

# Rhianne Tar-Brynn's Arms & Armour

April 1999

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### *“We March To Armageddon, Hungry For The War”*

Ian “Lemmy” Kilmister (March Or Die, 1992)

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The GateWay - [www.geocities.com/TimesSquare/Realm/9498/](http://www.geocities.com/TimesSquare/Realm/9498/)

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## BattleDress

### *Bandt's Field Plate (+4)[Unique]*

*Half-Elf* 75# AC: -2

Black Iron, complete with spikes in the Rendian style, creaks and clanks with the best of them.

This armour has a special enchantment (3<sup>rd</sup> level illusion) that gives viewers the impression that the wearer is 25% taller and 50% heavier.

The scratches and dents were probably made by Bandt himself, since I've never come across anyone who's ever seen him in combat despite the books "*50 Deaths By The Hand Of Bandt*" (Volumes I - VI).

### *Bandt's Tournament Plate (Field Plate +6) [Unique]*

*Half-Elf* 60# AC: -3

Polished Silver, complete with electrum spikes in the Rendian style.

Due to the relative softness of silver, this suit offers inferior protection.

### *Chain Mail Of Mist (+1)*

*Medium* 1# AC: -4

Magically Woven Mist. Non-bulky.

This barely tangible armour is silent and usually comes with a platinum vial in which the armour can be stored with a command word.

### *Chyon Blood Armour (Field Plate +2)*

*Medium* 100# AC: 4

Reddish Gold, gothic style.

This is the armour worn by "**The Defenders of the Faith**" order of the Pan-Tang **Rakta Caste**.

Due to the relative softness of purer gold, these suits offer inferior protection.

### *Chyon Twilight Armour (Field Plate +2)*

*Medium* 30# AC: 0

Obsidian, gothic style.

This is the armour worn by "**The Slayers of the Dark Heart**" order of the Pan-Tang **Silent Caste**.

### *DoomBringer's Armour (Ring Mail)*

*Medium* 30# AC: 7

Brown Leather with Gold Rings

The power of *DoomBringer's Armour* can only be invoked twice per day (three times if the wearer also has *DoomBringer's Hammer*). Once commanded, the wearer grows to 6 times his normal height and weight and is invested with the Strength of a Cloud Giant (this causes most other creatures to run away). The effect lasts for a full turn, during which the wearer is able to hurl rocks as if he were a Cloud Giant. If the wearer also has *DoomBringer's Hammer*, he will grow to 9 times his normal height and weight and the effect will last for 3 turns.

### *Dregvant Armour (Plate Mail +1)*

*Medium* 5# AC: 2

Flowing Blood. Very Rare.

The very nature of this enchanted suit can cause viewers to be paralyzed with *Fear*.

For some unknown reason, creatures that feed exclusively on blood (Crimson Death, etc.) will ignore the wearer of this type of armour, unless provoked.

### *Golden Dawn Armour (Chain Mail +4)*

*Medium* 80# AC: 5

Gold Chain Shirt.

Often worn by High Priests and Priestesses of the Goddess Amiira.

Due to the relative softness of purer gold, these suits offer inferior protection.

### *Rainbow Dragonscale (Scale Mail) [Unique]*

*Human* 20# AC: 6

Magically crafted from the scales of several types of dragons.

This armour offers the wearer resistance to acid, chlorine, cold, electrical, fire, poison gas and sonic based attacks. In addition it protects the wearer from *Disintegration*, *Fear*, *Paralyzation*, *Repulsion*, *Sleep* and *Slow* spells and spell-like effects.

<i>Raven Chain (+1)</i>	<i>Medium</i>	<i>1#</i>	<i>AC: 4</i>
Magically Woven Shadow. Non-bulky. This barely tangible armour is not only silent, but it also permits the wearer to hide in shadows (95%). This armour can be folded-up into a bundle, small enough to fit into the palm of a child's hand.			
<i>Sapphire Battle Armour (Full Plate)</i>	<i>Small</i>	<i>20#</i>	<i>AC: 1</i>
Deep blue glass. You rarely find smaller-sized suits of armour that are this unusual. We came across a dozen dwarves, from some "Cult of Blue Dragon Hunting", wearing this stuff. Elene Child butchered them all because she thought that they were looking up her dress. This armour will never rust or corrode in acid. It also confers a +15% Magic Resistance, acts as a <i>Ring Of Fire Resistance</i> and renders the wearer invulnerable to electrical damage.			
<i>Skel Armour (Banded Mail +1)</i>	<i>Medium</i>	<i>30#</i>	<i>AC: 3</i>
Blackened and Polished Human Bone. Very Rare. This armour has a special necromantic enchantment which radiates an aura of <i>Blackmantle</i> around the wearer in a radius of 30'.			
<i>Star Chain (+3)</i>	<i>Medium</i>	<i>25#</i>	<i>AC: 2</i>
Magically Grown Crystal. Non-bulky. Often worn by High Priests and Priestesses of the God Khyrön, this armour also makes a beautiful, melodic tinkling which will Charm anyone who is not a worshipper of Khyrön (this charm will even affect elves).			
<i>Virago Acheron Battledress (Full Plate +2)</i>	<i>Medium</i>	<i>60#</i>	<i>AC: -1</i>
Matt-Black Dwarven Steel, gothic style (female sizes only). Modelled after the <b>Talion Order</b> campaign armour, but using Dwarven Steel rather than iron, these magically silenced suits are the armour that most people remember the <b>Virago</b> for. They will never rust or corrode in acid. It is unlikely that you will find a suit complete with helm, since we rarely wore the helms, they were uncomfortable with the headbands on... and they really messed-up our hair.			
<i>Virago Campaign Armour (Field Plate +1)</i>	<i>Medium</i>	<i>45#</i>	<i>AC: 2</i>
Polished Bronze (female sizes only). Very few of these suits still exist, except maybe in the <b>Alishar</b> Chapterhouse dungeon. We never even got the chance to wear them.			
<i>Virago Parade Armour (Plate Mail)</i>	<i>Medium</i>	<i>40#</i>	<i>AC: 4</i>
Polished Bronze (female sizes only). This armour was silenced and glowed, the finish would never dull. Very few of these suits still exist since the <b>Virago</b> switched to <i>Virago Acheron Battledress</i> after being exiled.			
<i>Warlock Phazed Armour (Full Plate)</i>	<i>Elf</i>	<i>63#</i>	<i>AC: 1</i>
Fine Elven Steel. When worn, this armour waits in the ethereal plane until it's owner perceives a threat, it then instantly appears (if desired) to protect him/her. If other armour is worn, this suit will destroy it on appearance. Highly sought after by Warrior-Mages.			

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## Blades Of Chyon

### *Dragon Blade Of Chyon (Wakizashi +1)*

Blade Type: Mirror-Finish Red Steel  
Runes: Pan-Tang Dragon Mark (one side)  
Length: 33" Weight: 2½  
Forged By: unknown  
Radiance: bright 30' radius

SF4 d8/d8

Hilt: wrapped red snakeskin  
Sheath: red snakeskin  
Majicked By: unknown  
Alignment: NE INT: 14 Ego: 26

Description: This blade can speak all dragon tongues, detect hidden and/or invisible objects in a 100' radius and subdue a dragon on a natural 20 (if subduing attack). It also radiates an ancient dragon aura when drawn (note: the wielder is not automatically immune to this) and can protect the wielder from a dragon's breath weapon (1 of each breath type, 1/day).

History: The Priestesses of Pan-Tang forged 15 of these blades and issued them to the most formidable "Bloods" amongst the **Rakta Caste**. One of these *Dragon Blades* was known to have been briefly in the possession of Kal-Hagar and another (possibly the same blade, and also briefly) in the possession of the legendary Valdar ("Vulgar of Scum"). Three other *Dragon Blades* were in use by various members of the Knights of the **Virago Order** during their campaign on "the iron-shod battle plains of" Acheron.

### *Guardian Blade Of Chyon (Scimitar)*

Blade Type: Polished Black Steel  
Runes: Pan-Tang Priest Mark (one side)  
Length: 3¼' Weight: 4  
Forged By: unknown  
Radiance: bright 30' radius

SF5 d8/d8

Hilt: wrapped black snakeskin  
Sheath: black snakeskin  
Majicked By: unknown  
Alignment: none

Description: This weapon radiates no magical aura at all. The wielder is able to perform the following Pan-Tang spells: *SelfPolymorph* (1/day), *Outline* (2/day) and *Phaze* (3/day).

History: These scimitars have been known to be carried by the more powerful (read as "mated to a Priestess") amongst the **Mystic Caste** of the Priests of Pan-Tang.

### *Krys Of Chyon (Krys Knife +1)*

Blade Type: Ancient Silver Dragon Tooth  
Runes: none  
Length: 1½' Weight: 1  
Forged By: unknown  
Radiance: Silver-White Light 5' radius

SF2 d4/d2

Hilt: wrapped silver dragon tongue  
Sheath: silver dragon hide  
Majicked By: unknown  
Alignment: none

Description: These beautiful, but dangerous, weapons were designed to incapacitate Wizards. The wielder can erect any of the 3 *Globes of Invulnerability* (each 1/day). If the weapon is thrown at a Wizard it will never miss and (on a natural 20) the Wizard is required to save vs. Death Magic or age (d20 years per segment, over a period of 10 segments). Regardless of whether the Wizard ages or not, if struck, a Wizard must also save vs. Spell or be rendered unconscious for a full turn.

History: Very little is known of these rare weapons except that they were carried by specially privileged warrior-assassins drawn from the ranks of the "*Slayers of the Dark Heart*".

*Spirit Of Pan-Tang (Long Sword)*

SF5 d8/d12

Blade Type: Unknown

Hilt: plain brass

Runes: none

Length: 33" Weight: 3

Sheath: none

Forged By: unknown

Majicked By: unknown

Radiance: none

Alignment: none

Description: This mysterious weapon has an invisible blade, the main effect being that it is difficult to avoid, thus providing the wielder with a bonus of +4 "to hit" (this is not a magical bonus). The weapon also allows the user to see invisible objects and creatures (if *Invisible* by spell) and become *Invisible* himself (3/day at will).

History: The hilt of this weapon is stamped "*Spirit of Pan-Tang*", so it is natural to assume that Priestesses of Pan-Tang probably made it at either Shanidar or the Isle Of Chyon.

*Transcendent Blade Of Chyon (Katana +2)*

SF4 d10/d12

Blade Type: Mirror-Finish Gold Steel

Hilt: wrapped gold snakeskin

Runes: Pan-Tang Priest Mark (one side)

Length: 50" Weight: 4

Sheath: gold snakeskin

Forged By: unknown

Majicked By: unknown

Radiance: bright 30' radius

Alignment: NE INT: 17 Ego: 13

Description: This weapon is capable of both speech and telepathy, and it can speak and read the 4 main languages of Geniekind. It also can open an *Ethereal Portal* (1/day for a full turn), cast *Abjure* (1/day) and perform a Pan-Tang *Slow Energy Drain* (1/day).

History: The *Dragon Blades of Chyon* were probably made as matched blades for these swords.

## Blades Of Destiny

*AmBaCr (Long Sword +8)*

SF5 d8/d12

Blade Type: Black Iron

Hilt: white nephrite (jade)

Runes: stamped "AmBaCr" (each side)

Length: 3¾' Weight: 8

Sheath: none

Forged By: [Special]

Majicked By: Zool

Radiance: Blue-White Light, 30' radius

Alignment: CN INT: 19 Ego: 38

Description: Three of the Swords of Destiny can be combined together to make a greater, more powerful weapon (see *Amur*, *Baroda* and *Crin*).

Combined (requires a command word) they form *AmBaCr*, the Sword of Destiny. The detection abilities improve to a 60' radius and expand to include detecting demons, demon amulets and detecting gold (also at 60' radius).

*AmBaCr* can also name and identify any demon, read any language (including ancient and alien runes and script) and cast *Fire Horizon* (1/day). *AmBaCr* is a +8 weapon with all the standard abilities and resistances possessed by demons.

History: See *Amur*.

*Amur (Long Sword +4)*

Blade Type: Black Iron  
Runes: stamped "Amur" (each side)  
Length: 3½' Weight: 6  
Forged By: Attila, General of the Claw  
Radiance: none

SF5 d8/d12

Hilt: white nephrite (jade)  
Sheath: none  
Majicked By: Zool  
Alignment: CN INT: 17 Ego: 17

Description: Amur is one of 3 swords (see *Baroda* and *Crin*) who combine to make a greater sword (see *AmBaCr*). Individually they can detect traps, sloping passages and secret doors in a 10' radius, they improve Saving Throws by +2 and Armour Class by +2. Each sword can read the languages of all Demi-Human races and are capable of both speech and telepathy (the later is the preferred mode of communication).

History: Originally forged in one of the lowest planes of the Abyss, Attila's infamous Level 654, in a pool of molten lava (underneath the "Welcome" sign) for his master, Amur was stolen by agents loyal to Zool. Zool lost the weapon somewhere in the Astral plane when he was set upon by the deity, Kraxx. It has been known to have been in the possession of the cambion Master of Illusions, JiRohan; his diwan, Padak Feynd; Rokar of the **Clan Tepesh** and the entity known as Libby Do.

*Baroda (Long Sword +4)*

Blade Type: Black Iron  
Runes: stamped "Baroda" (each side)  
Length: 3½' Weight: 6  
Forged By: Jamis Horta  
Radiance: none

SF5 d8/d12

Hilt: grey nephrite (jade)  
Sheath: none  
Majicked By: Zool  
Alignment: CN INT: 17 Ego: 17

Description: See *Amur*. *Baroda* is a key to The City Of Demon Gold.

History: *Baroda* was originally a copy of *Amur*. It was stolen from Zool by Lord Toron who thought that it might be the Key Of Nisa.

*Crin (Long Sword +4)*

Blade Type: Black Iron  
Runes: stamped "Crin" (each side)  
Length: 3½' Weight: 6  
Forged By: Jamis Horta  
Radiance: none

SF5 d8/d12

Hilt: black nephrite (jade)  
Sheath: none  
Majicked By: Zool  
Alignment: CN INT: 17 Ego: 17

Description: See *Amur*.

History: *Crin* was originally a copy of *Amur*. It was stolen from Zool by Lord Toron who thought that it, in conjunction with *Baroda* might be part of the Key Of Nisa.

*Drax (Short Sword +3)*

Blade Type: Black Iron  
Runes: stamped "Drax" (each side)  
Length: 2' Weight: 3½'  
Forged By: Bytal Corin  
Radiance: dim 15' radius

SF3 d6/d8

Hilt: black nephrite (jade)  
Sheath: fire giant skin  
Majicked By: Zool  
Alignment: CN INT: 17 Ego: 22\*

Description: *Drax* is one of 6 swords (see *Eldra*, *Fiur*, *Genor*, *Hool* and *Iamir*). Each can detect traps, sloping passages and secret doors all within a 5' radius. It adds a bonus of +1 to it's wielder's Saving Throws, can *Heal* (1/day) is capable of both speech and telepathy and can read all Giant and Dragon tongues. Individually, each sword has an intelligence of 17 and an ego of 22. For every additional one of these swords in the possession of a single person, the sword's ego is raised by 3 points.

Note: *Drax*, *Eldra*, and/or *Fiur* will not permit *Genor*, *Hool* and/or *Iamir* to be wielded by the same person (and vice versa), due to differences in alignment.

History: These swords were forged on the orders of Zool, and originally intended to function in the same manner as *AmBaCr*. They were issued to the Lich Lords Ränd, Manesh, Toron, Leval, Somnor and Veltane as a token of his loyalty to their cause (short-lived as it was). All 6 of these weapons have been known to be in the possession of various mortals and immortals on many different planes.

*Eldra* (Short Sword +3)

Blade Type: Black Iron  
Runes: stamped "Eldra" (each side)  
Length: 2' Weight: 3½  
Forged By: Bytal Corin  
Radiance: dim 15' radius

SF3 d6/d8

Hilt: black nephrite (jade)

Sheath: fire giant skin  
Majicked By: Zool  
Alignment: CN INT: 17 Ego: 22\*

Description & History: See *Drax*.

*Fiur* (Short Sword +3)

Blade Type: Black Iron  
Runes: stamped "Fiur" (each side)  
Length: 2' Weight: 3½  
Forged By: Bytal Corin  
Radiance: dim 15' radius

SF3 d6/d8

Hilt: black nephrite (jade)

Sheath: fire giant skin  
Majicked By: Zool  
Alignment: CN INT: 17 Ego: 22\*

Description & History: See *Drax*.

*Genor* (Short Sword +3)

Blade Type: Black Iron  
Runes: stamped "Genor" (each side)  
Length: 2' Weight: 3½  
Forged By: Bytal Corin  
Radiance: dim 15' radius

SF3 d6/d8

Hilt: black nephrite (jade)

Sheath: fire giant skin  
Majicked By: Zool  
Alignment: NE INT: 17 Ego: 22\*

Description: *Genor* is one of 6 swords (see *Drax*, *Eldra*, *Fiur*, *Hool* and *Iamir*). Each can detect traps, sloping passages and secret doors all within a 5' radius. It adds a bonus of +1 to it's wielder's Saving Throws, can *Heal* (1/day) is capable of both speech and telepathy and can read all Giant and Dragon tongues. Individually, each sword has an intelligence of 17 and an ego of 22. For every additional one of these swords in the possession of a single person, the sword's ego is raised by 3 points.

Note: *Genor*, *Hool* and/or *Iamir* will not permit *Drax*, *Eldra*, and/or *Fiur* to be wielded by the same person.

History: See *Drax*.

*Hool* (Short Sword +3)

Blade Type: Black Iron  
Runes: stamped "Hool" (each side)  
Length: 2' Weight: 3½  
Forged By: Bytal Corin  
Radiance: dim 15' radius

SF3 d6/d8

Hilt: black nephrite (jade)

Sheath: fire giant skin  
Majicked By: Zool  
Alignment: NE INT: 17 Ego: 22\*

Description & History: See *Genor*.

*Iamir* (Short Sword +3)

Blade Type: Black Iron  
Runes: stamped "Iamir" (each side)  
Length: 2' Weight: 3½  
Forged By: Bytal Corin  
Radiance: dim 15' radius

SF3 d6/d8

Hilt: black nephrite (jade)

Sheath: fire giant skin  
Majicked By: Zool  
Alignment: NE INT: 17 Ego: 22\*

Description & History: See *Genor*.

*Ravager (Bastard Sword +3)*

SF6 2d4/2d8

Blade Type: Black Iron  
Runes: stamped "Ravager" (each side)  
Length: 4½' Weight: 10  
Forged By: Meta  
Radiance: dim 15' radius

Hilt: black nephrite (jade)  
Sheath: fire giant skin  
Majicked By: Dross  
Alignment: CN INT: 14 Ego: 20\*

Description: *Ravager* is one of 6 swords (see *Reaper*, *Retaliator*, *Scavenger*, *Shredder* and *Slayer*). Each functions as a Vorpall weapon, adds a bonus of +3 to it's wielder's Saving Throws and Armour Class, and can *Heal* (1/day). Individually. Each sword has intelligence 14 and ego of 20. For every additional one of these swords in the possession of a single person, the sword's ego is raised by 3 points.

Note: *Ravager*, *Reaper* and/or *Retaliator* will not permit *Scavenger*, *Shredder* and/or *Slayer* to be wielded by the same person (and vice versa), due to differences in alignment.

History: These swords were forged as more powerful copies of *Drax*.

*Reaper (Bastard Sword +3)*

SF6 2d4/2d8

Blade Type: Black Iron  
Runes: stamped "Reaper" (each side)  
Length: 4½' Weight: 10  
Forged By: Meta  
Radiance: dim 15' radius

Hilt: black nephrite (jade)  
Sheath: fire giant skin  
Majicked By: Dross  
Alignment: CN INT: 14 Ego: 20\*

Description & History: See *Ravager*.

*Retaliator (Bastard Sword +3)*

SF6 2d4/2d8

Blade Type: Black Iron  
Runes: stamped "Retaliator" (each side)  
Length: 4½' Weight: 10  
Forged By: Meta  
Radiance: dim 15' radius

Hilt: black nephrite (jade)  
Sheath: fire giant skin  
Majicked By: Dross  
Alignment: CN INT: 14 Ego: 20\*

Description & History: See *Ravager*.

*Scavenger (Bastard Sword +3)*

SF6 2d4/2d8

Blade Type: Black Iron  
Runes: stamped "Scavenger" (each side)  
Length: 4½' Weight: 10  
Forged By: Meta  
Radiance: dim 15' radius

Hilt: black nephrite (jade)  
Sheath: fire giant skin  
Majicked By: Dross  
Alignment: CE INT: 14 Ego: 20\*

Description: *Scavenger* is one of 6 swords (see *Ravager*, *Reaper*, *Retaliator*, *Shredder* and *Slayer*). Each functions as a Vorpall weapon, adds a bonus of +3 to it's wielder's Saving Throws and Armour Class, and can *Heal* (1/day). Individually, each sword has intelligence 14 and ego of 20. For every additional one of these swords in the possession of a single person, the sword's ego is raised by 3 points.

Note: *Scavenger*, *Shredder* and/or *Slayer* will not permit *Ravager*, *Reaper* and/or *Retaliator* to be wielded by the same person.

History: These swords were forged as more powerful copies of *Drax*.

*Shredder (Bastard Sword +3)*

Blade Type: Black Iron  
Runes: stamped "Shredder" (each side)  
Length: 4½' Weight: 10  
Forged By: Meta  
Radiance: dim 15' radius

SF6 2d4/2d8

Hilt: black nephrite (jade)  
Sheath: fire giant skin  
Majicked By: Dross  
Alignment: CE INT: 14 Ego: 20\*

Description & History: See *Scavenger*.

*Slayer (Bastard Sword +3)*

Blade Type: Black Iron  
Runes: stamped "Slayer" (each side)  
Length: 4½' Weight: 10  
Forged By: Meta  
Radiance: dim 15' radius

SF6 2d4/2d8

Hilt: black nephrite (jade)  
Sheath: fire giant skin  
Majicked By: Dross  
Alignment: CE INT: 14 Ego: 20\*

Description & History: See *Scavenger*.

*Tempest (Two-Hander +4)*

Blade Type: Black Iron  
Runes: stamped "Tempest" (each side)  
Length: 6' Weight: 25  
Forged By: Zool  
Radiance: dim 15' radius

SF10 d10/3d6

Hilt: black nephrite (jade)  
Sheath: fire giant skin  
Majicked By: Dross  
Alignment: none

Description: *Tempest* is one of 3 swords (see *Typhoon* and *Tornado*). Each adds a bonus of +2 to it's wielder's Saving Throws and Armour Class, and can Heal (1/day). These Swords of Destiny have no intelligence.

History: These swords were originally intended as gifts to the Demon Prince Pallas, but someone (most likely Orcus) managed to prevent them reaching their destination. All 3 of these weapons have been known to be in the possession of various mortals and immortals on many different planes.

*Tornado (Two-Hander +4)*

Blade Type: Black Iron  
Runes: stamped "Tornado" (each side)  
Length: 6' Weight: 25  
Forged By: Zool  
Radiance: dim 15' radius

SF10 d10/3d6

Hilt: black nephrite (jade)  
Sheath: fire giant skin  
Majicked By: Dross  
Alignment: none

Description & History: See *Tempest*.

*Typhoon (Two-Hander +4)*

Blade Type: Black Iron  
Runes: stamped "Typhoon" (each side)  
Length: 6' Weight: 25  
Forged By: Zool  
Radiance: dim 15' radius

SF10 d10/3d6

Hilt: black nephrite (jade)  
Sheath: fire giant skin  
Majicked By: Dross  
Alignment: none

Description & History: See *Tempest*.

## Blades

### *Ace (Short Sword +1)*

Blade Type: Mirror-Finish Steel  
Runes: osmium-inlay (cup and sword on each side)  
Length: 2¼' Weight: 4  
Forged By: unknown  
Radiance: silver light, 30' radius

SF3 d6/d8

Hilt: mirror-finish osmium  
Sheath: white leather  
Majicked By: unknown  
Alignment: CG INT: 16 Ego: 11

Description: *Ace* is a Luck Blade that is able to detect large traps, secret doors and gems in a 10' radius. It adds +1 (or 5%) to all checks (however only if the addition will change the check from a fail to a save) and +1 to Armour Class (this is a magical adjustment). *Ace* can read and speak up to 6 languages chosen by the owner (once chosen a language cannot be changed). *Ace* also makes Saving Throws against damage to itself at +6.

History: This sword has often been seen in the possession of the consort of kings who, coincidentally, built places of worship for the Deity, Oni.

### *Ars Moriendi (Dagger +1)*

Blade Type: Golden Titanium-Steel  
Runes: engraved in elven "The Art Of Dying" (each side)  
Length: 10" Weight: 1  
Forged By: unknown  
Radiance: faint reddish-gold light 5' radius

SF2 d4/d3

Hilt: bound in blood-red leather  
Sheath: blood-red leather  
Majicked By: unknown  
Alignment: NE INT: 12 Ego: 10

Description: This weapon acts as a normal +1 dagger, except when in the hands of a Thief or Assassin. In the hands of the Rogue, it becomes a +3 weapon, backstab damage multipliers are increased by 1 and (for creatures not resistant to fire damage) cause an extra d6 damage in the wound. The radiance can be turned off at will.

History: Very little is known of the origin of this weapon except that Rapunzel Tomb took it from the body of an elf who was unfortunate enough to spill his blood on Elene Child's dress whilst she was playing a game of "Poke the Elf in the Eye".

### *Bloodsmear (Katana +1)*

Blade Type: Behir Rib  
Runes: none  
Length: 49" Weight: 3½  
Forged By: unknown  
Radiance: none

SF4 d10+6/d12+4

Hilt: carved behir teeth  
Sheath: none  
Majicked By: unknown  
Alignment: N INT: 12 Ego: 6

Description: This particularly nasty cursed weapon functions in a similar manner to the Crimson Death creature. Firstly, the blade design has a razor sharp back-serrated edge that rips free of flesh inflicting extra damage (as noted above). Secondly, the pale vapourous-like blade is difficult to see, and therefore difficult to avoid, giving the wielder an additional +2 "to hit" (this is not a magical bonus). On a natural 20, *Bloodsmear* will drain it's victim's bodily fluids causing an additional 3d10 damage. After this, the blade "flushes" crimson and the +2 "to hit" bonus is lost for 6 turns (the weapon speed factor also increases to SF10 for this amount of time).

If the wielder engages in combat with *Bloodsmear* drawn and fails to draw blood within 12 rounds (regardless of whether the target creature has any blood or not), *Bloodsmear* will automatically turn on it's owner (THACO 10, no dexterity adjustment to Armour Class), and drain fluids (+3d10 damage) on any successful attack.

History: *Bloodsmear's* curse prevents the owner from even considering discarding it or giving it away. He can however, choose to sell it (but will not accept less than 15,000 GP) or exchange it for another sword (not less than 3000 XP value). If it is stolen or lost somehow, the curse is transferred to the next owner.

*BloodThrall (Broad Sword +3)*

SF5 2d4+6/d8+7

Blade Type: Black Dwarven Steel  
Runes: none  
Length: 3½' Weight: 7½  
Forged By: Rabon Fre-Dal  
Radiance: red and black flicker

Hilt: obsidian  
Sheath: bone (unknown)  
Majicked By: unknown  
Alignment: none

Description: As with all of Rabon Fre-Dal's work, *BloodThrall* is crafted with meticulous care and unmatched skill, the blade has a razor sharp back-serrated edge that rips free of flesh inflicting extra damage (as noted above).

History: This is Merak's sword.

*Brage (Krys Knife +2)*

SF2 d4/d2

Blade Type: Electrum-Plated Titanium  
Runes: none  
Length: 1½' Weight: 1  
Forged By: unknown  
Radiance: pale pink light 5' radius

Hilt: worked electrum  
Sheath: red leather  
Majicked By: Titans?  
Alignment: CN INT: 16 Ego: 13

Description: *Brage* is capable of detecting both large traps and magic within a 10' radius, can *Locate Objects* up to 120' and cast a *Fly* (1/day at 12th level) when held and ordered. *Brage* is also capable of speech and can read the language of Titans, it also has a special telepathic ability (similar to demons) with a range of 60' (2/day).

History: This weapon has appeared from time to time in the vaults of various temples, there seems to be no reason for, or pattern to, it's appearances.

*Braun Brandell's Attitude Adjusters (Talon Knives +1)*

SF2 2d3/2d3+1

Blade Type: Dao Cobalt-Iridium  
Runes: engraved with skulls  
Length: 12" Weight: 2  
Forged By: Brin Brandell  
Radiance: flickering blue light, 15' radius

Hilt: wrapped snakeskin  
Sheath: snakeskin  
Majicked By: Braun Brandell  
Alignment: NG INT: 13 Ego: 9

Description: This beautifully worked pair of Talon Knives will never break or corrode even in acid. The wielder is able to cast *Crystalbrittle* once per day from each blade. In addition, when the blades are visible to an opponent, they present a powerful illusion that either he or she is under a *Slow* spell or that the wielder is under a *Haste* spell. The flickering blue lights along the edges of the blades also cause *Fear* to those struck.

History: The Brandell family was a slightly eccentric bunch, and Brin was known to have one of the largest collections of antique and exotic weapons and armour. This pair was originally made as a gift for an Elven prince.

*Caretaker (Broad Sword)*

SF5 2d4/d8+1

Blade Type: Polished Elfin Stainless Steel  
Runes: engraved in elven (one side) and dwarven (other side) "Rabon Fre-Dal"  
Length: 3½' Weight: 7½  
Forged By: Rabon Fre-Dal  
Radiance: none

Hilt: inlaid mother-of-pearl  
Sheath: white dragon hide  
Majicked By: Titan Crowley  
Alignment: none

Description: This finely crafted weapon is both +1 "to hit" and damage due to it's perfect balance and razor sharp edge (this is not a magical bonus). It automatically lowers magic resistance (Saving Throw applies) by 10% in a 15' radius (the wielder and his possessions are not affected) and *SpellShatters* (12 levels/day). In addition the wielder can cast an *Isomorph* (1/day).

History: The Durin MasterSmith, Rabon Fre-Dal (Priest of Frey), originally forged this sword as a gift to the King of Rhodes, Titan Crowley. Titan, with the help of Wizards from the **Aloor Guild of Enchanters**, majicked the sword

and made it a gift to his granddaughter, Misty Crowley. It was handed down through generations to the first-born Crowley and honoured them as either Priest of Frey or Priestess of Freya (regardless of their actual class).

*Cor (Talon Knife +1)*

Blade Type: Quasi-Elemental Mineral  
Runes: marks of the Clan Tepesh  
Length: 13" Weight: 1  
Forged By: Rokar  
Radiance: none

SF1 2d3/2d3+1

Hilt: Quasi-Elemental Mineral  
Sheath: Crushed rat skulls  
Majicked By: unknown  
Alignment: none

Description: This weapon is made from the claws of a Raza, a corundum-like creature from the Quasi-Elemental Plane Of Mineral. It has no known additional powers.

History: *Cor*, like most Talon Knives, was originally one of a pair. It's sister weapon, **Radq**, was destroyed when Rokar used it to slay the Titan, Brutus.

*Dagger of Pain (Dagger +5)*

Blade Type: Osmium-Irridium Alloy  
Runes: none  
Length: 15" Weight: 1  
Forged By: unknown  
Radiance: blue-white fire 5' radius

SF2 d4/d3

Hilt: virgin human flesh  
Sheath: none  
Majicked By: Dahak  
Alignment: [Evil?]

Description: When bloodied, the wielder of this Dagger is able to concentrate on the blade, the weapon then glows with the stated radiance and the wielder is able to cast a *Symbol Of Pain*.

History: This Dagger, and *Dagger of Pleasure*, are often seen in the possession of the Demon Prince, Az.

*Dagger of Pleasure (Dagger +5)*

Blade Type: Osmium-Irridium Alloy  
Runes: none  
Length: 15" Weight: 1  
Forged By: unknown  
Radiance: blue-white fire 5' radius

SF2 d4/d3

Hilt: virgin human flesh  
Sheath: none  
Majicked By: Dahak  
Alignment: [Evil?]

Description: When bloodied, the wielder of this Dagger is able to concentrate on the blade, the weapon then glows with the stated radiance and the wielder is able to cast a *Symbol Of Persuasion*.

History: This Dagger, and *Dagger of Pain*, are often seen in the possession of the Demon Prince, Az.

*Dagger Of Rutilé Fire (Dagger +2)*

Blade Type: Rutilé Fire (Titania)  
Runes: none  
Length: 12" Weight: ½  
Forged By: unknown  
Radiance: deep purple light 5' radius

SF1 d4/d3

Hilt: titanium-silver set with moonstones  
Sheath: none  
Majicked By: unknown  
Alignment: none

Description: This beautifully carved Dagger is made into a spiral corkscrew-like shape. It is made from titania, a very rare gemstone which is not known to occur naturally. When thrown, the dagger can cast *Electric Fingers* (3/day, d10 damage each).

History: Not much is known about this weapon. Since titania is synthetically (read as "magically") prepared, and Brenda Thunderbolt was known to have wielded this weapon, it's possible that she created it herself.

*Darkshard (Dagger +2)*

SF1 d4/d3

Blade Type: Obsidian  
Runes: carved spirals  
Length: 10" Weight: ¾  
Forged By: Shyan  
Radiance: deep violet light 5' radius

Hilt: obsidian  
Sheath: none  
Majicked By: Hât  
Alignment: none

Description: This nasty little weapon is capable of *Enervation*, *Mari's Deforming Affliction* and *Vampiric Touch*, each 1/day (at 12<sup>th</sup> level of use, no Saving Throws apply).

History: This weapon was enchanted for Shyan, daughter of Hât, when she was *Turned To The Darkside*. When Shyan rebelled against evil, she tried to destroy the weapon but was unsuccessful and so hid it deep in the earth. Very few thrall have ever survived to escape from "Noyade", fewer still remain sane, but the fortunate ones describe a massive obsidian replica of this Dagger at the heart of the Deep City of Noyade.

*DawnBreaker (Bastard Sword +4)*

SF6 2d4/2d8

Blade Type: Mirror-Finish Golden Steel  
Runes: iridium-inlay "Dawn Destroys The Darkness" (one side)  
Length: 4½ Weight: 10  
Forged By: Kraxx  
Radiance: pale golden light, 60' radius

Hilt: wrapped in lotus petals  
Sheath: lotus petals  
Majicked By: Amiira  
Alignment: CG INT: 13 Ego: 24

Description: This weapon acts as a **Sunblade**, except as otherwise noted. It is +8 "to hit" and damage vs. evil and inflicts quadruple damage vs. creatures from the Negative Material Plane, the *Sunray* power has a range of 120', and it can cast *Heal*, *Fire Horizon* and *Major Globe Of Invulnerability* (each 1/day). *DawnBreaker* is empathic with a definite female attitude. The scabbard is impervious to acid, cold, fire and electrical damage.

History: This weapon was forged by Kraxx for Amiira, the Goddess of Magic, Dawn & Flowers. Although Amiira has never wielded it in combat, she can summon it from wherever it is at any time, bypassing any protection (physical and/or magical) that may be in effect.

*Drenviyr (Two-Hander +4)*

SF10 d10/3d6

Blade Type: Black Iron  
Runes: engraved in Dwarven "Drenviyr"  
Length: 6' Weight: 30  
Forged By: unknown  
Radiance: pale grey light, 20' radius

Hilt: wrapped black leather  
Sheath: black sheepskin  
Majicked By: unknown  
Alignment: LN INT: 16 Ego: 19

Description: This mighty weapon functions as a **Defender** type sword, it can *Detect Invisible* with a 10' radius and cast a *Strength* spell (1/day). It can speak both Common and Dwarven. *Drenviyr* was designed for a special purpose: to overthrow Chaos and as such does triple damage against chaotic creatures.

History: Very little is known about this magnificent weapon, except that it was crafted by Dwarves as a weapon for a great hero. It's name "Drenviyr" possibly means "Chaos Killer".

*Eterna (Broad Sword +2)*

SF5 2d4/d8+1

Blade Type: Amethyst  
Runes: engraved "Eterna" (each side)  
Length: 3½' Weight: 4  
Forged By: unknown  
Radiance: bright violet fire 30' radius

Hilt: wrapped red leather  
Sheath: red leather  
Majicked By: unknown  
Alignment: N INT: 13 Ego: 15

Description: This beautifully carved weapon will *Geas* it's wielder to seek out and destroy Wizards. On any successful hit, it will petrify the Wizard (Saving Throw applies) into solid granite. It can also *Dispel* (at 20<sup>th</sup> level of use) magical walls, webs, barriers etc. and reduce other permanent walls (created by any of the *Wall Of* spells,

but excluding *Build* spells) to a pile of rubble (requires 1 round per level of Caster). *Eterna* also confers a +10% magic resistance to it's wielder (the sword itself has only standard magic resistance).

History: Elene Child appointed 10 craftsmen from the City of Morrhold to create this weapon. They were never seen again. Elene lost the sword on one of the inner planes, possibly the Quasi-Elemental Plane of Radiance which she was known to frequent with Carrie Babylon (who was known to take stuff that didn't belong to her).

*Exciter (Rapier)*

SF4 d6+1/d6+1

Blade Type: Mirror-Finish Golden Steel  
Runes: engraved "Exciter" (each side)  
Length: 4½' Weight: 3¾  
Forged By: unknown  
Radiance: reddish-gold light, 30' radius

Hilt: wrapped red leather  
Sheath: red leather  
Majicked By: unknown  
Alignment: none

Description: *Exciter* is a beautifully crafted weapon which, at first, appears to have no powers at all. When wielded in combat, *Exciter* will begin to "sing". This soft hum increases in pitch every time an opponent is struck, and increments the weapon's bonuses "to hit" and damage by +1 (i.e., *Exciter* becomes +1 after the 1<sup>st</sup> hit, +2 after the 2<sup>nd</sup> hit, etc.) to a maximum of +8. Once *Exciter* has reached maximum pitch, it begins to decrease in pitch and bonus every round (regardless of whether an opponent is struck or not) until it reaches 0, after which it remains quiet and without bonuses for a full turn. If the wielder is still engaged in combat after the turn has expired, *Exciter* begins to "sing" again.

History: The origins of this weapon are unknown, but the first documented sighting was at a Trading Post in the Jama Desert.

*Glacier (Long Sword +3)*

SF5 d8/d12

Blade Type: Dull-Finish Steel Alloy  
Runes: none  
Length: 3½' Weight: 5  
Forged By: unknown  
Radiance: FrostBrand

Hilt: inlaid mother-of-pearl  
Sheath: silver-white leather  
Majicked By: unknown  
Alignment: NG INT: 13 Ego: 11

Description: *Glacier* is a **FrostBrand** (+6 vs. Fire Using/Dwelling creatures), it's wielder is protected as if he were wearing a Ring of Fire Resistance. Whenever thrust into fires, *Glacier* has a 50% chance of extinguishing them in a 10' radius - including a *Wall Of Fire*, but excluding a *Fireball*, *Meteor Swarm*, or *Flame Strike*. It can also cast a *Cone Of Cold* (1/day) at 12<sup>th</sup> level of use.

History: *Glacier* has a history of being found by barbarians who throw it away once they discover it's power.

*Goblin's Dream (Long Sword +2)*

SF5 d8/d12

Blade Type: Black Iron  
Runes: painted in goblin "Human Slayer" (one side)  
Length: 3½' Weight: 6  
Forged By: unknown  
Radiance: pale green light 30' radius

Hilt: wrapped human hair  
Sheath: human flesh  
Majicked By: unknown  
Alignment: none

Description: *Goblin's Dream* performs as a +3 weapon against humans, half-orcs and half-elves, it also inflicts triple damage against true humans.

History: Not much is known about this weapon, except that it was once catalogued in the horde of Kara-Fanya-Teel's red dragon, Inferno.

*Headhunter* (Great Sword +3)

SF11 2d6/2d10

Blade Type: Chrome-Plated Steel

Hilt: black iron

Runes: none

Length: 6½' Weight: 25

Sheath: black leather

Forged By: unknown

Majicked By: unknown

Radiance: none

Alignment: none

Description: *Headhunter* functions as a Vorpal weapon. In addition, *Headhunter* permits it's wielder to cast an *Enlarge* (1/day), *Strength* (1/day) and a *Heroism* spell (1/day).

History: This heavy weapon has often been seen in the hands of great generals.

*HeartSeeker* (Rapier +2)

SF4 d6+1/d6+1

Blade Type: Silver-Plated Steel

Hilt: ruby studded

Runes: none

Length: 4½' Weight: 3¾

Sheath: red leather

Forged By: unknown

Majicked By: unknown

Radiance: pale red light, 15' radius

Alignment: none

Description: Other than it's bonuses "to hit" and damage, no other powers are known concerning this weapon.

History: *HeartSeeker* was created a very long time ago, being mentioned in historical writings over 12,000 years old, it was highly sought after by Wreavers. Apparently the weapon has sustained a lot of damage, since the legends concerning it mention many powerful enchantments.

*HellsPawn* (Great Sword +3)

SF11 2d6/2d10

Blade Type: Tarterus black iron

Hilt: ruby studded

Runes: none

Length: 6½' Weight: 28

Sheath: red leather

Forged By: Dispater

Majicked By: unknown

Radiance: none

Alignment: none

Description: This heavy weapon radiates a powerful aura and causes all those who view it to be paralyzed with *Fear*. When it's victims are brought to less than 1 Hit Point they are not killed, but rather are sent to the Lower planes and find themselves kneeling before the throne of the unDISputed Ruler of the 2<sup>nd</sup> Layer of the Nine Hells.

History: *HellsPawn* was made for Hät, The ArchHeretic.

*Incisors Of Rabon* (Talon Knives +2)

SF2 2d3/2d3+1

Blade Type: Diamond-bonded Titanium

Hilt: Chrome-Vanadium

Runes: none

Length: 16" Weight: 1½

Sheath: none

Forged By: Rabon Fre-Dal

Majicked By: Oberön

Radiance: Blue-White light, 10' radius

Alignment: none

Description: With the exception of *Continual Wizard Sight* to a distance of 60' (when either or both are held), this pair of Talon Knives posses no other known powers or abilities.

History: Rabon rarely carried anything but a forge hammer, but was seen with these blades on special occasions.

*Intrepid (Broad Sword+2)*

SF5 2d4/2d6+1

Blade Type: Stainless Steel

Hilt: Laminated Oak

Runes: stamped double arrows (one side), "Intrepid" (other side)

Length: 3½' Weight: 7

Sheath: white leather

Forged By: Angela Kern

Majicked By: Rowena Jewel

Radiance: bright 30' radius

Alignment: NG INT: 17 Ego: 17

Description: *Intrepid* is not only a Broad Sword of perfect balance and exceptional finish, it also confers the benefits of a *Super Heroism*. This power is invoked for only the first 4 occasions that *Intrepid* is drawn by it's owner each day. It is capable of both speech and telepathy and can read languages, maps and magical writings, it is always aware of which direction is North and the present elevation above/below sea level. *Intrepid* can also detect invisible objects in a 10' radius and negates any penalties attacking an invisible opponent within this range.

History: Another Broad Sword crafted by the talented Angela Kern, *Intrepid* is possibly her finest work. It was originally made for an unborn Prince, the son of Rowena, Queen of the Jewel Isles.

*Karnan (Katana +2)*

SF4 d10/d12

Blade Type: Mirror-Finish Vanadium Steel

Hilt: emerald studded

Runes: engraved "Karnan" one side

Length: 4' Weight: 6½

Sheath: green dragon hide

Forged By: Angela Kern?

Majicked By: unknown

Radiance: bright green light, 20' radius

Alignment: none

Description: *Karnan*, as with all Katanas and other magical swords, is of exceptional craftsmanship. The blade is so perfectly forged, tempered and honed that it will cut through wood, stone and any metal softer than platinum (1", ½" and ¼" per blow, respectively).

History: This weapon looks and feels like the work of Angela Kern, however there are none of the usual distinguishing stamps, engravings or reliefs that are found on her work, and it's not a Broad Sword.

*Kerrida (Katana +2)*

SF4 d10/d12

Blade Type: Gold-Finish Steel

Hilt: carved pearl

Runes: none

Length: 4' Weight: 4

Sheath: gold dragon hide

Forged By: unknown

Majicked By: unknown

Radiance: blue-green-grey light 30' radius

Alignment: LE INT: 14 Ego: 15

Description: *Kerrida* is a weapon of exceptional craftsmanship, a **Gold Dragon Slayer**. It speaks the languages of Blue, Green and Iron dragons and is able to confer a *Strength* spell (1/day) on it's owner.

History: Legend has it that this weapon was commissioned by a group of dragons, who subsequently elected a hero to rid them of a particular Gold Dragon named "Kerrida", and the weapon's original name was "Kerridavigr".

*Koyul (Short Sword)*

SF2 d6+1/d8+1

Blade Type: Liquid Mercury

Hilt: brass

Runes: none

Length: 2½' Weight: 3

Sheath: none

Forged By: Bazzd

Majicked By: Bazzd

Radiance: faint silver light 2' radius

Alignment: [Evil?]

Description: This highly unusual weapon is, technically speaking, not a magical weapon. It maintains shape by the divine will of it's creator, Bazzd. It does however, inflict an additional point of damage and require the victim to save vs. poison, it also blinds opponents by retinal burning (on natural 20).

History: Legend has it that Bazzd created *Koyul* as a gift to Rasa, Demi-God of Hate, but it was stolen by his twin brother Runa, Demi-God of Lies, who (naturally) denied it. *Koyul* may possibly be a living creature.

*Malevar (Great Sword +4)*

SF11 2d6/2d10

Blade Type: Blood-Red Iron  
Runes: engraved "Malevar" (each side)  
Length: 6½' Weight: 30  
Forged By: unknown  
Radiance: red and black flicker

Hilt: set with rubies, bloodstones and morion  
Sheath: black dragon hide  
Majicked By: unknown  
Alignment: LE INT: 12 Ego: 18

Description: This sword is semi-empathic and functions as both a Vorpall weapon and a Defender weapon. The wielder is able to cast *Blackmantle* (3/day).

History: *Malevar* was commissioned by a High Priest of the evil D'Teva, God of War, Thunder & Lightning as a gift to his master. Little else is known of its history since the priest burned the creators of the weapon, and was slain by his own God soon after.

*MALiS (Short Sword +3)*

SF4 d6/d8

Blade Type: mirror-finish steel  
Runes: electrum-inlay (squirrel on each side)  
Length: 2' Weight: 3½  
Forged By: Galen  
Radiance: pale golden light 5' radius

Hilt: silver & electrum  
Sheath: white leather  
Majicked By: Morganna  
Alignment: CG INT: 15 Ego: 11

Description: *MALiS* (Morganna's Annoying Little Sword) is cursed with a *Morganna's A.L.F.* spell, as a result it has the habit of speaking when you don't want it to. Many a thief, stealthily evading guardposts, has been given away by a childlike voice saying "Hey, there's a guard, he hasn't seen us yet, keep quiet!". A few nobles have faced embarrassment at the court of their liege with comments such as "That wimp is the king? No wonder you make all those jokes behind his back!" and "Are you going to be this polite after the sneak attack on this guy's fortress?" *MALiS* also makes comments during combat, such as "We surrender!" and "Hey careful, I don't want to get scratched!", as a result the weapon has a speed factor of 4.

On the plus side, the weapon can *Detect Invisible Objects* and creatures within a 60' radius and is quite happy to point them out (range and direction), it can also detect gems in a 30' radius, cast *Faerie Fire* and *Light* (each 3/day).

Adding to its annoying factor, if *MALiS* is ignored for too long (DM's interpretation), it will get bored and will probably summon a few (d6) squirrels to talk to (they return to their point of origin after 6 turns).

History: Galen originally forged this sword as a back-up weapon for when he was unable to use *Rellias*. Morganna added the annoying features to the sword a few years later after not getting her own way despite 2 tantrums.

*Mandate (Great Sword +2)*

SF11 2d6/2d10

Blade Type: elfin steel  
Runes: gold-inlay "LawMaker" (one side)  
Length: 6½' Weight: 30  
Forged By: Grey Elves  
Radiance: bright silver-white 60' radius

Hilt: wrapped unicorn hair  
Sheath: silver-white leather  
Majicked By: Asha, Suza, Mehragan and Miranda  
Alignment: LG INT: 13 Ego: 6

Description: This sword is empathic and acts as a Sharpness weapon. The wielder is able to cast *Glassteel* (1/day, +3/day if LG, +3/day if a worshipper of Kraxx). The sword is unbreakable, will never rust, tarnish or lose its edge. In the hands of a Lawful Good warrior, *Mandate* has an additional +2 "to hit", and any evil creature brought to less than 1 hit point by a Paladin wielding *Mandate* is slain forever (this includes vampires, demons and even Lesser Gods).

History: This sword took 7 years to forge and polish (the elves wanted to be sure of its perfection). It was a gift to the Greater God Kraxx from a community of grey elves. Although the elves did not worship Kraxx, they followed the teachings of Asha, and so Kraxx took it upon himself to protect them from the local megalomaniac.

*Mezzafur (Dagger +5)*

SF2 d4/d3

Blade Type: Tarterus black gold  
Runes: none  
Length: 11" Weight: 1  
Forged By: Tuchulcha  
Radiance: golden light 5' radius

Hilt: wrapped human flesh  
Sheath: human flesh  
Majicked By: Fyx  
Alignment: none

Description: *Mezzafur* is a Wounding Weapon - regeneration, potions, spells or any other magical means (excluding a *Wish*) cannot repair damage sustained from *Mezzafur*. Victims lose an additional hit point per round for each wound inflicted until either 1 turn has elapsed (10 HP) or the wound is bandaged (victims will still lose ½ hit point per round if the bandage job is unskilled).

History: *Mezzafur* has been in the possession of several "High" priests of Fyx, and is highly sought after by all kinds of assassins, evil priests (a magnificent sacrificial blade) and even Wizards (it will enable a perfect *Soul Link* if bloodied and then used as the material component for the spell).

*Mindraper (Long Sword +1)*

SF5 d8/d12

Blade Type: vanadium-steel  
Runes: stamped "Mindraper" (each side)  
Length: 3½' Weight: 6  
Forged By: Rathok of the Tiger Clan  
Radiance: bright 30' radius

Hilt: wrapped brown leather  
Sheath: brown leather  
Majicked By: Ishara Darr  
Alignment: CN INT: 14 Ego: 8\*

Description: This weapon behaves as a *Sword of Sharpness*, however, not only does it sever, it also permanently sucks a point of Intelligence or Wisdom (whichever is higher, Saving Throw applies) from the victim and absorbs this into it's own ego. It retains this ever-increasing ego as long as it is retained by it's owner. *Mindraper* will never belong to the same person twice.

History: This weapon was a duplicate version of *Mindslicer* created by Ishara for unknown reasons.

*Mindslicer (Long Sword +1)*

SF5 d8/d12

Blade Type: vanadium-steel  
Runes: stamped "Mindslicer" (each side)  
Length: 3½' Weight: 6  
Forged By: Rathok of the Tiger Clan  
Radiance: bright 30' radius

Hilt: wrapped brown leather  
Sheath: brown leather  
Majicked By: Rayna Darksun and Ishara Darr  
Alignment: CN INT: 14 Ego: 8\*

Description: This weapon behaves as a *Sword of Sharpness*, however, not only does it sever, it also permanently sucks a point of Intelligence or Wisdom (whichever is higher, Saving Throw applies) from the victim and absorbs this into it's own ego. It retains this ever-increasing ego as long as it is retained by it's owner. *Mindslicer* will never belong to the same person twice.

History: The creation of this weapon was commissioned by Rayna Darksun to be used as a weapon against Mage-Clerics who may have chosen to oppose her sister, Violet Darksun. Something went wrong during the enchanting of the sword however (possibly interference by minions of JiRohan, or possibly Ishara having second thoughts... her daughter was Violet's Arch-Nemesis) and Rayna gave the sword to Violet's husband, the titan Brutus, who corrected the problem, but kept the weapon until the time of the Phantasm Wars.

*Mortis (Two-Hander +2)*

SF10 d10/3d6

Blade Type: rhodium-silver  
 Runes: black pearl-inlay "Mortis" (each side)  
 Length: 6¼' Weight: 28  
 Forged By: unknown  
 Radiance: bright 30' radius

Hilt: rhodium-gold  
 Sheath: carved draco-lich bone  
 Majicked By: unknown  
 Alignment: [CN]

Description: This magnificent weapon can automatically bury it's victims 6' under (if the wielder so desires), on a natural 20 or when brought to less than 1 hit point. The victim can be buried even in solid rock or the "stuff" of other planes (assuming solid or semi-solid ground). If the wielder is a priest of any God of the Egyptian Pantheon (or in the company of such a priest), with the priest's blessing, *Mortis* can mummify the remains of a dead ally (3/day) providing that he has been dead for less than 72 hours.

History: *Mortis* was always thought to have been created by Desert Rangers of Jama, however, since none of them have ever been known to be capable of either the craftsmanship or magic use required to make *Mortis* (or even the metalworking knowledge to alloy rhodium, it is now believed that a powerful priest of Thoth (or possibly Anubis) hiding in or near the Jama Desert had something to do with it.

*Painkiller (Two-Hander +2)*

SF10 d10/3d6

Blade Type: dwarven black iron  
 Runes: ruby-inlay "Painkiller" (each side)  
 Length: 6' Weight: 25  
 Forged By: unknown  
 Radiance: dim reddish-black 30' radius

Hilt: Dwarven Black Iron  
 Sheath: black panther hide  
 Majicked By: unknown  
 Alignment: Evil? INT: 14 Ego: 14

Description: *Painkiller* is a magnificently crafted weapon which radiates a powerful aura of enchantment. In the hands of an Anti-Paladin, it becomes a +6 *Unholy Avenger, Dispelling Magic* (at 18<sup>th</sup> level of use) and also conferring magic resistance in a 5' radius. It inflicts +12 damage against Lawful Good opponents. In addition, when drawn, *Painkiller* unleashes *Fear* (with double the standard area of effect), and in the hands of an Anti-Paladin, the "dropping" base chance is 90%. Undead are immune to *Painkiller's Fear*, however if it is in the possession of an Anti-Paladin of at least 9<sup>th</sup> level, all Undead (excluding unique beings from the Lower planes) will kneel, k'ou t'ou or generally abase themselves in some fashion. The Anti-Paladin can then attempt to command them as if he were an evil cleric of 2 levels higher.

History: *Painkiller* is thought to have been forged by Duergar and magicked by Gnomes, although this has never been verified. It's history is brief since it is most often kept under lock and key by various temples, monasteries, kings and Wizards seeking a way to destroy it. It was last known to have been stolen by a cloud giant (either Iridal or his son Jasper), and later delivered into the hands of the *anti-paladin*, Joe Tool, by a succubus (possibly Chanisi), but disappeared again after his death.

*Pathfinder (Broad Sword +1)*

SF5 2d4/d8+1

Blade Type: black steel  
 Runes: stamped arrow of law (one side) and "Pathfinder" (other side)  
 Length: 3¼' Weight: 7  
 Forged By: Angela Kern  
 Radiance: bright blue-white 30' radius

Hilt: wrapped brown leather  
 Sheath: whatever desired  
 Majicked By: unknown  
 Alignment: LN INT : 18 Ego: 16\*

Description: This sword is one of a pair forged by Angela Kern during her exile in the Outer planes (see *Rangefinder*). It can *Read Magic* and is capable of both speech and telepathy with it's wielder. Pathfinder can also *Detect Magic* (10' radius) when commanded and permit the wielder to cast *Levitation* (3/day, 1 turn each) as if he were a 6<sup>th</sup> level Wizard. It can also (at will) open an exit *Gate* (one-way) to the Outer planes (1/week) as per an amulet of the planes (or to the Prime Material if on an Outer plane). In the Astral plane, *Pathfinder* is a +2 weapon and on the Outer planes it acts as a +3 weapon. On the Prime Material plane, it has an intelligence of 18

and an ego of 16, if on an Outer plane with a wielder not native to that plane, it's ego increases to 20, in the company of the sword, *Rangefinder*, it's ego increases a further +4.

History: *Pathfinder* is often found in the proximity of it's sister weapon, *Rangefinder*. Because of their ability to open *Gates* to other planes their owners have a habit of disappearing never to be seen again. The legendary Valdar ("Vulgar of Scum"), was thought to have wielded both weapons at the same time, however this cannot be verified since the weapons he had were reputed to be long swords... and he was continually disappearing for days on end.

*QuickSilver (Long Sword)*

SF0 d8/d12

Blade Type: silver

Hilt: wrapped white leather (hollow)

Runes: iridium-inlay "Devil Slayer" (both sides)

Length: 40" Weight: 4

Sheath: white leather\*

Forged By: unknown

Majicked By: unknown

Radiance: silver-blue 15' radius

Alignment: none

Description: This beautiful weapon was forged somewhere on the Outer planes. It is of such exceptional quality and balance that it is +1 "to hit" (this is not a magical bonus) and has an unmodified speed factor of zero. In the Ethereal or Astral planes it is therefore +2/+1, and in the Elemental or Outer planes +3/+2 (note: +1 and +2 respectively, for the purposes of what creatures can be hit by it). In addition when on the Lower planes, *QuickSilver* inflicts a further +1 damage (magical) to any type of creature. The wielder is also able to cast *Electric Fingers* (3/day, d10 damage each). The hollow hilt can hold small objects.

*QuickSilver's* scabbard is tied with many different coloured ribbons each written in a different language (over 14 at last count), all read the same thing, "Melody Traxx".

History: *QuickSilver* was possibly created by "The Dicemaker", an entity believed to be either Ahrimanes or his "First Chosen Priest". Although it has no intelligence it seems to prefer the company of bards, and throughout it's history, bard-owners have survived the longest. One in particular, Melody Traxx, kept one of Letharon's Storage Xtals in the hilt and possessed *QuickSilver* longer than anyone has been known to have possessed it. She also met "The Dicemaker" while in possession of *QuickSilver*... but that is another story.

*Rainbow Peace (Rapier +3)*

SF0 d6+1/d8+1

Blade Type: cobalt-steel

Hilt: platinum

Runes: engraved in Sylvan "Rainbow Peace" (each side)

Length: 50" Weight: 3¾

Sheath: satin?

Forged By: Oberön

Majicked By: Oberön and Titania

Radiance: \*

Alignment: none

Description: *Rainbow Peace* appears to be a normal rapier (although of exotic manufacture). If the runes are spoken aloud, the blade shimmers with the colours of the rainbow (until sheathed). A "to hit" score of 18-20 causes the weapon to cast a *Prismatic Spray* (only on the victim, Saving Throws and effects are identical to the spell, however Green causes *Weakness* rather than death, Blue causes *Paralysis* rather than petrification and Indigo causes *Sleep* rather than insanity). There is no limit to how many times per day this effect can happen, but it can be turned off at will.

History: Oberön is often in search of this weapon, since the Faerie Folk are in the habit of "borrowing" it and "misplacing" it.

*Rangefinder (Broad Sword +1)*

SF5 2d4/d8+1

Blade Type: black steel

Hilt: wrapped brown leather

Runes: stamped arrows of chaos (one side) and "Rangefinder" (other side)

Length: 3¼ Weight: 7

Sheath: whatever desired

Forged By: Angela Kern

Majicked By: unknown

Radiance: bright blue-white 30' radius

Alignment: CN INT: 18 Ego: 16\*

Description: This sword is one of a pair forged by Angela Kern during her exile in the Outer planes (see *Pathfinder*). It can *Read Magic* and is capable of both speech and telepathy with its wielder. *Rangefinder* can also *Detect Invisible* (10' radius) when commanded and permit the wielder to cast *Telekinesis* (3/day, 250# 1 round each). It can also (at will) open an exit *Gate* (one-way) to the Outer planes (1/week) as per an amulet of the planes (or to the Prime Material if on an Outer plane). In the Astral plane, *Rangefinder* is a +2 weapon and on the Outer planes it acts as a +3 weapon. On the Prime Material plane, it has an intelligence of 18 and an ego of 16, if on an Outer plane with a wielder not native to that plane, its ego increases to 20, in the company of *Pathfinder*, its ego increases a further +4.

History: see *Pathfinder*.

*Rapine (Long Sword +3)*

SF5 d8/d12

Blade Type: black chromium-steel

Hilt: storm giant bone with black sapphires

Runes: engraved "R" (each side)

Length: 3¾ Weight: 6

Sheath: storm giant skin

Forged By: Hadrian Ironballs

Majicked By: Namera

Radiance: violet flicker

Alignment: NE INT: 16 Ego: 16

Description: This weapon will never rust or even corrode in acid, the blade is so well made that it delivers an additional +1 damage (this is not a magical bonus). The sword is capable of Vampiric Regeneration (as per the ring of the same name), *Blackmantle* (30' radius) and *Mummy Rot* (on a natural 20). It speaks and reads Drow. Regardless of its owner's personality strength, it can attempt (1/day) to *Beguile* an owner who doesn't seem to be following its destiny (destiny is as *Rapine* sees it).

History: The Dwarven Thane, Hadrian Ironballs, forged this dangerous weapon himself. The engraved "R" does not stand for "Rapine", but rather "Rhianne", as it was his gift to (the lovely, intelligent, beautiful, wonderful, kind, generous, wise, seductive, stunning) Rhianne Tar-Brynn on her 50<sup>th</sup> birthday, as a result, she put down her Spellbook and took up the Sword. Several years later, the weapon fell into the hands of the Drow "Chosen One", Namera, who enchanted it.

*Rebus (Long Sword)*

SF\* \*/\*

Blade Type: unknown

Hilt: Silver set with sapphires

Runes: unknown

Length: 3½\* Weight: 1\*

Sheath: none

Forged By: unknown

Majicked By: Namera

Radiance: none

Alignment: none

Description: The blade of this weapon sometimes exists in another dimension, with the exception of 1" from the tip and 1" from the hilt. Every other round, the entire blade will appear. *Rebus* has a speed factor of SF1 (SF5 when the blade is complete), is +6 "to hit" (no bonus when the blade is complete) and inflicts 1 point of damage (d8/d12 when the blade is complete). If *Rebus* is positioned in such manner that a creature lies in the path between its tip and hilt, when the blade appears on the following round, *Rebus* inflicts Double Damage.

History: This incredible weapon was wielded by the "Faceless Warlord", Protector of the Drow "Chosen One", Namera.

*Rellias (Long Sword +2)*

SF6 d8/d12

Blade Type: hollow grey steel

Hilt: wrapped black leather

Runes: painted black: circles of protection (each side)

Length: 42" Weight: 5

Sheath: black leather

Forged By: Galen

Majicked By: JiRohan

Radiance: grey-black 15' radius

Alignment: none

Description: *Rellias'* hollow blade is filled with mercury (note the weapon speed factor), as a result it takes a while to get used to swinging the blade, however this (and it's exceptionally keen edge) gives it an additional bonus of +2 damage (this is not magical). *Rellias* also improves the wielder's Armour Class and Saving Throws by a bonus of +2 (when held), automatically performs *Spell Turning* (9 levels/day) and can permit the wielder to *Ethereal Shift* (1/day including return). *Rellias* is unable to cause harm to Galen.

History: This weapon was the first ever forged by Galen (and also his favourite). Morganna was able to trick JiRohan into enchanting the weapon (he was more powerful than her at the time), although it is often believed JiRohan did not cast the spells himself and forced a captive Wizard to do it for him instead. When he retired after the Phantasm Wars, Galen gave this weapon to a friend of Mithra (thought to have been a female elven warrior).

*RuneWeaver (Broad Sword)*

SF5 2d4/d6+1

Blade Type: Diamond-bonded Titanium

Hilt: wrapped black leather

Runes: engraved circles of protection (each side)

Length: 3¼' Weight: 7

Sheath: black leather

Forged By: unknown

Majicked By: Morganna

Radiance: grey-black 15' radius

Alignment: none

Description: *RuneWeaver* redirects spell energies targeted at the wielder to itself. The weapon has a 110% Magic Resistance based on an 11<sup>th</sup> level Wizard casting a 1<sup>st</sup> level spell. This Magic Resistance is adjusted downward by 5% for every spell level above 1<sup>st</sup>, as well as ±5% for every level of the Caster higher/lower than 11<sup>th</sup>. For example, *RuneWeaver* has an 80% Magic Resistance against a 12<sup>th</sup> level Wizard casting a *Disintegrate*, and a *Cloud Kill* cast by a 9<sup>th</sup> level Wizard would have no effect. The drawback is that, unlike normal Magic Resistance, *RuneWeaver's* protection cannot be lowered at will, whilst not in it's own scabbard, the Magic Resistance is always active. For example, *RuneWeaver* will negate the effects of a *Part Water* if the wielder is within proximity of the spell. Although *RuneWeaver* has no bonuses, it can hit any creature including creatures that can only be hit by magical weapons and Divine Powers that cannot be harmed by weapons.

History: Although Morganna enchanted this weapon, it was not forged by Galen. The workmanship and Diamond-bonded Titanium process is very similar to that of Rabon Fre-Dal's work, however the Durin MasterSmith died thousands of years before Morganna was first born, and there is no record of them ever meeting. It is possible that Morganna came across, and enchanted, an unknown sword forged by Rabon.

*Saracen (Long Sword +2)*

SF5 d8/d12

Blade Type: cobalt-platinum

Hilt: wrapped blue leather

Runes: sapphire-inlay, the bearings of the House of Crowley (each side)

Length: 3¾' Weight: 6

Sheath: blue & white leather

Forged By: Frey

Majicked By: Helen Millennia and Misty Crowley

Radiance: bright blue-white 20' radius

Alignment: none

Description: *Saracen* functions as a Luck Blade, providing a bonus +1 on all Saving Throws. It also automatically protects the wielder with an *Iron Mind* spell when drawn, adds a bonus of 15% to his magic resistance and allows him to cast a *Zone of Truth* (1/day).

History: Misty Crowley had *Saracen* created as wedding present for her younger sister's husband. When Shannia Crowley changed her mind and decided not to marry "the big jerk", Misty gave the sword to one of her three brothers.



*ScreamDream (Dagger +1)*

SF1 d4/d3

Blade Type: glass

Hilt: wrapped goblin flesh

Runes: engraved "Find Sanctuary In the Darkness" (one side)

Length: 14" Weight: ¾

Sheath: none

Forged By: Priests of Lassirra

Majicked By: unknown

Radiance: \*

Alignment: none

Description: *ScreamDream* does not radiate any light of its own and it will in fact *Dispel* any *Light* or *Continual Light* spells in a 15' radius. It functions at +2 vs. creatures of good alignment. If struck by this weapon (and not subsequently killed), for d6+1 days the victim will not sleep well, he will wake up screaming after only 1 hour of sleep (even if under a *Sleep* spell). Each day the victim will lose 1 level of Experience, 1 point of Strength, 1 point of Dexterity, 1 point of Constitution and 1 point of Charisma due to exhaustion and the continual shock (note: this could kill some characters, but whoever stuck the dagger in them would not gain the experience for it). The character would be unable to study or meditate and experiences a +30% chance of spell failure. If the character survives the week, losses are regained at 2 levels and 2 points (for each stat) per day, assuming plenty of rest mixed with light exercise (light exercise does not include labouring, combat, spellcasting, running around in armour or studying magic!).

History: *ScreamDream* was forged by priests of Lasirra, Goddess of Dreams, Nightmares & Darkness. It was known to be carried by such bad girls as Shyan (daughter of the Arch-Heretic, Hät), Caithlain Darr (daughter of Ishara Darr), the entity known as Libby Do, Marcy Manchester (Aurora Wräthchild), Elene Child (and therefore possibly Carrie Babylon), Arienne Cannon (Lady Bronze), Tria Domino (Chanisi?), Nadine Midnight (Queen of Necropolis), several "bloodsucking" Empresses of Nimia and Averell-Sian-Durini, amongst others.

*Shayol (Scimitar +2)*

SF5 d8/d8

Blade Type: electrum gilded carbon steel

Hilt: jewel encrusted

Runes: none

Length: 3¾' Weight: 6

Sheath: jewel encrusted pigskin

Forged By: unknown

Majicked By: unknown

Radiance: silver-gold light 15' radius

Alignment: none

Description: This beautifully made scimitar permits the wielder to cast *Charm Person*, *Hold Person* and *Domination*, each 1/day at 20<sup>th</sup> level of use and *Dimension Door* (3/day at 8<sup>th</sup> level of use).

History: This weapon has thought to have been seen in the hands of many a prince or wealthy noble, very little is known about it except that it was originally the weapon of Hät, The Arch-Heretic.

*SoftSinger (Bastard Sword +3)*

SF6 2d4/2d8

Blade Type: ironwood (white)

Hilt: wrapped white leather

Runes: none

Length: 4½' Weight: 15

Sheath: black leather

Forged By: unknown

Majicked By: unknown

Radiance: blue-white light, 15' radius

Alignment: LG INT: 14 Ego: 9

Description: *SoftSinger* functions as a Sharpness weapon, however it truly is a +3 blade. Besides its ability to speak (and it's not very talkative), *SoftSinger's* only other known power is the ability to cast *Fear* (1/day).

History: This is Vainamoinen's sword.

*Solarion (Short Sword +2)*

SF3 d6/d8

Blade Type: sunlight\*  
Runes: none  
Length: 22" Weight: 3  
Forged By: Helios  
Radiance: bright gold 60' radius

Hilt: osmium  
Sheath: starlight\*  
Majicked By: Helios?  
Alignment: NG INT: 16 Ego: 21

Description: This weapon's blade is made from pure sunlight and functions as a *Flame Tongue* (+3 vs. Regenerating creatures; +4 vs. Cold Using, Inflammable, or Avian creatures; +5 vs. Undead). Additionally, this weapon will *Disintegrate*, on contact (Saving Throw applies), creatures adversely affected by sunlight (vampires, etc.), the wielder is also able to Turn Undead as if he were a cleric 3 levels higher (or 3<sup>rd</sup> level if not a cleric). Unlike other *Flame Tongue* swords, *Solarion* always sheds light when unsheathed. It will easily ignite oil; burn webs; set fire to paper, parchment, dry wood, etc. It speaks and reads the 4 main languages of geniekind (Dao, Djinn, Efreet and Marid). *Solarion* is intelligent (16, ego 21) and knows it's owner, it cannot be sold or discarded, but it can be given away as a gift. *Solarion* defines it's owner as the first person to grasp it (even if only to examine it), if *Solarion's* owner is without a sword arm and therefore unable to wield it, he is no longer the owner and can never be again (this is true even if the loss is only temporary, such as being *Polymorphed* into a bird). *Solarion* can only function by the power of the sun on the Prime Material plane. The sunlight can be direct, or projected (by spell, but not including Illusion) or even reflected (including moonlight). *Solarion's* scabbard is made from starlight and is called **Seleni** (possibly by Helios' father Hyperion, Greater Titan of the Stars). It is only noticable when the owner decides to sheath *Solarion*. It also provides the owner with an automatic ability to *Dispel* (at 18<sup>th</sup> level) spells creating or causing the creation of darkness (this would include dispelling a *Dispel Magic* that was invoked to dispel a *Light* spell, before the *Dispel Magic* could take effect).

History: *Solarion's* history is much hearsay, all that is really known is that it was forged by Helios, the Sun God.

*Solo (Bastard Sword)*

SF6 2d4/2d8

Blade Type: Black Iron  
Runes: gold-inlay "Solo" (both sides)  
Length: 4½' Weight: 9  
Forged By: unknown  
Radiance: golden light 0'-30' radius

Hilt: gold embossed  
Sheath: none  
Majicked By: unknown  
Alignment: N INT: 17 Ego: 12

Description: *Solo* has no magical bonuses, however it's razor-sharp edge inflicts an additional point of damage. *Solo* is capable of telepathy and speaks the 4 main languages of geniekind (Dao, Djinn, Efreet and Marid), and can read both magical and non-magical writings. *Solo* also functions as a *Life Stealer*, can *Conjure Elemental* (1/week) and *Detect Invisible* in a radius equal to twice whatever it's radiance is currently at.

History: Although *Solo's* alignment is Neutral, it does have Chaotic tendencies and has been known to give "unusual" answers when asked for advice (such as "Kill them. Kill them all. Hang their bodies from the trees!").

*SoulCatcher (Two-Hander +3)*

SF9 d10/3d6

Blade Type: Beryllium-Vanadium Alloy  
Runes: See Below  
Length: 77" Weight: 10  
Forged By: Bornwin Stonebreaker  
Radiance: brilliant red light, 10' radius

Hilt: Beryllium-Vanadium Alloy  
Sheath: Black Snakeskin  
Majicked By: The Juggernaut  
Alignment: none

Description: *SoulCatcher* is a masterpiece Phur-Bu styled Two Handed Sword, featuring the classic Tantric 3-sided blade. It has been documented that The Juggernaut extinguished the flames of a fire over 3000°F and neutralized boiling Hydrochloric and Nitric acids merely by thrusting this blade into them. The blade is beautifully engraved with 3 intertwined serpents and the name "SoulCatcher" in gold relief.

History: This sword was wielded by The Juggernaut throughout his reign. It was last seen carried by a Sharrik mercenary before The Juggernaut's mysterious disappearance in that land.

*SoulGrazer (Dagger +3)*

Blade Type: Beryllium-Vanadium Alloy  
Runes: See Below  
Length: 11" Weight: 1  
Forged By: Bornwin Stonebreaker  
Radiance: brilliant red light, 10' radius

SF2 d4/d3

Hilt: Beryllium-Vanadium Alloy  
Sheath: Black Snakeskin  
Majicked By: The Juggernaut  
Alignment: none

Description: *SoulGrazer* is a masterpiece Phur-Bu styled Two Handed Dagger, featuring the classic Tantric 3-sided blade. It is a matched piece with the sword *SoulCatcher*. The blade is beautifully engraved with 3 intertwined serpents and the name "SoulCatcher" in gold relief.

History: See *SoulCatcher*.

*Stinger (Krys Knife +5)*

Blade Type: silver dragon tooth  
Runes: none  
Length: 14" Weight: ½  
Forged By: Oberön  
Radiance: pale silver-white 5' radius

SF1 d4/d2

Hilt: carved ivory  
Sheath: none  
Majicked By: Oberön and Titania  
Alignment: none

Description: The blade separates from the hilt on this weapon to reveal a small hollow cavity. An unmodified "to hit" score of 20 (natural 20) causes *Stinger* to inject something into the blood stream of the victim. Oberön typically chooses an amnesia inducing drug made from obliviax.

History: See *Rainbow Peace*.

*Sword Of Dawn (Short Sword +1)*

Blade Type: mirror-finish golden steel  
Runes: platinum-inlay rising sun (both sides)  
Length: 28" Weight: 3¼  
Forged By: Kraxx  
Radiance: pale golden light, 60' radius

SF3 d6/d8

Hilt: wrapped white leather  
Sheath: white leather  
Majicked By: unknown  
Alignment: Good INT: 12 Ego: 13

Description: These beautifully crafted weapons are normal +1 swords, except in the hands of a Wizard (3<sup>rd</sup> level or higher), when they become +5 weapons (the Wizard does not require any proficiency in use of the weapon). A Wizard is also able to invoke the *Sunray* power (see *Sunblade*) and cast a *Heal* spell (1/day on himself or another Wizard).

History: These weapons were originally designed by Kraxx, and created by mage-priests of Amiira to aid them in their battles against the priests of Lasirra and her brood.

*Teardrop (Scimitar +1)*

Blade Type: ruthenium tungsten-carbide  
Runes: none (matt-black)  
Length: 3' Weight: 6  
Forged By: unknown  
Radiance: none

SF5 d8/d8

Hilt: black osmium  
Sheath: black sheepskin  
Majicked By: unknown  
Alignment: LN INT: 13 Ego: 8

Description: *Teardrop* is an empathic weapon, it can *Detect Magic* and *Invisible Objects* in a 10' radius, *Teleport* it's owner (1/day, takes 2 segments to activate with a maximum weight limit of 600#) and functions at +3 vs. Regenerating creatures.

History: The Dwarven hero, Norton P. Battlemaster, once owned this scimitar, but rarely used it, favouring *CrownPleaser* instead. It was last seen in the hands of a Weaver who may have been a servant of the Daemon "Blyte".

*Terragor (Two-Hander +5)*

SF10 d10/3d6

Blade Type: iridium

Hilt: platinum

Runes: none

Length: 6' Weight: 60

Sheath: none

Forged By: Coius (Coeus)

Majicked By: unknown

Radiance: bright 60' radius

Alignment: [Evil?]

Description: This heavy sword will inflict a further 2d6 of damage to creatures 21' or larger. It is believed to be intelligent and possess several other powers, but few are able to wield it and it seems to remain uncommunicative with mortals.

History: This is the sword of the Greater Titan, Coius.

*ThiefTaker (Wakizashi +2)*

SF4 d8/d8

Blade Type: glass

Hilt: cherry wood

Runes: none

Length: 3' Weight: 2½

Sheath: none

Forged By: Rapunzel Tomb

Majicked By: unknown

Radiance: bright 30' radius

Alignment: none

Description: This unusual weapon has no intelligence, but it automatically reduces a creatures ability to "Hide In Shadows" by 30% within a 60' radius. *ThiefTaker* also severs wrists on a natural 20 and empowers it's wielder with "Barbarian Back Protection". This means that the wielder has a 5% chance, per level, of defeating a back attack. The attack is then avoided, becoming a normal attack, the wielder is then entitled to attack the former "back attacker", even if he has already engaged in his normal combat for that round.

History: This weapon was catalogued in the horde of Kara-Fanya-Teel's red dragon, Inferno.

*VeinFynder (Broad Sword)*

SF5 2d4/d6+1

Blade Type: ridulian crystal

Hilt: rutile fire (titania)

Runes: "Personal Escort To Your Final Resting Place" (both sides)

Length: 4' Weight: 5

Sheath: engraved demon bone

Forged By: unknown

Majicked By: unknown

Radiance: pinkish-gold light, 30'

Alignment: none (Evil) INT: 18 Ego: 19?

Description: This mysterious weapon holds the life essence of the Vampire-Lich, Dross Nightfeeder (Intelligence 18), he appears to have very little control over the weapon, and is either unable to, or chooses not to, communicate. Dross can only be freed by the divine will of a Greater God. On a natural 20, *VeinFynder* will drain blood from it's victim, causing d4 damage per Hit Die of the victim. If killed in this manner, the victim becomes a vampire under the control of the wielder, if the wielder should subsequently lose control of *VeinFynder*, any vampires created become free-willed and will instantly turn on him. *VeinFynder* has the following bonuses when attacking:

Opponent 3' or less (or has no red blood)	no bonus
Small/Medium size	+1/+2
Large class	+3
Giant class (9' - 18')	+4
Huge class (18' - 25')	+5
Gargantuan (anything bigger than Huge)	+6

History: It is rumoured that *VeinFynder* was created by the Four Whores of the Apocalypse - Tabitha, Brandy, Candy and Angel Störm. But all that is certain is that, whoever crafted and enchanted this weapon, probably did it for a specific purpose... and whoever managed to imprison Dross within, is pretty powerful indeed.

*Visionstain (Great Sword +1)*

SF11 2d6/2d10

Blade Type: Obsidian

Hilt: Obsidian

Runes: none

Length: 6½' Weight: 20

Sheath: Black Sheepskin

Forged By: unknown

Majicked By: unknown

Radiance: pale Grey light, 15' radius

Alignment: NE INT: 12 Ego: 6

Description: When unsheathed, *Visionstain* projects images of horrific and brutal death, which paralyze opponents with *Fear*. The vision is so intense that even those who are normally immune must make a Saving Throw (artifacts and Divine Powers gain a +4 bonus). Even a successful Saving Throw leaves the victim shaken and they suffer a -2 penalty to Initiative for as long as they can see the weapon. Seers and other prescient entities who are able to divine the future without resorting to magical spells or devices, must make a Saving Throw vs. Death Magic or die.

History: Although the source of this weapon has remained a mystery, it has often been speculated that it was created by one of the Greater Titans.

*WidowMaker (variable geometry sword)*

SF0 variable

Blade Type: Djinni steel

Hilt: wrapped pigskin

Runes: engraved "WidowMaker" (each side)

Length: 2'-4' Weight: 5

Sheath: pigskin

Forged By: Marzipan

Majicked By: unknown

Radiance: 0'-30' silver blue light

Alignment: none

Description: The work of ForgeMaster Marzipan, this is a truly unique weapon. It's variable geometry allows the wielder to select any type of blade within a 2' range (see the Appendix B: Average Blades to determine available types by blade length). It's bonuses are as follows:

4'	+1 "to hit"	+2 damage
3½'	+2 "to hit"	+4 damage
3'	+3 "to hit"	+6 damage
2½'	+4 "to hit"	+8 damage
2'	+5 "to hit"	+10 damage

*WidowMaker* can be drawn and permit an attack in the same round (roll initiative as usual, weapon speed factor is always zero, regardless of the type of blade chosen). In addition, it has the power to make any declared attack "Maximum Damage Attack" (1/day), inflicting the maximum damage associated with the current blade type.

*WidowMaker* requires 1 full turn to change geometry

History: This weapon is highly sought after due it's flexibility and power. It was last seen in the hands of the adopted peasant girl "assassin" who became Princess Kiki Crowley, High Priestess of Hel at Inholanze, Staron Mistress of the Horde, Duchess of Reatta (along with several other titles), after the Wizard Tempra retrieved it from a blue dragon lair.

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## Other Weapons

### *Bambi* (*Footman's Mace* +1)

SF7 d6+1/d6

Polished Brass

Length: 2½' Weight: 10 Alignment: NG

Description: *Bambi* is one of a pair of Maces of Disruption (see *Thumper*). *Bambi* is capable of both speech and telepathy and has an intelligence of 19. *Bambi* can also cast *Cure Light Wounds*, *Cure Serious Wounds* and *Cure Critical Wounds* (each, at least 1/day). The weapon probably has other functions, but is not exactly forthcoming about them.

History: These weapons are not only powerful, but they also have a superiority complex, as a result, few but Demi-Gods care to possess them for long. Violet Darksun carried one or both on several occasions and seemed to have little difficulty in controlling them.

### *Croudpleaser* (*War Hammer* +3)

SF4 d4+1/d4

Stainless Steel

Length: 1½' Weight: 6 Alignment: none

Description: *Croudpleaser* can appear as a staff or a whip when not being used in combat (this is a 9<sup>th</sup> level Illusion). If thrown, it becomes +6 "to hit" against large class creatures and will return to its owner on the following round. *Croudpleaser* also renders its possessor immune to *Fear*, can enhance his Strength by d4 (1/day), cast *Continual Light* (1/day), *Cure Light Wounds* (7/week), and *Hypnotic Pattern* (3/day, when moved). The downside is that the whoever possesses *Croudpleaser* permanently loses 1 point of Intelligence, acquires a -2 penalty to Saving Throws vs. Poison and, if "cursed", cannot resort to any form of spell to remove the curse (excluding *Wish* and *Limited Wish*), however Saving Throws vs. Curses are made at a +2. Perhaps the most notable thing about *Croudpleaser* is that, on a natural 20, it will shatter any bones wherever it hits. This bone shattering is then followed by a thunderous round of applause, which lasts for a full round (*Croudpleaser* will always attack last in the round following a bone shattering, regardless of initiative) and can be heard upto ¼ of a mile away.

History: The only recorded sightings of this weapon were whilst it was in the hands of the legendary Dwarven hero, Norton P. Battlemaster.

### *Dehumanizer* (*Bardiche* +2)

SF9 2d4/3d4

Djinni Steel

Length: 5' Weight: 12½' Alignment: none

Description: *Dehumanizer* is "The Bardiche of the Victor". It acts as a Sharpness Weapon (+4, as opposed to +3) and can *Disintegrate* opponents (1/day, Saving Throw applies). If the wielder also wears *Technical Ecstasy*, "The Helm of the Victor", he is capable of *Dimensional Overthrusting* (1/day for every 3 levels). *Dimensional Overthrusting* permits *Dehumanizer* to become 1, 2, 3 or even 4<sup>th</sup> dimensional (the effect is random). A 1-dimensional weapon cannot be avoided, a 4<sup>th</sup> dimensional weapon can travel short distances through time (usually striking the opponent the previous round before the wielder has attacked, thereby [paradoxically] permitting another attack in the following round).

History: *Dehumanizer* is the preferred weapon of the "General of the Claw", not so much for its abilities, but as a symbol of his rank.

*DoomBringer's Hammer (WarHammer)*

SF4 2d4+1/2d4

Tarterus black iron

Length: 4½' Weight: 18 Alignment: none

Description: The power of this heavy hammer can be invoked only twice per day (three times if the wielder also has *DoomBringer's Armour*). Once commanded, the wielder grows to 6 times his normal height and weight and is invested with the Strength of a Cloud Giant (this causes most other creatures to run away). The effect lasts for a full turn, during which the wielder is able to inflict Double Damage with the weapon. If the wielder also has *DoomBringer's Armour*, he will grow to 9 times his normal height and weight and the effect will last for 3 turns.

History: *Doombringer's Hammer* was probably made for a minion of Hät, The ArchHeretic.

*Echo (Chakra +3)*

SF2 3d3/2d4

Iridium-Chromium alloy

Diameter: 10" Weight: ½ Alignment: none

Description: This weapon's razor-sharp edge will never dull or rust, it is impervious to acid and fire damage. *Echo's* "song" (when thrown) also makes it *Invisible* until it hits something, this makes it pretty difficult to avoid for creatures unable to determine the source of the sound (Dragons, and other creatures at the DM's discretion, will have a percentage chance to pinpoint *Echo's* position by it's song). *Echo* will return to it's owner's hand the following round after it has been thrown.

History: This weapon remained in the possession of the Empreses of Nimia for over 900 years. It was stolen during the 3<sup>rd</sup> Interregnum... about the time that Carrie Babylon turned up with a shiny, new weapon of war.

*Enervation Scourge (Scourge +2)*

SF5 d4/d2

Bort-studded black leather

Length: 9' Weight: 2 Alignment: none

Description: This particularly nasty scourge, can cast *Enervation* and *Vampiric Touch* (each 6/day). It has no other known abilities

History: Rapunzel Tomb took this weapon from the clutches of a female Damned Child in the Pain Amplifier at the City of Demon Gold. It almost killed her to get it, but she never used it herself.

*Fire Faerie (Bolas +3)*

SF8 d3/d2

Sunstones on red leather

Length: 3 Weight: 2 Alignment: CG

Description: These bolas, not only do more damage than average bolas, but they also speak Pixie, have an intelligence of 14 and ego of 13. *Fire Faerie* has the following powers, *Detect Invisible* in a 30' radius, *Master of Darkness* in a 15' radius (3/day), *Immolation* (3/day) and can turn almost invisible, with the effect of negating any Armour Class bonuses due to Dexterity.

History: This weapon has often been found simply lying in the middle of a field, or hanging from a tree. Coincidentally, Puck was often seen in the vicinity shortly after.

*FireKiss (Whip +1)*

SF8 d2/1

Red Dragon hide

Length: 12' Weight: 2 Alignment: none

Description: This whip functions as a *Flame Tongue*, it also allows the wielder to Command Fire Giants as if he were a Jarl.

History: Not much else is known concerning *FireKiss*, it was catalogued in the horde of Kara-Fanya-Teel's red dragon, Inferno.

*Gypsy Scourge (Scourge +2)*

Steel-studded white leather

Length: 9' Weight: 2 Alignment: none

SF5 d4/d2

Description: This accursed weapon will permanently remove 1 weapon or non-weapon proficiency (randomly selected) from it's victims on a natural 20, and to add to this injury, it will inflict triple damage on that attack.

History: Bandt was known to have used this weapon extensively on his captured enemies, during the Zone Wars.

*Hanman's Flails (Footman's Flails +2)*

Black Ironwood with Gold reliefs

Length: 4' Weight: 15 Alignment: none

SF7 d6+1/2d4

Description: These flails can (with a command word) shed a bright light in a 20' radius (it is more than sufficient to concern creatures adversely affected by bright light). They also add 10% to the wielder's magic resistance and +1 to Saving Throws against spells cast by Drow. *Hanman's Flails* will negate any similar bonuses offered by all other devices (Rings of Protection, etc.) excluding other Hanman's weapons (*Hanman's Hammer* and *Hanman's Staff*, where the bonuses are cumulative) and artifacts (where the artifact will override *Hanman's Flails*).

History: Hanman, notorious for his methodical and brutal genocidal campaign against the Drow race, had his weapons crafted in the Upper planes. They function at +3 in the Astral plane and +4 on the Outer planes.

*Hanman's Hammer (WarHammer +2)*

Black Ironwood with Gold reliefs

Length: 1¾' Weight: 6 Alignment: none

SF4 d4+1/d4

Description: See *Hanman's Flails*. The light radius for *Hanman's Hammer* is only 10'.

History: See *Hanman's Flails*

*Hanman's Staff (Q. Staff +2)*

Black Ironwood with Gold reliefs

Length: 6½' Weight: 4 Alignment: none

SF4 d6/d6

Description: See *Hanman's Flails*. The light radius for *Hanman's Staff* is 30'.

History: See *Hanman's Flails*

*Harjfell (Great Axe +2)*

Titanium-Osmium alloy

Length: 4½' Weight: 20 Alignment: NG

SF9 d10/d10

Description: *Harjfell* is semi-empathic, with an intelligence of 12 and ego of 11. It's owner is able to *Detect Evil* (in a 10' radius, when desired) and *Pass Without Trace* (1/day). *Harjfell* functions as a +5 weapon against giants (including Ettins and Titans), it will never rust or corrode in acid, and makes all of it's Saving Throws at +8.

History: Legend has it that *Harjfell* was forged by someone who's intention was to slay the God Loki.

*Iridal's Club (Club +2)*

Mahogany

Length: 9' Weight: 27 Alignment: none

SF4 3d6/3d3

Description: This is a big club with many blood stains.

History: Iridal used this huge instrument of massive bashing for many years, until Misty Crowley took it away.

*Jasper's Maul* (Maul +3)

SF8 6d4/3d4+3

Silver

Length: 9' Weight: 50 Alignment: none

Description: This huge maul is engraved with the war marks of many long defeated barbarian clans, it was fashioned from a weapon that was originally thought to have been a body-wrecker (Tol-Kendar).

History: Jasper used this instrument of mass termination for many years, until Misty Crowley and one of her brothers destroyed his cloud palace, "AtmostFear", and took most of his stuff to a volcano for "proper storage".

*Light, Axe of Ambidexterity* (Hand Axe +1)

SF4 d6/d4

Bone

Length: 1½' Weight: 2½ Alignment: none

Description: This weapon is one of a matched pair (see *Refit*). When used individually, they confer the gift of ambidexterity upon the wielder, he is able to fight with an additional (one-handed) weapon in either hand with no penalties. When used together, the wielder maintains the gift of ambidexterity, and each axe functions at +3.

Notes: I have no idea what occurs if the wielder has more than 2 arms, and all Dukar are naturally ambidextrous.

History: These weapons are probably of Chyon origin since the symbol to the entrance of every Dukar Place of Power is a relief of the crossed Axes of Ambidexterity. There may even exist more of these matched pairs.

*Lightspeed* (Spear)

SF6 d6/d8

Silver

Length: 6' Weight: 4 Alignment: none

Description: *Lightspeed* always wins initiative and will never miss it's opponent when used in melee combat. This weapon may have a rudimentary intelligence, however this has not been confirmed.

History: The shaft of this weapon is engraved with runes indicating it's origin as being from the Outer planes.

*Marauder* (Maul +1)

SF8 4d4/2d4+1

Vanadium-Steel alloy

Length: 6' Weight: 22 Alignment: LG

Description: This massive weapon is empathic and has an intelligence of 13 and ego of 8. It *Detects Evil* in a 100' radius, *Detects Precious Metals* in a 20' radius (type and amount) and permits it's wielder to cast a *Flesh To Stone* (or it's reverse, 1 only, 1/day).

History: *Marauder* was the weapon of choice for Lord Soda, Paladin-Marshall of Westport.

*Mejka, Mace of The Dark Knight* (Horseman's Mace +2)

SF6 d6/d4

Black Dwarven Steel

Length: 1¾' Weight: 6 Alignment: none

Description: This weapon is polished to a mirror-finish. It's only known ability is the *Power Word Kill* that it delivers to opponents on a natural 20.

History: Minerva acquired this weapon, from Jezebel Power, prior to the Virago campaign against "Eve of the Poisoned Nails" and the Sisters of Tyranny. When Alicia Noyade turned the Virago attention away from the town of Damask, and toward "the iron-shod battle plains of" Acheron, it mysteriously vanished.

*Mourning Star of Misery (Morning Star +3)*

SF7 2d4/d6+1

Tarterus black gold

Length: 4' Weight: 12½ Alignment: none

Description: This weapon is capable of casting any one of Mari's Curses, each 1/day (*Mari's Desire Affliction*, *Mari's Helpless Affliction*, *Mari's Sensory Affliction* and *Mari's Deforming Affliction*).

History: The *Mourning Star of Misery* was created by a being (perhaps Sa'Urvo himself) from the Lower planes.

*Nose Kisser (Knuckledusters +2)*

SF1 +1/+1

Polished Brass

Size: - Weight: ¼ Alignment: none

Description: This fine pair of brass knuckles will inflict an additional 3 points of damage to any size opponents, they also provide a chance to "stun" (as per Monk rules) opponents depending on their relative size.

History: Bandt's henchmen often wore knuckledusters and this pair belonged to one of them.

*Nöst, Lance of The Dark Knight (Lance +2)*

SF8 d8+1/3d6

Black Dwarven Steel

Length: 14' Weight: 15 Alignment: none

Description: This weapon is polished to a mirror-finish. It will disembowel opponents on a natural 20.

History: Minerva searched the world for this weapon even before she had *Mejka*, but she was never able to find it. I guess she never looked under the bed of Prince Brinn Brandell, a huge oversight considering that he was an avid collector of unusual weapons and exotic armour.

*Predator (Assagi +3)*

SF3 d6/d8

Stainless Steel

Length: 3' Weight: 3 Alignment: LG

Description: *Predator* is an empathic weapon with an intelligence of 13 and ego of 8. It adds 1 point to the wielder's major attribute and can *Detect Gems* (type and quantity) and secret doors in a 5' radius.

History: This weapon is one of many family heirlooms of the Dwarven Clan Ironballs.

*Rage (Whip +1)*

SF8 d2/1

Demon Sinew

Length: 18' Weight: 2½ Alignment: none

Description: This nasty weapon inflicts deep, painful, scarring lacerations upon it's victims. It also leaves an anti-coagulant in the wound that lasts a full 6 turns (unless a *Cure* or *Heal* spell is used). The victim will continue to bleed, even when bandaged, losing 1 hit point per round from every such wound.

History: This was the favourite weapon of the entity known as "Libby Do". It was also used by Rowena, Queen of the Jewel Isles, and several "Bloodsucking Bitch" Empresses of Nimia before the 1st Interregnum.

*Ravel (Crowbar +6)*

SF4 d6+1/d6

Iron

Length: 2' Weight: 4 Alignment: LE

Description: *Ravel* was possibly forged by Duergar, it speaks their language as well as Orcish and the Common tongue. *Ravel* has an intelligence of 14 and ego of 12, it can detect secret doors in a 5' radius, precious metals (type and quantity) in a 20' radius and can cast a *Know Alignment* (1/day, when held and ordered)

History: This weapon was catalogued in the horde of Kara-Fanya-Teel's red dragon, Inferno.

*Reft, Axe of Ambidexterity (Hand Axe +1)*

SF4 d6/d4

Bone

Length: 1½' Weight: 2½ Alignment: none

Description: This weapon is one of a matched pair (see *Light*).

History: These weapons are probably of Chyon origin since the symbol to the entrance of every Dukar Place of Power is a relief of the crossed Axes of Ambidexterity. There may even exist more of these matched pairs.

*Ribtickfer (Footman's Mace +1)*

SF7 d6+1/d6

Black Dwarven Iron

Length: 2½' Weight: 10 Alignment: none

Description: This crude-looking weapon forces opponents to a +1 penalty on their initiative. It also permits the wielder to *Dimension Door* (3/day at 8<sup>th</sup> level of use).

History: This weapon gets its name from the sensation that creatures experience when they first pick it up.

*Ride The Lightning (War Hammer +3)*

SF4 d4+1/d4

Stainless Steel

Length: 3' Weight: 18 Alignment: none

Description: *Ride The Lightning* is a *Hammer of Thunderbolts*.

History: This legendary weapon has a lengthy history spanning across many worlds, planes and even dimensions. It has had many owners of different races and classes and has even existed in more than one place at the same time.

*Rod of Torment (Rod)*

SF7 d4/d4

Iron

Length: 3' Weight: 5 Alignment: none

Description: This solid iron rod is always cold to the touch. It is beautifully engraved along its length with various runes and circles of protection which radiate a golden light in the presence of any creature from the Lower planes. The rod inflicts double damage against these Lower planar creatures and permits the wielder to cast *Torment* (3/day), *Dolor* (1/day), *Proximity Pain* (1/day) and *Demonifuge* (1/day).

History: Powerful demons and daemons have often recruited evil Wizards to locate and destroy this hated weapon, none have been successful to date.

*Sandman (War Hammer +3)*

SF4 d4+1/d4

Stainless Steel

Length: 2¾' Weight: 10 Alignment: none

Description: *Sandman* is a *Hammer of Thunderbolts*. It also grants its owner the ability to read the tongues of all the true giants and the ability to speak those languages. The latter is restricted to taunts and curses unless *Sandman's* owner chooses to learn the language himself (2 per slot, requires 1 full day).

History: As with *Ride The Lightning*, this legendary weapon has a lengthy history spanning across many worlds, planes and even dimensions. It has had many owners of different races and classes and has even existed in more than one place at the same time.

*Sceptre of the SunKing (Sceptre)*

SF7 d4+1/d4+1

Ruby-studded Gold

Length: 3' Weight: 6 Alignment: none

Description: This beautifully crafted sceptre functions as both a *Rod of Might* and a *Rod of Rulership*. It also permits the wielder to cast a *Searing Orb* (1/day).

History: This powerful relic was created long ago, it is believed that worshippers of Helios and/or Apollo are able to invoke even more power from it.

*Shock spear (Spear)*

SF3 special

Special

Length: \* Weight: \* Alignment: \*

Description: Several of these Pan-Tang weapons are known to exist. There are in fact three different types of *Shock spear*. In dormant form, they are all 2½' long and have no apparent weight. In discharge form (when thrown), they conform to the size and damage of one of the three types of Quasi-Elemental Lightning. These weapons will destroy themselves, inflicting triple damage, on a natural 20.

History: The Priestesses of Pan-Tang created the *Shock spears* long ago, at the dawn of their "Age of Power". The craft was restricted to only those of the "Enchantress" class and was lost during the Civil War of the Blood Rites.

*Staves of the OverMaster (Staff)*

SF4 d6/d6

Iron-shod Mahogany

Length: 6' Weight: 6 Alignment: various

Description: These staves are similar to the *Rod of Torment*. They are beautifully engraved, along the iron, with various runes and circles of protection, which radiate a golden light in the presence of any creature from the Lower planes. They inflict double damage against these Lower planar creatures and permit the wielder to cast *Dolor* (1/day), *Proximity Pain* (1/day) and *Demonifuge* (3/day).

History: Four of these weapons are known to exist with alignments of CE, CN, NE and LE. They were created for the Horde Commanders at the City of Demon Gold.

*Tempest Rod of Storms (Rod)*

SF4 d6/d3

Transparent Titanium

Length: 3' Weight: 3 Alignment: none

Description: Unlike other rods, *Tempest* is wielded as if it were a club. It has various runes engraved upon its length that have something to do with protection from elementals. *Tempest* has many functions that require various charges, but the only ones documented are *Call Lightning*, *Conjure Air Elemental* and *Control Weather* which require 2 charges each.

History: Violet Darksun and Little Morganna once destroyed an entire Legion of Drow from the walls of Santoram using a few spells, a lot of taunting and *Tempest*.

*Thumper (Footman's Mace +1)*

SF7 d6+1/d6

Polished Brass

Length: 2½' Weight: 10 Alignment: NG

Description: *Thumper* is one of a pair of Maces of Disruption (see *Bambi*). *Thumper* is capable of both speech and telepathy and has an intelligence of 19, unlike *Bambi*, *Thumper* is not very talkative. *Thumper* can cast a *Heal* (at least 1/day), and probably has other functions, but remains very elusive about them.

History: See *Bambi*.

*Trollgrater (Battle Axe +1)*

SF7 d8/d8

Steel

Length: 4' Weight: 7 Alignment: none

Description: *Trollgrater* acts as a Sharpness weapon. It inflicts double damage against trolls and other regenerating creatures (including creatures who regenerate from items and/or high constitution), and in addition, trolls are unable to regenerate limbs severed by *Trollgrater*. *Trollgrater's* blade never dulls and always feels warm and pulsating (like a heartbeat) to the touch.

History: This was the battle-axe used by Mesmira Jericho during the Virago campaign against "Eve of the Poisoned Nails" and the Sisters of Tyranny. She lost it somewhere on the Astral plane after a brief encounter with minions of the Greater God, Thoth. During the Forgotten Isle invasion of Nuria, it was recorded that a great warrior wielded a powerful, magical battle-axe that fits the description of *Trollgrater*

*Tylenn (Composite Long Bow +3)*

SF0 -/-

Composite wood laminates

Length: 4' Weight: 3 Alignment: none

Description: *Tylenn* is a *Long Bow of Speed*.

History: This deadly weapon is often found with *Arrows of Slaying*. *Tylenn's* origins are unknown, and since it has nothing special about its appearance, little is known of its history.

*War Claws of Rathok (Rakasta War Claws +3)*

SF1 d4/d4

Djinni Steel

Length: - Weight: ¼ Alignment: none

Description: Rathok's *War Claws* will never rust and make all Saving Throws at a bonus of +6.

History: Rathok forged these weapons shortly after losing the Elemental Stone, however he was never known to have used them until the time of the Phantasm Wars.

*Whip of Iblis (Whip +1)*

SF6 d2/1

Black Dragon Tendon

Length: 13' Weight: 2½ Alignment: CE

Description: This weapon will gradually shift the alignment of its owner to Evil, over a period of 30 days. Any Lawful creature coming into contact with the *Whip of Iblis* will suffer 10d10 damage. As its name suggests, the *Whip of Iblis* was created by Iblis

History: This weapon was often employed by high priestesses of Jeh, the Demon Queen, Sweet Mistress of Pain.

*Ziof (Chain +1)*

SF5 d6+1/d4

Steel

Length: 6' Weight: 3 Alignment: LG

Description: This magical chain is semi-empathic and has an intelligence of 12 and ego of 6. It can *Detect Magic* in a 10' radius when commanded. *Ziof* can also *Cure Blindness* and *Cure Deafness* (each 1/day by touch).

History: *Ziof* is usually found with a pair of matching Rakasta War Claws, though the Claws are not magical.



Appendix A: Average Armour  
Medium Sized Suits

<b>Banded Mail</b>	35	4
<b>Chain Mail</b>	40	5
<b>Chain Mail, Bronze</b>	35	6
<b>Chain Mail, Gold</b>	75	9
<b>Chain Mail, Silver</b>	40	7
<b>Field Plate</b>	60	2
<b>Field Plate, Bronze</b>	50	3
<b>Field Plate, Gold</b>	120	6
<b>Field Plate, Iron</b>	75	2
<b>Field Plate, Silver</b>	60	4
<b>Full Plate</b>	70	1
<b>Full Plate, Elven Steel</b>	60	1
<b>Full Plate, Gold</b>	140	5
<b>Full Plate, Iron</b>	85	1
<b>Full Plate, Silver</b>	70	3
<b>Plate Mail</b>	50	3
<b>Plate Mail, Bronze</b>	45	4
<b>Plate Mail, Silver</b>	50	5
<b>Ring Mail</b>	30	7
<b>Scale Mail</b>	40	6
<b>Splint Mail</b>	40	4

## Appendix B: Average Blades

<b>Dagger</b>	2	d4/d3	15"	1
<b>Knife</b>	2	d3/d2	12"	1/2
<b>Krys Knife</b>	2	d4/d2	18"	1
<b>Talon Knives</b>	2	2d3/2d3+1	1	2
<i>(Swords)</i>				
<b>Bastard</b>	6	d8/d12	4½	10
<b>Broad</b>	5	2d4/d6+1	3½	5
<b>Great</b>	11	2d6/2d10	6½	25
<b>Katana</b>	4	d10/d12	4	6
<b>Long</b>	5	d8/d12	3½	4
<b>Rapier</b>	4	d6+1/d6+1	4	4
<b>Scimitar</b>	5	d8/d8	3	4
<b>Short</b>	3	d6/d8	2	3
<b>Two-Hander</b>	10	d10/3d6	6	15
<b>Wakizashi</b>	4	d8/d8	3	2½

## Appendix C: Average Weapons

<b>Assagi</b>	3	d6/d8	3	3
<b>Bardiche</b>	9	2d4/2d6	5	12
<b>Battle Axe</b>	7	d8/d8	4	7
<b>Bolas</b>	8	d2/d1*	3	2
<b>Brass Knuckles</b>	1	+1/+1	-	1/4
<b>Chain</b>	6	d6+1/d4	6	3
<b>Chakra Ring</b>	2	3d3/2d4	1/2	1/4
<b>Club</b>	4	d6/d3	3	3
<b>Crowbar</b>	4	d6+1/d6	2	4
<b>Flails (Footman's)</b>	7	d6+1/2d4	4	15
<b>Great Axe</b>	9	d10/d10	4½	10
<b>Hand Axe</b>	4	d6/d4	1½	5
<b>Lance (Heavy)</b>	8	d8+1/3d6	14	15
<b>Long Bow (Comp.)</b>	7		4	3
<b>Mace (Footman's)</b>	7	d6+1/d6	2½	10
<b>Mace (Horseman's)</b>	6	d6/d4	1½	6
<b>Maul</b>	8	4d4/2d4+1	6	20
<b>Morning Star</b>	7	2d4/d6+1	4	12
<b>Q. Staff</b>	4	d6/d6	6 - 8	4
<b>Rakasta War Claws</b>	1	d4/d4	-	1/2
<b>Rod</b>	7	d4/d4	3	5

<b>Sceptre</b>	7	d4+1/d4+1	3	6
<b>Scourge</b>	5	d4/d2	8 +	2
<b>Spear</b>	6	d6/d8	5 +	5
<b>War Hammer</b>	4	d4+1/d4	1½	6
<b>Whip</b>	8	d2/1	8 - 20	2

## Appendix D: Notes

### ASSAGI

This is a short, stabbing spear. They are typically set with barbs along the blade to augment damage when they are pulled out.

### BOLAS

ROF: ½

Range (S/M/L): 10/20/30 yards

These are typically two weighted balls or blocks connected with a rope, leather cord or a fine chain. When thrown, it is possible to trip or even strangle opponents.

Merak's Bolas were chrome spheres approximately 3¼ inches in diameter, each set with 9 chrome spikes and joined by 18 inches of fine steel chain.

### CHAKRA RING

ROF: ½

Range (S/M/L): 15/30/45 yards

This is a ring of hard metal with a razor-sharp outer edge.

### RAKASTA WAR CLAWS

These are typically small knife-like blades, typically 2½ to 5 inches in length, held together with leather strapping or fitted to gloves.

### TALON KNIVES

ROF: 2

Range (S/M/L): 10/15/20 yards

This weapon can be either thrown or used in close quarter combat. It's basic design resembles two halves of a long spear blade separated by a "T-bar" which serves as the weapon's hilt. The blade edge typically extends 8 inches in front of the T-bar and 4 inches behind, protecting the wrist. Most Talon Knives are made from 3 separate pieces, however some are forged as a single piece.

Throwing Talon Knives requires a separate Proficiency slot from melee use.

## Appendix E: Armour By Type

Armour	Type	Page #
1. Skel Armour	Banded Mail	2
2. Chain Mail Of Mist	Chain Mail	1
3. Golden Dawn Armour	Chain Mail	1
4. Raven Chain	Chain Mail	2
5. Star Chain	Chain Mail	2
6. Bandt's Field Plate	Field Plate	1
7. Bandt's Tournament Plate	Field Plate	1
8. Chyon Blood Armour	Field Plate	1
9. Chyon Twilight Armour	Field Plate	1
10. Virago Campaign Armour	Field Plate	2
11. Sapphire Battle Armour	Full Plate	2
12. Virago Acheron Battledress	Full Plate	2
13. Warlock Phazed Armour	Full Plate	2
14. Dregvant Armour	Plate Mail	1
15. Virago Parade Armour	Plate Mail	2
16. DoomBringer's Armour	Ring Mail	1
17. Rainbow Dragonscale	Scale Mail	1

## Appendix F: Blades By Type

Blade	Type	Page #
1. DawnBreaker	Bastard Sword	12
2. Ravager	Bastard Sword	7
3. Reaper	Bastard Sword	7
4. Retaliator	Bastard Sword	7
5. Scavenger	Bastard Sword	7
6. Shredder	Bastard Sword	8
7. Slayer	Bastard Sword	8
8. SoftSinger	Bastard Sword	22
9. Solo	Bastard Sword	23
10. BloodThrall	Broad Sword	10
11. Caretaker	Broad Sword	10
12. Eterna	Broad Sword	12
13. Intrepid	Broad Sword	15
14. Pathfinder	Broad Sword	18
15. Rangefinder	Broad Sword	20
16. RuneWeaver	Broad Sword	21
17. VeinFynder	Broad Sword	25
18. Ars Moriendi	Dagger	9
19. Dagger of Pain	Dagger	11
20. Dagger of Pleasure	Dagger	11
21. Dagger Of Rutile Fire	Dagger	11
22. Darkshard	Dagger	12

23. Mezzalur	Dagger	17
24. ScreamDream	Dagger	22
25. SoulGrazer	Dagger	24
26. Headhunter	Great Sword	14
27. HellsPawn	Great Sword	14
28. Malevar	Great Sword	16
29. Mandate	Great Sword	16
30. Visionstain	Great Sword	26
31. Bloodsmear	Katana	9
32. Karnan	Katana	15
33. Kerrida	Katana	15
34. Transcendent Blade Of Chyon	Katana	4
35. Brage	Krys Knife	10
36. Krys Of Chyon	Krys Knife	3
37. Stinger	Krys Knife	24
38. AmBaCr	Long Sword	4
39. Amur	Long Sword	5
40. Baroda	Long Sword	5
41. Crin	Long Sword	5
42. Glacier	Long Sword	13
43. Goblin's Dream	Long Sword	13
44. Mindraper	Long Sword	17
45. Mindslicer	Long Sword	17
46. QuickSilver	Long Sword	19
47. Rapine	Long Sword	20
48. Rebus	Long Sword	20
49. Rellas	Long Sword	21
50. Saracen	Long Sword	21
51. Spirit Of Pan-Tang	Long Sword	4
52. Exciter	Rapier	13
53. HeartSeeker	Rapier	14
54. Rainbow Peace	Rapier	19
55. Guardian Blade Of Chyon	Scimitar	3
56. Shayol	Scimitar	22
57. Teardrop	Scimitar	24
58. Ace	Short Sword	9
59. Drax	Short Sword	5
60. Eldra	Short Sword	6
61. Fiur	Short Sword	6
62. Genor	Short Sword	6
63. Hool	Short Sword	6
64. lamir	Short Sword	6
65. Koyul	Short Sword	15
66. MALiS	Short Sword	16
67. Solarion	Short Sword	23
68. Sword Of Dawn	Short Sword	24

69. Braun Brandell's Attitude Adjusters	Talon Knives	10
70. Cor	Talon Knife	11
71. Incisors Of Rabon	Talon Knives	14
72. SoulCatcher	Two-Hander	23
73. Drenvijr	Two-Hander	12
74. Mortis	Two-Hander	18
75. Painkiller	Two-Hander	18
76. Tempest	Two-Hander	8
77. Terragor	Two-Hander	25
78. Tornado	Two-Hander	8
79. Typhoon	Two-Hander	8
80. WidowMaker	Variable	26
81. Dragon Blade Of Chyon	Wakizashi	3
82. ThiefTaker	Wakizashi	25

## Appendix F: Blades By Type

Weapon	Type	Page #
1. Predator	Assagi	32
2. Dehumanizer	Bardiche	27
3. Trollgrater	Battle Axe	33
4. Fire Faerie	Bolas	29
5. Ziol	Chain	32
6. Echo	Chakra	28
7. Iridal's Club	Club	28
8. Tylenn	Composite Long Bow	34
9. Ravel	Crowbar	32
10. Hanman's Flails	Footman's Flails	32
11. Bambi	Footman's Mace	33
12. Ribtickler	Footman's Mace	33
13. Thumper	Footman's Mace	33
14. Harjfell	Great Axe	28
15. Light, Axe of Ambidexterity	Hand Axe	34
16. Reft, Axe of Ambidexterity	Hand Axe	31
17. Mejka, Mace of The Dark Knight	Horseman's Mace	31
18. Nose Kisser	Knuckledusters	27
19. Nöst, Lance of The Dark Knight	Lance	33
20. Jasper's Maul	Maul	34
21. Marauder	Maul	28
22. Mourning Star of Misery	Morning Star	27
23. Hanman's Staff	Q. Staff	31
24. War Claws of Rathok	Rakasta War Claws	29
25. Rod of Torment	Rod	30
26. Tempest Rod of Storms	Rod	31
27. Sceptre of the SunKing	Sceptre	31
28. Enervation Scourge	Scourge	29
29. Gypsy Scourge	Scourge	29
30. Lightspeed	Spear	32
31. Shockspear	Spear	34
32. Staves of the OverMaster	Staff	31
33. Croudpleaser	War Hammer	30
34. Ride The Lightning	War Hammer	30
35. Sandman	War Hammer	30
36. DoomBringer's Hammer	WarHammer	28
37. Hanman's Hammer	WarHammer	30
38. FireKiss	Whip	29
39. Rage	Whip	29
40. Whip of Iblis	Whip	34

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