# The Ebon Vault: Unstoppable Hammers



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Editor Rosa Gibbons

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## Introduction

Hammers are not the most popular fantasy weapons in the world. Compared to a sword, it is considered to be clumsy and unsophisticated, not because of any superiority that swords may possess over hammers as a weapon—though this may, in fact, be the case—but because bashing and bludgeoning your foe's face in somehow seems less elegant, less cultured, and less heroic than slashing and stabbing with a longsword. As a result, in most modern fantasy sensibilities, hammers have developed a niche—one that they admittedly share with axes—for being "power" weapons: they may not be pretty, and they may not be refined, but in the right hands (usually those of a barbarian or berserker, or, in some cases, a blacksmith, but always an "uncouth" character), they can deal a whole lot of damage.

This book embraces that vision of hammers. While there are definitely other aspects of hammers that we explore (such as the fact that many hammers can also be used as tools, for example), but the major theme of the various special abilities and other enhancements that you find in this book will be all about raw power, sacrificing elegance, style, and oftentimes defense and accuracy in favor of dealing out as much damage as possible.

This doesn't mean that hammers are the only items to benefit from this book. For starters, while the book is primarily about hammers, a conscious effort was made to provide a little support for other, less popular bludgeons, such as clubs, morningstars, and maces. More to the point, like all *Ebon Vault* books, much of the content from this book can be applied to a wide variety of weapons.

The first section of this book, New Weapons, details a handful of new types of hammers. The next section, Special Materials, provides several new special materials which can be used to make weapons (and, in some cases, armor) with exceptional properties. Following this is Mundane Weapon Enhancements, which provides several new ways to customize a weapon, which are not magical in nature, and, in some cases, can be afforded as early as first level. After that, you will find the meat of the book, over 50 new magic weapon special abilities with an overarching "hammer" theme. Finally, the Specific Weapons section contains eight new unique weapons, complete with in-depth physical descriptions and backgrounds to make you excited about using them in your game.



Table 1-1: Weapons Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Туре	Special
Two-Handed Martial Weapons	1							
Greatmaul	45 gp	ıd8	ıdıo	x3		9 lbs.	В	-
Sledge	8 gp	1d10	1d12	x3	-	25 lbs.	В	-
Two-Handed Exotic Weapons								
Doublehammer, Dwarven	40 gp	1d6/1d6	1d8/1d8	x3	-	15 lbs.	В	Double
Tunnelhammer, Dwarven	120 gp	ıd8	ıdıo	x3	-	12 lbs.	В	Reach
War Maul, Orcish	150 gp	ıd8	ıdıo	19-20/x3	-	18 lbs.	B and P	See text

## New Weapons

The following section provides a handful of new hammers and hammer-related weapons. Table 1-1: Weapons summarizes the information on these weapons, and the entries below give more information about their special effects.

**Double Hammer, Dwarven:** This unique doubleweapon features two warhammers on opposite ends of a long shaft, and is designed to be wielded by spinning it in deadly circles, building up momentum to make each strike more powerful than the last.

**Greatmaul:** These large, heavily-weighted hammers are small enough to be wielded in one hand, though they are very unwieldy without the proper training. A character can use a greatmaul one-handed as an exotic weapon.

**Sledge:** This weapon consists of a large slab of metal attached to a long shaft. Though it is potentially a very deadly weapon, it is incredibly heavy, and difficult to wield effectively. Characters with a Strength score of 15 or less cannot make more than a single attack with the sledge in a given round, even if they would normally be able to, such as if they had a base attack bonus of +6 or higher, and were making a full attack action. Characters whose Strength score is 16 or higher can use a sledge without penalty.

**Tunnelhammer, Dwarven:** These hammers are not used for tunneling, but instead get their name from their usefulness and versatility when fighting in tight quarters. The wielder of a dwarven tunnelhammer can switch between using it as a reach weapon and a non-reach weapon as a swift action.

War Maul, Orcish: This massive hammer is carved with a number of sharp, uneven spikes on its face, allowing it to pierce its target as much as crush it. These weapons are specially designed to rip and tear through an opponent's armor, and deal an additional +2 damage against objects, including damage rolls for successful sunder attempts.

## Special Materials

Weapons, armor and some other items can sometimes be crafted using materials that possess innate special properties. If you make a suit of armor or weapon out of more than one special material, you get the benefit of only the most prevalent material. However, you can build a double weapon with each head made of a different special material.

Each of the special materials described below has a definite game effect. Some creatures have damage reduction making them resistant to all but a special type of damage, such as that dealt by evil-aligned weapons or bludgeoning weapons. Others are vulnerable to weapons of a particular material. Characters may choose to carry several different types of weapons, depending upon the types of creatures they most commonly encounter.

The following special materials are presented in alphabetical order.

Adamanthral: A composite metal made from combining adamantine and mithral, the secret of creating this incredibly potent material was only recently discovered by the renowned dwarven metalsmith and alchemist, Bolivar Silverfist, who guards the secret of its creation jealously. Objects made of adamanthral are incredibly expensive, not just because of their incredible scarcity, but also because they are said to possess the best qualities of both component metals.

Weapons made of adamanthral bypass any hardness of 15 or less, and overcome hardness as though they were both silver and adamantine for the purposes of overcoming damage reduction.

Armor made of adamanthral grants its wearer damage reduction 1/adamantine if it's light armor, 2/ adamantine if it's medium armor, and 3/adamantine if it's heavy armor. For all purposes other than the damage reduction the armor grants as a result of being made of adamanthral, however, armor made of this material is treated as though it were one category lighter than normal (heavy armor is treated as medium, medium armor is treated as light, but light armor is still treated as light). This decrease does not apply to proficiency in wearing the armor: a character wearing adamanthral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty to all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from adamanthral are decreased by 10%, maximum Dexterity bonuses are increased by 1, and armor check penalties are decreased by 2 (to a minimum of o).

Shields made of adamanthral grant their wielders damage reduction 1/adamantine if it's a buckler, 2/ adamantine if it's a light or heavy shield, and 3/adamantine if it's a tower shield. (this damage reduction does not stack with that granted by adamanthral armor). The reduction to spell failure and armor check penalties that apply to adamanthral armor apply to adamanthral shields, as well.

Only objects that are made primarily of metal can be made of adamanthral. Weapons, armor, and shields made of adamanthral have one quarter more hit points than they normally would. Other objects made of adamanthral have 35 hit points per inch of thickness. Any object made of adamanthral has hardness 15. Objects made of adamanthral weigh 2/3 what they normally would. All objects made of adamanthral are masterwork, and that has already been factored into the prices below.

*Price:* Ammunition made of tempered adamantine cost an additional 100 gp per missile. Weapons made of adamanthral cost an additional 4,000 gp. Light armor made of adamanthral costs an additional 6,000 gp. Medium armor made of adamanthral costs an additional 12,000 gp. Heavy armor made of adamanthral costs an additional 20,000 gp. Bucklers made of adamanthral cost an additional 5,500 gp. Light and heavy shields made of adamanthral cost an additional 11,000 gp. Tower shields made of adamanthral cost an additional 18,000 gp. Other objects cost 1,000 gp per pound of material used.

**Sonic Steel:** This remarkable metal is riddled with naturally-occurring pockets and chambers on the inside, which cause objects made of it to ring with a potentially devastating resonance when they strike something.

Whenever a weapon made of sonic steel hits an object, that object's hardness is reduced by 2 for one minute (minimum o). If the sonic steel weapon hits the same object multiple times within one minute, this penalty stacks. The penalty to the object's hardness applies after the item is damaged, so it will not apply to the first hit that the sonic steel weapon deals (for example, the first time it strikes the weapon will have its full hardness when damage is rolled, the second time it will have its hardness minus 2, and the third time it will have its hardness minus 4).

Whenever a character wearing a suit of armor made of sonic steel is hit with a manufactured weapon, that weapon's hardness is reduced by 2 for one minute (minimum o). If the character is hit multiple times within one minute, this penalty stacks. Additionally, this penalty stacks with the penalty for being struck with a weapon made of sonic steel. Sonic steel has the same hardness and hit points as normal steel, but objects made of sonic steel are immune to the effects of other sonic steel objects, and are also immune to sonic damage (though they do not pass this protection on to their wearer). All objects made of sonic steel are masterwork, and this is already included in their price.

*Price:* Weapons made of sonic steel cost an additional 2,500 gp. Armor made of sonic steel costs an additional 2,200 gp.

**Tempered Adamantine:** Through complex alchemical processes, this incredibly hard material is made from adamantine that has been reinforced and made even harder and more durable than normal for this famouslyhard star metal.

Weapons made of tempered adamantine ignore the first 20 points of hardness of any object that they strike. This means that even if the object's hardness is greater than 20, it is treated as though it were 20 less than it actually is (so an object with hardness 30 would be treated as though it had hardness 10).

Any object made of tempered adamantine has hardness 25 and 50 hit points per inch of thickness. Objects made of tempered adamantine are otherwise identical to objects made of non-tempered adamantine. Like objects made of adamantine, all objects made of tempered adamantine are masterwork, and the prices below have the masterwork price included already.

*Price*: Ammunition made of tempered adamantine costs an additional 120 gp. Weapons made of tempered adamantine cost an additional 6,000 gp. Armor made of tempered adamantine costs 500 gp more than armor of the same sort made of non-tempered adamantine.

**Wildstone:** This stone seems unremarkable at first glance, but it contains a latent link with the primal forces of nature and the primordial times before civilization, which resonates in the right hands, to devastating effect. As long as it is wielded by a character whose favored class is barbarian, druid, or ranger, a weapon made of wildstone grants a +1 bonus on attack rolls made against creatures of the animal, magical beast, or vermin type, and a +2 bonus on damage rolls made against constructs or objects (including damage from a successful sunder attempt).

Only bludgeoning weapons can be made of wildstone. If the weapon is normally made primarily of metal, its hardness is reduced by 2, but its weight remains the same. If the weapon is normally made primarily of wood, its hardness is increased by 3, but its weight is tripled.

*Price*: A weapon made of wildstone costs an additional 1,200 gp.

## Mundane Weapon Properties

Just as weapons can be specially-forged out of unusual materials or enchanted with powerful magic, they can also be carefully crafted with unusual properties and improvements that modify their use. The following mundane weapon properties are special modifications that can be added to weapons as they are being crafted. A weapon can have any number of properties, as long as it is capable of having each of those properties, but, unless otherwise noted, all properties must be included on the weapon when it is forged, and cannot later be added.

Each of the following weapon properties has a definite mechanical effect on the weapon in the game, as described below:

Flathead: Weapons with this property have especially flat edges, which spreads the impact of their strike evenly across the surface of their target, allowing them to better combat opponents with particularly tough defenses. A weapon with the flathead property ignores 1 point of any damage reduction that any creature it hits may possess (for example, a creature with DR 5/- would be treated as though it had DR 4/-). If the weapon bypasses the damage reduction in question, or the creature does not have damage reduction, this has no effect. Only weapons which deal bludgeoning damage can have the flathead property. Weapons which deal bludgeoning damage and another type of damage (such as the heavy mace and other weapons whose damage is listed as "B and P," but not weapons whose damage is listed as "B or P.") cannot have the flathead property. Adding the flathead property to a weapon increases its market price by 500 gp, and increases the Craft DC by +3.

Hollow: Weapons with this property are hollow on the inside, making them easier to throw, but less effective in general. A weapon with the hollow property has its range increment doubled, but suffers a penalty on damage rolls based on how large it is: a light weapon suffers a -1 penalty on damage rolls, a one-handed weapon suffers a -2 penalty

#### Table 1-2: Mundane Weapon Properties

Mundane Property	Price	Craft DC
Piercing Spike	+50 gp	+1
Hollow	+75 gp	+4
Disarming Spike	+100 gp	+2
Weighted (+1)	+100 gp	+1
Widehead	+100 gp	+2
Weighted (+2)	+200 gp	+2
Tripping Spike	+300 gp	+3
Unbalanced	+300 gp	+2
Weighted (+3)	+300 gp	+3
Weighted (+4)	+400 gp	+4
Flathead	+500 gp	+3
Weighted (+5)	+500 gp	+5
Weighted (+6)	+600 gp	+6
Weighted (+7)	+700 gp	+7

on damage rolls, and a two-handed weapon suffers a -3 penalty on damage rolls. If the weapon does not already have a range increment, it gains no benefit from this property (but still gains the drawback). A weapon that later gains the *throwing* special ability, or otherwise gains a range increment, benefits as normal. Adding the hollow property to a weapon increases its market price by 75 gp, and increases the Craft DC by +4.

**Spike**, **Disarming**: Weapons with this property have a large, curved hook that ends in a sharp point, which protrudes from the opposite side of the "business end" of the weapon, and is designed to hook onto a foe's gear and disarm it more easily. A weapon with the disarming spike property gains the disarm feature, granting a +2 bonus on Combat Maneuver checks made to disarm an enemy using the weapon. Only battleaxes, bec de corbins, clubs, dwarven waraxes, greataxes, greatclubs, handaxes, heavy picks, light hammers, light picks, lucerne hammers, pickaxes, sledges, throwing axes, and warhammers can



#### Sidebar: What Makes a Hammer?

Several of the mundane weapon properties and weapon special abilities in this book are restricted to certain types of weapons, such as melee weapons, or weapons that deal bludgeoning damage. While it is fairly easy to determine which items fall into categories like those, it can be a little more difficult to define things like "hammers," "axes," or "hafted weapons." As a result, we recommend using the following guidelines when determining whether or not certain abilities can be applied to certain weapons. At the GM's discretion, other weapons may be included in each of these categories, and these serve as guidelines, not hard-and-fast rules.

**Axes:** The following weapons are considered axes for the purposes of special abilities and mundane weapon properties that can only be applied to axes: bardiche, battleaxe, dwarven waraxe, greataxe, handaxe, hooked axe, knuckle axe, orc double axe, and throwing axe.

Hammers: The following weapons are considered hammers for the purposes of special abilities and mundane weapon properties that can only be applied to hammers: bec de corbin, gnome hooked hammer (blunt head only), light hammer, lucerne hammer, and warhammer, as well as the dwarven doublehammer, dwarven tunnelhammer, greatmaul, orcish war maul, and sledge found in this book.

Hafted Weapons: For the purposes of this book, a hafted weapon is any weapon that consists primarily of a grip which is attached to a separate "head." This refers to notably more than just polearms. All axes and hammers fall into this category, as do the bill, boar spear, flail, glaive, glaive-guisarme, guisarme, halberd, heavy flail, heavy mace, heavy pick, light mace, light pick, longspear, morningstar, pickaxe, shortspear, spear, and the trident.



have the disarming spike property. In the case of bec de corbins and Lucerne hammers with this property, such weapons lose the ability to deal piercing damage. Adding the disarming spike property to a weapon increases its market price by 100 gp, and increases the Craft DC by +2.

**Spike**, **Piercing**: Weapons with this property have a large, slightly curved spike opposite the head of their hammer, designed to be used to puncture an opponent's vital organs. A character wielding a hammer with the piercing spike property can choose to have the hammer deal piercing damage instead of bludgeoning damage, although he suffers a -2 penalty to attack and damage rolls for any attack for which he does so. The wielder must declare that he is using this property before the attack roll is made. Only light hammers, sledges, and warhammers can have the piercing spike property. Adding the piercing spike property to a weapon increases its market price by 50 gp, and increases the Craft DC by +1.

**Spike**, **Tripping:** Weapons with this property have a large, widely-curved hook that ends in a sharp point, which protrudes from the opposite side of the "business end" of the weapon, and is designed to hook around a foe's leg and trip him. A weapon with the tripping spike property gains the trip feature, allowing you to drop the weapon if you fail by 10 or more, rather than being tripped yourself. Only battleaxes, bec de corbins, clubs, dwarven waraxes, glaives, greataxes, greatclubs, guisarme, halberds, heavy picks, lucerne hammers, pickaxes, sledges, and warhammers can have the tripping spike property. In the case of bec de corbins and lucerne hammers with this property, such weapons lose the ability to deal piercing damage. Adding the tripping spike property to a weapon increases its market price by 300 gp, and increases the Craft DC by +3.

**Unbalanced:** Weapons with this property are much heavier on the striking end, but much lighter on the handle, causing it to swing more wildly. The wielder gains a +2 bonus on damage rolls with the weapon, but the first time that the character attacks with the weapon each round, he suffers a -1 penalty to AC until the beginning of his next turn. Adding the unbalanced property to a weapon increases its price by 300 gp, and increases the Craft DC by +2.

Weighted: Weapons with this property are heavily weighted towards the "business end," making them much more difficult to wield, but incredibly devastating when they hit. Each weighted weapon has a Strength rating from +1 to +7. If the wielder's Strength modifier is lower than the weapon's Strength rating, then he suffers a penalty on attack rolls with the weapon equal to the difference between his Strength modifier and the weapon's Strength rating, but the wielder is treated as having a Strength modifier equal to the weapon's Strength rating for the purposes of damage rolls with the weapon (for example, a wizard with 8 Strength attempting to wield a weighted battleaxe with a Strength rating of +4 would suffer a -5 penalty on attack rolls with the weapon, not including his normal -1 penalty of his negative Strength modifier. However, if he manages to land a hit, he will deal 1d8+4 damage, instead of 1d8-1). If the wielder's Strength modifier is equal to or greater than the weapon's Strength rating, then this property has no effect. Adding the weighted property to a weapon increases its market price by 100 gp

per point of Strength rating, and increases the Craft DC by +1 per point of Strength rating. A weapon must be masterwork in order to be weighted, and that is not included in the price.

**Widehead:** Weapons with this property have particularly large "heads," which spreads their damage out in a wider area on the target. Such weapons suffer a -1 penalty on damage rolls, but gain a +8 bonus on attack rolls made to confirm critical hits. Only weapons which deal bludgeoning damage can have the widehead property. Weapons which deal bludgeoning damage and another type of damage (such as the heavy mace and other weapons whose damage is listed as "B and P," but not weapons whose damage is listed as "B or P.") cannot have the widehead property. Adding the widehead property to a weapon increases its market price by 100 gp, and increases the Craft DC by +2.

### Weapon Special Abilities

The following special abilities can be applied to weapons, and follow the same general rules and guidelines as the weapon special abilities found in the *Pathfinder Roleplaying Game Core Rulebook*.

Several of the weapon special abilities included here, such as *bold* and *lockbreaking*, refer to a weapon's enhancement bonus. Note that in these cases, the abilities are referring to the actual enhancement bonus of the weapon, not its effective enhancement bonus, and so special abilities that are priced as an enhancement bonus equivalent (such as *flaming* or *holy*) do not count for this purpose.

Many of the weapon special abilities included here have restrictions on what type of weapons they can be applied to, such as only being able to be applied to hammers, or only applied to weapons that deal bludgeoning damage, or in some cases only to specific types of weapons. In such cases, the special ability's description will have a line detailing what sorts of weapons it can be applied to.

The following weapon special abilities are presented in alphabetical order.

#### Addling

A weapon with the *addling* special ability can confuse its target. Whenever a creature is damaged by an *addling* weapon, it must succeed on a Will save (DC 10 + damage dealt) or become disoriented, suffering a -2 penalty on all attack rolls, saving throws, skill checks and ability checks for 1 round. Additionally, on a confirmed critical hit the target gains the confused condition for 1 minute.

Addling can only be applied to bludgeoning weapons.

**Aura** moderate enchantment; **CL** 7th; Craft Magic Arms and Armor, *confusion*; **Price** +2 bonus.

### Table 2-1: Weapon Special Abilities

Special Ability	Price
Forging	500 gp
Lock-Breaking	500 gp
Angry	850 gp
Burdensome	+1 bonus
Civilized	+1 bonus
Explosive Head	+1 bonus
Knock Down	+1 bonus
Magnetic Force	+1 bonus
Mighty Throws	+1 bonus
Repellent	+1 bonus
Thrumming	+1 bonus
Tinkering	+1 bonus
Vibration	+1 bonus
Reforging	3,000 gp
Addling	+2 bonus
High Impact	+2 bonus
Massive	+2 bonus
Menacing	+2 bonus
Microfracture	+2 bonus
Organ Rupture	+2 bonus
Ringing	+2 bonus
Shield-Wrecker	+2 bonus
Temporary Break	+2 bonus
Teeth-Breaker	+2 bonus
Warlord	+2 bonus
Walloping	+2 bonus
Constructing	9,000 gp
Armor-Crushing	+3 bonus
Authoritarian	+3 bonus
Banishing	+3 bonus
Bold	+3 bonus
Bone-Crushing	+3 bonus
Gut-Wrenching	+3 bonus
Mighty Throws, Greater	+3 bonus
Rebellious	+3 bonus
Repair	+3 bonus
Ruthless	+3 bonus
Unavoidable	+3 bonus
Villainous	+3 bonus
Virtuous	+3 bonus
Will-Crushing	+3 bonus
Damaging	+4 bonus
Dispelling	+4 bonus
Knee-Breaker	+4 bonus
Mighty Impact	+4 bonus

Petrifying	+4 bonus
Pit-Spawning	+4 bonus
Pounding	+4 bonus
Relentless	+4 bonus
Seismic	+4 bonus
Swift Throw	+4 bonus
Destructive	+5 bonus
Dizzying	+5 bonus
Ferocious Assault	+5 bonus
Skull-Crushing	+5 bonus
Strength-Sapping	+5 bonus

#### Angry

This legendary special ability alters the way a weapon's enhancement bonus functions, converting it into more potential damage. An angry weapon loses any enhancement bonus to attack rolls, but gains double the enhancement bonus to damage rolls. For instance, a +3 angry warhammer would have a +0 enhancement bonus to attack rolls and a +6 enhancement bonus to damage rolls.

**Aura** faint transmutation; **CL** 3rd; Craft Magic Arms and Armor, Power Attack, *magic weapon*; **Price** +850 gp.

#### **Armor-Crushing**

This highly sought-after special ability allows a weapon to quickly dent, bash, and otherwise render a foe's armor completely useless. Whenever an *armor-crushing* weapon damages a creature, that creature's armor, if any, becomes less effective, and it loses 1 point of armor bonus to its AC. If the creature doesn't have an armor bonus to AC, this ability has no effect, and this ability has no effect on any dodge, deflection, natural armor, shield, or other type of bonus to AC.

The damage dealt to the target's armor is easily repaired, and can be fixed in 1 minute with a DC 10 Craft check.

Armor-crushing can only be applied to melee weapons that deal bludgeoning damage.

**Aura** moderate transmutation; **CL** 9th; Craft Magic Arms and Armor, *rusting grasp*; **Price** +3 bonus.

#### Authoritarian

An *authoritarian* weapon functions as an *axiomatic* weapon, but is even more attuned with the forces of law. An *authoritarian* weapon cannot be wielded, lifted, or moved in any way by non-lawful creatures. This means that any steal combat maneuvers or Sleight of Hand attempts to pick up the weapon automatically fail unless the character attempting to take the weapon is lawfullyaligned. Further, the wielder gains a +4 bonus to CMD versus attempts to disarm him of the *authoritarian* weapon, regardless of the alignment of the attacker. Finally, whenever the wielder of an *authoritarian* weapon confirms a critical hit against a creature of chaotic alignment, it deals an additional 3d10 points of damage.

**Aura** strong evocation [law]; CL 13th; Craft Magic Arms and Armor, *dictum*; **Price** +3 bonus.

#### Banishing

Weapons with this special ability function as though they had the *bane* special ability, except that it applies to all creatures with the extraplanar subtype, rather than creatures of a specific type. Additionally, as a standard action, the wielder of a *banishing* weapon can make a single melee attack. If the attack hits, it deals damage as normal, and, if the creature struck is extraplanar in origin, it must succeed on a Will save (DC 10 + damage dealt) or be removed from the plane, as the spell *dismissal*.

**Aura** moderate abjuration; **CL** 9th; Craft Magic Arms and Armor, *dismissal*; **Price** +3 bonus.

#### Bold

A *bold* weapon has a number of charges equal to five times its enhancement bonus, which renew each day at dawn. The weapon's wielder can spend one or more of these charges as part of making an attack with the weapon. If he does, he gains one of the following benefits for the purposes of this attack for each charge he spends:

- A +1 bonus on the attack roll
- A +2 bonus on the damage roll
- The critical threat range of the weapon is increased by 1 (for example, 19-20 becomes 18-20. This change is applied last, and is not doubled by effects like the Improved Critical feat).
- The critical multiplier of the weapon is increased by 1 (for example, x2 becomes x3. This change is applied last, and is not doubled by effects like the bone crushing special ability).

The wielder must declare how many points he is spending before making the attack roll, and what he is spending them on. The benefits apply to only a single attack. The wielder can spend no more than 5 charges per round.

**Aura** moderate transmutation; **CL** 9th; Craft Magic Arms and Armor, *greater magic weapon*; **Price** +3 bonus.

#### **Bone-Crushing**

Weapons with this special ability deal truly devastating critical blows, from which it can be almost impossible to recover. The critical multiplier of a bonecrushing weapon is doubled (so a weapon that would normally have a critical multiplier of x2 has a critical multiplier of x4, instead, and one that would normally have a critical multiplier of x3 has one of x6).

*Bone-crushing* can only be applied to hammers and axes.

Aura moderate transmutation; CL 9th; Craft Magic Arms and Armor, greater magic weapon; Price +3 bonus.

#### Burdensome

A weapon with the *burdensome* special ability causes the target to feel as though he is carrying extra weight, slowing him down and making his movements clumsier. Whenever a *burdensome* weapon damages a creature, that creature is weighed down with pure force energy, and is treated as though he were carrying an additional amount of pounds of weight equal to the amount of damage dealt. This extra weight vanishes 1 minute after the *burdensome* weapon last damaged the target.

*Burdensome* can only be applied to bludgeoning weapons.

**Aura** faint necromancy; **CL** 1st; Craft Magic Arms and Armor, *ray of enfeeblement*; **Price** +1 bonus.

#### Civilized

The *civilized* special ability is the result of years of cultural acceptance and enlightenment, and thus a weapon with the *civilized* special ability are less willing to lend its magic against thinking creatures. However, those same ideals of enlightenment imbue these weapons with a powerful offensive magic. Against a character with 3 or more Intelligence, the magic of a *civilized* weapon fails to function, and it additionally loses any enhancement bonus and is treated as an ordinary weapon of its kind. Against any character of 2 or less Intelligence, or a character that does not have an Intelligence score, on the other hand, a *civilized* weapon deals an additional 3d6 points of damage.

**Aura** faint enchantment; **CL** 5th; Craft Magic Arms and Armor, *touch of idiocy*; **Price** +1 bonus.

#### Constructing

Hammers with this potent special ability can create magical fortifications in an instant. As a full-round action, a character wielding a hammer with the *constructing* special ability can create a 10-foot long, 1-footthick low wall (see the *Pathfinder Roleplaying Game Core Rulebook* for more information on walls) made of pure force in any contiguous squares adjacent to him, which lasts for 1 minute. This ability can be used a number of times each day equal to 1 + 1 for each point of enhancement bonus the *constructing* weapon possesses.

*Constructing* can only be applied to hammers.

**Aura** moderate evocation; **CL** 9th; Craft Magic Arms and Armor, *wall of force*; **Price** +9,000.

#### Damaging

This potent special ability allows the weapon to overcome damage reduction of any kind. Damage dealt by a *damaging* weapon overcomes all forms of damage reduction, including damage reduction that cannot normally be overcome by any means.

Aura strong transmutation; CL 12th; Craft Magic Arms and Armor, *polymorph any object*; Price +4 bonus.

#### Destructive

Weapons with this special ability disintegrate objects that they strike. Whenever the wielder of a *destructive* weapon makes a successful sunder combat maneuver, in addition to dealing damage as normal, the object must succeed on a saving throw (DC 10 + the weapon's enhancement bonus + the wielder's Strength modifier) or be disintegrated, as the spell *disintegrate*. As long as the object is attended (held, worn, etc.), it receives a saving throw, even if it is non-magical (the item uses the saving throw bonus of whoever is holding or wearing it). Unattended non-magical items do not receive a saving throw, and are automatically disintegrated. Artifacts are immune to this ability, as are constructs.

Additionally, as a standard action, the wielder of a *destructive* hammer can strike the ground or a wall with it, in which case it disintegrates a 10-foot-cube of the surface struck.

This ability has no effect on organic material, or on objects that are also creatures (such as animated objects, golems, and other constructs).

*Destructive* can only be applied to melee weapons that deal bludgeoning damage.

**Aura** strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *disintegrate*; **Price** +5 bonus.

#### Dispelling

Weapons with this special ability are nearly always covered with arcane runes, which allow them to smash through not only armor and flesh, but also through magic, as well. The wielder of a *dispelling* weapon can make a dispelling strike as a standard action, making a single melee attack with the weapon. If the attack hits, it deals damage as normal, and the target is affected as though by the targeted version of the spell *greater dispel magic*. For



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the purposes of the *greater dispel magic* effect, instead of the item's actual caster level, the caster level is equal to four times the weapon's enhancement bonus (so a + 1 dispelling warhammer would make caster level checks with a + 4bonus and be able to dispel a single spell effect, while a + 5dispelling warhammer would make caster level checks with a + 20 bonus and be able to dispel up to five spell effects). The wielder may not use Vital Strike, or similar abilities, in conjunction with a dispelling strike.

Dispelling can only be applied to melee weapons.

**Aura** strong abjuration; **CL** 12th; Craft Magic Arms and Armor, *greater dispel magic*; **Price** +4 bonus.

#### Dizzying

Every hit from a *dizzying* weapon is disorienting, and sends the opponent reeling and struggling to recover. Whenever the wielder of a *dizzying* weapon hits a creature with that weapon, the creature must succeed on a Fortitude save (DC 10 + the weapon's enhancement bonus + the wielder's Strength modifier) or be staggered until the beginning of the wielder's next turn. If the result of the saving throw is a critical failure, the target is dazed until the beginning of the target's next turn, instead.

*Dizzying* can only be applied to two-handed melee weapons that deal bludgeoning damage.

Aura strong transmutation; CL 15th; Craft Magic Arms and Armor, *bull's strength*; Price +5 bonus.

#### **Explosive** Head

A weapon with the *explosive head* special ability explodes with violent impact upon successfully hitting its target. An *explosive head* weapon has a number of charges equal to its enhancement bonus. On a successful hit, the wielder of an *explosive head* weapon may choose to expend one of the weapon's charges in order to cause it to explode. This explosion releases magical energies which deal 1d6 points of bludgeoning damage plus 1d6 points of fire damage to all creatures within a 5-foot-radius of the target. All characters, except the wielder and the target, may attempt a Reflex save (DC 10 + damage dealt) for half damage. These charges recover once every minute.

*Explosive head* can only be applied to hafted weapons without reach.

**Aura** faint evocation; **CL** 5th; Craft Magic Arms and Armor, *fireball;* **Price** +1 bonus.

#### **Ferocious Assault**

Weapons with this special ability put incredible pressure on the opponent, driving him back with each swing and causing him to lose his balance. Whenever the wielder of a *ferocious assault* weapon makes a melee attack with it, if the attack hits, the wielder may choose to immediately make a combat maneuver check against the target. If the check is successful, the target is pushed backwards 5 feet. This movement does not provoke attacks of opportunity. If the target is unable to move 5 feet directly away from the wielder (such as because that square is occupied), then he does not move, instead. If the target does move, then the wielder may choose to make a 5-foot step as a free action, moving into the square that the target just left. If the attack was made as part of a full-attack action (or another action that allows for multiple attacks), and the wielder has one or more attacks left to make as part of that action, then he may continue that action after moving. If the wielder hits the target multiple times in one round, he may attempt to move the target multiple times.

Additionally, whenever a creature is moved as a result of this ability, the weapon's wielder gains a cumulative +1 bonus on attack rolls against the moved creature, as that creature is forced off-balance by the relentless assault. These bonuses last until the beginning of the moved creature's next turn.

*Ferocious assault* can only be applied to melee weapons.

**Aura** strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *haste, telekinesis*; **Price** +4 bonus.

#### Forging

A hammer with the *forging* special ability is adapted to create rather than destroy. A *forging* weapon may be used in the place of artisans tools, and grants a +3 circumstance bonus per point of enhancement bonus it possesses to all Craft checks made with the *forging* weapon. **Aura** moderate transmutation; **CL** 9th; Craft Magic Arms and Armor, *fabricate*; **Price** + 500 gp.

#### **Gut-Wrenching**

These weapons are enhanced to allow them to deliver blows so powerful that they leave the target's whole body weakened. Whenever a *gut-wrenching* weapon hits a living creature, that creature suffers a cumulative -1 penalty on all Fortitude saving throws. This penalty lasts for 1 hour.

**Aura** moderate enchantment; **CL** 9th; Craft Magic Arms and Armor, *crushing despair*; **Price** +3 bonus.

#### High Impact

A weapon with the *high impact* special ability strikes with greater force. The wielder applies 1-1/2 times his Strength modifier to damage rolls if the weapon is a one-handed weapon, and twice his Strength modifier to damage rolls if the weapon is a two-handed weapon.

**Aura** faint transmutation; **CL** 3rd; Craft Magic Arms and Armor, *bull's strength*; **Price** +2 bonus.

#### **Knee-Breaker**

Weapons with this ability are particularly good at crippling a foe's legs, causing him to topple like a felled tree. Whenever the wielder of a *knee-breaker* weapon makes an attack with it, he may choose to take a -2 penalty in order to aim for his target's legs. If he does, and the attack hits, he may immediately make a special trip combat maneuver against the target as a free action. This trip attempt does not provoke attacks of opportunity, and regardless of the result of the combat maneuver check, the wielder cannot be tripped himself as a result of using this ability. Further, the wielder gains a bonus on the combat maneuver check equal to the amount of damage dealt by the attack.

If the trip attempt is successful, the target is knocked prone, as normal. Additionally, the attack damages the target's leg severely, making it difficult to move. The target's movement speed is halved, and he cannot run. These penalties last for 10 minutes, or until the target receives 1 point of magical healing, whichever comes first.

*Knee-breaker* can only be applied to melee weapons that deal bludgeoning damage.

**Aura** strong evocation [pain]; **CL** 12th; Craft Magic Arms and Armor, *agonize*; **Price** +4 bonus.

*Forging* can only be applied to hammers.

#### **Knock Down**

A weapon with the *knock down* special ability strikes with incredible impact, potentially knocking the target to the ground. Whenever a character is damaged by a *knock down* weapon, if the result of the attack roll is greater than his CMD, the target is knocked prone.

*Knock down* can only be applied to bludgeoning weapons.

Aura faint evocation; CL 3rd; Craft Magic Arms and Armor, gust of wind; Price +1 bonus.

#### Lock-Breaking

Hammers with this special ability emit sonic vibrations insufficient to harm even crystalline beings, but which resonate within objects they are struck against and wreak havoc on the delicate devices of mechanical locks, rendering them useless. When a *lock-breaking* weapon successfully hits a locked portal or container, the sonic tremors instantly destroy any lock which could be disabled by a Disable Device check with a DC of 10 + 5 per point of enhancement bonus the *lock-breaking* weapon possesses. Magical locks are unaffected by a *lock-breaking* weapon

*Lock-breaking* can only be applied to light hammers and warhammers.

Aura faint; CL 3rd; Craft Magic Arms and Armor, *shatter*; Price +500 gp.

#### **Magnetic** Force

A weapon with the *magnetic force* special quality is drawn to metal objects with magically enhanced accuracy and force. Whenever the wielder of a *magnetic force* weapon attacks a metal object or makes a combat maneuver check to sunder a metal item, he gains a +2 bonus on the attack roll or combat maneuver check for each point of enhancement bonus the *magnetic force* weapon possesses, and deals an additional 2 points of damage for each point of enhancement bonus the *magnetic force* weapon possesses to the item.

*Magnetic force* can only be applied to hammers.

**Aura** faint evocation; **CL** 1st; Craft Magic Arms and Armor, *shocking grasp*; **Price** +1 bonus.

#### Massive

*Massive* weapons, true to their name, are immense in size, but can be wielded with ease. A *massive* weapon is treated as though it were one size category larger than it is for the purposes of the damage it deals and for any attempts to disarm it, but can be wielded with the same ease as a weapon of its size (*for example, a Medium* +1 massive longsword would deal 2d6 +1 plus Strength modifier points of damage, and be treated as a Large weapon for the purposes of disarming it, but could be comfortably wielded in one hand by a Medium creature or in two hands by a Small creature).

Aura faint transmutation; CL 3rd; Craft Magic Arms and Armor, enlarge; Price +2 bonus.

#### Menacing

A weapon with the *menacing* special ability strikes terror into the hearts of those it hits, forcing the target to react with terror. Any creature damaged by a *menacing* weapon must succeed on a Will save (DC 10 + damage dealt) or become shaken for 1 round. If the attack was a critical hit, the target instead becomes frightened for 1d4 rounds.

**Aura** faint enchantment; **CL** 1st; Craft Magic Arms and Armor, *scare*; **Price** +2 bonus.

#### Microfracture

Whenever a creature is damaged by a microfracture weapon, supernatural fractures form in the target's bones that make movement painful as the bones begin to break under the stress. While a creature is affected by a microfracture weapon, whenever he moves (including taking a 5-foot step or a charge action), he suffers 1 point of damage for each point of enhancement bonus the microfracture weapon possesses. These fractures heal within 1d4 rounds and additional attacks with a microfracture weapon do not extend the duration. A microfracture weapon has no affect on creatures without a skeleton.

*Microfracture* can only be applied to bludgeoning weapons.

**Aura** faint necromancy; **CL** 1st; Craft Magic Arms and Armor, *bleed*; **Price** +1 bonus.

#### Mighty Impact

Weapons with this ability have been imbued with magic that allows them to deliver incredible blows that send their targets flying. Whenever the wielder of a *mighty impact* weapon confirms a critical hit, the target of that critical hit is sent flying backwards 5 feet for every 5 points of damage dealt as part of that critical hit (rounded down). This movement does not provoke attacks of opportunity, but must be directly away from the wielder, and if the target's path would take him through any solid objects, including other creatures, he crashes into them, taking 1d6 points of damage for every 10 feet traveled up to that point, and inflicting the same amount of damage on the object.

If the target crashes into an object, then his movement is stopped unless the damage he inflicts is enough to destroy the object, in which case he continues along the same path. If the target crashes into another creature, the wielder makes a special combat maneuver check (10 + the wielder's base attack bonus + the wielder's Strength bonus + any size bonus to CMB that the target of the critical hit may possess + 1 for every 10 feet that the target has traveled as a result of this ability) against the CMD of the second creature. If he succeeds, then both creatures continue along the path after taking damage. If he fails, then the first creature's movement stops at the second creature's square.

Regardless of the nature of any obstacles the target hits along his path, if he hits one obstacle and continues moving, then he hits another obstacle, the damage inflicted from the impact is calculated using only the distance moved since the last obstacle, rather than the full distance travelled to that point. Any creature that moves at least 5 feet as a result of this ability is knocked prone at the end of its movement.

Mighty impact can only be applied to hammers.

Aura strong transmutation; CL 12th; Craft Magic Arms and Armor, *telekinesis*; Price +4 bonus.

#### **Mighty Throws**

Weapons with this special ability are more powerful when thrown. Whenever the *mighty throws* weapon is thrown, if it hits, it deals an additional 2d6 points of damage. This damage is not multiplied in the event of a critical hit.

*Mighty throws* can only be applied to melee weapons that can be thrown.

**Aura** faint transmutation; **CL** 3rd; Craft Magic Arms and Armor, *bull's strength*; **Price** +1 bonus.

#### Mighty Throws, Greater

This special ability functions as the *mighty throws* special ability, except that the weapon deals an additional 5d6 points of damage when thrown, instead. This damage is not multiplied in the event of a critical hit.

Greater mighty throws can only be applied to melee weapons that can be thrown.

**Aura** moderate transmutation; **CL** 9th; Craft Magic Arms and Armor, *bull's strength*; **Price** +3 bonus.

#### **Organ Rupture**

A weapon with the *organ rupture* special ability uses concussive impact to cause terrible bleeding wounds in the organs of creatures it damages. Any creature damaged by an *organ rupture* weapon gains 1d4 points of bleed damage (this damage does not stack). Unlike normal bleed damage, this damage cannot be healed by mundane means and only magical healing can stop the internal wounds.

Organ rupture can only be applied to bludgeoning weapons.

**Aura** faint necromancy; **CL** 1st; Craft Magic Arms and Armor, *bleed*; **Price** +2 bonus.

#### Petrifying

This terrifying special ability causes the weapon to slowly turn any creature it strikes to stone. Whenever a creature is struck with a *petrifying* weapon, it must succeed on a Fortitude save (DC 10 + the weapon's enhancement bonus) or begin turning to stone. After the first failed saving throw, the target's skin hardens, imposing a -8 penalty to Dexterity, but increasing the target's natural armor by +2. After the second failed saving throw, the target's limbs start to become rigid, imposing a -4 penalty on attack rolls and halving the target's movement speed. Finally, after the third failed saving throw, the target becomes completely petrified, as the spell *flesh to stone*.

Other than the third and final effect, which lasts indefinitely, the effects of this ability are temporary, and a creature that goes for a full minute without being hit by the *petrifying* weapon loses all benefits and penalties imposed by this ability. This also resets the number of failed saves the creature is considered to have for this ability, meaning that if he is later hit by a *petrifying* weapon, then the first time he fails the saving throw will be treated as his first failed save, rather than continuing from where he was before. If a creature is hit by multiple *petrifying* weapons within one minute, their effects do not stack, nor do the number of failed saves add together.

*Petrifying* can only be applied to melee weapons.

**Aura** strong transmutation; **CL** 12th; Craft Magic Arms and Armor, *flesh to stone*; **Price** +4 bonus.

#### **Pit-Spawning**

Weapons with this special ability can be used to open up pits beneath the foes of the enemy. As a standard action, the wielder of a *pit-spawning* weapon can strike the weapon against the ground. If he does, then he can create a 10-foot by 10-foot square pit anywhere within 30 feet. The entire pit must be within this area. The pit is open at the top, and is 10 feet deep for each point of enhancement bonus that the weapon possesses (to a maximum of 50 feet for a +5 *pit-spawning weapon*). If there are any creatures in the area where the pit is created, they must succeed on a Reflex save (DC 10 + the weapon's enhancement bonus + the wielder's Strength modifier) or fall into the pit. A success indicates that they move to the nearest unoccupied square adjacent to the pit. A failure indicates that the creature falls into the pit, and takes fall damage, as normal. Pits created by this ability have a Climb DC equal to 10 + three times the weapon's enhancement bonus.

Pits created by this ability last for 1 minute, at which point they close, leaving any creatures or objects that were in the pit on the ground in the area that the pit was. Once a pit has closed, there is no sign it was ever there. The wielder can use this ability a number of times per day equal to the weapon's enhancement bonus.

*Pit-spawning* can only be applied to one-handed and two-handed melee weapons that deal bludgeoning damage.

**Aura** strong transmutation; **CL** 12th; Craft Magic Arms and Armor, *move earth*; **Price** +4 bonus.

#### Pounding

Weapons with this special ability can be used to literally pound an opponent into the ground. As a standard action, the wielder of a *pounding* weapon can make a single melee attack. If the attack hits, it deals damage as normal, and the target must succeed on a Reflex save (DC 10 + damage dealt) or be pounded bodily into the ground. A creature that fails its save is unable to move from its square, but can take normal actions, and is not considered helpless. It inability to move does make dodging attacks more difficult, however, and a creature that has been pounded into the ground in this way applies only half its Dexterity bonus to AC (this does not count as being denied its Dexterity bonus to AC for the purposes of abilities such as sneak attack). Finally, creatures attacking a creature that has been pounded into the ground in this way count as having higher ground even from ground level, as long as they are not smaller than the creature they are attacking.

A creature that has been pounded into the ground can free itself with a DC 20 Escape Artist check. This is a full-round action that provokes attacks of opportunity. Once the creature is out of the ground, the space that it occupied fills up, leaving no indication that anything occurred, except possibly for some cosmetic damage to the surface.

A creature can be pounded into most surfaces with this ability, but cannot be pounded into metal surfaces, or non-solid surfaces (such as in the case of aerial or underwater combat). It is not possible to pound a creature through a surface into an open space on the other side, and if a creature would fall through the surface it is pounded into, the ability simply fails.

*Pounding* can only be applied to melee weapons that deal bludgeoning damage.

**Aura** strong transmutation; **CL** 12th; Craft Magic Arms and Armor, *move earth*; **Price** +4 bonus.

#### Rebellious

A rebellious weapon functions as an *anarchic* weapon, but is even more attuned with the forces of chaos. A rebellious weapon cannot be wielded, lifted, or moved in any way by non-chaotic creatures. This means that any steal combat maneuvers or Sleight of Hand attempts to pick up the weapon automatically fail unless the character attempting to take the weapon is chaotically-aligned. Further, the wielder gains a +4 bonus to CMD versus attempts to disarm him of the *rebellious* weapon, regardless of the alignment of the attacker. Finally, whenever the wielder of a *rebellious* weapon confirms a critical hit against a creature of lawful alignment, it deals an additional 3dio points of damage.

**Aura** strong evocation [chaos]; **CL** 13th; Craft Magic Arms and Armor, word of chaos; **Price** +3 bonus.

#### Reforging

Hammers with the *reforging* special ability are magically empowered to restore broken items to their former glory. By placing the *reforging* weapon in contact with an item with the broken condition for 1 full round, the item is immediately restored to full hit points and loses the broken condition.

*Reforging* can only be applied to hammers.

**Aura** faint transmutation; **CL** 3rd; Craft Magic Arms and Armor, *make whole*; **Price** +3,000 gp.

#### Relentless

Weapons with this special ability draw upon the heat of combat to allow the wielder to make additional attacks. Whenever the wielder of a *relentless* weapon confirms a critical hit with the weapon, or reduces a creature to o hit points with the weapon, he may immediately make a single melee attack with the weapon at his highest base attack bonus. The wielder gains a +5 bonus to attack and damage rolls for any attack granted in this way.

*Relentless* can only be applied to axes and hammers.

**Aura** strong transmutation; **CL** 12th; Craft Magic Arms and Armor, *haste*; **Price** +4 bonus.

#### Repair

While hammers that are used as weapons are primarily designed to destroy, some hammers have also been enchanted to allow it to repair damaged objects with incredible speed. Whenever a *repair* weapon would deal damage to an object or a creature of the construct type, it instead restores that many hit points to that creature or object, instead. Unlike many weapon special abilities which modify the damage the weapon deals, the *repair* special ability cannot be deactivated, and there is no way to damage an object or a creature of the construct type with a *repair* weapon.

Repair can only be added to hammers.



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Aura moderate transmutation; CL 9th; Craft Magic Arms and Armor, *make whole*; Price +3 bonus.

#### Repellent

A weapon with this special ability knocks its foes away from the wielder. Whenever a creature is damaged by a weapon with the *repellent* special ability, the wielder can make a combat maneuver check as a free action, which, if successful, causes the target to immediately be pushed 5 feet away from the wielder in the direction of the wielder's choice. If the attack is a critical hit, the target also falls prone.

*Repellent* can only be applied to melee weapons that deal bludgeoning damage.

**Aura** faint evocation; **CL** 1st; Craft Magic Arms and Armor, *gust of wind*; **Price** +1 bonus.

#### Ringing

A weapon with the *ringing* special ability creates a subsonic burst of sound that vibrates through the target's bones, causing temporary deafness. Whenever a character is hit by a *ringing* weapon, he must succeed on a Fortitude save (DC 10 + damage dealt) or become deafened for 1

round per point of enhancement bonus the weapon possesses. Additional instances of this ability (such as from being hit multiple times) increase the remaining duration by 1 round, regardless of the weapon's enhancement bonus. A critical hit causes the target to become deafened for 1 minute, instead.

*Ringing* can only be applied to hammers.

**Aura** faint evocation; **CL** 3rd; Craft Magic Arms and Armor, *sound burst*; **Price** +2 bonus.

#### **Ruthless**

These weapons are imbued with a powerful hatred against all living things, which, when the wielder taps into it, allows him to strike foes with incredible power, but threatens to overwhelm him and send him into an orgy of violence. Three times per day, as a move action, the wielder may activate the weapon's special ability and pick a single creature within 60 feet that he can see. For the next minute, whenever he hits the chosen creature with the *ruthless* weapon, he deals an additional 5d6 points of damage with each successful hit.

This destructive power comes at a cost, however, and for as long as the ability is in effect, he must succeed on a Will save (DC 13 + the weapon's enhancement bonus) or be forced to attack the chosen creature that round, if possible. Even if the chosen creature is incapacitated or dead, the wielder continues to attack his lifeless body in the event of a failed save. If the wielder is unable to attack the chosen creature, he instead spends his round moving closer to the creature, in order to be able to attack them the next round. This ability cannot be ended early, and even in the event of a successful save, the wielder must still make the saving throw next round in order to avoid attacking the chosen creature. Similarly, the wielder cannot activate the weapon's ability again or select a new creature while the first use of the ability is still active.

*Ruthless* can only be applied to two-handed weapons.

**Aura** moderate enchantment; **CL** 9th; Craft Magic Arms and Armor, *rage*; **Price** +3 bonus.

#### Seismic

Weapons with this special ability have an innate affinity for the earth, and the wielder of such a weapon can strike the ground with enough power to create small earthquakes. Three times per day, as a standard action, the weapon's wielder can slam it into the ground. If he does, he creates a localized earthquake which takes one of the following forms, as chosen by the wielder: a 6o-foot line, a 30-foot cone, or a 15-foot radius burst centered on the wielder. Regardless of the earthquake's area, it deals 3d6 points of bludgeoning damage per point of enhancement bonus it possesses to each creature other than the wielder within the area, and each creature other than the wielder in the affected area is knocked prone. A successful Reflex save (DC 10 + the weapon's enhancement bonus + the wielder's Strength modifier) halves the damage and negates the prone condition. Finally, each square within the area of the effect is treated as difficult terrain for the next 2d4 rounds, as the earth in those squares shifts and settles.

*Seismic* can only be applied to melee weapons that deal bludgeoning damage.

Aura strong evocation [earth]; CL 15th; Craft Magic Arms and Armor, *earthquake*; **Price** +4 bonus.

#### Shield Wrecker

A weapon with the *shield wrecker* special ability is specifically designed to compromise shields, both mundane and magical. Whenever a character is damaged by a weapon with the *shield wrecker* special ability, he loses his shield bonus to AC, if any, for 1 round. If the attack is a critical hit, the *shield wrecker* wreaks further havoc on the target's shield: if the target is carrying a shield, it gains the broken condition; if the target is affected by a spell or other ability that grants a shield bonus to AC, that spell or ability is repressed for 1 minute.

Shield wrecker can only be applied to bludgeoning weapons.

Aura moderate transmutation; CL 7th; Craft Magic Arms and Armor, *rusting grasp*; **Price** +2 bonus.

#### Skull-Crushing

Favored by those who want power similar to a vorpal weapon, but prefer to fight with bludgeoning weapons, this potent special ability allows the wielder to cave in skulls with a single hit. Whenever a damage roll with a skull-crushing weapon is the maximum possible result (such as a "natural 10" on a greatclub, or a "natural 12" on a lucerne hammer), the target must succeed on a Fortitude save (DC 10 + the damage dealt) or die instantly, as its head is crushed to a pulp. Even if the creature succeeds on its saving throw, it suffers an additional 5d6 points of bludgeoning damage. Some creatures, such as many aberrations and all oozes, have no heads, and are immune to this ability entirely. Others, such as golems and undead creatures other than vampires, are not automatically killed due to the loss of their heads, and such creatures merely take 5d6 if they fail the saving throw, and suffer no ill effect if they succeed on the saving throw.

Skull-crushing can only be applied to melee weapons that deal bludgeoning damage. Additionally, skull-crushing can only be applied to weapons whose damage dice have a maximum of 8 or higher (for example, it could be applied to a weapon that deals 1d8 damage, or one that deals 2d4 damage, or one that deals 1d12 damage, but cannot be applied to a weapon that deals 1d6 damage). **Aura** strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *bull's strength*; **Price** +5 bonus.

#### Strength-Sapping

This fearsome special ability drains the Strength of those that it hits, making its wielder stronger even as his targets grow weaker. Whenever a creature is hit with a *strength-sapping* weapon, it must succeed on a Fortitude save (DC 10 + the weapon's enhancement bonus + the wielder's Strength modifier) or take 2 points of Strength damage. If a creature takes Strength damage in this way (the creature fails its save and is not immune to ability damage), then the weapon's wielder gains a +2 enhancement bonus to his Strength score. Both the bonus and the ability damage last for 1 minute. Multiple instances of this ability stack (so a creature that was hit three times and failed its saving throw all three times would suffer a -6 penalty to Strength and the wielder would gain a +6 bonus to Strength).

*Strength-sapping* can only be applied to melee weapons.

**Aura** strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *bull's strength*, *ray* of *enfeeblement*; **Price** +5 bonus.

#### Swift Throw

Weapons with this powerful ability function as though they had the *throwing* and *returning* special abilities, except that the weapon returns to the wielder's hand almost instantaneously, rather than just before the wielder's next turn. As a result, the wielder can make multiple attacks with the *swift throw* weapon in a single round, potentially even making a full attack action and making every attack in that action as a ranged attack.

*Swift throw* can only be applied to melee weapons.

**Aura** strong transmutation; **CL** 12th; Craft Magic Arms and Armor, *haste, magic stone, telekinesis*; **Price** +5 bonus.

#### **Temporary Break**

A hammer of this kind literally shatters the bones of creatures it hits, causing intense pain and crippling their ability to fight. A creature damaged by a *temporary break* weapon must succeed on a Fortitude save (DC 10 + damage dealt) or gain the sickened condition for 1 round. Multiple hits with a *temporary break* weapon increase the duration by 1 round for each failed save. A *temporary break* weapon has no affect on creatures without a skeleton.

*Temporary break* can only be applied to bludgeoning weapons.

**Aura** moderate necromancy; **CL** 9th; Craft Magic Arms and Armor, *symbol of pain*; **Price** +2 bonus.

#### **Teeth-Breaker**

A weapon with the *teeth-breaker* special ability directs its damage to the target's mouth, making speech difficult for a short time. Any creature damaged by a *teethbreaker* weapon has his jaw magically mashed about and morphed, causing his speech to become indiscernible. This imposes a -20 penalty on all Bluff, Diplomacy, Intimidate, and Perform checks reliant on speech. Additionally, the target suffers a 35% chance of spell failure on all spells he casts that use verbal components. On a critical hit, the target instead suffers a -40 penalty on all Bluff, Diplomacy, Intimidate, and Perform checks reliant on speech, and suffers a 70% chance of spell failure on all spells he casts that use verbal components. In either case, the condition persists for 1d4 rounds after the target was last damaged by the *teeth-breaker* weapon.

*Teeth-breaker* can only be applied to bludgeoning weapons.

Aura faint illusion; CL 1st; Craft Magic Arms and Armor, *silence*; Price +2 bonus.

#### Tinkering

A weapon with the *tinkering* special ability is enchanted not to improve its functions in combat, but to enhance its capabilities as a tool. A *tinkering* weapon can be used to improve many complex devices and automatons, and can be used for each of the following abilities once per day.

First, by spending 1 minute doing nothing but tinkering with a creature of the construct type at full hit points, the wielder of a *tinkering* weapon can grant that creature a number of temporary hit points equal to 1d6 per point of enhancement bonus the tinkering weapon possesses. These temporary hit points disappear after 1 hour. Second, by spending 1 hour doing nothing but tinkering with an ordinary weapon, the wielder of a tinkering weapon can cause that weapon to gain a +1 enhancement bonus to attack until it is damaged. Weapons improved in this way do not increase in value as a result. Finally, a *tinkering* weapon can be used to improve any lock or mechanical trap by spending 1 full minute tinkering with it. This increases the Disable Device DC of the affected object by an amount equal to twice the *tinkering* hammer's enhancement bonus. This ability this ability does not stack with itself.

*Tinkering* can only be applied to light hammers.

**Aura** moderate transmutation; **CL** 9th; Craft Magic Arms and Armor, *fabricate*; **Price** +1 bonus.

#### Thrumming

The thrumming special ability causes weapons to hum with a sonic resonance damaging to objects. On a successful hit or a successful sunder attempt, a thrumming weapon deals an additional 1d10 points per point of enhancement bonus it possesses to objects with a hardness of less than 8. Particularly brittle or crystalline objects automatically suffer maximum damage as a result of this attack.

*Thrumming* can only be applied to hammers.

Aura faint evocation; CL 3rd; Craft Magic Arms and Armor, sound burst; Price +1 bonus.

#### Unavoidable

This powerful special ability allows a weapon to strike so hard that no amount of armor can truly shield the target from the blow. If the result of an attack roll for a melee attack with an *unavoidable* weapon is less than the target's AC, but more than the target's touch AC, then the attack still deals half damage. Roll damage as normal, and divide the result by two (rounded down) to determine the amount of damage the target takes. If the attack would miss the target for another reason (such as miss chance), or if the attack roll is less than the target's touch AC, this ability has no effect.

*Unavoidable* can only be applied to melee weapons that deal bludgeoning damage.

**Aura** moderate transmutation; **CL** 19th; Craft Magic Arms and Armor, *bull's strength*; **Price** +3 bonus.

#### Vibration

A weapon with the *vibration* special ability pulsates at high speeds, dealing an extra 1d8 points of damage on a successful hit. This extra damage is bludgeoning damage if the weapon would ordinarily deal bludgeoning damage, or slashing damage if the weapon would ordinarily deal slashing damage. Because of the intense vibrations, a *vibration* weapon is poorly suited to damaging specific vital spots and its critical threat range is reduced by 1 (the weapon always threatens a critical hit on a natural 20).

*Vibration* can only be applied to bludgeoning and slashing weapons.

**Aura** faint evocation; **CL** 1st; Craft Magic Arms and Armor, *magic missile*; **Price** +1 bonus.

#### Villainous

A villainous weapon functions as an unholy weapon, but is even more attuned with the forces of evil. A villainous weapon cannot be wielded, lifted, or moved in any way by non-evil creatures. This means that any steal combat maneuvers or Sleight of Hand attempts to pick up the weapon automatically fail unless the character attempting to take the weapon is evil-aligned. Further, the wielder gains a +4 bonus to CMD versus attempts to disarm him of the villainous weapon, regardless of the alignment of the attacker. Finally, whenever the wielder of a *villainous* weapon confirms a critical hit against a creature of good alignment, it deals an additional 3010 points of damage.

**Aura** strong evocation [evil]; **CL** 13th; Craft Magic Arms and Armor, *blasphemy*; **Price** +3 bonus.

#### Virtuous

A virtuous weapon functions as a holy weapon, but is even more attuned with the forces of good. A virtuous weapon cannot be wielded, lifted, or moved in any way by non-good creatures. This means that any steal combat maneuvers or Sleight of Hand attempts to pick up the weapon automatically fail unless the character attempting to take the weapon is good-aligned. Further, the wielder gains a +4 bonus to CMD versus attempts to disarm him of the virtuous weapon, regardless of the alignment of the attacker. Finally, whenever the wielder of a virtuous weapon confirms a critical hit against a creature of evil alignment, it deals an additional 3dio points of damage.

Aura strong evocation [good]; CL 13th; Craft Magic Arms and Armor, *holy word*; Price +3 bonus.

#### Walloping

A weapon with the *walloping* special qualities affects the ability of those it hits to focus. Any creature damaged by a *walloping* weapon becomes dazzled for 1d4 rounds. If the attack was a critical hit, the target instead becomes dazed for 1d4 rounds. Additional instances of this ability (such as from being hit multiple times) increase the remaining duration by 1 round.

*Walloping* can only be applied to bludgeoning weapons.

**Aura** faint enchantment; **CL** 1st; Craft Magic Arms and Armor, *daze, flare*; **Price** +2 bonus.

#### Warlord

A weapon with the *warlord* special quality allows the wielder to enter a ferocious battle frenzy. As a free action, the wielder of a *warlord* weapon can choose to temporarily sacrifice one or more points of the weapon's enhancement bonus in order to become enraged for 1 minute. While enraged, he gains a +4 enhancement bonus to his Strength score for each point of enhancement bonus sacrificed in this way. At the end of this period, the wielder of a *warlord* weapon becomes fatigued for 1 minute. The wielder cannot activate this ability while he is fatigued or exhausted.

**Aura** faint enchantment; **CL** 3rd; Craft Magic Arms and Armor, *rage, bulls strength*; **Price** +2 bonus.

#### Will-Crushing

These weapons are enhanced to allow them to crush the target's spirit, as well as his body. Whenever a *will-crushing* weapon hits a living creature, that creature suffers a cumulative -1 penalty on all Will saving throws. This penalty lasts for 1 hour.

**Aura** moderate enchantment; **CL** 9th; Craft Magic Arms and Armor, *crushing despair*; **Price** +3 bonus.

## Specific Weapons

The following specific weapons are, for the most part, generally available for player characters to purchase, or may be found as treasure in any number of ways, and while some of the items described were originally unique, one-of-a-kind items, it is possible to find replications which have similar magical properties. A physical description and background information is given for each weapon, but GMs should feel free to alter the specifics as they feel necessary.

#### Table 3-1: Specific Weapons

Weapon	Price
Three Star	10,301 gp
Fist of the Forest	10,805 gp
Hammer of Lost Memories	14,312 gp
Foemourn	35,31 gp
Hammer of the Earth Father	70,308 gp
Molder	79,301 gp
Flying Thunder	138,312 gp
Trollhammern	164,312 gp

#### Fist of the Forest

This massive greatclub is said to have come from the heart of a great tree in the heart of an even greater forest, and has numerous powers related to nature.

#### FIST OF THE FOREST

Aura moderate transmutation; CL 7th Slot none; Price 10,805 gp; Weight 12 lbs. CONSTRUCTION

**Requirements** Craft Magic Arms and Armor; **Cost** 5,555 gp

#### **Physical Description**

This rough and unfinished-looking chunk of wood is absolutely massive, measuring five feet from one end to the other, and averaging about two feet in diameter, with some areas as thick as three feet. No attempt has been made to polish or otherwise "finish" its appearance, and most of the time, tiny green leaves and shoots can be found sticking from its surface in various places, as though it were still part of a living tree. Its surface is completely devoid of bark, however, meaning that either its creator did take the time to strip it of bark, or it came from the center of a much larger tree. A small hole near the middle grants access to a hive of bees that has taken up residence in the center of the club, and occasionally bees fly in and out of the weapon.

In general, the log-like chunk of wood is shaped like a rough cylinder, though it does have a bulge-like area near one end where it is somewhat thicker, and its rough and cracked surface prevents it from looking much like any simple shape. Sap occasionally accumulates along the club's various cracks, but never enough to interfere with the weapon's use.

#### **Special Abilities**

This +1 humanoid (human) bane greatclub has a number of additional abilities. First, once per day, the wielder can rip a chunk of wood off of the end of the *fist* of the forest and throw it. Wherever the chunk lands, it immediately grows into a massive oak tree, as though it were a *feather token* (*tree*). Pieces of the club that are removed in this way maintain their magic for only a few moments, and if they are not thrown at the end of one minute, they become plain pieces of wood with no special properties.

Additionally, the wielder can cause the *fist of the forest* to grow and shrink as desired. With a command word, he can cause the weapon to grow or shrink in such a way that it becomes a greatclub of the appropriate size for a creature one size category larger or smaller. In this way, the *fist of the forest* can become the appropriate size for any creature from Fine size to Colossal. By reducing the size of the greatclub to an appropriate size for a creature one size category smaller than himself, the wielder of a *fist of the forest* can essentially wield it as though it were a club.

By placing one end of the club firmly against dirt or soil and speaking another command word, the wielder can cause the *fist of the forest* to sprout roots, and grow into an immense tree. This functions as a *feather token (tree)*, except that the tree that is created is 120 feet in height, and has a diameter of 80 feet at the top. Another command word causes the club to return to its normal form.

Finally, once per week, the wielder of the *fist of the forest* can slam the club into the ground in front of him and speak a command word, causing a wasp swarm to emerge from the club. This functions identically to the spell *summon nature's ally III*, except that the summoned creature is always a wasp swarm, and the effect lasts for one minute.

None of the *fist of the forest's* special abilities count as an enhancement-bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of adding additional special abilities to it.

#### Background

*Fists of the forest* are unusual among magic weapons in that they are not always deliberately created by a weaponsmith, but can, in fact, occur naturally (or, as the case may be, supernaturally) in the wilderness.

The first ever known instance of a *fist of the forest* was such a case. It came from an ancient and primordial forest, more in touch with the mystical fey and their own magical realm than most forests today. In the center of this forest, which stretched for several hundred miles in every direction, there was a single tree, which towered over the entire forest, more than twice the height of its brethren. The forest was not a particularly peaceful place, and was home to numerous ferocious predators and mighty beasts, but it was a natural place, and its inhabitants—a smattering of faerie and a tribe of elves who had abandoned the elven cities in order to live a simpler, more animalistic life—were content with their simple lives.

One day, however, the human king of one of the kingdoms that bordered the forest spotted the great tree while surveying his lands with a spyglass. He determined that he must have this great tree for himself, and build from its wood a grand palace. He amassed his armies, and hired a legion of woodsmen and carpenters, and set to work cutting a path through the forest to reach his prize. His men cut a swathe through the majestic woods fully a mile wide, and slowly began to make their way towards the heart of the forest, where they would cut down its great tree.

The inhabitants of the forest tried to fight back against the king's armies, but even with the likes of dryads and nymphs coordinating the most powerful of the forest's beasts, and the deadly arrows and spears of the native elves, the king's army of soldiers and woodsmen continued marching on, until eventually they reached the great tree itself. As soon as the mighty tree was touched by human steel, however, there was a mighty explosion, as the base of the tree burst outward in a thousand jagged barbs of wood. Unsupported, the rest of the tree teetered and fell, crushing hundreds of the human invaders, including the king himself.

Their leader gone, the humans fled, but sometime later, a young elf came upon the site of the tree, and found

that, sitting upon the tree's stump, but unconnected from the rest of the tree, which had fallen, was a massive chunk of wood. It was this piece of wood, he realized, that was the core of the tree, its very heart, and it was from this that the explosion had come, as the tree itself slew its attackers in order to defend not only itself, but the entire forest.

*Fists of the forest* are still sometimes created spontaneously from great trees in similar ways to this day, though this has become somewhat rarer as the world has grown ever tamer and more civilized. Most *fists of the forest* today are deliberately created as any other weapon would be.

#### Flying Thunder

This hammer is named for the sound that it makes as it flies through the air when thrown. It is said to strike with the force of a bolt of lightning, and that it flies faster even than the sound of its passing.

#### FLYING THUNDER

Aura strong evocation [sonic]; CL 13th Slot none; Price 138,312 gp; Weight 5 lbs. CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *telekinesis*; **Cost** 69,312 gp

#### **Physical Description**

The head of this warhammer is made of granite, not steel. The sides of this weighty block of stone are engraved with the symbol of a lightning bolt, arcing horizontally across its surface, while the top face of the block depicts an angry-looking storm cloud. The hammer's haft is made of solid oak wood, carefully rounded and polished and wrapped in a fine, reddish leather grip. A band of gold, perhaps an inch tall, has been set where the haft meets the head, and is engraved with ancient runes, which, when translated into Common, read as "Strength and Victory!"

Even when viewed without the aid of *detect magic* and similar effects, it is clear that this is more than simply a masterwork hammer. There are no gaudy glowing auras, nor does the hammer shed light, but there are subtle effects which betray its nature. For example, the hammer seems more vibrantly-colored than its surroundings, as though it were somehow more real than the world around it. Additionally, while the hammer is actually quite lightweight and easy to lift and swing, it feels weighty, as though conveying its gravitas to anyone who touches it. The combination of these and many other subtle clues leave those who come into contact with these hammers in no doubt that they are extraordinary.

#### **Special Abilities**

In addition to functioning as a +1 swift throw warhammer, the very sound of a flying thunder passing through the air is dangerous. Whenever a flying thunder is thrown, if the attack hits, it deals an additional 2d6 points of sonic damage to the target. What's more, any creature whose square the hammer must pass through in order to reach the target takes 1d6 points of sonic damage as *flying thunder* passes through its square. This occurs each time that the hammer passes through the square, so if the hammer is thrown through a creature's square multiple times in a turn, that creature will take 1d6 points of sonic damage each time. Because of this, even if the attack misses, the target (and each other creature whose square the hammer passes through) will still take 1d6 points of sonic damage per attack.

This extra sonic damage only applies once per attack: a *flying thunder* does not deal sonic damage in this way as it returns to its wielder.

Some of *flying thunder*'s special abilities count as an enhancement-bonus equivalent, and it is treated as a +8-equivalent weapon for the purposes of the cost of adding additional special abilities to it.

#### Background

These mighty hammers are favored by dwarves, and, indeed, it is said that the first *flying thunder* was a gift to the dwarven people from the gods, and a symbol of an undying pact.

According to myth and legend, in the ancient days, when the dwarves were first coming out of their great underground tunnels and emerging onto the surface for the very first time, they quickly ran afoul of a terrible foe that they had never before been forced to face in their underground realm: giants. The dwarves of those days were valiant warriors, and were no stranger to battle, but had not yet had the chance to become accustomed to open places, and their battle tactics were designed to work in small, cramped tunnels, and so they were completely unprepared as the giants, who were a great distance away and high up, began raining boulders down upon any dwarf who dared show his face under the open sky, preventing the dwarves from emerging onto the surface, and leaving them huddling at cave mouths, able to see the sky but not walk beneath it.

The dwarves despaired, for it seemed clear that they had no hope of making any kind of life in this wonderful land they had found, for any time they ventured beyond their cavern walls they were beset upon from afar and squashed by the cruel and hated giants. Just as they were about to give up and return to the dark underworld forevermore, a young dwarf spotted a red mole in the field outside. This was considered a very auspicious omen in those days, and when the mole seemed to beckon for the dwarves to come out to it, the child rushed out towards it.

The other dwarves screamed and shouted for the child to return, before the giants struck him down, but the child was heedless, following the mole into the open. Before any of the dwarves could even think to rush out after the boy, the giants began hurling boulders. But this time, as the boulder sailed through the air towards the child, it was struck by another force, a mighty hammer, which fell from the sky, turned the boulder to dust in the air, and landed at the child's feet.

The child, urged on by the red mole, picked up the

hammer, which was of course the first *flying thunder*, and hurled it back towards the giants. It struck with a great clap of thunder, smashing into the king of the giants just as he was lifting a boulder overhead, causing him to tumble down the side of the mountain, and causing the boulder he was holding to roll into the other giants, knocking them over in every direction.

The giants were sufficiently shocked that by the time they regrouped, the dwarves had already fortified themselves, and, armed with several more *flying thunder* hammers, which had been found in the center of several boulders smashed open with the first such hammer, they were able to claim their rightful place on the surface.

#### <u>Foemourn</u>

This ornate mace has a long history of bloodshed and battle, which has imbued it with potent magical properties and a rough semblance of emotion, if not true intellect. Fueled by hatred, foemourn's power grows with each kill. However, the strength of this weapon is tempered by a quirk of its forging, and as the sadness created by violent acts builds, the weapon grows sluggish, as though unwilling to kill.

#### FOEMOURN

Aura moderate conjuration; CL 8th Slot none; Price 35,312 gp; Weight 8 lbs. CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *summon monster I*; **Cost** 17,812 gp

#### **Physical Description**

Of ancient dwarvish construction, foemourn is highly ornate, featuring beautiful orderly lines and runic carvings in the dwarven tongue. The haft is a single piece of steel, which is arrow-straight, and an inch or two thicker than necessary to support the weapon's head. A groove at the base of the shaft is cut to fit dwarf hands comfortably around the girthy haft, and a subtler part of the weapon's magic alters this grip, allowing any humanoid who takes up the weapon to wield it comfortably. The head consists of eight 7-sided steel plates, each 1 inch thick and 4 inches in diameter. These plates are spaced perfectly evenly at 2-inch intervals, and bloom from the head like some terrible metallic flower. The steel is inlaid with dwarvish silver that shines in darkness, illuminating the weapon and the wielder in an aura of silver-blue light. The silver itself forms the complex angular scrolls bordering the edges of each plate in the head, though the dwarven runes are etched directly into the steel with such fine precision as to be easily read by one who knows Dwarven, each plate relating in alternating fashion a tale of triumph or defeat in a war against goblinkind, fought so long ago as to have left no other chronicle.

#### **Special Abilities**

Foemourn is a +2 defending heavy mace which, in addition to its ordinary properties, carries a powerful

magic that serves both as a boon and a curse to those condemned to fight in war. If the wielder has the hatred racial trait, foemourn is treated as having the bane special ability for any creature which that racial trait would be applicable to (for example, in the hands of a dwarf it would gain the humanoid [goblinoid] bane and humanoid [orc] bane special abilities.) Additionally, the first time each day that a creature is slain by foemourn, its magic activates as it is filled with the hatred of those who forged it, granting the wielder a + 2 bonus on all weapon damage rolls made against creatures of that type for 24 hours (for creatures of the humanoid or outsider type, this bonus damage only applies against creatures of the same subtype as the slain character). Additional creatures of this type slain within 24 hours grant another +2 bonus to weapon damage rolls (to a maximum of +10), but do not extend the duration.

This same magic comes with a downside, as the tragedy of war begins to overwhelm the weapon and make its blows slow and clumsy, imposing a -1 penalty to all attack rolls against creatures of that type (for creatures of the humanoid or outsider type, this attack penalty only applies against creatures of the same subtype as the slain character) for 24 hours. Additional creatures of that type killed within a 24-hour period cause this penalty to increase by 1 (to a maximum of -5), but do not extend the duration.

*Foemourn* can only be attuned to one particular creature type in this way at a time. The wielder can perform a brief 10-minute ritual which removes this attunement, resetting the special bonuses and penalties that *foemourn* currently has against creatures of that type back to +0. Once this is done, *foemourn*'s magic activates on the next creature that it is used to kill.

Some of *foemourn*'s special abilities count as an enhancement-bonus equivalent, and it is treated as a +6-equivalent weapon for the purposes of the cost of adding additional special abilities to it.

#### Background

Though one would not know to look at foemorn, the weapon began its life not at the hands of a dwarven master blacksmith, but rather in the forges of goblins of the most hateful and primitive sort. In the beginning, foemourn was not truly a mace, but a morning star forged of iron salvaged by goblins from a cave located deep in the heart of the Black Mountain, a towering spire of rock burned black by dragon's fire in time immemorial. The weapon was created as a gift for their newly elected king, a terrible beast of incredible size and strength, and, according to legend, filled with the blood of the terrible gods of the goblins themselves. During the forging, the goblins made blood sacrifices of three dwarven princesses whom they had captured for just such a purpose, and the hatred and joy at the suffering and execution of these innocent creatures passed into the weapon, which burned red with malevolence in the darkness.

Later that very year, an alliance of dwarf peoples no longer remembered took up arms against the goblins in a quest for vengeance for the taking of their princesses. The dwarves raised a mighty army for the struggle, as in those days goblins were considerably more formidable foes, and the caverns beneath the mountains ran red with the blood of both peoples. In the end, the fate of the war was decided at the Battle of Black Mountain, though the struggle continued for some years after that. During the battle, the terrible king of the goblins took up the fight himself and brought his wicked morning star, then called *hateflayer*, into the melee.

Dwarf and goblin alike were killed in great numbers, but the battle seemed to be turning in the favor of the dwarves, thought the goblin king. Armed with hateflayer, he stood in the dwarves' midst and dispatched his foes with great haste and wicked joy. Three dwarf princes fell before the king of the goblins, and the dwarves themselves began to panic. In that moment it seemed to them that all was lost, where moments before victory seemed sure, and the dwarves prayed desperately to their gods to deliver them. Just as the goblin king bent low to take another victim, a terrible earthquake shook the mountain, causing the cave to collapse and kill the goblin king and, indeed, much of his host. Hateflayer was recovered from the rubble and taken by the dwarves as a prize of war. It was reforged as a mace using dwarven steel. The dwarves, too, poured their emotions into their forging, but mixed with their hatred for the goblins who slew the sons and daughters of their ancient kings was sorrow at their loss, and thus hateflayer became foemourn, imbued with the power to kill and cursed with a longing to do no harm.

In the ages since, *foemourn* was gifted to the gnomes that they might defeat the kobolds who threatened their hills. At a critical moment during a battle with the chief of the lizardlings, *foemourn's* power failed and the lord of the gnomes was slain, though his army prevailed that day. Following the struggle, the gnomes cast *foemourn* into a river, where it improbably ended up again in the hands of goblins. Remembering the tragic fate wrought upon them in antiquity, they hid the mace where they believed it would never again be found.

#### Hammer of Lost Memories

This hammer damages not only the bodies of its victims, but also their minds, as each blow brings them closer and closer to idiocy.

#### HAMMER OF LOST MEMORIES Aura moderate conjuration; CL 11th Slot none; Price 14,312 gp; Weight 5 lbs. CONSTRUCTION Requirements Craft Magic Arms and Armor, *feeblemind*;

Cost 7,312 gp

#### **Physical Description**

The head of this unusual warhammer is made of a strange metal, which is a deep, midnight blue in color, and shimmers eerily in areas of dim lighting. The hammer's head is symmetrical, and either side can be used for striking down foes. In the center of each of these two faces, an arcane rune which stands for "mind" or "knowledge" glows in a brilliant gold color, and when the hammer is swung, it hums with an unsettling intensity, and the runes on the ends of the hammer seem to pulse.

Intelligent creatures that touch the hammer, even if only to grab the handle, feel a faint tingling sensation at the base of their necks. The handle itself is surprisingly cold and clammy to the touch, though it is seemingly made of nothing more exotic than a steel pole wrapped in leather.

Though they are rarely made so deliberately, hammers of lost memories have been known to spontaneously become intelligent far more frequently than most other types of magic items. When they do, they tend to take on the personalities (and, sometimes, the memories) of those that they have been wielded against.

#### **Special Abilities**

The most infamous ability of these +2 warhammers is their power to damage the minds of those they are wielded against. Whenever an intelligent creature (one with an Intelligence score of 3 or higher) is damaged by a hammer of lost memories, it also suffers 1 point of Intelligence damage. If a creature takes an amount of Intelligence damage from the *hammer* of lost memories equal to or greater than his Intelligence score, then he immediately loses all of his personal memories, and effectively gains amnesia. Such a creature is dazed for one round, and at the end of that round loses all memory of events prior to the round during which it was dazed (including being hit with the hammer of lost memories). This effect is instead of the normal consequences of a character having Intelligence damage equal to or greater than his Intelligence score, and the target does not fall unconscious as a result of Intelligence damage caused by a hammer of lost memories.

A creature that loses its memories in this way retains all of his class features, skills, spells known, spelllike abilities, supernatural abilities, and extraordinary abilities, and is intuitively able to use them. He does not, however, remember his name, nor does he recognize people he once knew (including close friends and hated enemies), places he's been to, and so on. He will generally remember famous individuals and important organizations, but will not remember any association that he may have with them (for example, he would remember the name of the reigning king, or that the local monastery of the healing god can be counted on to aid the needy, etc., but would not remember that the king was his brother, or that he had been banished to the local monastery in order to keep him out of politics). Similarly, affected creatures generally know what race they are, and retain their previous outlook towards other races in general (for example, a troll that lost its memories in this way would know that it was a troll and would still view humans as "food" rather than "friends").

Intelligence damage inflicted by a *hammer of lost memories* heals at a rate of 1 point per minute, but the memory loss effect can only be removed by *remove curse* or more powerful magic.

None of the *hammer* of lost memory's special abilities count as an enhancement-bonus equivalent, and it

is treated as a +2-equivalent weapon for the purposes of the cost of adding additional special abilities to it. Background

The true origins of the *hammer of lost memories* have long been forgotten, but it is generally accepted by those scholars who specialize in such things that the first versions of these hammers were not created by any of the humanoid races. It is theorized that the hammers' creators came from beyond the stars (although some small but vocal groups of scholars insist that they were extraplanar in origin, instead), and point to the strange metal that all hammers of this sort are made of, and which does not seem to occur naturally in this world, as evidence of this fact.

Certain strange, metallic tombs have been found within the last century or two which contained several of these hammers, and had apparently remained undisturbed for an almost inestimable amount of time. Within these buried ruins, adventurers found a variety of strange artifacts, but also found a series of crude pictographs which had been carved into the walls of the metallic chambers, clearly by a much less sophisticated hand than that of the strange tomb's creators. To the best understanding of modern scholars, these pictographs seem to tell a tale of strange visitors with incomprehensible powers of the mind, which were not magic, but in fact some other force, most likely psionics, a discipline that is poorly understood by many even to this day.

It is unclear what these strange visitors may have looked like, as the pictographs are unclear, and no actual bodies were found within these tombs, but it is assumed that they were at least vaguely humanoid in shape, due to the shape of these hammers (though it is worth noting that some scholars argue that the hammers may originally have served a completely different purpose in the hands of their creators—or claws or tentacles, as the case may be). What is clear, however, from the pictographs is that the effect that the hammers had on their creators was much greater than the effect that it has on humanoids, and so when these strange psionic visitors arrived, and began attempting to subjugate the humanoid races (there is fierce debate on whether this was to enslave the humanoids, or to eat them), one of these hammers eventually fell into the hands of the enslaved, who quickly discovered their potential to devastate the invaders, and allowed for a successful rebellion against a greater foe.

In the time since then, master alchemists have learned how to recreate the metal of these hammers, allowing them to be produced on demand.

#### Hammer of the Earth Father

Supposedly created by a powerful shaitan padishah as a gift for a mortal lover, this weapon is not only powerful in and of itself, but has the power to summon earth elementals to wield it on its owner's behalf, as well as granting its owner other powers over the element of earth.

HAMMER OF THE EARTH FATHER Aura moderate conjuration; CL 11th Slot none; Price 70,308 gp; Weight 40 lbs. CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *move earth*, *stone shape*, *summon monster IV*; **Cost** 35,308 gp

#### **Physical Description**

This massive sledge is made of a single piece of granite, which comprises both the weapon's head and its handle. A ring of runes in Terran have been inset in gold, and run around the handle just at the base of the sledge's head, which, when translated, read, *"The earth is my strength."* Various precious gemstones are embedded into the head of the weapon, on the top and along the sides, which are set directly into the stone of the weapon, and cause it to glitter in a multifaceted and colorful light. The two ends of the head that are used to strike foes are actually set with very thin sheets of sparkling diamond. The weapon is incredibly heavy, quickly tiring even mighty warriors who try to wield it. Most of the time, the weapon has a faint metallic smell to it, which is remarkable, considering it has almost no metal on it.

#### **Special Abilities**

This +1 outsider (air) bane sledge has a number of additional abilities which grant its owner dominion over the element of earth. Unlike many weapons, the *hammer* of the earth father bonds with a single owner, and does not simply grant all of its abilities to whoever wields it. As long as the person it bonded with still lives, it remains bonded to that person until either the person dies, or the person willingly gives the hammer to someone else (giving the hammer temporarily does not break the bond; the owner must deliberately break the bond in order for the bond to pass in this way). If the person it is bonded to dies, the hammer is given to someone else, then the hammer bonds with that person.

As a full-round action, as long as he is able to see the hammer of the earth father, the hammer's owner can summon a large earth elemental. This functions as the spell summon monster IV, except that the elemental remains indefinitely, and, unless the weapon's owner is currently wielding it, the earth elemental is summoned at the hammer's location, and automatically picks it up and wields it. In the hands of an earth elemental summoned in this way, the hammer of the earth father functions as though its enhancement bonus were two higher than it actually is. The hammer's owner can use this ability at will, but cannot use this ability while he already has an elemental summoned in this way, and if the summoned elemental is slain, he must wait ten minutes before he can use this ability again. The weapon's owner can dismiss the elemental as a standard action.

Additionally, as long as the hammer's owner is currently touching it, he can cast any combination of the following spells a total of five times per day: *meld into stone, move earth, passwall, soften earth and stone,* and *stone shape.*  Some of the *hammer of the earth father*'s special abilities count as an enhancement-bonus equivalent, and it is treated as a +4-equivalent weapon for the purposes of the cost of adding additional special abilities to it.

#### Background

The very first *hammer of the earth father* is said to have been crafted by the famous shaitan padishah Erlu Samarshan, the Golden Prince. Erlu fell in love with a human woman, but could not openly take her as his queen, and could not bear to take her as one of his many slaves, and so he instead courted her in secret, sneaking out of his palace and into the woman's home each night.

This continued for some time, until one of the padishah's enemies, Hazar Shiim, the Duke of the North Winds, a noble djinni, learned of the affair through his network of spies. The duke did not threaten to expose the affair, but rather decided to kidnap the padishah's lover, and in so doing hopefully gain some control over him.

The first parts of the duke's plan were successful, and he captured the woman and spirited her away to his own palace, in the elemental plane of air. But the next night, when the padishah went to her, he was enraged to find that she was gone, and, when the duke's messenger informed him that he had taken the girl, and demanded that the padishah grant certain rights and privileges to the duke, the padishah slew the messenger where he stood, summoned his armies, and went to war with the duke to recover his lost love, rather than acquiesce to the djinni's demands.

For his own part, even in the brief time that he had spent with the shaitan lord's lover, Hazar had fallen in love with her, as well, and so even when Erlu's armies came to his gates, the djinni could not bear to harm her, and even as his palace fell down around him, he ensured that she was safe.

When the padishah recovered his lost love, he was overwhelmed with joy, and embraced her on the spot, in full view of his men, openly declaring his love for her. He vowed that he would not allow her life to be risked for his own pride, nor even for the pride of his nation, and he took her for his wife then and there.

But the padishah had learned from this experience, and knew that he still had many enemies who might try to use his new queen's mortal weaknesses against him. As a result, he ordered the construction of a magnificent hammer, which would allow its wielder to call upon the very powers of the earth—an all but omnipresent substance, in the elemental plane of earth, and gave it to his love to protect her.

The story of the padishah is popular amongst the shaitan and those people who are influenced by them, and many similar hammers have been made as tokens of affection throughout the years.



#### Molder

At first glance this light hammer seems to make a poor weapon, though it has proven to be a force on the battlefield in its long history. Though as a bludgeon, molder leaves much to be desired, its unique and potent magic make it a fine tool for the lucky soldier who acquires it.

#### MOLDER

Aura moderate transmutation; CL 9th Slot none; Price 79,301 gp; Weight 1 lb. CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *fabricate*; **Cost** 39,801 gp

#### **Physical Description**

Made chiefly from wood taken from a cypress tree, this light hammer was clearly meant for work, not war, and made with great care. The wood itself is perfectly fitted with the haft, fitting smoothly into a notch in the head and held in place chiefly through the natural process of expanding wood, though it is further fastened by a black leather cover which wraps the middle part of the hammer and the uppermost portion of the haft. The finest magically-augmented steel caps either end of the hammer, becoming as hard or soft as the task set to them by the wielder requires. A good handle of expertly tanned and well-worn leather provides not only a sure grip, but also a comfortable one, as magical pulses of heat or coolness constantly massage the wielder's hand as he works, alleviating any stress to his hand. Whenever the hammer impacts upon an inorganic substance, it makes a beautiful and resounding sound that can be clearly heard from far off.

#### **Special Abilities**

Molder appears as a carpenter's hammer, and its chief enchantment enhances that aspect of the item. It also continually functions as a constructing light hammer that gains an enhancement bonus equal to 1/4 the wielder's ranks in Craft (armor, carpentry, weapons, or similar). Molder's truly special properties, however, have little to do with knocking people about, and it really comes into its own when used as tool. Unique among tools, molder actually transmutes the material it is used to work on, allowing it to be used to create incredible constructions in incredibly short periods of time. By spending an hour working, the wielder of *molder* can transform 1 lb. of material per rank of Craft (armor, carpentry, weapons, or similar) that he possesses, turning it into another object (or multiple objects) of the same weight and composition. All of the items created in this way have a total value equal to that of the transmuted item, even if they ordinarily would not, making it impossible to sell the transmuted objects for a profit. The wielder cannot transmute only parts of objects: if an object weighs too much to be transmuted by the wielder all at once, he may not transmute it in several installments. If a magic item is transmuted in this way, it retains its magical properties (for example, if a belt of giant's strength +2 was converted into a scarf, it would still grant a +2 enhancement bonus to Strength, but would now occupy the neck slot).

Some of *molder*'s special abilities count as an enhancement-bonus equivalent, and it is treated as a +4-equivalent weapon for the purposes of the cost of adding additional special abilities to it.

#### Background

The exact origins of molder are unclear. As the story goes, a beautiful man in his 30<sup>th</sup> year, who had never been seen by any man before or since, approached old Thomas Gendrithy, a master carpenter who lived alone by the sea. He gave Gendrithy the hammer, claiming that he no longer had need of it. Whether the story is true or not is a matter of little debate, and while a small group of scholars believe that *molder* might have been a gift from a seafaring elf of some kind, the majority of people believe that Master Gendrithy made it himself. Even before the hammer came into his possession, Gendrithy's skill at carpentry was legendary, and the emissaries of princes and kings came from far off to purchase his wares. In fact, the hammer arrived at an opportune time for Master Gendrithy, as he was just beginning to have trouble in keeping up with the demand for his goods, and as the stranger had explained, this would allow Gendrithy to produce wondrous works of art in a fraction of the time. So his fame grew and he was respected throughout the land.

Unfortunately for Master Gendrithy, all his fame did not keep him from being drafted into the king's army when orcs began to threaten his borders. Keeping no weapons of his own, Gendrithy went to battle armed only with the hammer, which, to everyone's surprise, ultimately won the day. The orcs had arrived with a fierce host of great size, threatening to destroy the king's great city. They were arrayed before it with enough siege engines to destroy the wall, and bury the city besides in rubble. It was a stroke of fortune, or perhaps divine intervention, that when the orcs arrived, they were tired from their journey and decided to sleep and wait until morning, keeping back only a small group of skirmishers to defend their war machines. The king ordered the war machines captured, and soon the terrible devices where within the human army's hands. This did little to comfort the men, though, as the orcs outnumbered them greatly and would surely overwhelm then in the morning. It was at that time that inspiration struck old Thomas Gendrithy, and, taking up his magical hammer, he set to work as though possessed by a spirit of swiftness and determination. He converted the thousands of war machines into wooden planks, which he fastened into a vast and impenetrable wall surrounding the orcs. In the morning when the orcs awakened, they found themselves trapped, surrounded by a wall with only a small gap for escape. In a panic, the orcs ran for the gap, and were met by the human forces. Now bottlenecked, the humans' superior weapons and armor proved too much for the great host of orcs and they were killed to a man.

Horrified at the carnage in the aftermath of the battle, and deeply saddened by his part in it, Gendrithy buried his hammer in a desert far from his home, where it was eventually devoured by a behir that fled to parts unknown.

#### **Three Star**

This light hammer is terribly small, appearing as toy in the hands of a Medium creature, and indeed, in the hands of such a toy is truly all it is suitable for. For those it was crafted for, however, three star is the perfect size and delivers blows that even the mightiest of warhammers would have problems replicating.

#### THREE STAR

Aura faint transmutation; CL 1st Slot none; Price 10,301 gp; Weight 2 lbs. CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *enlarge* person; **Cost** 5,301 gp

#### Physical Description

Constructed from a single piece of mithral with incredible skill, the simple and humble lines of this square-faced light hammer have an elegant beauty all their own. Though the metal is worked simply in a seamless "T" pattern, it is not unadorned. Rather than rely on complicated scrollwork or engravings, *three star* is designed after the gnome aesthetic, encrusted with finely cut gems, each contributed by a different jeweler (if the individual inscriptions are to be believed). The haft is encrusted all the way around with tight-fitting stones of minor value, in an alternating pattern of onyx, lapis lazuli, and rose quartz. These gems provide an excellent grip, as well as a beautiful handle. The remainder of the haft is encrusted with three rings of amethysts in varying shades of purple, from deep at the base to pale at the top, leaving plenty of bare mithral to shine through. The sides of the head are fitted with red rubies which light up in the presence of Large creatures (and they glow even brighter in the presence of Huge creatures, etc.) Finally, at the top of the weapon are three star emeralds, which give the weapon its name.

#### **Special Abilities**

Three star is a magical light hammer which always functions as a +1 light hammer that sheds lights like a hooded lantern in conditions of starlight (any time that stars are visible to the wielder). In addition to this rather minor enchantment, three star offers tremendous benefits to smaller creatures. In the hands of a Medium creature a three star has no additional properties; however, when the wielder is Small size or smaller, the weapon's true magic begins to shine. In the hands of such a character, the weapon's damage is based on the size of its target, and deals damage as appropriate for a light hammer sized for the target of the attack (for example, against a Medium creature it would deal 1d4 points of damage, and against a Colossal creature it would deal 3d6 points of damage). Additionally, while under starlight, a wielder of Small size or smaller can point three star at a creature and fire a pale green ray (requiring a ranged touch attack), which, if it hits, affects the target as though by the spell enlarge person, except that it can affect creatures of any size or type, and there is no saving throw to resist the effect.

Some of *three star's* special abilities count as an enhancement-bonus equivalent, and it is treated as a +2-equivalent weapon for the purposes of the cost of adding additional special abilities to it.

#### Background

Created by the gnomish smith Girlomo the Great 200 years ago for his son, who had ambitions of fighting in a human arena, *three star* has been evening the odds for the little guy for some time. Girlomo, of course, knew that his son would be at a huge disadvantage because of his lower than "normal" strength and the small size of gnomish weapons, and he though that, while the whole business was foolish, he would be unable to persuade his son to go back to being an apprentice. So Girlomo put to use the skill which had earned him the respect of dwarven kings, human knights, and even the difficult-to-impress elven sword mages, and he made *three star* to give his son a fair chance.

Amazed at his father's work, young Gauntlet (as he had chosen for his arena name) thought he was sure to rise quickly to the championship round. Tragically, Gauntlet learned that he wasn't much of a fighter, regardless of the skill with which his weapon was forged, and ultimately decided to give up the arena life and return home. He gave the hammer to a halfling friend he had made and returned home, where his father soon forgave him for giving away his hammer, as he was relieved to have his son back.

The Halfling, whose name was Hannik, used

the bludgeon to achieve some degree of success in the arena before he was tragically killed by a blackguard of some renown. The hammer passed to Hannik's brother Bonnik, who in grief swore vengeance on all the "big folk," and began a one-man crusade to rid the city streets of the monsters who killed his brother. Ironically, Bonnik met his death at the hands of the same blackguard who had deftly slain his brother during the course of a tavern riot instigated by the young halfling. Seeing the hammer and rembering it from his arena days, the blackguard picked it up, but found it to be only minimally enchanted, impractically small, and horridly gaudy. He thus took it to a local pawnshop, where he felt he could at least get a fair price for the jewels. It is there that the record of three star ends, as old Lucky Liccio, owner of the Fryed Pawn, never told a soul who he sold it to.

#### **Trollhammern**

A weapon of terror, trollhammern visits death and carnage wherever it travels, and makes those who take up this warhammer of legend as though possessed by the very essence of the violent and wicked trolls who wielded it in times of myth. Quite as terrifying as the weapon's innate power is the desire it fosters in those who wield it.

#### TROLLHAMMERN

Aura strong conjuration; CL 13th	
Slot none; Price 164,312 gp; Weight	5 lbs.
CONSTRUCTION	

**Requirements** Craft Magic Arms and Armor, *regenerate*; **Cost** 82,301 gp

#### **Physical Description**

At first glance, trollhammern appears simple and brutal in a plain and undressed fashion, much like the trolls who first created it. In fact, nothing could be further from the truth. While the wood used in the construction of both the head and haft of the hammer is of ordinary stock, the oak chosen for the task is of the highest quality, assuring that the warhammer survived its long travels through time. The sheer size of the weapon inspires terror: over 6 feet from top to bottom and featuring a head 3 feet in diameter and 4 feet in length. Yet the weapon still remains relatively light due to the lighter weight of wood, as opposed to iron. The studs in the handle are often overlooked as well, as none but a true genius blacksmith could have created rivets of so fine a size as to be barely larger than a grain of sand, yet which so perfectly resemble human skulls, each individually bearing fractures and breaks unique to themselves.

#### **Special Abilities**

In addition to being a +2 massive vicious warhammer, trollhammern bears minor enchantments which make its wood as strong as iron upon impact (though it has hardness and hit points appropriate for a wooden weapon of its size and enchantment), as well as a powerful enchantment that brings out the trollishness of a person.

To unleash the weapon's true magic, one must draw significant blood, either by confirming a critical hit or by using trollhammern to deal damage significant enough to reduce a character to o hit points or below. Once this condition is met, the wielder feels a strong pull to indulge his violent and primal urges. This impulse can be resisted, but requires a successful Will save (DC 12 + damage dealt) on the part of the wielder. If the wielder chooses to indulge his violent impulses, he immediately suffers 1d4 points of Intelligence damage, but gains a +2 enhancement bonus to his Strength and Constitution scores, and gains regeneration 3. This regeneration can be overcome by acid or fire damage. If the wielder already had regeneration, it instead improves by +2. These bonuses, as well as the Intelligence damage, last for 10 minutes. The trollhammern cannot reduce the wielder's Intelligence score below 3.

If the wielder triggers this ability again while still benefitting from it, the benefits stack (so if the wielder reduced a goblin to o hit points one round, and then confirmed a critical hit the next round, he would have a +4 enhancement bonus to Strength and Constitution, and regeneration 4). The wielder cannot gain an enhancement bonus of greater than +8 as a result of this ability, nor can he gain regeneration in excess of 12. The wielder is entitled to a new Will save each time to resist the effect (and the resulting Intelligence damage).

Finally, if the wielder ever takes enough Intelligence damage from *trollhammern* to reduce his Intelligence score to 3, his alignment immediately changes to become chaotic evil. This effect lasts indefinitely, but can be ended with an *atonement* spell, or similar.

Some of *trollhammern*'s special abilities count as an enhancement-bonus equivalent, and it is treated as a +7-equivalent weapon for the purposes of the cost of adding additional special abilities to it.

#### Background

In antiquity, when trolls first roamed the world, they were even fiercer than they are now and were widely feared for both their size and violence. Of these trolls, the fiercest was Barthrug, a mighty warrior and shaman who was said to have been the personal champion of the trollish gods, which now even the trolls no longer remember. In Barthrug's time, trolls were just beginning their decline, as they were fought by men and elves on the surface, and by dwarves and gnomes underground, and lacking the organization of these peoples, the trolls found their great strength and fierceness failing them. It was in this time that Barthrug, fearing for the future of his people, beseeched his gods for the power to ensure that the trollish way of life did not vanish from this world.

The gods of the trolls were wicked like their spawn, but were also clever and knew that no power they could give the trolls would allow their stupid children to triumph. However, they hatched a plan to ensure that the trollish ideals, the very things that make one a troll, would survive. They sent unto their champion a great hammer, large even for a troll, though imbued with a magic that would let men hold it with ease (this was critical to the plan of the trollish gods, though Barthrug never knew it), and enchanted with the power to kill with great ease.

Barthrug took up the hammer and began a crusade against his enemies. With the hammer's power, he rallied a great host of trolls, and they pillaged. They slew men before their altars, elves frolicking in woodlands, dwarves mining under mountain, and gnomes hiding in their hills. For a year, the troll army wrought terror on the land.

In the face of this terror, men organized an alliance with elves, gnomes, and dwarves into a great crusade, and the focused efforts of the four great races (for in this time, halflings would not settle and wandered the land freely, and orcs fought among themselves and the elves and would have nothing to do with an alliance) met Barthrug's hoard. Barthrug and his troll army were defeated handily by the alliance and their fires, and the *trollhammern* fell from his grasp, to be taken up by a man called Thorak.

Thorak was a barbarian who took the hammer with him on his journeys to foreign lands. As he used the weapon, Thorak became increasingly violent-tempered and primitive; he urged his followers to war over the most minor of insults, taught them that strength, not wisdom, ruled the day, and that base and earthly pleasures were the worthiest goals. His people became a distraught mob, full of trollish ideas, and they fought against the more civilized men of the world. In time, they would actually become trolls, though these were less fierce than those of before. They became the ancestors of the trolls of today, and *trollhammern* remains in their keeping.



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# It's Hammer Time!

Hammers have long been an underappreciated weapon in fantasy, not considered fit for a "main character," and always reserved for the dirty, the uncouth, and those with more brawn than brains. What's more, hammers in the Pathfinder roleplaying game—and anything else that use the 3.5 OGL—tend to be less effective than bladed weapons. As a result, you see a lot more swords in the hands of adventurers than you do hammers.

The latest edition of The Ebon Vault aims to change all that, by breathing new life into these underutilized weapons and giving you a reason to want to wield one. With over 50 new hammer-themed weapon special abilities designed to pack a powerful punch, eight heavily detailed specific weapons with extensive physical

descriptions and backgrounds making them easy to use in your game, and a variety of new special materials and mundane weapon properties—enhancements that can be added to a weapon not through magic, but through skilled craftsmanship, allowing for great customization even at low levels—there's so much content in this book was had to pack it in with a sledgehammer to make it fit.

But don't think that only hammer-wielders can get a use out of this book. Care has been taken to provide some amount of support

for other bludgeons, as well, including clubs, maces, and morningstars, and while there are certainly some options that are only available for hammers, many of the abilities in this book are simply hammer-themed, and can be added to just about any weapon you like, making this a great resource for any adventurer who wants to wield weapons that deliver uncharacteristically powerful blows.

