRIMARY ABILITIES: The arrows can be fired from any type of bow or crossbow according to which of the runes is selected. After selecting for the type of bow the arrow can become an arrow of piercing and will penetrate any type of armor known with ease. This means that any target is considered to be armor class ten minus their dexterity bonuses. The arrows are always considered to be plus three to hit and damage.



EXTRAORDINARY POWERS: The arrows also can be selected to be a different projectile than an arrow of piercing. They can also become a giant arrow that is the size of a projectile fired from the largest ballistae. The correct rune has to be spoken just before the arrow is fired and the arrow becomes larger in flight. The damage that these giant arrows do is enormous. The damage done is three twenty sided dice plus twenty. In the giant size the arrows are still considered to be plus three to hit.

SPECIAL PURPOSE: The arrows were originally intended to be used in defense so if the arrow is fired in any other situation and misses then it must save versus blows at minus four or be destroyed.

SPECIAL PURPOSE POWER: The arrows will return when fired in defense of a castle or ship. The firing rate of the bow is not affected by the use of these arrows nor is the range. The arrow can be fired as many times per round as the bow firing it has attacks. The power to return can be used with either of the two powers mentioned earlier but both the enlarging power and the piercing power cannot be used together.

THE AXE "ORC CLEAVER"

HISTORY: The great axe Orccleaver was created by the Dwarves of eastern stonefeld for their hero and champion, Glami Stoneward. The axe was to be used in fighting orcs and Glami was the most famous orc fighter in the known world at that time. The Dwarves were fearful that an ancient prophecy would some day soon come true. The prophecy said that the orcs of the world would unite and would overthrow the Dwarves and Elves to rule the upper world in their places. There was much evidence that the orcs were in fact organizing and that seemed to have superior leadership and planning. It also appeared that unless an all out war was started against the orcs that the prophecy would soon come true.

DESCRIPTION: The axe appears much the same as any battle axe that a dwarf would normally carry. This one differs only in that it is bigger and the blades are shaped a little differently. There is a piercing blade or point on the tip of the axe and is very effective when used in a thrust. The haft is made of a dull grey metal and the blade is dull black when not being used. When in the presense of an orc or half orc the blade begins to glow a dull yellow and when swung while glowing the axe emits a loud moan that strikes terror in the hearts of the orcs that hear it.

INTELLIGENCE: 13 **EGO:** 14

PERSONALITY STRENGTH: 27

COMMUNICATION METHOD: Empathy

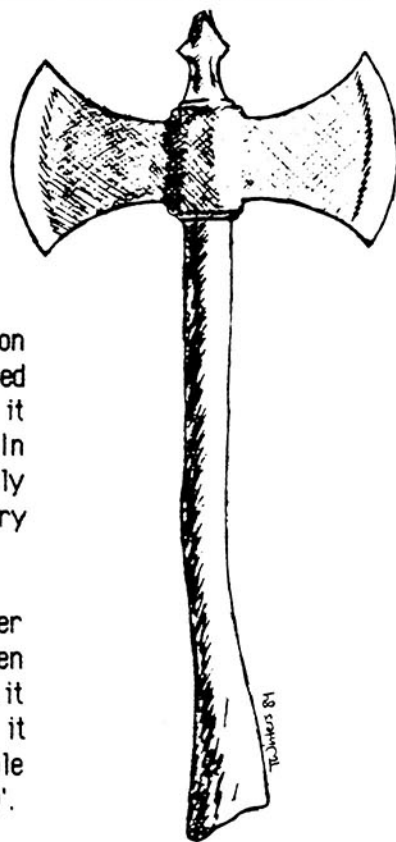
ALIGNMENT: Neutral good

PRIMARY ABILITIES: The axe functions as a plus four weapon normally and as a plus six weapon versus orcs. The axe is designed and weighted to be used as a two handed weapon but against orcs it seems to come to life and can be used as a one handed weapon. In addition to the number of attacks that the wielder would normally get he also gets one parry per round. In order to successfully parry an attack he must make a successful roll to hit against that attack.

EXTRAORDINARY POWERS: In the hands of a Dwarven fighter the axe can become a throwing axe that is very unique. When thrown the axe reduces in size and forms blades on both ends. As it flies it spins faster and faster until it hits something. Then it automatically returns to the thrower. When thrown it does double damage after traveling for twenty feet. The maximum range is 90'.

SPECIAL PURPOSE: The special purpose is to defeat the orcs plans and to destroy the orcs. Just killing the orcs was considered to be insufficient to halt the plans of conquest so the axe also has the purpose to foul up any and all plans that the orcs may concoct.

SPECIAL PURPOSE POWER: The axe has the power to slay instantly any orc that it touches. It can enable the wielder to communicate with the orcs with spoken languages or by mental contact. If the wielder holds the axe during any conversation with an orc he will know instantly if the orc lies or has any nefarious plans.



THE AXE OF CHAOS

HISTORY: The exact origins of the axe are unknown but it is believed to be a practical joke by the gods of chaos. The axe first was recorded in the hands of the ruler of Auxia just before the overthrow of his country by seventy three orcs. The orcs took the axe with them when they left and they all died when the bridge they were crossing collapsed suddenly. The next time the axe was seen was when the hordes from Northumbria tried to conquer the lands to the south of their mountains and were swallowed up by a sudden earthquake. Every attempt to destroy the axe has met with failure and it still turns up from time to time.

DESCRIPTION: The axe is like no other ever seen before and has the most unusual blade of any axe known. The blade are rounded and wraps around to the handle in a peculiar manner. The size is approximately the same as a normal battle axe. There are runes carved all over it in a totally random manner as if they were graffiti.

INTELLIGENCE: The axe is not believed to be intelligent but it is not known for sure because of the weird things that happen around it.

EGO: None

PERSONALITY STRENGTH: Either 3 or 54

COMMUNICATION METHODS: By practical jokes

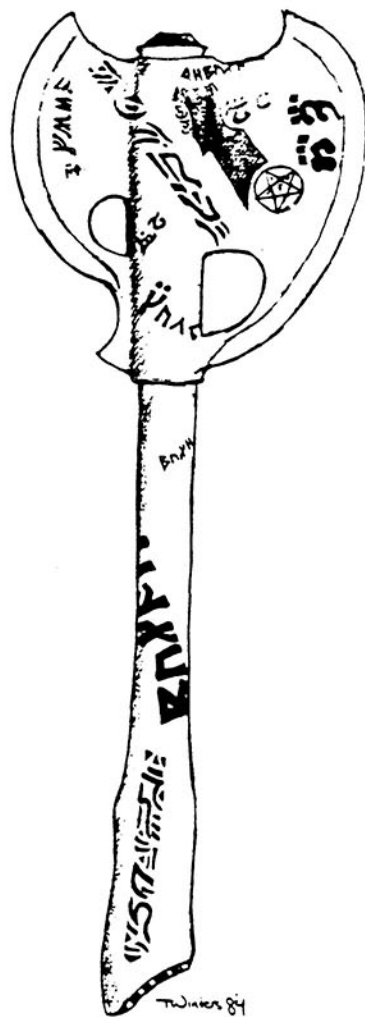
ALIGNMENT: Chaotic Chaotic

PRIMARY ABILITIES: The axe can cause any number of random events that do the most damage to whatever the most people are doing at that time.

EXTRAORDINARY POWERS: The extraordinary powers are to make men cry and women curse.

SPECIAL PURPOSE: To cause chaos where ever and when ever it can. The axe has given rise to a new rationale about the universe. It is called the theory of murfi.

SPECIAL PURPOSE POWERS: The axe has the ability to hide itself and it will blend in with any normal weapons that surround it. Also it is completely immune to anything that could destroy it. It has the unique ability to turn up at the most inconvenient times and to cause the most damage possible. Anyone who touches the axe will be changed in some manner. For example their sex will change, or their alignment or their class to a randomly determined one. Or any other nasty thing that the dungeon master can devise. What's more these changes are permanent short of intervention by a major diety.



THE DRAGON SLAYER

HISTORY: The Dragon slayer was first created by a little known blacksmith in the lands of Turis. The blacksmiths' name is unknown as he was an ordinary man and the only thing he created of greatness was not known for its greatness during his lifetime. A savage wyvern terrorized the lands of Turis and the call went out for someone to create a weapon to combat this monster. The blacksmith had found a large chunk of metal that he could not identify. The metal was at the bottom of a large crater and was almost pure when he found it. He decided to make a weapon to combat the monster with this metal. After several attempts he finally poured a batch of metal that was like no other that he had seen. When he worked the metal he noticed that it became very hard and springy when he heated and cooled it. He fashioned the metal into a large two sided blade that resembled a giant arrow head except that it was much more tapered.

DESCRIPTION: The Dragon Slayer resembles a large spear or pole arm with the blade resembling the blade of an arrow. The blade is long and narrow and is sharpened on both sides. The length of the pole is eight feet. The weapon seems to be unwieldy when looked at but that impression disappears when the weapon is picked up and handled. The weapon is much lighter and better balanced than it appears. The edges of the blades seem to be very sharp and the metal parts gleam with a redish glow.

INTELLIGENCE: 13 **EGO:** 14

PERSONALITY STRENGTH: 27

COMMUNICATION METHOD: Telepathy

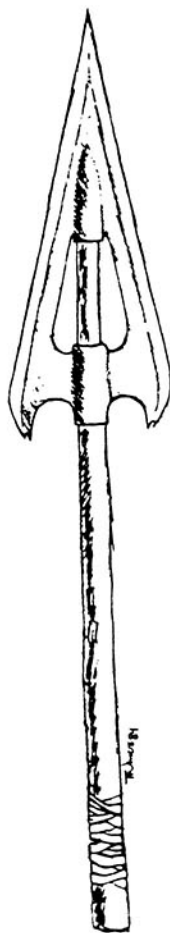
ALIGNMENT: Lawful neutral

PRIMARY ABILITIES: The Dragonslayer functions as a pole arm that is plus four to hit and damage. The base damage is the same as that of a halberd. The Dragonslayer can be swung like a sword or axe and can be thrust as a spear or lance. A powerful magic in the weapon allows it to be thrown the same distances as a short bow can fire an arrow. After impact the weapon will return to the wielder to be thrown again or used as a melee weapon. The blade is a blade of sharpness and will cut through almost anything.

EXTRAORDINARY ABILITIES: The weapon can be extended to the length of fifty feet and used as a climbing pole. At this length the blade is still effective and will still function as a weapon. The blade can be made to extend to this length suddenly from its original length.

SPECIAL PURPOSE: The obvious purpose of this weapon is to destroy dragons. This means all dragons regardless of their alignment.

SPECIAL PURPOSE POWER: The weapon allows the wielder to communicate telepathically with any dragon or dragon like creature and determine its true nature, alignment, and intentions. Of course any hit by this weapon on such a creature is instant death.



THE SWORD OF KRELTHMAN

HISTORY: The Sword of Krelthman was created by the family of Krelthman who lived on the Isle of Krelthman in the Thanigoth Archipelago. They were all magic users for several generations and they felt the need for a magic users weapon. They knew that they would never be able to use a regular sword and that magic users can use a dagger so they decided to make a dagger sword.

DESCRIPTION: The sword appears to be a normal dagger in all respects. It does not radiate magic and the spell identify will not work on it. It is about eight inches long with a normal hilt and blade.

INTELLIGENCE: None **EGO:** None

PERSONALITY STRENGTH: None

COMMUNICATIONS METHODS: None

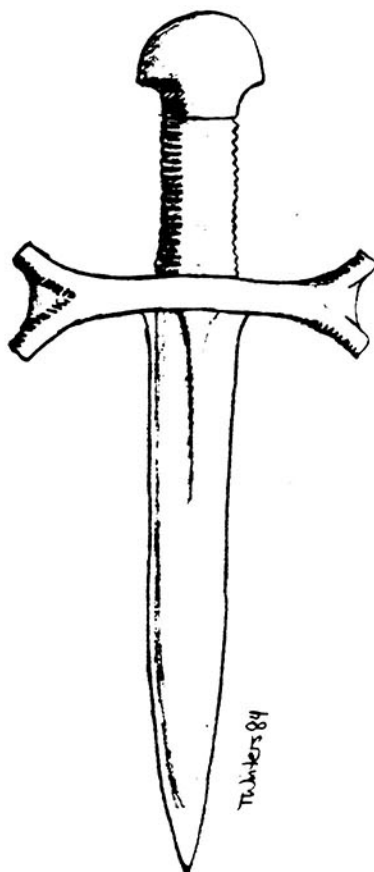
ALIGNMENT: Neutral Good

PRIMARY ABILITIES: It functions as a +5 Dagger to hit and to damage. It can become a blade up to six feet long that is completely weightless and inertialless and requires no strength to use. The blade acts like a blade of sharpness and will cut almost anything. This is accomplished by the use of a limited disintegrate spell. The blade doesn't actually exist, it is just the field of the disintegration spell. The weapon is +5 to hit even with the spell on and the spell can be on whenever the carrier desires.

EXTRAORDINARY POWERS: The sword can be called from anywhere and will come instantly by teleportation even through planes and walls of force or any other barrier. The sword cannot be prevented from being called and responding to the call except by placing it within a lead lined box. The lead stops all magical and psionic activity.

SPECIAL PURPOSE: The special purpose is to tempt anyone evil into picking up the sword. The sword then uses its special purpose power to attempt to destroy the evil.

SPECIAL PURPOSE POWER: If anyone or anything evil touches the sword, a ray of disintegration shoots out in their direction from the sword. The sword always hits and there is no saving throw although magic resistance is permitted.



THE SWORD "BLUE FLAME"

HISTORY: The sword Blue Flame is the famous sword of the Overlord, Alex Darkwolf. He discovered it on one of his earlier adventures before he became Overlord. The sword was among other normal treasure that was recovered from a group of ruthless pirates. The magical powers of the sword were not readily apparent. The creator of the sword and its history is not known.

DESCRIPTION: The sword on first inspection appears to be a normal short sword. It has a plain unadorned hilt that is leather wrapped. The blade is thirty inches long and appears to be normal metal.

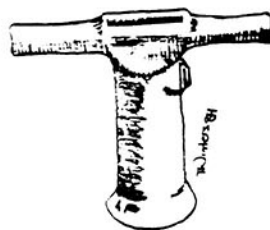
INTELLIGENCE: 16 **EGO:** 15

PERSONALITY STRENGTH: 31

COMMUNICATION METHOD: Speech

ALIGNMENT: Lawful good

PRIMARY POWERS: The sword can change its blade to become any type of sword known to the wielder. In all its forms the sword strikes as a +5 weapon to hit and damage. The sword can always be used in one hand even if the blade chosen is two handed.



EXTRAORDINARY POWERS: The sword can detect enemies and unfriendly intentions and will warn the wielder immediately.

SPECIAL PURPOSE: The special purpose of the sword is to enforce law and order on the world. It accomplishes this by dominating its wielder and forcing him to seek to rule the world. It will use its special powers to enable the wielder to dominate and rule and to enforce order above chaos.

SPECIAL PURPOSE POWERS: Dominates the wielder at twice the power of the personality strength. The sword will force the wielder to destroy anyone who stands in the way of political domination. Destroy in this sense may mean to just destroy them politically so they cannot challenge its wielder in the political arena.

OTHER FEATURES: The sword can be changed into just a hilt with no blade. This aids in concealing the sword. The blade chosen can be called and will appear in a fraction of a second. It will also disappear in a fraction of a second or can be changed to another blade in the same amount of time.

THE SHIELD OF AGRIDORN

HISTORY: The Shields of Agridorn were first created in the country of Agridorn for their top fighters known as the Knights of Agridorn. These men wanted a back up weapon that they could use in combat if their main weapon broke. They also wanted a backup missile weapon.

DESCRIPTION: The shield appears to be a normal round shield with a spike in the center. The heraldry on the shield is always a large bird of prey. The edges of the shield appear to be honed to an amazing sharpness.

INTELLIGENCE: 12 **EGO:** 11

PERSONALITY STRENGTH: 23

COMMUNICATION METHOD: None

ALIGNMENT: Lawful good

PRIMARY POWERS: The shield acts as an intelligent barrier to protect the wielder from attack and aid in his defense. The shield has the power to interpose itself in front of any blow aimed at its wielder with a maximum of three blows per round. This has the effect of aiding the carriers armor class by one in addition to the magical bonuses. Each shield has a different bonus.

EXTRAORDINARY POWERS: The shield has the power to act as a weapon in two ways. The edge of the shield is considered to be the equivalent to a sword of sharpness and can be used to attack with. The wielder can swing the shield or he can throw it like a disk. The shields magical bonuses to protect are also the bonuses to hit. The shield also returns from where ever it was thrown and can inflict damage coming back as well as going.

SPECIAL PURPOSE: The shields want to defeat chaos and promote law and order, therefore they will not work for any other alignment except as a normal shield. If the wielder is chaotic evil then there is a forty percent chance every turn he carries the shield that he will receive 1-6 points of damage from an accidental cut from the edge.

SPECIAL PURPOSE POWERS: The center spike can be fired by the wielder at a range equivalent to a light crossbow and does the same damage unless the target is chaotic evil. In that case the spike acts as an arrow of slaying and will kill the target.



THE EXPLODING SLINGBALLS

HISTORY: The Exploding Slingballs were first discovered in the Shrine of Takata. The adventurers that were exploring there discovered the balls in an alchemist laboratory. They could not find the notes on how he made the balls but they did find the instructions on how to use them. They brought back all the notebooks and records of that long dead alchemist so that maybe someone could duplicate his work.

DESCRIPTION: The balls are about two inches in diameter and are shaped a little like a raspberry. They are grey in color and feel malleable as if they were clay. They are much heavier than they appear to be from their looks.

INTELLIGENCE: NONE **EGO:** NONE

PERSONALITY STRENGTH: NONE

COMMUNICATION METHOD: NONE

ALIGNMENT: NONE

PRIMARY POWERS: The slingballs will explode violently upon impact if the proper magical words were spoken before they were thrown. They can be thrown by hand or they can be thrown by a sling, either way they will explode. It is not the impact that causes them to explode but the magic words that release the magic stored in them. The impact of the balls does from one to six points of damage. The explosion will do five twenty sided dice of damage. Of course when the balls explode they are not reusable.

EXTRAORDINARY POWERS: If the slingballs are blessed by a lawful good cleric prior to use and if they are being used to breach a wall then the explosive force is tripled. This would normally have the effect of blowing a hole completely through a twenty foot wall. The intent was to have a weapon that could destroy the walls of the fortresses of evil to allow the holy warriors to enter.

SPECIAL PURPOSE: The creator of the slingballs hated the feudal system and wanted to do away with all nobility. Therefore he gave the slingballs the power to compel whoever owns them to seek out the greedy and evil nobility and destroy them and their castles. This would set the people free to worship their new leaders, one of which would be the owner of the slingballs.

SPECIAL PURPOSE POWER: The balls have the power to compel their owner to seek out and destroy the nobility of the land, starting with the evil and greedy.



THE MACE OF ST. WELBORNE

HISTORY: The Mace of Saint Welborne was created by the townspeople of Silverthorne. The mace was intended to be used by the head cleric of the area in defense of the town. The mace was named for a cleric who was loved by all the town members because he had given his life in defense of the town. The mace has since become enshrined in the local chapel and is not wielded by anyone. A legend has grown that in the time of need that a new cleric will arise to take the mace and use it to defend the town.

DESCRIPTION: The Mace appears to be a normal clerical mace until a closer look is taken. Then it appears that the mace is too large to be used as a normal mace. The head of the mace is made up of eight pieces of metal welded to the tip. The handle is made of a lighter colored metal. The entire mace is colored with different shades of grey. The handle is too big and too long and the entire mace appears to be made for a very large man.

INTELLIGENCE: 15 **EGO:** 16

PERSONALITY STRENGTH: 31

COMMUNICATION METHOD: Telepathy

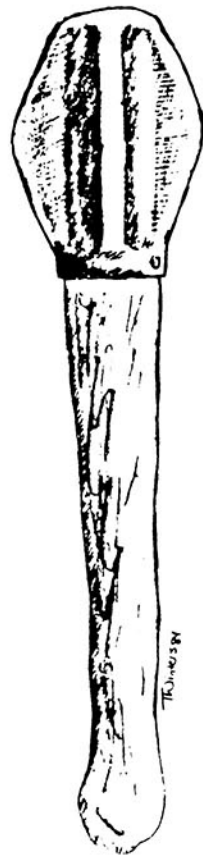
ALIGNMENT: Lawful good

PRIMARY ABILITIES: The mace functions as a plus six weapon to hit and to damage. Because of its size it is considered to be a two handed weapon and it does unusual damage even for a two handed weapon. If it is being wielded in defense of the area then the weapon does triple damage and the base damage is four six sided dice. In normal combat the weapons base damage is two six sided dice.

EXTRAORDINARY ABILITIES: The mace has the ability to decide who is worthy to wield it. If a person who is not worthy to wield it tries to touch it or take it, the mace will strike out on its own, first swatting at his hand and then, if he persists, it will strike at his head. For the person who is worthy the mace will not allow him to become tired or fatigued in any manner. It also causes him to grow larger and stronger until he is the largest possible size for his race. It also allows that person to be healed once a week from wounds received in combat.

SPECIAL PURPOSE: The Mace was designed to be a protector but it also has another special purpose. The mace will compel its owner to engage in combat just to get the valuables from the enemy to donate them to the town. This may be considered to be thievery by some.

SPECIAL PURPOSE POWER: The mace will compel the wielder to become more and more zealous about the towns welfare until it reaches the point of becoming an obsession. If anyone questions his motives he will immediately fly into a rage and challenge the offending party to mortal combat in which all the powers of the mace will function.



THE WARHAMMER ARUMDORA

HISTORY: The Gnomish War Hammer named "Arumdora" was made by the lesser god Flandel Steelskin who is the smith to the Gnomish gods. The Hammer was made at the request of the greater god Garl Glittergold who is the head diety of the Gnomes. The forces of ancient elemental evil had taken over one of the temples of the Gnomes and Garl created the hammer to be used by a champion to rid the temple of its intruders.

DESCRIPTION: The hammer is an exact duplicate of the hammer that Garl carries called "Arumdina". It is very similar to the famous Hammer of the Gnomish Lords in that it is a hammer on one side and an axe on the other. The hammer is weighted and balanced to be the correct size and weight for a Gnome.

INTELLIGENCE: 17 **EGO:** 17

PERSONALITY STRENGTH: 34

COMMUNICATION METHODS: Speech and Telepathy

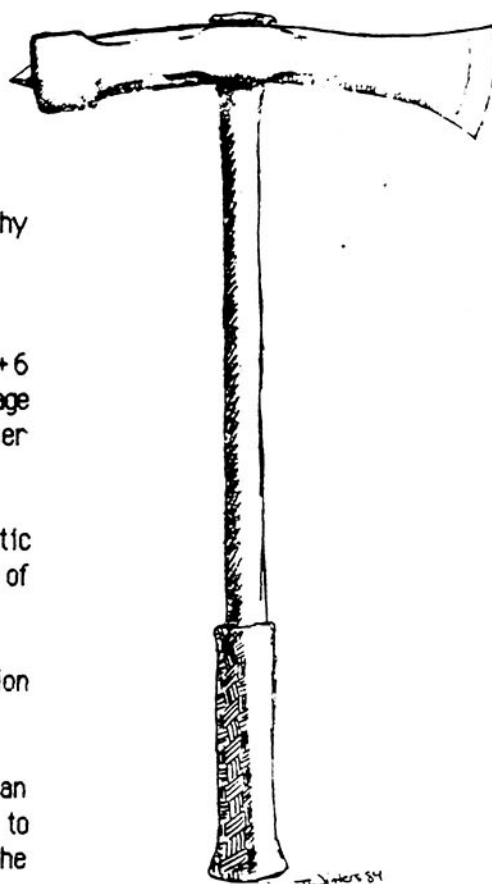
ALIGNMENT: Chaotic Good

PRIMARY POWERS: The hammer functions as a +6 weapon to hit and to damage and does double damage versus fire using or fire based creatures. The hammer also function as a ring of fire resistance.

EXTRAORDINARY POWERS: When fighting chaotic evil the hammer gives the user four extra points of strength and one extra attack per round.

SPECIAL PURPOSE: To destroy the tradition enemies of the Gnomes and of the Gnomish Gods.

SPECIAL PURPOSE POWERS: When fighting an enemy of Gnomes the hammer allows the user to function as a cleric of third level and cast the appropriate spells and attack simultaneously.



THE SWORD OF CYRIOS

HISTORY: The legends around the sword of Cyrios are vague and contradictory. Many tell of a mighty warrior who once conquered the nomads of the southern plains and lead them on conquer the entire southern continent. Other legends say that the sword is only waiting for such a warrior to lead the chosen people to their destiny. In any case it is known that it was once carried by an unusual fighter whose name happened to be Cyrios. Some of the remarkable feats that he did are attributed to the sword's powers.

DESCRIPTION: The sword is a scimitar of unusual proportions. The blade is longer than normal and the hilt is designed to be "a hand and a half". The outer portion of the curved blade is sharpened from point to hilt. The back side isn't sharpened at all. The surface texture of the sword is one of many small wavy lines very close together. The sword feels very light and maneuverable.

INTELLIGENCE: 17 **EGO:** 19

PERSONALITY STRENGTH: 36

COMMUNICATION METHOD: Speech and Telepathy

ALIGNMENT: Lawful good

PRIMARY POWERS: The sword is a sword of defending. The sword gives the wielder the ability to teleport for short distances (10 feet) to avoid any attack. It appears to anyone watching that he simply jumped backward or sideways to avoid the attack. The teleportation can be used in an attack to aid in lengthening the distance of a thrust. It can be used to take the wielder inside the defenses of an opponent or even behind the opponent.

EXTRAORDINARY POWERS: The sword will watch out for its owner and will teleport him out of danger even if he doesn't see the danger himself. In all cases the wielder just seems to jump and not teleport.

SPECIAL PURPOSE: The sword hates tyranny in any form and will cause the wielder to seek out all bullies both big and small and destroy them utterly.

SPECIAL PURPOSE POWER: The sword hates wealth and will cause the owner to not seek wealth and to give away most of what he gets. The sword also likes to keep on the move and looking for bullies so the wielder will not stay in one place for very long. The sword will prevent the owner from ever becoming wealthy or famous. Obviously this sword is a perfect sword for a ranger or paladin.



THE HALFLINGS TRIBERD

HISTORY: The original triberd was created by the famous Dwarven smith, Miletus Oakenhaft, for the halfling fighter/thief known as "The Jack of Diamonds". Because of the limitations of his size and weight, Jack could not employ a pole arm to its maximum effectiveness and he thought that he needed a similar weapon to combat the larger monsters and fighters that he encountered. He didn't want a heavy two handed sword nor did he want to be hampered with carrying a normal pole arm. Miletus was famous for his customized pole arms and had an idea that he had been working on for some time. Several Gnomes, Halflings, and Dwarves had come to him with the same problem. His solution was known as the triberd because it resembled a trident and a halberd combined. This weapon has proved very effective in the hands of the smaller races because it is weighted and balanced to be used by them.

DESCRIPTION: The Triberd is similar to most pole arms in that it is a pole with a blade on its end. The blade in this case is the blade of a short sword. To give it weight and balance there are two forward facing prongs similar to a trident. These prongs are flattened and sharpened on the outer edges to resemble axe blades. The shaft is made of close grained hardwood and the entire weapon is colored a flat black except for the blade edges. Most triberds are about seven feet long from tip to tip.

INTELLIGENCE: 11 **EGO:** 11

PERSONALITY STRENGTH: 22

COMMUNICATION METHOD: None

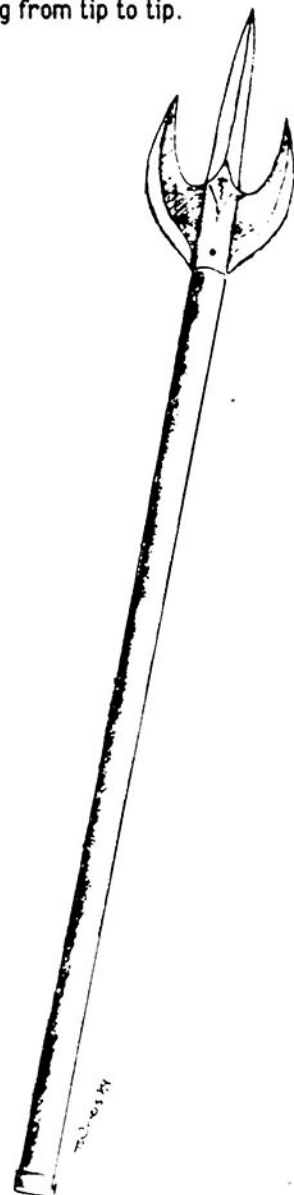
ALIGNMENT: Varies but can be only a non-evil alignment.

PRIMARY ABILITIES: When used by any of the smaller races (I.E. Dwarves, Gnomes, Halflings) it functions as a pole arm and a battle axe. It gets the double damage bonuses of a pole arm and can be swung and used as a battle axe for the damage of a battle axe. It strikes and damages as a +4 weapon. When used by any other race it functions only as a hand axe with no bonuses. If wielded by any evil creature the triberd functions as a -6 weapon and every turn there is a twenty five percent chance that the wielder will slip and harm himself with one of the edges taking one to ten hit points of damage.

EXTRAORDINARY POWERS: The triberd has the ability to cause blindness in any creature over six feet tall. There is no saving throw or vagic resistance for this power is it is only temporary and lasts for only one to four rounds. The power can only be used if the wielder is attacked. The power cannot be used by the wielder in conjunction with any attack nor can it be used with any thieving attempt. The power is only to allow the user to escape, hide, or retaliate in self defense.

SPECIAL PURPOSE: The special purpose that Miletus had in mind was to create a weapon that would put the smaller races on a even footing with the larger races. e.

SPECIAL PURPOSE POWERS: Because of the dislike that Miletus had for his size, he had the Triberds that he made enchanted to make the wielder seem larger than they actually were. Any of the smaller races that wield it in combat can seem to grow to be seven feet tall to his opponent.



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