

SO WHAT'S THE WEAPON LIKE, ANYWAY?

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Richard Green



RAGING SWAN PRESS

THE LONELY COAST

The furthest flung outpost of a mighty kingdom, turbulent waters and forbidding, trackless forests separate the folk of the Lonely Coast from the gaudy lights of civilisation. This free mini-campaign setting is easy to drop into any campaign.

<i>Retribution</i>	\$7.99, print \$9.99	<input type="checkbox"/>
<i>Road of the Dead</i>	\$5.99, print \$7.99	<input type="checkbox"/>
<i>Swallowfeld</i>	\$4.50	<input type="checkbox"/>
<i>The Lonely Coast</i>	Free!	<input type="checkbox"/>

GM'S RESOURCES

GM'S RESOURCES augment game play by reducing GM prep time.

<i>Antipaladins</i>	\$3.99	<input type="checkbox"/>
<i>Bandits of the Rampant Horror</i>	\$3.99	<input type="checkbox"/>
<i>Barroom Brawl</i>	\$1.99	<input type="checkbox"/>
<i>Caves & Caverns</i>	\$10.99	<input type="checkbox"/>
<i>Cultists of Havra Zhou</i>	\$4.99	<input type="checkbox"/>
<i>Dark Oak</i>	\$4.99	<input type="checkbox"/>
<i>Fellowship of the Blackened Oak</i>	\$3.99	<input type="checkbox"/>
<i>Random Hill Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Random Marsh Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Random Woodland Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Random Woodland Encounters II</i>	\$3.99	<input type="checkbox"/>
<i>Random Urban Encounters</i>	\$3.99	<input type="checkbox"/>
<i>Shadowed Keep on the Borderlands</i>	\$9.99; print \$13.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? II</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? III</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? IV</i>	\$3.99	<input type="checkbox"/>
<i>So What's For Sale, Anyway? V</i>	\$3.99	<input type="checkbox"/>
<i>So What's It Called, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's That Shiny Thing, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Hoard Like, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Weapon Like, Anyway?</i>	\$3.99	<input type="checkbox"/>
<i>So What's The Human Called, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's The Human Called, Anyway? II</i>	\$1.99	<input type="checkbox"/>
<i>So What's The NPC Like, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>So What's The Pirate Ship Like, Anyway?</i>	\$1.99	<input type="checkbox"/>
<i>Thanegar's Horde</i>	\$3.99	<input type="checkbox"/>
<i>Villains</i>	\$3.99	<input type="checkbox"/>
<i>Villains II</i>	\$3.99	<input type="checkbox"/>
<i>Villains III</i>	\$3.99	<input type="checkbox"/>

ragingswan.com

gatekeeper@ragingswan.com

Free PDFs: With Raging Swan's Free PDF promotion with every purchase of a print product, you can claim free PDFs to value of the purchased item.

ragingswan.com/freepdfs.com

Dual Format PDFs: Dual Format PDF products contain two versions of the same file: one designed for printing and use on a normal computer; the other optimised for use on mobile devices such as iPads.

ragingswan.com/screenpdfs.com



SO WHAT'S THE WEAPON LIKE, ANYWAY?

A Pathfinder Roleplaying Game GM's RESOURCE supplement by Richard Green

The PCs stand triumphant over the bloodied bodies of their fallen enemies. As they bind their wounds and begin to loot the corpses they ask, "So what's that fighter's weapon like, anyway?" An answer such as "it's a masterwork longsword" is somewhat of an anticlimax, but who has the time to prepared detailed weapon descriptions these days given that the PCs will probably just sell it?

So What's the Weapon Like, Anyway? banishes this problem by providing hundreds of detailed items for the busy GM to immediately use in his campaign.



CREDITS

Design: Richard Green
Development: Creighton Broadhurst
Editing: Creighton Broadhurst
Cover Design: Creighton Broadhurst
Layout: Creighton Broadhurst
Interior Artists: Christopher M. Eisert and William McAusland.
Some artwork copyright William McAusland, used with permission.

Thank you for purchasing *So What's the Weapon Like, Anyway?*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *So What's the Weapon Like, Anyway?* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Richard has been playing RPGs since 1980, and has enjoyed running D&D in all four editions. Previous freelance design credits include "A Blight on the Land", a Forgotten Realms adventure written for Dungeon #38 way back in 1992, and contributions to the "Iron Gazetteer" for Open Design. More recently, he has been working on the forthcoming 4th Edition Bestiary for Open Design's Midgard campaign setting.

He is currently running two regular 4th edition D&D campaigns set in the city and wider world of Parsantium, the first campaign setting he created since his teenage years. Check out his blog, *At the Sign of the Green Man* (<http://richgreen01.livejournal.com/>) to learn more about the Parsantium campaign setting and to read other posts about fantasy RPG gaming.

Richard lives in London with his wife Kate and two cats. When he's not playing and writing D&D stuff, he likes to watch Crystal Palace FC try to win football matches.

Product Identity: All trademarks, registered trademarks, proper names (characters, deities, artefacts, places and so on), dialogue, plots, storylines, language, incidents, locations, characters, artwork and trade dress are product identity as defined in the Open Game License version 1.0a, Section 1(e) and are not Open Content.

Open Content: Except material designated as Product Identity, the contents of *So What's the Weapon Like, Anyway?* are Open Game Content as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission. The moral right of Richard Green to be identified as the author of this work has been asserted in accordance with the Copyright Designs and Patents Act 1988. ©Raging Swan Press 2012.

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

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

To learn more about Raging Swan Press, visit ragingswan.com. To learn more about the Open Game License, visit wizards.com/d20.

Published by Raging Swan Press
1st printing, April 2012

CONTENTS

Credits.....	2
Contact Us	2
Errata	2
About the Designer.....	2
Contents	3
Foreword	3
So What's the Hoard Like, Anyway?	18

SO WHAT'S IT CALLED, ANYWAY?

Using this Supplement	4
Simple Melee Weapons	4
Simple Ranged Weapons	7
Light Martial Melee Weapons.....	8
One-Handed Martial Melee Weapons	9
Two-handed Martial Melee Weapons	10
Martial Ranged Weapons.....	11
Exotic Melee Weapons	12
Exotic Ranged Weapons.....	13
Hooks & Complications	14
Famous Weapons.....	16

FOREWORD

In *So What's The Weapon Like, Anyway?* designer Richard Green turns his attention away from things that glitter to the weapons of war. Within you'll find over 200 detailed weapons ready to put into the hands of your villains and PCs alike.

You might be wondering why we've bothered with this supplement. Why do you need 200 detailed, individual weapons? Well, a warrior's weapon can be a very personal item. Beyond its balance and heft, a weapon may be specially decorated for its original wielder. Magical weapons, weapons that are a symbol of authority or that are a family heirloom or intended as a gift are all good candidates for being special in some way. Other weapons are simply unique, bizarre or exotic – the kind of thing the PCs may occasionally find in a treasure hoard.

The weapons herein add to my eternal quest for verisimilitude in my campaign and if you are reading this I'm guessing you are the kind of GM that similarly likes this kind of level of flavour and detail in your game. For myself, I like to describe stuff, even if the description has no real impact on the adventure; the devil's in the detail after all and I want my players to be fully immersed in my campaign world. Adventures should be so much more than a simple series of challenges to overcome to gain XP and gold. Setting and flavour are vital components of a successful adventure or campaign and treasure is a vital part of both. Supplements like this go a long way to giving the GM the tools to place exciting and interesting treasure into his adventures.

As a GM, I'd get a lot of satisfaction out of a player in my campaign keeping one of these weapons and upgrading it as his PC's career develops. As a player, I appreciate this kind of detail as it makes the campaign world come alive for me. Sadly, commercially available adventures and modules rarely have the

space available to detail every notable weapon (and actually they shouldn't as that kind of attention to detail would produce large and unwieldy modules you could use to beat small animals to death).

I doubt anyone reading this will use every weapon on every table in his campaign. Rather, pick and choose some items you know your PCs will find interesting (probably because they wield the same kind of weapon) and see how they react when they discover them.

I hope you find *So What's The Weapon Like, Anyway?* useful. It would be great to hear how using these weapons enriches your campaign – do the players find them interesting and attach a greater valuable to them or do they ignore the detail and move on?

I'd also be keen to learn which variety of this kind of supplement you prefer. Do you like individual items you can drop into your game (like the ones herein and in *So What's That Shiny Thing, Anyway?*) or do you prefer having whole hoards ready to do such as those detailed in *So What's The Hoard Like, Anyway?* and the upcoming *So What's The Hoard Like, Anyway? II*. Drop me a line at creighton@ragingswan.com and let me know!



PS. I'm also open to suggestions for subjects to cover in upcoming *So What's?* so if you've got an idea, drop me a line. Who knows – you might even end up writing it for Raging Swan!

USING THIS SUPPLEMENT

Player: “We loot the bodies. Do we find anything cool?”

DM: “The blackguard had a sword....”

Player: “So what’s the sword like?”

DM: “Er, it looks quite nice; it’s of masterwork quality.”

If the above exchange, or something like it, has ever taken place in your game, this book is for you. This supplement contains descriptions of over 200 interesting and unusual-looking weapons of all types – from the standard longsword, mace and crossbow to the more exotic cestus, boomerang and starknife. You can use these descriptions for the weapons your PCs come across during the course of their adventures, either as part of a treasure hoard, or, more frequently, wielded against them by an NPC or monster.

All of the weapons described herein are valuable and considered to be of masterwork quality. Some are priced as a standard masterwork weapon (i.e. 300 gp + base price), while others are more valuable due to the extra embellishments or special materials used in the weapon’s construction. For example, a sword with a gold hilt studded with precious gems

might be worth 1,000 gp.

While the gp values given are for non-magical weapons, the tables are also intended to help make standard magic weapons more



interesting. Your players will be much more interested in “a magical longsword with a reddish steel crossguard shaped like a pair of dragon’s wings and a blade etched with fire runes” than “a +1 longsword.”

The tables of descriptions are divided into the normal weapon categories; for example, simple melee weapons, simple ranged weapons, light martial melee weapons and so on, making it easy for you to find a suitable weapon. Alternatively, roll on the table below to generate a weapon category, and then use the relevant table to pick a random weapon.

D20	WEAPON CATEGORY
1-4	Simple melee
5-7	Simple ranged
8-10	Light martial melee
11-13	One-handed martial melee
14-16	Two-handed martial melee
17-18	Martial ranged
19	Exotic melee
20	Exotic ranged

The penultimate section of this supplement presents hooks and complications to enable the GM to add extra detail to a weapon, perhaps to spice things up for the PCs or to act as a springboard into the next adventure.

The final section presents seven famous weapons in more detail, complete with names, description, history and other lore.

PERSONAGES AND LOCATIONS

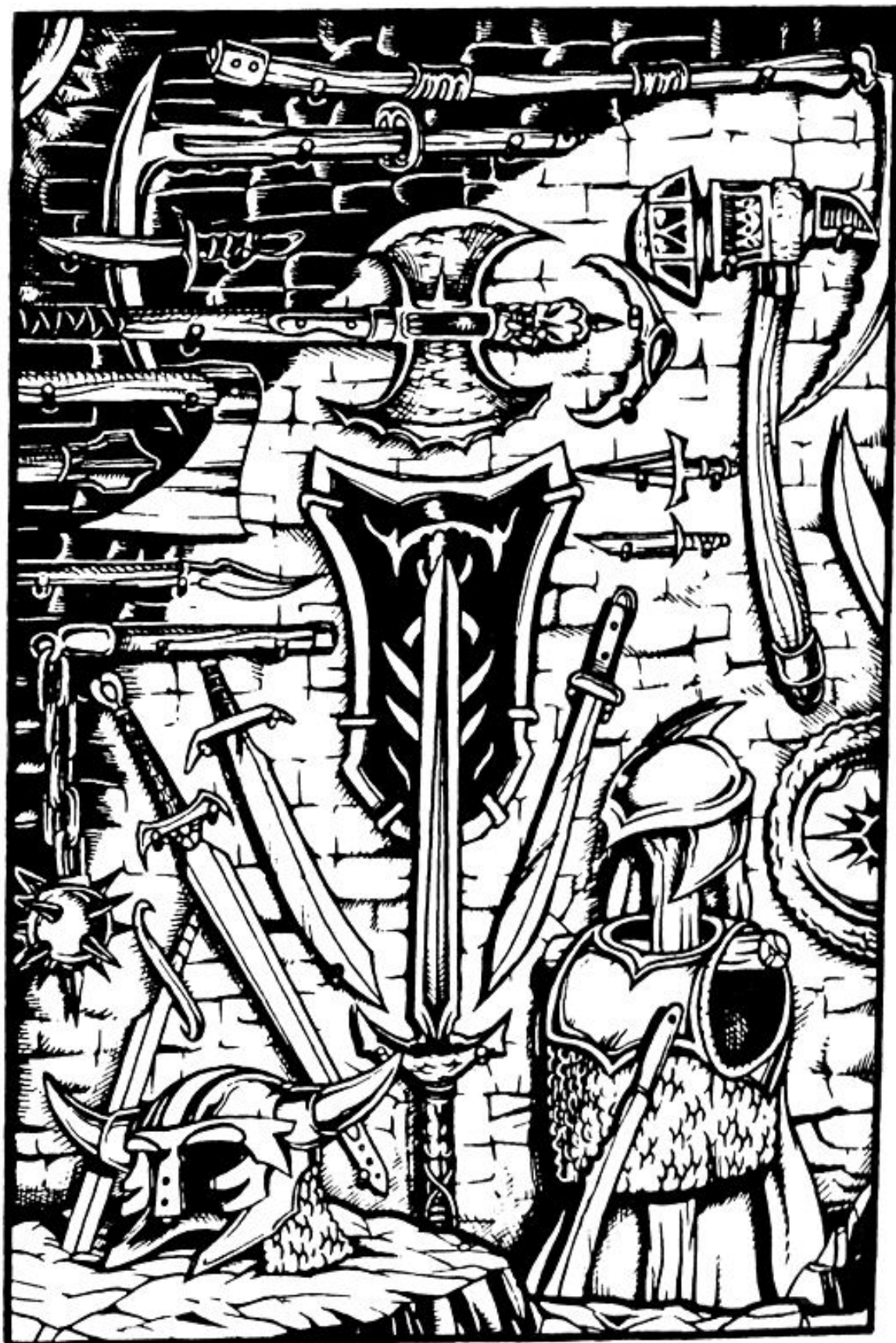
Many of the objects listed in this supplement reference specific persons or locations. Some belong to the Lonely Coast campaign setting (a free download from ragingswan.com) while others are simply placeholder names to be changed at the GM’s whim.

IDENTIFYING & VALUING WEAPONS

Characters can use the Appraise skill to identify and value recovered weapons.

- **DC 20:** Values and identifies a common weapon.
- **DC 25:** Values (and identifies) a rare or exotic weapon.
- **DC 25:** Determines if a weapon has magical properties.
- **Failure by 4 or less:** Weapon identified and valued to within 20% of true value.
- **Failure by 5 or more:** Weapon’s price is wildly inaccurate.

At the GM’s discretion characters with ranks in Craft (weapon) or Profession (weaponsmith) may gain a bonus to these checks.



SIMPLE MELEE WEAPONS

Simple melee weapons, including clubs, daggers, maces and spears, are relatively easy to master, cheap to make and are in widespread use. Although many of these weapons are used by peasants and outlaws, others such as the mace are often wielded by clerics who want to avoid shedding blood, and by knights.

D%	VALUE	WEAPON
01-03	300 gp	Club made from a sturdy, knotty stick of polished black oak, with a large knob on the end.
04-06	300 gp	Six-foot-long maple quarterstaff; each end is capped with a silver ferrule.
07-09	300 gp	Thick oak club studded with bronze knobs; its handle is wrapped in worg hide.
10-12	301 gp	Shortspear with a vicious-looking serrated head and a shaft painted with geometric designs.
13-15	302 gp	Punching dagger with a wooden hilt carved with snakes and grinning devils.
16-18	302 gp	Short-bladed punching dagger with mahogany handle inlaid with mother-of-pearl.
19-21	305 gp	Eight-foot long longspear with a broad "ox tongue" blade engraved with knotwork patterns.
22-24	305 gp	Blue leather cestus fitted with nasty metal spikes, stamped with the symbol of the War God.
25-27	305 gp	Spiked steel gauntlet inlaid in gold with fire and lightning designs.
28-30	305 gp	Boar-spear with a leaf-shaped iron blade; its shaft is inlaid with miniature hunting scenes in silver.
31-33	305 gp	Light mace comprising a copper lion-shaped head fixed to a stout wooden handle.
34-36	308 gp	Morningstar with five symmetrical spikes and a wooden haft decorated with spiral patterns.
37-39	312 gp	Heavy mace of Khemeti origin; its round stone head is attached to a wooden handle and decorated with bulls and scorpions.
40-42	312 gp	Six flanged heavy mace (pernach) with a metal handle and a grip covered in blue lizardskin.
43-45	326 gp	Razor-sharp silver-bladed sickle, with an oak haft carved with symbols of the sun, moon and stars.

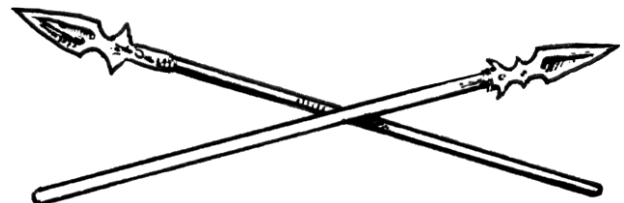
46-48	350 gp	Silvered dagger with an eagle-shaped pommel made of gold.
49-51	350 gp	Morningstar with a rectangular head and two rows of four spikes each; the grip is wrapped in green basilisk hide.
52-54	350 gp	Five-foot spear with a wavy, curved blade of blue-tinged steel and a grip made of sharkskin.
55-57	350 gp	Ebony club carved with battle scenes of gnoll warriors fighting striped centaurs.
58-60	400 gp	Triangular-bladed dagger with a hilt fashioned from a dragon's tooth.
61-63	400 gp	Light mace topped with a demonic-looking baboon-shaped head made from bronze.
64-66	400 gp	Five-foot long birch quarterstaff; its shaft is carved with delicate leaf patterns.
67-69	450 gp	Cold iron sickle with a serrated blade and ash handle decorated with cockatrice feathers.
70-72	450 gp	Steel-bladed dagger inlaid with gold spiral patterns and a silver pommel shaped like a bear's head.
73-75	450 gp	Gnarled-looking wizard's staff cut from oak, surmounted with a carved gargoyle head with two peridots for eyes.
76-78	500 gp	Shortspear with a head of polished obsidian and brightly coloured feathers tied to the top of the shaft.
79-81	500 gp	Morningstar with 22 spikes; its steel haft has a grip inlaid with gold panels depicting knights battling dragons.
82-84	500 gp	Silver battle aspergillum engraved with the holy symbol of Conn.
85-87	600 gp	Flanged heavy mace with a steel hilt inlaid with platinum scrollwork.
88-91	600 gp	Sinister-looking dagger with a curvy blade and a pommel topped with a lurid green tourmaline.
92-94	650 gp	Darkwood quarterstaff carved with images of ravenous wolves.
95-97	750 gp	Longspear with a serrated head etched with intricate scenes of monster-slaying.
98-00	750 gp	Curved steel dagger, its blade inlaid with gold, with a horse head-shaped hilt carved from jade.

SIMPLE RANGED WEAPONS

Simple ranged weapons include crossbows, darts, javelins and slings, and, as with simple melee weapons, can be used without too much difficulty. The crossbow, while quite expensive, is a standard weapon for many local militias and town guards, as well as being popular with brigands and thieves. The sling is often the weapon of choice for halflings and other roguish types.

D%	VALUE	WEAPON
01-04	60 gp	10 iron sling bullets, each one marked with the symbol of Gerrent Firestoker, master weaponsmith.
05-08	60 gp	10 iron sling bullets, with a thunderbolt marked on one side and the legend "take that!" written on the reverse in Halfling.
09-12	61 gp	10 crossbow bolts with fletching of reddish-brown harpy feathers.
13-16	61 gp	10 crossbow bolts with blue fletching, and three blue rings painted around each shaft.
17-20	61 gp	10 blowgun darts with razor-sharp wooden tips and quetzal-feather fletching.
21-24	81 gp	10 crossbow bolts with silver tips, and shafts marked with the holy symbol of Darlen the sun god.
25-28	120 gp	10 cold iron sling bullets, each one engraved with the dwarf rune for "strength."
29-32	300 gp	Sling made from strong woollen cord, dyed purple, with a cradle fashioned from elephant hide.
33-36	301 gp	Dart with purple fletching made from a vrock feather.
37-40	301 gp	Javelin with a birch shaft and a striking serpent design etched into the head.
41-44	302 gp	Four-foot-long wooden blowgun made by the goblin tribes of Nwango Crater and painted with tiny dinosaurs.
45-48	321 gp	Khemeti charioteer's javelin with bronze head and darkwood shaft.
49-52	321 gp	Silver-tipped dart; its shaft branded with an eagle symbol, and fletched with giant eagle feathers.
53-56	325 gp	Sling fashioned from braided hemp with a wyvernskin cradle.
57-60	335 gp	Light crossbow made from yew with etched ivory plates on each side of the stock.
61-64	350 gp	Heavy crossbow made from ash with a stock inlaid with mother-of-pearl.

65-68	400 gp	Viking javelin, its bronze head decorated with knotwork patterns, and the shaft ringed with gold.
69-72	400 gp	Dart with a mahogany shaft and pegasus feather fletching.
73-76	400 gp	Javelin with a barbed iron head, mounted on an elm shaft carved with angular patterns.
77-80	425 gp	Six-foot-long blowgun made from tigerwood and carved with detailed jungle hunting scenes.
81-84	450 gp	Light crossbow, its yew stock inlaid with silver leaf and floral patterns.
85-88	450 gp	Javelin whose shaft is carved with depictions of stags running through a forest.
89-90	500 gp	Sling woven from silk and gold thread with a cradle made from black and red spirit naga hide.
91-92	500 gp	Javelin with a gold-plated head inlaid with platinum ship and wave designs, attached to a maple shaft.
93-94	500 gp	Heavy crossbow built from wood and horn with a rack-and-pinion mechanism to crank the bow; the bow and stock are decorated with gold tooling.
95-96	600 gp	Light crossbow made from teak and inlaid with turquoise and greenstone designs.
97-98	650 gp	Heavy crossbow with a pull lever mechanism and bulette sinew whipcord; the metal parts of the bow are engraved with detailed scenes of mounted knights of Kjarran battling monsters.
99-00	750 gp	Pyramid-headed javelin with the top part of the shaft plated in gold and engraved with scenes of life in the exotic city of Sabtah.



LIGHT MARTIAL MELEE WEAPONS

Light martial weapons require training to use well and therefore tend to be found in the hands of fighters, rangers and other warriors. Because they are relatively easy to use in the off-hand, they are popular with two-weapon fighters. Street weapons such as the sap and the switchblade also fit into this category, because they are both readily concealed when the Watch are around, and can be wielded while grappling in a street brawl.

D%	VALUE	WEAPON
01-04	250 gp	Spiked light darkwood shield, with two gold lions rampant on a blue field.
05-08	301 gp	Light hammer of dwarven workmanship with a gold band around the haft.
09-12	301 gp	Black leather sap with "Sweet Dreams!" stitched into it in silver thread.
13-16	304gp	Light pick with a bronze head inlaid with silver owl and hawk designs.
17-20	305 gp	Five-inch switchblade, concealed inside a peryton horn handle, spring-loaded to appear when a small button is pressed.
21-24	306 gp	Handaxe with a wooden handle carved with drinking and feasting scenes.
25-28	308 gp	Pearl-handled long-bladed short sword with a gold clasp; the initials "Q.L." are etched into the blade.
29-32	308 gp	Gnomish throwing axe with forest scenes incised on the blade.
33-36	308 gp	Curved kukri with several holes drilled into it to reduce its weight; one hole has a large gold ring through it.
37-40	310 gp	Short sword with crescent-shaped copper pommel and sharkskin grip.
41-44	321 gp	Light pick with a very sharp silvered head and an ornately carved wooden handle.
45-48	350 gp	Short sword of excellent hobgoblin workmanship; its hilt is topped with a silver skull-shaped pommel.
49-52	324 gp	Four-pointed starknife, its handle inlaid in silver with symbols of good luck.
53-56	350 gp	Bronze throwing axe with a whalebone handle covered in scrimshaw depicting dragonships.
57-60	350 gp	Light hammer with a grip of mantichore fur bound in gold thread.
61-63	375 gp	Wicked-looking kukri with a red-

		tinged steel blade and a black leather hilt wrapped in gold wire.
64-66	400 gp	Lead-filled sap made from purple worm hide with a lanyard of black spidersilk.
67-69	400 gp	Bronze gladius with a black leather scabbard decorated in gold with gladiatorial scenes.
70-72	450 gp	Handaxe with a plain oak handle and a dragon design inlaid in silver on its black steel blade.
73-75	500 gp	Short sword with undulating blade of green-tinged steel, with a grip of dark green snakeskin and a gold pommel shaped like a serpent's head.
76-78	500 gp	Light pick of gnomish design with a large pink garnet in the pommel.
79-81	600 gp	Gold-plated handaxe with a lattice motif and a relief depicting a ram.
82-84	650 gp	Short sword with an ornate hilt inlaid with lapis lazuli and mother-of-pearl and a pommel set with a large aquamarine.
85-87	650 gp	Throwing axe with a darkwood handle inscribed in platinum with dwarven battle cries.
88-90	700 gp	Pair of highly polished red pyrohydraskin blade boots, decorated with a flame motif.
91-92	750 gp	Handaxe with both sides of the blade damascened in gold with scenes of Viking warriors taking down a mammoth.
93-94	1,000 gp	Silvered short sword, its blade engraved with a halfling warrior battling a werewolf.
95-96	1,250 gp	Mithral-headed light hammer, its handle studded with a trio of amethysts.
97-98	1,500 gp	Short sword with a gold crossguard and crocodileskin grip; its pommel is topped with a pale blue topaz.
99-00	3,500 gp	Adamantine short sword with a wolf's head-shaped pommel set with two pale green tourmaline eyes.



ONE-HANDED MARTIAL MELEE WEAPONS

The one-handed martial melee category includes several classic weapons: the longsword (beloved of the “sword and board” fighter), the battleaxe (much favoured by dwarves and Vikings), the rapier (commonly paired with a dagger by swashbuckling two-weapon fighters), and the exotic scimitar (popular with flashy desert swordsmen). Like other martial weapons, they all require special training to wield effectively.

D%	VALUE	WEAPON
01-04	200 gp	Heavy spiked shield, bearing a coat of arms with a vert (green) wyvern on a silver (argent) field.
05-08	305 gp	Terbutje club of polished mahogany, studded with shark’s teeth and obsidian shards; a feathered serpent is painted on the haft.
09-12	308 gp	Flail with a spiked ball attached to a hickory haft branded with the sign of the Brutal Scourge gnoll tribe.
13-16	308 gp	Heavy pick with a handle grip fashioned from rust-red lizardskin.
17-20	310 gp	Battleaxe forged from bluish steel and marked with the symbol of the Stonefist dwarf clan.
21-24	312 gp	Warhammer with a leering demonic face carved into the business end of its head.
25-28	315 gp	Highly polished scimitar; its blade is inscribed with prayers to the God of the Desert Winds.
29-32	315 gp	Bronze-headed trident; its oak haft is carved with scenes of gladiatorial combat.
33-36	315 gp	Cross-hilted longsword; the image of a snake inlaid in silver coils around the grip.
37-40	320 gp	Steel rapier with a silver basket hilt of delicate filigree.
41-44	320 gp	Scizore, a tube made of hardened rhinoceros hide, designed to be worn on the arm, with a razor-sharp semi-circular blade attached.
45-48	345 gp	Ebony sword cane; one end is shaped like the head of a black cat and can be pulled out to reveal a needle-like blade.
49-52	350 gp	Longsword with a serrated blade and bronze hilt topped with a dragon’s skull shaped pommel.
53-56	350 gp	Battleaxe with images of Viking dragonships engraved onto the two cheeks of the blade, and a wooden haft decorated with fine knotwork.

57-60	400 gp	Scimitar with a hilt inlaid with ivory and set with four spinels, two blue and two red.
61-64	450 gp	Iron trident attached to a wooden haft painted with lines of poetry in the exotic script of the kingdom of Gopura.
65-68	500 gp	Steel longsword surmounted with a gold pommel in the shape of the rising sun, set with a red spinel. The blade bears the inscription “The strong must protect the weak.”
69-72	500 gp	Heavy pick decorated in gold with the stern likeness of the dwarf king Odvin Hammerschlag.
73-76	600 gp	Scimitar with a hilt damascened with mithral patterns and set with two pale blue moonstones.
77-80	600 gp	Longsword with a reddish steel crossguard shaped like a pair of dragon’s wings; its blade is etched with fire runes.
81-84	700 gp	Flail with a cold iron ball bearing over a dozen spikes, attached by a chain to a darkwood haft inlaid with silver spiral patterns.
85-88	700 gp	Warhammer with the holy symbols of the dwarven gods inlaid in gold on both ends of its head.
89-90	750 gp	Longsword with undulating blade of black steel carved with arcane symbols; its hilt is topped with a dark red ruby.
91-92	800 gp	Fine silvered rapier with a complex, sweeping hilt and a pommel set with a dark indigo schorl.
93-94	900 gp	Ostentatious longsword, its blade inlaid with ornate gold scrollwork bearing the legend “For Kjarran and her Queen!”
95-96	1,000 gp	Silvered battleaxe with a sturdy oak handle and a troll’s face etched into the blade.
97-98	1,250 gp	Mithral longsword with a gold hilt set with three cabochon-cut opals.
99-100	1,500 gp	Scimitar with a green leather grip, gold pommel and an emerald in the crossguard; its blade is engraved with vine leaves.



TWO-HANDED MARTIAL MELEE WEAPONS

Two-handed martial melee weapons include the greatsword, a favourite of many warriors for its reliability and power, and the greataxe, the weapon of choice for barbarians and others who like dealing out tons of damage in combat. As well as these iconic weapons, this group includes several different types of polearm. These have different names and functions, but are all essentially long-hafted weapons with a blade or axe of some sort on the business end.

D%	VALUE	WEAPON
01-04	308 gp	Nine-foot glaive with a convex blade fixed to the haft with copper nails; the blade is stamped with a star-shaped maker's mark.
05-08	308 gp	Grim-looking scythe, its haft made from darkest ebony and carved with gloomy depictions of the Underworld.
09-12	309 gp	Guisarme with an elaborately engraved, curved and hooked blade.
13-16	310 gp	Fourteen-foot-long wooden lance, painted with blue and white bands, tipped with a leaf-shaped spear point.
17-20	310 gp	Eight-foot-long halberd, its richly decorated axe blade topped with a long spear point and backed with a spike.
21-24	310 gp	Ceremonial ranseur of the Royal Guard of Kjarran; seven-foot-long, its spear tip has a crescent-shaped cross hilt at its base and the royal crest is inlaid in silver in the haft.
25-28	315 gp	Three-chained heavy flail; each chain has a ball with nine spikes and the handle is adorned with three gold bands.
29-32	315 gp	Lucerne hammer with three pronged-head mounted on a seven-foot darkwood pole which is decorated with geometric patterns.
33-36	320 gp	Double-bladed greataxe; each face is engraved with scenes from the exploits of the legendary warrior-skald Ulthar Forkbeard.
37-40	335 gp	Naginata with a haft of black lacquered wood decorated with a gold leaf phoenix and scorpion.
41-44	350 gp	Greatsword forged by Gerrent Firestoker and bearing his symbol; the grip is black snakeskin and the crossguard has a serpent's head on each end.

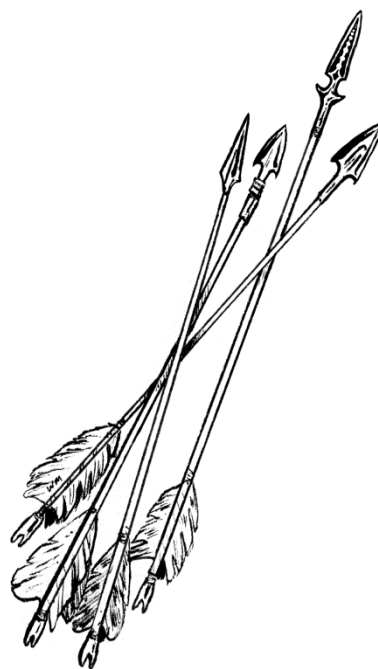
45-48	350 gp	Bardiche with a two-foot crescent-shaped axe blade forged from cold iron attached to a five-foot haft inlaid with silver runes of warding.
49-52	350 gp	Greatsword with the top part of its copper hilt shaped like a man with outstretched arms.
53-56	375 gp	Handsome falchion bearing heraldic devices on its bronze pommel – three leopards on one side and an eagle on the other.
57-60	400 gp	Mighty greataxe of orcish origin; the blade is incised with angular patterns and “Bringer of Death” in orcish is inlaid into the haft in gold.
61-64	400 gp	Black iron greatsword with a dragon skull-shaped pommel; the skull has red spinels for eyes.
65-68	450 gp	Gopuran halberd, its axe head decorated with floral patterns and grinning demons.
69-72	500 gp	Silver-tipped lance, its handle decorated with silver filigree and the tufted tail of a griffin.
73-76	500 gp	Greatsword with an undulating blade and four silver spikes fixed just above the gold crossguard.
77-80	500 gp	Bronze-bladed greataxe decorated with incised spiral patterns; the oaken haft is inlaid with platinum and gold.
81-84	750 gp	Greatsword with a silver hilt shaped like a white dragon; “Winter is Here” is inscribed on the blade.
85-88	900 gp	Golden heavy flail of Khemeti origin; its handle is inlaid with lapis lazuli.
89-92	1,250 gp	Silvered greataxe with a flame drakeskin handle studded with amethysts.
93-96	1,500 gp	Falchion forged from red-tinged steel; its blade is etched with scenes from an Abyssal city, and a ruby is set in its gold hilt.
97-00	2,000 gp	Mithral greatsword with a gold hilt topped with a pommel shaped like a crescent moon; the sword's blade is incised with arcane symbols.

MARTIAL RANGED WEAPONS

Longbows and shortbows, including composite bows, are the main types of martial ranged weapons. Harder to use than a crossbow and often requiring considerable strength on the part of the archer, these bows are favoured by rangers, elves, outlaws and trained soldiers. This category also includes a handful of unusual throwing weapons.

D%	VALUE	WEAPON
01-05	121 gp	20 arrows with white fletching of rare hippogriff feathers.
06-10	121 gp	20 arrows with green fletching and stamped with a silver tree symbol.
11-15	121 gp	20 arrows with black and white fletching made from the feathers of the steppe roc and painted in red with a charging horse symbol.
16-20	121 gp	20 arrows with multi-coloured fletching made from couatl feathers.
21-25	125 gp	20 blunt arrows whose rounded wooden tips have smiling gnome faces painted on them.
26-30	125 gp	20 lightweight flight arrows with cedar shafts and spiralled fletching made from giant owl feathers.
31-35	130 gp	20 smoke arrows with yew shafts and reddish-brown hawk feather fletching.
36-40	304 gp	Hoop-shaped brass chakram inlaid with silver patterns and small greenstones.
41-45	305 gp	Hunga munga fashioned by natives of the Nwango Crater; its handle is made from triceratops horn.
46-50	305 gp	Heavy pilum (javelin) with a barbed iron head; the shaft is painted with zigzag patterns in several colours.
51-54	330 gp	Maple shortbow with a handgrip of camel hide dyed red; the limbs are embellished in gold leaf with desert scenes.
55-58	330 gp	Well-crafted elm shortbow bearing the mark of the halfling bowyer Rufus Scatterwits of Wolverton.
59-62	375 gp	Recurved composite shortbow made from birch, horn and sinew, decorated with fine silver inlay.
63-66	375 gp	Longbow built from mulberry, with a handgrip made from dark green hydra hide.
67-70	375 gp	Composite shortbow with ivory side-plates on the grip, decorated with scrimshawed wolf designs.
71-74	400 gp	Finely crafted recurved composite

		longbow with floral patterns and animal designs inlaid in gold on the grip and limbs.
75-78	400 gp	Chakram with a copper S-shape fixed inside the outer ring of silvered steel.
79-82	450 gp	Hickory shortbow with silver-tipped limbs inlaid with swirling silver patterns of elven design.
83-86	450 gp	Yew longbow carved with delicate leaf patterns, and with gold caps on the end of each limb.
87-90	500 gp	Painted shortbow decorated with green, red and gold gargoyles on one side, and leaves scrolling around a branch on the other; its grip wrapped in red silk and gold wire.
91-94	500 gp	Recurved composite longbow, its limbs painted black and decorated in gold leaf with depictions of life among the horselords of the steppes.
95-97	600 gp	Darkwood longbow adorned with ornate silver demonic skulls on either side of the grip.
98-00	750 gp	Beautifully decorated lacquered longbow from Gopura, bearing bright designs of birds, trees and stars in black, green, yellow and orange.



EXOTIC MELEE WEAPONS

Exotic weapons are harder to master than martial weapons so those who want to wield one effectively need to be trained by a master of that particular weapon. Exotic melee weapons include monk weapons like the nunchaku and kama, as well as the deadly spiked chain, the fearsome bastard sword and the mighty dwarven urgrosh.

D%	VALUE	WEAPON
01-04	301 gp	Whip made from the skin of a giant constrictor snake, with a handle wrapped in silver wire.
05-08	301 gp	Sai with a bronze hilt, its pommel set with a polished sardonyx.
09-12	302 gp	Nunchaku made from two lengths of mahogany joined together by a silver chain; each handle is painted in red with Keiwanese characters.
13-16	302 gp	Kama with a fine wooden handle inlaid in silver with images of dancing cranes.
17-20	303 gp	Siangham with a shaft decorated with patterns in gold leaf and a grooved wooden handle.
21-24	325 gp	Spiked chain; each spike has a human skull symbol stamped into its side.
25-28	330 gp	Dwarven waraxe with a large foaming beer mug engraved on both faces of the blade and copper wire wrapped around the grip.
29-32	335 gp	Bastard sword with a red leather grip and a golden rose-shaped pommel.
33-36	350 gp	Dwarven urgrosh; the axe head and spear blade are engraved on both sides with silvered runes telling the story of the great but tragic dwarf hero Theirin Orcsmiter.
37-40	360 gp	Gnome hooked hammer with a silvered hammer head and a steel pick head; the handle is decorated in silver with mining scenes.
41-44	360 gp	Orc double axe; both of its heads are engraved with orcish symbols including a single eye, skulls, severed heads and big axes.
45-48	380 gp	Elven curve blade etched with leaf-like patterns; the sword has an ornate hand guard of delicate silver filigree.
49-52	390 gp	Dire flail with copper bands around the shaft and handgrips wrapped in spotted hyenaskin.

53-56	400 gp	Khemeti khopesh sword with a bronze blade bearing decorative a electrum inlay and a gold hilt with a snakeskin grip.
57-60	400 gp	Dwarven waraxe with the blade damascened in silver with underground battle scenes and the bronze end of the haft shaped like a dwarven warrior's head.
61-64	450 gp	Gnome hooked hammer; its handle is set with uncut gemstones and engraved with depictions of kobolds running in terror from angry gnomish miners.
65-68	500 gp	Whip made from an ixitxachitl tail studded with barbed sea urchin spikes, attached to a white coral handle carved with undersea scenes.
69-72	500 gp	Bastard sword with a vicious-looking serrated blade and a devil-shaped electrum hilt.
73-76	600 gp	Dire flail with both balls studded with silvered spikes; the central grip is ivory, incised with scenes of gnoll packs at war.
77-80	650 gp	Finely crafted wakizashi with an ivory hilt inlaid with gold and topped with a gold foo dog. This sword is paired with the katana below to form a daisho.
81-84	750 gp	Finely crafted katana with a delicately curving steel blade; the hilt is ivory inlaid with gold and is topped with a gold foo lion.
85-88	800 gp	Two-bladed sword with one blue-tinged steel blade and one green-tinged; the central grip is wyvernskin finished with gold.
89-92	1,000 gp	Cold iron bastard sword with the holy symbol of Darlen the sun god engraved into the blade; the hilt is platinum, surmounted with a single deep blue spinel.
93-96	1,500 gp	Elven curve blade inlaid with gold and mithral scenes of life in the elven kingdoms; the hilt of the sword is adorned with four green chrysoberyls.
97-00	3,000 gp	Mithral bastard sword with a gold hilt and a large sapphire in the centre of the crossguard.

EXOTIC RANGED WEAPONS

This category includes a number of unusual projectile and thrown weapons that are tricky to use without training from a weapon master. Several varieties of crossbow come under this heading – the hand crossbow (often used by drow elves to deliver doses of sleep poison), the repeating crossbow (a favourite of the insane derro) and the double crossbow. Other exotic ranged weapons include the barbed fighting net, the lasso, the boomerang and the halfling sling staff.

D%	VALUE	WEAPON
01-04	30 gp	Magazine of five repeating crossbow bolts, inlaid in silver with the symbol of the wealthy Ko family.
05-08	30 gp	Magazine of five repeating crossbow bolts; each bolt is fletched with tawny griffon feathers.
09-12	31 gp	Five shuriken, shaped like six-pointed stars, made from bluish steel.
13-16	31 gp	Five shuriken, five-pointed star-shaped and inlaid in gold with elemental fire sigils.
17-20	31 gp	Five shuriken, made with four curved dagger-like blades, stamped with the Keiwanese character for "Blood."
21-24	51 gp	Five silvered cross-shaped shuriken, etched with lung dragon designs on both sides.
25-28	250 gp	Round steel throwing shield emblazoned with a silver pegasus and a gold sphinx.
29-33	300 gp	Lasso made from silk rope interwoven with gold thread.
34-38	303 gp	Teak boomerang, colourfully painted with spiral patterns and images of wild animals.
39-43	305 gp	Triple-weighted bola (boleadora); its weights are three wooden balls, filled with stones and painted with scenes of striped centaurs hunting antelope, attached to strong silk cords.
44-48	305 gp	Bola with two painted wooden balls, carved to resembled leering demonic faces.
49-52	310 gp	Beautifully patterned woven wicker sling glove, two-foot-long and scoop-shaped, with camelhide straps to fix it to the wielder's

		forearm.
53-56	320 gp	Net fashioned from giant spider silk with a trailing silk rope and dozens of tiny ivory barbed hooks in its weave.
57-60	320 gp	Halfling sling staff; the staff is cut from oak and carved with rustic scenes, and the cradle is made from fine soft leather.
61-64	375 gp	Dwarf-made repeating crossbow of sturdy construction; silver plating on the oaken stock is engraved with clan runes.
65-68	400 gp	Hand crossbow made from ash and black steel and decorated with silver trim; the pistol-like stock bears the mark of a notorious guild of assassins.
69-72	400 gp	Halfling sling staff made from ash with the legend, "Strike one for the small folk" inlaid in gold; its cradle is made from dinosaur hide.
73-76	500 gp	Hand crossbow made from black lacquered wood, inlaid in silver with the insignia of a prominent drow noble house.
77-80	550 gp	Repeating crossbow made from yew; metal plates on the stock are damascened in gold with images of stags, boars and hounds.
81-84	600 gp	Bulky double crossbow, made from chestnut and decorated with swirling patterns in gold inlay; one bow is mounted above the stock and the other below.
85-88	700 gp	Repeating heavy crossbow made from mulberry and fine steel, with ivory plating on the stock scrimshawed with tranquil lake and temple scenes.
89-92	750 gp	Drow hand crossbow, built from the dark wood of giant subterranean mushrooms, inlaid with spiderweb designs in mithral.
93-96	1,000 gp	Repeating crossbow with platinum plates on the stock engraved with images of cloud-topped mountains.
97-00	1,800 gp	Fighting net made from the finest mithral mesh with platinum barbs and a trailing rope of drider silk.

HOOKS & COMPLICATIONS

Sometimes a weapon taken in battle or found as treasure has an interesting back-story, or there might be something odd about the item that leads to further adventures. This section presents tables of potential adventure hooks and other complications the GM can add to a weapon. Either roll or pick something suitable.

TABLE 1: PREVIOUS OWNERS

At the GM's discretion, PCs making a DC 20 Knowledge (history) or (local) check learn more about a weapon's former owner.

D20	THE WEAPON...
1	was worn by the boy pharaoh and warrior-king Nermekhket, first to unite the Blue and Green Kingdoms of Khemet.
2	was wielded by Leaping Mantis, a Keiwan martial arts expert and master of exotic weaponry.
3	never left the side of Darrovir Halfman, legendary outlaw and champion of the downtrodden.
4	was the favourite of Walks-Like-A-Panther, plains hunter and Blessed Protector of the Kwali tribe.
5	was wielded by the kinslayer Urgoskar the Bloody, Gnoll Khan of the Blasted Steppes.
6	was owned by the gnomish swashbuckler Quintin Truckle, Defender of the Loam Warrens and Queen's Champion.
7	once belonged to Subishi Nin, ruthless daimyo and bloodthirsty warlord of Nokomai Province.
8	was lost in a magical sandstorm by Karim Al-Jazeer, desert-dwelling mystic and whirling dervish.
9	was stolen by Myrtle Thornberry, halfling master cat burglar, from the Royal Treasury in Sabtah.
10	was lost in the Tangled Wood by Tarrin Longstrider, noted ranger and wanderer.
11	was wielded in defence of the Great Library of the Central Labyrinth by Arcturus, minotaur librarian.
12	was looted from the undersea vaults of the Triton King of the Coral Sea.
13	went down with all hands aboard the Dolphin's Song when she was destroyed by a kraken.
14	Wielded by Caranthir Greenmantle, half-elf bard, romantic poet and notorious heartbreaker.
15	is a lost heirloom of the Locher family of the Lonely Coas.
16	was lost in battle by the Hellknight Radulf Blackhawk, loyal servant of the cult of Asmodeus; he will stop at nothing to get it back.
17	once belonged to the female elf ranger and famed archer Ella Starbright.
18	was wielded in battle during the Great Schism by Einhard, warpriest of Conn the Lawgiver.
19	was the preferred instrument of violence of Ogstruf Jagtusk, chief of the Slaving Maw orcs.
20	is part of the lost treasure hoard of Peder Uren.

TABLE 2: FAMOUS VICTORIES

At the GM's discretion, PCs making a DC 20 Knowledge (history) check learn more about an item's past.

D20	THE WEAPON...
1	beheaded dozens of zombies when the Pale Priest sent his undead horde into the village of Gaelkirk.
2	ended the life of the frost giant jarl in the depths of his freezing mountain-top home.
3	slew a notorious sphinx whose riddles were impossible to answer. Some call it "Answerer" in recognition of the deed.
4	severed the ten regenerating heads of the Dread Hydra of the Stinkwallows.
5	killed the rakshasa posing as the rajput of Gopura.
6	played a vital role in ending the city-wide turf wars among the thieves' guilds of Vastenberg.
7	slew the efreeti sultan Numair Al-Qabid in a sky-high battle over the southern desert.
8	defeated the lizardfolk chieftain and his champion in the dark reptile god's temple.
9	was coated in poison and used to slay the Matron Mother of the Sha'hezazi clan in the drow city of Dol Felezzan.
10	delivered the killing blow that won last year's Victory Games. Since then, it has changed hands several times – sometimes even for money!
11	brought the Troll King down in his own throne room.
12	was used to murder the infamous gnomish illusionist Robinn Swiftshadows in his sleep.
13	cut the great dwarf hero Theirin Orcsmite free from the tentacles of an enormous roper.
14	shot the young white dragon Hoarfrost the Red-Eyed out of the skies.
15	killed the last lord of the Star Elves as he stood on his treetop balcony gazing at the night sky.
16	took down the Medusa Queen after she had almost wiped out the Brave Avengers of Albany with her stony gaze.
17	gutted the hobgoblin warlord as he led an attack on Kjaran.
18	slew the Spider Lord of the Gloomdeep Forest and is yet stained with its foul ichor.
19	pierced the heart of the vampire prince Kaspar Manilov.
20	sent the angel Dalmuzi crashing to her doom. Viewed as an unholy relic of a ebon faith, its destruction would avenge Dalmuzi's destruction.

TABLE 3: INSCRIPTIONS & MARKS

A DC 20 Perception check reveals something about the weapon.

D20	THE WEAPON...
1	is inscribed with elvish writings that only appear in moonlight. They read "Blessed are the Lords and Ladies of the Courts of the Summer Kingdom."
2	is stamped with a single eye in the Khemeti style.
3	bears the symbol of an octopus-like tentacled creature; this is the mark of a strange religious cult.
4	is engraved with the name "Bringer of Doom" in the goblin language.
5	is marked with a symbol of a human skull surrounded by a double ring of fire.
6	is inscribed with the legend "The wise man always seeks the truth" in mirror script.
7	has a secret compartment which conceals the tightly-folded last will and testament of Amandhu Daeni, Earl of Renhaven, in which he leaves everything to his concubine, Yasmina.
8	is marked with the clenched fist and sword symbol of the Ever-Resilient Blades mercenary band.
9	has a secret message hidden amongst the decorative patterns adorning the weapon. It reads: "Embed this blade in the Standing Stone of Marloch to open the portal."
10	has the words "The answer to the sphinx's riddle is a castle" scratched into the haft.
11	bears the hammer and anvil maker's mark of the legendary dwarven weaponsmith, Yorrim Flintheart, doubling its value to dwarves.
12	has a tiny crow symbol carved on it; this is the sign of the Gray Rooks, a secretive group of spies and assassins in the service of the kingdom of Kjarran.
13	is emblazoned with the heraldic crest of Sir Throndas, paladin of the War God, now revered as a saint.
14	has three animal symbols incorporated into its design – a bear, a wolf and a stag – one above the other. These provide the correct sequence for the puzzle lock on the sealed doors into the crypt of Erik Kragsgeld, Viking warlord.
15	has "Death to the House of Vinekh!" inscribed on its blade or haft.
16	is inscribed with dark, twisted sigils of the Abyss.
17	has a secret compartment which contains a tiny vial holding a poison, potion or elixir.
18	has the word "Hadramkath", the name of a long-lost dwarven hold, carved into the blade.
19	has the words "A curse be upon the unrighteous man who wields this blade" etched into the hilt; if the wielder is not of lawful good alignment, he takes a -2 penalty to attack rolls until the curse is lifted (DC 18 Will save, wielder must save daily).
20	has the symbols of the Old Gods hidden among the designs and patterns decorating the weapon.

TABLE 4: OTHER COMPLICATIONS

Some weapons have additional features or powers; most are discovered through use.

D20	THE WEAPON...
1	possesses an evil aura which can be detected by a paladin or with the <i>detect evil</i> spell.
2	is a non-magical duplicate of a powerful artifact, correct in every detail.
3	acts as a key that can open the treasure vault doors in the dungeons beneath the Citadel of Kronzak the Unforgiving.
4	never rusts or tarnishes, even if left outside in damp weather or struck by a rust monster.
5	glows with a soft green light when drawn from its scabbard or held aloft.
6	becomes warm to the touch when wielded in battle.
7	is pitted with rust and needs cleaning by a skilled weaponsmith to realise its full value.
8	is made of fragile materials and gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon.
9	was once a powerful magic item but has now been drained of all its magic.
10	is made of stone or bone rather than metal, and is worth 25% of listed value.
11	was forged in the white-hot fires beneath the volcanic Mount Jezrad by fire giant smiths, granting it +10 hardness.
12	is described in a cryptic prophecy; the wielder of the weapon will bring about the end of the world.
13	is sized for a Large or Small creature to wield.
14	is one of a matched pair of weapons. If both are brought together, they manifest magical powers. A DC 25 Knowledge (arcana) check reveals this.
15	the whispering voices of those slain by the weapon can be heard at night by its wielder.
16	is part of the royal regalia of the dwarven mountain kingdom of Khazdralhad. Dwarves who wield the weapon may be mistaken for royalty; non-dwarves may be challenged as thieves.
17	was forged in the sunless realms of the drow and corrodes rapidly in sunlight, gaining the broken condition after 12 hours exposure.
18	will complete the arms and armour collection of Basmar Teletz, filthy rich noble and arrogant show-off. A DC 15 Knowledge (local) reveals this. Basmar will pay handsomely for the weapon and stops at nothing to get it if told it is not for sale.
19	drips blood for several minutes after it has claimed a life.
20	was crafted in the forges of the undersea realm of the Triton King; when grasped the wielder can hear and smell the sea.

FAMOUS WEAPONS

This section presents details of seven weapons, including their names, physical appearance, history, current owner or location and other lore. These weapons can be used as the objective of an adventure or quest for a party, or just as a significant find in a treasure hoard. For each weapon, suggestions are given for one or more magical special properties it might have, at the GM's discretion.

BLOODY MARJA'S CUTLASS

This cutlass once belonged to the flame-haired female human pirate captain Bloody Marja, who sailed the length and breadth of the Five Seas from the frozen Northlands to the Coral Sea in the far south aboard her vessel the *Drunken Medusa*, preying on merchant ships and other pirates alike.

Bloody Marja won the cutlass in a game of chance with rival pirate Peder Uren and wielded it in many battles until her death at the bony hands of the undead crew of the dreaded ghost ship, *The Grinning Skull*. It is now believed to lie in the wreck of the *Drunken Medusa*, somewhere off the Lonely Coast.

Appearance: The cutlass has an ornate gold hilt with a full knuckle-style guard, topped with a fine emerald. The steel blade is sheathed in a scabbard of black sharkskin; its gold throat is decorated with a skull and crossbones, and a pair of crossed cutlasses is carved in relief on the gold shoe.

Base value: 1,000 gp

Suggested magical properties: *speed, vicious*

TROLLSLAYER

Wielded by the long-dead dwarven king Odvin Hammerschlag, this dwarven urgrosh is said to lie undisturbed atop his remains in his sarcophagus, in a hidden trap-filled tomb.

In life, Odvin Hammerschlag was a brave king, leading armies and defending his people from attacks by trolls, giants, goblins and orcs. He was more than a little reckless in battle, though, charging into the heart of every fray and relying on his mithral chainmail and great winged helm to protect him from enemy blows. Odvin suffered a mortal wound in a battle against a huge band of insane derro who surrounded the king and pulled him down with their hooked fauchards. He was dragged from the melee by his cousin Theirin Orcsmiter but died soon afterwards.

Appearance: Trollslayer has a mithral axe-head, inlaid with fiery patterns in orichalcum and marked with the Hammerschlag clan rune. The spear point is also mithral but is undecorated. The shaft is of darkwood and has a grip made from trollskin. Trollslayer was forged by the renowned weaponsmith Yorrim Flintheart.

Base value: 1,500 gp

Suggested magical powers: *flaming, giant bane*

SUNSTRIKE

This longsword was the trusted weapon of the heroic paladin, Sir Ector, renowned for his courage in the face of adversity. The sword was forged centuries ago in the kingdom of Kjarran and given as a gift by the king to an ever-faithful lieutenant who later betrayed him in the Barons' Rebellion. The blade changed hands many times after this, often as a result of violent conflict between its current and future owners, so much so that it was rumoured to be cursed. Sir Ector won the sword in battle against the evil-hearted Black Knight, Sir Rogrym, and from then on used it to defeat many terrible enemies including demons, dragons and worse.

Sir Ector used Sunstrike in his last battle against a powerful vampire, and although he was able to defeat his undead foe, he did not survive the vampire's energy draining attacks. Its current whereabouts is unknown.

Appearance: Sunstrike is a fine longsword with a golden hilt set with three fiery orange garnets, and with the royal crest of Kjarran inlaid in silver into the pommel; the steel blade is damascened with gold images of mounted knights charging into battle.

Base value: 750 gp

Suggested magical powers: *flaming burst, keen*

UNIQUE WEAPONS

Adding a history and special appearance can go a long way to making a magical weapon truly remarkable and memorable. In a world where magic can be bought and sold like any other commodity, unique items achieve a special value. After all, anyone can own a *+1 longsword* but only one person can wield the famed blade *Sunstrike*.

If you are planning to add such a weapon into your campaign consider letting the PCs hear rumours of the weapon in question (and others) some time before they finally encounter it. Powerful, famed weapons may have an even greater reputation than the hero (or villain) wielding them and could be the subject of many tavern tales.

Perhaps the villain they hunt is renowned for slaying his enemies with *Deathskewer*. Stealing or destroying the weapon would severely damage his reputation and could be a crucial first step to defeating him.

Alternatively, you can add details of such a weapon into a PC's background – perhaps a dwarf has heard rumours of *Trollslayer's* location and wants to adventure to gain the skills and knowledge necessary to recover it. Making the weapon the focus of a personal quest, makes its final acquisition so much more meaningful for the PC.

DEATHSKEWER

Deathskewer was the favourite longspear of the centaur War Chief Tul'an Sparkhooves, who used it both for hunting game across the Blasted Steppes and for fighting the gnoll packs that intruded into his territory.

After successfully bringing down a steppe roc with Deathskewer as it flew overhead, Tul'an lost the longspear in a battle with Urgoskar the Bloody, Gnoll Khan of the Steppes. The centaur hurled the weapon at the gnoll but only managed to hit his shield. Unluckily, the spear got stuck and the disarmed Tul'an died at Urgoskar's hand. Deathskewer was given as booty by the khan to one of his warriors, who fell foul of an adventuring band soon afterwards. The spear is now said to be in the possession of a powerful harpy living somewhere deep in the Stinkwallows.

Appearance: Deathskewer has a haft made from rowanwood carved with swirling patterns, and a barbed head, engraved with the image of a roc on one side, and a wyvern on the other. Several exotic feathers, dyed red and green, are fastened to the haft just below the blade.

Base value: 500 gp

Suggested magical powers: *gnoll bane, returning*

SHIVUMASTRA

This composite longbow once belonged to the Gopuran hero Divukar who was said to have been given Shivumastra, along with a quiver of inexhaustible arrows, by the Storm God himself. It's rumoured current resting place is an overgrown temple by a great waterfall, somewhere in the rainforests of the south.

Divukar used Shivumastra to slay the Nine Iron Devils who were terrorizing the villages of Gopura. It is said that each arrow he fired from the bow flew unerringly to its target, striking the devil in the heart and killing it instantly. After Divukar died, peacefully from old age, Shivumastra was returned to the temple of the Storm God, ready to be claimed by the next hero who needed it. The bow was used by several different warriors throughout the centuries, and always for noble purposes. It is said that the bow does not fire true for the unrighteous.

Appearance: Shivumastra is an elegant recurve bow, covered in black lacquer and decorated with hundreds of gold bosses. The tips are both capped in gold and engraved with delicate patterns, and the grip is made from red giant cobra skin.

Base value: 1,200 gp

Suggested magical powers: *holy, seeking, thundering*

SWIFTJUSTICE

This morningstar was once wielded by Barteas, warrior-priest of Darlen, as he fought against the goblins of the Lonely Coast, in an attempt to civilize that rugged and remote part of the kingdom.

Barteas later retired to a monastery where he wrote a book of religious teachings. Unfortunately, the monastery came under attack by savage bugbears and the now very frail cleric died with Swiftjustice in his frail grip. He was canonized after his death and the weapon disappeared. Recent unsubstantiated accounts say the morningstar is in the possession of a half-orc barbarian adventurer known only as "Slasher." The church of Darlen would pay a handsome reward for the return of Swiftjustice, which is regarded as a holy relic.

Appearance: Swiftjustice has a steel head with four silvered V-shaped spikes fixed to a four-foot-long ash haft and reinforced with four silver langets. A gold ferrule engraved with the rising sun symbol of Darlen caps the end of the haft.

Base value: 650 gp

Suggested magical powers: *defending, merciful*

BLOOD DRINKER

This wicked-looking greatsword was forged over a hundred years ago by a hobgoblin weaponsmith for his king, the infamous Kalgroth the Slayer. Kalgroth brandished it at the forefront of his army as they marched relentlessly through the civilized lands of men until he was ultimately defeated by a hastily-arranged alliance of men, gnomes and dwarves.

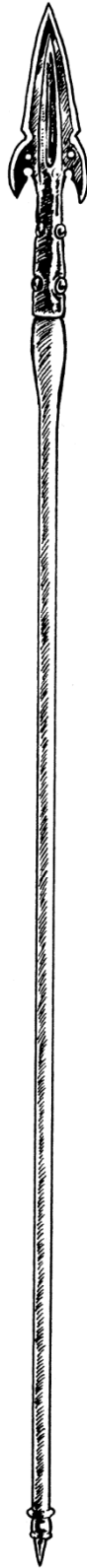
Blood Drinker was shattered into three pieces in the final battle but Kalgroth's goblin batman managed to sneak away with the pieces after successfully playing dead once the fighting had finished. This goblin, named Ruberk, took the broken sword to a human master weaponsmith and forced him to reforge the weapon by threatening the man's young daughter.

Ruberk went off in search of a suitable master to wield the reformed sword and to conquer the human lands. No one knows whether he was successful in his quest, but goblin legends say the wielder of Blood Drinker will conquer the four corners of the earth.

Appearance: Blood Drinker is forged from black steel and its serrated blade is engraved with the goblin runes for death, destruction and war. The sword's hilt is wrapped in the deep blue hide of a behir and has a crossguard shaped like a dragon's wings. The pommel is set with a large black opal.

Base value: 1,800 gp

Suggested magical powers: *human bane, mighty cleaving, wounding*



SO WHAT'S THE HOARD LIKE, ANYWAY?

Your PCs are deep in the dungeon and have just defeated a terrifying dragon! As they bandage their wounds, and ready their fallen friend's bodies for return to the surface, they look around and ask "So what's in the dragon's hoard, anyway?" At that point, unless the GM has prepared a detailed list of treasure, the PCs get (possibly) literally tons of coins and some generic magic items. (After all, most GMs have better things to do with their prep time than generate treasure descriptions for stuff the PCs will likely sell as soon as they get back to town).

So What's the Hoard Like, Anyway? banishes these problems by providing a hoard of pre-generated, ready-to-use lists of highly detailed treasure hoards ready to insert into almost any GM's campaign. Usable with any monster (not just dragons - this is not an excuse to put more dragons in your dungeons) the lists are broken down by character level making it easy to choose an appropriate hoard.

OPEN GAME LICENSE VERSION 1.0A

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

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

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

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

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

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

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

Distribute.

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE: Open Game License v 1.0 ©2000, Wizards of the Coast, Inc.

Open Game License v1.0a. Copyright 2000, Wizards of the Coast Inc.

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

Pathfinder Roleplaying Game. ©2008, 2009, Paizo Publishing, LLC; Author: Jason Bulmahn.

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

The Book of Experimental Might. ©2008, Malhavoc Press; Author: Monte Cook.

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

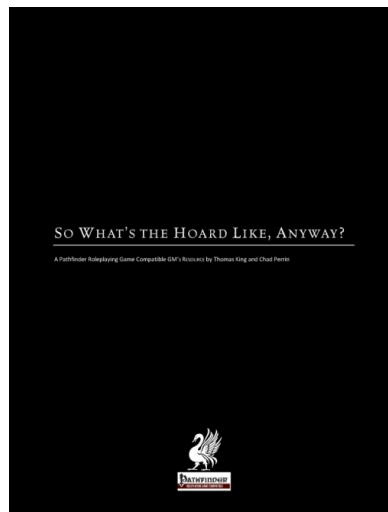
The Lonely Coast. ©Raging Swan Press 2010; Author: Creighton Broadhurst.

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

Adventurer's Armoury. ©2010,, Paizo Publishing, LLC; Authors: Jonathan Keith, Hal Maclean, Jeff Quick, Christophe Self, JD Wiker and Keri Wiker.

Ultimate Combat. ©2011, Paizo Publishing, LLC; Author: Jason Bulmahn.

So What's the Weapon Like, Anyway? ©Raging Swan Press 2012; Author: Richard Green.



The PCs stand triumphant over the bloodied bodies of their fallen enemies. As they bind their wounds and begin to loot the corpses they ask, “So what’s that fighter’ weapon like, anyway?” An answer such as “it’s a masterwork longsword” is somewhat of an anticlimax, but who has the time to prepared detailed weapon descriptions these days given that the PCs will probably just sell it?

So What’s the Weapon Like, Anyway? banishes this problem by providing hundreds of detailed items for the busy GM to immediately use in his campaign.

Visit us at ragingswan.com to learn more.

