

Legendary VIII

Legendary Evil



Legendary VII: Legendary Evil

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Introduction

We have all heard tales of the heroic young adventurer who picks up a magical sword from a time long forgotten and grows in power and acclaim alongside the weapon until both reach their full potential. Legendary weapons have been proposed by a number of different publishers in a number of different supplements. The crux of the design always seems to be that there must be a trade off for the power gained -- be it quest requirements, progression in a prestige class, or loss of other abilities. At my table we have used legendary weapons for a number of years and we have found that this class punishment discourages characters from taking up legendary weapons because the cost is too great. For the legendary weapons 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 needed 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).
- Abilities that allow for saves that are not spell-like are based on $(10 + 1/2 \text{ wielder's hit dice} + \text{highest mental characteristic})$.
- The caster level required for any effects of the legendary weapon are based on the wielder's total Hit Dice.

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

Adderwhip

Records of the doomed empire of the nagas that once ruled the Freeport peninsula under the name of Valossa are fragmentary, to say the least. One fragment does describe, in skin-crawling detail, how one Sskreth, a servitor of the serpentfolk race, gained permission to craft a weapon to better subdue and control the hairy man-minions that were their thralls. A collective moan went up when Sskreth emerged from the cave-forge where Adderwhip was brought to semiconstructed life. Decades passed with the serpentfolk tyrant laid open the flesh of the slaves of Valossa, and inflicted varied and interesting poisons upon those unfortunate to cross Sskreth's path.

The record is understandably cut short by the fall of Valossa, and the ascendancy of warm-blooded humanoids in their place. But a legendary weapon is all but indestructible, and evil can wait- forever. The candidates for the Salty Throne are often no candidates for sainthood, and it was one of these that found Adderwhip. Chak Merachak had more than a little catfolk blood in him, and used his phenomenal reflexes to survive many a sea-battle, and his charm to work his way into the counsels of Freeport. He was also a thief. He stole the odd-looking weapon from the collection of an ancient saurian philosopher, who may very well have been a legitimate heir to the semi-living thing. The fire in his quarters that destroyed him ended that line of questioning, if Chak would have permitted it. In any case, Chak achieved the Salty Throne by his prowess with the weapon, and the confidence such an item confers.

It is this period of Adderwhip's use that has revealed the most about the weapon, as many naysayers heard a sharp 'snap' and a hiss, immediately before being "removed", physically or politically. Chak may have become too enthralled by his own prowess, as he traded Adderwhip to an erkunae master medium for some secret extraplanar procedure. The master medium left on dragonback, and all that was found of Chak was several of his whiskers- driven into a bedpost like nails... and Adderwhip has not been seen since.

Requirements

To unlock the full potential of *adderwhip*, a character must fulfill the following requirements.

Base Attack Bonus: +4

Feats: Weapon Focus (whip)

Proficiency: whip

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>whip</i>
2nd	4th	Lethal
3rd	6th	Poison
4th	8th	+2 <i>whip</i>
5th	10th	Scales
6th	12th	Spit
7th	14th	+2 <i>speed whip</i>
8th	16th	Summon snakes
9th	18th	Venomous touch
10th	20th	+3 <i>speed whip</i>

Lethal (Ex): *Adderwhip*'s long fangs deal lethal damage, no matter how well armored its target may be.

Poison (Ex): *Adderwhip* injects a wicked poison into those it bites. Every morning the wielder chooses one physical ability score. *Adderwhip*'s poison deals 1d4 points of damage to the chosen score per round, with a cure of one Fortitude save. When *adderwhip* reaches 5th level, its poison affects any two physical ability scores, chosen as above, and requires 2 Fortitude saves to cure. At 9th level, *adderwhip*'s venom becomes so toxic it can affect any ability score, dealing 1d6 points of ability damage, or dealing 1d4 points to any 2 ability scores, chosen when the poison takes effect.

Scales (Su): Three times per day the *adderwhip* may be used to cover the user in protective snake scales. They gain a natural armor bonus to their AC

equal to their Constitution modifier for 10 rounds. This ability stacks with any existing natural armor bonuses the wielder may have.

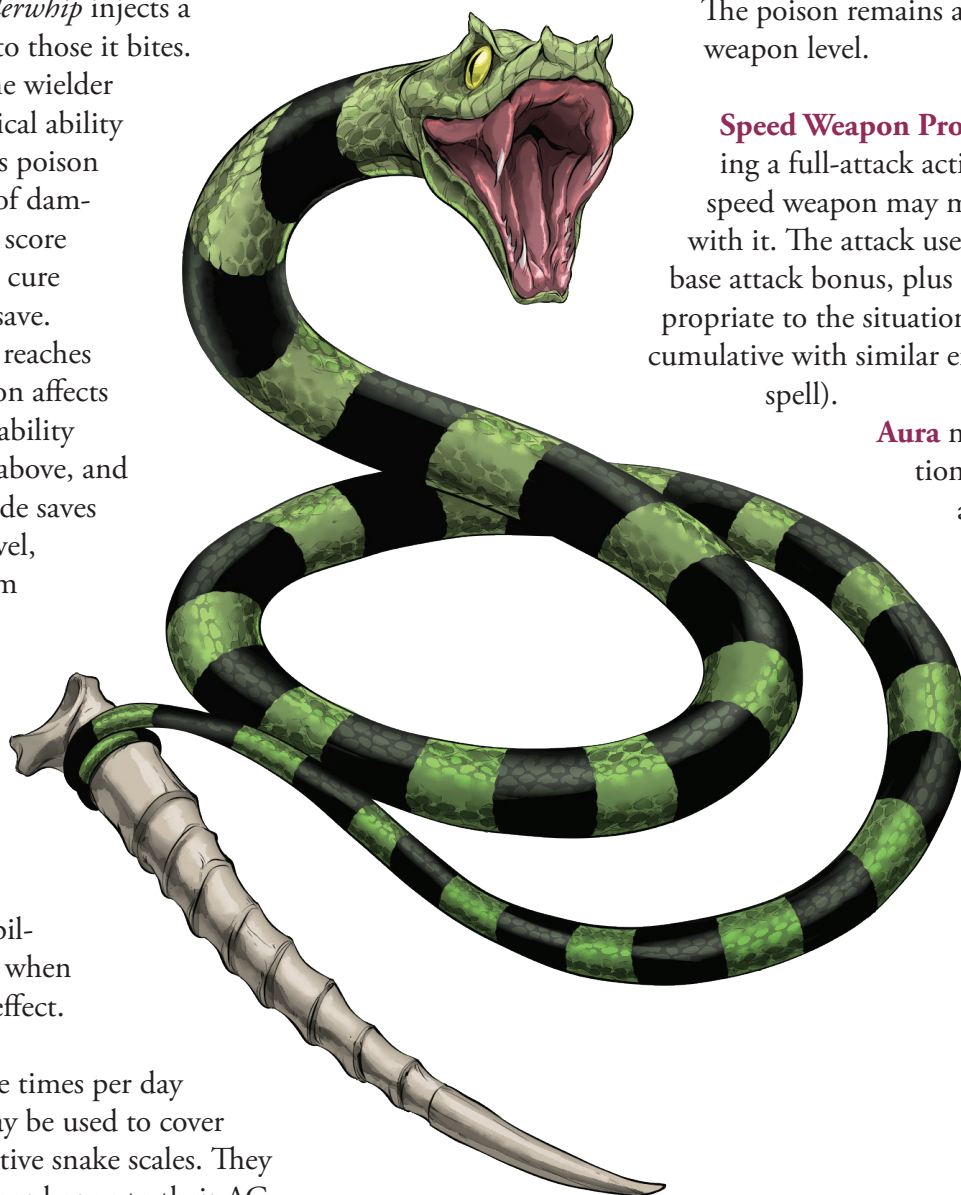
Spit (Ex): In place of a normal attack, the *adderwhip* may spit its venom at one foe within 20 feet as a ranged touch attack. The target gains a +2 to its initial save against the whip's poison, but must also make a Reflex save or be blinded for 1d4 days.

Summon Snakes (Su): Once per day the wielder of *adderwhip* may summon 4-8 venomous snake swarms (*Bestiary* 3). The snakes remain for one hour, or until slain, and follow the commands of the wielder of *adderwhip*.

Venomous Touch (Su): *Adderwhip* may apply its venom to any inanimate object as a contact poison or liquid as an ingested poison as a standard action. The poison remains active for one day per weapon level.

Speed Weapon Property: When making a full-attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell).

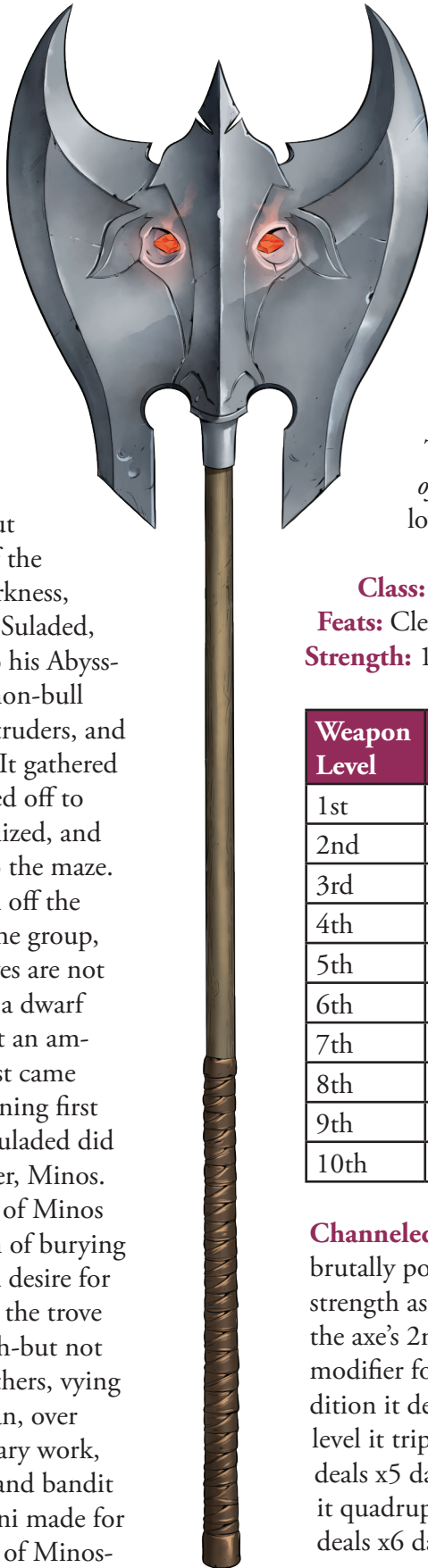
Aura moderate transmutation; Craft Magic Arms and Armor, *haste*;
Cost +3 bonus



Axe of Minos

As dwarves have come to Porphyra from other worlds, many clans found themselves having to establish colonies in foreign lands- when a clan depletes a region, they must ‘tragk’ (migrate) to a new source of ores. When the Argani clan did their tragk to the Mountains of Wrath, in western Ghadab, they found veins of linite, large amounts of iron- and the labyrinthine lair of a minotaur of semi-divine nature, not one of the common bull-men from the nearby Minotaur Highlands. Unable to stem their greed, the Argani set about establishing their colony, unmindful of the two pairs of red eyes glowing in the darkness, watching them. One pair belonged to Suladed, the fiendish minotaur, and the other to his Abyss-forged axe, bearing its visage. The demon-bull devised the best plan for slaying the intruders, and set about it during a dwarven festival. It gathered up a half-dozen dwarflings and bounded off to its nearby labyrinth. The Argani mobilized, and brave dwarves followed the easy trail to the maze.

Suladed and the demonic Axe picked off the warriors that inevitably split off from the group, weakening the force inevitably. Dwarves are not so easily fooled in battle, however, and a dwarf named Kruag and his three brothers set an ambush for the ambusher. When the beast came for them, they burst out of hiding, gaining first strike. When the skirmish was over, Suladed did not rise, and neither did Kruag’s brother, Minos. The victorious dwarves named the Axe of Minos for him- but did not follow the custom of burying the weapon with him. Their greed and desire for the legendary Axe was too great. With the trove in the minotaur’s lair, the clan grew rich-but not satisfied. The factions of the three brothers, vying for the Axe of Minos, weakened the clan, over time, and they had to resort to mercenary work, roaming the land working for despots and bandit kings. The last assignment of the Argani made for the last known resting place of the Axe of Minos- for while smuggling arms for a Deist commando group in the Sulgo Mountains, the Axe of Minos came up against the legendary greatclub, Stonefist.



Harsek the Short, grandson of Minos, was mighty with the strength-based powers of the Axe, but so too was Karnath Brokentusk, employee of the Elementalists. Though the orcs were victorious that day, and the Argani were no more, both Stonefist and the Axe of Minos were lost in the deep caverns, an incredible martial find, if so, unless some lucky, scaly hands have found them.

Requirements

To unlock the full potential of the *axe of minos*, a character must fulfill the following requirements.

- Class:** Barbarian, fighter, or ranger
- Feats:** Cleave, Power Attack
- Strength:** 18

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>greataxe</i>
2nd	4th	Channeled might
3rd	6th	Great charge
4th	8th	+2 <i>greataxe</i>
5th	10th	Heart of the bull
6th	12th	Bullheaded
7th	14th	+2 <i>mighty cleaving greataxe</i>
8th	16th	Mighty charge
9th	18th	Unstoppable force
10th	20th	+3 <i>mighty cleaving greataxe</i>

Channeled Might (Su): The *axe of minos* delivers brutally powerful hits, enhancing the wielder’s strength as it bites through steel and flesh. At the axe’s 2nd level it doubles the user’s Strength modifier for the purposes of damage only. In addition it deals x4 damage on a critical hit. At 6th level it triples the wielders Strength modifier, and deals x5 damage on a critical. Finally at 9th level it quadruples the users Strength modifier, and deals x6 damage on a critical hit.

Great Charge (Su): The wielder of the *axe of minos* gains a +4 to hit with a charge, and gains +4

to all bull rush or overrun maneuvers.

Heart of the Bull (Su): As long as the *axe of minos* is held in hand, the wielder may never become lost, is immune to maze spells, and will never be flat footed.

Bullheaded (Su): As long as the wielder has the *axe of minos* in hand, he gains a +6 to Will saves.

Mighty Charge (Su): In addition to the effects of Great Charge, the user may now make a disarm, sunder, or trip attack as part of a charge, with a +4 bonus to the combat maneuver roll. They may also make a normal attack against any foe that they successfully overrun.

Unstoppable Force (Su): If a target bearing any spells with the force descriptor is struck by the *axe of minos*, that target makes a successful caster's level check versus the attack roll. If the wielder of the axe wins, the force effect "shatters", ending the spell and dealing 1d6 points of damage per spell level to the target.

Mighty Cleaving Weapon Property: 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. This special ability can only be placed on melee weapons.

Aura moderate evocation; Craft Magic Arms and Armor; *divine power*; **Cost** +1 bonus

Black Spider

The benighted land known as the Empire of the Dead has existed for countless eons in the north of Porphyra, uninterested, for the most part, in the affairs of the lighted world. That is not to say that intrigue and contest are not present there, for the swirling conflicts of the undying and the undead are beyond the understanding of most mere mortals. With the coming of Digirn, the Celestial Bastion, and the further complication of the Aecryptian Summit, even immortals and the never-dead had to accept a change in the agenda. To further covert goals, Black Spider was made- constructed, you might say, as the fearsome dagger can animate on its own, as a construct of ruthless will. This will is said to be directly the result of its creator, Symael the Apostate, traitor-angel consigliere of the dhampir lord Dolmani of Omerta. Though of decidedly evil intent, the weapon is designed to penetrate the defenses of all targets, good or

evil, perfect for the multialigned stage of conflict that is the Empire. Symael drew on dark forces, and stolen essences of Heaven and the Abyss- incorporating them in a blade capable of total corruption of the hand that carries it into battle, or simple back-alley assassination.

Not surprisingly, both the demon- and devil-backed factions, as well as the Heavenly Host, were enraged at the placing at the new pawn on the playing field. Symael himself took out an enormous shemhazian demon, a one-demon destruction squad, stunning the other cadres enough for the dagger could be placed in the hands of a shadowy assassin known as "The Grey Hand". For years The Grey Hand worked among the infernal, celestial, necromantic and demonic factions, from Nod to Genvha- even hiring out to mortal nations for special missions, notably the assassination of the Butcher-King of Jheriak, Continuance Geinus, even while 'he' (she?) was supposedly thrown in a solitary cell. The Black Spider has not been heard of in years, since an assassin calling himself The Grey Hand was put in Gulag Black- though a few strange deaths in Tuthon seem to indicate the subtle activity of that legendary weapon.

Requirements

To unlock the full potential of *black spider*, a character must fulfill the following requirements.

Alignment: any evil

Skill: Craft (alchemy) 4 ranks, Stealth 4 ranks

Special: Sneak attack class ability

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>dagger</i>
2nd	4th	Animate
3rd	6th	Be my eyes
4th	8th	+2 <i>dagger</i>
5th	10th	Bite deep
6th	12th	Venom
7th	14th	+2 <i>nullifying dagger</i>
8th	16th	Vampiric
9th	18th	Assassin
10th	20th	+2 <i>negating, nullifying dagger</i>

Animate (Su): The *black spider* is as much construct as weapon. When it animates, the smaller blades that stud the dagger twist and act as spidery legs. It acts upon its wielder's commands to the best of its ability, and in the

most malicious way possible. If in danger of destruction, the dagger will flee, abandoning its wielder to their fate. If reduced to 0 hp, the weapon gains the broken condition and loses all of its legendary weapon abilities until a *make whole* is cast on it. As a legendary weapon it can not be permanently destroyed. There is no sign of the dagger's animation when it is wielded in hand.

Black Spider

CE Diminutive Construct

Int +4; **Senses** darkvision 120 ft.; Perception +2

DEFENSES

AC 22, touch 14, flat footed 18
(+4 Dex, +8 size)

hp 5 per weapon level

Saves as wielder

Hardness 6, **Immune** construct traits

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +8+1/weapon level (1d4)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 10, **Dex** 18, **Con** —, **Int** 14, **Wis** 15, **Cha** 17

Feats 1 at 1st, 2 at 3rd, 3 at 5th, 4 at 7th, 5 at 9th weapon levels; as chosen by the wielder

Skills 4 ranks/weapon level typically taken in: Acrobatics, Climb, Perception, Stealth; Black Spider uses Dex for Climb and gains a +8 racial bonus

Be My Eyes (Sp): The wielder may use *clairvoyance/clairaudience* on the dagger at will.

Bite Deep (Su): *Black spider* slashes an already deep wound with the razors that jut from its blade. The dagger gains a +3 critical modifier, and it uses d8's for sneak attack damage. This ability only functions when the dagger is used as a weapon in the hand.

Venom (Su): *Black spider* drips thick venom, injecting it directly into its victim's wounds. The venom is pulled directly from its wielder's sweat, and the blood of its victims. Any living creature struck by *black spider* must make a Fortitude save or take 1d3 Dexterity damage.

Vampiric (Su): The dagger drains the life-force of its vic-

tims to heal its master, and itself. If the dagger is undamaged, and used as a weapon, it heals the wielder the same amount of damage it deals, up to his total. If the dagger is damaged, or animated, it heals itself.

Assassin (Su): The *black spider* gains the ability to make sneak attacks at its wielder's level, and make death attacks as a 10th level assassin.

Negating Weapon Property: A *negating weapon* briefly nullifies some forms of damage reduction when it damages a creature. Whenever a negating weapon damages a foe with DR/chaotic, DR/evil, DR/good, DR/lawful, or DR/magic, it reduces the value of that damage reduction by 5 points for 1 round. For example, a +1 negating lance hitting a creature with DR 10/good and lawful reduces the creature's DR to 5/good and lawful. If the creature has a component to its damage reduction other than the alignment types listed above, that component is unaffected. Thus, if the +1 negating lance above hits a demon with DR 10/good and cold iron, it would leave the demon with DR 10/cold iron, and DR 5/good for 1 round. The effects of multiple negating weapons (or multiple hits from the same weapon) do not stack. This ability can only be placed on melee weapons.

Aura strong abjuration; Craft Magic Arms and Armor, *antimagic field*; **Cost** +3 bonus

Nullifying Weapon Property: This special ability can only be placed on melee weapons. A *nullifying weapon* suppresses a creature's spell resistance for a short amount of time. Anytime the weapon strikes a creature with spell resistance and the creature takes damage from the weapon, the target's spell resistance is reduced by 1 for 1 minute. On a confirmed critical hit, its spell resistance is instead reduced by an amount equal to the weapon's critical multiplier. Multiple hits from a nullifying weapon stack.

Aura moderate abjuration; Craft Magic Arms and Armor, *dispel chaos*, *dispel evil*, *dispel good*, or *dispel law*; **Cost** +2 bonus



Bow of Swarms

The caninoid anpur people of the Oliti River basin are secretive and isolated, yet bits of their culture have reached the outer world, who sees them mostly as fanatical worshipers of the mysteries of Death, under Lord Ankh, the Gatekeeper. One widespread story is that of Amunet and Phiraf, high priestess of an apocalyptic branch of Lord Ankh's religion and her chief man-at-arms and bodyguard. Females seldom rise to ranks of power among the anpur, but Amunet's will was such that few could oppose her. To solidify her power, the artificers of those desert people were paused in their efforts for a time, to construct and ensorcel a weapon that used the ubiquitous vermin of the sands to inflict pain and suffering on her enemies. The product was the Bow of Swarms, a gift for her trusted paramour, Phiraf. With it, following her orders, he first suppressed any dissidence among the jackal-folk, and then led a campaign of domination south, over the downtrodden zendiqi people of the Deserts of Siwath, so recently defeated themselves in the NewGod Wars. In that grim decade, the reputation of death-stalking scavengers was more earned by the anpur than their debased descendants, the gnoll race.

"The Scorpion Years" is still talked of among the fierce desert people, waves of verminous swarms taking out whole rebel units in defiance of anpur rule. Kafir sorcery was outlawed, and religion, that concept most filthy to the elementalists zendiqi, was imposed, if only superficially. The end result of anpur dominance was several odd-looking ziggurats, still used in Buktu and a few other places, and the beginning of the resurgence of zendiqi pride. An uncommon alliance of mahlani sorcerer and mahdi spiritualism created a vision, a sentient illusion of sorts, that appeared before Phiraf as he led his forces in yet another purge. The epiphany that Phiraf saw broke Amunet's hold over him, and he left his cruel troops, wandering into the desert. Amunet was butchered by camel lancers the following year. The Bow Of Swarms rest somewhere in the desert, still, next to some pile of gem-imprisoned genies, in the furnace called the Siwath.

Requirements

To unlock the full potential of the *bow of swarms*, a character must fulfill the following requirements.

Feats: Far Shot, Point Blank Shot

Skill: Knowledge (nature) 4 ranks

Special: must have been damaged by a swarm's attacks

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>longbow</i>
2nd	4th	Phantom swarm
3rd	6th	Sting
4th	8th	+2 <i>longbow</i>
5th	10th	Swarm breaker
6th	12th	Call swarms
7th	14th	+2 <i>endless ammunition longbow</i>
8th	16th	Swarm master
9th	18th	<i>Antilife shell</i>
10th	20th	+3 <i>endless ammunition longbow</i>

Phantom Swarm (Su): Any target struck by an arrow from the *bow of swarms* must make a Will save or be affected by a the distraction ability that swarms possess for one round per weapon level of the *bow of swarms*.

Call Swarm (Su): The *bow of swarms* can create an arrow that acts as *summon swarm* at its impact site. At 6th level the arrow can summon any swarm of the wielder's CR or less. At 8th level the arrow may act as *creeping doom*. The wielder may use this ability once per day plus once for every point of her highest mental ability modifier.

Sting (Su): The *bow of swarms* may be used as a melee weapon—treated as a staff and dealing piercing damage from the stinger-like bow tips. These tips inject large scorpion venom with each strike (*save* Fortitude DC 18, *frequency* 1/rd for 6 rnds, *effect* 1d2 Strength damage, *cure* 1 save).

Swarm Breaker (Su): The wielder may fire an arrow into any swarm, causing the swarm to make a Fortitude save or be dispersed, breaking down into its component creatures. These creatures are generally harmless, and scatter to hide. The swarm reforms in one minute per level of the *bow of swarms*.

Swarm Master (Su): The wielder may attempt to assume control of any swarm that she can see that is her CR or lower. The swarm must make a Will save or become controlled by the wielder. A successfully controlled swarm may be directed as a free action each round. A magically summoned or controlled swarm uses the summoner's Will save to resist this effect. The control lasts until the wielder dismisses it, the wielder loses consciousness, the swarm is destroyed, or the wielder attempts to gain con-

trol of another swarm.

Antilife Shell (Sp): The wielder of the *bow of swarms* can create an *antilife shell* centered on an arrow once per day per point of her highest mental ability modifier.

Endless Ammunition Weapon Property: Only bows and crossbows can be made into endless ammunition weapons—firearms and other projectile weapons cannot. Each time an endless ammunition weapon is nocked, a single non-magical arrow or bolt is spontaneously created by the magic, so the weapon's wielder never needs to load the weapon with ammunition.

If the wielder attempts to load the weapon with other ammunition, the created arrow or bolt immediately vanishes and the wielder can load the weapon as normal. This ability does not reduce the amount of time required to load or fire the weapon. The created arrow or bolt vanishes if removed from the weapon; it persists only if fired. Unlike normal bow and crossbow ammunition, these arrows and bolts are always destroyed when fired.

Aura moderate conjuration; Craft Magic Arms and Armor, *minor creation*; **Cost** +2 bonus

Brothar Hammer

Of all of the dwarves that arrived with the Landed properties during The Calling, the Luhok Clan were one of the oddest, and most xenophobic, rejecting even the advances of other dwarven emissaries. They were only ever seen lurking in cavern passages, hooded and muffled- some mistook them for dark folk, though they hated them, too. Living in a remote corner of the Bird-man Mountains, the Luhok had powers to 'chant away' the omnipresent harpies, and mined with impunity in the valley scree. The avaricious hill dwarves north of the border, in Tuthon, envied these recluses, none more than Brothar, a blacksmith forced to heat his forge with peat, and clang away on demeaning farm tools. Possessed of no small leadership qualities, he boldly gathered some like-minded thugs and crossed the border into Luhok (and harpy) territory. Clutching their crossbows, they made it to a run-down gold-panning site, and were joyfully plundering it when a heavily clothed Luhok came on the scene. They shot him down, and discovered that he was extremely old, as dwarves figure. Following his trail, they found what Brothar later figured was their last holdfast, supporting maybe two dozen dwarves, the last of the Luhoks. All ancient, it was a mercy, Brothar thought, to put them to their rest, burned dwarves, all.



The dwindling culture seemed centered upon an amazing stone; viridian green, vibrating and humming to itself- so much so that it drove some of his fellows out into the light. Brothar was fascinated, and dragged the stone out on a sledge, his fellows happy with dusty trinkets of gold, and some adamantine ore. He later traded all of his shares in the clan coffers for the adamantine, spending ten years encasing the Stone in bands to deaden its song, which Brothar sang, night and day. And singing, Brothar took the hammer to his raid-mates, in their sleep, for the sin of defiling the Stone's resting place. The song has been heard here and there, mostly in the northwest, but few can sleep near it, so it is moved often... or whoever wields must move it, surely.

Requirements

To unlock the full potential of the *brothar hammer*, a character must fulfill the following requirements.

- Feat: Bludgeoner, Power Attack
- Skills: Perform (oratory) 4 ranks

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>warhammer</i>
2nd	4th	Distracting hum
3rd	6th	Numbing strike
4th	8th	+2 <i>warhammer</i>
5th	10th	Ring the bell
6th	12th	Soundwaves
7th	14th	+2 <i>vibrating warhammer</i>
8th	16th	Painful touch
9th	18th	Deadly vibrato
10th	20th	+3 <i>vibrating warhammer</i>

Distracting Hum (Su): The wielder of the hammer may, at will, cause it to make a loud and distracting humming noise. The humming may be heard 50 feet away. Any attempts at spellcasting within this hum's range require a DC 25 Concentration check. Any skill checks that require fine concentration may also be subject to this check, at the GM's discretion.



Numbing Strike (Su): The concentrated vibrations of the *brothar hammer* cause the limbs of those struck to become numb and shaky. Anyone damaged by the hammer (including its painful touch ability) must make a Fortitude save or take 1 point of Strength damage, and drop anything held in their hands.

Ring the Bell (Su): When the hammer strikes a creature wearing metal armor a vast ringing sound is created, causing great suffering for the victim. The target must make a Fortitude save or be stunned one round and deafened for 1d6 hours.

Soundwaves (Su): If held against a metal object weighing at least 10 pounds the *brothar hammer* may make destructive soundwaves in a 20 foot burst around the wielder. Once per round all creatures in range save the wielder take 3d6 points of damage, with a Fortitude save for half damage. The wielder must make the save each round, with a cumulative +1 to the DC per round to maintain the soundwaves. When the save is failed, or the wielder chooses to end the effect, he is instantly fatigued. At the end of the effect the object must also make the save or explode, dealing 3d6 damage to all within 10 feet.

Painful Touch (Su): The wielder may command the hammer's vibrations to reach a pitch so great that simply touching the head deals damage. The wielder may make a touch attack, and if successful deals the hammer's sonic damage.

Deadly Vibrato (Su): Any creature suffering a critical hit from the *brothar hammer* must make a Fortitude save of DC 15 + the damage dealt or die, shaken apart by the vibrations.

Vibrating Weapon Property: A *vibrating weapon* deals an additional 1d6 points of sonic damage on a successful strike. This damage ignores the hardness of objects if used in a sunder attempt or to attack an object.

Aura moderate evocation; Craft Magic Arms and Armor, *sympathetic vibration*; **Cost** +1 bonus

Cranial Flail

Though one associates the dominance of the grim gallery of the more powerful undead, lichs, grave knights, vampires and the like with the Empire of the Dead, some have spread from their necropolitic homeland. An obscure corner of the Northlands, beneath the Red King's notice, fell under the sway of a grave knight fallen from the host of the dragon-ogre king's trusted lieutenants. It pleased the corpse-lord to dominate the mortals living in his territory, and he felt no force among their ranks could oppose him.

In this benighted land a shining hope came forth, a paladin by the name of Matheson the Sterling. Low born, he was blessed by noble Toma Thule to battle the grave night that ruled his homeland. He fought his way through foul undead, defended the common folk, and in time, rode to confront the grave knight himself, swearing to end its reign of evil.

He failed. When the grave knight rode to scour Matheson's village from the map, it whirled a horrifying flail above the dark helm of its blasphemous armor. The ball of the flail was created from the still-gibbering head of Matheson the Sterling. The babbled accounts of the few survivors to the surrounding area served to expand the grave knight's power. The moaning Cranial Flail became the symbol of the foolishness of opposing the dark knight of the undead. The skill of the Flail's construction, by cold, dead hands unknown, increased the power of its wielder so much, in fact, that it led to the eventual, grudging notice of the suzerain of the land, who ground his war machine the grave knight's way, not out of any devotion to light, but to restore his reputation as a despot. In a distressingly long campaign, the grave knight was defeated, and his gutted castle became the site of the dire prison Gulag Black. Rumors persist that the Cranial Flail is the personal weapon of the Warden of the gulag, but others also insist that the only breakout from "The Black Hole" was also accompanied by the theft of the legendary weapon.

Requirements

To unlock the full potential of the *cranial flail*, a character must fulfill the following requirements.

Feats: Iron Will

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

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>flail</i>
2nd	4th	Belch
3rd	6th	Kiss
4th	8th	+2 <i>flail</i>
5th	10th	Grinding bite
6th	12th	Moan
7th	14th	+2 <i>ominous flail</i>
8th	16th	Spoken words
9th	18th	Undead song
10th	20th	+3 <i>ominous flail</i>

Belch (Su): The wielder may command the *cranial flail* to give off a rotting belch when it strikes a target. The victim must make a Fortitude save, or be nauseated for 1d6 rounds.

Kiss (Su): On a successful hit, in place of dealing damage the wielder may have the *cranial flail* kiss the victim. The victim of a kiss takes 1d4 Strength damage, with a Will save, for half damage.

Grinding Bite (Su): The wielder of the *cranial flail* may make a grapple check after a successful hit. A successful hit indicates that the head has locked its teeth into the target and deals automatic damage every round. It remains locked until the user commands it to release, dies, or the victim makes a successful grapple check, tearing away and doing 1d4 points of damage. The wound bleeds for 1d2 points of damage every round until a DC 15 Heal check or magical healing is applied.

Moan (Su): As a swift action the *cranial flail* may let out a haunting moan audible for one hundred feet. All living creatures hearing the moan must make a Will save or be panicked. Undead hearing the moan are compelled to seek its source, with no save.

Spoken Words (Su): The *cranial flail* chants along with any spells with the evil or necromancy descriptor within a twenty foot radius. These spells are treated as if they had the Maximize Spell feat applied to it, and as if the caster was 3 levels higher. The flail cannot use this ability on any round in which it uses another of its abilities.

Undead Song (Su): The *cranial flail* may be ordered to sing an unearthly dirge, as a standard action. All mind-

less undead within hearing distance will automatically follow the commands of the wielder. Intelligent undead will gain a Will save each round to avoid this effect. Any creature that dies within hearing range of the song rises as a zombie within a single round.

Ominous Weapon Property: An ominous weapon trails a shadowy haze behind every stroke, and moans a menacing dirge in battle. An ominous weapon adds its enhancement bonus on Intimidate checks made by the wielder. In addition, when an ominous weapon confirms a critical hit, the target is shaken for 1 minute (DC 13 Will negates); if the weapon’s critical multiplier is greater than x2, this condition lasts 1 additional minute per multiple over x2. A creature that gains the shaken condition from an ominous weapon cannot gain that condition again from the same weapon for 24 hours.

Aura faint evocation; **CL** 5th; Craft Magic Arms and Armor, *doom* or *scare*; **Cost** +1 bonus

Dogfryer

Once, long ago, there was a goblin named Zaggle. He was a typical goblin, save for two things: he was a shockingly good natural weaponsmith, and he was even more obsessed with fire than most of his kind. He spent hours at the hearth and anvil, and, when he would remember, he would even work on making weapons for his tribe. Legend claims that Zaggle somehow summoned a spirit of elemental fire, which promised him a weapon of great power in return for a sacrifice. Zaggle agreed without question, and shortly thereafter Zaggle’s tribal home burned down, killing all within. The few goblins that had been out scavenging returned to discover Dogfryer gleaming amidst the ashes.

Since that time, Dogfryer has passed from one set of goblin hands to another, spreading fire and chaos wherever it goes. If the weapon becomes common knowledge within a goblin’s tribe, the bearer suddenly finds itself cast into the role of tribal hero, generally against its wishes.

Users of Dogfryer enjoy the benefits of being a pyromaniac without risk to themselves. If they survive long enough to become skilled with the weapon, they become masters of elemental fire.

Requirements

To unlock the full potential of *dogfryer*, a character must fulfill the following requirements.

Feats: Dog-Sniff-Hate, Skill Focus (Perception)

Skills: Use Magic Device 4 ranks

Race: Goblin



Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>dogslicer</i>
2nd	4th	Resist fire 5
3rd	6th	Sustenance
4th	8th	+1 <i>flaming dogslicer</i> , resist fire 10
5th	10th	Transformation
6th	12th	Destroy writing, resist fire 15
7th	14th	+2 <i>flaming dogslicer</i>
8th	16th	Resist fire 20, smoke and mirrors
9th	18th	Firelord
10th	20th	+3 <i>flaming burst dogslicer</i> , resist fire 25

Fire Resistance (Su): *Dogfryer* grants its user resist fire 5. This increases as indicated on the chart above.

Sustenance (Su): *Dogfryer* acts as a *ring of sustenance* while it is carried by its user. If a new user gains *dogfryer*, the blade must be carried for a week before the ability takes effect.

Transformation (Su): While in hand, *dogfryer* may be transformed into a horsechopper or back as a move action. It retains all of its properties in horsechopper form.

Destroy Writing (Su): The wielder of *dogfryer* may attempt to destroy writing within 30 ft. One page of non-magical writing is instantly destroyed per ranged touch attack. Magical writings receive a Will save to resist the effect. This is used to target random pages in opponent's spellbooks.

Firelord (Su): The wielder of *dogfryer* may become a Small fire elemental at will as *elemental body I*. While in this form he gains the following additional spell-like abilities: *burning hands*, *flare*, and *pyrotechnics* at will, and *fireball* and *wall of fire* once per day.

Smoke and Mirrors (Su): *Dogfryer* may give off dense smoke every round, creating one 5 foot square per round if the weapon is held stable; combat or movement faster than walking speed prevents it from functioning. The created smoke remains stationary; with each new 5 foot square appear at the edge of the current cloud as decided by the wielder. All creatures within the cloud gain total concealment, but must make a Fortitude save or be nauseated for that round due to intense coughing. The wielder may see through the smoke normally, and is immune to the coughing effect. The smoke persists for 1d4 rounds after the wielder ceases creating it.

Opponents see phantom movements that look like goblins flitting through the smoke. The phantoms are immune to attacks, and serve to distract and delay attackers. If the wielder is attacked, treat him as having 1d4 *mirror images* around him at all times.

Flaming Weapon Property: Upon command, a *flaming weapon* is sheathed in fire that deals an extra 1d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.

Aura moderate evocation; Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*; Cost +1 bonus

Flaming Burst: A *flaming burst weapon* functions as a *flaming weapon* that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability, a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d10 points of fire damage instead, and if the multiplier is $\times 4$, add an extra 3d10 points of fire damage. Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Aura strong evocation; Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*; **Cost** +2 bonus



Fyewackett Staff

The wizard Darson was well known for both his cold mind and selfish nature. As his powers grew, so did his casual disregard for the well-being of others—a likely reason for his exile from Vinterre, and subsequent relocation in the wild of the northern Halfling Nations. While his exploits were most often against beings more evil than he, he took no note of the collateral damage caused by his battles, and demanded harsh tribute from the frontier-dwelling small folk near his dark tower of iron.

After Darson took to riding in a black coach drawn by undead horses, the enraged halflings and gnomes pooled their resources and hired a mercenary company to destroy him. They failed, and were slain to a man, but they nearly managed to slay Fyewackett, Darson's beloved familiar. Fyewackett was a winged cat of intrepid nature, and was the only creature the wizard trusted. Darson subsequently spent years and untold wealth to ensure the safety of his only friend. He created a magical staff of sacred ash, geared towards the protection of a wizard's familiar, freezing it in adamantine for its own safety. Fyewackett didn't seem to mind, and later legends tell of a tiger-like form of the winged familiar enthusiastically consuming those whom his master disliked.

Darson's life, darkly successful though it was, had to come to an end at some point, and it is said that he successfully made the transition to lichdom, with the now-freed Fyewackett at his side eternally, whatever pact between them having been fulfilled. The user of the Fyewackett Staff gains the ability to ensure the safety of their familiar, while keeping its abilities at the ready. Many familiars balk at being frozen in time, and some serious negotiation may need to take place! As for the legendary staff, the now-empty plain pole of rough ash awaits in some forgotten room of Darson's old, abandoned tower, to continue a dark bond between wizard and familiar.

Requirements

To unlock the full potential of the *fyewackett staff*, a character must fulfill the following requirements.

Feat: Familiar Spell

Skill: Diplomacy 4 ranks, Knowledge (nature) 4 ranks

Special: must have a familiar

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>quarterstaff</i> , bond
2nd	5th	familiar form
3rd	10th	+2 <i>quarterstaff</i>
4th	15th	Summon dire familiar
5th	20th	+3 <i>spell storing quarterstaff</i>

Bond (Su): The wielder of the *fyewackett staff* must bond her familiar with the staff in a ritual that takes one hour per level of the spellcaster. The familiar becomes an adamantine statue attached to the top of the staff. The master of the staff gains all the granted abilities of her familiar as she goes up in levels, channeled through the staff. The familiar is considered to be able to see and hear with its normal senses while in staff form. The bond effect may only be broken with a *wish* or *miracle* spell, or the casters death. If the staff is broken, the bonded familiar is destroyed.

Familiar Form (Su): Three times per day the wielder of the staff may take on the form of her familiar, taking on the exact appearance of the creature. This spell acts as *polymorph*, except that only the form of the familiar may be taken. The familiar will nearly always attempt to possess the user at this time, requiring a Will save, DC 10 + the half the wielder's level + the familiar's Intelligence modifier. Failing the save indicates that the familiar has control of the shapeshifted body, and acts normally, often attempting to flee the area, or do things that it would normally enjoy, such as chasing mice, or eating. The familiar remains in control until the full duration expires.

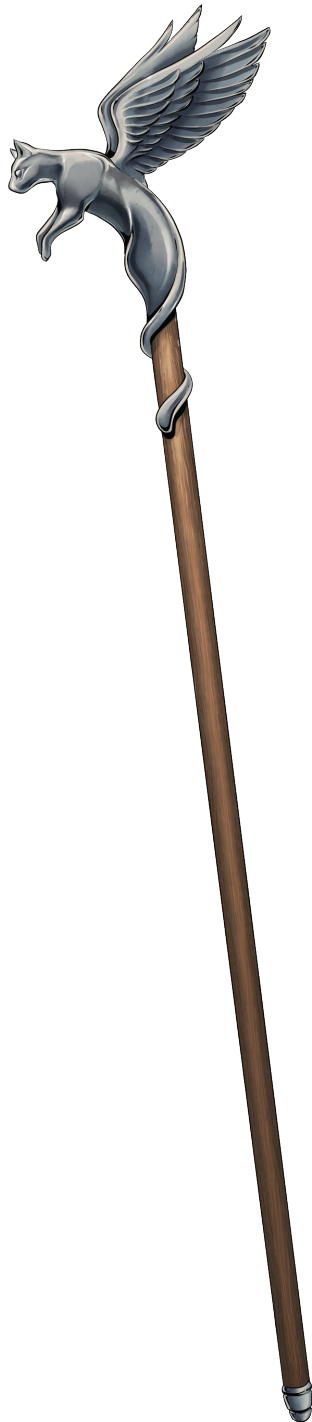
Summon Dire Familiar (Su): Once per day, the user may summon a version of the familiar with both the Advanced Creature and Giant Creature templates. The summoned creature serves loyally for one hour per weapon level or until dismissed or slain.

Spell Storing Weapon Property: A *spell storing weapon* allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon with 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. 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 of having a spell stored in it already. This special ability can only be placed on melee weapons.

A spell storing weapon emits a strong aura of the evocation school, plus the aura of the spell currently stored.

Aura: strong evocation; Craft Magic Arms and Armor, creator must be a caster of at least 12th level; **Cost** +1 bonus



Fungal Bolas

In the verdant jungles of Californ, life is rampant- so much so that it tends to feed upon itself, creating a sometimes murderous circle of life. The bizarre creations that nature has wrought are exemplified by such beings as the xesa, hybrid children of carnivorous plants and a long-lost, decadent human civilization. The xesa live productive lives among the ruins of the Pax'esan cities, though some renegade clans live primitive, bloodthirsty lives in the deep jungles, living in trees and caves as need be. One such clan, nameless to red-bloods, lives in the shadow of the Menhir, vast monolith of copper on the east coast of their sub-continent. Bereft of the sun, they dwell among fungus and mushroom, even more debased than their jungle kin. Their tribal leader carries the Fungal Bolas, a weapon vastly feared by the savannah-dwelling humans of western Californ. The xesa barbarians seem to have the weapon at their vanguard at many conflicts with humans, and their shamans assure them that there is only one- they hope. An alliance of city-xesa and humans is underway to ambush the Fungal Bolas' carrier, and it is hoped that the temptation to wield it will not affect the first to pick up this legendary weapon, once and if the raid is successful.

Requirements

To unlock the full potential of the *fungal bolas*, a character must fulfill the following requirements.

Alignment: any evil

Feats: Point Blank Shot, Exotic Weapon Proficiency (bola)

Skills: Knowledge (dungeoneering) 4 ranks

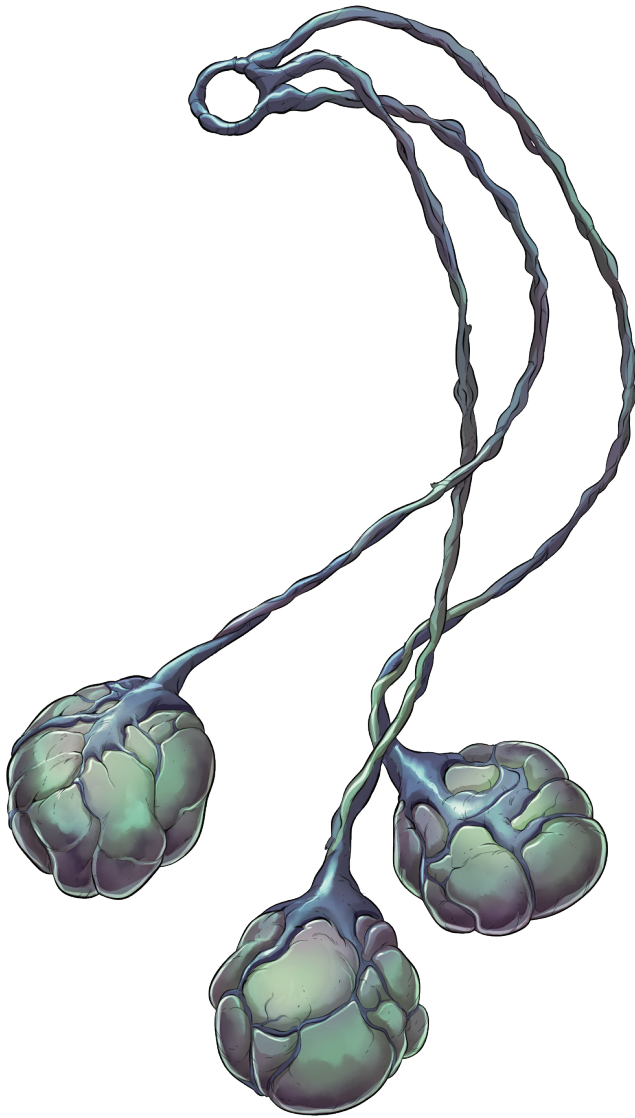
Weapon Level	Wielder Level	Abilities
1st	-	+1 <i>bolas</i>
2nd	5th	Fungus
3rd	10th	+2 <i>bolas</i>
4th	15th	Fungal burst
5th	20th	+3 <i>bolas</i> , seed fungus

Fungus (Su): Any creature struck by, or bound in the *fungal bolas* must make a Fortitude save or contract a fungal infection. If the target is infected, they take 1d2 Constitution points per round until they make a successful save, or receive a *cure disease* or greater healing magic spell. Any creature that is reduced to 0 Constitution

sprouts 1d4 violet fungi in 1d4 rounds.

Fungal Burst (Su): When a target is struck by the *fungal bolas*, it releases a cloud of fungal spores in a 5 ft. radius. All creatures within the cloud are affected by the fungus, as well as the effects of a *stinking cloud*.

Seed Fungus (Su): Once per day, the user may spin the bolas above their head seeding 1d6 violet fungi spores in a 10 ft. radius. The fungi grow to full size in a single round, and attack anything nearby, possibly including the user.



Ghost-Fire

The lands of the Lotus Blossom Steppes have been inhabited for longer than most of Porphyra, and some of the beings there have been mysterious, even to the scholars of the planet's history. One who was fascinated by ancient mysteries, and even more ancient tombs, was the archaeologist-adventurer, Xin Chan Mai, from Three Pillars.

Xin Chan Mai was a warrior scholar well known for daring raids on undead infested tombs. He was assisted by a small army of retainers, including a ratfolk sorcerer and rogue named Myung-Sung. Their party was stymied deep within a tomb by a door of singular design, cast from rare metals and inlaid with thousands of glyphs of protection and warning. Myung-Sung begged his master to turn away, but Xin was greedy for both gold and fame, and with great effort battered the door down. The room was the prison of the specter of a powerful half-rakshasa warlord, who fell upon the party with glee. The group was decimated before they finally put the dark spirit to its rest, with their leader among the dead. Myung-Sung pulled Xin Chan Mai's body away, before crudely replacing the protective door, and waited. When Xin began to rise as a specter in his own right the ratfolk focused all his sorcery and trickery into his poi, somehow capturing his master's essence within the flaming weapon. The flames guttered an unnatural green-blue, and Myung-Sung fled into the night. Ghost-Fire cannot be extinguished short of being placed within an *anti-magic field*.

Though Myung-Sung babbled his story to any that would listen, it was a year or more before a brave soul ventured back to the half-plundered tomb to see if his words rang true. A southlander monastic student, less superstitious than those that knew of Xin Chan Mai's fate, was brave enough to seek the whispered weapon 'Ghost Fire'. Kavena the Liosan was his name, big and blond and bluff, and he strode alone into the tomb halls. There Ghost Fire burned, and in its light Kavena could see the fragments of minor tortured spirits in its glow. He seized it, made it his, and sought the sunlight above. He left his studies then, becoming something less than man and more than ghost, in between the world of the living and the dead, driven by voices that he couldn't tell from which side they came. He destroyed spirits both baneful and benign, and until his disappeared into the Shadowlands of the Last Kingdom, his time after finding Ghost Fire was called "The Years of Quiet Ancestors." Kavena's lesson may be that the power to defeat death might be more evil than death itself...

Requirements

To unlock the full potential of the *ghost-fire*, a character must fulfill the following requirements

- Skill:** Knowledge (religion) 4 ranks
Wisdom: 14+

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>battle poi</i>
2nd	4th	Dire glow
3rd	6th	Wheel of fire
4th	8th	+2 <i>battle poi</i>
5th	10th	Physical malaise
6th	12th	Spiritual malaise
7th	14th	+2 <i>ghost touch battle poi</i>
8th	16th	Leeching blow
9th	18th	Spirit walk
10th	20th	+3 <i>ghost touch battle poi</i>

Dire Glow (Su): The poi gives off a glow equal to that of a torch at all times. Any invisible or out of phase creatures that enter the glow are revealed.

Wheel of Fire (Su): By whirling *ghost-fire* in circles around her body, the wielder create one of the following effects: *protection from energy*, *protection from good*, or *sanctuary*. This effect lasts for as long as the wielder spins the poi.

Physical Malaise (Su): On a successful hit, *ghost-fire* deals 1d4 points of Strength damage in addition to whatever physical damage it deals. The wielder gains these points for 1 hour, and the victim gets a Will save to resist. Only one form of ability score damage may be active at once.

Spiritual Malaise (Su): A victim struck by *ghost-fire* takes 1d4 Wisdom damage in addition to whatever physical damage it deals. The wielder gains those points for 1 hour. A Will save to resist. Only one type of ability

Battle Poi
Battle Poi are one-handed melee weapons.
Cost: 5 gp; **Dmg (S):** 1d3 fire; **Dmg (M):** 1d4 fire; **Critical:** x2; **Ranged:** —; **Weight:** 2 lbs.; **Type:** fire

score damage may be active at once.

Leeching Flame (Su): Any creature struck by *ghost-fire* takes 1d4 points of Charisma damage in addition to whatever physical damage it deals. The wielder gains those points for 1 hour. A Will save to resist. Only one type of ability score damage may be active at once.

Spirit Walk (Su): Once per day the wielder of *ghost-fire* can designate up to her highest mental ability modifier in creatures that stand within the glow of the poi to become incorporeal for 1 round per level of *ghost-fire*.

Ghost Touch Special Property: A *ghost touch weapon* deals damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature’s 50% reduction in damage from corporeal sources does not apply to attacks made against it with ghost touch weapons. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as both corporeal and incorporeal.

Aura moderate conjuration; Craft Magic Arms and Armor, *plane shift*; **Cost** +1 bonus



Grasping Electrum

Those who are different often are inspired to greatness, and Belzarakas was different, indeed. Belzarakas bore no clan name from his dwarven mother or his gnomish father. They fled in shame, and he was given his name in a dwarven alms-hall, meaning “crazy-looking”. A sparse green beard, oddly colored eyes, scrawny legs, bulky arms. There among the bestial sharukhs, dwarflings addled by their mothers’ addiction to fire ale, and other cast-offs, Belzarakas knew he was destined for greatness and wealth. He craved wealth with the avarice of the hidden dwarven soul, and craved the means to achieve it with the graspingness of the gnomish spirit. It was wealth that got him free, a stolen gem from a mine-face, secreted in a cut in his leg.

With his mixed bag of quietly observed knowledge, and the freakish combination of heritage, Belzarakas found, ironically, that he had no lack of legitimate, gainful employment. A strange case where working beat theft- and more safe. He settled into the occupation of gold and silversmith, one of the best in the Consortium of Blix; Pult, to be exact. The inherent greed in Blix suited Belzarakas, and here, his appearance was not questioned, as long as his work was sound. There was only one small problem: Belzarakas was completely insane. There are reasons that dwarves and gnomes forbid intermarriage, and a prevalent chance of total lunacy is one. Belzarakas’s delusion was that he was destined to become... a metallic dragon. It bothered him that he could not decide whether he would be a gold or silver dragon, and he would talk at length to... no one in particular about it. Thus he fashioned his glorious weapon/tool, the meteor hammer Grasping Electrum, referring to the smith’s mixture of electrum, a combination of gold and silver- why guess which destiny, combine a weapon for both!

Having completed the beautiful weapon, Belzarakas set out to capture one of the majestic draconians, and force it to divulge the secrets of becoming a dragon. That he was a middle-aged dwarf-gnome who made jewelry limited his success. His natural proclivity filled his pockets for a time, but that also became his downfall. Long before he could try Grasping Electrum on a dragon, he was trailed, killed, and robbed of his beautiful weapon. His madness and greed betrayed him in the end. Dwarves and gnomes are drawn to the weapon, as are those who are greedy. What do the noble dragons feel about it? No one knows, but if the tengu ronin samurai who wields it now wants to try his luck, may the Twenty-Seven have mercy on his dark little soul.

Requirements

To unlock the full potential of *grasping electrum*, a character must fulfill the following requirements.

Skill: Appraise 4 ranks

Special: Must possess 100 gp and 100 sp per weapon level, on their person, for powers to work or Skill Focus (Profession)

Weapon Level	Wielder Level	Abilities
1st	—	+1/+1 <i>meteor hammer</i>
2nd	4th	Motes
3rd	6th	Grasping
4th	8th	+2/+2 <i>meteor hammer</i>
5th	10th	Ignite
6th	12th	Fearful strike
7th	14th	+2 <i>good dragon bane</i> +2 <i>good dragon bane meteor hammer</i>
8th	16th	Greedy augury
9th	18th	<i>Teleport</i>
10th	20th	+2 <i>flaming burst good dragon bane</i> +2 <i>icy burst-good dragon bane meteor hammer</i>

Motes (Su): On command *grasping electrum* create small glowing motes around each orb, with the motes matching the color of its parent. These orbs are controlled and move as if they were *dancing lights*; the golden motes shine as bright as a torch, and may be commanded to touch a target, bursting as if the victim was targeted by a *flare* spell. The silver motes shine as brightly as a candle, and may be commanded to touch a target, bursting as if the victim was targeted by a *chill touch* spell. Touching a target destroys that mote. The *grasping electrum* may create a number of motes per day equal to its level plus the user’s highest mental ability modifier, and the wielder may create up to the maximum number at once, choosing which orb is affected.

Grasping (Su): The wielder of *grasping electrum* can detect gold or silver (not at the same time) by grasping the matching orb. It works like *detect evil*, but corresponding to the specific metal, quantities of it, and so forth.

Ignite (Su): Any creature struck by the golden orb becomes surrounded by a nimbus of flames, taking 1d4 points of fire damage per round for 1d4 rounds. Any creature struck by the silver orb takes 1d4 points of cold damage per round for 1d4 rounds. At 7th level this damage increases 1d6 points, and the effect lasts 1d6 rounds. At 10th level this effect lasts 1d8 rounds. The effect on a target can be ended with a targeted *dispel magic*, or by touching the victim with the opposite orb from the effect.

Alternatively, this ability may be used as a potent defense. The orb used in fortress mode grants the wielder *fire shield*. (golden for warm, silver for chill) for as long as fortress mode is used. The power may only be used offensively or defensively at a time, never both.

Fearful Strike (Su): *Grasping electrum* strikes fear in its hated foes. If the golden orb strikes a gold, bronze, or brass dragons, it must make a Will save or be panicked for 1d10 rounds. The silver orb strikes with the same effect on any silver or copper dragon it strikes.

Greedy Augury (Su): The wielder of *grasping electrum* may ask a question to both the furtive gods of theft and avarice simultaneously, once per week. The answer to the question is generally vague or in the form of a riddle, yet is always honest.

Teleport (Sp): Once per day, *grasping electrum* may *teleport* itself and any beings touching it to anywhere on the planet currently containing more than 10 lbs of refined gold or silver.

Bane Weapon Property: A *bane weapon* excels against certain foes. Against a designated foe, the weapon's enhancement bonus is +2 better than its actual bonus. It also deals an extra 2d6 points of damage against such foes.

Aura moderate conjuration; Craft Magic Arms and Armor, *summon monster I*; **Cost** +1 bonus

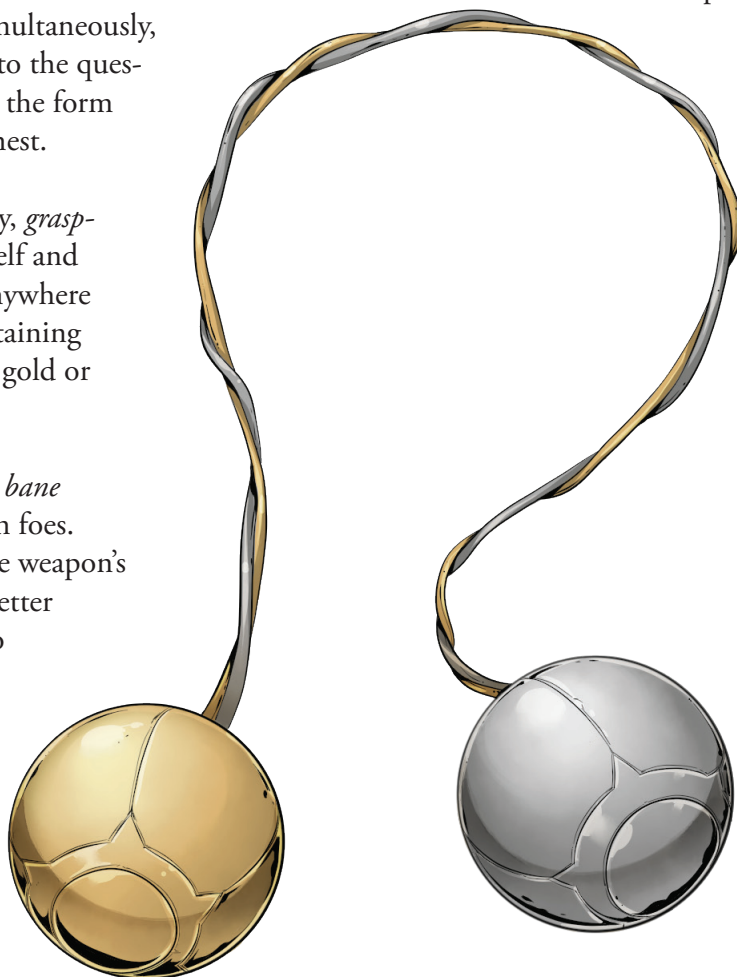
Flaming Burst Weapon Property: A *flaming burst weapon* functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability, a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d10 points of fire damage instead, and if the multiplier is $\times 4$, add an extra 3d10 points of fire damage. Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Aura strong evocation; Craft Magic Arms and Armor, *flame blade*, *flame strike*, or *fireball*; **Cost** +2 bonus

Icy Burst Weapon Property: A *icy burst weapon* functions as a *frost weapon* that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra frost damage from the frost ability, a icy burst weapon deals an extra 1d10 points of frost damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d10 points of frost damage instead, and if the multiplier is $\times 4$, add an extra 3d10 points of frost damage.

Even if the frost ability is not active, the weapon still deals its extra frost damage on a successful critical hit.

Aura strong evocation; Craft Magic Arms and Armor; *chill metal*, or *ice storm*; **Cost** +2 bonus



Griffon Claw

The origin of the legendary weapon Griffon Claw is no mystery to those with a knowledge of history, as it is depicted in the tapestries of the Landed nation known as the Lotus Blossom Steppes. The eponymous Griffon Clan used it as their totemic standard, and the cruel weapon was carried by none other than their chief warlord. The Griffon Clan was always held to be the most dangerous and savage member of the Clan system, but were usefully directed during the sweeping wars in the new territory held by the half-rakshasa tyrants, a greater evil for the Griffons to direct their malice towards. The elite cavalry of the Smoke Tigers, infernally powerful, fell to the ripping talons of the Claw, and the half-rakshasa retreated in dismay. After that battle, the Infernal Tigers usually sent their centaur-like polkan thralls against units of the Griffon Clan, and those hearty slaves fell in great numbers, only slightly blunting the purpose of the Claw. The eagle's scream emitted by the weapon was often enough to encourage the defenders to surrender their defenses and move to greener pastures. The name of Griffon still evokes a shiver of mane and withers among the polkan people.

In stories such as these, the usual twist in the tale is that the beleaguered opponents wrested the cruel standard away from the maleficent, that it disappeared with a recalcitrant hero, that it lies in some forgotten tomb- but not so with the Griffon Claw. When the Lotus Blossoms fell and the land was pacified, the half-rakshasa subdued and absorbed into the body politic, it was then that the Khans of the new nation called the Griffons to the throne, and requested the Claw as tribute to the new monarch. The insurrection was immediate, and bloody, and required a hastily decided new monarch. To stanch the memory of mutiny, the name of the Griffon Clan was retired, but the Griffon Claw still hangs behind the Throne of Carpets, except on certain occasions of use, when some flint-eyed cavalryman takes it for some deadly purpose on the deadly arena of the Steppes.

Requirements

To unlock the full potential of *griffon claw*, a character must fulfill the following requirements.

Feats: Dodge, Exotic Weapon Proficiency (war rake)

Skills: Handle Animal 4 ranks, Ride 4 ranks

Weapon Level	Wielder Level	Abilities
1st	—	+1 war rake
2nd	4th	Rally
3rd	6th	Painful maneuver
4th	8th	+2 war rake
5th	10th	Harsh dismount
6th	12th	Drag
7th	14th	+2 furyborn war rake
8th	16th	Cripple
9th	18th	Gash
10th	20th	+3 furyborn war rake

Rally (Su): The wielder may hold *griffon claw* aloft, where it catches the light and the war rake lets out an eagle's shriek. All allies gain a +1 morale bonus per weapon level to their attack and damage rolls for 2d6 rounds. The wielder may use this ability a number of times per day equal to his highest mental ability modifier.

Painful Maneuver (Su): *Griffon claw* deals its normal damage on a successful disarm or trip attack.

Harsh Dismount (Su): On a successful hit, if the target is elevated above the wielder or is mounted, *griffon claw* may make a free trip attack to pull the target down. If successful the target takes an additional 1d6 points of damage, and lands prone.

Drag (Su): As a full-round action, *griffon claw* may be used to drag a successfully hit foe that is no more than one size larger than the wielder up to the wielders reach closer. The wielder needs to make a combat maneuver check to drag the victim. This ability does not provoke attacks of opportunity to the wielder or victim.

Cripple (Su): *Griffon claw* may be used to rake along an opponent's limbs as a full-round action, laying the flesh open, and rendering them weak. The victim must make a Fortitude save, DC 18 + the damage done, or be unable to use the targeted limb. If the target is an arm, it becomes useless, and the victim takes 1d6 Strength damage. If it is a leg, the victim may only move at half speed. These effects last until the wound is healed. On a successful critical hit, the muscles and tendons are mangled beyond mundane repair. Even if the damage is healed, it takes a *heal* or greater magic to restore the limb's function.

Gash (Su): The wickedly curved blades of *griffon claw* cut deep wounds that gush blood, dealing 1d4 points of Constitution damage per round. Treat this as bleed damage, except that the DC for the Heal check is 10 + half the wielder's level + the wielder's Strength modifier.

Furyborn Weapon Property: This special ability can only be placed on melee weapons. A furyborn weapon draws power from the anger and frustration the wielder feels when battling foes that refuse to die. Each time the wielder damages an opponent with the weapon, its enhancement bonus increases by +1 when making attacks against that opponent (to a maximum total enhancement bonus of +5). This extra enhancement bonus goes away if the opponent dies, the wielder uses the weapon to attack a different creature, or 1 hour passes.

Aura moderate enchantment; Craft Magic Arms and Armor; *rage*; **Cost** +2 bonus

War Rake

The war rake is a two-handed exotic weapon. It can be wielded one-handed by a proficient, mounted wielder.

Cost: 14 gp

Damage (S): 1d8

Damage (M): 1d10

Critical: x4

Range: —

Weight: 12 lbs.

Type: Slashing

Special: Disarm, trip

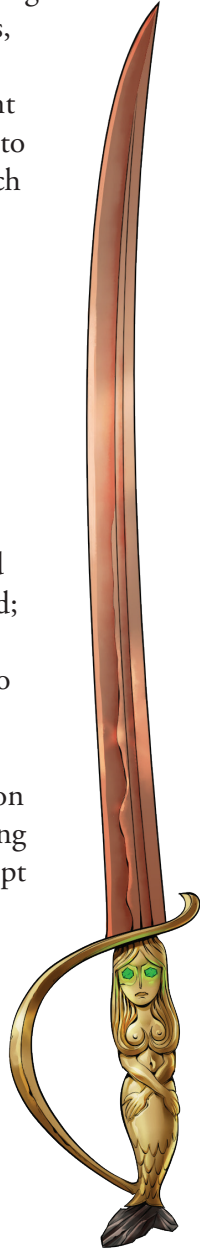


Grim Cutlass

That a villainous, notorious legendary weapon should have its origin in the infamous Haunted Sea should surprise no one. Sorcery, dark gods, and military prowess are all part of the bloody piratical mix of that ill-famed, mobile archipelago. When Jules Aneth, a pirate femme fatale out of Port Calist sought to join the disparate fleets in the islands, it is sure that the dark and bloody gods smiled upon her. And at her subsequent death by cannon-fire, her dying pledge to be joined with her favorite cutlass, which she called Grimm, was honored by the often-at-odds gods Nise and Rajuk Amon-Gore.

Finding a gleaming, magical cutlass floating on the waves should have been a warning sign to the half-medusa bosun of the Kraken's jolly-boat. She soon found she could rule the roost, so to speak, on her ship, dominating the crew, perfectly at home on the seas, and able to move up the ladder of command; over her snake-haired fellows. When the next battle came, the foes that fell to the blade of Lithia (the ambitious half-medusa) rose as undead, following her bidding, and immune to the petrification powers of her sisters. Hearing, or sensing the word "Grim..." in her mind, she clept the weapon her Grim Cutlass, and made the Kraken her own, with just a few mates among the living; the rest the unliving undead.

Lithia's downfall was that she was reluctant to trade the wholesome Kraken for a true ghost ship, and required at least a token group of the living beside her. This is where Nise's partner, dread Rajuk Amon-Gore had his awful way, and arranged for a ragtag shipload of his Dancers, Black and otherwise, to intercept Lithia's Kraken... she still lives, they say, a concession for Nise against Rajuk, though the twice sunken Kraken, now several hundred years old, will not let her die, a punishment for her reluctance to explore the full powers of the Grim Cutlass, which passes from undead hand to hand, on the sea, and occasionally for missions on the misbegotten lands of the Haunted Sea.



Requirements

To unlock the full potential of the *grim cutlass*, a character must fulfill the following requirements.

Alignment: any evil

Skill: Intimidate 4 ranks, Knowledge (religion) 4 ranks, Profession (sailor) 4 ranks

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>cutlass</i>
2nd	4th	A pirate's life
3rd	6th	Sea legs
4th	8th	+2 <i>cutlass</i>
5th	10th	Deathly crew
6th	12th	<i>Raise galleon</i>
7th	14th	+2 <i>unholy cutlass</i>
8th	16th	Refused by the sea
9th	18th	<i>Storm of vengeance</i>
10th	20th	+3 <i>unholy cutlass</i>

A Pirate's Life (Su): The wielder of the *grim cutlass* gains a +1 per weapon level on Bluff checks to feint, Intimidate, and combat maneuver checks to perform dirty tricks.

Sea Legs (Su): The wielder treats being on board a ship as favored terrain, as per the ranger class ability.

Deathly Crew (Su): When the *grim cutlass* slays a foe, the wielder may choose to raise the victim to join the wielder's crew. This acts as *animate dead*, save that the wielder controls 8 HD of undead per level. At 7th level the wielder may cast *create undead* instead. At 9th level the wielder may cast *create greater undead* instead.

Raise Galleon (Sp): If the wielder is on or near the sea, she may call up a galleon from the ocean floor. This counts as a sailing ship from *Ultimate Combat*, except the waterlogged wood is considered magically treated, and has resist fire 10. The ship requires a crew to be utilized properly.

Refused by the Sea (Su): As long as the *grim cutlass* is on the wielder's person, the wielder treats water as solid land. The wielder cannot sink below the surface, and attempts to pull the wielder down may result in bludgeoning damage instead. Creatures below the surface may

attack the wielder normally.

Storm of Vengeance (Sp): Once per week, the wielder may call up a supernatural storm. This acts like a *storm of vengeance* spell, except that the clouds seem filled with ghastly howling spirits. The wielder and her crew are immune to the effects of the storm, retaining full vision and taking no damage. If the wielder is aboard the galleon raised by the *grim cutlass*, there is no danger of the ship sinking, regardless how high the waves.

Unholy Weapon Property: An *unholy weapon* is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures of good alignment. It bestows one permanent negative level on any good 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; Craft Magic Arms and Armor, *unholy blight*; **Cost** +2 bonus

Cutlass

The cutlass is a one-handed, martial weapon favored by pirates and privateers.

Cost: 12 gp

Damage (S): 1d4

Damage (M): 1d6

Critical: 19-20

Range: —

Weight: 3 lbs.

Type: Piercing/Slashing

Special: A cutlass fitted with a basket hilt grants a +2 circumstance bonus on the wielder's Combat Maneuver Defense against disarm attempts.

Heartseeker

With the hobgoblin ascension on the plains of Parl Pardesh, and the consistent power of the maritime empire of Karkoon, war with the elves was inevitable. Both sides paid lip service to the Elemental lords and had superficial treaties; the elves fawning on the outside but rebellious in the deepest heart of the wood, the hobgoblins sneering and reluctant on the face of negotiations, but eager to please to gain more power from the Four. In the decades preceding The Calling, the elves tried to make peace through the influence of the orcish nations—a poor decision, as the warlike orcs make poor diplomats. The orcs pulled back to Azagor and informed each side that whoever won the next battle would be their ultimate ally. Each side scrambled to prepare for the showdown, and the hobgoblins, for their part, invested a great deal of their borrowed and stolen magic in creating a legendary weapon for their champion, the Third Gerath. Their arcane crafters focused on making a weapon that would literally take the 'heart' out of the enemy—the result was Heartseeker. A horrifying weapon, the accounts of its effects in a small plains skirmish shocked the elven king, Tythiran. Third Gerath ate the hearts he stole, and swore to feast on Tythiran's and make a gift of Heartseeker to the orc high-chief, to solidify the alliance.

With the hobgoblins approaching, Tythiran retreated to his tree-palace with many spellcasters—some said to have been banished centuries before. The king emerged, hidden by a palanquin, and was borne off to the battlefield. The elves met the hobgoblin host halfway between Est'arden and Ush'naar. The orcish delegation watched from a nearby hill, ready to join the victor. Heralds of the elves proposed a meeting of champions, winner take all, and Third Gerath accepted with a laugh, licking the blood from Heartseeker. He mounted his mawgriff and set to meet the 'weak' elf, who rode a unicorn and bore legendary weapons of his own. Gerath charged, enraged, and transfixed the elven king on the first pass. No blood flowed from the pale king, and he removed one of Gerath's ears with a swipe of his sword. A desperate stab of Heartseeker made true its name, hitting Tythiran's chest. Gerath only stared as Tythiran snatched the weapon from his hands, and removed his head. He pitched the head and the spear into a brackish creek, and rode to the orcish embassy. The orc high-chief challenged the elven king; "Where is my spear?" to which he replied, "Perhaps this gift will be a better one, since Gerath could not give it to you." In a small box Tythiran gave him, was his still-warm heart. Those that find Heartseeker had best not brag of it in earshot of the

descendants of the Mummy King.

Requirements

To unlock the full potential of *heartseeker*, a character must fulfill the following requirements.

Alignment: Any non-good

Feat: Weapon Focus (long spear)

Skill: Knowledge (geography) 4 ranks, Survival 4 ranks

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>long spear</i>
2nd	4th	Hunter
3rd	6th	Collapsible
4th	8th	+2 <i>long spear</i>
5th	10th	Heartseeker
6th	12th	Heartfelt
7th	14th	+2 <i>cunning long spear</i>
8th	16th	Bleeder
9th	18th	Burnt offerings
10th	20th	+3 <i>cunning long spear</i>

Hunter (Su): *Heartseeker* may be commanded to point in the direction of a specific creature type as a full round action. It gives no indication of the amount, distance, or power of the target, and points to the closest creature of that type.

Collapsible (Su): *Heartseeker* may become a spear or short spear upon command. Changing sizes is a move action.

Heartseeker (Su): *Heartseeker* is designed both mechanically and magically to remove a victim's still-beating heart from their body. *Heartseeker* grants a +4 to confirm all critical hits and all 1's rolled for damage on a successful critical hit are treated as 2's. At 9th level, any critical hit rolled by *heartseeker* are automatically confirmed, and the target must make a Fortitude save, DC 10 + half the wielder's level + the wielder's Strength modifier or be slain. The barbed hooks on *heartseeker* blade pull out the heart of any creature slain by *heartseeker*, depositing it within the bowl of the blade. Creatures that have no heart, or that would be unaffected by the loss of their heart, are immune to this ability.

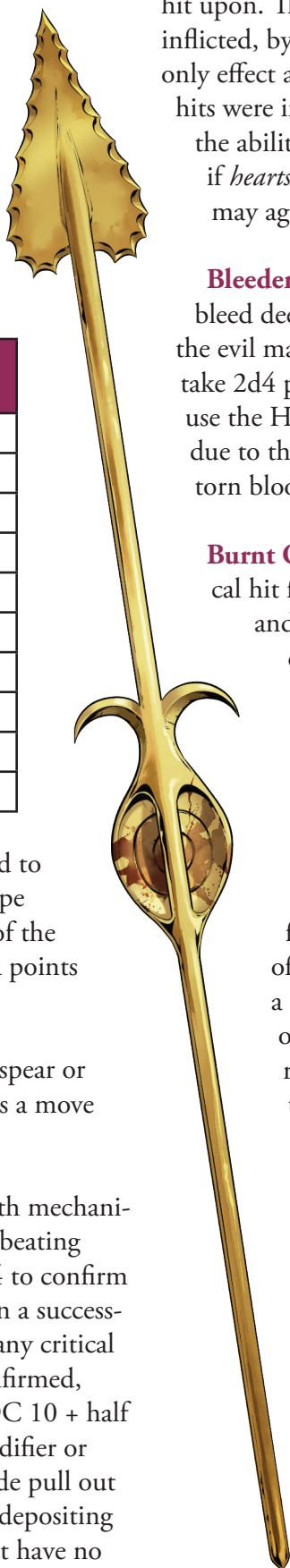
Heartfelt (Su): As a swift action, *Heartseeker* may revisit the damage it inflicted on a target that it dealt a critical hit upon. The target takes the same damage originally inflicted, bypassing damage resistance. This ability may only effect a victim once, no matter how many critical hits were inflicted before the victim was targeted by the ability. Once the victim has taken the damage, if *heartseeker* gains another critical hit upon him, he may again be the target of the ability.

Bleeder (Su): *Heartseeker* leaves deep wounds that bleed deeply, because of both the wicked blade and the evil magic within it. Victims wounded by the spear take 2d4 points of bleed damage a round. Attempts to use the Heal skill to stop the bleeding are at DC 20 due to the many torn blood vessels.

Burnt Offerings (Su): Any creature slain by a critical hit from *heartseeker* has its heart burst into flame and be reduced to ashes in a single round. That creature is forever dead, and may only be raised by a *wish* or *miracle* spell. The wielder of *heartseeker* gains a number of temporary hit points equal to the HD of the slain creature.

Cunning Weapon Property: This special ability allows a weapon to find flaws 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 a Knowledge skill that is related to the target's creature type (such as Knowledge: planes for an outsider opponent).

Aura moderate divination; Craft Magic Arms and Armor; *true strike*; **Cost** +1 bonus



Hell Eye

A swaggering tiefling named Aestwu was the first to carry this terrible, beautiful weapon, on the dusty plains of Parl Pardesh, before the dominance of the hobgoblins. He would brag before victims in the money-changing temples of small villages that his ‘father’ had given it to him, a father with far larger horns than he. Then he would say, “Time to dig,” bullets would fly, and men would die. Aestwu could not be brought down by any ambush, but did not live to enjoy the bits of gold that Hell Eye brought him, as though the weapon itself was dissatisfied with the purpose to which it was put. The gun was found beneath a satiated moonflower, with Aestwu’s boot sticking out of its craw. It was the personal weapon of a long line of sheriffs operating out of the now-extinct town of Dyingwood, though the justice it served was rough, in the extreme, and the weak soon found themselves bereft of Hell Eye’s protection.

Then, the hobgoblins came, and the time of men ended on the Plains of Parl, with nary a one to be found from the Erkunae’s Graveyard to the Green Sea. The militaristic and law-loving hobgoblins were excellent servants of the gun, though the greed and envy for the powerful, legendary weapon caused it to change hands many times. It is a testament to either its insensate intelligence or the machinations of lower-echelon hobgoblins that it never fell into the hands of the ruling class of Ush’ta’hai. Too few challenges at that level, probably. The elves of the East have a particular hatred for the engraved firearm, as it has sent many of their number to the Hill of Boots, for those who will never wander again.

Current rumors of its whereabouts point to a third race, a half-elf with twistborn tendencies, putting Hell Eye to the ancient profession of banditry, which probably amuses the infernal patrons of the handsome weapon to no end... eternally.

Requirements

To unlock the full potential of *hell eye*, a character must fulfill the following requirements.

Alignment: LE, LN, or NE

Skills: Knowledge (planes) 4 ranks, Perception 4 ranks

Special: Grit class feature, or Amateur Gunslinger feat

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>pistol</i>
2nd	4th	Dark sight
3rd	6th	Luck of the gun
4th	8th	+2 <i>pistol</i>
5th	10th	Gaze of the bullet
6th	12th	Gnawing shot
7th	14th	+2 <i>axiomatic pistol</i>
8th	16th	Supreme shot
9th	18th	Hellfire bullet
10th	20th	+3 <i>axiomatic pistol</i>

Dark Sight (Su): By viewing a living creature through the sights of *hell eye*, the wielder gains knowledge of their



level, any conditions they may have, and their status, as if under the effect of a *deathwatch* spell.

Luck of the Gun (Su): Anyone holding or carrying *hell eye* cannot be surprised, and gain both the evasion and improved uncanny dodge abilities. This ability sometimes fails, at the gun's whim (and GM's option).

Gaze of the Bullet (Su): Living targets that see *hell eye* being aimed at them must make a Will save or be shaken. At 5th level the victim becomes frightened instead. At 8th level the victim becomes panicked. This ability is a mind-affecting fear effect, and can only target one creature per round.

Gnawing Shot (Su): The wielder of *hell eye* may use a tooth as a bullet, and that single shot gains the *bane special ability* against creatures of the same type as the tooth came from. Upon striking its target the tooth crawls through the victim's body, dealing its damage every round. The tooth may be extracted by a DC 30 Heal check, or by *heal* or greater magic. A fired tooth that misses its target is destroyed, and one that strikes a different creature type deals only normal damage.

Supreme Shot (Su): The wielder of *hell eye* may take 1d4 points of Wisdom damage to gain *true strike* as an swift action.

Hellfire Bullet (Su): Once per day per point of her highest mental ability modifier, the wielder of *hell eye* may summon a *flamestrike* wherever the bullet strikes. This ability cannot be combined with any other ability. If the bullet successfully struck a creature, that target gets no save against the flamestrike.

Axiomatic Weapon Property: 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 by restoration spells) while the weapon is wielded.

Aura moderate divination; Craft Magic Arms and Armor, *order's wrath*; **Cost** +2 bonus

Infernal Device

The Infernal Device was unearthed in the vast ruin that is known as Falden Town- usually nicknamed 'Fall-Down Town', in the north of The Bulwark of the Halfling Nations. Various tribes of kobolds and goblins fought over it, as it played its part in the shifting power struggles in the otherworldly ruins. An adventuring party of intrepid halfling treasure-hunters brought the Device to the light of civilized eyes, prying the nightmarish gadget from a kobold shaman's dead claws. Though only three adventurers made it out alive, and two of them met with mysterious accidents in the weeks that followed, the now-famous, "Four Fingers" Lenous Longtooth, alchemist 'troubleshooter' extraordinaire is its owner and expert on its nature. He casually comments on its likely manufacture in the pits of Abbadon, and merrily chuckles as he describes its daemonic properties- but not the purposes and experiments to which the Infernal Device has been put toward.

Requirements

To unlock the full potential of the *infernal device*, a character must fulfill the following requirements.

Feat: Deft Hands

Skills: Disable Device 4 ranks

Language: Infernal

Weapon Level	Wielder Level	Abilities
1st	-	+1 <i>device</i>
2nd	4th	Toxic
3rd	6th	Hacker
4th	8th	+2 <i>device</i>
5th	10th	Targeted toxin
6th	12th	Eyes on target
7th	14th	+2 <i>stalking device</i>
8th	16th	Clone
9th	18th	Soul eater
10th	20th	+3 <i>stalking device</i>

Device (Ex): The *infernal device* is not a single weapon, but reconfigures into several forms. On its own it operates as a buckler. The wielder may command a blade to slide out of the jaw end of the skull, making it a short sword. The device may fire a dart out of the jaw as if the user threw it. These darts vanish after firing, returning to whatever pocket dimension exists within the device.

Lastly the device may extend a foot long needle. This needle is treated as a dagger, and may be used to aspirate or inject fluids. A wielder using the needle may inject poisons with no risk of poisoning themselves. When in weapon form, it no longer gives AC bonus as a buckler.

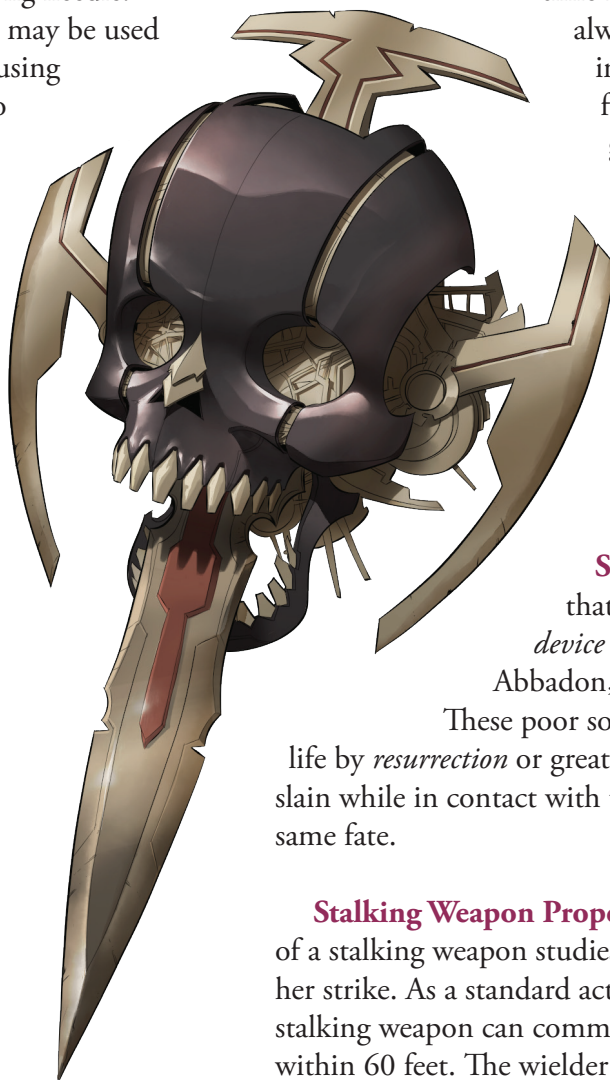
Toxic (Su): The *infernal device* can store three different poisons, with 3 different doses of each, to be injected through its needle. The wielder cannot change poisons until one supply is completely exhausted. The user decides which poison is used for each dose, and must supply it to the device.

Hacker (Su): While wearing the *infernal device*, the user receives a +10 circumstance bonus to Disable Device checks.

Targeted Toxin (Su): When using the needle, the wielder may choose to deal 1 point of damage less, to suck up some of the target's blood or ichor. One full round later the blood becomes a potent toxin, dealing 1d4 points of damage to the ability score of the user's choice, with 2 Fort saves to end the effect. Each time the needle aspirates blood, it makes one dose of toxin. If the toxin is injected into a creature other than the blood donor the victim must make a Fort save or be nauseated for one round.

Eyes on Target (Su): The *infernal device* grants a +4 bonus to hit on sneak attacks and to confirm critical hits. The device must be used as a weapon to get these bonuses.

Clone (Sp): If so commanded, the *infernal device* can prepare a clone of the wielder. The wielder dies one round after issuing the mental command. The device then waits, sensing when it is left alone, and begins to grow the clone, over the course of 2d4 hours. The cloning follows the same rules as the spell *clone*, except that the effect costs the character 1 Constitution point each



time it is used, and the clones are always imperfectly created, missing a finger or some similar defect. These defects grow progressively more serious with each cloning, until such a time that the cloning would leave the wielder with a Constitution of 0. A wielder that activates the cloning process with a Constitution score of 1 dies, leaving a mass of bubbling flesh.

Soul Eater (Su): Creatures that are slain by the *infernal device* have their souls siphoned to Abbadon, to be tortured and devoured.

These poor souls may only be returned to life by *resurrection* or greater magic. A wielder that is slain while in contact with the Infernal Device suffers the same fate.

Stalking Weapon Property: The longer the wielder of a stalking weapon studies a target, the more effective her strike. As a standard action, a character wielding a stalking weapon can command it to study a creature within 60 feet. The wielder must have line of effect and line of sight to that target. When the wielder attacks the studied creature, on a successful hit the stalking weapon deals +1d6 points of bonus damage per consecutive round spent studying a target, up to a number of bonus dice equal to the stalking weapon's enchantment bonus. This bonus damage is precision damage and only applies to the first successful hit against that creature.

If the wielder attacks a creature other than the studied creature, commands the weapon to study a different creature, or ends her turn more than 60 feet from the studied creature, the weapon loses all bonus damage dice against the previously studied creature.

Aura: moderate divination; Craft Magic Arms and Armor; *hunter's eye*, *true strike*; **Cost** +2 bonus

Infinity Edge

The Solimati wizard Morani Tek had a wizard's tower as beautiful as those around it, but he seldom appreciated that beauty, or the view of the Fourlands beyond the city. It was too contained, too 'finite'. Tek dreamed of contemplating infinity itself, to embrace the subtle difference between zero and nothing, to add "1" to the largest number possible. To that end he traveled the planes, searching at the event horizons at the deaths of entire worlds and demi-planes. His myriad experiences, unsurprisingly, changed him in inhuman ways, colder, more alien, clinical in his contemplation of the solidity of matter. Some said he was worse than evil, beyond evil, beyond emotions that fuel simple evil. Hundreds of partners and allies died in his quests, and Morani Tek himself barely escaped utter destruction on several occasions—he merely recorded his impressions of the lurking abyss of nothingness and carried on.

The Solimati forced him out of the city, and he moved to the dusty wastes, in a towering needle of iron in the slat flats visited only by the nomadic So'cha. In the desolation there, he put his blasphemous knowledge to work, designing a weapon to embody the strained particles of existence at the point of Infinity. As he was said to have muttered before he shut himself away, "Death is infinity in it's own right,". Why he chose the final product, Infinity Edge, to be a scythe is anybody's guess. That it is, in Solimati culture, as well as many others', a symbol of the Reaper of Death, is as good a supposition as any. Morani Tek was fond of 'loaning' the weapon to one champion or another, to observe its effects on different targets- and then taking Infinity's Edge back, often by use of the weapon itself. Today the weapon is in the hands of various Tellers of Rolterra, the goddess of revolution; as they see it as a useful tool of subjugation, rather than a macabre experiment in obtaining the unreachable infinite.

Requirements

To unlock the full potential of *infinity edge*, a character must fulfill the following requirements.

Alignment: any neutral

Feat: Improved Initiative

Skill: Heal 4 ranks, Knowledge (planes) 4 ranks

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>scythe</i>
2nd	4th	Unbreakable
3rd	6th	Gory end
4th	8th	+2 <i>scythe</i>
5th	10th	Hidden damage
6th	12th	Wicked sunder
7th	14th	+2 <i>vorpal scythe</i>
8th	16th	Razor thin
9th	18th	Slicer
10th	20th	+3 <i>vorpal scythe</i>

Unbreakable (Su): Any attempt to sunder *infinity edge* instead deals damage to the object or weapon used in the sunder attempt, as if it was sundered by *infinity's edge*.

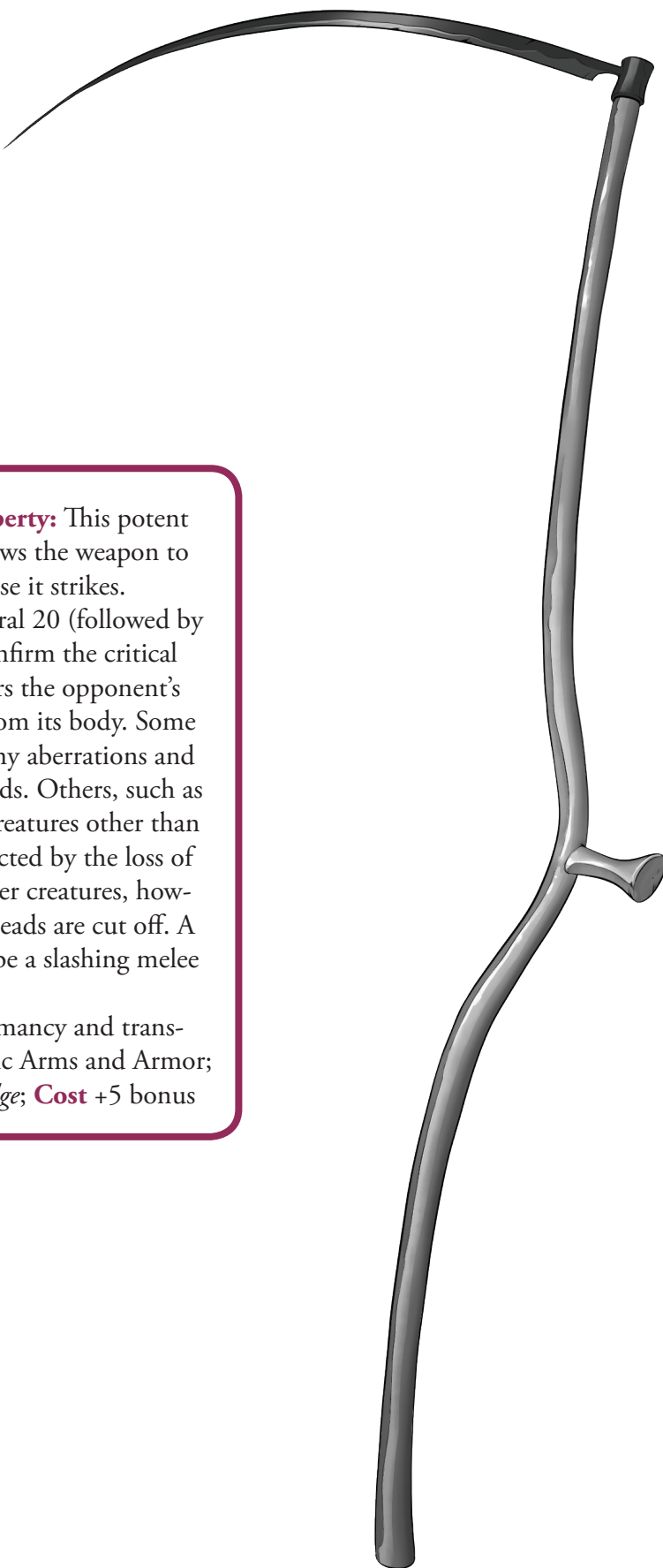
Gory End (Su): *Infinity edge* slices not only through limbs, but entire bodies, and creatures slain by it fall into bloody pieces. All opponents viewing such an end must make a Will save, or panic for 1d6 rounds.

Hidden Damage (Su): *Infinity edge* causes wounds so fine that the victim feels no pain, and often believes that the weapon missed. These unfortunate souls often fight on, not understanding the amount of damage they have taken until they die. Creatures wounded by *infinity's edge* must make a Heal or Perception check, DC 30 minus the damage taken, to notice they are injured. The GM keeps the victim's damage total secret, making note of total hit points; the victim may not use such abilities as ferocity, or be the target of *status* or *deathwatch* spells for a period of 1 hour after first being struck by the infinity edge.

Wicked Sunder (Su): *Infinity edge* deals +1d6 damage per 3 wielder levels to all its sunder attempts.

Razor Thin (Su): The edge of the scythe is so fine that it ignores half of the target's armor bonus, slicing through seams in both armor and thick hides with ease.

Slicer (Su): When *infinity edge* deals damage to a creature, the target's armor or natural armor bonus is also reduced by the weapon's enhancement bonus. Damage dealt to natural armor in this way heals at a rate of 1 point per day. Armor reduced to 0 points gains the broken condition. Another hit will destroy the armor.



Vorpal Weapon Property: This potent and feared ability allows the weapon to sever the heads of those it strikes.

Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing melee weapon.

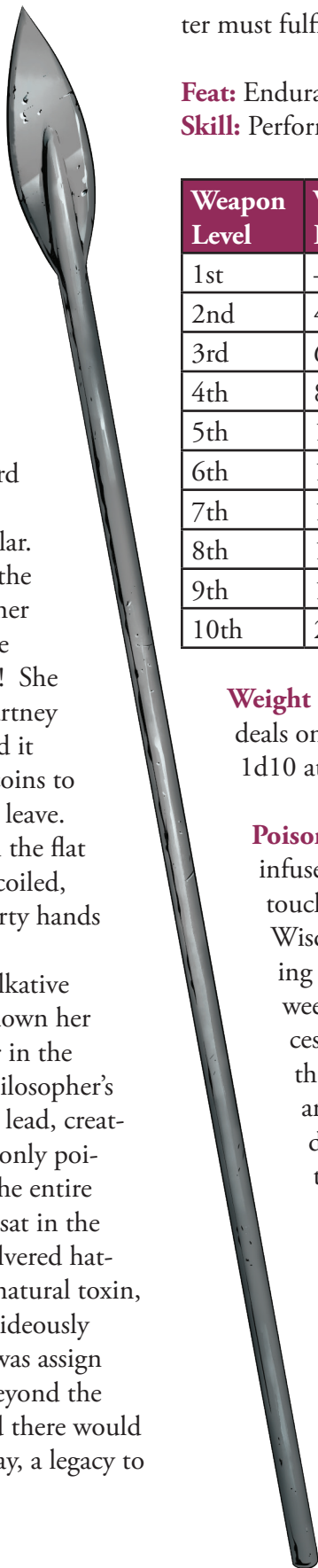
Aura: Strong necromancy and transmutation; Craft Magic Arms and Armor; *circle of death, keen edge*; **Cost** +5 bonus

Leaden Spear

“A leaden heart makes a Leaden Spear/
For the poisoned point of a poison will/
A heart of lead sheds a bitter tear/ and
a poisoned wound makes the strong
heart still...” -Lay of the Spear, Fudi
troubadour song

For such a weapon as the Leaden
Spear, to come from a nation as
vaunted for its heroics as Iffud, puzzles
many. But Iffud is known as a land of
passion and passionate people, and there
is always a price to pay for passion. Thus,
a simple Fudi hedge-witch named Marilda
bore a passionate, unrequited love for a bard
named Cartney. She was skilled, but plain
and dirty, and he was handsome and popular.
The more she lavished her powers on him, the
more he took her for granted. She turned her
alchemical powers towards an object that be
sure to win his heart- a Philosopher’s Stone! She
made a supposedly working model, and Cartney
took a small interest... but alas, not only did it
not turn lead into gold, it turned his gold coins to
lead! He laughed at Marilda, and turned to leave.
She grabbed at him, and he struck her with the flat
of a spear he used as part of his act. She recoiled,
stunned, and he looked at the marks her dirty hands
made on his spear, and threw it away.

Marilda lost her mind, a little, and her talkative
raven familiar told the tale of her melting down her
hoard of gold, and plunged the soiled spear in the
gold. Then, with the last of her flawed “Philosopher’s
Stone”, she turned the golden spear to gray lead, creat-
ing a sinister toxin. The spindly witch not only poi-
soned Cartney to death with it, she killed the entire
town, those that did not flee, and for years sat in the
heart of a poisoned waste, mad as a quicksilvered hat-
ter. When a band of druids purged the unnatural toxin,
the Leaden Spear was found thrust into a hideously
poisoned tree, and all the druids could do was assign
a stone golem to carry it into Avandrool, beyond the
Yellow Gate, hoping that the poisoned land there would
cancel it out. There it still remains, some say, a legacy to
a leaden heart, but not Marilda’s.



Requirements

To unlock the full potential of the *leaden spear*, a charac-
ter must fulfill the following requirements.

Feat: Endurance, Great Fortitude

Skill: Perform (dance) 4 ranks

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>spear</i>
2nd	4th	Weight
3rd	6th	Poisoning
4th	8th	+2 <i>spear</i>
5th	10th	Slow
6th	12th	Toxic touch
7th	14th	+2 <i>vicious spear</i>
8th	16th	Befoul
9th	18th	Spreading Plague
10th	20th	+3 <i>vicious spear</i>

Weight (Su): The *leaden spear*’s weight is such that it
deals one die greater damage than a weapon its size,
1d10 at Medium size.

Poisoning (Su): The metal of *leaden spear* is
infused with powerful toxins that taint all it
touches. It deals 1d2 points of Constitution and
Wisdom damage per strike. This slow poison-
ing acts like a disease, requiring a new save each
week, or the damage is taken again. A suc-
cessful save ends the poisoning. At 5th level,
the spear deals 1d4 points of Constitution
and Wisdom damage, and the saves become
daily, and two successful saves are required
to purge the toxin from the victim’s system.
When the spear reaches 9th level, it deals
1d4 points of Constitution and Wisdom
drain, and three successful saves are re-
quired to end the effect. A being applying
neutralize poison to the victim must make
a caster level check vs. the spear’s cur-
rent save DC or the spell fails. A *heal*
or greater magic will remove the toxin
without a check.

Anyone using the *leaden spear* for a
week or more must make a Fortitude
save weekly or suffer 1 point of Wis-
dom drain. The user slowly descends

into madness, becoming increasingly paranoid, then suffering from frequent hallucinations and becoming lethargic until they finally collapse and die. The wielder is remains unaware of their madness until the end.

Slow (Sp): Targets struck by the *leaden spear* must make a Will save or be *slowed* for one round per weapon level of the spear.

Toxic Touch (Su): Once per day per the highest mental ability modifier the *leaden spear* may be used to make a touch attack, inflicting its toxin as if it had successfully wounded the target.

Befoul (Su): Any container of liquid touched by the *leaden spear* for a minute becomes tainted. Any creature that touches the liquid must save as if they had been struck by the spear. Any creature drinking the fluid makes its save at -2. Tainted liquid remains toxic for one day per weapon level of the spear.

Spreading Plague (Su): Targets under the effect of the *leaden spear's* toxin begin to spread it to other creatures by skin to skin contact. Living creatures the target touches must make a Fortitude save at the original DC or suffer the effects of the toxin, as well as spreading it themselves.

Vicious Weapon Property: This special ability can only be placed on melee weapons. When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder.

Aura: moderate necromancy; Craft Magic Arms and Armor; *enervation*; **Cost** +1 bonus

Liar Tongue

The origin and ultimate purpose, if any, of the mysterious legendary weapon known as Liar Tongue, is not known, and divination, even commune has revealed very little. The short sword has been claimed by neither the Deist forces of the Landed Gods, nor the remnants of the Elementalist forces, which speaks to the fact that neither faction has been able to use its powers to further their aims. The sword rejects magical influence in a way that would seem almost sentient, depending on its own powers of suggestion to create chaos and strife. Sages suggest that the sword is a pawn of some third power emerging on Porphyra, that seeks to enter the conflicted stage- in between the defeated Elementalist and the rapidly inter-fractional New Gods.

One of the best (or worst) examples of the insidious infection of Liar Tongue is the story of Bekaa White-tip, a tengu of the northern land of The Lotus Blossom Steppes. A lower caste among his people due to his mottled coloration, Bekaa found Liar Tongue while scavenging in the ruins of a cyclops encampment. He soon supplanted his nest leader, and convinced his nest-mates to raid any and all caravans traveling through the eastern Steppes. Their raids defied logic, striking ships at sea just barely in range of flight, of delegations of undead from the Empire of the Dead, of suicidal forays into the Wyrms' Quarter... the end result was the disappearance of Liar Tongue for some decades, sudden unexpected wealth in The Nest region of eastern Lotus Blossom Steppes, and a lingering mistrust of tengu, that still continues in some circles. Liar's Tongue is known as much for its legacy as its martial destruction.

Though it resists and opposes the 'will of the gods', it is strange—or possibly not so strange considering the perverse nature of the legendary weapon—that those of divine devotion attempt to bend it to their will as often as they have. For a short time after Bekaa's tenure, there even existed an anti-paladin cult and a paladin sect that fought over the possession and control of Liar Tongue, one to exploit it and the other to, supposedly, redeem it. Unsurprisingly, they ended up destroying each other. The weapon is at its worst in urban areas, and its current whereabouts is said to be G'sho'laa'n'rr, the Endless Halls of the erkunae people of Erkusaa. When used (or using) a people as duplicitous as the erkunae, the extent of corruption should be vast, indeed.

Requirements

To unlock the full potential of the *liar tongue*, a character must fulfill the following requirements.

Feat: Deceitful

Skills: Bluff 4 ranks, Sense Motive 4 ranks

Special: May not possess any levels in prepared caster classes.

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>short sword</i>
2nd	4th	Forked tongue
3rd	6th	Mindblade
4th	8th	+2 <i>short sword</i>
5th	10th	Cut the ties
6th	12th	Bleak symbol
7th	14th	+2 <i>toxic short sword</i>
8th	16th	Venomous oration
9th	18th	Glory of the heart's desire
10th	20th	+3 <i>toxic short sword</i>

Forked Tongue (Su): As long as the wielder is touching the *liar tongue*, he gains the ability to make a *suggestion* once per round as the spell. In addition at the start of each round, the wielder may choose to gain a +1 per weapon level bonus to either their Bluff or Sense Motive skill.

Mindblade (Su): The wielder of the *liar tongue* may choose to have the blade deal its base shortsword damage to the victim's Wisdom score in place of their hit points, unmodified by Strength bonus. This ability must be chosen before the attack roll is made, and is useable 1 + the wielder's highest mental ability modifier times per day. The victim receives a Will save for half damage.

Cut the Ties (Su): A divine spellcaster struck by the *liar tongue* must make a Will save or lose one spell slot of the highest level spells they can cast. Lost spell slots are regained in 24 hours.

Bleak Symbol (Su): The wielder may affect the minds of those viewing the blade. By holding the *liar tongue* up as a full round action, the wielder causes all humanoids

or monstrous humanoids that view it to make a Will save or be affected by an effect similar to *charm person*. Creatures already affected by this power have it renewed upon seeing the presented blade with no save.

Venomous Oration (Su): A victim of the the *liar tongue's suggestion* carries it like a disease, inflicting the same *suggestion* to other targets that she speaks to. The victim has the urge to spread the wielder's words to those not already traveling with him, spreading the *suggestion* to as many targets as the wielder's highest mental ability modifier. The targets get a Will save, at the same DC as the original *suggestion*, and if they fail, they also gain the ability and desire to spread the *suggestion*. In this way, the wielder of the *liar tongue* can rapidly take over modest sized groups or towns.

Glory of the Heart's Desire (Su): Once per week, the wielder of the *liar tongue* may grant another's wish. This *wish* is twisted in the most malicious possible way, and inevitably ends in the victim losing what they desire or love most.

Toxic Weapon Property: Targets damaged by a toxic weapon gain the sickened condition for a number of rounds equal to the weapon's enhancement bonus.

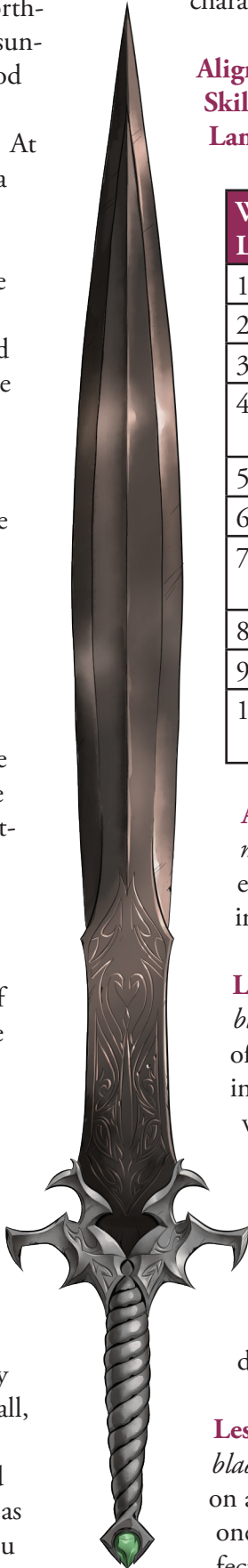
Aura moderate necromancy; Craft Magic Arms and Armor, *poison*; **Cost** +1 bonus



Linnorm Blade

The glacial tarns of The Slab, largest glacier on Porphyra, are remarkable ecosystems of the Northlands. Algae and plankton fed by fresh water, sunlight and air particles are at the bottom of a food chain that include a type of freshwater shrimp, silver-scaled fish, and even a subspecies of seal. At the top of this food chain is the tarn linnorm, a type of primal dragon, and the fiercest of these was Uzrantha. This ur-linnorm resided in the largest glacial tarn on The Slab, and, as is a true mercy of all of the oldest dragonkind, spent a great deal of his time asleep. The plentiful food supply supported Uzrantha, and his time awake was relatively non-destructive- relatively. If Uzrantha was looking for some exercise, the surrounding communities, even those of the fire and frost giants, typically found somewhere else to be.

After a few centuries of this, a group of southlander adventurers found unlikely employment by the local fire giant king (a locality uninterfered with by the Red King) to eliminate Uzrantha. The fire giants thought they were being very clever, as they knew of the linnorm's curse upon its killer, and believed the adventurers did not. They did, and circumvented the deadly curse by using summoned efreeti to deal the death blows- which laid the enmity of both the elemental spirits and the unsatisfied spirit of the linnorm. Perhaps it was their influence, or a spiteful nature, but the leader of the southlanders, a dwarf named Karllos, made the linnorm's most prominent claw into a fine sword of metallic material, and called it, unoriginally, the Linnorm Blade. Karllos believed that the reason his clan received the contract, the death curse of the linnorm, would be transferred to the Linnorm Blade, and it was. What he did not count on was the wrath of the fire giants, named anathema by their erstwhile elemental lords, who made an uncharacteristic journey to the Birdman Mountains to wipe out the small, startled clan, curse or no. The descendants of that fire king still hold the Linnorm Blade, and still bear the curse, seen by the fire humanoids as a badge of honor- no need of healing, when you bear this legendary weapon.



Requirements

To unlock the full potential of the *linnorm blade*, a character must fulfill the following requirements.

Alignment: Any nongood

Skill: Intimidate 4 ranks

Languages: Draconic

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>bastard sword</i>
2nd	4th	Acid resistance 5
3rd	6th	Least curse
4th	8th	+2 <i>bastard sword</i> , acid resistance 10
5th	10th	<i>Freedom of movement</i>
6th	12th	Lesser curse
7th	14th	+2 <i>corrosive bastard sword</i> , acid resistance 15
8th	16th	Breath weapon
9th	18th	Death curse
10th	20th	+3 <i>corrosive burst bastard sword</i> , acid resistance 20

Acid Resistance (Sp): The wielder of the *linnorm blade* gains resists acid 5. At 4th level and every three levels thereafter the acid resistance increases by 5.

Least Curse (Su): The wielder of the *linnorm blade* may choose to make a curse attack in place of a normal hit. A curse attack is a touch attack, inflicting *bestow curse* in place of damage. The victim may make a Will save, to resist the curse. The wielder of the blade suffers the same effect as the victim, with no save.

Freedom of Movement (Sp): While in hand the *linnorm blade* grants *freedom of movement* as the spell. This effect cannot be dispelled.

Lesser Curse (Su): The wielder of the *linnorm blade* may choose to inflict a curse of non-healing on a target with a successful hit that deals at least one point of damage. The victim cannot be affected by magical healing, and does not heal by natural means for 2d6 rounds. The victim may

make a Will save to resist the curse. The wielder of the blade suffers the same effect as the victim, with no save.

Breath Weapon (Su): Three times per day, while the *linnorm blade* is in hand, the wielder may breathe out a 30 foot line of acid. This potent brew deals 8d6 points of damage, with a Reflex save for half damage.

Death Curse (Su): If the *linnorm blade* is in use, and the wielder is slain in combat, the creature that killed him is subjected to the linnorm's curse. The victim cannot be affected by magical healing, and does not heal by natural means. The victim may make a Will save to resist the curse.

Corrosive Weapon Property: Upon command, a corrosive weapon becomes slick with acid that deals an extra 1d6 points of acid damage on a successful hit. The acid does not harm the wielder. The effect remains until another command is given.

Aura moderate evocation; Craft Magic Arms and Armor; *acid arrow*; **Cost** +1 bonus

Corrosive Burst Weapon Property: A corrosive burst weapon functions as a corrosive weapon that explodes with searing acid upon striking a successful critical hit. The acid does not harm the wielder. In addition to the extra acid damage from the corrosive special ability, a corrosive burst weapon deals an extra 1d10 points of acid damage on a successful critical hit. If the weapon's critical modifier is x3, add an extra 2d10 points of acid damage instead, and if the modifier is x4, add an extra 3d10 points. Even if the corrosive ability is not active, the weapon still deals its extra acid damage on a successful critical hit.

Aura moderate evocation; Craft Magic Arms and Armor; *acid arrow*; **Cost** +2 bonus

Manticora

The southern seas of sand between the Pynian jungles and the Scrubland borders of the Great Green are vast, and haunted by many harrowing beasts and races. One of the most threatening, by reason of their high degree of organization, are the winged tiger-men known as asherake. In their flying, sorcerous ships, they fly the airways of the south, intruding into borderlands on a regular basis. Their most feared tactic- dropping worn-out slaves on prospective targets, wreaking havoc, damage, and intimidation on their enemies.

The asherake live by the efforts of slaves in all save a few things, the main being armoring and weapon-smithing. The caste of clerics, among them, are typically excluded from this, as their direction of the worship of Kamus, the Slaver, precludes them from serious battle, and the asherake concept of glory. Deacon Terragt was an exception, though, a cleric who lusted for battle, and he found a way to use his powers AND gain the weaponry he sought. He made a dark pact with infernal powers to change the next powerful beast he gained power over to become the powerful weapon he desired. He bided his time, and chose wisely, casting a charm monster spell on a fearsome manticore flying in the wake of his black sorcerer-ship. Leaping from the deck of his ship, Terragt grasp the new, cruelly-spiked weapon, even as it fell from the sky. He lovingly stroked it, naming it Manticora, even as his home-ship was sucked into an Infernal maelstrom; the price of his weapon of power was the souls of all aboard the asherake craft...

Now just Terragt, the asherake apostate soon started a band of raiders, and a fortified territory of his own. With Manticora in his hand, he was master of the skies- it is said that he bore four sets of wings when he wished, giving him a maneuverability and speed unmatched by any other flier. He could devastate targets with flying spikes- far more precise than falling bodies. In the hinterlands of the Cities of the Dead, near the toxic Sea of Almuut, Terragt and Manticora dominated the land for leagues around, with a band of derhii, gargoyles, and harpies, a bizarre and deadly motley crew. Information is sparse coming out of that blighted land, but Terragt would now be nearly a hundred years old now, not completely out of the ordinary for asherake, but far more than most of their competitive race live. Whether one of his derhii lieutenants, or a vengeful boatload of the race he betrayed has hold of spiked Manticora now, remains to be seen. Perhaps a white-muzzled Terragt is waiting to swoop down for one more devastating raid, one more swing of Manticora.

Requirements

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

Skill: Fly 4 ranks, Intimidate 4 ranks

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>morningstar</i>
2nd	4th	Fling
3rd	6th	Beast's Flight
4th	8th	+2 <i>morningstar</i>
5th	10th	Intimidator
6th	12th	Glory of the beast
7th	14th	+2 <i>impact morningstar</i>
8th	16th	Impale
9th	18th	Explosive spike
10th	20th	+3 <i>impact morningstar</i>

Fling (Su): The wielder may fling 1d4 spikes at a single target as a ranged attack. The spikes deal 1d6 points of damage plus the wielder's Strength bonus. *Manticora* never runs out of spikes.

Beast's Flight (Su): The wielder may grow a pair of powerful leathery wings. These wings allow a flight speed of 40, for one hour per point of the wielder's highest mental ability modifier. This time may be broken up in one minute intervals.

Intimidator (Su): Anyone openly wielding *manticora* receives a +1 bonus to Intimidate checks per weapon level of Manticora.

Glory of the Beast (Su): Once per day *manticora* may grant the user *bear's endurance* and *bull's strength*. Both spells affect the user simultaneously.

Impale (Su): Each strike of *manticora* leaves 1d4 spikes impaled in the victim's body. These spikes are painful, dealing 1d4 points of damage each time the victim attempts to move faster than walking speed, or otherwise engages in physical activities. Each round of combat deals 1d4 points of damage at the end of the victim's turn. Removing the spikes deals 1d4 points of damage and results in 1 point of bleed damage per spike removed unless the person removing them makes a DC 20 Heal check.

Explosive Spike (Su): On a successful critical hit, the spikes of *manticora* explode outward when striking the target, dealing 10d6 points of damage to the target, and requiring a Fortitude save or be stunned for 1d10 rounds.

Impact Special Property: This special ability can only be placed on melee weapons that are not light weapons. An impact weapon delivers a potent kinetic jolt when it strikes, dealing damage as if the weapon were one size category larger. In addition, any bull rush combat maneuver the wielder attempts while wielding the weapon gains a bonus equal to the weapon's enhancement bonus; this includes all bull rush attempts, not only those in which a weapon is used, such as Bull Rush Strike, Shield Slam, or Unseat .

Aura moderate transmutation; Craft Magic Arms and Armor, *bull's strength*, *leaded strike*, *righteous might*, or *giant form I*; **Cost** +2 bonus



Saurian Armor Spikes

Expeditions into the Eternal Jungle of Californ typically end in one of two results; tragic disappearance, or enigmatic wealth. When the sage Cyrus Bleq of Belle Ville sent a party of fallen Codionic Knights to the destination on a map he had discovered, the result was definitely mixed. Only three of the twelve returned, the other nine fallen in battle, as well as previous morals. Some fell to pestilence, others to the poison of debased xesa barbarians, but five fell to the occupant of the ziggurat that they penetrated, and undead reptilian humanoid of unknown species. The fallen paladins contemptuously gave Bleq some crumbling codices, and kept the other strange treasures for themselves, after forcing the sage to identify them. Their leader, Reks Malus, kept only a set of spikes cut from the moldering carapace of the dark creature. Reks Malus henceforth became one of the most notorious anti-paladins of the eastern continent, spreading chaos and evil on the frontiers of so-called civilized society, delighting in close grappling contact. A cadre of reptilian outcasts and outlaws from the cultures of the ophiduans, lizardfolk and nagaji used to follow Malus around, trying vainly to earn his attention or praise- which was rarely, if ever given.

Reks Malus has not been seen for several years, though raids by mixed bands of reptilians have not decreased in the southeastern desert fringes. It is not known whether his would-be followers have taken Malus' Saurian Armor Spikes, or whether he is undergoing some fell necromantic change into something even more dire.

Requirements

To unlock the full potential of the *saurian armor spikes*, a character must fulfill the following requirements.

Feats: Improved Unarmed Attack, Medium Armor Proficiency

Languages: Draconic

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>armor spikes</i>
2nd	4th	Oversized
3rd	8th	+2 <i>armor spikes</i>
4th	12th	Saurian tail
5th	16th	+2 <i>grayflame armor spikes</i>

Oversized (Ex): The *saurian armor spikes* deal damage as

if they were one size larger than they are.

Saurian Tail (Su): At will, the wielder can grow a muscular tail, studded with spikes. The wielder may make one attack per round at his highest attack bonus with the tail, dealing a base 1d6 points of damage at Medium size. The user may not attack with the *saurian armor spikes* on the same round as he makes a tail attack.

Grayflame Weapon Property: This weapon responds to channeled positive and 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 of 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. This special ability can only be placed on melee weapons.

Aura moderate transmutation; Craft Magic Arms and Armor, Channel Smite, *align weapon*; **Cost** +1 bonus



Slime Mace

There are strange and lonely creatures in the strange and lonely expanse of the swampy Reedlands in the southern district of the Fenian Triarchy. Slimes, oozes, reptiles, tentacled things that should not crawl the surface of Porphyra, but have not been informed of their wrongness. That Big Martta still crawled and hungered- and may yet still- is a tragedy that needs correcting. A witch with powers as deadly as her iron-hard talons and teeth, she was far too cantankerous to be invited to a coven, and so found her own friends, to clean up the scraps of unwary Reedlanders and dire crocodiles alike. Being quite enamored of slimes and oozes, beings that could not argue with her and required her respect, Big Martta retired to her cypress-tree cave and created, over some period of time, a dire cudgel, a Mace of Slime, that could take on the properties of her obsession, without the messy housebreaking required.

With Slime Mace, Big Martta could command the respect of other great powers in the Reedlands, but she never took it on hunting trips. Prey taken down with it were in no condition to be eaten. She always had it nearby, though, and some say an elemental familiar spirit carried for her, a gift from the subversive Elemental Lords for her continued harassment of Deist forces in control of the Fenian Lands. She slew Feadigan, the Green Paladin with it, and a brace of bralani azatas sent to purge her noxious presence. She drove away many Greenlander forces with the vile weapon, and her lands were eventually declared off-limits and taboo. Some mercy has come from the situation lately, as Slime Mace has been stolen, by a tiny halfling named Bartigal Frostpie, hired by the burghers of MacCool, to some crowing over the capital people. Bartigal has not shown up to claim his reward, after drinking in a Reedlander simi parlor- it is hoped that Slime Mace is in civilized hands, and not... slimy ones.

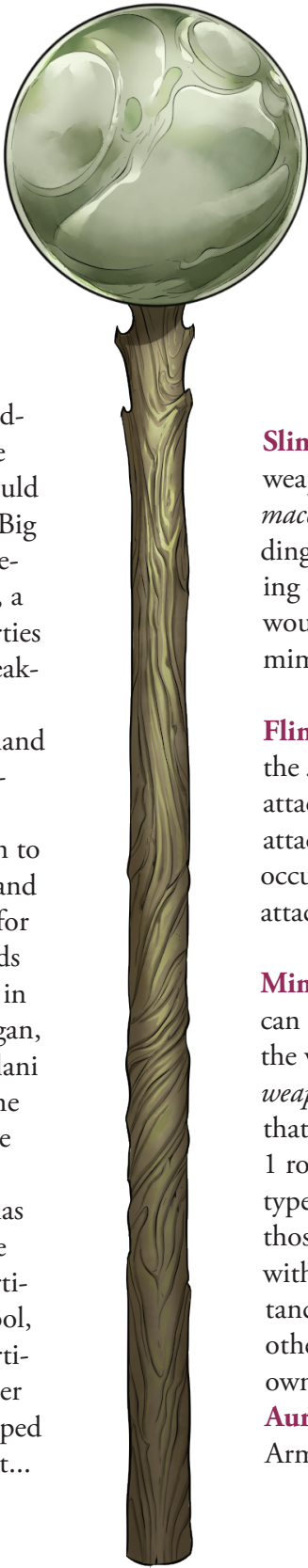
Requirements

To unlock the full potential of the *slime mace*, a character must fulfill the following requirements.

Alignment: any evil

Feat: Deceitful

Skill: Knowledge (dungeoneering) 4 ranks



Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>heavy mace</i>
2nd	4th	Slime mimic
3rd	8th	+2 <i>heavy mace</i>
4th	12th	Fling ooze
5th	16th	+3 <i>mimetic heavy mace</i>

Slime Mimic (Su): For 1 minute per day per weapon level, the wielder can cause the *slime mace* to turn black and viscous, like a black pudding, doing 2d6 damage per strike and inflicting corrosion on the target, as a black pudding would. Taking fire damage while using the mimic power causes the effect to end.

Fling Ooze (Su): Once per day, the wielder of the *slime mace* may release a gray ooze as a full attack, flinging it up to 20 feet as a ranged touch attack. A successful hit indicates the ooze now occupies the square of its target, and gets a free attack. Treat a miss as a grenade-like weapon.

Mimetic Weapon Property: This special ability can only be placed on melee weapons. Each time the wielder damages a creature using a *mimetic weapon*, he gains resistance 10 to one energy type that the creature is resistant or immune to for 1 round (if the creature damaged has multiple types of resistance, the wielder chooses one of those resistances to take). This resistance stacks with itself, to a maximum of 30 points of resistance against a given energy type, but not with other sources of energy resistance. The creature's own resistances and immunities are unaffected.

Aura faint abjuration; Craft Magic Arms and Armor, *resist energy*; **Cost** +1 bonus

Stonefist

Life for the orc tribes of Azagor has never been easy, before or after The Calling, and Karnath Brokentusk's position as warchief did not exempt him from the duty of procuring catapult ammunition. Something made him climb a volcanic peak, where he found a thick gray boulder that seemed... different. He struck it with his greataxe, and after the weapon shattered to pieces, he found that the strangely glistening boulder had broken as well- to reveal a massive club of stone topped with a hand that looked similar to Karnath's own, clutching the world itself. Karnath did not care about the ongoing antics of The Calling, which undoubtedly brought the stone, but took the greatclub back to camp, where he ensured that he would never have to go rock-picking again.

The reasons why Karnath was not included in the vanguard of the orc-elf forces are myriad; the orcs of Porphyra are somewhat more noble than those of other worlds in the Multiverse, but cruelty comes easy to them in all realities, and Karnath Brokentusk had more than his share. He led raiders across the southwestern continent in the name of 'orcish primacy', claiming allegiance to whatever side, Deist or Elementalist suited him at the moment. The awesome power of the otherworldly greatclub, named Stonefist, assured him personal victory, if not always regimental success. Enemies flew without wings, angels and genies fell like cloven wheat. Eventually even the fortifications of his opponents were no match for Karnath and Stonefist.

The ironic twist in the tale for this mighty weapon of stone was in victory, not defeat. When Karnath's band was nominally hired by the Elementalists to root out dwarves supplying arms in the Sulgo Mountains, Karnath and Stonefist came up against The Axe of Minos, wielded by the last King of the Argani, Harsek the Short. In a titanic clash of legendary weapons, epic in its ferocity, Karnath fell to the red-eyed Axe of Harsek. The dwarf let out his death-cry, and both wielders of the legendary weapons fell dead. Whether Stonefist still rests there is a question for the ages.

Requirements

To unlock the full potential of *stonefist*, a character must fulfill the following requirements.

Base Attack Bonus: +4

Feats: Power Attack, Improved Sunder

Strength: 15+

Weapon Level	Wielder Level	Abilities
1st	—	+1 <i>greatclub</i>
2nd	4th	Punishing blow
3rd	6th	Tremor
4th	8th	+2 <i>greatclub</i>
5th	10th	Ultimate sunder
6th	12th	Hurling blow
7th	14th	+2 <i>planar greatclub</i>
8th	16th	Crushing blow
9th	18th	<i>Power of beasts</i>
10th	20th	+3 <i>planar greatclub</i>

Punishing Blow (Su): Any creature struck by *stonefist* must make a Fortitude save or be knocked prone.

Tremor (Su): The wielder may, as a full round action, strike *stonefist* against the ground. This causes a tremor in a 20 foot radius, causing all creatures except the wielder to make a Reflex save, DC 10 + half the wielder's level + the wielder's Strength modifier or fall prone. At 8th level the wielder may create an *earthquake* as per the spell once per day.

Ultimate Sunder (Su): *Stonefist* deals x3 damage on a successful sunder attempt, and the being holding the sundered item takes half the damage dealt to the object.

Hurling Blow (Su): Any Large or smaller creature struck by *stonefist* is hurled through the air by the force of the blow, landing prone a distance away. A Large creature is knocked back 10 feet by the blow, a Medium creature 20 feet, a Small creature 30 feet, and so on. The victim takes 1d6 points of damage for every 10 feet they fly when they impact the earth.

Crushing Blow (Su): A strike from *stonefist* deals triple damage to structures and Medium or larger objects.

Power of Beasts (Sp): The wielder may cast *mass bull's strength* three times per day.

Planar Weapon Property: A *planar weapon* is effective against all types of extradimensional beings, able to pierce their resistance to physical harm. When used to attack outsiders, a planar weapon ignores 5 points of their damage reduction.

Aura moderate conjuration; **CL** 9th; Craft Magic



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