

LEGENDARY V:
EASTERN AND EXOTIC WEAPONS
BY DAVID ROSS

LEGENDARY V EASTERN AND EXOTIC WEAPONS

TABLE OF CONTENTS

AKIO	3
BLOOD FLOWER	4
BREATHSTEALER	5
BROTHERHOOD	7
KOKATSUNA	8
KOWARENAI	9
LIBERATOR	11
NIGHTBANE	12
RHAPSODY OF SHARDS	13
SHIZUKANA	15
STORMSLAYER	16
TAIYO TSUJIKI	17
TANGLED FATE	18
TOTSUZEN NO ARASHI	20
WORLD'S AUTUMN	23

WHO TO BLAME

Author: David Ross

Artist: Tamás Baranya

Editor: Stefen Styrsky

Layout: Mark Gedak

Published by: Purple Duck Games



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



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 weapons do not provoke jealousy from legendary melee weapons, but they will provoke jealousy in other ranged weapons.

AKIO

Akio is a weapon of sudden, unexpected death. It was originally wielded by a ninja committed to seeing any job (generally assassinations) through to the end, unwilling to forfeit his reputation for dealing with even the most tenacious and well-prepared victims. Known by the same name as his weapon, the ninja was also sometimes called the Morning Star—as the morning star is the final sight of nighttime, so his weapon was the last sight of life for his victims. He knew how to overcome any obstacle, and imparted a measure of this talent upon his starknife. His partner in crime was known only by the name of his weapon, Shizukana. While Akio saw to getting to a target, his partner saw to punching through any protections on the target's person.

Akio's original race is unknown, but tales of his exploits have grown and his services have been offered quietly in the shadows of high society for nearly 400 years. Most believe the original Akio is now dead or retired, having passed on his weapon and skills to successors who have done likewise. How this is accomplished is unknown. Rumors circulate in the underworld that a rogue, assassin or ninja who proves himself through deed and action one day suddenly finds himself in the possession of Akio. Other tales say Akio must be claimed by defeating the current owner in a duel to the death. In any case, it seems the current owner feels compelled to maintain Akio's reputation.

Requirements

To successfully wield Akio to its fullest potential, a character must meet the following requirements:

Feats: Point Blank Shot.

Skills: Disable Device 4 ranks, Stealth 4 ranks.

Sneak Attack: +2d6.

True Strike (Sp) The wielder can use *true strike* three times per day as a spell-like ability.

Steady Climb (Su) At 4th weapon level, Akio allows the wielder to find a sturdy place to cling on even the sheerest surfaces. It can be used as a climbing implement, and when it is used as such, it grants a +6 competence bonus on all Climb checks the wielder makes. In addition, the wielder is not considered flat-footed while climbing.

Gaseous form (Sp) The wielder can use *gaseous form* three times per day as a spell-like ability.

Confusing Convergence (Su) Three times per day at

7th weapon level, as a standard action, the wielder of Akio can accompany an attack with phantasmal duplicates that confuse his victim. Identical starknives seem to strike from everywhere at once, thrown by shadowy figures or invisible hands. Unless the victim succeeds on a Will save to disbelieve the illusion, the attack is automatically a critical hit on a successful attack roll, as the target dodges straight into the real Akio. In addition, the target is confused for 1 round whether he makes a save or not.

Shadow Conjunction (Sp) The wielder can use *shadow conjunction* three times per day as a spell-like ability.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	<i>+1 starknife</i>
2nd	4th	<i>True strike</i> (3/day)
3rd	6th	<i>+1 returning starknife</i>
4th	8th	Steady climb
5th	10th	<i>Gaseous form</i> (3/day)
6th	12th	<i>+1 menacing returning starknife</i>
7th	14th	Confusing convergence
8th	16th	<i>+2 menacing returning starknife</i>
9th	18th	Shadow conjuration (3/day)
10th	20th	<i>+3 menacing returning starknife</i>



Menacing This ability can only be placed on a melee weapon. This weapon property helps allies deal with flanked foes. When the wielder is adjacent to a creature that is being flanked by an ally, the flanking bonus on attack rolls for all flanking allies increases by +2. This ability works even if the wielder is not one of the characters flanking the creature.

Aura Moderate illusion; **CL** 10th; Craft Magic Arms and Armor, *phantasmal killer*; **Price** +1 bonus.

Returning This ability can only be placed on a weapon that can be thrown. A returning weapon flies through the air back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the square from which it was thrown.

Aura Moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, *telekinesis*; **Price** +1 bonus.

BLOOD FLOWER

Blood Flower was forged by the legendary Iron Witch on behalf of a good friend from a distant land known in folktales as the Jade Seer. The Jade Seer, a potent witch in her own right, imbued the sickle with abilities that allowed her familiar to deliver powerful spells with a touch and wound foes at a distance. The Jade Seer would have grown overconfident from all Blood Flower did for her were it not for the gentle admonishments given by the Iron Witch to keep her wits about her. Alas, her friend could not always be there. Eventually, disaster befell the Iron Witch, and she was forced to kill herself in order to avoid becoming a werewolf. (see *Legendary I: Legendary Blades*.)

When the Jade Seer learned of the fate of her friend, she swore revenge. Growing reckless with grief, she drove herself to her limit and beyond, using Blood Flower in rituals that risked her very life as she sought to hunt down the werewolves that dared commit such crimes and punish them appropriately. She eventually managed to find and slay the beasts, but only at the cost of her own life. Her familiar carried Blood Flower back to her homeland, where it has been regarded as a marvel of metalwork and spellcraft, passing from one circle of spirit-bound mages and scholars to another.

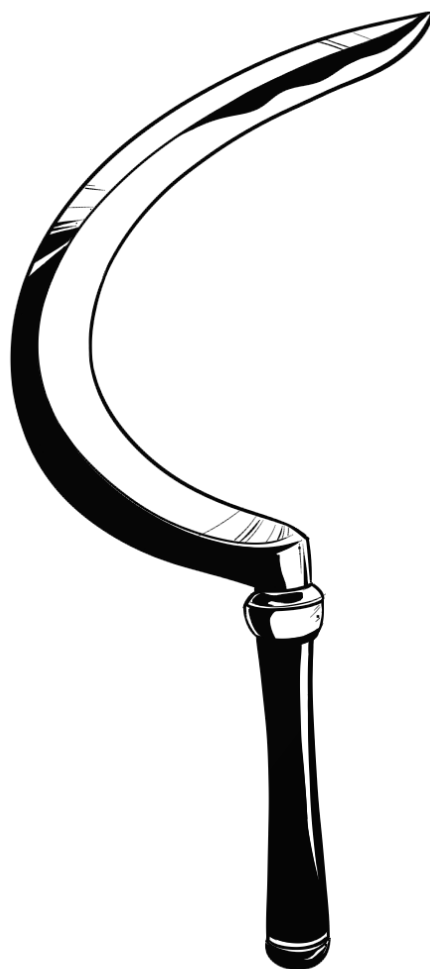
Requirements

To successfully wield Blood Flower to its fullest potential, a character must meet the following requirements:

Feats: Combat Casting.

Skills: Knowledge (nature) 4 ranks, Spellcraft 4 ranks.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 sickle
2nd	4 th	<i>Longstrider</i> (3/day)
3rd	6 th	Blood flower rite I
4th	8 th	+2 <i>allying sickle</i>
5th	10 th	<i>Summon nature's ally III</i> (3/day)
6th	12 th	<i>Telepathic bond</i> (1/day)
7th	14 th	+3 <i>allying sickle</i>
8th	16 th	<i>Beast shape IV</i> (3/day)
9th	18 th	Blood flower rite II
10th	20 th	+4 <i>allying sickle</i>



Longstrider (Sp) The wielder can use *longstrider* three times per day as a spell-like ability.

Blood Flower Rite (Su) Three times per day at 3rd weapon level, when the wielder of Blood Flower casts a touch spell or activates a spell-like or supernatural ability delivered with a melee touch attack, she can cut her hand with the blade for 1 point of damage per spell level as a swift action (for abilities with no spell-level, use one-half the class level at which the ability is acquired). If she does, and a willing ally within 30 ft. accepts a duplicate magical wound on their own limb (same damage), that ally can deliver the touch spell on his next turn.

At 9th weapon level, the wielder can choose to turn the rite against an enemy. A target within 30 ft. must succeed on a Fortitude save or suffer damage as if the wielder had attacked it with Blood Flower in melee. This attack delivers any touch spells the wielder may be holding the charge for.

Summon Nature's Ally III (Sp) The wielder can use *summon nature's ally III* three times per day as a spell-like ability.

Telepathic Bond (Sp) The wielder can use *telepathic bond* once per day as a spell-like ability.

Beast Shape IV (Sp) The wielder can use *beast shape IV* three times per day as a spell-like ability. If the wielder has a familiar or animal companion, she may affect the familiar or animal companion instead from a range of up to 30 feet.

Allying An allying weapon allows the wielder to transfer some or all of the weapon's enhancement bonus to one weapon being used by an ally of the wielder. The wielder must have line of sight to the intended ally. As a free action, at the start of her turn before using her weapon, the wielder chooses how to allocate her weapon's enhancement bonus. The bonus to the ally's weapon lasts until the allying weapon's wielder's next turn. The enhancement bonus from the allying weapon does not stack with the enhancement bonus on the ally's weapon (if any).

Aura Faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *magic weapon*; **Price** +1 bonus.

BREATHSTEALER

Yukio Toyo is remembered by countless scholars and storytellers as a cunning fighter who developed battlefield control into an art form. His foes always found themselves off-balance, misdirected, or simply in the wrong place at the wrong time. So great was his skill, that it transcended the limits of traditional martial combat and created effects of truly supernatural quality still echoed by those that have managed some mastery of his famous weapon, Breathstealer. During his life, Yukio Toyo faced countless foes and many rivals eager to claim his fame and his kusarigama. Every challenger was defeated. Most died.

The only foe that Yukio Toyo feared was time. With each victory it was said he openly lamented the day when age and the passing of hours would do to him what his blade and chain did to foes. Yukio Toyo was last seen disappearing into the vast strangeness beyond the mortal world in pursuit of some manner of immortality. He desired to live forever so much he paid for the trip with the very weapon he used to earn his fame. He never returned. Some claim the fear of death was unbecoming in such a famous warrior and Toyo was cursed to wander the ethereal realm for eternity. Others say he merely chose not to reenter a world that never quite seemed to challenge him.

Since Yukio Toyo's disappearance, Breathstealer has moved from one mercenary to another, each one claiming it from the dead body of a rival who failed to use the weapon to its fullest potential.



Requirements

To successfully wield Breathstealer to its fullest potential, a character must meet the following requirements:

Feats: Combat Expertise, Exotic Weapon Proficiency (kusarigama), Improved Grapple or Improved Trip

Skills: Knowledge (any) 4 ranks.



Kusarigama (Sickle-and-Chain): This weapon has a single sickle held in the off-hand attached by 10 feet of fine chain to a weighted metal ball.

The sickle is used to make trips, jabs, and blocks while the ball is whipped around at high speeds and then smashed into the opponent.

Exotic weapon; two-handed melee weapon; 12 gp; 1d2/1d4 (S), 1d3/1d6 (M); crit x2; 3 lb.; S or B; double, grapple*, monk, reach, trip.

*On a successful critical hit with a grappling weapon, you can grapple the target of the attack. The wielder can then attempt a combat maneuver check to grapple his opponent as a free action. This grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple if that creature is not threatening you. While you grapple the target with a grappling weapon, you can only move or damage the creature on your turn. You are still considered grappled, though you do not have to be adjacent to the creature to continue the grapple. If you move far enough away to be out of the weapon’s reach, you end the grapple with that action.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1/masterwork kusarigama
2nd	4th	Level head
3rd	6th	+1/+1 kusarigama
4th	8th	Tornado spin
5th	10th	+1 disorienting/+1 cunning kusarigama
6th	12th	Wall of fire (3/day)
7th	14th	+2 disorienting/+1 cunning kusarigama
8th	16th	Antimagic field (1/day)
9th	18th	Path of chains
10th	20th	+2 disorienting/+2 cunning kusarigama

Level Head (Ex) At 2nd weapon level, the wielder can take 11 + Wisdom modifier on initiative checks in place of rolling d20.

Tornado Spin (Ex) Starting at 4th weapon level, once per round at the start of his turn, the wielder can cause Breathstealer to lose or gain the reach ability as a free action. While it lacks the reach ability, it grants a +1 shield bonus to the wielder’s Armor Class and a +2 bonus on combat maneuver checks to grapple with the weapon.

Wall of Fire (Sp) The wielder can use *wall of fire* three times per day as a spell-like ability.

Antimagic Field (Sp) The wielder can use *antimagic field* once per day as a spell-like ability.

Path of Chains (Su) As a standard action three times per day, the wielder can slash at the very fabric of space with Breathstealer to cause up to one subject within 10 feet to teleport, as the spell, to another random space within 10 feet. Unwilling subjects gain a Will save to resist this effect. All teleported subjects other than the wielder are staggered for 1 round.

Cunning The cunning special ability allows a weapon to find chinks in a foe’s defenses using the wielder’s knowledge of the target. Whenever the weapon’s attack is a critical threat, the wielder gains a +2 bonus on the confirmation roll if she has 5 or more ranks in the Knowledge skill related to the target’s creature type (such as Knowledge [planes] for an outsider opponent). This does not stack with the Critical Focus feat.

Aura Moderate divination; **CL** 6th; Craft Magic Arms and Armor, true strike; **Price** +1 bonus.

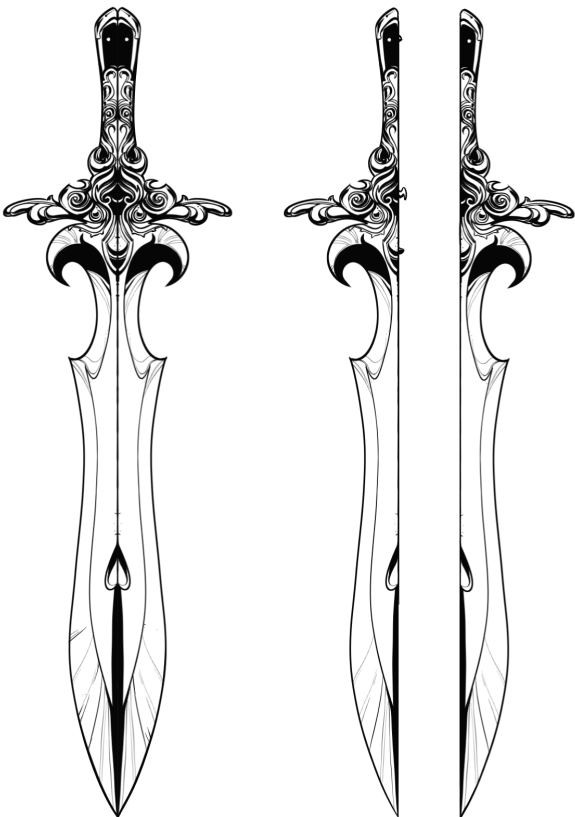
Disorienting A disorienting weapon can wind foes when used to perform a trip or grapple. When a foe becomes tripped or grappled by the weapon, he must succeed on a Fortitude save (DC 16) or be stunned for 1 round. Only a weapon with the trip or grapple abilities can be made disorienting.

Aura Moderate enchantment; **CL** 10th; Craft Magic Arms and Armor, hold monster; **Price** +2 bonus.

BROTHERHOOD

For the past eight decades, a fraternity of grizzled rangers has protected the wilds of the Jemuru Forest from hateful nature spirits. Known as the Sons of the Tiger, these rangers have developed a unique fighting style using butterfly swords. Tradition dictates the current leader of the Sons of the Tiger wields a special pair of butterfly swords known as Brotherhood. The blades were manufactured long ago by the forest priest who established the Sons and their mission. He attuned the weapons to the spirit of the group’s first leader. Since then, the blades pass to the person elected to take the group’s leadership. Each previous owner imbues Brotherhood with a small portion of his soul, granting the blades incredible power.

Unfortunately, the most recent bearer of Brotherhood was a man named Cho Fian. He was the youngest leader ever allowed to command the Sons of Tiger. His age made him reckless and daring, eager to show the older members he was a capable warrior and strategist. Cho Fian went off into the forest alone one day to combat the nature spirits that haunted the Jemuru. All that was ever found of him were a few bits of torn clothing. Most assume Cho Fian dead, but a few Sons of the Tiger suspect he may still be alive, held hostage by a sisterhood of evil dryads. Despite an intensive search, Cho Fian and Brotherhood were never recovered.



- Requirements**
To successfully wield Brotherhood to its fullest potential, a character must meet the following requirements:
- Alignment:** Any good.
 - Feats:** Improved Initiative, Two-Weapon Fighting.
 - Skills:** Survival 4 ranks.

Butterfly Sword: These short matching swords come in pairs, cleverly nested together to appear as a single blade.

Both weapons can be drawn at the same time, and they can be separated as a free action and wielded in both hands to make wickedly effective chops and slashes. Their thin, broad blades extend just 1 foot in length. A butterfly sword has a hardwood grip covered with braided cord, and a metal D-shaped guard to protect the wielder’s hand.

Martial light melee weapon; 20 gp; 1d3 (S), 1d4 (M); crit 19-20; 1 lb.; S; monk.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 butterfly swords
2nd	4th	Detect animals or plants (3/day)
3rd	6th	Ready for anything
4th	8th	+2 huntsman butterfly swords
5th	10th	Mass cure light wounds (1/day)
6th	12th	Drive nature spirits
7th	14th	+3 huntsman butterfly swords
8th	16th	Spell resistance (3/day)
9th	18th	Brother blades
10th	20th	+4 huntsman butterfly swords

- Detect Animals or Plants (Sp)** The wielder can use *detect animals or plants* three times per day as a spell-like ability..
- Ready for Anything (Su)** Once per day as a free action at 3rd weapon level the wielder can draw on the experience and knowledge of Brotherhood’s past wielders. He gains a +2 bonus on his next initiative check if it comes within 10 minutes and on all Knowledge checks made in the next 10 minutes to identify creatures and their abilities. If he is not surprised, he

can activate this ability as a free action as part of rolling initiative, in which case the initiative bonus is used on his current initiative check.

Mass Cure Light Wounds (Sp) The wielder can use *mass cure light wounds* once per day as a spell-like ability.

Drive Nature Spirits (Su) As a standard action three times per day at 6th weapon level, the wielder can make a ritual sign with Brotherhood to ward off nature spirits. This can be used offensively or defensively.

If used offensively, drive spirits functions like dispel evil with the exception that it applies against fey creatures, creatures summoned by *summon nature's ally* spells, and creatures with the air, earth, fire, or water subtypes rather than evil creatures from another plane. If a creature is banished this way but is native to the plane it is currently on, it is instead sent to a random safe place at least 10d10 miles away. Banished creatures cannot use their own teleport abilities for 1 hour after being banished.

If used defensively, drive spirits functions like magic circle against evil with a radius of 30 feet, except it applies against fey creatures and creatures with the air, earth, fire, or water subtypes rather than evil creatures and against creatures summoned by *summon nature's ally* spells rather than evil summoned creatures.

Spell Resistance (Sp) The wielder can use *spell resistance* three times per day as a spell-like ability.

Brother Blades (Su) Once per day after Brotherhood has been split into two swords, it can be split again into four swords as a standard action. Each of the two extra swords leaps from the wielder's hand and fight alongside him. They attack on their own as +4 dancing huntsman butterfly swords as if wielded by beings with Strength 16 and base attack bonus +15. As a result, they have an attack modifier of +22 and deal 1d4+7 damage. They make one attack per round and fight for 4 rounds before merging back to the swords that spawned them. Brotherhood's wielder is not considered armed with these weapons, and they cannot make attacks of opportunity, but they are attended by the wielder for purposes of maneuvers and effects that target items. The swords share the wielder's space and can attack adjacent foes. They accompany the wielder everywhere, whether she moves by physical or magical means. They can be grabbed by touching them with the sword they split from and otherwise behave as weapons with the *dancing en-*

hancement.

Huntsman A huntsman weapon helps its wielder locate and capture quarry. When the weapon is held in hand, the wielder gains an enhancement bonus on Survival checks made to track any creature the weapon has damaged in the past day. It deals +1d6 damage to creatures the wielder has tracked with Survival in the past day.

Aura Moderate divination; **CL** 7th; Craft Magic Arms and Armor, detect animals or plants; **Price** +1 bonus.

KOKATSUNA

Kokatsuna began as the tool of a skilled geisha known as Saeko. She entertained clients with dazzling displays of acrobatics and dexterity. While Saeko maintained the appearance of a harmless geisha she also engaged in her life's mission – to maintain balance and justice in a feudal world so often lacking both. An unscrupulous uncle who adopted Saeko and her brother and sister after the death of their parents sold Saeko's siblings into slavery. Saeko's beauty spared her from a similar fate, but made her suitable for a different type of bondage.

Though Saeko never learned what happened to her brother and sister, she vowed to oppose evil wherever it flourished. Since kokatsuna was used in shows and displays, Saeko was allowed to take it places no one would normally permit a weapon. Because she already made her living controlling where an audience sent its attention, Saeko quickly learned the ways she could manipulate the expectations of her enemies in true combat. The flying spike was never where her enemies expected, and so she was always able to catch them off-guard.

In the end, Saeko and her rope dart became famous. Ironically, her story spread so widely that it soon became impossible for her to continue with the same tricks as before. Her ploys were simply too well-known. In time, she took pains to let the stories fade, and began training her successors with the use of Kokatsuna, always warning them to keep their activities quiet and avoid building themselves up as heroes. Saeko is now considered a legend and the geisha bearing a rope dart no longer a suspicious person. Stories told by the common people say the rope dart appears where and when it is needed, to a person who will use it to defend those who cannot defend themselves.

Requirements

To successfully wield Kokatsuna to its fullest potential, a character must meet the following requirements:

Feats: Exotic Weapon Proficiency (rope dart)

Skills: Bluff 4 ranks, Perform (any) 4 ranks.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 rope dart
2nd	4th	Trick shot I
3rd	6th	Enthrall (3/day)
4th	8th	+2 dazzling rope dart
5th	10th	Rainbow pattern (3/day)
6th	12th	Snagging barrier
7th	14th	+3 dazzling rope dart
8th	16th	Programmed image (3/day)
9th	18th	Trick shot II
10th	20th	+4 dazzling rope dart

Rope Dart: This deceptively complex weapon appears as nothing more than a 12-foot rope with a 6-inch-long, conical metal spike.

Similar to a meteor hammer, a rope dart can be whirled at great speeds, then aimed to strike and pierce opponents with great reach. Once it strikes, the wielder can quickly retrieve the weapon with a tug of the rope.

Exotic weapon; ranged weapon; 1 gp; 1d3 (S), 1d4 (M); crit x2; – lb.; P; blocking*, distracting**, monk.

*A blocking weapon grants its wielder a +1 shield

bonus to AC when used to fight defensively.

**A distracting weapon grants a +2 bonus on Bluff checks to feint in combat while it is wielded.

Trick Shot (Ex) As a standard action three times per day, the wielder of Kokatsuna can make an attack against the hand of a foe within the weapon’s reach. The target’s hand has the same AC as the owner but with +4 size modifier. If the attack hits, it deals normal damage and the wielder can attempt a disarm combat maneuver check against the target as a free action that does not provoke an attack of opportunity.

At 9th weapon level, the wielder can make any number of trick shots each day, and can make them as part of a full attack action. An attack must be declared as a trick shot before the attack roll is made.

Enthrall (Sp) The wielder can use *enthrall* three times per day as a spell-like ability.

Rainbow Pattern (Sp) The wielder can use *rainbow pattern* three times per day as a spell-like ability.

Snagging Barrier (Ex) Once per day at 6th weapon level, when the wielder is attacked by a foe within 20 feet while Kokatsuna is being used to fight defensively, she can take an immediate action to attempt to disarm her foe. Alternatively, if she has at least 10 ranks in Sleight of Hand, she can attempt as an immediate action with the defensively swinging rope dart to steal an object from an exposed area such as a scabbard or open pouch. As normal for such a theft, the Sleight of Hand check is opposed by the victim’s Perception check.

Programmed Image (Sp) The wielder can use *programmed image* three times per day as a spell-like ability.

Dazzling When the weapon is used to feint in combat, each foe that can see it from within 30 feet is susceptible to the feint if the Bluff check result meets or exceeds the DC to affect that foe.

Aura Moderate enchantment; **CL** 8th; Craft Magic Arms and Armor, daze monster; **Price** +1 bonus.

KOWARENAI

Centuries ago, a samurai made a vow which consumed the rest of his life. He swore to the gods of honor and law that he would protect his lord’s family from all threats and that he would avenge the destruction of his own family. Although he has long since perished, Kowarenai persists, serving to grant strength and courage to those who dare to risk all in the name of preserving an honorable oath.



Although his name is now lost to time, the original wielder of Kowarenai is known to have been a scion of a minor family that was exterminated by the servants of an infamously corrupt and ruthless shogun called Azanagi. The lone, orphaned survivor was taken in by his liege-lord, the patriarch of the Kanaye family, and raised to be a skilled samurai. The Kanaye family formed a bastion of righteous honor in a sea of depravity and decadence that flooded the land under Azanagi's rule. The Kanaye were at constant war to counter schemes directed against them by Azanagi and his minions. Only the presence of the nameless samurai and Kowarenai prevented Azanagi's victory.

At the end of a long life, when the samurai realized his death approached, from old age no less, he saw to it that Kowarenai would carry on his guardianship, ever finding its way to an honorable soul. To this day, it passes from master to apprentice, each sworn to protect the forces of law, good and honor even in times and places where it is unpopular or dangerous to do so.

Requirements

To successfully wield Kowarenai to its fullest potential, a character must meet the following requirements:
Alignment: Any lawful.

Feats: Diehard, Exotic Weapon Proficiency (katana).

Skills: Sense Motive 4 ranks.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 <i>adamantine katana</i>
2nd	4th	<i>Protection from chaos</i> (3/day)
3rd	6th	You shall not pass
4th	8th	+1 <i>axiomatic adamantine katana</i>
5th	10th	<i>Shield other</i> (3/day)
6th	12th	Mark the honorless
7th	14th	+2 <i>axiomatic adamantine katana</i>
8th	16th	Lay quest
9th	18th	Ultimate sacrifice
10th	20th	+3 <i>axiomatic adamantine katana</i>

Katana: Specifically constructed for samurai, katanas employ multiple types of steel combined in a distinctive forging process. The result are swords noted for

their wickedly sharp yet slender, gently curved blades, designed to make graceful hacking strokes capable of severing opponents' heads and limbs. Though finely balanced, these blades are difficult to master.

A katana can be wielded as a two-handed martial melee weapon, but Exotic Weapon Proficiency (katana) is required for one to wield it one-handed.

Exotic one-handed melee weapon; 50 gp; 1d6 (S), 1d8 (M); crit 18-20; 6 lb.; S; deadly*.

*A deadly weapon adds +4 to the DC of the Fortitude save required to survive a coup de grace delivered by the weapon.

Protection from Chaos (Sp) The wielder can use *protection from chaos* three times per day as a spell-like ability.

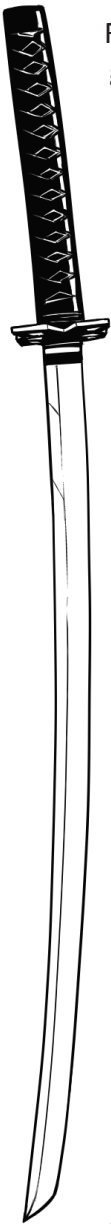
You Shall Not Pass (Su) Once per day the wielder of Kowarenai can create a barrier of lawful power in the form of spectral shields marked with symbols of valor and honor that punish those that pass through. Maintaining the barrier requires a move action spent in concentration each round by the wielder, who cannot move more than 20 feet away from it. The barrier cannot move. Enemies passing through the barrier suffer 4d6 points of damage from shields of force that bash against them. Chaotic foes instead suffer 4d8 points of damage. This is a force effect.

Shield Other (Sp) The wielder can use *shield other* three times per day as a spell-like ability.

Mark the Honorless (Su) Three times per day at 6th weapon level, when the wielder is attacked while denied his Dexterity bonus to Armor Class (whether or not he has a Dexterity bonus), Kowarenai lurches notably in the direction of the attack's origin, marking in the wielder's mind the space where the attacker is located. This knowledge does not negate the miss chance associated with total concealment or negate the effects of cover, but does remove the miss chance derived from partial concealment and allows the wielder to choose the correct space when attempting to attack an invisible or otherwise totally concealed foe.

Lay Quest (Sp) Three times per day as a spell-like ability Kowarenai's wielder can shackle a creature with the power of duty as per *geas/quest* spell.

Ultimate Sacrifice (Su) At 9th weapon level, Koware-



nai allows its wielder to make the ultimate sacrifice more than once, reviving him as per *resurrection* once per day 3 rounds after his death. If the spell is no longer applicable after the 3 rounds have passed (such as if the wielder is no longer dead because he has been healed by others), the daily use of this ability is not expended.

Axiomatic An axiomatic weapon is infused with lawful power. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against chaotic creatures. It bestows one permanent negative level on any chaotic 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.

Aura Moderate evocation (lawful); **CL** 7th; Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; **Price** +2 bonus.

LIBERATOR

Liberator has served countless rebels over the years in their struggles against tyrants and corrupt nobles, but its first and undoubtedly most famous wielder was Isri, the Snow Ghost. Isri led her people in a revolt against the shogun Azanagi. She refused to follow the conventions of battle that protected cruel generals from attack and left only their footmen to face death. Legends speak of the grim pleasure she took in cutting down mounted samurai and their horses with a single stroke of Liberator. Her tactic of sparing the common soldier eventually won over Azanagi's men-at-arms, who soon refused to fight against Isri and her rebels.

Isri never told anyone how a peasant woman such as herself came to possess Liberator, but folktales claim she found it in a remote shrine dedicated to spirits of balance and temperance.

She died leading a desperate attack on the supply lines of the Shogun's armies, though only after killing her rival, the Shogun's chief general. Although she fell before attaining victory, she did not die in vain. Liberator passed on to her lieutenant, who used it along with the memory of the Snow Ghost to rally her troops and see her unworthy enemies defeated. Since that time, the blade has always disappeared mysteriously soon after a rebellion succeeds, carried

off by spirits of freedom interested in conveying it to another other promising rebel in some faraway place.

Requirements

To successfully wield Liberator to its fullest potential, a character must meet the following requirements:

Alignment: Any nonevil, nonlawful.

Feats: Cleave, Power Attack.

Skills: Intimidate 4 ranks.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 <i>nodachi</i>
2nd	4th	<i>Obscuring mist</i> (3/day)
3rd	6th	Demoralizing strike I
4th	8th	+2 <i>mighty cleaving nodachi</i>
5th	10th	<i>Prayer</i> (3/day)
6th	12th	Provoke (1/day)
7th	14th	+3 <i>mighty cleaving nodachi</i>
8th	16th	Demoralizing strike II, provoke (3/day)
9th	18th	Monsoon of cuts
10th	20th	+4 <i>mighty cleaving nodachi</i>

Nodachi: This very long two-handed weapon has a slender but wickedly sharp 4-foot-long blade at one end and is predominantly used by ground troops to attack mounted warriors.

Martial two-handed melee weapon; 60 gp; 1d8 (S), 1d10 (M); crit 18-20/x2; 8 lb.; S or P; brace.

Obscuring Mist (Sp) The wielder can use *obscuring mist* three times per day as a spell-like ability.

Demoralizing Strike (Ex) Once per day after Liberator damages a foe, the wielder can choose to make the strike demoralizing by deriding and insulting her victim as an immediate action before the start of her next turn. If she does, the victim becomes shaken for 1d4+1 rounds unless he succeeds on a Will save. This is a mind-affecting fear effect.

At 8th weapon level, when the wielder makes a demoralizing strike, all the victim's allies with fewer HD than the wielder within 60 ft. must also save or become frightened for 1d4+1 rounds.

Prayer (Sp) The wielder can use *prayer* three times per day as a spell-like ability.

Provoke (Ex) Once per day at 6th weapon level, Liberator's wielder can issue an infuriating call as a move action at an enemy within 60 feet who can hear her. If the target fails a Will save it must charge the wielder on its next turn. This is a mind-affecting, compulsion

effect.

This ability can be used three times per day at 8th weapon level.

Monsoon of Cuts (Su) Three times per day at weapon level 9th, Liberator can deliver cuts through the air itself. Activating this ability is a free action. Until the start of her next turn, the wielder of Liberator can strike at enemies within 20 feet as if they were within her reach.

Mighty Cleaving This ability can only be placed on a melee weapon.

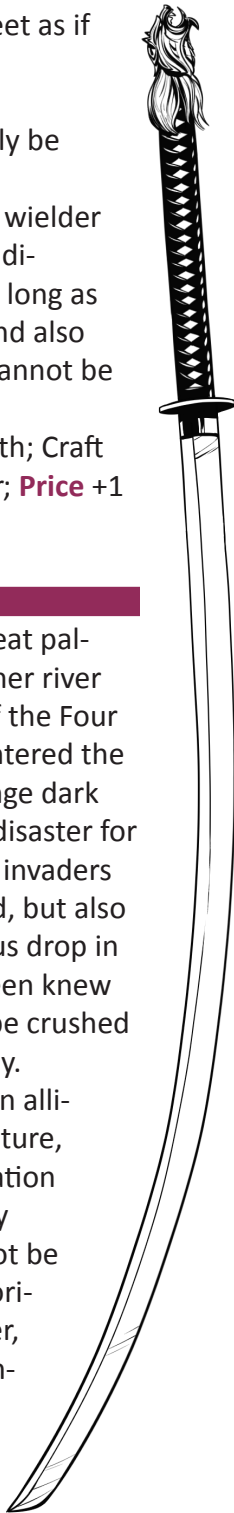
A mighty cleaving weapon allows a wielder using the Cleave feat to make one additional attack if the first attack hits, as long as the next foe is adjacent to the first and also within reach. This additional attack cannot be against the first foe.

Aura Moderate transmutation **CL** 8th; Craft Magic Arms and Armor, *divine power*; **Price** +1 bonus.

NIGHTBANE

Nightbane was once wielded by a great paladin-queen dedicated to protecting her river kingdom from the daemon armies of the Four Horsemen. The foul creatures had entered the world with the appearance of a strange dark planet in the sky. Its coming spelled disaster for the land not only because of the vile invaders that followed it into the mortal world, but also because it coincided with a dangerous drop in the river’s life-giving waters. The queen knew she had to act, or her nation would be crushed between drought and a daemon army.

And so, the paladin queen forged an alliance with a powerful spirit. This creature, guardian of the river that kept her nation alive, promised the queen her victory would come, and her cause would not be forgotten after she was gone. Her glorious khopesh, Nightbane, would linger, reminding each generation that stumbled upon it of the dangers posed by fiends and promising solutions to those threats available to anyone committed to earning them from the blade.



Requirements

To successfully wield Nightbane to its fullest potential, a character must meet the following requirements:

Alignment: Any lawful or good.

Feats: Exotic Weapon Proficiency (khopesh)

Skills: Perception 4 ranks.

Special: Ability to channel energy.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 <i>khopesh</i>
2nd	4th	<i>Water walk</i> (3/day)
3rd	6th	Flood of light
4th	8th	+2 <i>grayflame khopesh</i>
5th	10th	<i>Holy smite</i> (3/day)
6th	12th	Turn the tide
7th	14th	+3 <i>grayflame khopesh</i>
8th	16th	<i>True seeing</i> (3/day)
9th	18th	Call the river guardian
10th	20th	+4 <i>grayflame khopesh</i>

Khopesh: This heavy blade has a convex curve near the end, making its overall shape similar to a battleaxe.

Exotic one-handed melee weapon; 20 gp; 1d6 (S), 1d8 (M); crit 19-20; 8 lb.; S; trip.

Water Walk (Sp) The wielder can use *water walk* three times per day as a spell-like ability.

Flood of Light (Su) Three times per day as a standard action, the wielder of Nightbane can conjure a rain of sanctified water to dispel the creeping chill of the dark powers. A soft glow fills the area with bright illumination as long as the rain lasts. The rain falls in a cylinder with a 30 foot radius and a height of 30 feet. All creatures are affected as if by holy water and all supernatural effects created by creatures with fewer Hit Dice than the wielder are washed away in the area of effect. Darkness spells of a spell level less than Nightbane’s weapon level are dispelled if their point of origin is in the area.

If conjured in an area of depressed ground or an enclosed room of less area than a 60-foot square, the flood of light causes all spaces in the area to count as difficult terrain as the water reaches over a foot of depth after the third round. The rain lasts a total of 1 minute, after which the water vanishes.

Holy Smite (Sp) The wielder can use *holy smite* three times per day as a spell-like ability.

Turn the Tide (Su) Once per day as a standard action at 6th weapon level, the wielder of Nightbane can call upon the power of the sacred river to turn the tide of battle. At her command, holy power fills a 30-foot radius around her. All non-evil allies within the area gain a +2 sacred bonus on attack rolls and can ignore the difficulty of moving through water as if under the effects of *freedom of movement*. Each enemy with at least one foot of water in its space must make a Reflex save each turn or be entangled by water that whirls and sloshes about them. Turn the tide lasts for 1 minute per character level.

True Seeing (Sp) The wielder can use *true seeing* three times per day as a spell-like ability.

Call the River Guardian (Su) Once per day as a standard action, the wielder of Nightbane can invoke the sacred river's guardian spirit, a trumpet archon, to aid her. This ability otherwise functions as a *summon monster* spell.

Grayflame This weapon responds to channeled positive or negative energy. When the wielder spends a swift action to channel energy through the weapon, it ignites with a strange gray flame that sheds light as a torch, increases the weapon's enhancement bonus by +1, and deals +1d6 damage (as the divine power from flame strike) to creatures struck by the weapon. This flame lasts for 1 round for every d6 damage or healing the channeling normally provides. When charged with positive energy, the flame is a silvery gray, good creatures are immune to the weapon's extra damage, and the weapon counts as a good and silver weapon for the purpose of bypassing damage reduction. When charged with negative energy, the flame is an ashen gray, evil creatures are immune to the weapon's extra damage, and the weapon counts as an evil and cold iron weapon for the purpose of bypassing damage reduction.

Aura Moderate transmutation; **CL** 6th; Craft Magic Arms and Armor, Channel Smite, *align weapon*; **Price** +1 bonus.

RHAPSODY OF SHARDS

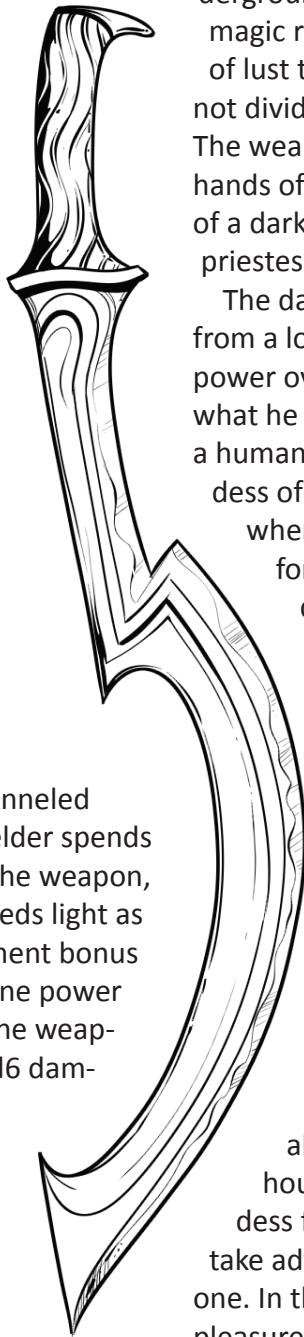
Rhapsody of Shards is a scorpion whip created by the dark folk using primeval shards of pure pain and pleasure unearthed in the deepest reaches of their underground territory. Its power derives from untamed magic residue believed by the priests of the goddess of lust to be leftover from a time when reality was not divided into the waking world and land of dreams. The weapon found its way aboveground and into the hands of this priesthood over a century ago as a result of a dark folk gang leader's infatuation with one of the priestesses.

The dark stalker had pillaged Rhapsody of Shards from a long-forgotten vault. When he realized its power over pleasure as well as pain, he knew at once what he wanted to do with it. He had long lusted after a human woman named Eluria, a cleric of the goddess of lust, who would take late-night walks near where he sometimes prowled when searching for valuables to steal from surface-dwellers. He decided to make this beautiful creature his personal treasure, and one night when she went out on one of her walks, he and his gang carried her off to their tunnels.

In the darkness, the kidnapper tortured and toyed with his victim, inflicting magical pain whenever she resisted his attention and rewarding her with magical pleasure when she pleased him. Eluria was a strong woman, however, and she avoided satisfying her captor in all but the most superficial of ways despite his coercion. Such was her skill at persuasion that she convinced her captor to give her a night alone to acclimate to her new home. In the hours that followed, Eluria prayed to her goddess for vengeance and planned how she might take advantage of her opportunity when she found one. In the end, she tricked him into enjoying the pleasure of Rhapsody of Shards with her, giving her the chance to snatch the whip from him while he was distracted. Using him as a hostage, she escaped from the tunnels and brought her assailant back to face justice among her fellow priests.

Requirements

To successfully wield Rhapsody of Shards to its fullest potential, a character must meet the following requirements:



Feats: Exotic Weapon Proficiency (whip or scorpion whip), Weapon Focus (whip or scorpion whip).

Skills: Diplomacy 4 ranks

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 <i>scorpion whip</i>
2nd	4th	<i>Color spray</i> (3/day)
3rd	6th	Razor slash
4th	8th	+2 <i>spell storing scorpion whip</i>
5th	10th	<i>Whirling Razors</i> (1/day)
6th	12th	Pain's caress/pleasure's caress
7th	14th	+3 <i>spell storing scorpion whip</i>
8th	16th	<i>Whirling Razors</i> (3/day)
9th	18th	Vengeful scorpion
10th	20th	+4 <i>spell storing scorpion whip</i>

Scorpion Whip: This whip has a series of razor-sharp blades and glass shards inset along its tip. It deals lethal damage, even to creatures with armor bonuses. If you are proficient with whips, you can use a scorpion whip as a whip.

Exotic weapon; light melee weapon; 5 gp; 1d3 (S), 1d4 (M); crit x2; 3 lb.; S; disarm, reach, trip.

Color Spray (Sp) The wielder can use *color spray* three times per day as a spell-like ability.

Razor Slash (Su) At 3rd weapon level, three times per day, the wielder can crack Rhapsody of Shards as a standard action to deliver a deep-cutting blow. During this attack, the whip gains a critical threat range of 18-20 and inflicts an amount of bleed equal to half the slashing damage it deals. The bleed is not multiplied on a critical hit. In addition, the whip magically lengthens, able to strike foes up to 30 feet away.

Whirling Razors (Sp) Once per day at 5th weapon level, the wielder can speak a command word and whirl Rhapsody of Shards to cause it to lengthen and split magically into a swarm of razor-sharp whip tails and spinning sword-sized shards. This effect acts as *blade barrier*, except as noted here. The wielder's caster level is equal to the weapon level of Rhapsody of Shards. The barrier lasts only as long as the wielder continues to the whirl the whip and concentrate, and

the barrier must occupy at least one square within 10 feet of the wielder (such that she can reach it with Rhapsody of Shards). As a part of concentration, the wielder can move the blade barrier within the bounds of this ability. If she moves out of range, the blade barrier ends. While maintaining the barrier, the wielder cannot make attacks of opportunity with Rhapsody of Shards.

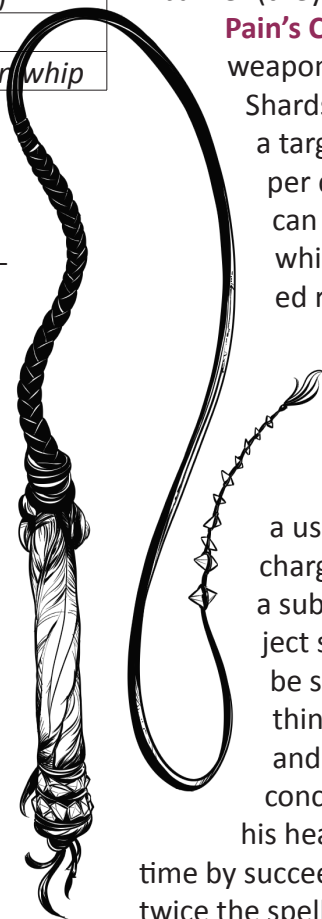
At 8th weapon level the wielder can use this ability three times per day and the barrier can be charged with the energy of pain's caress or pleasure's caress (expending a use of that ability as normal). Once the barrier is charged with the power of a caress, that caress affects each creature that is damaged by the barrier (they can save to resist the caress as normal).

Pain's Caress/Pleasure's Caress (Su) At 6th weapon level, the wielder of Rhapsody of Shards can always exact pleasure or pain from a target she hits with the whip. Three times per day, the wielder of Rhapsody of Shards can make as a melee touch attack with the whip intended to maximize the pain inflicted rather than the injury. A target struck must succeed on a Fortitude save or suffer a -4 penalty on attack rolls, skill checks, and ability checks for 1 minute. This is a pain effect.

Alternatively, the wielder can spend a use of this ability to make a magically charged touch attack with the whip to infuse a subject with a surge of pleasure. A subject struck must succeed on a Will save or be so overcome by ecstasy that he cannot think. He suffers a -4 penalty on Will saves and cannot take any action that requires concentration for 1 minute. He may clear his head enough to cast a spell during this time by succeeding on a concentration check (DC 15 + twice the spell's level), but if he fails, the spell is lost.

Vengeful Scorpion (Ex) Once per day at 9th weapon level, when damaged for the first time in an encounter, the wielder can draw Rhapsody of Shards if it is not already in hand, take a 5-foot-step if desired, and attack her assailant with Rhapsody of Shards all as part of the same immediate action.

Spell Storing A spell storing weapon allows a spell-caster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Anytime the weapon strikes



a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored within it. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it already.

Aura Strong evocation (plus aura of stored spell); **CL** 12th; **Craft Magic Arms and Armor**, creator must be of at least 12th level; **Price** +1 bonus.

SHIZUKANA

Although perhaps the least bloodied among notorious legendary weapons, Shizukana does not have a peaceful story. This sai is the signature weapon to one half of a notorious duo of bounty hunters active for the past 400 years. They specialize in capturing or killing high-profile target as their clients (often aristocrats and wealthy government bodies) prefer. One partner wields Akio, known for getting them to their victim; the other has Shizukana, key for disabling and incapacitating the target without unnecessary loss of life.

Like Akio, Shizukana is believed by many to have passed through several hands over the years, passed from one wielder to the next. Each took up the name and signature weapon of his predecessor, creating the eerie impression that the pair is an immortal force and therefore unstoppable. Lately, Shizukana has been absent from contracts spoken of in the criminal world, even when Akio’s name is brought up. A few older rogues whisper that the pair has split up or Shizukana’s wielder died without training an heir.

Requirements

To successfully wield Shizukana to its fullest potential, a character must meet the following requirements:

Feats: Combat Expertise, Exotic Weapon Proficiency (sai)

Skills: Sleight of Hand 4 ranks.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 sai
2nd	4th	Charm person (3/day)
3rd	6th	Improved Disarm
4th	8th	+2 merciful sai
5th	10th	Arcane sight (3/day)
6th	12th	Disable attack
7th	14th	+3 merciful sai
8th	16th	Spell disarm (3/day)
9th	18th	Stroke of complacency
10th	20th	+4 merciful sai

Charm Person (Sp) The wielder can use *charm person* three times per day as a spell-like ability.

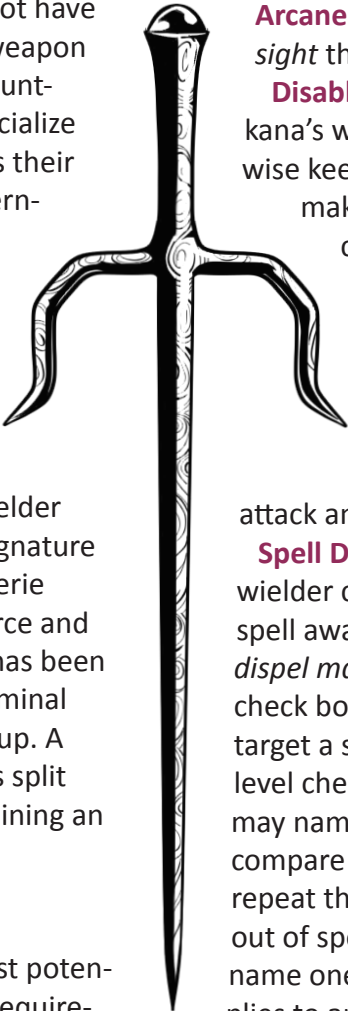
Improved Disarm (Ex) The wielder gains Improved Disarm while wielding Shizukana.

Arcane Sight (Sp) The wielder can use *arcane sight* three times per day as a spell-like ability.

Disable Attack (Su) At 6th weapon level, Shizukana’s wielder can injure a foe’s limbs and otherwise keep them from using their attacks. He can make a disarm combat maneuver against a creature’s natural weapon as if it were a manufactured weapon wielded in one hand. If the attempt succeeds, the limb is sprained and hard to use for the next 24 hours or until the victim receives magical healing. Attacks with that natural weapon suffer a -4 penalty to attack and damage rolls during this time.

Spell Disarm (Sp) Three times per day the wielder can speak a command word to wrest a spell away from a target. This ability works like *dispel magic* except that the maximum caster level check bonus is +15 and, if the wielder chooses to target a specific spell on his subject and his caster level check is less than the DC to dispel it, he may name another spell affecting the subject and compare the check to that DC. If that fails, he may repeat this process, choosing spells until he runs out of spells he is aware of or does not choose to name one; after that point, the spell disarm applies to any remaining spells in order from highest caster level to lowest until one is dispelled or none of them are, as normal.

Stroke of Complacency (Su) At 9th weapon level, the wielder can cut through a target’s mental defenses as easily as his physical or magical protections.



Three times per day, he can deliver a single melee attack with Shizukana with the intent of using this ability. The attack resolves as normal, and if the weapon deals damage, the victim must attempt a Will save. If he fails, he suffers a -4 penalty to all saves for 1 minute. If the attack misses, the use of the ability is wasted.

Merciful The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until told to resume it (allowing it to deal lethal damage, but without any bonus damage from this ability).

Aura Faint conjuration; **CL** 5th; Craft Magic Arms and Armor, *cure light wounds*; **Price** +1 bonus.

STORMSLAYER

Nearly a thousand years ago, a mighty linnorm terrorized the kingdom of a beneficent lady noble named Izanuma. She was a shrewd and intelligent woman and had a beautiful daughter with the rare talent of brewing the elixir of renewed youth. By the careful sale of this elixir, Izanuma had filled her coffers and shared the wealth with the people living in her estates. These riches attracted the attention of the linnorm, who lusted after Izanuma's wealth and sought to add it to its hoard. Seeing the disaster wrought by the dragon, the lady offered any reasonable reward to whoever could slay the monster.

A notorious brigand named Jogo lived in the mountains at the edge of the Izanuma's realm. Jogo had once made his living preying on the merchants who traveled to see her, but had since made peace for the sake of Izanuma's daughter, whom he loved. Upon hearing of the reward and how the lady, her daughter, and her people were suffering under the dragon's predations, he put his remarkable strength to use by fighting his way to the monster's lair. Once there, he shrugged off the dragon's attacks and tore out one of the creature's teeth when it attempted to swallow him. He then stabbed the beast in the heart with its own fang.

As a reminder of his victory, Jogo carved Stormslayer



from this tooth. It became a sign of his strength and tenacity. However, Jogo's triumph was short-lived. The linnorm's attacks had infected Jogo's wounds with a slow acting poison that killed the barbarian a year later. When a powerful winter witch dared to claim the lady's realm, Stormslayer magically appeared in the hands of a young woman of Jogo's clan. Izanuma's daughter now ruled the land, and respected the barbarians who dwelt along her borders. The young barbarian fearlessly confronted the winter witch, barely feeling the supernatural cold and turning aside the wind and terrible thunder that was raised against her. Since then, Stormslayer has been passed along clan lines, through marriages into other clans, always accompanied by the tales of its making and the many magical foes it has helped vanquish.

Requirements

To successfully wield Stormslayer to its fullest potential, a character must meet the following requirements:

Feats: Lightning Reflexes, Power Attack.

Base Fortitude Save Bonus: +4.

Special: Rage class ability.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 <i>naginata</i>
2nd	4th	<i>Identify</i> (3/day)
3rd	6th	Resist cold 5
4th	8th	+2 <i>furious naginata</i>
5th	10th	<i>Dispel magic</i> (3/day)
6th	12th	Storm rider, resist cold 15
7th	14th	+3 <i>furious naginata</i>
8th	16th	Lightning tamer
9th	18th	Immunity to cold
10th	20th	+4 <i>furious naginata</i>

Naginata: The naginata consists of a 6-foot staff affixed to a 2-foot-long, swordlike slightly curved blade. The shaft is designed to keep the wielder out of reach from swords and shorter weapons.

Martial two-handed melee weapon; 35 gp; 1d6 (S), 1d8 (M); crit x4; 9 lb.; S; reach.

Identify (Sp) The wielder can use *identify* three times per day as a spell-like ability.

Resist Cold (Ex) At 3rd weapon level, Stormslayer

grants its wielder resistance to cold 5.

At 6th weapon level, the resistance increases to 15.

At 9th weapon level, the wielder is instead immune to cold.

Dispel Magic (Sp) The wielder can use *dispel magic* three times per day as a spell-like ability.

Storm Rider (Su) Three times per day at 6th weapon level, Stormslayer allows its wielder to master the dangers of the storm. If the wielder is caught in a wind strong enough to check him or blow him away, he has the option to ignore it as if via *freedom of movement* and can instead *wind walk* for as long as he remains within the area of effect.

Lightning Tamer (Su) Three times per day at 8th weapon level, when the wielder of Stormslayer succeeds on a saving throw against an electricity, fire, or sonic effect, he can send a ray of the energy at a target within 30 feet as an immediate action. A ranged touch attack is required to hit, and the wielder may add the enhancement bonus of Stormslayer to the attack roll. The ray deals damage as the effect the wielder resisted. The target of this ability gains a saving throw against the spell's effect if the original effect also allowed a save.

Furious This ability can only be placed on a melee weapon.

A furious weapon serves as a focus for its wielder's anger. When the wielder is raging or under the effect of a rage spell, the weapon's enhancement bonus is +2 better than normal. If the wielder has a rage power that gives a skill bonus while raging (such as raging climber, raging leaper, or raging swimmer), the wielder gains an enhancement bonus to that skill whenever the weapon is wielded or held in hand, even when not raging; this bonus is equal to the enhancement bonus of the weapon (including the +2 when the wielder is raging).

Aura Moderate enchantment (compulsion); **CL** 8th; Craft Magic Arms and Armor, *rage*; **Price** +1 bonus.

TAIYO TO TSUKI

Huyi the Radiant is a folk hero of the most ancient kind, renowned for wooing the stars before they found their fixed places and restoring the peace of night's darkness to a world burned by overwhelming light. The child of the Sun Goddess and a dashing young fey prince of the moon, Huyi always wielded a meteor hammer known as Taiyo to Tsuki, believed to be a joint gift from both his parents. The chained pair

symbolized the balance of opposites which allows the world to exist without being torn apart by intractable extremes.

Huyi made it his mission to preserve the balance of the world, even at the cost of his own life. But, as in all things, his death would eventually be balanced. In dying, he slew his greatest foe, and when a new threat to the natural order arose, so too did a new hand take up Taiyo to Tsuki in Huyi's place. As long as the sun and moon have shone in the heavens, so has this meteor hammer found its way from one champion of balance to another.

Most recently, this weapon was seen in the hands of Ryoko Sorano. This young woman was the killer of Shogun Azagani, a corrupt leader who had usurped her father's imperial power. With the aid of Taiyo to Tsuki, she restored balance to the nation so that authority might rightfully be passed to her brother the emperor Sunichi.

Requirements

To successfully wield Taiyo to Tsuki to its fullest potential, a character must meet the following requirements:

Alignment: Any neutral.

Feats: Combat Expertise, Exotic Weapon Proficiency (meteor hammer), Two-Weapon Fighting.

Skills: Perception 4 ranks.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1/+1 meteor hammer
2nd	4th	Balance weakness
3rd	6th	Calm emotions (1/day)
4th	8th	+2/+2 meteor hammer
5th	10th	Remove disease (1/day)
6th	12th	Thrive in pain (1/day)
7th	14th	+3/+3 meteor hammer
8th	16th	Light from darkness/darkness from light
9th	18th	Dispel Chaos/Law (1/day)
10th	20th	+4/+4 meteor hammer

Meteor Hammer: This weapon consists of one or two spherical weights attached by a 10-foot chain. You whirl the weights and can wrap them around an opponent's body.

If you succeed at a trip attempt with a meteor hammer, you can drag your opponent 5 feet closer to you

rather than knocking her prone.

You may use this weapon in two different ways:

Meteor: In meteor mode you use it as a double weapon.

Fortress: In fortress mode you cannot use it as a double weapon but gain reach and a +1 shield bonus to AC.

Switching between these two modes is a free action decided at the start of your turn.

Exotic two-handed melee weapon; 10 gp; 1d6 (S), 1d8 (M); crit x2; 10 lb.; B; reach, trip.

Balance Weakness (Su) At 2nd weapon level, when the wielder of Taiyo to Tsuki suffers weakness somewhere, he can re-balance the yin and yang within his life-force to grow strong elsewhere to compensate. Whenever he becomes the victim of ability damage, ability drain, or an ability penalty, he can take a swift action to gain an enhancement bonus of half that value to another ability score as follows:

Balance Weakness	
Ability Reduced	Ability Bonus
Strength	Constitution
Dexterity	Strength
Constitution	Dexterity
Intelligence	Charisma
Wisdom	Intelligence
Charisma	Wisdom

The bonus lasts for 1 minute or until the ability reduction is reversed and can be used up to three times per day.

Calm Emotions (Sp) The wielder can use *calm emotions* once per day as a spell-like ability.

Remove Disease (Sp) The wielder can use *remove disease* once per day as a spell-like ability.

Thrive in Pain (Su) After Taiyo to Tsuki has dealt damage to a foe, the wielder may restore balance between them by absorbing the victim's lost vitality if the victim had more hit points than the wielder before the damage was dealt. The wielder heals damage equal to half that dealt to the victim.

This ability is a swift action usable once per day.

Light from Darkness/Darkness from Light (Su) At weapon level 8th, the wielder of Taiyo to Tsuki can speak a command word to counterbalance darkness with light. The depth of the darkness determines how powerful the light is. All darkness effects with spell level 7th or less within 60 ft. are dispelled. Daylight or brighter becomes perfect darkness. Bright illumina-

tion becomes shadowy illumination. Each effect lasts for 1 minute per level of the wielder. Perfect darkness provides total concealment (50% miss chance and subjects within cannot be located by sight).

Alternatively, the wielder can expend a use of this ability to counterbalance light with darkness. All light effects with spell level 7th or less within 60 ft. are dispelled. Shadowy illumination within that range becomes bright illumination. True darkness becomes light brighter than true daylight. Both effects last for 1 minute per level of the wielder. The sudden change blinds all other creatures within the area of effect for 1d6 rounds unless they succeed on a Fortitude save. The light damages fungi, oozes, undead, and other creatures sensitive to sunlight for 1d8 points per two levels of the wielder, with a Reflex save allowed for half damage.

Dispel Chaos/Law (Sp) The wielder can use *dispel chaos* or *dispel law* once per day as a spell-like ability.



TANGLED FATE

A century ago, a dangerous succubus queen stalked the islands of a merchant kingdom. She seduced and corrupted leaders, nobles, and ship's captains, dragging numberless souls into damnation. The people of the islands begged their priests to eradicate this foul demon. Dedicated to the god of nature and the sea, the clerics were ill-prepared to combat an outsider of the succubus's abilities. Many priests, some even trained in combat, fell to the wiles of this creature. It was not that she was all-powerful, but rather a single touch from her caused even the stoutest, most willful men to swoon.

All seemed lost until one day a hallowed net was discovered in the seaside temple, marked with an omen of divine favor from their god. With the aid of the hallowed net, the priests captured the succubus without having to touch her. Though ensnared and soon to be banished, the succubus made one final stroke at the heart of the mortal world. She slit her wrists on the net's cords and tainted with her abyssal ichor the very tool that trapped her. When she was cast out of the Material Plane a small fragment of her power lingered in strands of the net now known as Tangled Fate. The net's taint is not enough to turn a good heart to evil, but the item tempts the user to take their power just a step farther than they have any right or reason to do. It is a quiet whisper heard only in their most vulnerable moments, but it has led more than one good man astray.

Requirements

To successfully wield Tangled Fate to its fullest potential, a character must meet the following requirements:

Alignment: Any nonchaotic, nonevil.

Feats: Exotic Weapon Proficiency (net).

Skills: Craft (weapons) 4 ranks, Knowledge (planes) 4 ranks.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 <i>net</i>
2nd	4th	Persistent fate I, self-mending 2
3rd	6th	<i>Animate attack</i> (3/day)
4th	8th	+2 <i>distance net</i>
5th	10th	Self-mending 5
6th	12th	<i>Dimensional anchor</i> (3/day)
7th	14th	+3 <i>distance net</i>
8th	16th	Energy drain
9th	18th	Irresistible fate, persistent fate II
10th	20th	+4 <i>distance net</i>

Persistent Fate (Su) At 2nd weapon level, Tangled Fate has hardness equal to its enhancement bonus and its hit points increase by +10 per point of enhancement bonus. The Strength check DC required to burst it is increased by its enhancement bonus and the Escape Artist check DC required to escape it is increased by twice as much. As normal for a magic

weapon, Tangled Fate is immune to weapon damage except from weapons with an equal or higher enhancement bonus.

At 9th weapon level, Tangled Fate cannot be burst with a Strength check.

Self-Mending (Su) At 2nd weapon level, as long as Tangled Fate has at least 1 hit point, it has fast healing 2, regaining 2 lost hit points each round.

Additionally, once per day, the owner can touch Tangled Fate and command it to return to full hit points, even if it has the broken condition (in which case it is no longer broken).

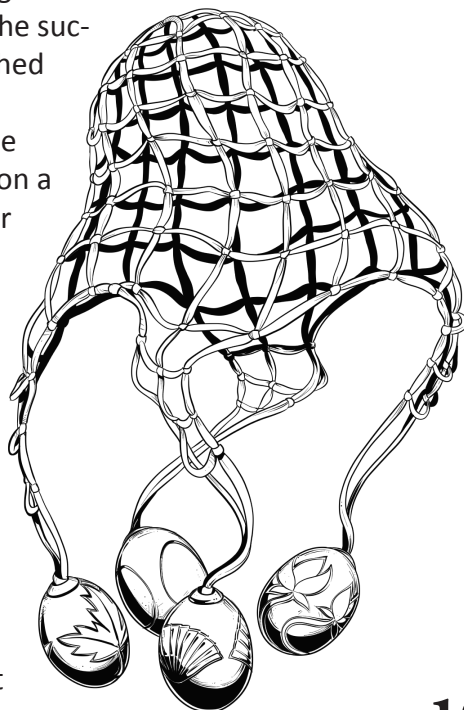
At 5th weapon level, the weapon's fast healing increases from 2 to 5.

Animate Attack (Sp) Three times per day the owner can speak a command word to cause Tangled Fate to animate and actively entangle a creature in the same space as if via *animate rope*. This ability can only be activated if that creature escaped from Tangled Fate with an Escape Artist check in the last 3 rounds or if the owner had thrown Tangled Fate at that target but missed in the past 3 rounds.

Dimensional Anchor (Sp) At 6th weapon level, the wielder can use *dimensional anchor* three times per day as a spell-like ability. If Tangled Fate is already entangling a foe and not in hand, the command word causes the entangled foe to be the subject of the dimensional anchor and no attack roll is required.

Energy Drain (Su) Three times per day at 8th weapon level, the wielder can utter a vindictive word as he throws Tangled Fate. If the attack hits the trace of evil power lingering in Tangled Fate from its contact with the succubus queen is unleashed upon the target when the net ensnares it. The subject must succeed on a Fortitude save or suffer 1d4+1 negative levels. Tangled Fate gains 5 temporary hit points that last for 1 hour when it inflicts negative levels this way.

Irresistible Fate (Su) Once per day at 9th weapon level, the wielder can make a subtle magical gesture as a free action as part



of an attack with Tangled Fate. If he does, a creature grappled by the attack must succeed on a Will save or take a -4 penalty to all combat maneuver checks, attack rolls, skill checks, and saving throws, nor can she escape Tangled Fate. This is a curse effect and cannot be broken except with remove curse or another command word from Tangled Fate's owner.

Distance This special ability can only be placed on a ranged weapon.

A distance weapon has double the range of other weapons of its type.

Aura Moderate divination; **CL** 6th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*; **Price** +1 bonus.

TOTSUZEN NO ARASHI

In the courts of rice paper, painted porcelain, and gleaming jade, weapons of war are often forbidden. However, not all guests forgo them. Assassins, brutes, and those who desire to keep themselves safe from such characters often choose to carry a concealed weapon or, as in the case of the samurai Ryoza, a weapon no one recognizes as such.

Totsuzen no Arashi is designed to be mistaken for a courtier's fan. A weapon of last resort, it can be called upon when its master needs to defend himself or quickly withdraw from such an encounter. The weapon served Ryoza well through a long career as a notorious trouble-maker and reformer, and rarely did would-be assassins, ordered by corrupt officials he sought to see removed from power, survive their attempts on his life.

A versatile and creative warrior as well as politician, Ryoza gathered allies wherever he could find them and took every opportunity to recruit new fighters for the cause of change. After Ryoza was finally pinned down and captured by servants of the shogun Azagani, his fan was lost. Most believe it was added to Azagani's treasure vaults. Others say the fan disappeared of its own accord to avoid destruction and continue the fight against tyranny and brutality.

Requirements

To successfully wield Totsuzen no Arashi to its fullest potential, a character must meet the following requirements:

Feats: Alertness, Exotic Weapon Proficiency (fighting fan).

Skills: Sleight of Hand 4 ranks.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 fighting fan
2nd	4th	Detect poison (3/day)
3rd	6th	Watery escape
4th	8th	+2 throwing fighting fan
5th	10th	Alter self (3/day)
6th	12th	Protean lacky
7th	14th	+2 throwing vengeful fighting fan
8th	16th	Circle of clarity (1/day)
9th	18th	Phantom reinforcements (3/day)
10th	20th	+3 throwing vengeful fighting fan

Fighting Fan: Made to resemble a courtier's fan, this device consists of silk paper stretched and folded over a folding frame of hardened steel. Fighting fans may be wielded in pairs using a technique that distracts the opponent, or as off-hand weapons to supplement a katana. Some use a fighting fan as a secret weapon in courtly environments where weapons are prohibited. The fans sport sharp tips, which can be poisoned.

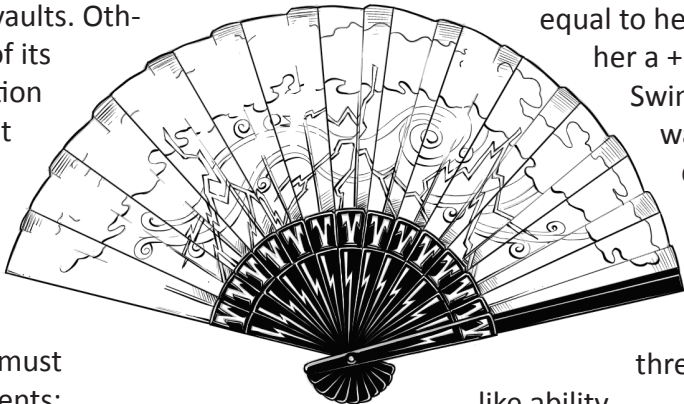
Exotic light melee weapon; 5 gp; 1d3 (S), 1d4 (M); crit x3; —; S or P; distracting*, monk.

*A distracting weapon grants a +2 bonus on Bluff checks to feint in combat while it is wielded.

Detect Poison (Sp) The wielder can use *detect poison* three times per day as a spell-like ability.

Watery Escape (Su) At 3rd weapon level, the wielder of Totsuzen no Arashi can use the fan as an aid in swimming for a number of minutes per day equal to her character level. It grants her a +10 competence bonus on Swim checks and the benefits of water breathing. This duration does not need to be consecutive, but must be used in 1 minute increments.

Alter Self (Sp) The wielder can use *alter self* three times per day as a spell-like ability.



Protean Lucky (Su) Three times per day at 6th weapon level, Totsuzen no Arashi can call old Ryoza's protean attendant Koro, a shapechanging spirit of chaos (see stats below). Koro remains for a number of rounds equal to the wielder's character level and obeys all commands given by the wielder. This otherwise acts as a summon monster spell.

Circle of Clarity (Sp) The wielder can use *circle of clarity* once per day as a spell-like ability.

Phantom Reinforcements (Sp) Three times per day the wielder can whisper a command word to create a phantasmal sound that convinces up to one subject per weapon level that reinforcements of the most terrifyingly believable sort (within the victim's own mind) are but seconds away. A subject can attempt a Will save to disbelieve this illusion. Those who fail become panicked for 1 minute. Those who succeed are nonetheless plagued by a nagging fear and are shaken for 1d4 rounds. This is a mind-affecting, fear, phantasm effect that relies on audible components.

Throwing This ability can only be placed on a melee weapon.

A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Aura Faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *magic stone*; **Price** +1 bonus.

Vengeful A weapon of this type gains a +1 increase to its enhancement bonus and +1d6 damage against the type of creature (or subtype for humanoids and outsiders) that most recently damaged the wielder.

Aura Faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *magic weapon*; **Price** +1 bonus.

Note: As a secondary weapon, it is inappropriate for Totsuzen no Arashi to use the Jealously variant rule.

Circle of Clarity

School abjuration; **Level** cleric/oracle 7, rook 6, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, F (a crystal lens worth 100 gp)

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

Effect 20-ft.-radius emanation

Duration 1 round/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You create a magical emanation that interferes with all figments and glamers within it, giving a +4 bonus on all saving throws to recognize them as illusions. The emanation negates concealment less than total concealment within the area. Perception checks to notice creatures or objects within the area gain a bonus equal to half your caster level (maximum +10). The spell is stationary if cast on a point in space. It is mobile if centered on a creature or object, though creatures or attended objects can negate the spell with a saving throw or spell resistance.

KORO (UNIQUE MONSTER)

This serpentine creature has the lower body of a snake, a humanoid torso, and a bird-like head and claws.

DIMINISHED IMENTESH PROTEAN (CR 8, XP 4,800)

CN Small outsider (chaotic, extraplanar, protean, shapechanger)

Init +8; **Senses** blindsense 30 ft., darkvision 60 ft., *detect law*; Perception +17

DEFENSE

AC 22, touch 15, flat-footed 18 (+4 Dex, +7 natural, +1 size)

hp 93 (11d10+33); **fast healing** 5

Fort +10, **Ref** +7, **Will** +10

Defensive Abilities amorphous, *freedom of movement*; **DR** 10/lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 19

OFFENSE

Speed 30 ft., fly 30 ft. (perfect), swim 30 ft.

Melee bite +17 (1d6+5), 2 claws +17 (1d4+5), tail +15 (1d4+2 plus grab)

Special Attacks constrict (1d4+5), inflict warpwave, sneak attack +3d6

Spell-Like Abilities (CL 8th; concentration +12)

Constant—*detect law*, *tongues*

At will—*dimension door* (self plus 50 lbs. of objects only), *make whole*, *major creation*, *shatter* (DC 16), *shrink item*

3/day—*chaos hammer* (DC 18), *dispel magic*, *slow* (DC 17)

1/day—*break enchantment*, *dispel law* (DC 19), *haste*, *polymorph any object* (DC 22)

STATISTICS

Abilities Str 20, Dex 19, Con 16, Int 21, Wis 16, Cha 19

Base Atk +11; **CMB** +15 (+19 grapple); **CMD** 29 (can't be tripped)

Feats Combat Expertise, Combat Reflexes, Improved

Feint, Improved Initiative, Multiattack, Persuasive
Skills Acrobatics +18, Bluff +18, Diplomacy +22, Disable Device +18, Fly +12, Intimidate +22, Knowledge (arcana) +19, Knowledge (planes) +19, Knowledge (any one) +16, Perception +17, Sense Motive +17, Stealth +22, Swim +13; **Racial Modifiers** +8 Fly, +8 Swim

Languages Abyssal, Protean; tongues

SQ change shape (greater polymorph)

SPECIAL ABILITIES

Inflict Warpwave (Su) As a standard action, an imentesh can inflict a warpwave upon any corporeal creature within 100 feet. The target can resist the warpwave's effects with a DC 18 Fortitude save. If the imentesh wishes, it can use this ability as a swift action, but if it does so, it is affected by the warpwave as well unless it resists the effects with its own Fortitude save. See the table below for a list of possible effects caused by a warpwave. The save DC is Constitution-based.

Warpwave Effects	
d20	Effect
1	Target suffers 2 Strength damage.
2	Target suffers 2 Dexterity damage.
3	Target suffers 2 Constitution damage.
4	Target suffers 2 Intelligence damage.
5	Target suffers 2 Wisdom damage.
6	Target suffers 2 Charisma damage.
7	Target gains 1 negative level.
8	Roll d%. Target is blinded (01-50) or deafened (51-00) for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by strands of energy for 1d4 rounds.
11	Target becomes fatigued.
12	Target is nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a <i>heal</i> spell (CL 8th).
18	Target is turned to stone.
19	Target is affected by a <i>baleful polymorph spell</i> (CL 8th).
20	Roll d%. Target's body suffers small explosions of random energy (01-25 acid, 26-50 cold, 51-75 electricity, 76-00 fire) dealing 4d6 damage.

Once a great master of subtle manipulation and destruction, Koro was himself manipulated by Ryozo into a devious trap. Bound to Totsuzen no Arashi and its wielder, Koro found his powers drastically reduced. Although he seethed at the mistreatment and vowed to see Ryozo's dreams destroyed all the more grandly for such an offense, Koro eventually came to be charmed by Ryozo's constant success as an underdog in the depraved courts of Shogun Azagani. For now, Koro contents himself with sowing dreams of discord and anarchy in the minds of mortals he encounters and otherwise helps them in their daring adventures... at least until he finally finds a way to set himself free.

Though Koro follows commands when summoned, he complains of the bindings that chain him to a worthy user of Totsuzen no Arashi and makes token attempts to sabotage his master's plans so as to be set free, but he does not truly mind the arrangement. In truth, his antics are meant to be more or less harmless, and he finds great amusement in the adventures that Totsuzen no Arashi and its wielder inevitably push him into.

Koro resembles a normal imentesh protean, but is much smaller, with a length of less than 4 feet and a weight of under 20 lb.

WORLD'S AUTUMN

World's Autumn is the life-work of a grandmaster monk and carver called Oruno. Every insight he discovered about the world and its flaws was etched as one of countless tiny, intricate carvings onto the surface of the staff. His wisdom is hidden in the shape of pictorial parables which seem to move when the wielder requires insight into a particular dilemma or acts with uncharacteristic arrogance.

The many tales of Oruno are but pieces of a grand epic recounting the creation, preservation, and inevitable destruction of the mortal world. He understood, through decades of study, that not even the deepest roots of the world are eternal or perfect, and so they must eventually come to an end. However, the details of the world's inevitable unraveling were too much for him to share with his students or even his monastic peers. Instead, Oruno hid his knowledge in plain sight in the decorations of his staff. Before finally leaving the world at an ancient age, he entrusted the staff's care to his monastery, where it is studied by students and honored guests who desire to learn from its detailed and obscure markings.

Requirements

To successfully wield World's Autumn to its fullest potential, a character must meet the following requirements:

Abilities: Wisdom 13+.

Feats: Exotic Weapon Proficiency (bo staff).

Skills: Knowledge (nature) 4 ranks, Knowledge (planes) 4 ranks.

Weapon Level	Minimum Wielder Level	Abilities
1st	—	+1 <i>bo staff</i>
2nd	4th	<i>Sleep</i> (3/day)
3rd	6th	See beyond the veil
4th	8th	+2 <i>ki focus bo staff</i>
5th	10th	Foreseen release
6th	12th	Freedom of movement
7th	14th	+3 <i>ki focus bo staff</i>
8th	16th	Shatter falsehoods
9th	18th	Inverted mountain
10th	20th	+4 <i>ki focus bo staff</i>

Bo Staff: Similar to a quarterstaff, only slightly more slender and tapered at one end, the bo staff is both a defensive device and a weapon.

Exotic two-handed melee weapon; 1 gp; 1d4 (S), 1d6 (M); crit x2; 3 lb.; B; blocking*, double, monk.

*A blocking weapon grants a +1 shield bonus to AC when used to fight defensively.

Sleep (Sp) The wielder can use *sleep* three times per day as a spell-like ability.

See Beyond the Veil (Su) At 3rd weapon level, the wielder can see through the veil of falsehoods that enshrouds reality. He gains a +4 bonus on Perception checks and can perceive invisible and ethereal creatures (though he gains no special ability to attack ethereal creatures). This ability requires concentration as a standard action to maintain each round. The wielder can see beyond for a total number of rounds each day equal to his character level. The rounds need not be consecutive.

Foreseen Release (Sp) At 5th weapon level, the wielder can produce the effects of *divination* once per day, but may only ask questions about death, transcendence, awakening, or discovery, or which would pierce a deception (if an invalid question is posed, the ability fails with no effect, at the GM's discretion). The staff grants the wielder a glimpse outside the

boundaries of the world, and thereby disorients his mortal mind. He is sickened for 1 minute after using this ability.

Freedom of Movement (Su) At 6th weapon level, the wielder can move unhindered as if under the effects of *freedom of movement* for 1 round per weapon level. The rounds need not be consecutive. Activating or suppressing this ability is a free action.

Shatter Falsehoods (Su) Once per day at 8th weapon level, the wielder of World's Autumn can break the illusory facade of reality and allow it to reassemble in a potentially more pleasing shape. This produces the effect of *limited wish* as if cast by a wizard of the universalist school of magic. Spells with a material component that costs more 1,000 gp can not be duplicated. Activating this ability breaks one other magic item worth at least 1,000 gp in the wielder's possession of the wielder's choice and causes the wielder to be staggered for 1 round afterward. If the wielder has no magic item to break, this ability cannot be used.

Inverted Mountain (Su) Once per day as a full-round action, the wielder of World's Autumn can manifest the decay constantly wearing at the world by standing the staff vertically in the earth and speaking a command word. This ability can duplicate any one of the following spell effects: *reverse gravity*, or *earthquake*.

Ki Focus This ability can only be placed on a melee weapon.

The magic weapon serves as a channel for the wielder's ki, allowing her to use her special ki attacks through the weapon as if they were unarmed attacks. These attacks include the monk's ki strike, quivering palm, and the Stunning Fist feat (including any condition that the monk can apply using this feat).

Aura Moderate transmutation; **CL** 8th; Craft Magic Arms and Armor, creator must be a monk; **Price** +1 bonus.

Open Game Content: All text on pages 3-23.



BUILD YOUR OWN LEGENDS

by Mark Gedak

When working on the Legendary Treasures series, Stefan and I used the following guidelines to control our design. We did not always stick to these guidelines but they are framework for building legendary items.

Requirements:

Each legendary weapon, armor or shield has a number of requirements that the character must possess in order to attune the item and gain access to its legendary abilities.

Generally this includes:

- one or two feats
- one or two skills at 4 ranks or less.

Race is sometimes included as requirement if the item has a strong racial enemy or origin. Additional class abilities are seldom used unless multiple options are available. Such as one of specific domain, mystery or bloodline. We never wanted to pigeonhole a legendary treasure to strictly one class.

Abilities

- All legendary treasures begin with a +1 enhancement bonus. By the time the character has reached level 20 the treasure's total enhancement bonus should not be more than +5.

The 10 levels of progression generally it look something like this

- 1) +1 weapon/armor/shield
- 2) A spell-like ability (3/day; 1st-2nd level), supernatural ability, feat, other bonus
- 3) A spell-like ability (3/day; 2nd-3rd level), supernatural ability, feat, other bonus
- 4) +2 weapon/armor/shield (may have property)
- 5) A spell-like ability (3/day; 3rd-4th level), supernatural ability, feat, other bonus
- 6) A spell-like ability (3/day; 4th-5th level), supernatural ability, feat, other bonus
- 7) +3 weapon/armor/shield (may have property)
- 8) A spell-like ability (3/day; 5th-6th level), supernatural ability, feat, other bonus
- 9) A spell-like ability (3/day; 6th-7th level), supernatural ability, feat, other bonus
- 10) +4 weapon/armor/shield (may have property)

Other patterns are allowable but these give us a good starting point.

LANDS OF THE GOW: THE FOREST OF GORA

by Jon Lee Coburn

The Forest of Gora sits between the kingdoms of Illaya and Grismor and serves as their border. Trade routes circle either side of the far stretching forest. Outposts can even be seen within sight of the forest, but none are ever directly next to it. Both kingdoms have learned nothing built near Gora will last the season without being ransacked or razed by those living in it. Both nations have tried on numerous occasions through the generations to lay claim to the land, either by force or in cooperation. Ill prepared for the guerrilla tactics of those that reside in it, they were held back every time. When the native occupants took out their building hostility on the private trade caravans that passed near their borders a quick, unofficial truce was quickly made with the impending threat of economic collapse a lack of trade would cause.

Ecology

Much of the flora and fauna of Gora is what one would expect from a temperate forest. A mix of broadleaf and evergreens provide a balance of waxing and waning life in fall and winter while summer and spring are refreshing and bright.

All manner of animals and plants can be found. Wolves, foxes, rabbits, deer, bears, rodents, and various birds are among the most prolific. Wild berries and other edible plants can be found nearly everywhere. Elves, fae, and centaur are among the few intelligent beings that call Gora home, and they constantly take measures to insure it remains that way. Rarely, some mutated plant, and possibly an animal that's been feeding on it exclusively, is crossed. When a meteorite fell into the forest generations ago smaller chunks peppered the landscape, forever changing where they hit in more subtle ways than the main lump of ore.

Sites of Interest

Despite how expansive the Forest of Gora is few settlements can be found along its borders or within it. Most attribute this to the 'ghosts of the forest' while others claim elves and other denizens harry any

who try to build too close.

Elves, fae, centaurs, and other denizens of the forest have small communities spread throughout the forest. Most are concentrated around the Heart of Gora, where a massive meteorite easily the size of a wagon fell to the land. So long ago did this happen that even the elves have forgotten the true story. Moving and mining the ore have proven all but impossible

The Heart of Gora has become the site of festivals and seen as an icon of all the denizens of the forest. It sits in the center of a crater with a single, frail looking oak growing through the center of it. The bark, wood, and leaves of this tree look like lead replicas but have the strength of any forged metal; making them quite coveted. Elves and fae go to great lengths to confuse would-be discoverers and lead them through the forest without taking them close to the Heart.

Lands of the Gow is the campaign setting of the Grand OGL Wiki. Early Purple Duck Game products contained setting information for the Lands of the Gow and there is additional material for this setting on the Purple Duck Games blog and the Grand OGL Wiki.

CONTACT INFORMATION

Email: publisher@purpleduckgames.com

Company blog: <http://purpleduckgames.blogspot.com/>

Grand OGL Wiki: <http://grandwiki.wikidot.com/>

Facebook: PurpleDuck Mark

Google+: Mark Gedak

Our products are available for sale at Lulu.com, Paizo.com and Rpgnow.com.

Thank you supporting **Purple Duck Games**. We appreciate all the support, reviews and feedback.

OPEN GAME LICENSE VERSION 1.0A

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

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines

to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

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

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

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

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

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

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership

of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

Pathfinder RPG Reference Document. Copyright 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

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

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

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder RPG GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Buar, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based

on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Anger of Angels. © 2003, Sean K Reynolds.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Monte Cook's Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

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

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

Amphisbaena from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Angel, Monadic Deva from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Aurumvorax from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Bat, Mobat from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Authors Scott Peterson and Clark Peterson, based on original material by Gary Gygax.

Beetle, Slicer from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Blindheim from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Basidiron from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Bunyip from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Dermot Jackson.

Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Crypt Thing from the Tome of Horrors, Revised, © 2002, Nec-

romancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

Crystal Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Daemon, Derghodaemon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Daemon, Hydrodaemon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Daemon, Piscodaemon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Dark Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Death Worm from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley.

Decapus from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

Demon, Nabasu from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Dragon Horse from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Dracolisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Dust Digger from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Froghe moth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Forlarren from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone.

Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Giant, Wood from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Wizards of the Coast.

Gloomwing from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Gripli from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Gryph from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by

Peter Brown.

Hangman Tree from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Hippocampus from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Gary Gyga.

Ice Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Jubilex from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Kelpie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Korred from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Leprechaun from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Magma ooze from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Marid from the Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.

Mihstu from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gyga.

Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Mongrelman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Necrophidius from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Nereid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Pech from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Phycomid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Poltergeist from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lewis Pulsipher.

Quickling from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyga.

Quickwood from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original

material by Gary Gygax.

Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Sandman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Skulk from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Slime Mold from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Slithering Tracker from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Soul Eater from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by David Cook.

Spriggan from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gygax.

Tenebrous Worm from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Tentamort from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Troll, Ice from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Russell Cole.

Troll, Rock from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Zombie, Juju from the Tome of Horrors, Revised, © 2002, Nec-

romancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

The Grand OGL Wiki, <http://grandwiki.wikidot.com> Copyright 2008-2011 Purple Duck Games; Authors: Mark Gedak, Alex Schroeder, Joel Arellano, George Fields, Yair Rezek, Mike Whalen, Shane O'Connor, Mike Rickard, John Whamond, Bill Browne, Eric Williamson, Slatz Grubnik, Charles R. Wenzler Jr, John Fraser, Jonathon Thompson, Thomas Boxall.

Legendary V: Eastern and Exotic Weapons © 2011, Purple Duck Games; Author: David Ross.