

LEGENDARY WEAPONS

A sequel to Legendary Blades

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INTRODUCTION

We have all heard tales of the heroic young adventurer who picks up a magical sword from a time long forgotten and grows in power and acclaim alongside the weapon until both reach their full potential. Legendary weapons have been proposed by a number of different publishers in a number of different supplements. The crux of the design always seems to be that there must be a trade off for the power gained -- be it quest requirements, progression in a prestige class, or loss of other abilities. At my table we have used legendary weapons for a number of years and we have found that this class punishment discourages characters from taking up legendary weapons because the cost is too great.

For the legendary blades below I'm suggesting the following advancement:

Advancement

- All weapons have a base legendary weapon level that is usually a *+1 weapon*.
- The legendary weapons listed have requirements required to attune them to the wielder.
- If by 4th level, the wielder of the legendary weapon has met the requirements to attune the weapon, it increases in power to its second weapon level.
- For every two levels of experience the wielder gains while using the legendary weapon, the weapon's power level will increase by one level.
- Any spell-like abilities gained through the use of this legendary weapon are based on the wielder's highest mental characteristic (Int, Wis, or Cha).
- The caster level required for any effects of the legendary weapon are based on the wielder's total Hit Dice.

Variant Rule - Jealousy: All legendary weapons are jealous of the power they lend to their wielders. Once a wielder has met the requirements to use a legendary weapon and unlocked its second-level abilities that weapon forms a bond with the wielder. If the wielder uses another melee weapon in combat he suffers a -4 penalty on attack and damage rolls. Ranged weapon do not provoke jealousy from legendary melee weapons, but they will provoke jealousy in other ranged weapons.

Apocalypse Hammer

The universe's creation did not please all the gods. Deities of chaos and entropy bristled at the intrusion order made upon their realms, for the protean firmament could not support such an organization if the forces of randomness and dissolution were not kept permanently in check.

Thus began the first celestial war. Needless to say the lords of order prevailed, as evidenced by the universe's continued existence. Yet, chaos won some small concessions. Death entered the world. Beings did not live forever, but aged and died. Nothing existed in a state of idyllic timelessness. Wear and erosion became the natural way of the world; everything wore down, whereas before the lords of law maintained all things in a steady state of permanent existence.

However, this was not enough for the chaos gods. They still desired the end of the world. To that purpose, they constructed a weapon called an apocalypse hammer. Not a singular item, sages note apocalypse hammers seem to pepper the universe, granted to individuals worthy or foolhardy enough to wield the dangerous weapons. Those who take up the apocalypse hammer are almost always insane worshippers of destruction or individuals who desire power, and care not how or with whom they align to gain it.

An apocalypse hammer taps into the random energies chipping away at the universe. It also conjures servants of the lords of entropy, and allows them free reign to wreak havoc on the material plane. Wielders must beware. The apocalypse hammer holds no loyalty to its owner, and the randomness of its nature means its chaotic power sometimes harms the one who employs it.

Wielders must also accept the burden of an apocalypse hammer. It is no friend to law, and agents of order seek to destroy the hammers and their wielders whenever possible.

Requirements

To successfully wield apocalypse hammer to its fullest potential, a character must fulfill the following requirements.

Alignment: any Chaotic

Feats: any two of Power Attack, Reckless Offense or Weapon Focus (warhammer)

Skills: Intimidate 4 ranks

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 <i>warhammer</i>
2nd	4th	Doom's Foresight
3rd	6th	Ragnorok Summoning 1
4th	8th	+2 <i>warhammer</i>
5th	10th	Catastrophic Blow +2d6
6th	12th	Ragnorok Summoning 2
7th	14th	+2 <i>anarchic warhammer</i>
8th	16th	Catastrophic Blow +4d6
9th	18th	Ragnorok Summoning 3
10th	20th	+3 <i>anarchic warhammer</i>

Doom's Foresight (Su) The wielder may call upon the hammer's knowledge of the end times to use augury as a spell-like ability. Each time the wielder uses this ability he suffers a -2 penalty to all d20 rolls for 24 hours. Multiples uses of this ability stack.

Ragnorok Summoning (Su) The wielder of the apocalypse hammer can call forth the child of one of the creatures prophesied to end the world. As a standard action the wielder must smash the hammer against the ground, summoning the creature. The creature that appears depends on the level of the power.

- 1 – The Wolf at the End (advanced riotus dire wolf)*
- 2 – Burner of the World (elder fire elemental)
- 3 – Great Serpent (advanced crag linnorm)*

*stats included in this product

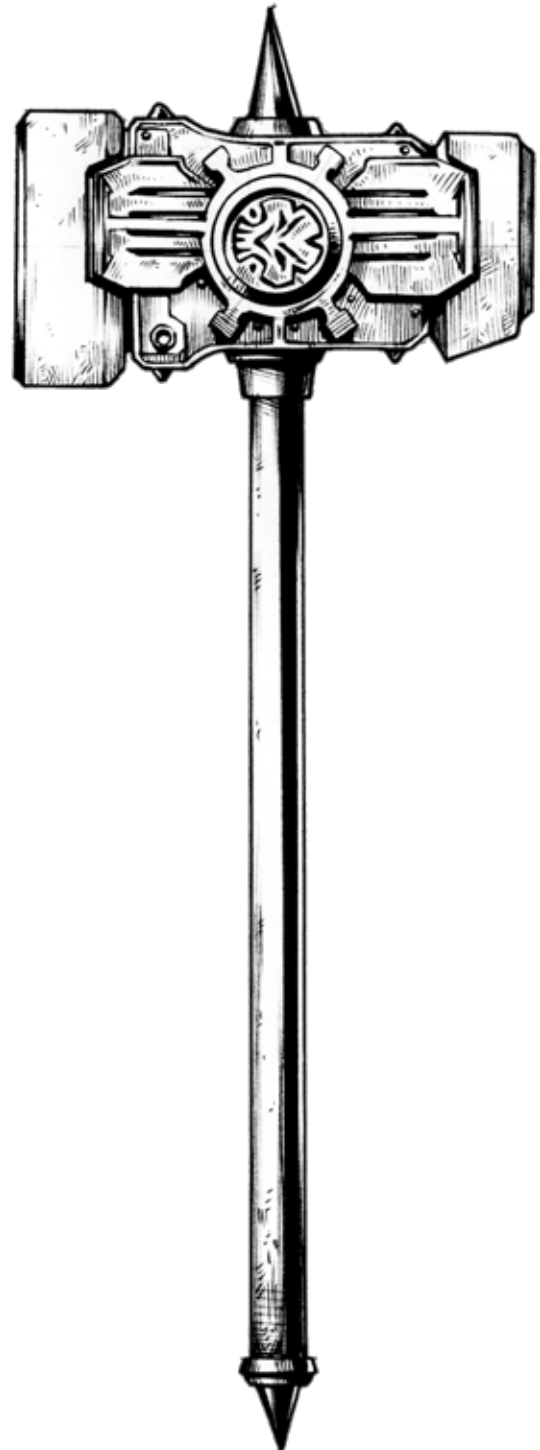
Each creature can be summoned once per day as long as the apocalypse hammer is of the appropriate level. In all other respects this ability acts as a summon monster spell.

Catastrophic Blow (Su) The apocalypse hammer contains within it the surging energies of dissolution, entropy and destruction that harbinger the end times. If the wielder scores a critical hit with the weapon he deals an extra +2d6 damage of either cold, electricity, fire or lightning damage determined randomly. However, this energy is also released if the wielder rolls a natural 1 or 2 on his attack, but instead it is resolved against the wielder. This damage increases to +4d6 when the hammer reaches 8th level.

Anarchic: An *anarchic* weapon is infused with the power of chaos. It makes the weapon chaotically aligned and thus bypasses the corresponding damage reduc-

tion. It deals an extra 2d6 points of damage against all creatures of lawful alignment. It bestows one permanent negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Moderate evocation [chaotic]; CL 7th; Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; Price +2 bonus.



The Wolf at the End CR 5 (XP 1,600)

Advanced Riotus Dire Wolf

CE Large animal (extraplanar)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12

Defense

AC 19, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)

hp 47 (5d8+25)

Fort +9, **Ref** +8, **Will** +4

DR 5/good; **Resist** acid 10, fire 10; **SR** 10

Offense

Speed 50 ft.

Melee bite +9 (1d8+9 plus trip)

Space 10 ft.; **Reach** 5 ft.

Special Attacks smite law (1/day, +2 hit, +5 damage)

Statistics

Str 23, **Dex** 19, **Con** 21, **Int** 6, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +10; **CMD** 24 (28 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +12, Stealth +5, Survival +3 (+7 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

Languages Abyssal

The Great Serpent CR 15 (XP 51,200)

Advanced crag linnorm

CE Gargantuan dragon

Init +10; **Senses** darkvision 120 ft., low-light vision, scent, true seeing; Perception +24

Defense

AC 33, touch 12, flat-footed 27 (+6 Dex, +21 natural, -4 size)

hp 232 (15d12+135); regeneration 10 (cold iron)

Fort +18, **Ref** +17, **Will** +15

Defensive Abilities freedom of movement; **DR** 15/cold iron; Immune curse effects, fire, mind-affecting effects, paralysis, poison, sleep; **SR** 25

Offense

Speed 40 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +25 (2d8+14/19-20 plus poison), 2 claws+25 (1d8+14), tail +20 (2d6+7 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon, constrict (tail, 2d6+21), death curse

Statistics

Str 38, **Dex** 22, **Con** 29, **Int** 9, **Wis** 22, **Cha** 25

Base Atk +15; **CMB** +33 (+35 bull rush, +37 grapple); **CMD** 49 (51 vs. bull rush, can't be tripped)

Feats Blind-Fight, Cleave, Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack

Skills Fly +18, Intimidate +25, Perception +24, Sense Motive +24, Swim +40

Languages Aklo, Draconic, Sylvan

Special Abilities

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a crag linnorm can expel a 120-foot line of magma, dealing 15d8 points of fire damage to all creatures struck (Reflex DC 26 halves). This line of magma remains red-hot for 1 round after the linnorm creates it. Creatures that took damage on the first round take 6d6 fire damage the second round (Reflex DC 26 negates), as does any creature that walks across the line of magma. If the magma was expelled while the linnorm was airborne, it instead rains downward during the second round as a sheet of fire no more than 60 feet high that does 6d6 damage (Reflex DC 26 negates) to any creature that passes through it. On the third round, the line of magma cools to a thin layer of brittle stone that quickly degrades to powder and sand over the course of several hours; magma that's turned to a sheet of fire is consumed entirely during the second round, leaving behind only a stain of smoke in the air that swiftly disperses. The save DC is Constitution-based.

Death Curse (Su) When a creature slays a crag linnorm, the slayer is affected by the curse of fire. Curse of Fire: save Will DC 24; effect creature gains vulnerability to fire. The save DC is Charisma-based.

Freedom of Movement (Ex) A crag linnorm is under the constant effect of freedom of movement, as per the spell of the same name. This effect cannot be dispelled.

Poison (Su) Bite—injury; *save* Fort DC 26; *frequency* 1/round for 10 rounds; *effect* 2d6 fire damage and 1d4 Con drain; *cure* 2 consecutive saves. The save DC is Constitution-based.

True Seeing (Ex) A crag linnorm has constant true seeing, as per the spell of the same name.

Gambit

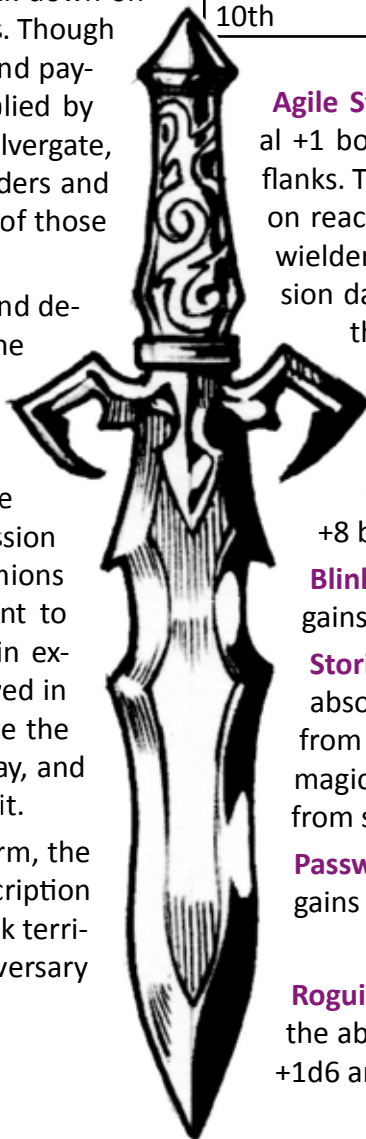
The shortsword known as gambit or the rogue's gambit has slipped through many hands over the centuries. Favored by rogues and second-story men, this blade grants many abilities useful to thieves and enhances those already present. Although some suspect a master thief first forged this unique weapon the truth of its origin is different.

Beneath the surface of the world there are dark tunnels filled with untold terrors, from the foul drow and insane derro to aberrant psychic scourges and unspeakable dholes. One of the most common subterranean creatures to prowl the surface world under the cover of shadow is the mysterious creatures known as dark creepers and dark stalkers. These foul creatures slink to the surface to steal and sow mayhem whenever they are able. One place that had terrible trouble with the dark folk was the City of Argentum.

Murders and thefts with the stink of the supernatural about them plagued the city of Argentum. The city's ruler called upon the local militia to crack down on the local thieves guild and other criminals. Though the guild was consistent with its bribes and pay-outs it soon felt the pressure being applied by the constabulary. Master thief Nimble Silvergate, decided to locate the source of the murders and thefts as he knew his guild was innocent of those crimes.

Establishing a new identity for himself and designing an irresistible target for culprits, he laid a trap for his supernatural opponents. It did not take long for Nimble's gambit to succeed. The very first night he captured several dark creepers. The dark stalker who sent them on their mission became curious about the fate of his minions and was captured as well when he went to investigate. Nimble freed the dark folk in exchange for the methods they employed in their night-time raids, a compact to leave the City of Argentum for 1000 years and a day, and the dark stalker's personal weapon gambit.

For agreeing to the surface dweller's term, the dark stalker's peers slew him and the description of gambit was spread through all dark folk territories so that all would recognize their adversary by the weapon he wielded.



Requirements

To successfully wield gambit to its fullest potential, a character must fulfill the following requirements.

Feats: Stealthy

Skills: Craft (traps) 4 ranks, Perception 4 ranks

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 <i>shortsword</i>
2nd	4th	Agile strike +1
3rd	6th	Pole Form
4th	8th	+2 <i>roguish shortsword</i>
5th	10th	<i>Blink</i> (3/day)
6th	12th	Storing
7th	14th	+3 <i>roguish shortsword</i>
8th	16th	Agile strike +2
9th	18th	<i>Passwall</i> (3/day)
10th	20th	+4 <i>roguish shortsword</i>

Agile Strike (Su) The wielder gains an additional +1 bonus to attack rolls against opponents he flanks. This bonus increases to +2 when the weapon reaches 8th level. Additionally, whenever the wielder would deal sneak attack or other precision damage, they add their Dexterity bonus to the damage dealt.

Pole form (Su) As a swift action, the wielder can transform gambit into a durable but light 10 ft. pole. In pole form, gambit provides the wielder with a +8 bonus on Acrobatics checks.

Blink (Sp) Three times per day the wielder gains the ability to use *blink*.

Storing (Su) As a swift action, the wielder can absorb gambit into his body effectively storing from theft and detection (both mundane and magical). Gambit may be stored and released from storage once per day.

Passwall (Sp) Three times per day the wielder gains the ability to use *passwall*.

Roguish: A roguish weapon grants the wielder the ability to disarm magical traps, sneak attack +1d6 and trap sense with a bonus equivalent bo-

nus to the enhancement bonus. In the hands of a creature with these abilities the benefits stack.

Faint transmutation; CL 5th; Craft Magic Arms and Armor; *find traps*, creator must be a rogue; Price +1 bonus

Giant Killer

One man's giant is another man's midget as the saying goes. For the smaller races, such as gnome and halflings, every man is a giant. Those small in stature must watch out. Often this means the weaker creatures regard bigger folk with a healthy respect and know to stay out of their way.

But not all. Herzo Tapfinger was a halfling with a complex. He bristled at the thought of being considered inferior. He imagined the tall races spent their days laughing at his kind. Even the name of his race, "Halfling" filled him with anger. Anger that his people were assigned such a demeaning term, and anger that his people accepted the word for themselves without question.

Herzo swore he would never back down simply because he was small, and that anyone who sought to take advantage of a halfling's stature was sure to be sorry.

This did not always work out well for him. Big people are still big no matter how tough and courageous the smaller person. Herzo received several good thrashings at the hands of humans, elves and half-orcs, mainly fistfights begun after some slight or off-hand jest made about his size. The worst came when a band of orcs raided his village. Though he bravely fought back, most of his family and friends were slain and he was left for dead.

Upon reviving Herzo had a revelation, big creatures possessed weaknesses and vulnerabilities he couldn't exploit because he couldn't get near them. He needed a weapon that negated the greater reach of opponents. He took up the guisarme and practiced with it for years.

When he was ready, Herzo struck. He first hunted solitary orcs and hobgoblins. After collecting a dozen heads Herzo convinced his fellow halflings they could resist the depredations of larger creatures. He rallied several clans to his side and broke the power of a large orc tribe living in the Dagger Peaks. In the final battle

Herzo single-handedly defeated the hill giant mercenary the orcs had hired to turn the tide.

Herzo's guisarme was passed to his descendants after his death. It is said his courage and daring imbued the weapon with powers that manifest when wielded by a person who exhibits similar characteristics. Giant Killer holds a special place in "halfling" legend and racial pride.

Requirements

To successfully wield the giant killer to its fullest potential, a character must fulfill the following requirements.

Feats: Lunge, Weapon Focus (guisarme)

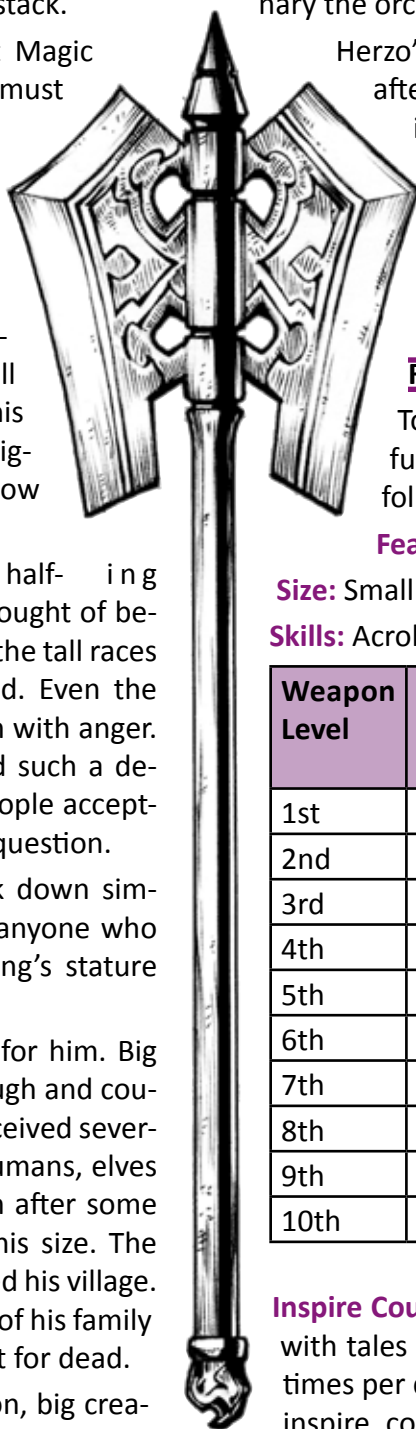
Size: Small

Skills: Acrobatics 4 ranks

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 <i>guisarme</i>
2nd	4th	Inspire courage +1
3rd	6th	Size means nothing
4th	8th	+2 <i>guisarme</i>
5th	10th	Inspire courage +2
6th	12th	Someone your own size
7th	14th	+2 <i>leviathan's foe guisarme</i>
8th	16th	Inspire courage +3
9th	18th	Heroic leadership
10th	20th	+3 <i>leviathan's foe guisarme</i>

Inspire Courage (Su) The wielder can bolster himself with tales of Herzo and his accomplishments. Three times per day as a swift or immediate action he may inspire courage (as the bard's ability) in himself, gaining a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. The bonuses last for a number of rounds equal to ¼ the wielder's character level. These bonuses increase to +2 at 5th weapon level, and +3 at 8th weapon level. Inspire courage is a mind-affecting ability.

Size Means Nothing (Su) Creatures lose their size bonus to Intimidate checks made against the wielder of giant slayer. Also, when the wielder performs or defends against a bull rush, overrun or trip attempt all



creatures involved in the combat maneuver are treated as Medium creatures for determining CMB and CMD values.

Someone Your Own Size (Su) As a standard action the wielder of giant slayer can increase in size and strength. His height doubles, his weight increases by a factor of eight, and he gains the benefits of a transformation spell. This effect lasts for a number of rounds equal to the weapon’s level.

Heroic Leadership (Su) Once per day the wielder of giant killer may galvanize himself and allies with his fighting spirit. The wielder and all allies within 30 ft. who can see him gain a +2 competence bonus on attack and damage rolls, +2d10 temporary hit points, and a +2 dodge bonus to AC for 1 minute (10 rounds). Heroic leadership is a mind-affecting ability.

Leviathan’s Foe: A leviathan’s foe weapon deals additional damage to creatures that are larger than the wielder (see table right).

Strong conjuration; CL 7th; Craft Magic Arms and Armor; *summon monster IV*; Price +2 bonus.

Number of Size Categories Larger	Additional Die Damage
1 size category	+1d6
2 size categories	+2d6
3 size categories	+3d6
4 size categories	+4d6
5 or more size categories	+5d6

Heartwood Staff

Nature forever renews itself. The great oaks may die, but their sapling children live on. Fire may consume a forest, but vigorous, abundant growth always emerges from the ashes. The heartwood staff embodies this redemptive, regenerative aspect of the green.

The elder treant, Tall Root spent four centuries tending the wood known as simply as the Great Green, a vast forest that stretches for half a continent and still awaits exploration. Tall Root prevented fires from running out of control, ministered to trees damage by lightning and disease, and guarded the forest’s borders from evil creatures that might corrupt and destroy the arbor wood.

But such a massive battery of life attracts creatures

who consume the living for their own existence and power. The dread necromancer Xuelei gazed upon the Great Green and saw raw life-energy ready for the taking. He gathered a host of undead, aberrations and infernal engines, and assaulted the towering oaks as if it were a fortress to be breached. The necromancer’s machines sawed through limbs and trunks, tore up roots and stripped the bark from trees, all to feed the great furnace Xuelei used to convert the material into pure life energy.

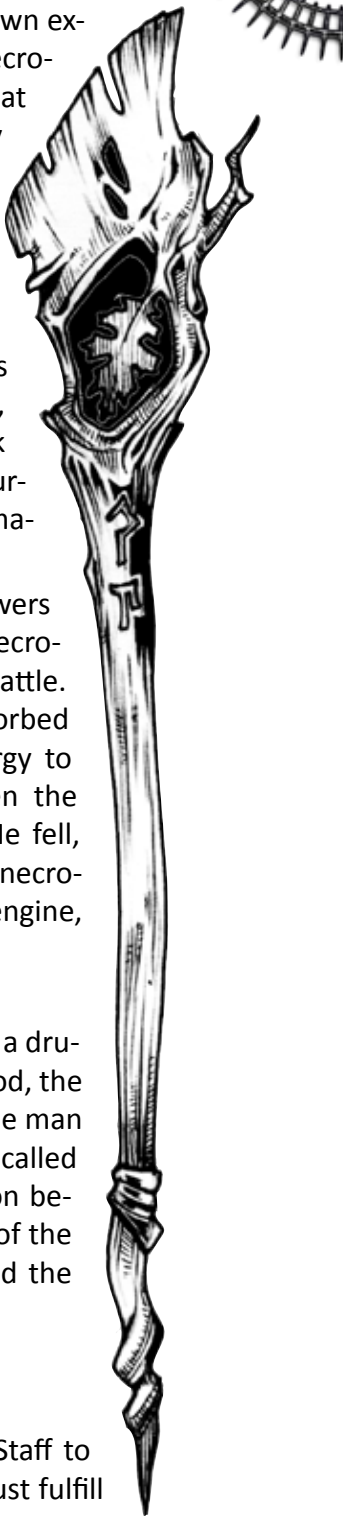
Tall Root and his treant followers counter-assault scattered the necromancer’s army in one titanic battle. Leading the charge, Tall Root absorbed wave after wave of necrotic energy to protect his army. Eventually, even the great treant was overwhelmed. He fell, but his massive bulk crushed the necromancer’s most formidable battle engine, killing the wizard as well.

From Tall Root’s decrepit remains a druid pulled a long piece of young wood, the undying heart of the old treant. The man carved the wood into a staff and called it the heartwood staff. The weapon bestows upon its wielder the power of the forest, the strength of the oak and the vigor of the green.

Requirements

To successfully wield Heartwood Staff to its fullest potential, a character must fulfill the following requirements.

- Alignment:** Neutral Good, Neutral
- Feats:** Power Attack, Improved Sunder
- Skills:** Knowledge (nature) 4 ranks or Survival 4 ranks



Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 <i>quarterstaff</i>
2nd	4th	<i>Barkskin</i> (3/day)
3rd	6th	Plant aspect
4th	8th	+2 <i>quarterstaff</i>
5th	10th	<i>Live oak</i> (3/day)
6th	12th	Stone breaker
7th	14th	+3 <i>revitalizing quarterstaff</i>
8th	16th	<i>Tree stride</i> (3/day)
9th	18th	The green champion
10th	20th	+4 <i>revitalizing quarterstaff</i>

Barkskin (Sp) Three times per day the wielder gains the ability to use *barkskin*.

Plant Aspect (Su) Once per day as a swift or immediate action the wielder of the heartwood staff can take on the aspect of an oak. His skin hardens and his limbs become stiff like the branches of a tree. He gains all plant immunities but suffers a -2 penalty to Dexterity and a -10 ft. to movement. This lasts for a number of rounds equal to the wielder's level. He may dismiss the effect as a free action.

Live Oak (Sp) The wielder gains the ability to use *live oak* three times per day.

Stone Breaker (Su) The heartwood staff deals double damage to objects made of stone and metal when it hits with a sunder attack and ignores a number of points of hardness for those types equal to its enhancement bonus.

Tree Stride (Sp) The wielder gains the ability to use *tree stride* three times per day.

The Green Champion (Su) Once per day the wielder can declare a creature with the aberration, construct or undead type as the target of the heartwood staff's smite ability. The heartwood staff is treated as a bane weapon against the target until it is dead or the encounter ends.

Revitalizing: Once per day for a number of rounds equal to her character level, the wielder of a revitalizing weapon may choose to apply the enhancement bonus of the weapon to heal her own injuries for each successful attack instead of adding it to her attack and damage rolls.

Strong abjuration; CL 15th; Craft Magic Arms and Armor; *regenerate*; Price +42,000 gp.

TALL ROOT CR 16 (XP 76,800)

Advanced treant fighter 8

NG Huge plant

Init +1; **Senses** low-light vision; Perception +27

Defense

AC 26, touch 9, flat-footed 25 (+1 Dex, +17 natural, -2 size)

hp 365 (15d8+190 plus 8d10+64)

Fort +22; **Ref** +8; **Will** +13; +2 vs. fear

DR 10/slashing; **Immune** plant traits; **Resist** cold 10

Offense

Speed 30 ft.

Melee 2 slams +33 (3d6+16/19-20) or +2 longsword +33/+28/+23/+18/+13 (3d6+15)

Ranged rock +19 (2d6+17)

Space 15 ft.; **Reach** 15 ft.

Special Attacks rock throwing (180 ft.), trample (3d6+16, DC 34), weapon training (natural) +1

Statistics

Str 37, **Dex** 12, **Con** 25, **Int** 12, **Wis** 18, **Cha** 11

Base Atk +19; **CMB** +34 (+38 sunder); **CMD** 45

Feats Alertness, Cleave, Critical Focus, Greater Iron Will, Greater Sunder, Greater Weapon Focus (slam), Improved Critical (slam), Improved Natural Armor, Improved Natural Attack (slam) (2), Improved Sunder, Iron Will, Power Attack, Toughness, Weapon Focus (longsword, slam), Weapon Specialization (slam)

Skills Diplomacy +10, Intimidate +19, Knowledge (nature) +11, Perception +27, Sense Motive +13, Stealth +3 (+19 in forests); **Racial Modifiers** +16 Stealth in forests

Languages Common, Sylvan, Treant

SQ animate trees, double damage against objects, treespeech

Gear +2 longsword, belt of giant strength +4

Special Abilities

Animate Trees (Sp) Tall Root can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its

normal state.

Double Damage Against Objects (Ex) Tall Root that makes a full attack against an object or structure deals double damage.

Knotty Hide (Ex) Over the course of his long life, Tall Root's bark has become thick and rough. He gains a +2 natural armor bonus to the normal treant's natural armor and no longer possesses a vulnerability to fire.

Treespeech (Ex) Tall Root has the ability to converse with plants as if subject to a continual speak with plants spell, and most plants greet them with an attitude of friendly or helpful.

Hysteria's Chosen

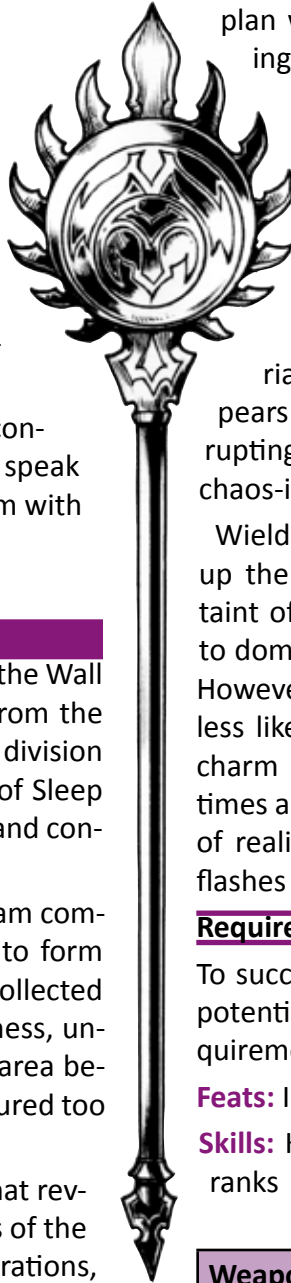
Even though the Lord of Dream now guards the Wall of Sleep that separates the waking world from the land of dream (see *Legendary Blades*), the division was not always perfect. Just after the Wall of Sleep went up, bits of dream still seeped through and contaminated the waking world.

The dream pieces escaping the land of dream combined with the fabric of the waking world to form what is now called hysteria. This hysteria collected into a large mass – a mini-universe of madness, unreality and mutating physics. Reality in this area behaved with its own laws, and men who ventured too close went insane.

Hysteria became the home for creatures that revelled in chaos and lunacy. Aboriginal horrors of the universe, proto-deities, void-wrought aberrations, all took up residence in the zone of hysteria, from where they could wreak havoc on the mortal plane. Protected in their zone of hysteria they resisted all attacks and retribution.

When the Lord of Dream realized the source of the hysteria he reinforced the Wall of Sleep to prevent oneiric energy from escaping. The effort came too late. Hysteria was now self-sustaining, growing with every warped mind and demented psyche it absorbed. Only the gods could halt it.

Which is what the gods attempted to do; all save one. The Lord of Trickery decided on a different plan. He showed the defenders of Hysteria how to fashion, using the substance of their realm, a weapon of great power called hysteria's chosen. He then urged the creatures to war against their divine enemies. His



plan worked perfectly. Instead of simply containing Hysteria, the gods, angry at such aggressive action, annihilated Hysteria. The realm was sundered, but instead of destroyed, its essence was scattered across the universe. Hysteria would now infect reality, striking men at random, and bringing its chaos to everyone.

Along with the realm, the weapon hysteria's chosen was blasted into the world. It appears in the hand of mortals who worship the corrupting, aberrant powers of the void or revere the chaos-inducing Trickster Lord.

Wielders hear a maddening cackle when they take up the morning star. It imbues their mind with a taint of insanity so their intellects become difficult to dominate and fear has less of an effect on them. However, their scattered thoughts means they are less likely to resist gentle prodding such as from a charm person spell. Because madness also sometimes allows an individual to cut through the illusion of reality, hysteria's chosen also grants its wielder flashes of insight into the true nature of existence.

Requirements

To successfully wield hysteria's chosen to its fullest potential, a character must fulfill the following requirements.

Feats: Iron Will

Skills: Knowledge (planes) 4 ranks, Sense Motive 4 ranks

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 morningstar
2nd	4th	Hideous laughter (3/day)
3rd	6th	Cloak of madness
4th	8th	+2 morningstar
5th	10th	Confusion (3/day)
6th	12th	Warded by mania
7th	14th	+3 disorienting morningstar
8th	16th	Phase door (3/day)
9th	18th	Mind flash
10th	20th	+4 disorienting morningstar

Hideous Laughter (Sp) Three times per day the wielder gains the ability to use *hideous laughter*.

The Cloak of Madness (Su) The wielder gains a +4 bonus on saves versus enchantment, but takes a -2 penalty on saves against illusions.

Warded by Mania (Su) At 6th level, as an immediate action, the wielder of hysteria's chosen can declare he is surrounded by the taint of madness. Any creature successfully striking the wielder with a melee attack must make a Will save (DC 10 + ½ wielder's level + Charisma modifier) or take 1d4 points of Wisdom damage. This effect lasts for a number of rounds equal to the sword's level.

Confusion (Sp) The wielder gains the ability to use *confusion* three times per day.

Phase Door (Sp) The wielder gains the ability to use *phase door* three times per day.

Mind Flash (Su) Once per day as a swift or immediate action the wielder of hysteria's chosen can gain the benefits of a moment of prescience spell before making a roll or when he is attacked. Once the spell is discharged the wielder is stunned for 1d4+1 rounds.

Disorienting: When a disorienting weapon successfully deals damage to a creature, that creature must make a Will save (DC 10 + ½ the wielder's character level + the wielder's Strength or Dexterity modifier), or the creature suffers for 1d4 rounds a -4 circumstance penalty to initiative checks, attack rolls, Acrobatics, Fly, Jump, Perception, and Swim checks. Also, whenever the creature moves, it must roll 1d8 to randomly determine the actual direction traveled. If the save is successful the opponent is immune to this weapon's disorienting special quality for 24 hours. This is a mind-affecting curse effect.

Faint enchantment; CL 5th; Craft Magic Arms and Armor; *confusion*; Price +1 bonus.

Mischief's Bow

Fortune strikes in the manner of lightning, sudden and unexpected. This propensity is what makes mortals declare luck as the province of the gods, for things unseen and unknown almost always are the province of some deity or supernatural force.

Mischief's bow was built because of that belief. A young singer and lyre-player named Jool Woban was not only a famous performer, but also devout follower of Lady Luck. He saw her hand in everything, from the

noble who stumbles over a loose flagstone and cracks open his skull, to the peasant grandmother made rich after she fished a gold nugget from the town well. Woban revered the Lady's generosity, cruelty and indifference.

When a radical sect of Iskander led a successful coup against the government, the followers of the lawful deity banned Lady Luck's worship. Her influence was anathema to their dogma. Randomness was viewed as dangerous and evil.

The new proscriptions also included music and entertainment. Jool tried performing in secret, but few people attended his performances. He had to take odd jobs just to make ends meet. Then one evening the religious police arrested him and broke his lyre. He also spent a week in jail as penance for his sins.

Instead of fashioning a new lyre, Jool Woban set out for revenge. He crafted a longbow and joined the rebels fighting the radical Iskanderian sect. However, his bow was not any bow. He imbued it with all the love and reverence he could manifest for his patron. Lady Luck in turn granted the weapon powers useful against creatures who needed to understand the power of luck; that it was a universal force to be revered like all others.

Records do not indicate if he survived the uprising, but his weapon, since christened mischief's bow, appears in the hands of individuals who share his sympathies.

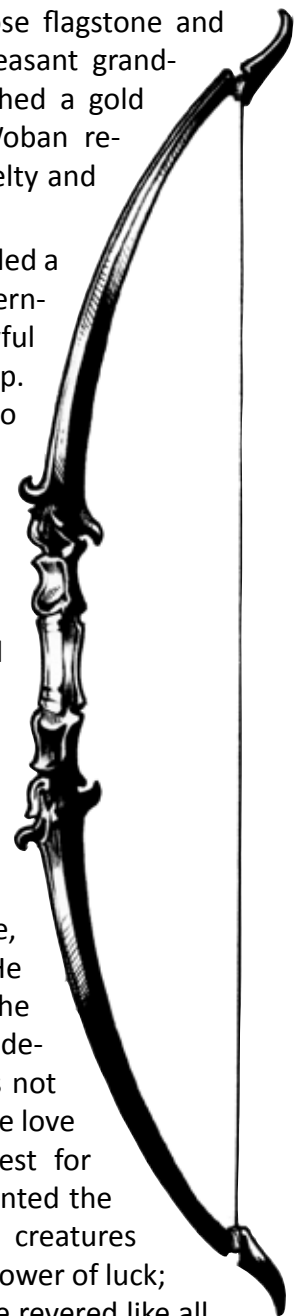
Requirements

To successfully wield mischief's bow to its fullest potential, a character must fulfill the following requirements.

Alignment: any Chaotic

Feats: Skill Focus (Perform)

Skills: Perform (string instruments) 4 ranks



Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 <i>longbow</i>
2nd	4th	<i>Grease</i> (3/day)
3rd	6th	String pluck
4th	8th	+2 <i>longbow</i>
5th	10th	<i>Good hope</i> (3/day)
6th	12th	Gaseous form arrow
7th	14th	+3 <i>providence longbow</i>
8th	16th	<i>Animate objects</i> (3/day)
9th	18th	Reverse gravity arrow
10th	20th	+4 <i>providence longbow</i>

Grease (Sp) The wielder can cast grease three times per day as a spell-like ability.

String Pluck (Ex) The wielder of mischief's bow can use the weapon to produce music for related Perform checks and uses of bardic music.

Good Hope (Sp) The wielder gains the ability to use good hope three times per day.

Gaseous Form Arrow (Su) Three times per day the wielder of mischief's bow can cause a creature he hits with an arrow to be affected as if by a gaseous form spell. This effect must be declared before the attack roll is made. The target receives a Fort save (DC 10 + total character level + Charisma modifier) to negate this effect. The target takes damage from the arrow whether or not the Fort save is successful.

Animate Objects (Sp) The wielder of mischief's bow can use animate objects three times per day.

Reverse Gravity Arrow (Su) Three times per day the wielder of mischief's bow can cause a creature he hits with an arrow to be affected as if by a reverse gravity spell. This effect must be declared before the attack roll is made. The target receives a Fort save (DC 10 + total character level + Charisma modifier) to negate this effect. The target takes damage from the arrow whether or not the Fort save is successful.

Providence: A weapon of providence gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of luck, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made. She must take the result of the reroll, even if it is worse than the original roll.

Moderate evocation; CL 9th; Craft Magic Arms and Armor; *heroism* or *prayer*; Price +14,000 gp.

Night Axe

In the far north, where the mountains meet the sky, abhorrent creatures from the black seas of infinity, take up residence among the peaks. Their howls reverberate through the canyons and down the cliffs, striking terror in the hearts of the North Men who call the place home.

Life there grows perilous during the deepest part of the winter, for it is at that time the sun sinks below the jagged peaks and does not rise until a month later. The evil beings -- strange fungoid-like insects, who shun the daylight -- descend from their mountain caves to slay the men and women living at the range's feet. Fire and torch are useless since darkness seems to follow the creatures like a malignant air.

The winter-shaman of the North Men, T'long, realized his people would disappear after a few more years of these depredations. Unwilling to abandon his ancestral home and leave the burial places of his forefathers to these creatures from the outside, the shaman constructed a special weapon to defend his people.

He fashioned a star-stone into an axe's blade. He anointed the shaft with oil from the sea-whale and called the weapon night axe, not because it draws on the evil powers of darkness, but because it draws power from the cold aether of the star-lit sky and allows a man to defend himself when in darkness.

T'long wielded the battleaxe himself. He stood alone outside the village gate, daring the space-spawn to attack. Instead of scaling the palisades to terrorize his fellow villagers the creatures attacked T'long. He battled long and hard. After slaying a dozen foes, T'long collapsed on the blood-stained snow. His death renewed the spirit of his clan's warriors. Now the North Men do not greet the falling sun with terror, but with an expectant confidence that though the fight may be hard, it is not futile.

Requirements

To successfully wield night axe to its fullest potential, a character must fulfill the following requirements.

Feats: Endurance, Weapon Focus (greataxe)

Skills: Knowledge (religion) 4 ranks

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 <i>greataxe</i>
2nd	4th	<i>Faerie fire</i> (3/day)
3rd	6th	Blind-Fight
4th	8th	+1 <i>voidwrought greataxe</i>
5th	10th	<i>Color spray</i> (3/day)
6th	12th	<i>Starshine</i>
7th	14th	+2 <i>voidwrought greataxe</i>
8th	16th	<i>Cone of cold</i> (3/day)
9th	18th	Northern Lights
10th	20th	+3 <i>voidwrought greataxe</i>

Faerie Fire (Sp) Three times per day the wielder gains the ability to use *faerie fire*.

Blind-Fight (Ex) The wielder of night axe gains the Blind-Fight feat.

Color Spray (Sp) Three times per day the wielder can cause night axe to radiate light as a *color spray* spell.

Starshine (Sp) The wielder of night axe can cause the weapon to shine with the radiance of the night sky, including the invisible rays of ether. This dazes all creatures within 30 ft. who possess any type of blindsense or blindsight, even if those creatures are blind or otherwise sightless. As per the *daze monster* spell with no HD restriction.

Cone of Cold (Sp) Three times per day the user may cast *cone of cold* as a spell-like ability, dealing a maximum of 10d6 points of cold damage.

Northern Lights (Su) The wielder of night axe can command (as a standard action) the weapon to glow with the coruscating energies of the Northern Lights. This ability acts as a prismatic spray spell except that it does not blind creatures with 8 HD or less.

Voidwrought: Voidwrought weapons are instilled with the darkness of space. As such, their blades appear night-black, and they do not reflect any light; rather, they seem to absorb light. Voidwrought weapons grant wielders a +1 insight bonus on their attack and damage rolls and the ability to see in normal darkness and magical darkness to a distance of

60 ft. (if a wielder already has this ability, the ranges in darkness are doubled).

Moderate divination; CL 8th; Craft Magic Arms and Armor; must infuse some fraction of meteoric iron of any quality into the forging; Price +2 bonus.

STAR SPAWN, LESSER CR 5 (1,600 XP)

NE Medium plant

Init +4; **Senses** darkvision 60 ft. low-light vision; Perception +12

Aura drone (20 ft.)

Defense

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 52 (8d8+16)

Fort +8, **Ref** +6, **Will** +3

DR 5/slashing; **Immune** cold, fire, plant traits

Weakness light blindness

Offense

Speed 30 ft., fly 40 ft. (good)

Melee 2 claws +11 (1d4+2 plus 1d6 acid plus rending claws), mandibles +10 (1d6+2 plus 1d6 acid plus poison)

Statistics

Str 14, **Dex** 18, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +6; **CMB** +8; **CMD** 22 (30 vs. trip)

Feats Rending Claws, Skill Focus (Stealth), Weapon Finesse, Weapon Focus (claw)

Skills Fly +8, Perception +12, Stealth +18

Ecology

Environment any underground

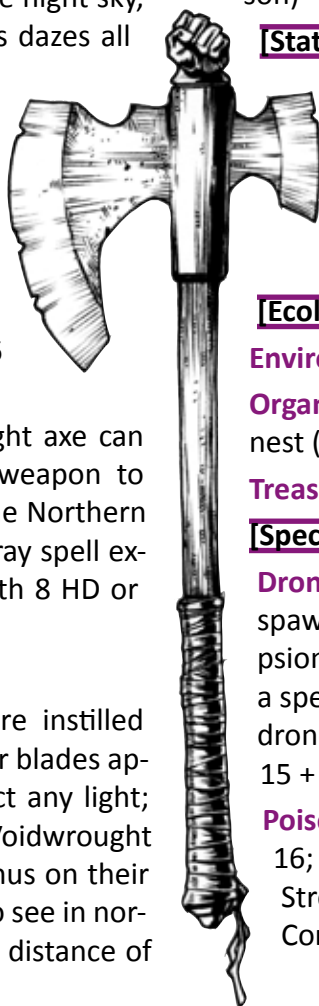
Organization solitary, pair, group (3-6), wing (7-24), nest (25-100)

Treasure none

Special Abilities

Drone (Ex) The subsonic vibration of the star spawns wings wreaks havoc with spellcasters and psionic manifesters any creatures who try to cast a spell or manifest a power within the star spawn's drone radius must make a concentration check DC 15 + double the spell level.

Poison (Ex) Mandibles—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d3 Strength damage; *cure* 2 saves. The save DC is Constitution-based.



Lesser star spawn come from fair beyond the envelop of the world. This fungoid life has developed an external chitinous shell to protect it from the rigors of the void. Their claws and mandibles drip with acid to external digest their opponents for easier consumption. They consume everything in their path.

Reaper's Scythe

No creature avoids death. The wealthy and powerful believe they can sustain their lives indefinitely with the right magic or medicine, but nothing avails when the grim reaper sets about his task. The reaper's scythe was created to ensure no man or creature escapes his eventual fate. Whether it spawns from a deity of mortality, or personifies the phenomena of death is unknown. It's first appearance is recorded thus.

South of Kesh, in the kingdom of Avandrool, there raged a horrible plague. The pestilence spread like wildfire, sickening and killing within hours. Men and women died in the street, or at labor, or in the middle of dinner. Death was grotesque – large black nodules burst through a victim's skin and he vomited blood before collapsing into a writhing, fetal ball.

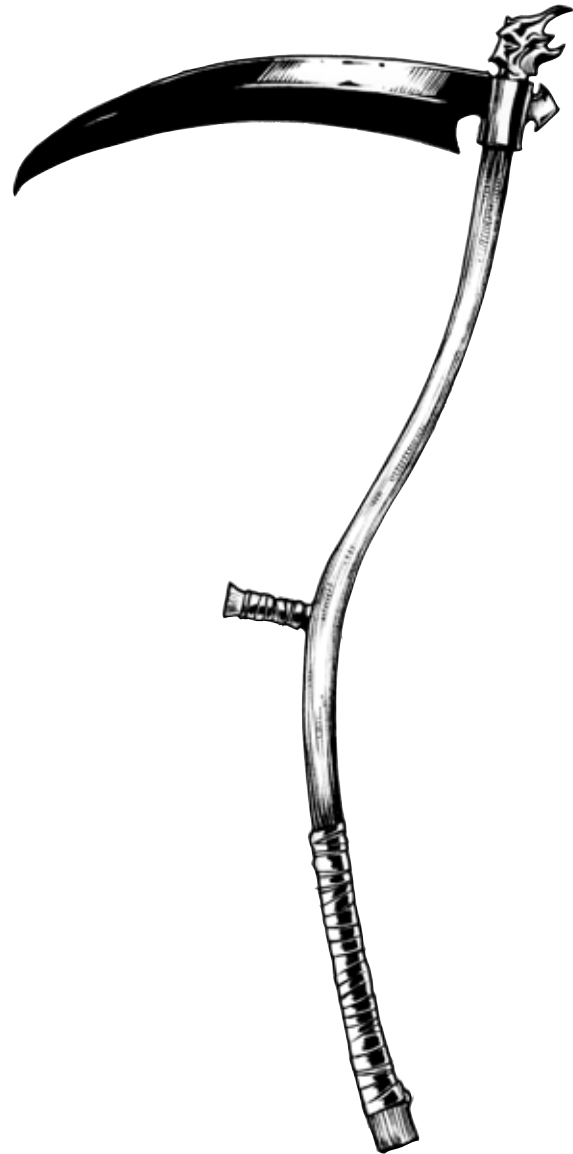
The people of Avandrool prayed to their king, Romdhas, for deliverance. Instead of hiring priests to cure the populace he gathered his court (including his personal healer, the kingdom's arch-curate) and sequestered himself inside his holiday palace outside the capital and far away from the wailing mob.

King Romdhas brought with him secretaries, grooms, cooks, valets, jugglers, actors, singers, concubines and guards. He intended to wait out the plague in opulence and entertainment. At his command enough food for three months was stocked in the palace's larders and the doors to the compound nailed shut. No one would enter or leave, eliminating the possibility some wayward person would bring infection.

By the third day Romdhas was bored. Confinement wore on him. He wished to be out and about, basking in the admiring glow of his people. Realizing such a venture would be suicide he commanded that a costume ball be held that night, with a prize for the best costume.

That evening, Romdhas became even more bored. His court possessed no imagination. The women dressed as angels and the men dressed as knights. He sleepily regarded them as they passed before his chair, yawning at each uninspired iteration. Then a man dressed as death strode into the ballroom. His clothes were black

as night and he carried a black scythe that nevertheless gleamed silver along the blade.



"We have a winner," Romdhas shouted, glad someone had the temerity to adorn themselves in such an impertinent costume. "Good sir, reveal yourself and claim your prize," Romdhas said.

The figure removed his hood to reveal a skull. A fleshless hand pointed at Romdhas and the king collapsed, his skin bursting with black carbuncles spraying yellow pus.

The gathered crowd attempted to flee, but with each sweep of the scythe, the revelers died horrible, agonizing deaths. Weeks later, when the plague's survivors broke down the palace's door all that was found were scattered bones and black scythe that seemed to radiate an air of doom, even in the day's bright light.

Requirements

To successfully wield reaper's scythe to its fullest potential, a character must fulfill the following requirements.

Class: Cleric with Death domain, Oracle with Bone revelation, or Witch with the Plague domain

Skills: Knowledge (religion) 4 ranks Feats: Weapon Focus (scythe)

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 scythe
2nd	4th	<i>Bleed</i> (3/day)
3rd	6th	Famine
4th	8th	+2 scythe
5th	10th	<i>Contagion</i> (3/day)
6th	12th	<i>Plagues</i>
7th	14th	+3 wounding scythe
8th	16th	<i>Bestow curse</i> (3/day)
9th	18th	Death's aura
10th	20th	+4 keen wounding scythe

Bleed (Sp) Three times per day the wielder gains the ability to use *bleed*.

Famine (Su) Three times per day the wielder of the reaper's scythe may make a touch attack against a creature. If the target fails a Fort save (DC 10 + ½ wielder's level + Charisma modifier) it is fatigued for 2d4 rounds. Subsequent touches cause the target to become exhausted.

Contagion (Sp) The wielder gains the ability to use *contagion* three times per day.

Plagues (Sp) Three times per day wielder of the reaper's scythe may cast *summon swarm* as a spell-like ability.

Bestow Curse (Sp) Three times per day the user may cast *bestow curse* as a spell-like ability.

Death's Aura (Su) Once per day as a standard action the wielder may cause an aura of death to radiate from his person in a 30 ft. radius. The aura lasts for a number of rounds equal to the weapon's level. All creatures in the aura take a -4 penalty to saves against death effects and to stabilize when reduced to negative hit points. Bleed damage within the aura can not be stopped with any means, including healing magic. Once during the

use of this ability the wielder of reaper's scythe may deliver a touch of death against one opponent as if he had used finger of death.

Keen: This ability doubles the threat ranged of a weapon. Only piercing and slashing weapons can be keen. This benefit does not stack with any other effect that expands the threat range of a weapon (such as the keen edge spell or the Improved Critical feat).

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge*; Price +1 bonus

Wounding: A wounding weapon deals 1 point of bleed damage when it hits a creature. Multiple hits from a wounding weapon increase the bleed damage. Bleeding creatures take the bleed damage at the start of their turns. Bleeding can be stopped by a DC 15 Heal check or through the application of any spell that cures hit point damage. A critical hit does not multiply the bleed damage. Creatures immune to critical hits are immune to the bleed damage from this weapon.

Moderate evocation; CL 10th; Craft Magic Arms and Armor, *bleed*; Price +2 bonus

The Reaper's Scythe originally appeared in our fourth release, *Horrors of the GOW*, a collection of horror and Halloween-themed creatures, class abilities, items and holidays for use in your campaign. It is included here too make sure your legendary weapons collection is complete even if you choose to miss out on the *Horrors of the GOW* release.

Shadowblade of the Dark Mistress

The Dark Mistress is an incredibly powerful succubus who has dominion of the realms of desire and shadow. From her nocturnal fortress, she holds sway over all secret lovers who use the cover of darkness to hide their infidelities. On the mortal realms the Dark Mistress is worshiped by an organization of assassins known as the Evening Shades, who use brothels and houses of ill repute as their lair. The three leaders of the Evening Shades, known as the Dark Veils, wield specially crafted shortswords forged with enchantments that allow the wielder to become like the shadows of the Dark Mistress, confuse opponents and charm victims.

Each of the Dark Veils handles a different aspect of the Evening Shades organization. Alurisa is responsible for managing the day-to-day operations of their broth-

els, protection services and management of local city officials. Bethele is responsible for the recruitment and training of all new Shades. She evaluates their charm and grace as well as their skill with poison and blade. Kiria is responsible for the spiritual guidance of the organization as well as the arrangement and fulfillment of all contracts and obligations the Evening Shades undertake. Alurisa is the only public face of the Evening Shades and she is generally thought of as only a brothel owner and go between for the organization. The Evening Shades employ both men and women into their organization.

It is unclear if the Dark Mistress has guided her followers to create these legendary weapons, but the Shadowblades often carry her name.



Requirements

To unlock the full potential of the Shadowblade, a character must fulfill the following requirements

- Feats:** Deceitful
- Skills:** Bluff 4 ranks, Stealth 4 ranks
- Languages:** Abyssal

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 short sword
2nd	4th	Shadow form
3rd	6th	Charm person (3/day)
4th	8th	+2 short sword
5th	10th	Shadow walk
6th	12th	Suggestion (3/day)
7th	14th	+3 befuddling short sword
8th	16th	Improved shadow walk
9th	18th	Charm monster (3/day)
10th	20th	+4 befuddling short sword

Shadow Form (Su) You are able transform into an incorporeal shadow as a move action. You can become incorporeal for a number of rounds per day equal to 6 plus your Charisma modifier in rounds. At each weapon level beyond 2nd, the number of rounds you can remain incorporeal increases by two.

Charm Person (Sp) The wielder gains the ability to use *charm person* three times per day.

Shadow Walk (Su) As a standard action, you are able to move instantly from one shadow to another within 90 ft. You do not draw attacks of opportunity for this movement. A force barrier between the two locations can prevent this movement.

Suggestion (Sp) The wielder gains the ability to use *suggestion* three times per day.

Improved Shadow Walk (Su) You are able to shadow walk between two locations as a move action.

Charm Monster (Sp) the wielder gains the ability to use *charm monster* three times per day.

Befuddling: When this weapon inflicts damage on a successful critical hit or against a flat-footed opponent, it also deals 1 point of Wisdom damage.

Moderate Enchantment; CL 7th; Craft Magic Arms and Armor; *confusion* Price +1 bonus

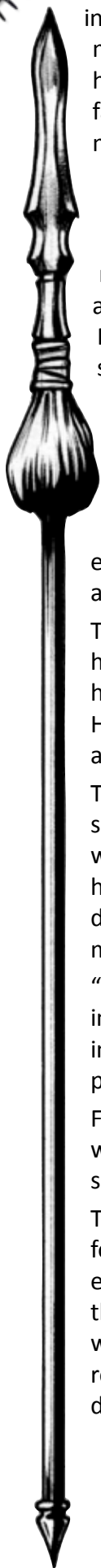
The Shadowblade of the Dark Mistress was originally developed as a bonus weapon on the Grand OGL Wiki based on comments made by the Dark Mistress (Paizo boards) in her review of *Legendary Blades*.

Spear of the Four Winds

Yuki Hana, whose name means snow flower, possessed a voice unrivaled in the Last Kingdom. Her songs charmed the wildest beasts, made men swoon, and caused birds to sit quietly in their roosts. It was said even the elements calmed their riotous nature to listen while she sang.

This was true. The winds of the four directions hovered quietly over her head whenever she sang. They prided themselves as the carriers of her songs. If Yuki Hana’s voice seemed to range across the country as if borne by the wind, that was true.

Aristocrats, wealthy merchants and warriors courted her with gifts and promises. She refused them all, realizing they simply desired her for the fame or the recognition she would bring to them. The four winds, sens-



ing her unhappiness, blew across these men, making them shiver or sweat, knocking off hairpieces and opening cloaks that concealed fat bellies or crooked legs. Embarrassed, the men retreated to chase some easier conquest.

However, every day a monk from the Monastery of Weng sat outside Yuki's window to listen to her sing. She asked if he wanted to marry her. He said he desired only to listen, and revel in the contemplative joy of her voice. Realizing this monk, Fan To, possessed no designs, Yuki immediately fell in love with him.

Her songs grew despondent with unrequited love, but they also became even more beautiful. People cried when her voice reached them. Even the hardest-hearted daimyo was moved to make peace with his enemies when he heard Yuki's songs carried across the countryside.

The great mountain oni, Isanamataka decided he would possess Yuki. His attempts to marry her disguised as a handsome noble had failed. He swept down from his mountain fortress and carried her away.

The next day when Fan To came to hear Yuki's song he was dismayed at her absence. The four winds told him what happened and allowed him to hear her sad voice crying from the oni's dungeon. Fan To despaired. He possessed no means to battle a powerful oni.

"We can help you," the winds said. Each then infused Fan To's spear with their essence, and instructed on him how to draw upon their power.

Fan To immediately set off to find Yuki. The winds lead him on, carrying Yuki's voice to him so he could follow her songs.

The battle at the oni's home was brief. The four winds in Fan To's spear overwhelmed the evil creature. For years afterward the spear of the four winds was passed on to the greatest warrior of the Monastery of Weng, but more recently it was lost during a battle with an air demon who desired the spear for his own.

Requirements

To successfully wield spear of the four winds to its fullest potential, a character must fulfill the following requirements.

Feats: Dodge, Mobility

Skills: Acrobatics 4 ranks

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 spear
2nd	4th	<i>Gust of wind</i> (3/day)
3rd	6th	Light step
4th	8th	+2 spear
5th	10th	<i>Wind wall</i> (3/day)
6th	12th	<i>North wind/south wind</i>
7th	14th	+3 deflecting spear
8th	16th	<i>Wind walk</i> (3/day)
9th	18th	East wind/west wind
10th	20th	+4 deflecting spear

Gust of Wind (Sp) Three times per day the wielder gains the ability to use *gust of wind*.

Light Step (Su) Gentle breezes constantly surround the wielder of spear of the four winds. These air currents make him more agile and lighter than he appears. He gains a +2 bonus to Acrobatics and Climb checks and a +2 bonus to Strength when determining how much he can carry without being encumbered. These bonuses increase to +4 when the weapon reaches 12th level, and +6 when the weapon reaches 18th level.

Wind Wall (Sp) The wielder gains the ability to use *wind wall* three times per day.

North Wind/South Wind (Sp) Once per day the wielder of spear of the four winds can call upon the blistering heat of the desert simoom or the frigid cold of the polar gale. He can cast *sirocco* as a spell-like ability once per day. At the time of casting the wielder determines which wind he calls upon. A south wind deals fire damage as normal in the spell description. A north wind deals cold damage instead.

Wind Walk (Sp) Three times per day the wielder may use *wind walk*.

East Wind/West Wind (Su) At 9th weapon level the wielder can channel through himself the lightning and

thunder power of the winds of storms. He can transform himself into a whirlwind as if he were an elder air elemental. When taking this form he must decide whether it is east or west. Calculate the save DC and damage dealt to creatures caught in the vortex using the wielder's total character level and Strength modifier. Creatures damaged by the vortex take normal slam attack damage +2d6 electricity damage for an eastern wind or +2d6 sonic damage for a western wind.

Deflecting: Once per round as an attack of opportunity you can deflect any ray aimed at you or anyone within your reach to another target by making a successful combat maneuver check. A failure results in you automatically being hit by the ray. The range of the spell remains unchanged.

Faint abjuration; CL 5th; Craft Magic Arms and Armor; Combat Expertise; Price +1 bonus.

Sirocco

School evocation [air, fire]; **Level** druid 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M/DF (handful of fine sand cast into the air)

Range medium (100 ft. + 10 ft./level)

Area cylinder (20-ft. radius, 60 ft. high)

Duration 1 round/level (D)

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

A blast of furnace-hot wind blasts downward, inflicting 4d6 fire damage +1 point per caster level to all creatures in the area and knocking them prone. A successful Fortitude save halves the fire damage and negates being knocked prone. Flying creatures forced into the ground by the powerful downdraft take damage as if they fell unless they make a DC 15 Fly check, in which case they remain at their original altitude. Any creature that takes damage from a *sirocco* becomes fatigued (or exhausted, if already fatigued, such as from a previous round of exposure to a *sirocco* spell). Creatures with the water subtype take a -4 penalty on all saving throws against this spell and take double normal damage.

Spirit Glaive

The eastern horse tribes of Parl Pordesh believe after a time of long use weapons absorb a portion of a warrior's fighting spirit. Pordeshi men guard their swords and spears with their lives, believing that to be without this so-called "spirit weapon" is to be a soul-less creature. The Pordeshi also claim a spirit weapon can absorb a portion of the soul of enemies it slays.

When a tribal shaman approached Tezumi, the great Pordeshi chieftain, about constructing a special spirit weapon that would ensure the leader's soul was never lost or stolen, the man readily agreed. This spirit glaive (for Tezumi was a master of wielding two-handed weapons from horseback, using his legs to guide his mount) would directly bind itself to Tezumi's soul, ensuring it was never stolen. As well, the glaive would allow Tezumi to use portions of life energy absorbed from wounded and slain foes.

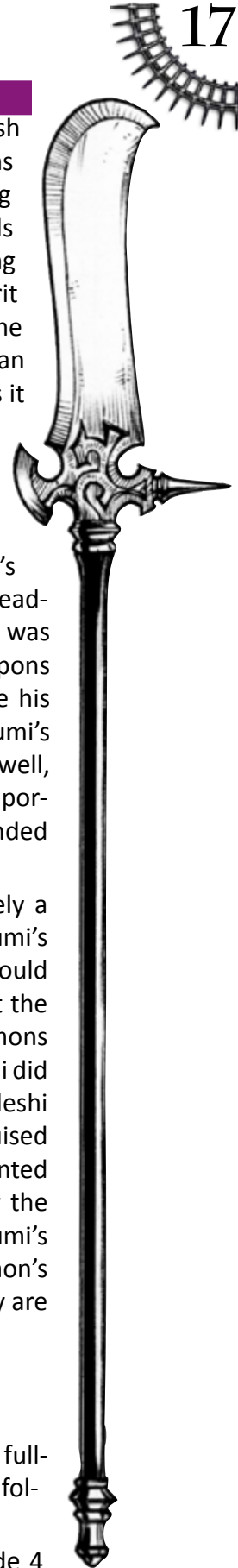
Unfortunately, the shaman was merely a demon in disguise who desired Tezumi's powerful spirit. He built a glaive that would trap Tezumi's soul on his death while at the same time guarding it from other demons who might attempt to steal it. But Tezumi did not become the leader of the great Pordeshi by being a fool. He recognized the disguised demon, and as soon as he was presented with the glaive, used its power to slay the evil creature. Instead of claiming Tezumi's soul, the spirit glaive claimed the demon's soul. As a creature whose soul and body are one, the demon was utterly destroyed.

Requirements

To successfully wield spirit glaive to its fullest potential, a character must fulfill the following requirements.

Skills: Knowledge (religion) 4 ranks, Ride 4 ranks

Feats: Mounted Combat, Weapon Focus (glaive)



Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 <i>glaive</i>
2nd	4th	<i>Death watch</i> (3/day)
3rd	6th	Soul Token
4th	8th	+2 <i>glaive</i>
5th	10th	<i>Death knell</i> (3/day)
6th	12th	Resist Death's Lure
7th	14th	+3 <i>ghost touch glaive</i>
8th	16th	<i>Soul bind</i> (3/day)
9th	18th	Shun Death
10th	20th	+4 <i>ghost touch glaive</i>

Death Watch (Sp) Three times per day the wielder gains the ability to use *death watch*.

Soul Token (Su) When the wielder of the spirit glaive scores a critical hit with the weapon he gains a soul token. As a swift action (and as long as the spirit glaive is on his person) he may spend a soul token to gain one of the following benefits:

- gain a +4 bonus to confirm a critical hit
- add a +1 to the DC of one of his abilities, spells or spell-like ability
- add +2 to a save to stabilize when at negative hit points
- add a +2 to CMD to resist disarm and sunder attempts made against the spirit glaive.

The wielder may spend only one soul token per round and the use must be declared before any relevant rolls are made. The spirit glaive can store at any one time, a number of soul tokens equal to its weapon level. The soul tokens dissipate at the start of each day.

Death Knell (Sp) The wielder gains the ability to use *death knell* three times per day.

Resist Death's Lure (Su) The wielder of the spirit glaive gains a +4 bonus to saves to resist necromancy spells and effects that capture souls (such as magic jar or soul bind). If the wielder of the spirit glaive dies he may choose to transfer his soul to the weapon.

Soul Bind (Sp) Three times per day when the spirit glaive slays a living creature, the wielder may use *soul bind* on the slain creature, with the spirit glaive as the soul's receptacle. If the spirit glaive contains a soul,

the wielder may add a +1 enhancement bonus (or its equivalent) per captured soul to the weapon as long as it does not exceed a total enhancement bonus of +10. Each hour a captured soul gains a save to escape the soul bind. In any case all captured souls escape at the end of the day.

Shun Death (Su) Once per day, when the wielder is reduced to 0 hp or below, he automatically stabilizes and gains fast healing 10 for a number of rounds equal to the weapon's level.

Ghost Touch: A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature's 50% reduction in damage from corporeal sources does not apply to attacks made against it with ghost touch weapons.

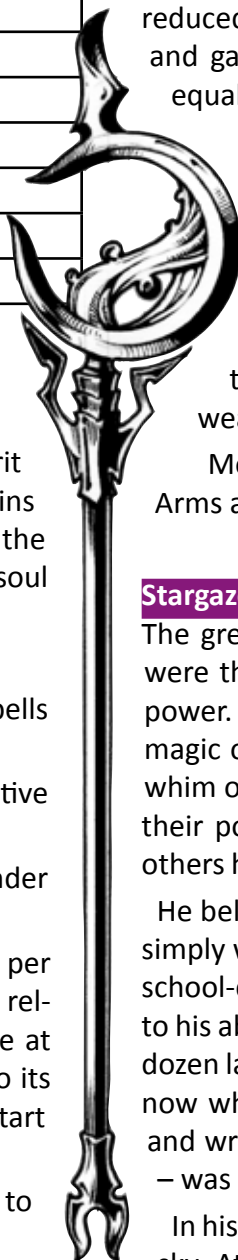
Moderate conjuration; CL 9th; Craft Magical Arms and Armor, *plane shift*; Price +1

Stargazer

The great wizard Aligenthus always believed books were the best means by which a man could rise in power. Codified knowledge allowed a man to study magic on his own without having to depend on the whim of a tutor. Those spellcasters who came about their powers by chance or birth could never teach others how they wielded or discovered their powers.

He believed that until a witch stole his powers. She simply wiped his mind of all its knowledge the way a school-child erases a slate. Her curse also extended to his ability to read. Whereas before he could read a dozen languages, some of them extinct for millennia, now when he looked at a page, the letters jumped and writhed like tiny worms. Book-learning – magic – was lost to him.

In his despair, Aligenthus began staring at the night sky. At first it was a refuge for his shattered mind and dashed hopes. What else could he do but gaze into infinity to contemplate his moribund state? Then he recognized certain patterns in the stars, the planets and even the random meteors that blazed across the inky blackness. The constellations resembled the ancient runes he studied when he was at the height of his powers. The more he studied the celestial lights, the more he uncovered the magic inherent in the patterns of creation.



Using this knowledge, Aligenthus constructed the stargazer. At one end he affixed a miniature orrery, a device that mimicked the orbit of the planets and stars. By spinning the orrery he could manipulate star magic, channeling powers particular to the heavenly firmament. He became adept at predicting the future, but the staff also allowed him to invoke the energies of the void – cold, fire and electricity. With his staff in hand,

Aligenthus located the hag who had stripped him of his powers. He incinerated her in a flash of light and fire. His words to her as she burned: “Our strength lies not in ourselves, but in our stars!”

Requirements

To successfully wield the stargazer to its fullest potential, a character must fulfill the following requirements.

Feats: Spell Focus (divination)

Skills: Knowledge (arcana) 4 ranks, Spellcraft 4 ranks

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 <i>quarterstaff</i>
2nd	4th	<i>Know direction (3/day)</i>
3rd	6th	Shooting Stars Energy Ray
4th	8th	+2 <i>mage tuned quarterstaff</i>
5th	10th	<i>Augury (3/day)</i>
6th	12th	Under the Night Sky
7th	14th	+3 <i>mage tuned chosen energy quarterstaff</i>
8th	16th	<i>Divination (3/day)</i>
9th	18th	Orrery of Fate
10th	20th	+4 <i>mage tuned chosen energy quarterstaff</i>

Know Direction (Sp) The wielder can cast *know direction* three times per day as a spell-like ability.

Shooting Stars Energy Ray (Su) Once per day the wielder of stargazer can fire an energy ray at one target within 30 ft. as a ranged touch attack. The ray deals 1d6 points of damage for every two levels the wielder possesses. Half the damage is fire and the other half is electricity.

Augury (Sp) The wielder gains the ability to use *augury* three times per day.

Under the Night Sky (Su) At night in the open stargazer imbues the wielder with preternatural foresight. He gains a +2 dodge bonus to AC, and a +2 insight bonus to initiative and Reflex saves. These bonuses increase to +4 when the weapon reaches 9th level. During the day these bonuses drop to +1 no matter the wielder’s or weapon’s level. These bonuses do not function underground.

Chosen Energy (Su) When using this special enhancement the wielder of stargazer can choose one of the following energy types: cold, electricity or fire.

Divination (Sp) The wielder of stargazer can use *divination* three times per day.

Orrery of Fate (Su) Once per day the wielder of the stargazer can spin the orrery at the top of the staff to alter an event that has just occurred. As a swift or immediate action, the wielder can force one die to be rerolled as soon as its effect is known. The declaration must be made before any other actions or events occur.

Energy, Chosen: This weapon inflicts an additional 1d6 points of damage of a chosen energy type: acid, cold, fire, electricity, or sonic. The type of energy chosen can be changed as a standard action.

Moderate evocation; CL 6th; Craft Magic Arms and Armor; Energy Substitution; *lightning bolt*; Price +2 bonus gp.

Mage Tuned: This weapon displays no special qualities except in the hands of a character with a 1/2 base attack bonus such as a sorcerer or wizard. Such a character gains a +4 luck bonus to attack rolls when using this weapon. This ability most commonly appears on simple weapons, staves in particular.

Strong transmutation; CL 13th; Craft Magic Arms and Armor; *mage’s transformation*; Price +1 bonus.

Temple Sword

In the country of Jengu-Na a man's honor is his life. No act, thought or word emerges until its impact on a person's standing and social approval are judged. Offending a person, shaming a man can earn death.

The temple of Artandra, Jengu-Na's goddess of the Moon holds an annual festival at the time of the year's first new moon. The celebration runs for several days and plays host to the nation's emperor and his court. The temple's abbot relies on his master of courtesy to ensure the emperor's honor is not offended by a mistake in protocol, an erroneous table setting or a misplaced honorific when addressing the imperial retinue.

In the Year of the Cockatrice, the master of courtesy fell upon the new monk, Dovari. He proved himself an amiable acolyte, full of joy and kindness. The abbot selected him over several other more venerable monks who did not greet life with the same courageous attitude as Dovari. They grumbled at the selection but moved on to other petty concerns soon after.

Except Mahu Bhata -- the previous year's master of courtesy. He simmered at Dovari's selection and desired recompense for the slight, since he believed he deserved the position this year as well. Knowing Dovari would require assistance, Mahu Bhata offered his assistance, which Dovari readily accepted. Mahu Bhata taught Dovari all the proper techniques except the proper sequence of formal gestures when first greeting the emperor. He purposely instructed Dovari to perform them in reverse order.

On the day of the festival, Dovari's mistake gravely offended the emperor and embarrassed the temple's abbot. When his mistake was explained to him, Dovari was puzzled as he received the instructions from Mahu Bhata. He confronted Mahu Bhata who admitted teaching him the wrong sequence to prove he should never have been appointed as master of courtesy. Dovari struck the man in the face.

This second breach of honor was too much for the abbot. He banished Dovari. Before he left, Dovari slew Mahu Bhata and then took his life with his own sword

on the temple steps. With his last breath, Dovari proclaimed honor impossible in a world of dishonorable men. He said if he could no longer serve Artandra, he would no longer live.

Moved by Dovari's dedication, Artandra imbued his sword with powers that grant men of honor and law incredible abilities when they wield the blade. The moon goddess sends them devoted servants and allows the bearer to channel the hypnotic, inspiring light of the nocturnal orb.

Requirements

To successfully wield the temple sword to its fullest potential, a character must fulfill the following requirements.

Feats: Weapon Focus (temple sword)

Skills: Knowledge (religion) 4 ranks

Spellcasting: Ability to cast divine spells

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 temple sword
2nd	4th	Battle weave (3/day)
3rd	6th	Minions of the moon
4th	8th	+2 temple sword
5th	10th	Battle weave (3/day)
6th	12th	Minions of the Moon
7th	14th	+2 contemplative temple sword
8th	16th	Battle weave (3/day)
9th	18th	Minions of the moon
10th	20th	+2 contemplative defending temple sword

Battle Weave (Sp) Three times per day the wielder of the temple sword can perform a dramatic, complex pattern with the weapon. The sacred exercises can either captivate opponents or bolster allies. The wielder can choose to affect any or all creatures within 30 ft. with one of the following effects:

2nd level – *hypnotic pattern* or *remove fear*

5th level – *confusion* or *calm emotions*

8th level – *rainbow pattern* or *remove curse*

Any save DCs are equal to $10 + \frac{1}{2}$ wielder's level + highest mental characteristic modifier. A successful save renders a creature immune to that spell-like ability from the temple sword for 24 hours. This is a mind-affecting effect with visual components.

Minions of the Moon (Su) Once per day as a full-round action the wielder of the temple sword can summon $2d4+1$ 3rd-level human fighters. The fighters are constructs although they seem to be actual people. They arrive with the normal starting equipment for fighters and attack anyone the wielder designates. The summoned fighters last a number of rounds equal to 1 + the wielder's Wisdom modifier.

At 6th weapon level the wielder instead summons $2d4$ 4th-level human fighters. They arrive wearing +1 full plate and wielding +1 battle axes. At 9th weapon level the wielder summons $1d4+1$ 5th level human fighters whenever he uses this ability. The summoned fighters serve him with complete and unquestioning loyalty. They are constructs, with the incorporeal subtype (they take 50% of the damage from corporeal sources, and no damage from nonmagical sources). They arrive wearing +1 full plate and wielding +1 ghost touch battle axes (allowing them to deal full damage to corporeal creatures) and attack anyone the wielder designates.



Contemplative: A number of times per day equal to 1 + the wielder's Wisdom modifier, as an immediate action, he may add his Wisdom modifier to his attack roll. This must be declared before the attack roll is made. If the wielder is a monk he adds an additional +2 to the attack roll.

Faint enchantment; CL 6th; Craft Magic Arms and Armor; *divine favor*; Price +2 bonus

Defending: A defending weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to his AC as a bonus that stacks with all others. As a free action, the wielder chooses how to allocate the weapon's enhancement bonus at the start of his turn before using the weapon, and the bonus to AC lasts until his next turn.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *shield* or *shield of faith*; Price +1 bonus

Temple Sword Heavy blades typically used by guardians of religious sites, temple swords have distinctive crescent-shaped blades, appearing as an amalgam of a sickle and sword. Many have holes drilled into the blade or places on the pommel where charms, bells, or other holy trinkets might be attached.

Exotic Weapon; One-handed; 30 gp; 1d6 (M), 1d8 (L); crit 19-20/x2; 3 lbs.; S; monk, trip

Woodsmen's Axe

A wise man once said nature is "red in both tooth and claw." Most assume he referred to the wild, predatory beasts that stalk the untamed parts of the world. Few realize he was speaking about trees.

Certain species in the plant kingdom are as aggressive and predatory as any lion or bear. City dwellers view nature through an idyllic lens, believing it is all regenerative growth and spontaneous fecundity. What they don't know about are the treants who fertilize their roots with carrion, vines that drink only blood, and flowers that implant seeds into living, animal hosts.

The first woodsman's axe was created by Opsolar, a druid of the Jotun Forest. There the trees grow to enormous heights in a very short time. The inhabitants battled constantly to keep the growth in check so it didn't overwhelm their small settlements. Opsolar created the axe to make it easier for the woodsmen to maintain the balance between forest and civilization.

The first woodsman's axe was lost when an evil treant, upset over the human incursion, destroyed a human settlement. The settlement held out for several days but the man they dispatched to summon Opsolar's help died on the way from exposure and deprivation. Opsolar then created another woodsman's axe, this time not only one that excelled at felling trees, but also produced items a wilderness traveler need when far from home. However, Opsolar did not intend for the woodsman's axe to be an engine of destruction. He attuned the weapon to make sure only good creatures could use it, creatures who would employ its special abilities only when necessary.

Requirements

To successfully wield woodsman's axe to its fullest potential, a character must fulfill the following requirements.

Alignment: any Good

Skills: Craft (weapon) 4 ranks, Knowledge (nature) 4 ranks

Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 handaxe
2nd	4th	<i>Goodberry</i> (3/day)
3rd	6th	Feather token
4th	8th	+2 handaxe
5th	10th	<i>Speak with plants</i> (3/day)
6th	12th	Tree feller
7th	14th	+3 plant bane handaxe
8th	16th	<i>Command plants</i> (3/day)
9th	18th	Improved feather token
10th	20th	+4 plant bane handaxe

Goodberry (Sp) The woodsman's axe can produce *goodberries* (as the spell) from its handle three times per day.

Feather Token (Su) Once per day wielder of the woodsman's axe can pluck a decorative feather from the base of the axe head and employ it as any feather token described in the Pathfinder Roleplaying Game Core Rulebook. The feather may be replaced by simply holding it to the axe. A feather not replaced regrows in 24 hours.

Speak with Plants (Sp) The wielder gains the ability to *speak with plants* (as the spell) three times per day.

Tree Feller (Su) The woodsman's axe is particularly effective against wood and creatures made of wood. Against creatures made of wood such as treants and wood golems the weapon increases its critical threat range by 1. (This stacks with the Improved Critical feat). When used against wooden objects such as weapons, doors or walls it ignores one-half the object's hardness.

Command Plants (Sp) The wielder of the woodsman's axe can *command plants* three times per day.

Improved Feather Token (Su) At 9th weapon level the wielder can pluck a second feather from the base of the axe. The feather changes into one of the following items:

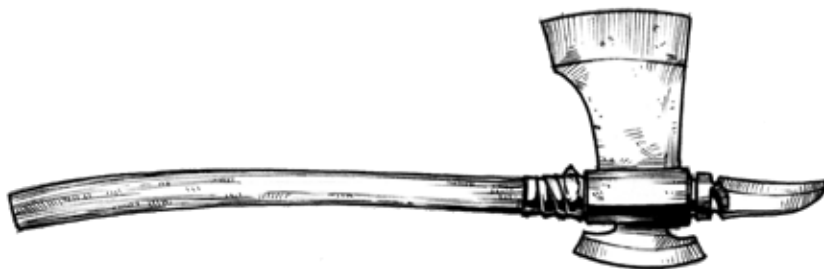
Boots of the Winterlands

Cloak of Resistance +2 (Fort saves only)

Decanter of Endless

Water Rope of Climbing

The items last for 1 hour per weapon level before reverting back into a feather. A feather not replaced regrows in 24 hours. The wielder may use this ability once per day.



Plantbane: A plantbane weapon excels against plant creatures. Against such a foe, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against plants.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus

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Your Input is Needed!

Stefen and I are currently starting development on Legendary III and we would like to know what weapons you would like included in this release. So far we have had requests for:

- Khopesh
- Star Knife
- Sword Cane
- Sickle
- Trident

If you have others you want drop us an email please.

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