



# BOOK OF THE FAITHFUL

## THE WORSHIPPING SWORDS

**JON BRAZER  
ENTERPRISES**

**DATHFINDER®**  
ROLEPLAYING GAME COMPATIBLE



# BOOK OF THE FAITHFUL

## The Worshiping Swords

Author Dale C. McCoy, Jr.

Artwork Sade, Cover John C. Walborn

Copyright 2010 Jon Brazer Enterprises

Some artwork from Fantasy Filler Art copyright Rick Hershey, All Rights Reserved.



**Open Content:** All weapon stat blocks (excluding weapon names) and anything else previously declared open content are declared open content.

**Product Identity:** All other material is presented is declared Product Identity.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game Content by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility,

except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

**Open Game License v 1.0a** Copyright 2000, Wizards of the Coast, Inc.

**System Reference Document.** Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

**Pathfinder RPG Core Rulebook.** Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**The Book of Experimental Might.** Copyright 2008, Monte J. Cook. All rights reserved.

**Time of Horrors.** Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Batsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

**Book of the Faithful II: The Worshiping Swords.** Copyright 2010, Jon Brazer Enterprises.

## Flame Tongue of Baenashik

When Malakak, a devoted follower of the god of Baenashik, was a youthful brass dragon of thirty-seven years, she knew that her time to serve her god would be brief. Instead of hoarding away gold for it to do nothing but collect dust, she did the very un-dragon-like thing of spending every last bit of it to make a sword worthy of her god. She completed the sword at the spry young age of seventy-three, a mere two weeks before a party of adventurers entered her cave to deprive Malakak of her life and horde. The group did not know the power of the sword when they found it, nor did they know that by slaying Malakak, they activated the trigger that gave the sword its mind. She lay quiet inside until the group fell asleep. Then she unleashed a volley of delayed fireballs. To her horror, she was unable to wield the greatest of the magic within the sword as she had hoped. She was only able to center the blasts on the sword that formed her body. Three of her hunters died within the first few seconds when several enormous fireballs exploded at once. The last fell slain when the sword fired a ray attack.

With her death avenged, Malakak's soul was now ready for the work that Baenashik gave her those many decades ago. From that day forward, the sword that became known as the Flame Tongue of Baenashik defended the followers of fiery gods. To this end, the sword requests the wielder to do its bidding. But when it sees one that the sword is sworn to protect in trouble, the youthful spirit trapped inside the sword takes over the wielder's mind without hesitation or without finding out if the wielder will act according to its own desires.

### Flame Tongue of Baenashik

CG +3 *Flaming Burst Bastard Sword*

**Aura** strong evocation; **CL** 13th

**Slot** none; **Price** 263,735 gp; **Weight** 6 lbs;

**Senses** 120 ft, Blindsight 120 ft, Read Magic;

**Communication** Telepathy; **Languages** Aquan, Common, Celestial, Ignan, Infernal;

---

### Powers

At will - *flare* (Fort save, DC 14),

3/day - *burning hands* (Reflex save, DC 15), *scorching ray* (Reflex save, DC 15),

1/day - *fireball* (Reflex save, DC 17),

**Dedicated power** At will - *delayed blast fireball* (Reflex save, DC 21), must be centered on Flame Tongue of Baenashik at time of use

**Purpose** Defend worshipers of deities with the Fire domain.

---

### Statistics

**Int** 18 **Wis** 13 **Cha** 10

**Skills** Knowledge (planes) +14, Spellcraft +14

**Ego** 26

---

### Construction

**Requirements** Craft Magic Arms and Armor, *burning hands*, *delayed blast fireball*, *fireball*, *flare*, *scorching ray*, caster must have at least 10 ranks in Knowledge (planes) and Spellcraft; Cost 131,868 gp



## Dagger of the Lich

Believed to possess the soul of a lich, this dagger phylactery will not allow the powerful elven sorcerer to regenerate. Few know exactly why but the legends tell of the elven lich making a mistake during the weapon's creation and being trapped inside ever since. This dagger hums with energy and glows as bright as a torch. The blade passes right through metal and dead tissue, leaving armor and undead unscathed, harming only living creatures that it strikes. Whenever the dagger senses a paladin draws near, the eyes of the Orcus-shaped head glow blood red.

Believing that the lich's mind is the only opinion worth hearing, the Dagger of the Lich prefers to intimidate and deceive the wielder into following its own plans instead of taking over the wielder's mind. Only when it sense's a paladin and the wielder does not instantly attack does the dagger force its will upon the wielder. There has been one recorded occasion of the Dagger of the Lich not taking over the mind of the wielder when the wielder chose not to attack a nearby paladin. The exact circumstances of that instance are not known, but it is known that the wielder was a worshiper of Orcus, the same as the soul that inhabits the dagger.

### Dagger of the Lich

CE +3 *returning brilliant energy dagger*

**Aura** strong necromancy and transmutation; **CL** 16th

**Slot** none; **Price** 531,402 gp; **Weight** 2 lbs;

**Senses** 120 ft, Read Languages, Read Magic;

**Communication** Telepathy; **Languages** Common, Elven;

---

### Powers

At will - weapon can change shape into a punching dagger

3/day - *bestow curse* (Will save, DC 19),

1/day - *teleport* (weapon only),

**Dedicated power** At will - *finger of death* (Will save DC 22) ,

**Purpose** slaying paladins

---

### Statistics

**Int** 13 **Wis** 17 **Cha** 20

**Skills** Appraise +6, Bluff +15, Disguise +10, Intimidate +15, Knowledge (arcana) +6

**Ego** 45

---

### Construction

**Requirements** Craft Magic Arms and Armor, Craft Wondrous Item, *bestow curse*, *continual flame*, *finger of death*, *gaseous form*, *read magic*, *telekinesis*, *teleport*, caster must have 10 ranks in Bluff and Intimidate and 5 ranks in Appraise, Disguise, and Knowledge (arcane) ;  
Cost 265,701 gp





## Dawn Blade

At dawn, Gabenooch, a young cleric of the sun god, prayed harder than he ever had before. He was glad to have survived the night, but he and his army were cut off and surrounded by a legion of undead. Most of the troops did not believe that survival was possible and that shortly after the next nightfall they would be joining their reanimated comrades. Gabenooch prayed for some sign to encourage those fighting along side him and for deliverance. The god responded by turning the priest into pure energy before the troops eyes and infusing him with the falcion held by the troop's commander. The sword told the commander that if they pressed the attack at that moment, they would win the day. Only a handful of troops survived, but every last member of that legion of darkness fell that day.

Throughout the centuries, the Dawn Blade has found its way into the hands of those that need it most. Whether the god intercedes directly or the blade be picked up from a slain wielder in the middle of combat or liberated from the hands of dark forces that desire to suppress the blade's power by capturing it, this falcion finds its way into those of a good heart fighting undead armies and resisting those that choose to ally themselves with such forces.

Despite doing the work of the god, the soul of the priest Gabenooch desires to rest. He wishes to be with his god and to let another take up the cause where he left off. He awaits a wielder that would consider his position and take him directly to his god themselves. While many have sworn to do this, few survive until they are capable of doing such a task. Those few that mature in their ability to become powerful enough simply forget about the Dawn Blade's state. Instead they sit the blade aside in favor of more powerful weapons or one more suited to a different foe after the undead forces are defeated.

### Dawn Blade

NG +1 *keen holy undead bane falcion*

**Aura** moderate conjuration, evocation and transmutation;

**CL** 10th

**Slot** none; **Price** 166,475 gp; **Weight** 8 lbs;

**Senses** 60 ft, darkvision;

**Communication** Speech; **Languages** Common;

---

### Powers

3/day - *aid, detect undead*

1/day - *cure serious wounds*

**Dedicated power** At will - *disrupting weapon* (Will save DC 19)

**Purpose** Slay undead

---

### Statistics

**Int** 10 **Wis** 18 **Cha** 13

**Skills** Heal +9, Knowledge (religion) +5

**Ego** 19

---

### Construction

**Requirements** Craft Magic Arms and Armor, *aid, cure serious wounds, detect undead, disrupting weapon, holy smite, keen edge, summon monster I*, caster must possess 5 ranks in Heal and Knowledge (religion); Cost 83,237 gp



## Rapier of the Judge

The city of Waterhaven still tells of a high powered barrister that sided with the poor and the oppressed masses. While she gave much council to those in need, the tales tell of her giving far more assistance in righting the wrongs. She fought landlords that would throw people out of their home and lords that treated their serfs badly. Losing her sight in a confrontation never slowed her down. She wielded a dancing rapier that fought for her, just as she fought for the downtrodden.

During her life she made many enemies and they hunted her night and day, yet she managed to keep thugs and other law breakers at bay while at rest. When she managed to catch a criminal herself, she always knew how to extract the truth from them, either through her personality or by magic. Yet her greatest works were in helping other to see the truth of the matter by exposing both lies and magical illusions.

When her enemies finally overpowered her, she swore each would meet justice before they tasted death. A cleric of a lawful deity merged her spirit with her signature weapon and made sure she possessed the magic she grew accustomed to in life. The same weapon she once depended upon became her eternal body to carry on her mission of helping the meek find justice from those that would wrong them.

### Rapier of the Judge

LN +2 *dancing rapier*

**Aura** strong transmutation and divination; **CL** 15th

**Slot** none; **Price** 182070 gp; **Weight** 2 lbs;

**Senses** 60 ft, read languages;

**Communication** Speech; **Languages** Common;

---

### Powers

1/day - *magic circle against chaos* (Will save DC 16), *zone of truth* (Will save DC 15);

**Dedicated power** At will - *true seeing*

**Purpose** Defend the meek and oppressed

---

### Statistics

**Int** 11 **Wis** 16 **Cha** 15

**Skills** Diplomacy +7, Profession (barrister) +8;

**Ego** 20

---

### Construction

**Requirements** Craft Magic Arms and Armor, *animate objects*, *magic circle against chaos*, *true seeing*, *zone of truth*, caster must have at least 5 ranks in Diplomacy and Profession (barrister); Cost 91,035 gp



## Short Sword of Dragon's Blood

It is said that a bard made a deal with the boatman that ferries souls across the river Styx to allow his soul to continue hunting down the green dragon that ravaged his homeland. Supposedly, the boatman agreed. The price for the boatman's help was to have the bard's soul placed inside a short sword for all eternity. This engraved short sword appears deceptively harmless and fragile. In the hands of trained warrior, the wielder instantly becomes dangerous and ruthless in its pursuit of dragon's blood.

Dragons that know of the sword seek it out in the hopes of destroying it. Green dragons in particular fear the sword more than others and will spend much of their lives seeking out the blade. They see this weapon as an anathema to their continued existence. For they know of tales of ancient and legendary dragon dying with this weapon present. They hear how the Short Sword of Dragon's Blood turned all the dragon's allies against it. Supposedly, the only way to destroy the sword is to submerge it in the river Styx. For these reasons, dragons that hunt the sword tend to travel alone and keep a scroll of *plane shift* at the ready.

The weapon tends to adjust the wielder's methods toward more extreme actions. The weapon encourages cruelty when extracting information out of someone and manipulation those that would argue against such methods. While it encourages calm thoughtful actions the rest of the time, the Short Sword of Dragon's Blood earns its place as an evil weapon. The sword sees its own goal as more important than any goal the wielder might otherwise possess. Should the wielder annoy the blade by resisting its urgings, it will work against the wielder until the wielder will lay the blade aside or find another wielder more suitable.

### Short Sword of Dragon's Blood

NE +2 *Dragon Bane Short Sword*

**Aura** moderate conjuration and enchantment; **CL** 13th

**Slot** none; **Price** 135,810 gp; **Weight** 2 lbs;

**Senses** 60 ft;

**Communication** Speech; **Languages** Common, Draconic, Halfling;

---

### Powers

At will - *detect magic*

3/day - *hold person* (Will save DC 15)

1/day - *haste*

**Dedicated power** At will - *song of discord* (Will save DC 18)

**Purpose** Slay dragons

---

### Statistics

**Int** 14 **Wis** 12 **Cha** 17

**Skills** Knowledge (geography) 7, Knowledge (engineering) 7, Knowledge (nature) 7

**Ego** 19

---

### Construction

**Requirements** Craft Magic Arms and Armor, *detect magic*, *haste*, *hold person*, *song of discord*, *summon monster I*, caster must possess 5 ranks in Knowledge (geography), Knowledge (engineering), and Knowledge (nature); Cost 67,905 gp





## Weeping Sword of Mercy and Justice

While the paladin, Lanik, lay dying at the wizened old age of seventy, he called out to his god, asking to serve him longer. He wept for all the evil that still remained in the world that he was not able to right. An angel came to the aged paladin's bedside and offered one way for the faithful follower to continue to serve. Without hesitating, he accepted and the angel whisked him away. Less than a week later, Lanik's consciousness was apart of a sword.

Throughout the centuries, this sword has been passed from paladin to paladin for those worthy of the blade. The sword offers tactical advice to its wielder. It also protects the wielder and the wielder's allies from harm. Yet the one thing that all wielders reported throughout the sword's long history is that the sword sounds like it weeps when it speaks. When asked about it, the sword tells that it weeps for the evil that still resides in the world. This is how the sword became known as the Weeping Sword of Mercy and Justice. The only time that it sounds like to not be weeping is when it is thwarting criminal activity and bringing the criminals to justice. When doing so, the sword glows faint blue and it becomes a holy weapon.

### Weeping Sword of Mercy and Justice

LG +2 *merciful* greatsword

**Aura** moderate abjuration and evocation; **CL** 13th

**Slot** none; **Price** 97,250 gp; **Weight** 8 lbs;

**Senses** 60 ft, Darkvision 60 ft;

**Communication** Speech; **Languages** Common;

---

#### Powers

*1/day - shield other, resist energy 10 (wielder only)*

**Dedicated power** At will - *holy sword*

**Purpose** Bring criminals to justice

---

#### Statistics

**Int** 11 **Wis** 16 **Cha** 15

**Skills** Diplomacy +12, Sense Motive +8

**Ego** 17

---

#### Construction

**Requirements** Craft Magic Arms and Armor, *cure light wounds, holy sword, resist energy, shield other*, Cost 48,625 gp





## Arcanus Neutralus

Tusara of the Nimble Treeclimbers worshiped the elven goddess of magic and devoted her life to following the deity. When she came of age, she chose to be a priestess of the deity. The goddess blessed Tusara by opening her eyes to the widespread indifference many arcanists showed towards their patron deity. Good or evil, law-abiding or rebel it did not matter. All bent the magical power granted to them by the goddess to their own will, never regarding the deity's desires. The deity charged Tusara with helping them to see the error of their ways and to bring them into a more active worship and appropriate pondering of the goddess' teachings.

Tusara began her holy quest at first explaining to every mage she came upon the desires of the goddess. She quickly found some willing to obey and many more resistant to the message the priestess bore. In her youth, she allowed those that resisted to pass without consequence. The goddess blessed the young priestess for her faithfulness and her progress but continued to urge the priestess to be more forceful with those that would not follow. As she grew in years and in power, Tusara challenged any arcanist that would not peacefully agree to the deity's call to worship to a duel until one yielded. Most often she won, but the few that bested her held to their end of the deal and did not kill her. All save one.

She knew that the lich Bakonair would be the greatest test of her faith and power. Words failed to change Bakonair's mind and the two fought. When Tusara realized that she had failed, she yielded. The cruel undead gave full display of his treachery and pressed his attack. After the priestess' death, the goddess' anger burned and smote the lich out of existence. Tusara's body was never seen from again. A mysterious blade appeared in the goddess' inner sanctum of one of her temples several days later. The blade confirmed that it possesses the soul of Tusara and was here to continue her work in life.

### Arcanus Neutralus

N +5 speed mage bane elven curved blade

**Aura** strong abjuration; **CL** 15th

**Slot** none; **Price** 221,680 gp; **Weight** 7 lbs;

**Senses** 120 ft, read magic;

**Communication** telepathy; **Languages** Common, Elven, Draconic;

---

### Powers

3/day - *dispel magic*, *sanctuary* (Will negates DC 16)

**Dedicated power** At will - *antimagic field*

**Purpose** Defeat arcane spellcasters

---

### Statistics

**Int** 15 **Wis** 20 **Cha** 12

**Skills** Diplomacy +11, Spellcraft +7

**Ego** 28

---

### Construction

**Requirements** Craft Magic Arms and Armor, *antimagic field*, *dispel magic*, *haste*, *read magic*, *sanctuary*, *summon monster I*, caster must possess 5 ranks in Spellcraft and 10 ranks in Diplomacy; Cost 110,840 gp



## Dakatnu's Mace

Long ago there lived a bard named Dakatnu that enjoyed tricking and swindling everyone that he came across. His greatest joy, however, was to humiliate anyone in authority. Whether they be a lowly duke or an emperor of a great realm, Dakatnu made it a point to gain an audience only to trick them to their own folly. After the deception was discovered, the bard escaped with only a playing card depicting the holy symbol of the god of trickery, the bard's chosen deity. One day, a trap was laid for Dakatnu and was held firmly in the clutches of a cruel lord. From his jail cell, he called out to his god. The bard promised to forever serve the deity, if the bard escaped his binds. A few moments later, he disappeared from his cell. That is the last anyone had heard of Dakatnu in life.

It is believed that the deity ordered Dakatnu to craft an exquisite mace. The legend also tells that the deity infused that mace with the soul of Dakatnu shortly after he completed the task. Since it cannot speak for itself, those that held the mace and recorded the experience share a desire to perform similar acts of humiliation upon those in power.

### Dakatnu's Mace

CN +1 *spell storing* heavy mace

**Aura** strong evocation and moderate abjuration; **CL** 12th

**Slot** none; **Price** 77,912 gp; **Weight** 8 lbs;

**Senses** 30 ft, Read Magic;

**Communication** Empathy; **Languages** Common;

---

### Powers

At will - *magic aura*

1/day - *alter self* (upon wielder only)

**Dedicated power** At will - *freedom of movement*

**Purpose** Humiliate rulers

---

### Statistics

**Int** 11 **Wis** 14 **Cha** 12

**Skills** Bluff +6, Sense Motive +7;

**Ego** 14

---

### Construction

**Requirements** Craft Magic Arms and Armor, *alter self*, *freedom of movement*, *magic aura*, *read magic*, caster must have at least 5 ranks in Bluff and Sense Motive; Cost 38,956 gp





## Thaggash

Protecting his clan from human encroachment, the ranger Thaggash ruled the forest with an iron fist. His first and highest law was to give worship to the orcish god of the forest; his second highest law was that all non-worshippers of the god were to never set foot in his clan's forest and live to exit. After expelling the elves, they continued to defend their territory from others that dared enter. While many races attempted to pass through during Taggash's reign, humans dared to trespass the most. Stories of the orc leader torturing someone until they renounced their old god and bowed before the orc deity and killing those that refused could only be verified by the screams heard from the closest town. Yet it was the bravery of the halflings that ultimately caused Thaggash's downfall. When word of a smith named Fynkirk was captured and being tortured spread among every halfling community within twenty miles of the forest, every able-bodied halfling, male or female, grabbed a weapon and descended upon the forest. From swords and bows to pitchforks and slings, every halfling fought until they rescued their brethren or died attempting to do so. All of Thaggash's clan were cut down that day, yet Thaggash himself and the halfling Fynkirk were never seen from again.

Fifty years later, word spread among the halfling community of a viscous brute wielding a long sword, defending the forest against any that would peaceably pass through or attempt to make a living. The description of how he appeared and disappeared in the woods and subsequently tortured those he captured peaked the interest of a bard and several warriors. When the bard returned several days later without his companions, he told a tale of a tough-skinned, brute able to cause the weeds of the forest to grab ahold of the bard and his companions and cut them down with little problem. Before the bard escaped, he heard the brute utter the name "Thaggash." More halflings volunteered to help stop this threat. Those that joined the hunt took serious wounds or died from some brute that appears to come out of the trees and disappear just as quickly. None of the survivors reported wounding the brute, but they never heard from him again.

As years passed, tales of a tough-skinned brute preventing the locals from making their living off the forest come and go. Sometimes those tales describe someone more dwarfish, other more human or elfish. Once, those tales spoke of a troll. The one thing that binds those tales together is the wielder uttering the name "Thaggash." Scholars wonder if the sword possesses the mind of the orc from halfling legends. Few consider those tales to be likely since they speak of the orc wielding crude axes and fewer still believe he possessed the ability to make his own weapon.

### Thaggash

LE +2 *wounding longsword*

**Aura** strong conjuration and transmutation; **CL** 13th

**Slot** none; **Price** 53,715 gp; **Weight** 4 lbs;

**Senses** 30 ft, darkvision;

**Communication** empathy; **Languages** Common, Orc;

---

### Powers

3/day *entangle* (Reflex save DC 14)

1/day *barkskin*, *tree shape*

**Dedicated power** At will - *tree stride*

**Purpose** Defend the forest and woodland creatures

---

### Statistics

**Int** 12 **Wis** 16 **Cha** 11

**Skills** Handle Animal +5

**Ego** 16

---

### Construction

**Requirements** Craft Magic Arms and Armor, *barkskin*, *bleed*, *entangle*, *tree shape*, *tree stride*, caster must possess 5 ranks in Handle Animal; Cost 26,858 gp





**Designer's Notes**

While each weapon presented in this book is unique, we included Construction requirements. The consciousnesses of the weapons are not included in the construction requirements. The reason for this is because each consciousness is unique, but the weapon itself can be reproduced with a different soul inside. Should the weapons be reproduced, the requirements for each are listed next to the weapon.





**JON BRAZER  
ENTERPRISES**

# **Book of Beasts**

## **Monsters of the River Nations**



**COMING TO YOUR  
LOCAL GAME STORE  
IN JUNE 2010**

**PATHFINDER®**  
ROLEPLAYING GAME COMPATIBLE





# BOOK OF THE FAITHFUL

Religion is meant for the masses, not the clerics and the paladins alone. While not everyone can cast divine spells, anyone can live a life dedicated to their god and anyone can pray. But only a few serve for centuries in a weapon for the god.

Book of the Faithful: The Worshiping Swords details nine swords containing the soul of a faithful follower that choose to serve their god for all time. One sword for each of the nine alignments, The Worshiping Swords gives your players unique weaponry to obtain, use, or destroy. Give your players new challenges and new weaponry.

**JON BRAZER  
ENTERPRISES**

**PATHFINDER®**  
ROLEPLAYING GAME COMPATIBLE