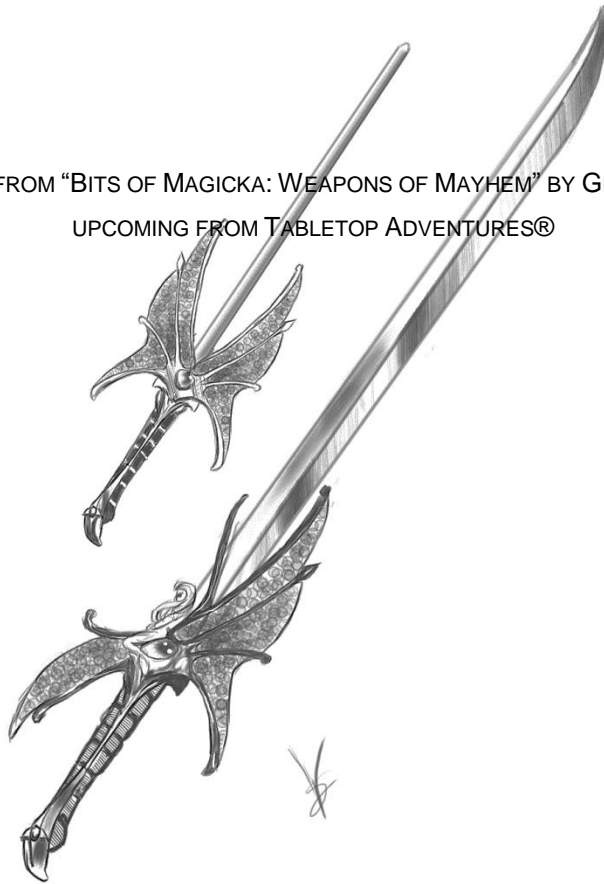


# 13 WEAPONS OF MAYHEM

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# 13 WEAPONS OF MAYHEM

## 10. Everbright Katana

### APPEARANCE

*The long steel blade of this sword is slightly curved, with a single sharpened edge on the outer side which runs from the hilt to the chisel-like point. The hilt is wrapped in simple leather bindings, with a small circular crossguard set to protect the hands of the weapon's wielder.*

*Despite its simple design the blade appears lovingly cared for, completely unmarred by rust or corrosion. Light that plays across its surface refracts clearly, almost brighter than the light's source.*

### HISTORY

This katana is the signature weapon of an ascetic school of warrior-priests known as the Demonen-Shai who use the blade as the symbol of their faith and prayer.

### PROPERTIES

The blade of this masterwork weapon never needs to be sharpened or polished. It is immune to natural rusting, though it is still susceptible to magical attacks that rust or corrode. (Consider the blade to be a bastard sword for the purpose of wielding it.)

Faint abjuration; CL 3rd; Craft Magic Arms and Armor; Price 800 gp; Hardness 10, hp 8, weight 6 pounds. APL 3. **Total Value:** 800 gp.

## 13. Gamekeepers' Arrows

### APPEARANCE

*These seven arrows are found arranged in a wooden quiver that holds each missile in its own slot, fanning them out above one's shoulder. The back of the quiver is an arc of stained wood carved to resemble a pair of bucks facing one another, the horns of their antlers extending to form an elaborate knotwork pattern framing the figures.*

*The arrows themselves are fletched with white feathers, and bear small brass points; the shafts are delicately graven with scrollwork patterns that match the knotwork of the quiver that holds them.*

### HISTORY

Druids and other caretakers of wild places often find need to subdue animals that are sick and dangerous, or perhaps wounded by hunters and in need of care. To that end, using knowledge learned from fey creatures, they sometimes use arrows such as these to safely bring down such animals without doing any lasting damage.

### PROPERTIES

These seven missiles are *sleep arrows*. They have a +1 enhancement bonus. When one strikes a target, it does nonlethal damage, and the target must make a DC 11 Will save or fall asleep, as per the *sleep* spell at caster level 5.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, *sleep*; Price 132 gp each; Hardness 5, hp 2, weight —. APL 3. **Total Value:** 924 gp.

## **19. Rivenstone's Dragonsbane Bolt**

### **APPEARANCE**

***This bolt has a shaft of lacquered black wood polished to a high sheen. Faint white runes seem to swim in the polished darkness, but fade away upon direct viewing. The steel head is coated with a thin rime of frost.***

### **HISTORY**

The dwarf artisan Galmbad Rivenstone produced three of these bolts to deal with Shessenath, a ferocious dragon terrorizing the region. When used in battle, two flew true, but the third (this one) missed and was never recovered. While the two bolts did not do enough damage to kill the dragon, they did dissuade her from further depredations, and she has not been seen in the region in many years.

### **PROPERTIES**

This is a +3 *dragon bane frost distance bolt*. When fired from a crossbow, its range increment is twice normal; it inflicts an additional 1d6 points of cold damage to any creature it hits; and if it is used against a creature of the Dragon type, its enhancement bonus increases to +5 to hit and damage, and the bolt does an additional 2d6 points of damage should it hit.

Moderate conjuration, divination, and evocation; CL 9th; Craft Magic Arms and Armor, *clairaudience/clairvoyance*, *ice storm*, *summon monster I*; Price 1,446 gp; Hardness 5, hp 3, weight —. APL 5. **Total Value:** 1,446 gp.

## **24. Spear of the Slime Masters**

### **APPEARANCE**

***The metal blade of this short-hafted spear glistens with a translucent layer of slime. The shaft of the spear is made from hickory, and also appears shiny as if coated with a thin film of water.***

### **HISTORY**

Faithful brethren of a cult dedicated to a demon lord of oozes and slimes bear spears such as this, both as a symbol of their devotion and to help keep the “pets” of their sworn master at bay.

### **PROPERTIES**

Though it bears no general enhancement bonus to hit or damage, this masterwork spear is magical, exuding a clear slime that grants it immunity to the extraordinary special attacks and qualities of creatures of the ooze type, as well as green slime and similar hazards. The spear also does +1 damage against such creatures.

Faint abjuration; CL 3rd; Craft Magic Arms and Armor, *resist energy*; Price 1,802 gp; Hardness 5, hp 10, weight 6 pounds. APL 6. **Total Value:** 1,802 gp.

## **26. Claws of the Moonsworn Killer**

### **APPEARANCE**

***Three silver blades jut forward from the top of each of a pair of adjustable leather straps or handgrips. Each blade is only about the length of a child's forefinger; they appear to be decorative rather than intended to be used as a functional weapon.***

### **HISTORY**

Shapeshifters everywhere speak fearfully of Gerothancus, the Silver Beast, also known as the Moonsworn Killer: a notorious weretiger who devoted his life to hunting down other lycanthropes of all species. No one knows whether Gerothancus did this for his own feral pleasure, out of vengeance for becoming a werecreature, or from some other motive—but all agree on his brutal efficiency at killing. He

was finally brought down by a group of bounty hunters, who stripped these silver claws from him. However, Gerothancus' body vanished before it could be cremated, and rumors persist that he was somehow revived, and is biding his time until he strikes again.

#### **PROPERTIES**

When strapped to the forefeet of a creature with claw or talon attacks, these devices mesh with the creature's existing claws, enhancing them into a *+1 alchemical silver* weapon. *Claws of the Moonsworn Killer* only work on creatures with claw attacks, and they take up the hand slot for the purposes of what magic items a creature can wear.

Faint transmutation; CL 3rd; Craft Magic Arms and Armor; Price 2,010 gp; Hardness 10, hp 8, weight 1/4 pound. APL 6. **Total Value:** 2,010 gp.

### **28. Ridolfo's Marvelous Truncheon of Dissuading Blows**

#### **APPEARANCE**

***Red-glowing runes have been incised deeply into the surface of this dark-stained wooden club. [If swung:] The runes flare when the club moves swiftly, like flames fanned by the wind.***

#### **HISTORY**

According to the claims of the self-important wizard Magus Ridolfo, he fashioned this fine cudgel after undertaking an epic quest to secure a branch from the Tree of Life itself.

#### **PROPERTIES**

This pretentiously named weapon is a standard *+1 club*.

Though he would never tell anyone the truth, Magus Ridolfo actually acquired his club as spoils on the only adventure he ever undertook: to clean out a nearby nest of kobolds with several comrades.

Faint transmutation; CL 3rd; Craft Magic Arms and Armor; Price 2,300 gp; Hardness 7, hp 20, weight 3 pounds. APL 7. **Total Value:** 2,300 gp.

### **30. Kopsis of the Multada**

#### **APPEARANCE**

***Though it has the forward-swept blade of a kukri, this weapon is a full arm-length long. A wavy pattern has been set into the blade's side. The hilt has been carved from some dark wood, and bound with a sharkskin grip.***

#### **HISTORY**

Elite soldiers of the city of Nannam (called the "Multada") are issued blades such as this as part of their standard kit. Wielding such a kopsis is reserved for this elite warrior caste; it is illegal for others to bear or wield the blade in Nannam or any of the lands it controls, and the government makes some effort to see that any blades lost beyond its borders are tracked down and returned by whatever means necessary.

#### **PROPERTIES**

Despite its appearance, this blade can be treated as a *+1 scimitar* for all purposes.

Faint transmutation; CL 3rd; Craft Magic Arms and Armor; Price 2,315 gp; Hardness 12, hp 18, weight 4 pounds. APL 7. **Total Value:** 2,315 gp.

### **33. Nessilarn's Tooth**

#### **APPEARANCE**

*The hilt of this dagger appears to have been fashioned from ivory, bound with steel wire to ensure a steady grip. It is sheathed in a scabbard made with thumbnail-sized scales of dull emerald hue. [If drawn:] The blade is not metal but ivory, carved from the same single length as the hilt. It bears an edge of unusual sharpness for this substance. The image of a winged dragon has been scrimshawed into the flat of the blade on either side.*

#### **HISTORY**

The popular story associated with this dagger is that it was crafted from the incisor of a great green dragon after a well-known noble's son (named Adonica Albright) defeated it. In truth, Adonica found the remains of the dragon (which had died of unknown causes) and 'liberated' the tooth as a keepsake. He later sold it to the hedge wizard Evan Pimm, who concocted the better-known tale to help boost the subsequent sale of the enchanted dagger.

#### **PROPERTIES**

Fashioned from the fang of a green dragon, this +1 *dagger* is immune to acid.

The sheath is made from scales of the same dragon, and is worth 500 gp; like the dagger, it is immune to acid damage.

Faint abjuration; CL 5th Craft Magic Arms and Armor, *resist energy*; Price 2,502 gp; Hardness 12, hp 15, weight 1 pound. APL 8. **Total Value:** 3,002 gp.

### **40. Thornwylde Gauntlet**

#### **APPEARANCE**

*Dozens of thin vines have been woven together in a tight mesh to form a gauntlet. Numerous thorny projections jut from the outer surface of the gauntlet, adding a wicked threat to any punch it delivers.*

#### **HISTORY**

This gauntlet was not crafted but grown through the careful husbandry of a druidic assassin known simply as The Wrath. This assassin used his knowledge of exotic plants to breed startling new varieties, to poison or otherwise slay anyone deemed a threat to nature by the druids of the Thornwylde wilderness.

#### **PROPERTIES**

Once per round the bearer of this +1 *spiked gauntlet* can launch a thorn at a nearby target. It has a range increment of 30 ft. and inflicts 1d4+1 damage on a successful hit. The bearer must have the Exotic Weapon Proficiency (hand crossbow) to fire thorns in this matter without suffering a -4 nonproficiency penalty to attack rolls.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *spike growth*; Price 4,405 gp; Hardness 7, hp 13, weight 1 pound. APL 9. **Total Value:** 4,305 gp.

### **57. Mamluki Calabad**

#### **APPEARANCE**

*This massive two-handed curved falchion is as long as an average human woman is tall, the steel marked with a series of geometric symbols along its length. Fine red cord winds the hilt to provide a good grip, and a pair of yellow tassels dangles from the pommel.*

#### **HISTORY**

The mamluks of the Sultanate of Al-Zufann regularly wielded blades such as this, known as a calabad. Most such blades were not enchanted; that this one is marks it as likely the weapon of some long-dead officer in their legion.

#### PROPERTIES

The *mamluki calabad* functions in all ways as a +1 *keen falchion*.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *keen edge*; Price 8,375 gp; Hardness 12, hp 20, weight 8 pounds. APL 12. **Total Value:** 8,375 gp.

### 63. Scattershot Crossbow

#### APPEARANCE

*This strange crossbow does not bear the usual groove to lay down a bolt; instead, a box-like receptacle about the size of a small apple slides back on a track until it locks into place in a fully drawn position. The hinged top of the compartment fastens with a small hook and a second portal opens toward the front of the crossbow. It appears that when one fires the weapon, the receptacle springs forward and its front side flies open, no doubt ejecting the contents at great speed.*

#### HISTORY

Not crafted by gnomish artisans as many might think, the *scattershot crossbow* was designed by a goblin genius to help defend his tribe against marauders. Although an effective weapon, the bow was not sufficiently powerful to save the tribe from the quartet of hungry trolls that finally slaughtered and devoured the goblin families.

#### PROPERTIES

The compartment of this heavy crossbow is intended to be filled with small objects like pebbles. When this is done and the bow cocked and fired, the velocity of the contents is magically increased. All creatures in a 30-foot line along the path of the objects take 3d4+1 points of magical blunt-weapon damage, with a DC 13 Reflex save allowed for half.

Loading the crossbow compartment is a full round action that provokes attacks of opportunity. This assumes that sufficient ammunition is ready to hand for the job.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, telekinesis; Price 11,600 gp; Hardness 5, hp 10, weight 8 pounds. APL 13. **Total Value:** 11,600 gp.

### 65. Dagger of Darting Blows

#### APPEARANCE

*The blade of this dagger is slightly wavy, and a little more than a handspan long, with a sharp edge on both sides. The metal of the blade emits a steady blue light that is visible only in dimly lit conditions.*

#### HISTORY

One of a number of blades crafted by the artisans of the elven kingdom of Dassinare, this dagger is over three thousand years old. When the elves abandoned their lands due to the encroachment of other races, many blades such as this were lost in the exodus.

#### PROPERTIES

The bearer of this +2 *dagger* gains a +4 enhancement bonus to Dexterity, which applies only to initiative checks and attack rolls made with the dagger. The blade must be held unsheathed in hand to gain these benefits.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, *cat's grace*; Price 14,302 gp; Hardness 14, hp 22, weight 1 pound. APL 14. **Total Value:** 14,302 gp.

## 85. *Dirge of Sorrow*

### APPEARANCE

*At first glance this weapon appears to be little more than a common farmer's threshing tool, formed of two lengths of polished, black-stained wood attached by a short chain of dark steel. However, there is something disquieting about the weapon—an almost palpable miasma of unease that emanates from it.*

*On closer examination, the grain of the wood swirls in queer patterns—cryptic images that resemble faces contorted in expressions of terror and agony.*

### HISTORY

Once a peasant farmer and reasonably content with his lot, Wade Sithe was cast adrift after returning from a trip to visit his sister in a neighboring town, only to find his hometown had been put to the torch by the son of the local land baron.

Grief-struck by the loss of his wife and children, Wade wandered until he crossed paths with a mysterious woman who promised him revenge upon the man who stole his family's lives away. Wade agreed, and swore his soul to the service of a dark god.

Soon thereafter, he became the core of a revolutionary movement aimed at overthrowing the indulgent and sybaritic nobles then ruling the land. Despite his new bloodthirsty nature and practice of human sacrifice, Wade, now known only as the Lord of Sorrows, gained a sizable following of similarly disaffected peasants. His uprising culminated in a war that decimated the land's population, bringing about a dark age that lasted hundreds of years.

This weapon, *Dirge of Sorrow*, was the preferred fighting instrument of the Lord of Sorrows, designed from the hand-flail he had used as a farmer and infused with the terror-inducing energies of his patron god.

### PROPERTIES

Three times per day, the wielder of this +2 *nunchaku* may whirl it before him, producing a blur of dark energy and a frightful moan that causes creatures in a 30-foot cone to become panicked as if by a *fear* spell (Will DC 16 partial). Those who fail the save flee to the best of their ability for 13 rounds, or cower if cornered. Those who succeed on the save are still shaken for one round.

Strong necromancy; CL 13th; Craft Magic Arms and Armor, *fear*; Price 38,542 gp; Hardness 9, hp 28, weight 2 pounds. APL 18. **Total Value:** 38,542 gp.

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