

WONDROUS WEAPONS

120 ENCHANTED WEAPONS

By Joseph Weingand



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CREDITS

Designed by: Joseph Weingand, Ricky Randle, Bill Pixley, Diane Mortimer, Edward R. G. Mortimer, Paul W. Vinton and Dave Sering

Front Cover by: Wes Crum

Back Cover by: Maurine Starkey

Cover Color by: Rick Houser

Interior Color by: Paul W. Vinton

Layout by: Paul W. Vinton and Edward R. G. Mortimer

Graphics by: Paul W. Vinton, Edward R. G. Mortimer,

Roger C. Harvey and Bob Bledsaw

Art by: Paul W. Vinton, Ken Simpson, Paul Jaquays, Dave Sering and John Mortimer

Composing by: Penny Gooding and Debye Pruitt



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The Shop of Wondrous Weapons of Armerikus the Dwarf

The Wondrous Shop of Armerikus the Dwarf, the head of the Armorers' Guild is a generic shop of normal, abnormal and magical weapons that may be used in any campaign. Armerikus is a Dwarf whose main passion is the collection of magical weapons of war, specifically Hammers. Over the years, his collection of magical weapons grew and grew becoming totally unmanageable, from purchases and from building them himself; he is a master armorer. After killing the sixty-third Thief who tried to break in and steal from his collection, Armerikus reasonably decided that his collection was becoming a threat to his existence; therefore, he decided to sell most of his collection and keep only a few select pieces for himself. He quickly found that, at any time, there are only a handful of people in the world who have the resources or need to buy such weapons, so he opened a shop at _____ (Judge fill in the blank) to slowly dispose of his weapons. Time passed, and the Dwarf found that his collection wasn't shrinking much because many clients sold lesser magical weapons to Armerikus in order to afford the greater and more powerful weapons. He once sat down and figured that, given the small numbers of weapons he sells plus the number of lesser weapons he must accept in trade, it will take him over a thousand (1,045 to be exact) years to get rid of the unwanted items from his collection. He also sells the other armorer's weapons for a 20% commission.

Armerikus's shop is quite unusual, which is fitting, considering the type of goods he deals with, for it resembles a fortress more than it does a regular shop. Though expensive to maintain, the handful of sales more than pays for the guards and protection he must have on hand to discourage Thieves. There is one door to the shop. The shop is made of foot-thick stone, and the outer door is oak bound with iron. Armerikus keeps the shop open for only four hours a day, and he lives in his shop for fear of leaving the weapons unprotected. He has become a captive of his own weapons, and he knows this and dislikes it, but, being a Dwarf, he is too greedy to merely abandon the wondrous weapons he has collected. Some of the weapons that Armerikus owns are noted under the descriptions of the weapons within this booklet. You, as Judge, should decide what other weapons he has in his vault. All other weapons within this book have rumors and/or information that Armerikus will sell for the prices indicated.

Floor 1

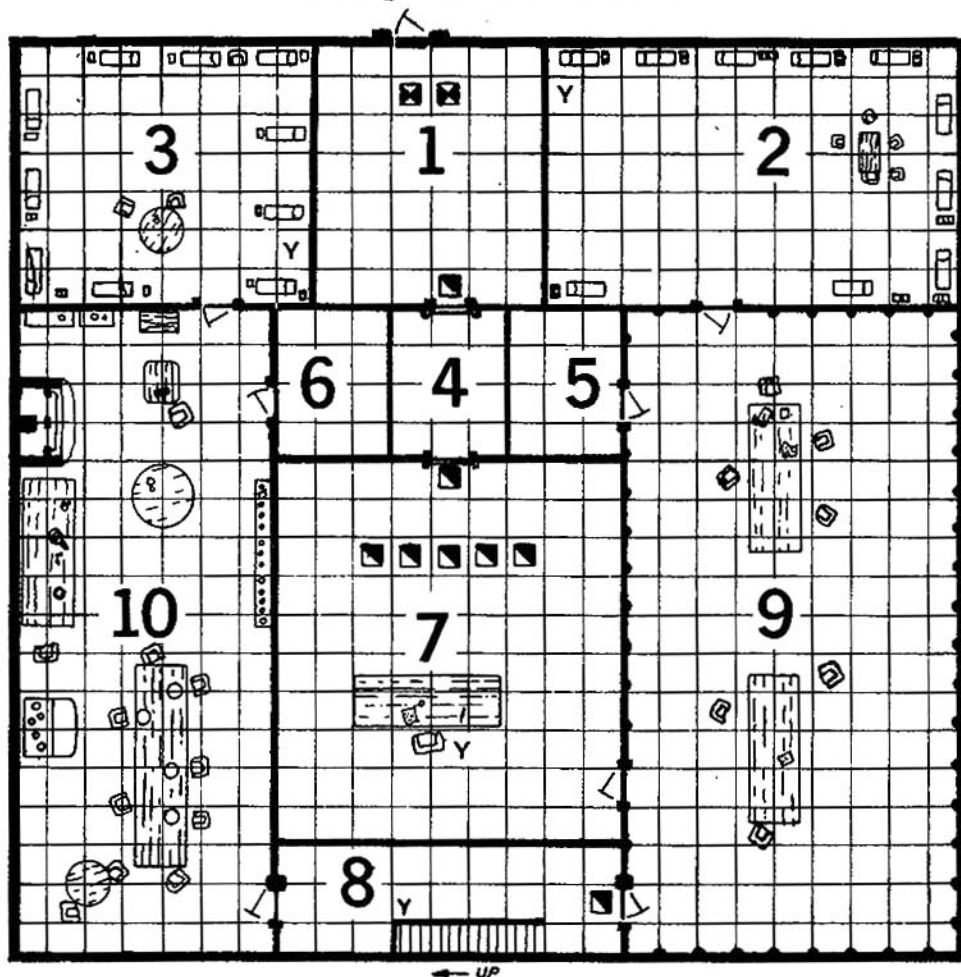
- Room 1** Room 1 is the entry hall from the street. In this room is a pair of Dwarven Guards, Barin the Fair and Gon the Stupid, CLS: FTR; LVL: 01; HTK: 005, 006; ARM: Leather; WPN: Damascus Steel Dwarven Hammer, that meet with any prospective clients, carefully giving them the once-over to make sure that those who enter can afford the weapons within the shop. This will be determined by the clothing of the people entering the shop, or, if the clothing doesn't determine it, the characters entering the shop will be asked to show their gold and other valuables. The characters who wish to examine the weapons being offered for sale within and who have been determined to be able to afford the high prices of the weapons will be taken to Room 4. Note: The characters must first disarm and remove armor (with robes being provided for those who forget to bring ordinary clothing along), with any magical weapons brought for trade being given to Gon the Stupid, who will carry them to the trading hall. If the characters cause any trouble, they will be asked to leave, and six Crossbow slits along each side wall of the room will be thrown open while the two Dwarven assistants back away from the players so as to keep themselves out of the cross-fire. If the players still keep causing trouble, or if they attack one of the two Dwarves, the Crossbowmen will fire their Crossbows (see Rooms 2 and 3 for the Crossbowmen's statistics) while a bell will start ringing. The bell will bring, within ten minutes, twenty foot-soldiers from the local ruler, who regularly receives magical weaponry from Armerikus and the Weapon Makers' Guild, CLS: FTR; LVL: 02; HTK: 010, 010, 011, 011, 012, 012, 012, 012, 013, 013, 013, 013, 014, 014, 014, 014, 014, 014; ARM: Chainmail; WPN: Damascus Steel Broadsword with an additional twenty such guards arriving every ten minutes thereafter for the next hour. The door to Room 4 is oak, iron bound, and bolted from the inside by an iron crossbar.
- Room 2** Room 2 serves as a Barracks for ten of the Guards that Armerikus keeps to guard his weapons. Six are always in the room at any one time, CLS: FTR; LVL: 03; HTK: 015, 016, 016, 017, 017, 017; ARM: Plate Armor; WPN: Heavy Crossbows, ten regular Quarrels and one +2 to damage magical Quarrel each, and a Damascus Steel Broadsword. The room contains ten cots and chests for the Guards' personal effects (if all are searched, the chests contain 230 GP, 1190 SP, and 256 CP, total).
- Room 3** As per Room 2, but the HTK of the Guards are 018, 018, 018, 018, 019, 019. The total treasure in the room is 350 GP, 1,045 SP, and 236 CP.
- Room 4** A second hallway to the Room of Trading. The room is covered on both sides by three Guards in Rooms 5 and 6. The door to the Room of Trading is oak, iron bound, and barred from the inside. After knocking on the door, a peephole will open and an eye will look the party over before the door is opened.
- Room 5** Three standard armed and armored Guards like in Room 2 with HTK: 019, 019, 019.
- Room 6** Three standard armed and armored Guards with HTK: 015, 017, 019.
- Room 7** The Room of Trading: This room is lit by dozens of torches while all along the walls racks hold dozens of weapons, both magical and unmagical. In the center of the room a large table stands, and at its head sits Armerikus the Dwarf who coolly looks the party over. There is a 50% chance that another member of the Armorers' Guild will also be present. Standing beside him are the two Captains of the Guards, CLS: FTR; LVL: 05; HTK: 050,

051; ARM: Plate Armor and Shield; WPN: Magic Broadsword that does +3 damage and will break any ordinary weapon it hits on a 1 - 3 on 1D6). Armerikus will courteously greet the party and bid them to be seated at the table. He will then question them on what wares they would like to examine. There are 3D6 magical weapons for sale at any one time (their type may be randomly determined or the Judge may select them from the numerous weapon examples found in this book). Each weapon will be handed to the prospective purchaser who may then hand it to anyone he wishes for expert examination by someone else. Armerikus will then tell the history (or, at least, as much of the history as he knows) for each weapon examined; only one weapon will be allowed in the hands of a client at any one time. Several Humanoid-shaped dummies stand about the room on which the client may test the weapon in order to get a better idea of its usefulness. Each weapon is tagged with a color-coded tag that indicates to whom it belonged (Armerikus will first push for the sale of the 2 - 12 weapons that are his). Armerikus will accept magical weaponry only in trade for his own magical weapons, but he will insist upon cash for the weapons of others, and, because of a lack of knowledge on other magical items, he will not accept such items in trade. (He knows about magical weaponry, but he isn't so sure about other magical items.) Note: Being a shrewd trader, he will always end up at least 10% ahead on any trade, and he will always insist that at least 100 GP of the payment be made in cash. If the players give him any trouble, he will ask them to leave, and, if they refuse or attack him (Note: He considers angry haggling to be an ordinary business practice, not trouble, and he will haggle angrily right back), he will pull a rope under the table that triggers a bell. The bell will summon the twenty Town Guards within ten minutes and all of his Guards on the first floor within one minute. He will then pull his magical weapon (a Magical Dwarven Hammer that does +5 damage and may be thrown 200 feet, automatically returning after each throw) with which to defend himself until help arrives. A chest containing 1,000 GP lies under the table for use in making change for items of wealth (which he will devalue by 10% to cover the difficulty in handling such items) that might be worth more than the weapons he sells.

Room 8

Room 8 leads to the second floor, which is Armerikus's personal quarters and workshop. This room is guarded by two Animated Suits of Armor (Damascus Plate) that stand in the corners of the room. Animated Suits of Armor: HIT: 003; HTK: 015, 015; ARM: Plate Armor and Shield; WPN: Halberds that do +1 damage and paralyze victim for 1D6 minutes if the character fails to roll CON or less on 1D20.

Shop: first floor



Scale: 1 square equals 5 feet

Room 9 Since Armerikus is the head of the local Armorers' Guild, he uses this room as a meeting place for any meetings of the Guild. The room is lined with fancy (worth double the normal price), if ordinary, weapons that are from Journeymen who presented them as an example of their skill when applying for a Master Armorer's Certificate, and a large meeting table sets in the center of the room. Hidden in the corner, behind a stack of Spears is a chest that contains 500 GP that serves as the emergency fund for the Guild.

Room 10 Room 10 is the Kitchen/Mess Hall for the shop. The kitchen contains several tables, a stove, five or six cupboards filled to capacity with food and cooking implements. Busily fixing a meal (a stew dish) is Meri the Roaster, CLS: FTR; LVL: 01; HTK: 009; ARM: Leather; WPN: Damascus Steel Dagger, a plain-looking, plump woman who will flee at the first sign of trouble (she's hired to cook, not to fight, so she has no obligation to fight other than to defend herself).

Floor 2

Room 1 Room 1 serves as the Barracks for Armerikus's Assistants and Apprentices. The room contains ten beds and personal chests. On one of the beds is an Apprentice Armor, Slord the Lazy, who is catching a quick nap as he is wont to do. A sound sleeper, he won't notice anything going on around him until he is touched. Slord the Lazy: CLS: FTR; LVL: 01; HTK: 005; ARM: Leather; WPN: Damascus Steel Dagger. If the personal chests in this room are searched, they will reveal large amounts of clothing and a total of 250 GP, 136 SP, and 309 CP.

Room 2 Room 2 is a general meeting room for Armerikus and his Apprentices. In this ornate room, Armerikus meets with his personal friends and handles any paperwork that needs to be done in respect to his own shop or Guild business. The room contains several tables, two desks, and Mandard the Scholar, a Scribe who handles the writing of letters for the nearly illiterate Armerikus. Armerikus can read runes but isn't competent in other languages and is barely able to write his own name). Mandard the Scribe (Human): CLS: SAG; LVL: 04; HTK: 024; ARM: None; WPN: Damascus Steel Dagger. Mandard knows that Slord is catching a few winks in the next room and will call to him for help, but he is so sound asleep that Slord will not awaken.

Room 3 Room 3 is Armerikus's room. It contains a large, luxurious, four-poster bed with down mattress and pillow. In a corner is a rack that holds five Magic Dwarven Hammers (two +1 damage, two +2 damage, and one that may be thrown for twice normal range and does +1 damage when it hits). Under the bed lies a locked chest that contains 10 bags, each holding 100 GP and a magic Dagger that does +2 damage.

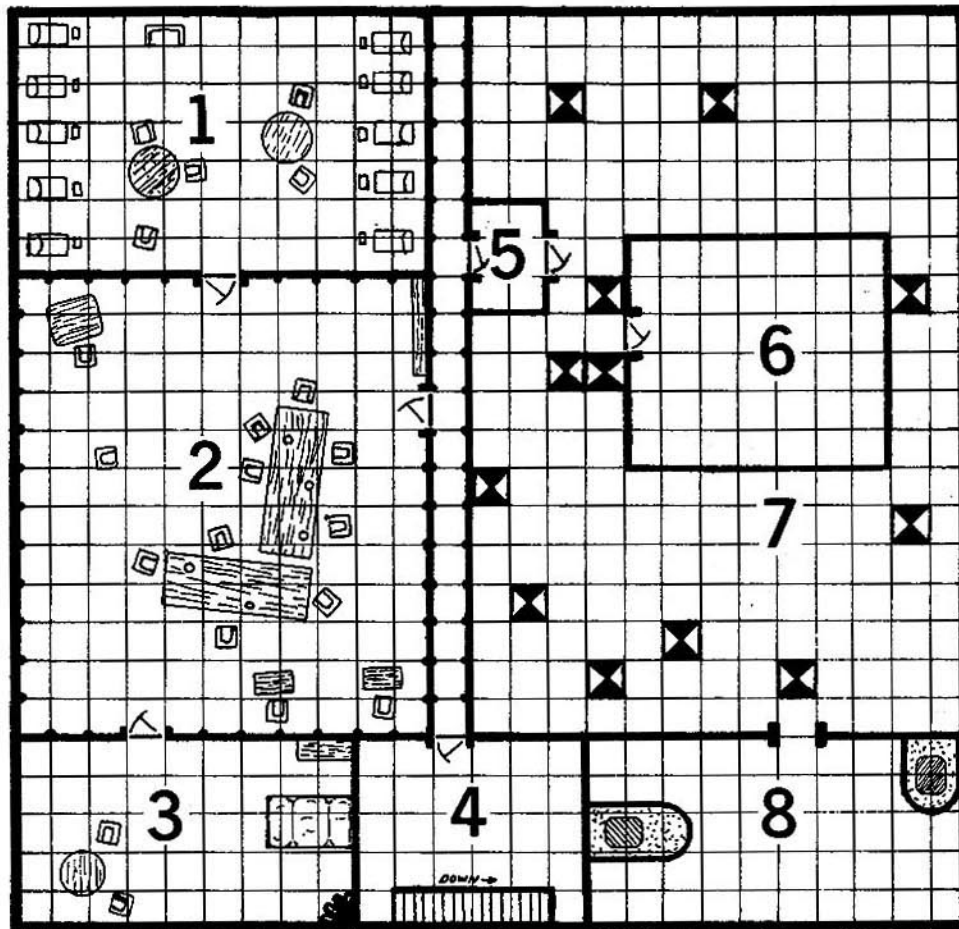
Room 4 Room 4 contains the only flight of stairs that go to the first floor. The landing is guarded by five Improved Suits of Animated Armor: HIT: 008; HTK: 040, 040, 040, 040, 040; ARM: Plate Armor and Shield; carries a Magic Dwarven Hammer in each hand (each Hammer does +2 damage) allowing the Improved Suit of Armor to strike for double normal number of attacks.

Room 5 Room 5 is the Entry Hall to Armerikus's Workshop and Treasury. The door into the room is locked and barred from the inside and is made of ironbound oak. The door to Room 7 is also locked and barred from the inside. The room is guarded by four Improved Suits of Animated Armor which will attack anyone who enters the room who isn't one of Armerikus's Assistants or Apprentices (HIT: 008; HTK: 040, 040, 040, 040; ARM: Plate Armor and Shield; carries a Magic Broadsword in each hand allowing the Improved Suits of Armor to get in double the normal number of attacks (each Magic Broadsword does +1 damage).

Room 6 Room 6 is the Treasure Vault of Armerikus. It is constructed of foot-thick stone with an inch-thick iron door that is keyed to open only to Armerikus's touch and then only if he is alive when he touches it. The interior of the Treasure Vault is protected by four Improved Suits of Animated Armor, each carrying a +2 Halberd, having HTK: 040, 040, 040, 040; ARM: Plate Armor and Shield; HIT: 008. The Vault contains 4D6 sundry magical weapons and 10 magical Hammers (roll to determine abilities or select them from the numerous weapons in this book). The Vault also contains 3,000 GP, 5,000 SP, 235 CP, ten bars of Gold worth 500 GP each, ten bars of Silver worth 500 SP each, and a barrel of 150 Gems worth 15,000 GP, total.

Room 7 Room 7 is the Guard Room around the Vault of Armerikus. The floor is made up of numerous black and white tile squares upon the floor. Touching some of these tiles (indicated upon the map by the X) triggers a trio of Damascus Steel Heavy Crossbows above that tile to fire, hitting the person who triggered the trap on a 1 - 4 on 1D6 (a 1 - 2 if the character is running).

Room 8 Room 8 is Armerikus's Workroom where he still occasionally turns out a magical weapon. Mainly, the two forges in the room are used by his Apprentices who are learning the subtleties of the craft of being an Armorer. The room is currently inhabited by five Apprentices who are engrossed in practicing and honing their skills. Apprentices: CLS: FTR; LVL: 01; HTK: 005, 006, 008, 008, 009; ARM: Leather; WPN: Damascus Steel Dwarven Hammer. Two are Dwarves and three are Human. One of the Humans, Char the Smart, will attack by tossing a shovel full of hot coals at the intruders during the first turn, and the coals, if they hit, do 2 - 12 damage from the heat.



Shop: second floor

Scale: 1 square equals 5 feet

 Crossbow Trap

MUROCA

Axe, Battle

INT: 124 ALN: GX

PROPERTIES: +2 to Hit (+3 vs Goblins)

Glow when within 1 mile of Goblins

Empathy with wielder

History: Muroca is a single-edged, 1½ foot long Battle Axe that was forged for the purpose of thwarting evil in the Majestic Mountains. It was magically enhanced in the year 46 BCCC, by the sorcerer Ku Tak. Ku Tak was the personal magician of the Dwarven King, who wanted an ultimate weapon to do extra damage against his sworn enemies, the Goblins. The first owner of Muroca was King Loxly, a fair-haired, rugged Dwarf who was obsessed with the idea of owning magic items. Muroca was passed down from generation to generation of Dwarven Kings until the Battle of Lookout Mountain when it was cut from the hand of King Plendu and disappeared in the melee. The Dwarves have not seen Muroca since that time.



LITTLE BROTHER

Axe, combination

INT: XXX ALN: XXX

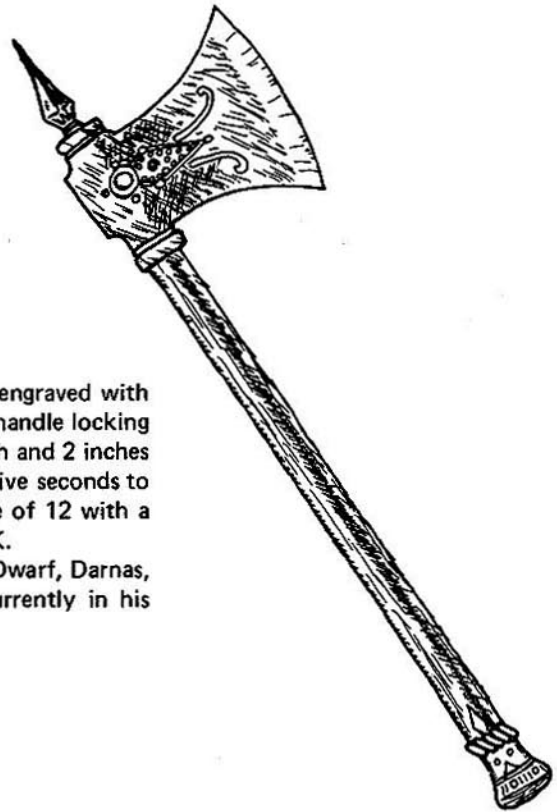
PROPERTIES: +3 to Hit

Combination Axe and Club

Axe does 12 HTK damage, Club does 4 HTK damage

History: This Axe has a pierced damascus steel blade set in brass, engraved with silver plaques. The blade can be folded down and slid back into the handle locking it into place by a brass latch, thus making it look like a 2½ feet length and 2 inches diameter Club which can be strapped onto the user's belt. It takes five seconds to unhook the latch and spring the blade free. The Axe does a damage of 12 with a +3 to Hit. When folded and used as a Club, it does a damage of 4 HTK.

The Axe is fairly new (only 50 years old) and was made by a Dwarf, Darnas, from the town of Soma (Judges Guild Campaign Map 4). It is currently in his possession. This information will be sold for 300 GP.



DWALUR

Axe, Double Headed

INT: 124 ALN: LEX

PROPERTIES: Ground quakes when stamped on earth

Discharges 2D6 damage Electrical Charge

History: Verstagin the Renegade is the only source of this weapon's history. No Humans have seen or heard of it, besides him.

Early in the prehistory of the City State, Thor, God of Thunder, paid a visit to the Dwarven forefathers. He said that Heidnel, always watching Midgard from his post on the Rainbow Bridge, noticed the numerous and bothersome attacks of the Goblin horde on the Dwarven Halls. Thor had come to give Dwalur, King of Dwarven Halls, a special weapon from Odin's Armory. Before him, Thor held up a shining Mithral Axe.

"When you strike the ground twice with the weapon, earth and sea will move before your foes. And when you call out my name, the Axe will shoot forth a blast of lightning powerful enough to split any Goblin's head. If any not of your race touch this weapon with their unclean hands, I will take back the power and it will be useless."

Verstagin claims to have seen this weapon at Thunderhold where (supposedly) he was a guest a year ago last summer, and he learned its history from the Dwarven Sages. Yet he was not allowed to touch it, and was told to forget what he had heard. This information will be sold for 500 GP.



BLOOD CHASE

Executioner's Axe

INT: 155 ALN: CEX

PROPERTIES: When striking neck area will never miss

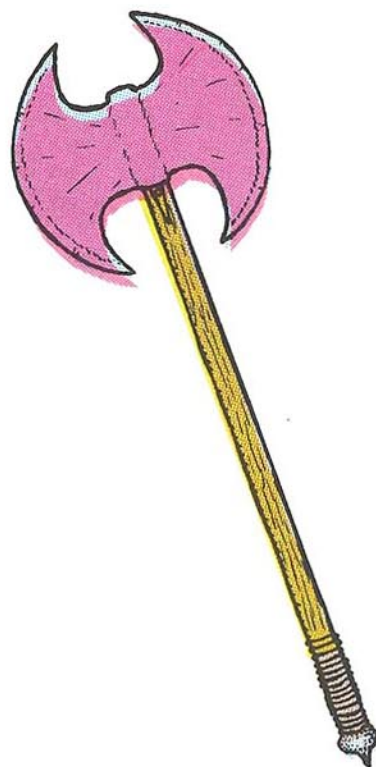
Will scent out one sentenced to die, following the condemned by his blood scent. If anyone is defending the accused, the Axe, itself, will strike them down for double the normal damage.

History: Commissioned by the Chief High Judge himself, the Axe is designed to seek out the condemned by their blood scent and execute the full measure of the law upon their heads.

Genir, before his tragic accident, was instructed to make a special weapon for the Judiciary Arm of the City State. Using the blood of a condemned man, he animated the Axe. The real guilt or innocence of the condemned is not considered by the Axe, only fulfillment of its duties. When one is sentenced to death by decapitation, a small Axe symbol (magical) is traced in blood upon the head of the condemned. If he successfully escapes prison, the Axe will, through the symbol, scent him and pursue. The symbol also serves as a forewarning to the City State population not to give shelter or aid to the criminal. If anyone tries to protect the accused in the presence of the Axe, the Axe itself will animate from its wielder's hand and strike down that person doing twice normal damage as it will be in battle frenzy state.

The range of the Axe's power is the City State itself, and will not pursue those who escape the City terrain. The symbol will remain until death or the convict is pardoned.

Blood Chase is stored within the Overlord's vault. This information will be sold for 100 GP.



SOL FIRE

Lochaber Axe

INT: XXX ALN: XXX

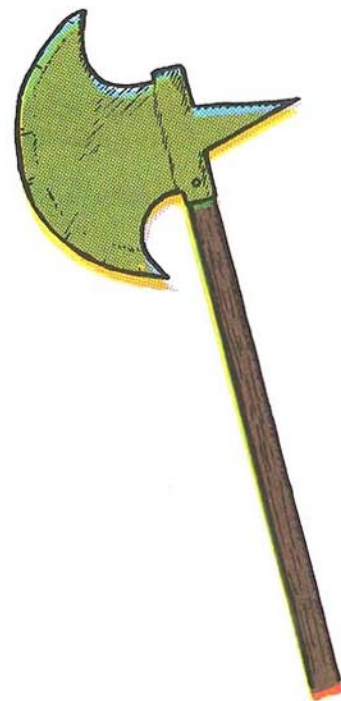
PROPERTIES: Axe blade can cleave through any substance, including magical armor, disrupting magnetic and energy fields

Blade generates Heat Energy up to 200 degrees Fahrenheit

History: Sol Fire was energized by the Wizard, Genir. The astronomy worshipping Mage cast certain prohibitive spells over a meteor stone. He then attached it to the Lochaber Axe of his dreaded friend, the evil warrior Khrent. The Axe, energized by the meteor stone was soon able to cleave through any substance. This effect was temporary. Genir melted down the meteor stone in his cauldron, unleashing vast crackling energies. He then thrust the Axe into the fireworks. A beautiful explosion occurred, releasing vast energy, a wondrous rainbow display and the soul of the power-mad Genir. When the smoke dissipated, the only thing intact was the glowing Axe head of Khrent.

The Emperor's security force, investigating the explosion, found no trace of Genir. The Axe head was added to the armory after its powers were analyzed. Its powers were deduced to be: able to cleave through any substance, both known and magical, by disruption of its cohesive energy fields, repulsion of any energy force contacting it, and the ability to generate up to 200 degrees Fahrenheit of heat. Creatures of ice or cold origin are very susceptible to the last power, suffering three times the normal damage from attacks.

The cleaving power is restricted to the cutting edge of the weapon. It is stored in the World Emperor's vault. This information will be sold for 300 GP.



SKRIEKER

Axe, Throwing

INT: XXX ALN: XXX

PROPERTIES: +2 to Hit, +3 Damage

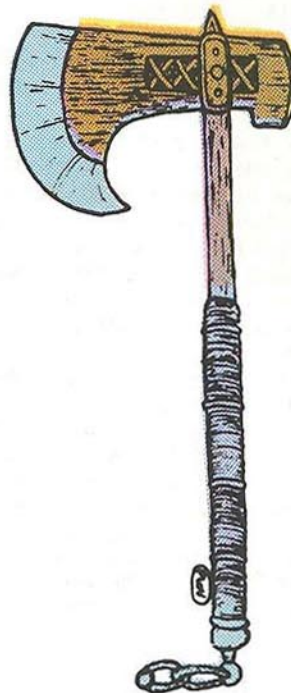
Gives death-like scream when Goblins are within 10 foot area

Inspires Fear in Goblin or related species

History: Skrieker was a gift to the Dwarvish Kings of Thunderhold for their assistance in the Goblin Wars. Rumored that the Old Blue Emperor himself created this mighty weapon from the dust of slain, valiant Vastthrong Commanders, it is old indeed, perhaps 2000 years!! Yet, it has the appearance of being but recently forged.

No Goblin in his right mind (few are) can long stand before this weapon. If a Goblin is within 10 feet, the Axe will give out a piercing scream inspiring general panic in an area, 2 feet to 20 feet away. Any Goblin attacking the wielder of this Axe must fight at half his normal attack Strength and his attacks are reduced by half damage. Half Goblin, Orcs, and Half Orcs also must attack at this Strength or flee the general area. Skrieker loves Goblin meat and will often force his wielder to continue attacking even against overwhelming odds. Goblins cornered by Skrieker with no other course of open action may resort to Berserker Rage.

Skrieker was recently stolen by a Human agent of the Goblins. The persuing Dwarves found his slain body but the Axe was not on his person. Since the Goblins wouldn't touch it, it is suspected he burned it before dying at unknown hands.



POLYSHARP

Axe, Throwing

INT: 136 ALN: NXX

PROPERTIES: Changes shape of any creature it touches (random)

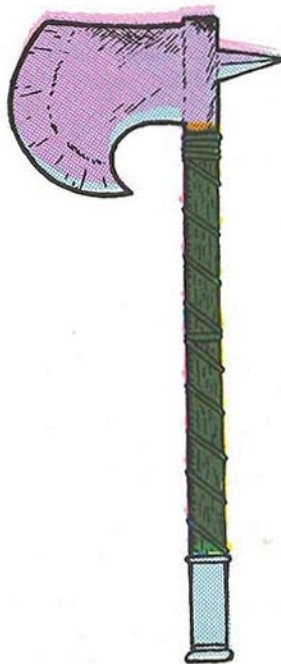
Drains Strength and Constitution points from victim (random 1D6)

History: Polysharp was the invention of Carlyus, Wizard Advisor of the Shaggy Hills Dwarves. Knowing that his friends were often hard pressed by the troublesome Goblins whose caves dotted that rough terrain, Carlyus prepared a potent weapon. Not one to condone murder in any form, Carlyus took an ordinary Throwing Axe, and cast a special enchantment. The weapon would not kill when it struck an opponent, instead it would automatically, and randomly, transform the victim into another smaller creature. In so doing, the spell also would drain Strength and Constitution from the victim due to the transformation.

Carlyus relied heavily upon the shock value of the Axe's powers to shake up the Goblins. He had a chance to use it when he accidentally encountered a band of Goblins on the Twisting Snake Road outside the Shady Hills. Carlyus hit the Goblin Chief squarely on the head. Then, his battle strategy went awry as the Goblin, under his Axe's enchantment, reverted to its original form, a Greater Demon.

In the ensuing battle, Carlyus escaped with his life, but did not have the opportunity to retrieve the Axe.

It is rumored the Axe is a venerated object somewhere in a Goblin cave sequestered in the Shady Hills. This information will be sold for 100 GP.



CLAROE

Hammer, Medium

INT: 114 ALN: LGX

PROPERTIES: Glows orange in presence of major source of Evil
Strikes on the Psychic Level, not the Physical

History: Cealwin, High Priest, was exceedingly tired of training Clerics in the Temple only to watch them leave the City State on some minor adventure and never return. So, when his nephew, Hordis, announced his vocation to the Priesthood, Cealwin repressed a spiritual groan.

"My Sister will never forgive me if I send him to his doom."

Against that day, Cealwin prepared by fasting, praying, and hoping for Divine Intervention.

On Hordis' graduation from the Novitiate, Cealwin presented him with a weapon.

"Always keep this with you, Hordis; although it appears to be a normal Hammer, in reality it attacks your opponents on the mental level, disrupting their spell-casting and their psychic rapport with their Evil Gods. You must physically strike them with it to be effective. It will be effective for half an hour.

"If you are in the area of a major source of Evil, it will glow with an orange-red light. For something minor, like one Orc, it will not react."

Hordis, politely accepting this boon from heaven, did not tell his uncle that he was contemplating a conversion to Evil.

The Hammer was thrown into the Roglaroon when Hordis turned evil. This information will be sold for 350 GP.

STRIKE

War Hammer

INT: XXX ALN: XXX

PROPERTIES: +2 to Hit, +3 to Damage
Detects Magic Auras within 50 feet, Detects invisible objects within 50 feet
Heals wielder three times a day, Resurrects dead once a week

History: This finely-crafted Hammer was made by Sec Longbeard, a Cleric of Thor. He took it to one of his long-time traveling companions, a Magic User, and had it magically enhanced. Through this magical enhancement, the Hammer can be thrown a distance of 30 yards with accuracy. When the Hammer makes a successful hit, it produces a lightning bolt and a thunder clap, neither of which do any damage, but they do scare the heck out of the enemy. The Cleric lost his Hammer during a battle with some Ogres. He threw it at one of them, and, somehow, the Ogre managed to catch the Hammer and run away with it. This information will be sold for 150 GP.

DEEPLode

Pick, Standard

INT: 111 ALN: LNX

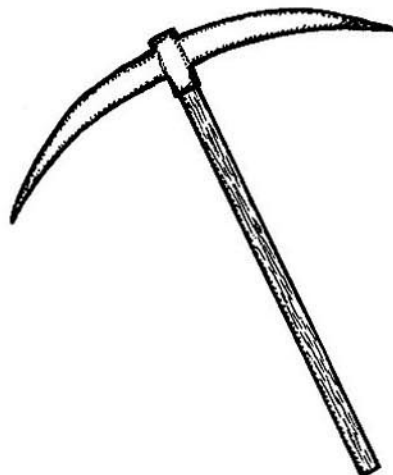
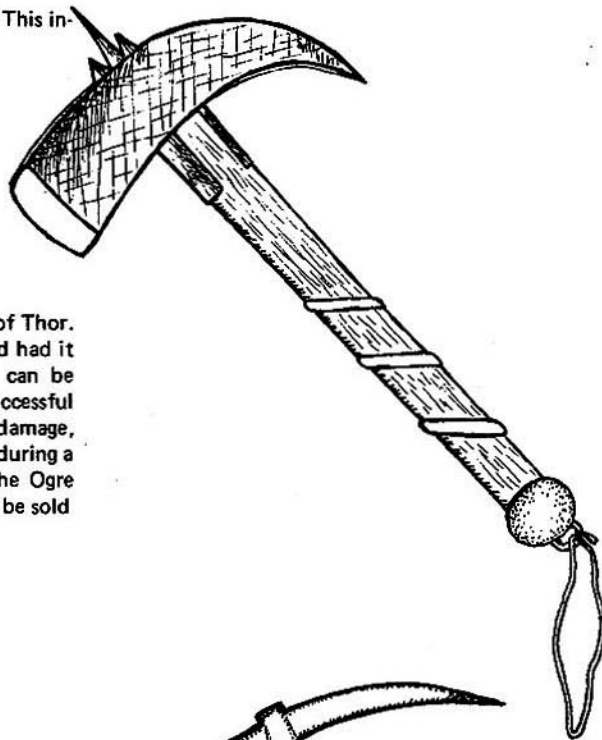
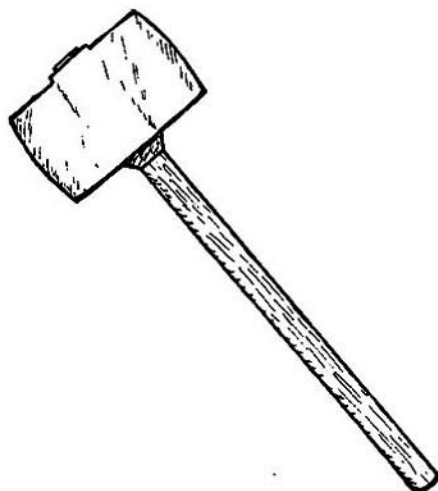
PROPERTIES: +2 to Hit, +3 Damage
Glow in the presence of Truesilver
Penetrates rock or metal as a hot poker through papyrus

History: Originally designed as a mining tool, Deeplode glows when it detects Silver. When the wielder is actually digging for Truesilver, it will double the amount of mining done in half the time required. As a weapon, it will penetrate through even Plate Armor with one blow. Magical Plate will take two blows, and force fields will normally be resistant to it. It will not deliberately strike anyone wearing Mithral coated Armor since it respects the Dwarven Craftsmanship and reverence for that metal.

Deeplode is not attributed to any one Dwarf inventor but to the ancestors of the present dwellers in Thunderhold. Deeplode, as an excavation tool, will clear a large area 20 feet x 15 feet x 20 feet in 3/4 the normal time required, but will also bring the Dwarven wielder to the point of exhaustion if care isn't taken.

When searching for Silver, it will glow a dim blue; for Gold, a rust-yellow.

Deeplode is rumored to be lost far beneath the earth in an abandoned gold mine. This information will be sold for 200 GP.



BABCON

Arrow

INT: 089 ALN: LNM

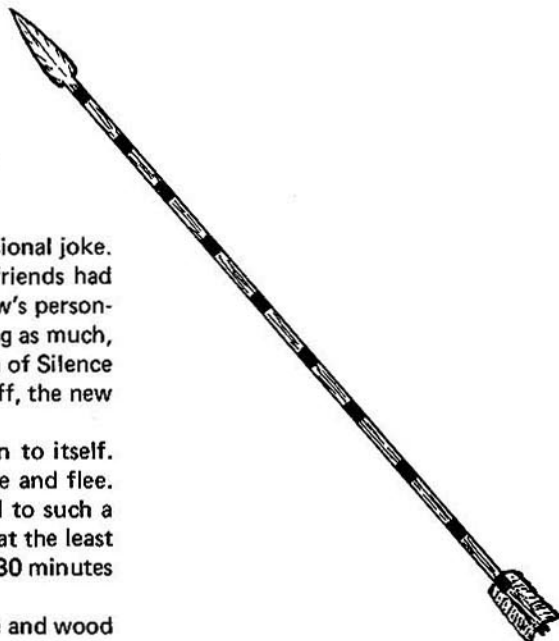
PROPERTIES: Babbles incessantly upon striking within 10 feet of target
Glow like a star to attract attention

History: Babcon was created by a gregarious Mage who enjoyed an occasional joke. He created the Arrow as a companion for himself when all his other friends had died off or fled from his poor jokes. Unfortunately, in creating the Arrow's personality, he instilled too much of his own verbosity. The Arrow began talking as much, if not more, than its maker. Soon the Arrow was placed under a Charm of Silence and deceptively sold as an Arrow of Accuracy. Once the Charm wore off, the new owner discovered the Arrow's real powers.

Babcon will, when fired, glow as a brilliant star to draw attention to itself. Creatures at LVL: 011 - 041 will probably mistake it for a fiery missile and flee. Those struck or within 10 feet of its area of impact will be subjected to such a barrage of old jokes and riddles that they will be confused or distracted at the least and driven mad at the most. Those exposed to its prattling thoughts for 30 minutes have a 99% certainty of going insane in the following half-hour.

Babcon cannot be broken since it is made from a weird adamantite and wood combination, and it can't be lost because it is forever babbling about some imaginary adventure or other (although it might be purposely "lost" by some desperate owner).

Babcon is said to have been left atop Eagle Peak by its last owner. This information will be sold for 50 GP.



THE ARROW OF DRAGON DOOM

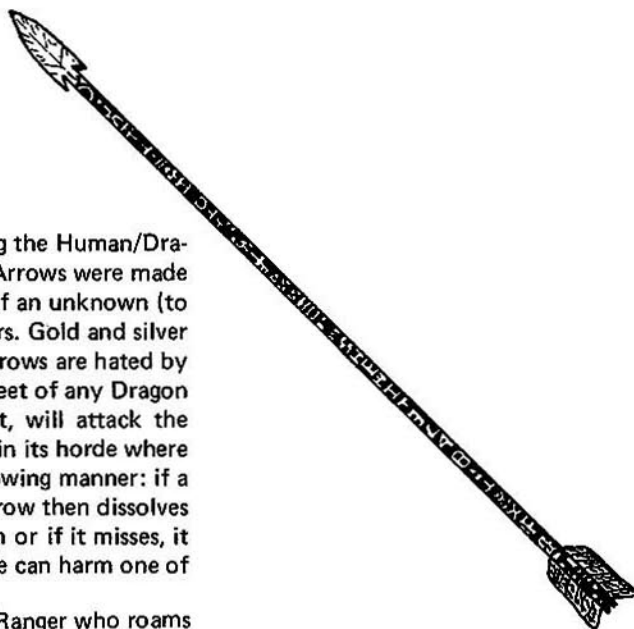
Arrow

INT: XXX ALN: XXX

PROPERTIES: Kills Dragons with one hit

History: The Arrow of Dragon Doom was created long ago during the Human/Dragon Wars near the beginning of creation. One hundred of these Arrows were made and now only three are left in the world. The Arrows are made of an unknown (to the current world) black wood, and are fletched with red feathers. Gold and silver runes cover the shaft while the head is made of bronze. These Arrows are hated by all Dragons and the mere carrying of such an Arrow within fifty feet of any Dragon will attract its attention. Any Dragon, regardless of Alignment, will attack the bearer of one of the Arrows, seeking to take it from him to hide in its horde where it will be safely hidden from man. The Arrow works in the following manner: if a Hit is scored with it against a Dragon, the Dragon dies and the Arrow then dissolves in the Dragon's blood. If the Arrow is used against a non-Dragon or if it misses, it can be recovered because nothing, no magic, brute strength, or fire can harm one of these Arrows.

One of these Arrows is known to be in the possession of a Ranger who roams the Dearthwood Forest. This information will be sold for 350 GP.



THE WHISTLING ARROW OF FEAR

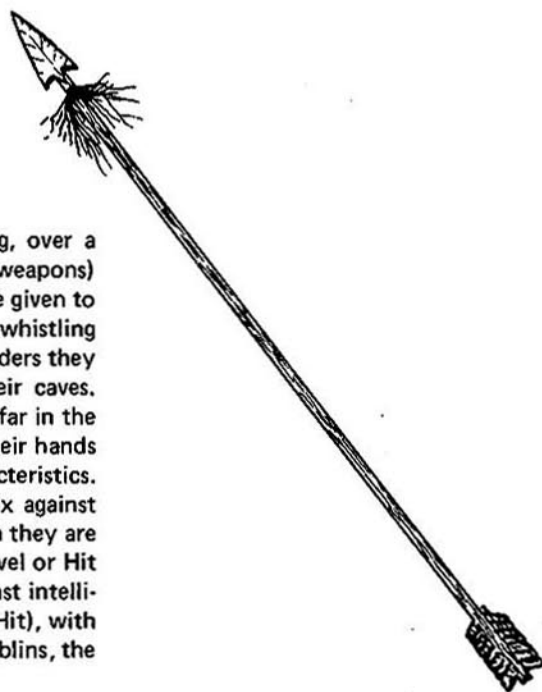
Arrow

INT: XXX ALN: XXX

PROPERTIES: +5 Damage (+6 versus Goblins)
Causes Fear (see text)

History: This arrow was constructed by the Master Fletcher, Shan Fang, over a century ago. Shan Fang (who was also skilled in the area of enchanting weapons) constructed ten of these Arrows for use against a Goblin horde. They were given to the ten best Archers of Shan's homeland's Army. When fired, the strange whistling sound, plus the fact that the ten Arrows all hit and killed the Goblin Leaders they were aimed at, broke the Goblin horde, sending it fleeing back to their caves. Eight of the Arrows remain in the hands of the Army of Shan's homeland far in the east, but the other two were taken by the Goblins and may be found in their hands anywhere in the world. Each Whistling Arrow has the following two characteristics. First, when they strike, the Arrows do any extra 5 points of damage, six against Goblins. Secondly, the whistling effect of the Arrows causes those whom they are fired against to become fearful, fighting for five combat rounds at one Level or Hit lower than the enemy normally would have (though this works only against intelligent creatures and the creatures may not fight at less than one Level or Hit), with the effect applying to 2 - 12 of the enemy. If the Arrow is used against Goblins, the time effected is doubled, and the number of enemy affected is doubled.

One of these Arrows is suspected to be under the City State of the Invincible Overlord. This information will be sold for 500 GP.



THE ARROW OF FLAME

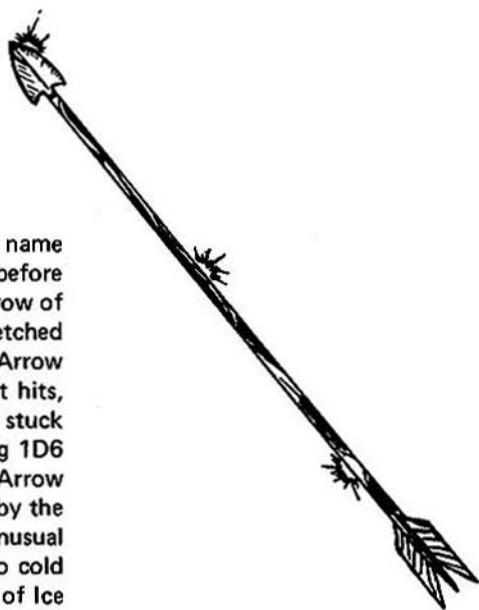
Arrow

INT: XXX ALN: XXX

PROPERTIES: +1 Damage plus 1 - 6 Fire Damage
Does Triple Damage to Cold Creatures

History: The Arrows of Flame were created by a fire-oriented Mage by the name of Ash the Burner for use by his bodyguards. Several hundred were made before Ash fell to a rival Mage, Barin of the Iceflows, who had him killed by an Arrow of Ice. The Arrow of Flame appears to be made out of red colored glass and is fletched with red feathers from a Flamebird. The Arrow is warm to the touch. The Arrow handles and shoots like a normal Arrow, but hits with a +1 damage. Once it hits, there is a 50% chance that, because of its barbed head, the Arrow will remain stuck in its target. Then, until it is pulled free, that Arrow bursts into flame doing 1D6 Fire damage to the victim it is stuck to for 10 rounds. To pull out the Arrow requires the player to roll a 1 - 2 on 1D6. Note, the Arrow is not consumed by the flames it generates and may be used over and over again, and because of the unusual nature of the flames it generates, it does triple damage from the flames to cold based creatures such as Ice Elementals. If an Arrow of Flame and an Arrow of Ice are stored in the same quiver the resulting explosion will do 6D6 damage to the person or creature wearing the quiver and 1D6 damage to all within five feet of the exploding quiver from fragments of Arrow shafts.

The Overlord is known to have five of these Arrows in his vault. This information will be sold for 100 GP.



THE ARROW OF ICE

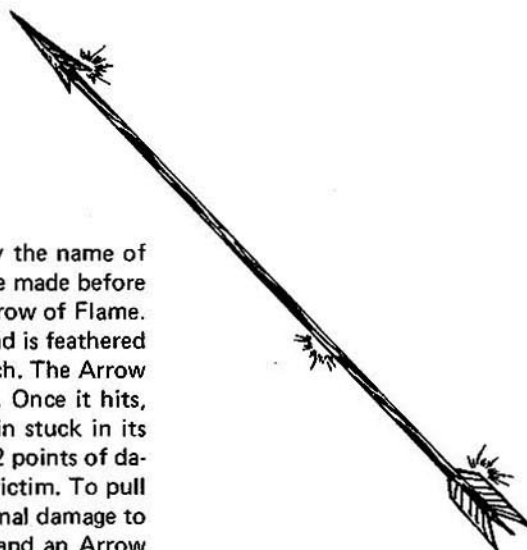
Arrow

INT: XXX ALN: XXX

PROPERTIES: +1 Damage plus Freezing Damage of 2 - 12 points
Double Damage versus Fire Creatures

History: The Arrows of Ice were created by a cold-oriented Mage by the name of Barin of the Iceflows for use by his bodyguards. Several hundred were made before Barin fell to a rival Mage, Ash the Burner, who had him killed by an Arrow of Flame. The Arrow of Ice appears to be made out of blue-white colored glass and is feathered with white feathers from an Artic Tern. The Arrow is cold to the touch. The Arrow handles and shoots like a normal Arrow, but hits with a +1 damage. Once it hits, there is a 40% chance that it, because of its barbed head, will remain stuck in its target. Then, until it is pulled free, it freezes the target, doing 2 - 12 points of damage from the cold for three rounds or until it is pulled free of the victim. To pull out the Arrow requires a 1 - 4 on 1D6. The Arrow does double normal damage to Fire based creatures such as Fire Elementals. If an Arrow of Flame and an Arrow of Ice are stored in the same quiver, the resulting explosion does 6D6 damage to the person or creature wearing the quiver and 1D6 to all within five feet of the exploding quiver from fragments of Arrow shafts.

The World Emperor is known to have five of these Arrows in his vault. This information will be sold for 100 GP.



EASFIR

Bow, Light

INT: 123 ALN: NXX

PROPERTIES: Will sense Game in the immediate area
Distance is three times that of normal weapons

History: Estrus the Hunter was exploring new game territory when his ears picked up a charge melody. Following the song into a strangely wooded area, he espied a beautiful maiden lying in the grass. He threw himself beside her, only to find her transforming into something green and slimy. As he tried to compose his features, she spoke.

"Behold my true shape, Hunter. Do you not think I am beautiful?"

"You are beyond anything I've yet encountered."

"You do not answer me plainly. Are you afraid I will strike . . . sssss?"

Estrus, now gathering his sanity, tried to back away.

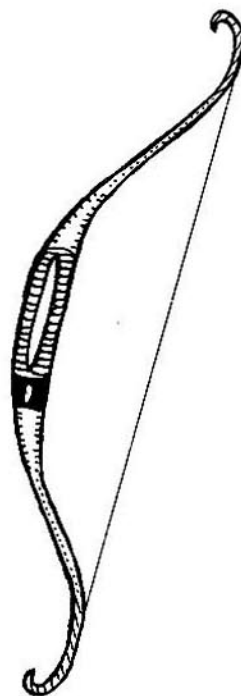
"Perhaps I should answer for him, sister," said a voice behind him. He turned to see a huge cat, larger than any lion he had ever seen.

"I think our friend has been hunting our brethren, my sister," said a voice from the woods.

"The next time you hunt, friend, we will hunt you!! To give you a fair chance, however, take this Bow. You'll need it!!" From the air, she produced a rune-enchanted object which she threw at his feet.

He picked it up and ran back to town. Vowing never to hunt again, he is trying to sell the Bow for any reasonable price.

Estrus is known to live outside the village of Quinden. This information will be sold for 500 GP.



THE BOW OF FAR SHOOTING

Bow, Long

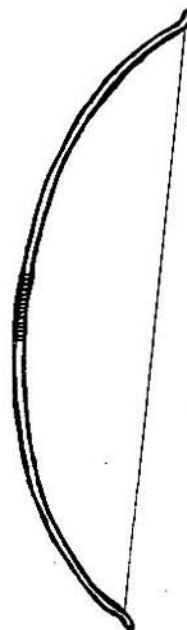
INT: XXX ALN: XXX

PROPERTIES: +1 Damage

Shoots Arrows Double Distance

History: This Bow was shaped out of wood by a Druid who caused an oak tree to grow a bow-shaped branch that naturally fell from the tree. The Druid, whose name is now lost, used the Bow to slay many a desecrator of a holy woods until it fell into the hands of the Demi-god, Borin the Sure-eye. Sure-eye used this Bow to slay many a monster until he surrendered the Bow to a relative upon his death. The relative lost the Bow at a battle shortly thereafter and the Bow has changed hands many times since then. The Bow requires a Strength of 17 to use and sends an Arrow twice the normal distance for a Longbow. The Arrow will hit with such a velocity as to do 1 extra point of damage. The Bow appears to be an ordinary Longbow with several runes that appear to have naturally formed, rather than having been cut or burned into the wood. In the dark, these runes glow blue while the rest of the Bow glows a very pale shade of green.

The Bow is known to be in the possession of a Druid in the Elphand Lands. This information will be sold for 250 GP.



CURFOR

Crossbow

INT: 143 ALN: CEX

PROPERTIES: Designed to fire away from sighted target to hit first living target on the left

Magical or Silver Arrow will disappear after being fired

User is deceived into believing friend is foe

Hit: -4/+3 Damage

History: After Harnen and his brothers had burned their cottage, stolen their sheep and killed her husband, Colber wished a subtle and painful revenge, but could not afford an Assassin. Her own magic would have to suffice.

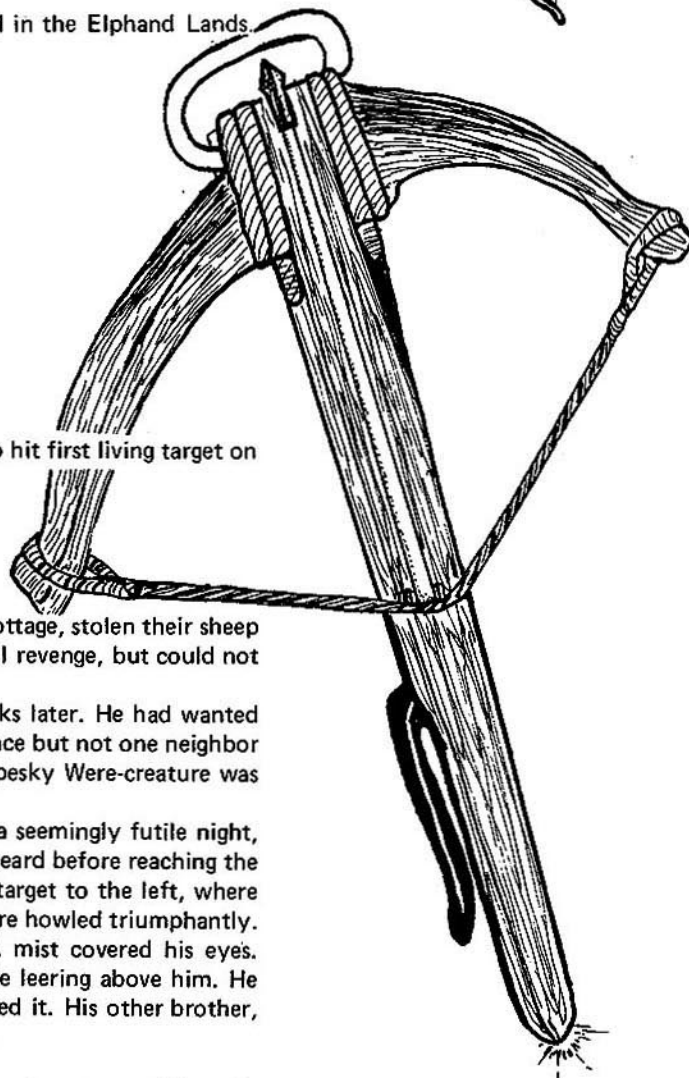
Harnen found a Crossbow at his doorstep some weeks later. He had wanted a replacement since his own had disappeared some days hence but not one neighbor was compliant enough to leave his back turned, and that pesky Were-creature was killing sheep again.

That night, the brothers hunted the predator. After a seemingly futile night, Harnen spotted his prey. He fired a Silver Arrow. It disappeared before reaching the creature. Harnen tried again; the Arrow swerved from its target to the left, where Kildar was positioned. He fell, clutching his heart. The creature howled triumphantly. Clayner ran to his brother's aid. Harnen loaded again. A mist covered his eyes. Suddenly he saw his dying brother with the Were-creature leering above him. He fired again. The Were-creature changed as the Arrow pierced it. His other brother, Clayner lay on the ground with an Arrow through his neck.

"What enchantment made me fire?"

"Your Crossbow, fool!" said the Were-creature, as her claws tore at his neck. Soon only one female set of tracks led down the hill.

The Crossbow still lies in the hills to this day. This information will be sold for 350 GP.



EAGSIG

Shortbow

INT: 157 ALN: NGA

PROPERTIES: Senses Movement in a 20 foot arc

Allows user to fire three Arrows in one attack, automatically locking in on target

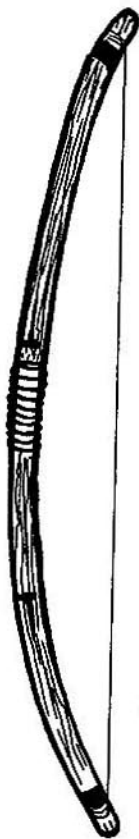
History: The Elves themselves are credited with this weapon. It was first used to settle a border dispute between Humans and Elves in 2405. The effectiveness of the weapon drove back a cavalry unit whose entry could have been decisive in the outcome of the battle.

It next appeared during the period of the raging of the Blue Dragon. Though it did not slay the Dragon (there is no record of what actually did), it is rumored that the Dragon himself so feared its accuracy, he would not attack an area where it was last reported to be.

The Emperor's Vast Throng Troops once tried to annex the Elvish lands to his domain. Eagsig was reported to have helped repel the fool-hardy attempt, perhaps taking the honors as causing the most Human casualties of any single weapon.

For accuracy, Eagsig is uncontestedly the best. It senses movement in a 180 feet arc for 20 feet depth. It then locks in on target and fires (01 - 06% to miss). Because of its accuracy and sensing ability, as well as its light weight, as a Short-bow, Eagsig can fire 3 Arrows per attack phase.

Eagsig is still in the possession of the Elves of Elsenwood. This information will be sold for 250 GP.



VELARAS

Kauah, Kauas, Throwing Club

INT: 082 ALN: CEX

PROPERTIES: +2 to Hit, +3 to Damage

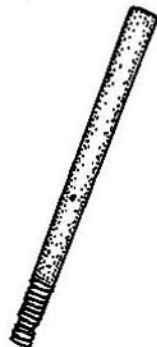
Travels as a fast, light Club until it hits, when it does normal damage

It shocks those that it doesn't like, and it only likes CEX characters

History: Velaras was an enchanted Club made by a village witch doctor for the tribal chief, Vealar. Vealar was, of course, the most successful and brave of the warriors of his village. The secret of his skill lay in the deadly accuracy of his magical Club which, when thrown, became 1/3 the true weight of its size but, when making contact with an object, struck at full density and damage. Its rate of speed increased by lowering its density, and this tended to catch the victim off guard, slowing reaction time.

The weapon's deadly abilities kept Vealar in power for many years, and no one except the chief could touch it because its defensive field was aligned to him alone. When the Emperor's troops invaded this village and demanded tribute, Vealar challenged them with his leadership and his weapon. The army commanders had seen obstinate dictators before and, as they were not impressed by magical weapons, commanded his troops to reply with a volley of Arrows, which they did. Before the last Bow twanged, Vealar lay dead with his warriors. The witch doctor was incapacitated by his wounds, and the Club rested in the hands of a CEX Sergeant of the Vasthost.

His grandson owns the Club, and he is also a Sargeant for the World Emperor. This information will be sold for 400 GP.



KLEMA

Keerie

INT: 133 ALN: CXX

PROPERTIES: +3 to Hit, +4 to Damage

Club glows when owner is angry, need equal Ego score to deal with her

Club will animate, fly through the air, and beat upon the head of anyone who does not agree with her

History: Klema was once a beautiful but obstinate Amazon who constantly picked fights with men on the slightest pretext. Her path eventually crossed that of an equally obstinate Wizard. Many times, they met and argued the trivialities of life. His patience finally reached an end.

"You are, undoubtedly, the most stubborn woman in the world. No one could teach you respect for the opinions of others even if they beat you on the head with a Club every day. In fact. . . ." and he cast a spell of *Transformation* upon the woman. He intended to use her as an enchanted Club, but he reckoned not with her temper and her spirit of life. Finding herself transformed, she went into a rage, flew through the air to the Wizard, and began beating him upon the head to within an inch of his life. However, she persisted in her attack an inch too far, and he slumped into a coma and died. She found herself trapped in the form of a Club for eternity, except for one hour a day per year (usually at high noon, the time of her transformation) when she reverts to her normal form. Movement Ability: 500 feet.

Klema haunts the Ghinor Highlands, as she is mobile. This information will be sold for 100 GP.

CONFRAR

Kirasoo

INT: 103 ALN: NXX

PROPERTIES: +2 to Hit, +3 to Damage

Once thrown, it travels in an erratic, zigzag pattern for 200 feet

Releases Flame Burst for 1 - 6 HTK of Damage from the knot

History: Mecheel the Mad created undue havoc with this weapon. Continually annoyed by the pigeons that roosted on the windowsill outside his modest, one-room laboratory and interrupted his work with their constant cooing and flapping, Mecheel devised Confrar, a magical Throwing Club that zigzagged in unpredictable patterns to drive the pigeons away. He killed 20 pigeons the first time but failed to take into account the range of the weapon. The Stick flew in such an unprecedented pattern that it penetrated the office windows across the street, struck 3 major Administrators, and killed a minor Scribe. The security forces came with due haste, and Mecheel fled for his life. With luck and many bribes, he recovered the weapon, temporarily, only to lose it again when he tried to stop a Thief with it. The weapon, thrown straight at the Thief, began to zigzag, missed the Thief, and downed two Guards who had been dispatched to the robbery area. The weapon, when last seen, was being thrown by an urchin trying to scatter some pigeons. He found it in a dustbin.

The urchin is known to wander about Wall Street in the City State of the Invincible Overlord, and his name is Slyrag. This information will be sold for 500 GP.

MEKA

Paku

INT: 082 ALN: LGX

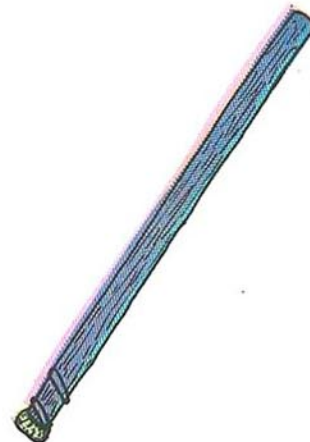
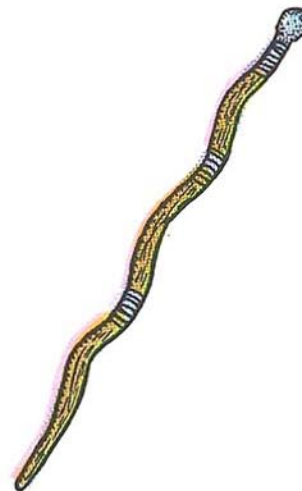
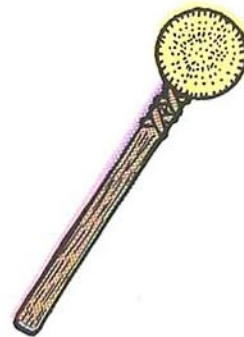
PROPERTIES: +1 to Hit, +3 Damage

Club creates multiple images of wielder

History: Meka was created by an overly weak Mage as a defensive weapon against mob assault. The images from the Club would confuse attackers and buy the Mage extra time for throwing spells. Unfortunately, those with Intelligence scores above 113 or Level 082 or above will not be affected by the Club's magic. Those with Intelligence below 031 will not be perceptive enough to notice and will just attack what they believe is the real and only spellcaster.

Certain magical spells like True Vision or Negate Spells will perceive the correct person and attack him directly.

16 Meka is thought to be possessed by a Merchant of the City State of Tarantis. This information will be sold for 250 GP.



LUXAS

Ulas, Throwing Club

INT: 092 ALN: NGX

PROPERTIES: +1 to Hit, +3 Damage

Generates 2 feet x 5 feet x 5 feet pea thick fog as it travels

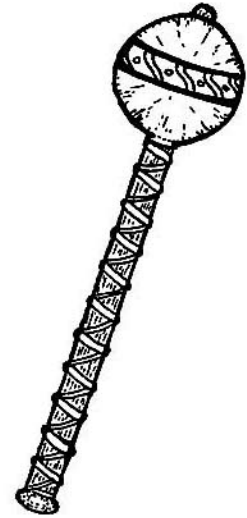
Throws 1D6 Electrical Charge

History: Luxas creates an impenetrable fog as it flies, blinding the victim for 2 minutes after it hits. If the command word is spoken, a 1D6 Electrical Charge will be released from the knot. Direction may be random if not specified before throwing.

It was found in one of the primitive native villages by a Vastthrong Host stopping to impress morales. The natives claimed it was a gift from the Gods themselves, and they had placed it in the hands of the statue, Matu, Sky God of their religion. "Ridiculous," said the Commander. The Wise Man muttered a few words and the Club fired an electrical charge into his body. Two sub-Commanders also died trying to pry the 'artifact' from the statue's hands.

Luxas, as far as anyone knows, is still in the village. Vastthrong have orders to skirt the village. Entry, except when in an emergency, is forbidden.

The village it is in, is a small hamlet just south of Fartherhorn Mountain. This information will be sold for 300 GP.



LUMINOX

Medium Quarterstaff

INT: 103 ALN: NXX

PROPERTIES: Fights like a normal Sword with the density of light wood

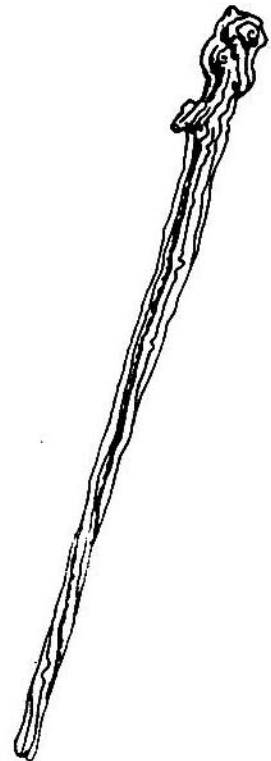
Projects light as a permanent Sphere of Light and can also project an endless array of colors

History: Luminox was the creation of Varinex, the Greater Mage of the City State in 2407. Varinex wanted an effective multipurpose weapon that would appear as a harmless object. Although he was 40 when he became the Greater Mage, he always assumed the appearance of a weatherbeaten weary old beggar with little semblance of wits. His Master Staff always resembled a termite infected brittle Quarterstaff, good for little but being an overgrown cane.

The Quarterstaff actually had the sharpness and balance of a fine edged Sword, but weighed little more than a light wooden Staff. Upon command, it could also produce the brilliance and intensity of a permanent Sphere of Light compressed in a single beam. Another feature of the Staff was its ability to project an endless supply of various shades of light, vastly outshining the beauty and color tones of a rainbow.

Varinex fell in the year 3000 while trying to prevent a war between two Arch Mages, his former pupils. The reason for their conflict, it seems, was over the question of who would be Varinex's successor. His death, some argue, was not as accidental as it appeared. His Staff was last rumored to be in the lair of a Dragon seen munching the bones of Varinex's successor.

The Dragon's Lair is located in the Cloudwall Mountains. This information will be sold for 300 GP.



CRYSTAL QUARTERSTAFF

Staff

INT: XXX ALN: XXX

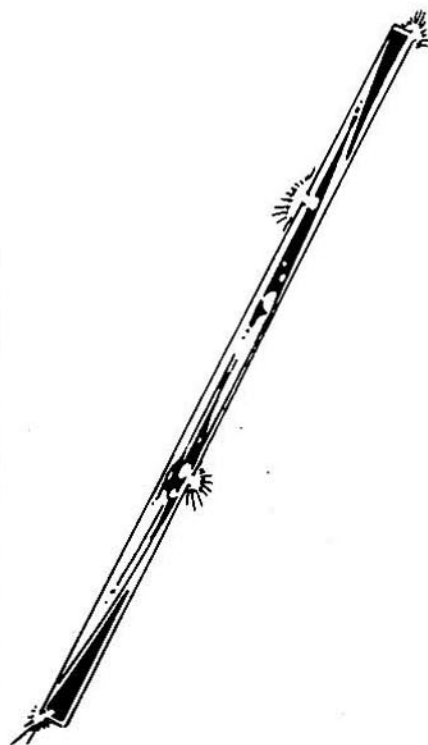
PROPERTIES: Shoots Beams of Light that can Stun or Kill

History: This Quarterstaff is said to have been created by scientists in the former technological world. It is 12 feet long and made of clear crystal, which is unbreakable except by another powerful magical weapon. The Staff is engraved with ancient glyphs and runes and the handle is that of a Unicorn's head carved out of Gold.

The Staff can shoot one Light Beam per half minute doing 8 points of damage. It has two buttons on the handle (each Unicorn eye). When the right eye is pushed, the Staff can be set on Stun, thus knocking the opponent out for 1 - 10 minutes. When the left eye is pushed, the Staff is set to Kill for 8 points of damage for each Light Beam.

The Crystal Quarterstaff belongs to Alienus Peroe, who travels all over the world seeing and experiencing all he can while he is still young. The Quarterstaff is worth approximately 2580 GP.

Alienus is now said to be in the City State of Tarantis, recuperating from wounds received at the hands of local pirates. This information will be sold for 275 GP.



TRE BASS

Staff, Great

INT: 176 ALN: NXX

PROPERTIES: Sounds a series of notes affecting Humans, Dwarves, and Elves
Can divide into two equal sections

History: Grenda, Witch extra-ordinary and Scholar par excellence, researched the musical scale, discovering the notes which most profoundly affected the Human psychic. The Staff, 12 feet in length, was carved from rosewood basil and enchanted with many mystic rune symbols. Each note invoked a special spell over the mind:

- | | |
|---------------|----------------|
| 1 Slumber | 11 Love |
| 2 Enchantment | 12 Disloyalty |
| 3 Generosity | 13 Deviousness |
| 4 Confusion | 14 Inspiration |
| 5 Peace | 15 Anger |
| 6 Uneasiness | 16 Jealous |
| 7 Insanity | 17 Faith |
| 8 Hatred | 18 Disbelief |
| 9 Joy | 19 Hope |
| 10 Sadness | 20 Despair |

Grenda soon realized she could divide her Staff into two equally powerful sections, the upper section which moved the feminine psychic, and the lower which could bewitch the male ego. Where Grenda dwells, it is rumored, there is no violence, only peace. Nor is there free will.

Grenda now resides by the Falls of Song in the Southern Reaches. This information will be sold for 350 GP.



THE STAFF OF THE MASTER OF THE BRIDGE

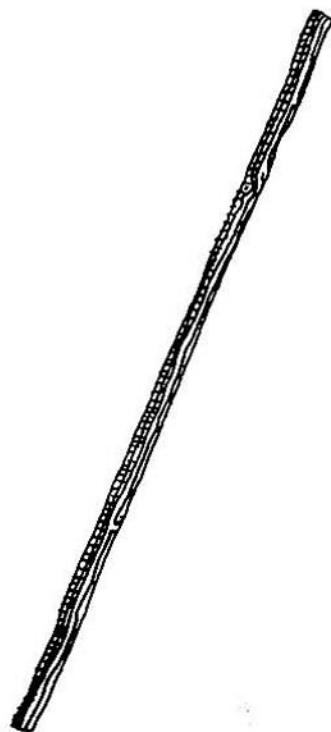
Staff, Quarter

INT: XXX ALN: LXX

PROPERTIES: When defending a bridge, it enables the wielder to make multiple Attacks/Parries
Can Parry almost any weapon
Is Indestructible

History: An ordinary looking wooden Quarterstaff, this weapon is far from being truly ordinary. Wielded for over a hundred years by the defenders of a bridge that lay on a major trade route, the Staff has only recently been given up by the bridge guardians after one of their number failed to keep the bridge from being destroyed by a Giant. After that failure, the Staff was tossed into the river and after being picked up by a Fisherman, this wondrous Staff has changed hands several times. When defending a pass or bridge, the Staff causes the person using it to speed up, allowing the wielder to get in ten strikes or parries per round of combat. Each blow lands like it had been delivered from a DFM (Footman's Mace), and the Staff can parry any weapon with the exception of those wielded by Giants because such weapons are too big to be parried. The Staff is indestructible with Axes and Swords, even magic ones, being unable to cut or even to chip it.

The Staff is said to be in the possession of a Bridge Troll who lives in the Ghinor Highlands, on the Danellion River. This information will be sold for 250 GP.



CEXER

Staff, Small, Throwing

INT: 075 ALN: NXX

PROPERTIES: Creates a 15 feet x 15 feet area of Darkness
Generates Illusionary Terrain around the person affected

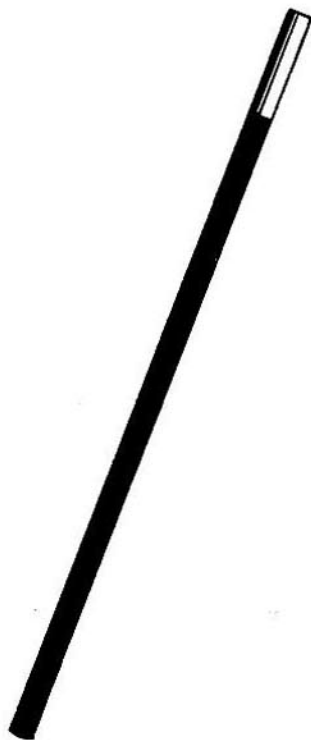
History: Cexer was a Minor Staff of Darkness before it came to the hands of a new owner. Before it could only generate a 5 feet x 5 feet protective area around its wielder, sufficient only to cloak him in dark alleys. This had suited Thiebo fine since he was a professional Thief.

Someone else had heard of the Staff and, envious of the owner, decided to acquire it for his collection. After disposing of Thiebo in the darkened alley, Revole began his own experiments. The Ego/Intelligence of the Staff was raised and its power of Light Negation increased to 15 feet x 15 feet. Revole had decided to use the item as a throwing weapon against his enemies.

He added the ability to generate Illusionary Terrain, so that, after the Staff was thrown at a victim's feet and the area of Darkness activated, the secondary power would complete his confusion. Revole was also researching the spell, Illusionary Monsters, for addition to the Staff's armory, but his untimely demise prevented it.

Revole had not foreplanned for an attack on his lab by Thiebo's Hairfoot friends. The Staff was not found in the charred wreckage the following morning.

Thiebo's friends are known to live in Dark Odyssey. This information will be sold for 350 GP.



VEXER

Staff, Two Handed

INT: 114 ALN: LNX

PROPERTIES: Creates a Wall of Images all alike for 40 yards following the shape of the terrain

Staff Wall becomes an impenetrable magic barrier

History: This mighty two-handed Staff, when planted upright in the ground, creates a solid wall of duplicated images for 40 yards following the shape of the terrain and its direction. Then, the Staff Wall becomes an impenetrable magic barrier. Missile fire or physical attack will feel resistance to the wall. The equivalent of 30 points of damage will be sustained by the barrier before it falls. The barrier can be blown over but it might not be advisable, considering there will be a good reason for its erection.

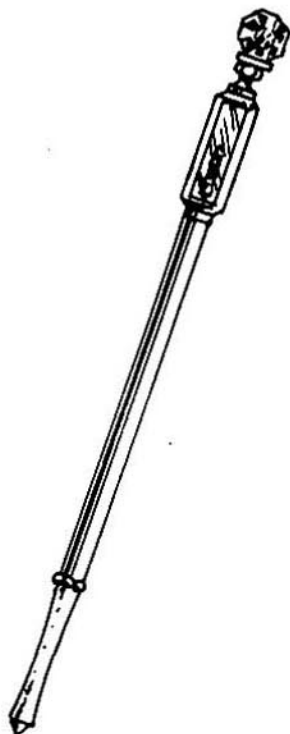
After the barrier solidifies (2 minutes), the Mage may remove his original Staff without detection by those on the other side. A replacement image will appear when it is removed.

If anyone other than the wielder touches the Staff, he will receive 1 - 12 points of damage.

The Mage can dispell the barrier by inverting the Staff.

Viemunt the Majestic is attributed to have created this Staff for the amusement of the World Emperor. No Thief has successfully escaped with his life when attempting theft of the Staff.

Vexer is thought to be in the vault of the World Emperor. This information will be sold for 300 GP.



DEMON SLASHER

Dagger, Katar

INT: XXX ALN: XXX

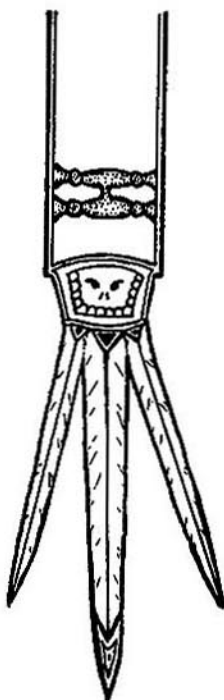
PROPERTIES: Multiple blades

Multiple attacks (see text for damages)

Attracts Demons and causes wielder to seek out Demons

History: Demon Slasher is a Katar with two extra blades protruding from the side, allowing the push Dagger to be used either in a jab or in a hacking chop. This Katar was constructed by Asan the Believer, who made it for use as his personal weapon. The Katar has several magical attributes. First, the wielder may strike with each of the three blades twice during a combat round. Second, each blade does Dagger damage plus 1. Third, the center blade is magicked so that it can be fired from the Katar with a range and damage as per a Light Crossbow. Finally, when used against Demons, the blades are sufficiently *Blessed* to do an extra five HTK of damage. However, this last ability proves to be the weapon's biggest disadvantage because the Slasher both attracts Demons and forces the bearer to seek them out. There is a 5% chance per week that a Demon will seek out the bearer and try to destroy the Katar. A character who owns and is carrying the Demon Slasher must roll less than his WIS on 2D20 when such a Demon appears, or that character will draw the weapon and engage the Demon in combat. Once in combat, the wielder of the Katar will not retreat from battle with the Demon until one or the other is dead.

Demon Slasher is said to be in the horde of an exiled (from the Netherworld) Demon who now resides in the Joyful Demon Hills of the Ghinor Highlands. This information will be sold for 350 GP.



QUICK STRIKE

Dagger, Throwing

INT: XXX ALN: XXX

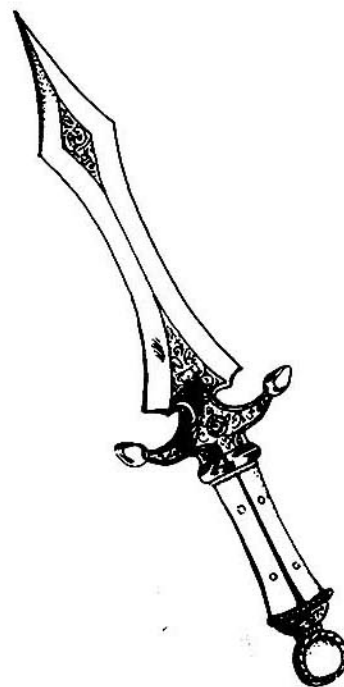
PROPERTIES: Lightning Bolt Strike (2D6) when commanded
Speed is 3 times that of the normal Dagger

History: Luniste, obscure God of the Thunderstorm, is rumored to have loaned this weapon to a greedy mortal. The poor doomed soul is said to have, through many sacrifices and sworn oaths, implored the God to give him this mighty artifact in exchange for founding a School of Assassins in his honor. The agreed terms of use was to be one evening only and afterwards return of the weapon was to be immediate. To all terms the mortal agreed.

After completing his mission, however, the Assassin became adamant in regards to ownership of the weapon. Luniste, not overly fond of being remembered by an institution of killers, was regretting his loan of the Dagger. Luniste found his disciple trying to flee the area. After properly punishing the unrepentant thief, Luniste discovered that the Dagger was not on his body. For all his searching, the angry Godling was unable to locate Quick Strike's hiding place.

Quick Strike, a lightning weapon, releases a 2D6 charge when commanded or when thrown. The charge's range is 120 feet. Its secondary power is the exceptional speed of the Dagger. Once thrown, it travels at 3 times the normal speed of a pitched weapon and never misses its target unless thrown generally or unless the wielder has forgotten to name the target beforehand. In combat, it will take precedence over most missile attacks and possibly clerical or magic spells.

It is said that Quick Strike is buried in an iron box in the forest outside of the village of Lasthill in the Desert Lands. This information will be sold for 500 GP.



BERBSKAL

Ceremonial Knife

INT: 143 ALN: CEX

PROPERTIES: +2 to Hit, +2 to Damage
Never dulls, will burn with a red light when Humans are 5 - 15 feet away
Loves the taste of blood

History: When the City of the Purple Orcs was at its zenith, this was the Knife used for the chief blood sacrifice by the High Orc Priest. Perhaps it was the blood of the Mages that it drank or perhaps it was the incantations used by the High Priest that gave the blade its own intellect and appetite for murder; the true origin of the Knife's powers is lost in time. Though the Emperor's Legions smashed the Orc nation and slew its High Priest, the Knife survived to drink more blood. Any Human within a foot of its reach tasted its sharp steel blade as the Knife propelled itself into its chosen victim. Orcs who hold this Knife feel compelled to attack any Human or humanoid creature within striking distance, usually slashing at the weakest first. Any Human who picks up the Knife will feel the same way, and, if there is no other Human in the area, he will feel compelled to cut himself.

No magical or clerical spell will destroy the evil intellect of the Knife. It must be melted down, broken, or otherwise destroyed. Any LGX or CGX creature holding the Knife will probably find it in his own stomach.

Berbskal is said to be in the possession of a Troll who lives in the Valley of the Dead Queens in the World Emperor's lands. This information will be sold for 400 GP.



HULA

Hunga-Munga

INT: 114 ALN: CEX

PROPERTIES: +2 to Hit, +1 Damage

Travels in a straight line at victim's weak spot

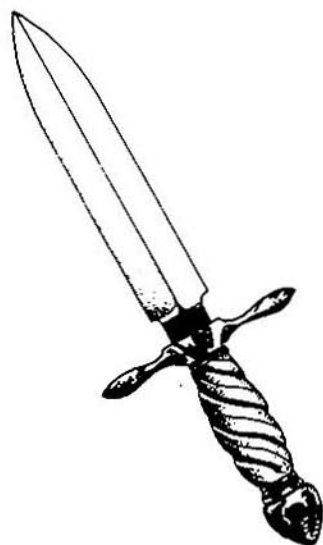
Snake becomes alive, bites victim

History: Hula can appear as a normal Knife or can appear as a Snake attached to the end of the Knife itself. If the Knife is thrown directly at the feet of an enemy, it will come alive and bite at exposed flesh. As a Knife, it has a poisonous tip and even casual flesh contact may be enough to transfer the venom into the system. When thrown, the Knife will travel in a straight path for its target's weak point, always seeming to detect it automatically.

Hula was originally a "gift" to the City State Emperor from one of the 'grateful' native villages subjected to its beneficial government.

Fortunately, the Knife didn't turn into a Snake and bite its new master. Since the Emperor, in retaliation, ordered that the village be razed and all its population flayed, the creator of the weapon was never credited.

At last report, the Knife was given to the care of the Royal Zoo Keeper. This information will be sold for 700 GP.



DURBEIN

Knife, Curved

INT: XXX ALN: XXX

PROPERTIES: +4 to Hit, +3 to Damage

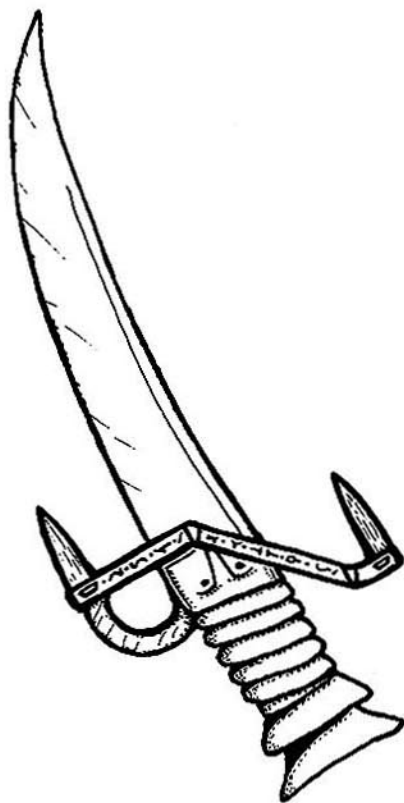
+4 for striking Dwarves

Allows wielder to Move Silently like a shadow

History: The Great Goblin Wizard, Karber, made this Knife as a special weapon to strike fear into the hearts of his enemies, the stout Dwarves. He had hoped to use it personally against Dareir, the Dwarvish King under the Red Mountain.

Rallying his rather reluctant band of warriors, the Wizard set off on an expedition to the mountain. Karber, although a competent Wizard, was a terrible strategist and a worse commander. His Goblins were ambushed by the Dwarves after only a two-day march from their caves. The majority of Goblins panicked and trampled the rear guard, who were trying to hold formation. The Dwarves, in a relatively short time, mopped up the few Goblins who were in any shape to fight. Karber escaped in the confusion and eventually returned to the caves, where he received a cold reception from the survivors. Expelled from the tribe, he wandered in the caves of the North for 2 years, where he was finally captured by the Dwarves. He was summarily condemned, tortured, and slain by his own Knife. Ironically, the Knife has never spilled Dwarven blood.

Durbein has passed through many hands since then, and is now said to be under lock and key in the Dwarven city of Charmack in the Glow-Worm Steppes. This information will be sold for 550 GP.



CONKIL

Knife, Concealable

INT: 143 ALN: NEX

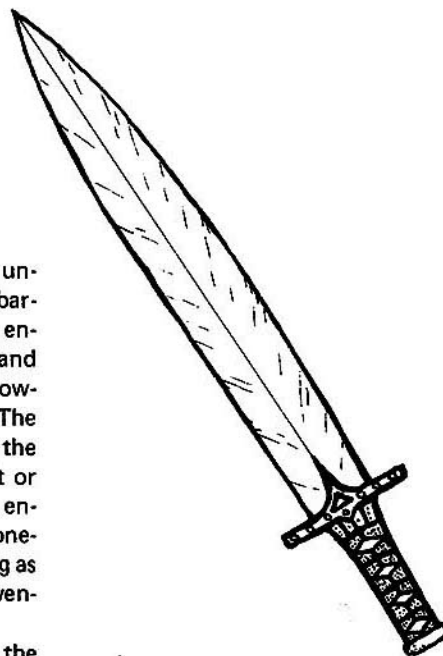
PROPERTIES: +3 to Hit, +2 to Damage (normal 1 - 4, large 1 - 6)

User becomes invisible when command word is spoken

Knife can shrink to one-sixteenth its original size for concealment

History: The idea for the Knife called Conkil was conceived by Knesar, a very unsuccessful Thief who was frustrated by the constant vigilance of the Emperor's barracks guard. After much begging and pleading, he finally convinced the minor enchanter, Surser, to magic his blade. Surser made the blade able to conceal itself and its wielder in a two-part field of invisibility. Once the blade struck an object, however, the field would be negated, and the wielder would return to visibility. The blade was accidentally given a semi-intelligence of its own as a side effect of the spell; thus, it can become visible at any given time, whether the owner wills it or not. In trying to remove this effect, Surser, who was never a very competent enchanter, gave the blade the additional ability to shrink itself and its user to one-sixteenth their original size. The shrinking of the owner is only in effect as long as the owner is in contact with the blade. Knesar lost the Knife after his second adventure and is now in the Emperor's prison for theft and attempted assault.

The Knife is said to be in the possession of a beggar of the City State of the World Emperor. This information will be sold for 750 GP.



MONGBA

Mongwanga, Throwing Knife

INT: 133 ALN: NXX

PROPERTIES: +2 to Hit, +3 Damage

When striking, cuts through metal as a hot knife in butter

Glowes red hot

Teleports back to User's hand

History: Mongba was created by the old Wise Man of the village, Mai, for his son, Wec. Wec was too stupid to be a Mage like his father, but seemed to have a natural adeptness for hunting. Unfortunately, he also seemed to possess a natural ability to lose weapons, much to the anger of the Tribal Chief. Trying to soothe the distemperature of his Lord and make life easier for the boy, Mai took the last sharp knife in his son's possession and wove mighty charms around it.

When next he hunted, Wec found his knife cut easily into the deer's skin, and reappeared in his sheath a minute after he had thrown it. For a time, all went well. Then, Wec took the fever on the full moon of the Winter March. All the Wise Man's power could not cure it and Wec died three days later. Broken hearted by his son's death, Mai failed to notice that the wondrous Dagger was not in Wec's tent. Years later, the purloined blade was reported seen in an Armorer's Shop in the City State. Rumors say a native Tribesman pawned it for a few Copper coins. This information will be sold for 2,000 GP.



TROVAIL

Multi-bladed Knife

INT: 046 ALN: NEX

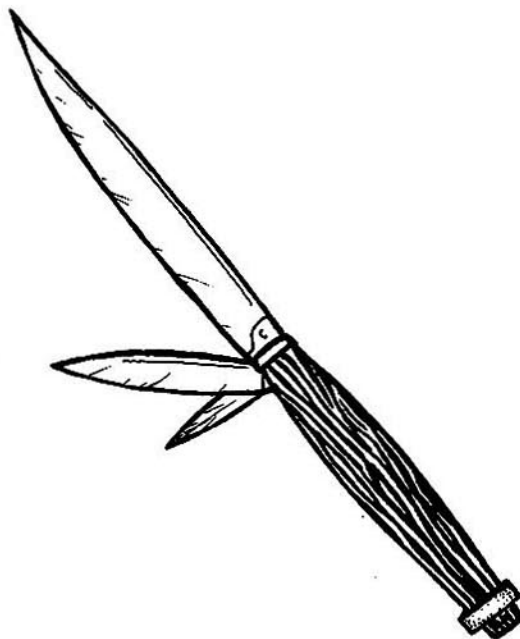
PROPERTIES: +2 to Hit; +2 to Damage

It laughs at intended victims, goading them into attack.

Each blade has a special purpose: the smallest one can pick locks (80% successfully); the middle one surrounds itself with a Heat Field that does 2 - 12 HTK of damage to anyone encountering it, and the largest one becomes a steel Sword doing the same damage as a Shortsword

History: Originally, this Knife was designed as an amusing gift for the Troll King, Surjar to use in interrogating prisoners. The careless Troll left it within easy reach of one enterprising prisoner who took it with him after employing it on the King's jugular vein. The angry Trolls pursued and finally captured the elusive murderer after a two-week search. The Knife was no longer in his possession, however, so they played him with their own crude blades. Before he died, he told them of a Wizard that had taken his food, water, and the Knife for his own mysterious purposes. The Trolls continued their quest for the Knife and finally encountered the Wizard on the Troll Wastes. They then discovered that the Wizard had changed some of its powers. No one knows what became of the Knife, but the burned remains of 5 Trolls and a Wizard skeleton now litter the Troll Wastes. It is rumored that the Wizard has now become a Lich who guards his "precious" weapon.

This information will be sold for 500 GP.



KALSTRA

Throwing Knife

INT: 117 ALN: CEX

PROPERTIES: +1 to Hit, +2 to Damage

It returns to its owner

Dagger does additional damage by its returns

History: This Throwing Knife was designed primarily as an Assassin's weapon. If the Assassin does hit his target, the Knife will do additional damage (+1 - +4) by wrenching itself from the victim's body and returning, handle first, to the hand of the Assassin, giving him a second attack within a minute. This also saves the time the Assassin would normally use in retrieving his weapon. If he misses his target and hits an inanimate object, the Knife will stay in or by the object hit (25% probability that the Knife will break if it strikes a solid surface such as rock or brick). The Knife was originally created by Kilbern, Chief Mage of the Assassins' Guild for the Master Assassin. Kilbern was its first victim, and, in dying, he placed a curse upon the Knife. The Knife, Kilstra, must be fed a blood sacrifice every week or lose its enchantment. It will never leave its owner while the owner lives and will always thirst after the blood of its owner. If the owner does not kill someone else with it every week, the Knife's final act, before losing all its magical properties, will be to plunge itself into the heart of its owner.

Kalstra is now in the possession of a wandering Assassin, last seen just a few days ago at the She-Devil Tavern in the City State of the Invincible Overlord. This information will be sold for 1,500 GP.



SHOCKER

Knife, Zirah Bonk

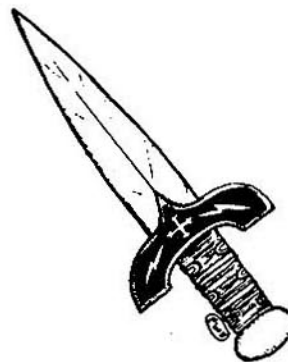
INT: XXX ALN: XXX

PROPERTIES: Electric Shock

Pierces Mail

History: A Knife which is slim at the beginning and widens out to a thick point that is strong enough to pierce through Mail. This Knife glows with a red tint and has the ability to shock the opponent for 4 point of damage. It also cuts for 4 points of damage. The handle is made of silver and imbedded with four Rubies.

Shocker is known to be in the possession of a mighty Wizard that frequents the City State of Tulla. This information will be sold for 250 GP.



BERBAR

Ball and Chain

INT: 136 ALN: LEX

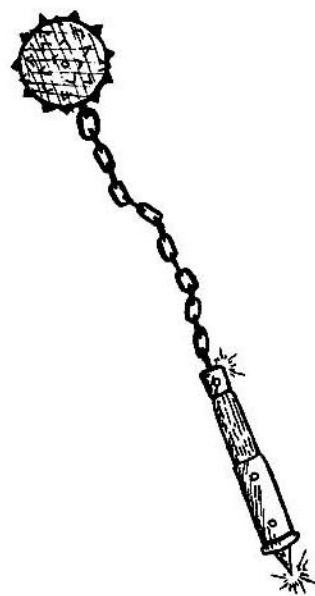
PROPERTIES: Glows light blue when friends are present
Spikes can also be Missile weapons doing 1 point Damage each

History: Berbar was created by Kalaei for Marlei the Black Knight. Marlei had, of late, noticed his eyes were becoming clouded so that he could not tell friend from foe. Kalaei enchanted his Morningstar so that it would glow blue when a friend approached.

As time went on, Marlei also found his Dexterity failing, so Kalaei once again enchanted his weapon. The spikes on his Morningstar could be triggered once as Missile weapons for additional damage.

Berbar served him well for the next few years, and in most battles, he held his own. One day a stranger appeared at the gates, demanding instant entry. The Morningstar did not glow, so Marlei assumed the stranger meant evil to his house. Marlei attacked recklessly and soon had the surprised intruder on the ground. Wrenching the helmet from his head, Marlei discovered he had attacked his Liege, the Baron. After all, Marlei had never thought of this man as a friend. Soon Marlei's head and Berbar graced the mantle of the Baron's castle.

The Castle is located on the banks of the River Buckol in the World Emperor's lands. This information will be sold for 500 GP.



BARAIN

Ball and Chain

INT: 133 ALN: NEX

PROPERTIES: +3 to Hit, +3 Damage
Increases Size as its closes on foe
Increases Density for double damage before it strikes

History: Barain was intended to be a special weapon for the City State Armory. Appearing to be a simple Ball and Chain weapon, it increases in size and density when swinging at a foe. If the being is larger than man-size, a special command word allows the Chain to triple in length. Barain was the chosen weapon for Menre, Captain of the Third Watch. A well placed Dagger by the husband of Menre's mistress changed that decision.

While under lock and guard in the Armory one night, it was liberated by a small division of the World Emperor's spies.

On the way out of the City, these Brigands were attacked by the Black Lotus. During the ensuing battle, one of the spies tried to use the weapon. Improperly employing it, he did much damage to friend and foe alike. The surviving Brigands managed to escape and successfully hid for a few days in the City State. They were later discovered again as they tried to escape through the Town Gates. Barain, however, was never recovered and the spies refused to their death to reveal its fate.

Barain is now suspected to be somewhere beneath the City State. This information will be sold for 500 GP.



GOUPILLION

Ball & Chain, with 3 Balls

INT: 144 ALN: NGX

PROPERTIES: Balls can animate, detach from Chain and strike target
The three Balls will rotate together creating a hypnotic light arc

History: Grimlea the Laughing is credited with this enchantment. The Boush Count, who always had a trifling matter to take up with the Wizard, sent his dandies to bother Grimlea, who was occupied with an important experiment. Their interruption ruined his project, the culmination of three months' research. They asked for a magical weapon with which to amuse the Nobility at the weekend ball. Grimlea smiled evilly and gave them a recent failure.

At the party, the Count soon learned of the weapon's power. Speaking the command word, he watched the balls fly from the chain toward an unsuspecting Noble. Before they hit, however, they returned to the Count, striking him down before they merged with the chain. Rising from the floor, he held up the Goupillion with a quizzical look and the laughter of the ballroom. Speaking the second command word, he watched the balls rotate slowly to form a multi-colored circle of light. As the balls increased speed, the circle became an Arc of Light. No one spoke. Later, the guests snapped out of their hypnotic state. Matrons screamed about their missing jewels (bracelets, necklaces, etc.) and the Count noticed his "wonderful" magic item was gone.

Since then, few have seen or spoken of Grimlea, although his laughter is often heard in the Count's halls. The weapon has never seen light of day.

Goupillion is said to be in the dungeons below the Count's castle, located between the River of Grief and Arkala Stream in the Valley of the Ancients. This information will be sold for 300 GP.



THE TANGLER

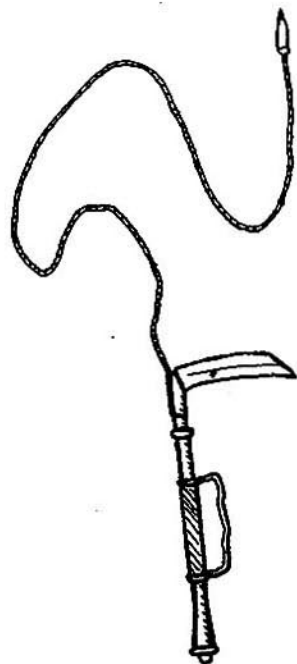
Chain Weapon, Kusari Gama

INT: XXX ALN: XXX

PROPERTIES: Enables Multiple Attacks
Damages as a +3 Footman's Mace
Can Entangle Opponents

History: The Tangler is a Kusari Gama (two weights mounted at the ends of a chain used to strike with and to tangle swords with). This particular Kusari was magicked for use by the infamous Ninja No-one. No-one personally constructed the Kusari from the virgin ore to the charcoal used to the final hammer strokes. This process of personally building his weapon allowed the Kusari to be more easily enchanted by the Archmage Harwood the Enchanter. This Kusari was built to be used with both hands, allowing the the wielder to strike four times per round, twice with each weight. The octagonal weights are so magicked as to do damage like a Footman's Mace at +3 to damage. Also, the weights may be used to entangle an enemy's weapon, though success automatically renders one of the ends tangled up, with a base chance of 50% plus the character's Dexterity, due to the magical nature of the Kusari. The end, once tangled, will remained tangled until the wielder wishes to release it. Then, automatically, it releases.

The Tangler is now said to rest in a Rakshasha horde south of the Quessen River in the World Emperor's lands. This information will be sold for 500 GP.



JEAL

Cumber-Jung

INT: 094 ALN: NEX

PROPERTIES: Scrambles Mental Processes
Absorbs Memory Patterns

History: Jeal, an unusual Flail weapon with two heavy Quiots attached, was the brain child of Jenij, a frustrated Evil Cleric. As a youth, Jenij was seduced and robbed by a Mage/Thief. He was left without memory of the event. Several years later, while in novitiate of a highly respected religious order, the truth came out under hypnotism. His anger and resentment of the past ordeal were decided to disqualify him as emotionally unfit for the order.

His life's dream destroyed and his resentment of being used made him decide to choose Evil. He would design a weapon to even the score. Several years later, after working at many meager degrading jobs, he had saved enough money to afford the cost of enchanting it.

Jeal, as a Flail, does normal physical damage; once making contact with the flesh, however, it scrambles the normal mental processes of the brain. Hence, Mages cannot employ spells and Clerics cannot properly concentrate to contact their deities. Moreover, it also absorbs the memories of those touched, leaving them with identity loss, no awareness of their attackers, and a general absence of intelligence and reasoning.

Jenij, for a time, was the scourge of the City as he blatantly attacked most unsuspecting Mages. He finally encountered the one he sought, but he discovered, forlornly, that spells can travel quicker than weapons. He now wanders the street, a confused beggar without past or future. The Mage/Thief watches from a distance with the Flail.

Jeal is still in possession of the Mage/Thief, Arloa the Vixen, who is frequently seen in many of the City State's taverns. This information will be sold for 1,500 GP.



DRATANY

Flail, Sa Tjat Koen (Flexible Staff)

INT: XXX ALN: NXX

PROPERTIES: Projects Sphere of Darkness around Defender
Projects area 25 feet x 25 feet of Silence around Attacker
Fires Electrical Charge through Defender's body, disrupting Shielding or other Magical Protection devices

History: The Flail, Dratany, is rumored to have come from the Gods themselves as safeguard for the hidden Monastery of Chielee.

Dratany projects a Sphere of Darkness around its foes to a maximum area of 25 feet x 25 feet. While encased in this blinding area, the defenders have no sense of direction or suspicion from where the weapon will strike. All Mind Reading spells and forms of telepathy will also be blocked.

The wielder of this weapon will not be heard or seen as he approaches his victims. He moves silently and invisibly as Hidden in Shadows. When attacking, the force field around the Flail negates and/or reverses the polarity of Shielding spells, Protection spells and like magical defenses. If the item is magical Armor or a magical Ring that is touched by the Flail, said item will be treated as a normal product of the world's environment, its magic absorbed for the duration of half an hour. The effect doubles as said item is repeatedly struck and it is possible (20%) to render such gear forever normal if struck and damaged by the Flail five times. Magical weaponry, unless defensive, will not be affected by the Flail.

The Monastery fell victim to a dark plague in 2824 BCCC. There were no survivors. Since the outside world is not aware of the specific location of the Monastery, no one has yet recovered the Flail.

The Monastery is rumored to be located atop one of the Gigabolt Mountains in the World Emperor's lands. This information will be sold for 500 GP.



SMITEKER

Kau Sinke

INT: 137 ALN: NEX

PROPERTIES: Sings when in use, casting victim into Slumber
All Magical Shields, Spell Books, or like items are negated when touched

History: Smiteker was the fore-weapon of Neke, Chief Warrior for the Evil Mage, Setarri. Smiteker was designed as a penetration weapon to negate any magical protection spells, force fields, invisible Shields or magical defensive items. It also absorbs the magic of the item it strikes, so that a Spell Book is drained and erased, a magical Sword becomes normal, and occult items become useless trinkets. When the Whip is first swung, a powerful enchanting melody is heard by the defender. If he does not cover his ears immediately, he will be under its Slumber spell. He will not awaken until commanded by the wielder to do so, or until he is roused from sleep by a violent attack (repeated slaps across the face, a bucket of water in the face, etc.).

Neke, after several years in Setarri's service, ran off one night with Smiteker to become a Mercenary. Upon learning this, Setarri sent out an Assassin with orders to retrieve the weapon. Neke's body was returned to the castle, but the weapon and its new owner passed into oblivion.

Smiteker was last heard of in the hoard of a Giant King. This information will be sold for 300 GP.



TWILIGHTSTAR

Morningstar

INT: XXX ALN: XXX

PROPERTIES: Poison ejecting spikes

History: This weapon is 3½ feet in length and the ball (at the end of the chain) is hollow with 13 spikes protruding from it. There is a small latch located at the bottom of the ball near the chain which opens into a small aperture. The ball can be filled with poison of any type. There is a round button on the handle which, when pushed, will open the spikes to release the poison during combat. The Morningstar does 8 points of damage when used regularly and the poison does X amount of damage depending what type of poison is used.

The weapon was made by an Armorer with the help of an Alchemist who furnished him with the poison. The Morningstar lays in a dungeon next to the previous owner's skeleton whose spirit guards it.

The dungeon is known as the Gloryhole Dwarven Mine, and it is a forsaken place. This information will be sold for 200 GP.



SNAKEWHIP

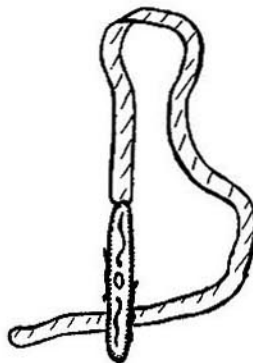
Whip

INT: XXX ALN: XXX

PROPERTIES: Can change into a Cobra

History: This Whip can only be used by persons familiar with magic (eg. Wizards, Illusionists, Witches). The Whip is an 8 foot long flat leather belt with a rounded leather handle. The handle is ringed with 7 small bronze snakes. The Whip does regular damage until the word "Cobra" is spoken. When this word is spoken, the Whip, upon striking, will turn into an eight foot long Cobra snake who will bite for 1 point of damage and also inject poison into the wound, thus inflicting 12 points of damage per minute, unless a saving roll of Constitution or less is made on a 1D20. If made, they take 6 points of damage. After biting the opponent, the snake will automatically turn back into the Whip. It is useable three times a day.

The Snake whip is now in the employ of the Royal Torturer of Tarantis. This information will be sold for 150 GP.



SNABULL

Whip, Bullwhip

INT: 116 ALN: CEX

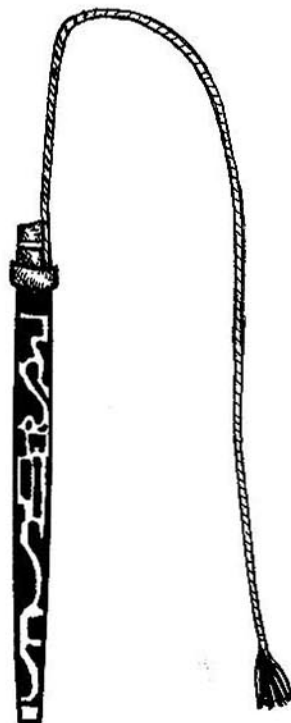
PROPERTIES: Will lengthen by 50 feet when command spoken
Whip's end becomes Cobra Snake on command

History: Memer, feared by friend and foe alike, was the acknowledged expert in use of the Bullwhip. He tired of endless stragglers crossing his land on their way to the City State. So he decided to impress these peasants.

Taking the Bullwhip to an Enchanter's Shop, Memer arranged for a special charm to add fire to his weapon. He returned the following day to find the shop had been ransacked and his favorite Bullwhip stolen. Getting nowhere with the Enchanter, Memer returned home. He found someone waiting for him there and holding the Whip.

"I saw you go to the Shop, and from experimenting with your toy, I found out what you intended with it. Let's see if you like your own medicine." So saying, he whipped the leather around Mermer's neck. As Mermer struggled, he heard the Whip hiss. The Cobra head met him eye to eye before it struck. As venom spread through Mermer's system, the former neighbor slowly rewound his new Whip.

It is now in the possession of Tharknus, farmer of Bier. This information will be sold for 100 GP.



GATONEU

Whip, Cat of Nine Tales

INT: XXX ALN: NXX

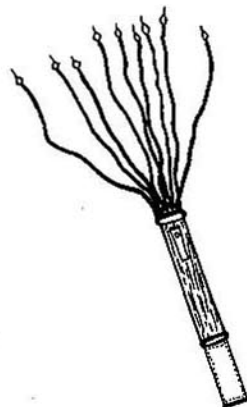
PROPERTIES: +3 to Hit, +3 Damage
Creates sensation of pain throughout nervous system
Paralyzes victim for 2 minutes, allowing for another strike

History: Vorchier, Captain of a hardened Pirate Crew often found his daily routine interrupted by the constant squabbling of his men over petty annoyances like equal shares of booty, rights to the new slave girl, etc. Since he had to maintain a semblance of order and fear to keep his head (literally), Vorchier often employed the useful magic item he acquired from a native village in the Southern Reaches.

The Whip, when striking, causes a rapidly growing 2D6 sensation of pain which passes through the nervous system causing headaches, toothaches, back pain, and numerous other nervous disorders. Any exposed nerves (i.e. bad teeth) will also suffer 1D6 damage as well as complicating any established nerve-related problems. The sensation dissipates after 2 minutes, but, during that time, the victim cannot move or dodge due to disruption of the nervous system, and he is an easy target for a second attack.

Any creature with a nervous system will be affected by this weapon, but size determines the duration of paralyzation (a Tyrannosaurus Rex will only be affected for one minute).

Vorchier lost the Whip during a mutiny. A Knife caught him in the right shoulder, and his Whip dropped into the sea.



HUMBTEM

Flagellum

INT: 114 ALN: LGX

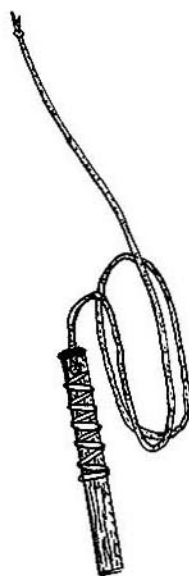
PROPERTIES: Incapacitates victim for one to three minutes
Drains 3 points from Strength and 2 points from Charisma

History: Humbtem was created by Frangiea, Abbot of the Frangien Monastery, to humble his fellow Monks. Each 4th morning of the new week, Frangiea would gather his followers in the Chapel and scourge them with Humbtem. Humbtem's throngs, on contact with flesh, paralyzes the victim by bringing to mind most of his evil deeds of the preceeding week, and the memory of his evil self would drain 3 Strength points and 2 points from Charisma. Thus, he kept his fellow Monks in the ways of obedience and humility. The Flagellum was never intended to be used by any but Frangiea himself. After his death, the successor to his post decided to continue the practice. When he tried using it on some new novices, however, he took an electrical shock from the weapon since his Alignment leaned toward NGX. Since they concluded only Frangiea was able to use it, the Flagellum was locked up in a small chest in a forgotten corner of the attic.

Soon after, the Order broke up, the Monastery sold, and the chest auctioned off.

Any Cleric of LGX Alignment may use the Flagellum without taking damage. Any target will sustain damage from the Flagellum, but non-Human creatures will not be affected by its powers. It will work against Humanoid Undead.

Amerikus, having had a stroke of luck following up a rumor, bought the chest and 23 others, and did come up with Humbten. Asking Price: 15,000 GP.



CRINGEROD

Whip, Kamchu

INT: 136 ALN: NEX

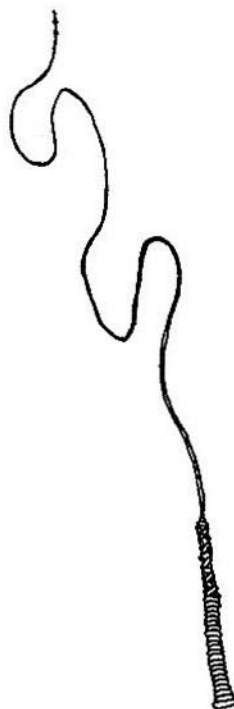
PROPERTIES: Bends Humanoid target to will of Wielder
Inspires fear and obedience in those within 5 feet radius of person whipped

History: Hatraect the Horrible, slave owner and slave trader, commissioned this weapon to teach his lock-ups obedience. Basically a bully but a coward at heart, Hatraect began to fear the success of his own ventures in the slave market. He foresaw the day when his numerous horde of laborers might turn on their generous master. Also, he feared the imaginary ambitions of his underlings. To avoid a full scale rebellion on his estate, Hatraect forced a Mage, who was deep in his debt (Hatraect saved the ungrateful wretch's life once), to enchant a Whip to his specifications.

The Whip, when touching flesh, would link the victim to its wielder's mind, forcing the slave into involuntary obedience. All who saw the Whip's effect within a five foot radius of the victim would be filled with fear and seek not to offend the Whip's master. If the victim is whipped more than 3 times by said weapon, the mind link is permanent and the victim's intelligence is reduced to 001. Without the master's control, the slave is permantly feeble-minded.

The side effect of using the Whip occurs when the wielder employes it more than 5 times (regardless of whether it is used on one person or more). The established mind link will create stress in the wielder's brain until his sanity becomes unbalanced. Anyone can use the weapon, but LGX will be most susceptible to it (after five uses), and NEX or CEX will be least susceptible (after seven uses).

Hatraect the Horrible can usually be found in the Plaza of Profuse Pleasures. This information will be sold for 50 GP.



BEASTRAM

Bolas

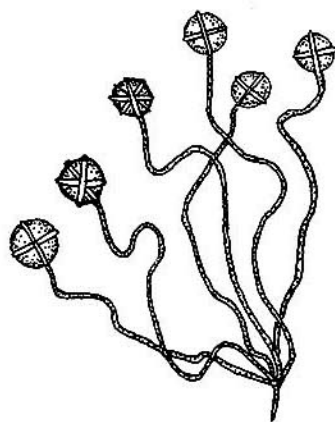
INT: XXX ALN: XXX

PROPERTIES: Variable size

History: Six rune engraved ivory disks attached to braided leather thongs make up this unique weapon. Unique, because it has the ability to shrink or enlarge according to the opponent's size. All the user needs to do is tell the Bolas who the opponent is (eg. a Dragon) and it will grow to the correct size, once flung into the air. The Bolas can become so small it can be carried in one's pocket.

The origin of the Bolas is unknown but was recently found by a young adventurer, Roxanna the Rogue, in the Tomb of Queen Miana. It is now in her possession and she thinks it to be the greatest weapon she has ever owned.

She can be found usually when she is in town at Rent-a-Slave, where she takes her pleasure with certain masculine slaves. This information will be sold for 150 GP.



SNAKAR

Bolas, Achico

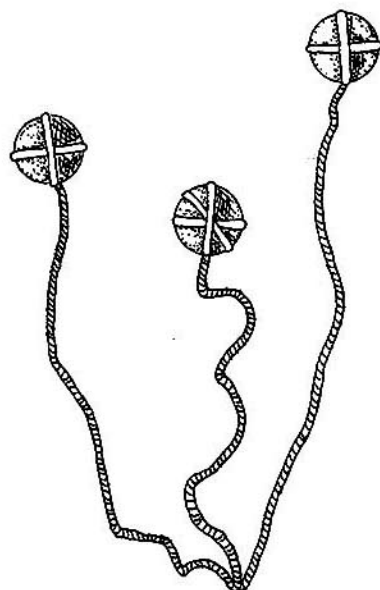
INT: 062 ALN: NXX

PROPERTIES: Entangles humanoid creatures and smaller game
*Charm*s victim that it entangles

History: Snakar was created by a young FTR/MAG who was frustrated by game that always tried to break free. As he grew older, Trapar realized how valuable his devise could be, especially if he tracked the larger game. Soon, Trapar was building a good reputation as a feared bounty hunter.

Fugitive Elves, Dwarves, and Men kept a wary eye out for his Bolas, and those who had been caught before swore revenge. His reputation always satisfied his need for money, and Trapar turned mercenary.

Eventually, his pride got the better of him. Trying to track and capture a strange animal marauding through the local countryside, Trapar learned, to his sorrow, that not all creatures are what they appear to be or are susceptible to the *Charm* spell of his Bolas. The Demon easily transformed itself into a mist and, slipping through the Bolas, attacked the startled tracker. The Bolas still lies in the swamp outside the town of Modron. This information will be sold for 200 GP.



SINJEA

Singa

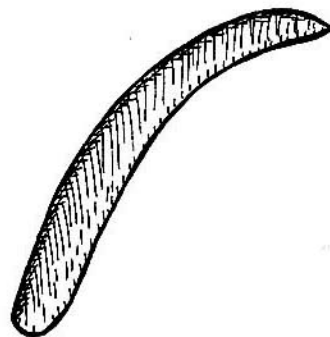
INT: XXX ALN: XXX

PROPERTIES: +2 to Hit, +2 Damage
Invisible Boomerang
Casts Illusion of itself 2 feet to the right of opponent

History: Sinjea was created for hit and run tactics. The magic Boomerang was intended specifically to be used in one to one encounter against Emperor Security Guards. Its main advantage is to appear 2 feet to the right of its actual target. Anyone dodging left will come into the real weapon's striking range. Additional confusion is caused by objects breaking and/or falling that apparently were never touched.

Sinjea cannot be seen by magical sight. Attempts to disbelieve its existence are useless since it will strike before the try can be made. When at rest, the Boomerang will appear as it really is, a steel-plated razor-bladed weapon. Once thrown, the illusion is in effect until the Boomerang strikes.

Sinjea is attributed to an unknown Master Thief of the Guild. Some say he died when he was surprised by a LVL: 051 Sargeant with a Crossbow. Sinjea is thought to be in the Barracks of the City State of the World Emperor.



GHOSTWIND

Boomerang

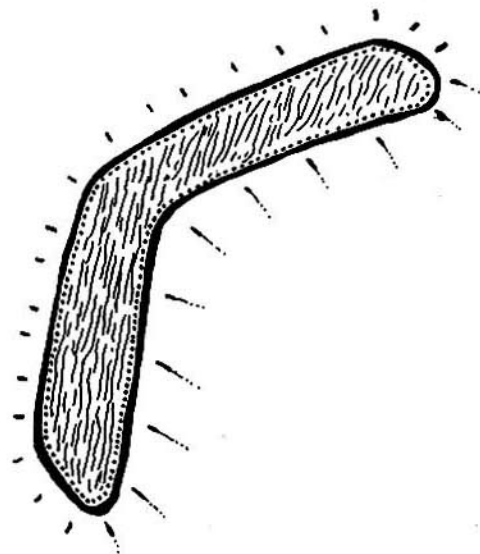
INT: 052 ALN: NXX

PROPERTIES: +2 to Hit, +2 to Damage
Becomes invisible in flight
Moves silently when enemy approaching

History: King Alf the Clumsy was known far and wide for his chief attribute of always missing his target. The poorest marksman in the small kingdom was considered an expert shot next to the sovereign, and his pride and belligerence prevented anyone from instructing the king in proper weapon use.

The court Wizard, Gadfiy, feeling sorry for his liege, enchanted a Boomerang, the king's favorite weapon. The Boomerang worked perfectly on unsuspecting prey because it became invisible in flight and flew silently when within five feet of a target. However, it still had to hit to be effective, and the king was untrainable due to his short temper and his disinterest in proficiency.

When his kingdom was sacked two years later by Overlord troops, the Boomerang was taken back to the City State and sold for a few GP to a curio shop. It sits to this day on a shelf in the back. This information will be sold for 200 GP.



DARK STAR

Chakram, Throwing Ring

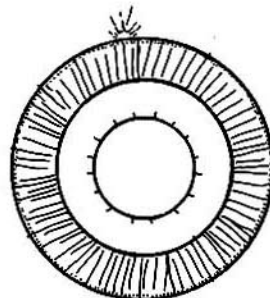
INT: XXX ALN: XXX

PROPERTIES: Always strikes the jugular vein

This mithril Chakram is almost six inches in diameter and one inch wide with razor sharp edges. It is engraved with a picture of a six-sided star and a black pearl is inlaid at each point of the star.

This weapon is particularly deadly as it will strike the opponent's neck no matter how badly it is thrown four out of five times. If it hits, it will kill the opponent easily by severing the jugular vein.

It's origin is unknown, but is said to have been made by the Lord of Darkness himself. This could be true as the Chakram seems to work best when handled by persons of evil nature. There are six of these particular weapons scattered throughout the world, the closest is supposed to be in the employ of a Chaotic Evil High Priest, 10 miles southwest of Bier. This information will be sold for 200 GP.



CARKUT

Chakram, Flat Steel Ring

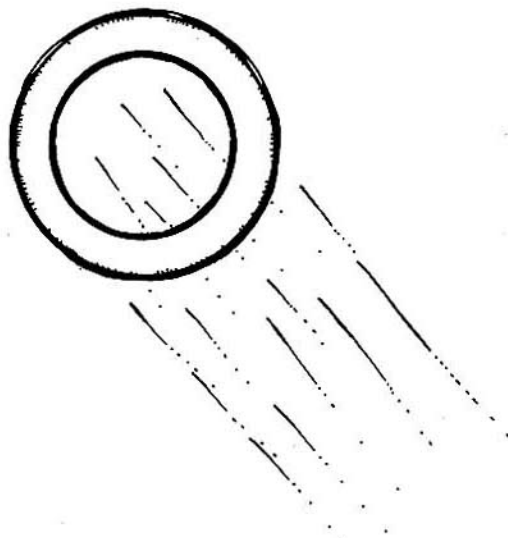
INT: 052 ALN: LGX

PROPERTIES: +1 to Hit
Ring expands as it flies until it can encircle its victim
Small teeth spring out from the ring after the victim is caught

History: Nervar was trained to use the Chakram in the service of the Overlord. Using it as a killing weapon greatly displeased him, and he maintained that a more humanitarian use could be devised for it. His skill as a master marksman with the weapon was denied by none.

Nervar, after his release from the service, sought out a Wizard to enchant a special Chakram according to his wishes. After several months of research and experimentation, the Wizard developed a Chakram that would enlarge to the size of its target when thrown. Once caught, magical teeth would spring from the inside rim to ensure that the prisoner would not escape without injuring himself.

Carkut is still in the employ of the agents of the Black Lotus who may be found everywhere in the City State. This information will be sold for 600 GP.



BOL

Aclys, Throwing Dart

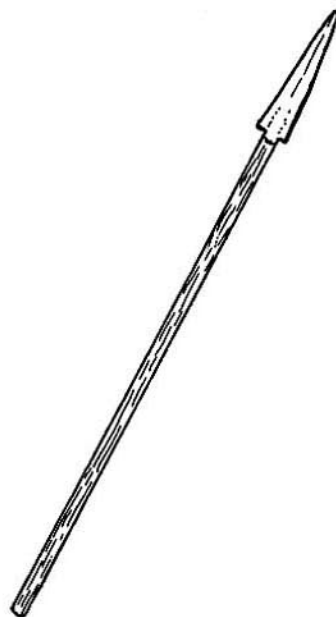
INT: XXX ALN: XXX

PROPERTIES: +1 to Hit, +3 to Damage

Will miss original target and automatically hit next closest target

Will return to user's hand, attacking it for normal damage

History: Once, there was a beautifully-crafted normal missile weapon. Its maker was an expert marksman, Ael, envied by his peers for his skill. For a tart reply to a haughty Wizard, Ael's weapon gained a curse. The Wizard cast a powerful charm on the weapon so that, when thrown, the intended target would not be hit, thus embarrassing the wielder. When next he used the weapon at the City State Tournaments, his cursed missile blinded an attendant. Ael at once suspected the culprit and set out to track him down. When cornered, the Wizard agreed to remove his spell but, instead, put a second charm on the weapon. Ael tested out his Aclys on the Wizard and, instead, wounded the Mage's henchman, thereafter feeling the effects of the second spell when the Dart returned to him and penetrated his hand. The Wizard was imprisoned for endangering innocents, and Ael lost the use of his right hand. The Aclys disappeared into the mists of time, finally turning up in the Armory of the Overlord of Warwik. This information will be sold for 100 GP.



KURSPA

Javelin

INT: 136 ALN: NEX

PROPERTIES: +3 to Hit, +3 Damage

Transforms living matter to stone

Will never miss target if within 30 yards

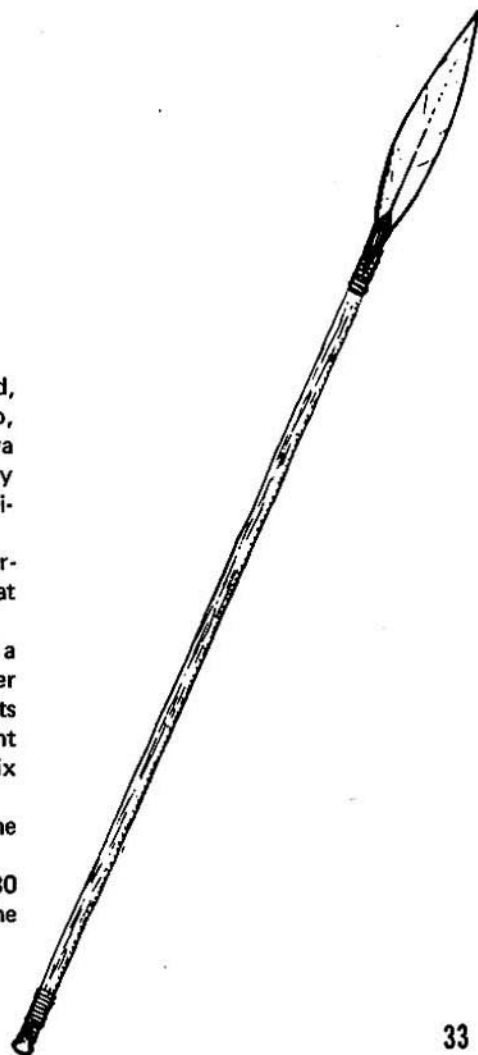
History: Curlxu the Mage wished to settle an old score with Malva the Conceited, a Hunter for the Overlord's private table. Curlxu thought of the worst he could do, picked up a Javelin and disappeared into his laboratory. Some weeks later, Malva received a beautiful Javelin, inlaid with runes of mighty magic (he thought they were pretty hieroglyphs) and wrapped in golden felt. The note said, "In gratitude for many years of expert hunting, the Overlord".

Malva's head swelled with pride. "I am the best and most accurate of the Overlord's Hunter," he said to himself, "and I shall prove it Thursday, at the Great Hunt."

On that day, Malva hunted with his new Javelin, but, every time he sighted a stag within 30 yards and threw his Javelin, something strange occurred; he never missed. When he went to retrieve his Javelin, his wounded game vanished, and in its place was a stone replica. Malva was in a fix since, in his pride, he had only brought the one Javelin for the hunt. At day's-end, the Overlord had a new collection of six stone statues, but there was no meat for his table.

Malva, confused and humbled by the turn of events, was reassigned to the Army.

The Javelin is somewhere in the fields. It will never miss a target less than 30 yards away. Its effects of stoning are permanent, and anyone trying to undo the spell will take 3D6 HTK of damage as feedback.



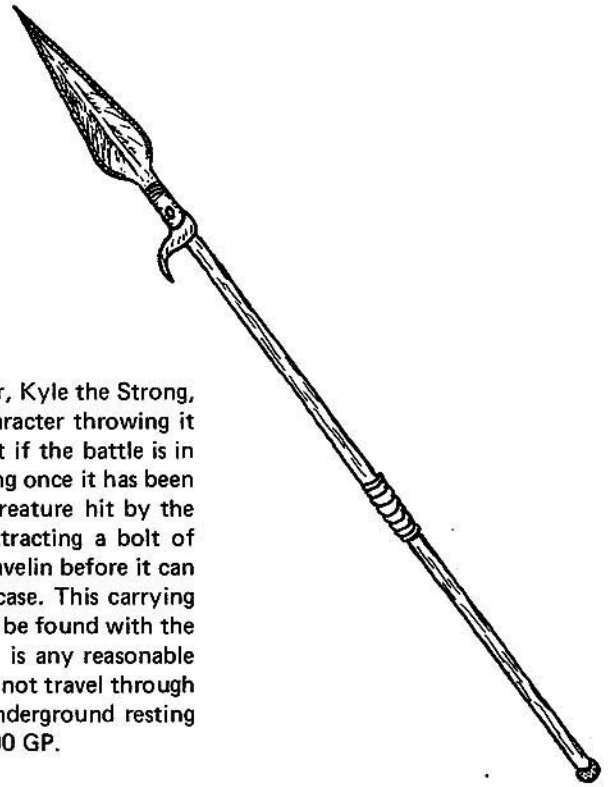
THE JAVELIN OF STEEL

Javelin

INT: XXX ALN: XXX

PROPERTIES: +1 Damage
Can Attract Lightning during Storms

History: A solid steel Javelin enchanted by the Magician/Armorer, Kyle the Strong, it has only half of the normal range of a Javelin unless the character throwing it has a Strength of 18 or better. The Javelin does +1 damage, but if the battle is in the open and a storm is going on, it will attract a bolt of Lightning once it has been thrown. This bolt of Lightning will do 1D10 damage to the creature hit by the Javelin. This Javelin also has a 5% chance (cumulative) of attracting a bolt of lightning per storm and of attracting a bolt of lightning to the Javelin before it can be thrown unless it is covered by a special Sharkskin carrying case. This carrying case was also created by Kyle the Strong, but it won't necessarily be found with the Javelin. Note: the bolt of lightning will find the Javelin if there is any reasonable route to the Javelin, such as through an open window, but it will not travel through several levels underground to reach the Javelin in its current underground resting place in the Cryptic Citadel. This information will be sold for 1000 GP.



MYTA

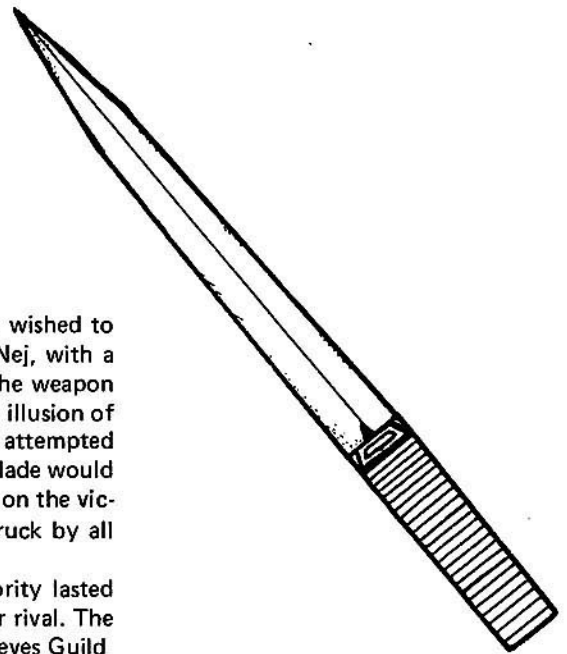
Shuriken, Throwing Knife

INT: XXX ALN: XXX

PROPERTIES: +3 to Hit, +3 Damage
Travels at twice normal speed
Cast Illusion that Blade splits into three sections

History: Myta was designed by a specially effective Assassin, Nej, who wished to create fear in his rivals and simultaneously raise his own reputation. Nej, with a child's ease, convinced a cowardly Mage to enchant his blade so that the weapon would travel at twice the normal speed when thrown and also create the illusion of three blades approaching a victim. The latter was intended to prevent attempted dodging and to truly confuse the victim. Anyone struck by an illusory blade would not suffer real damage although the shock value would delay movement on the victim's part, making him an easy target for the next attack. Anyone struck by all three blades would only take damage from the actual attack.

Nej was successful in building a reputation for himself. His superiority lasted for several years until he finally died at the hands of a younger, quicker rival. The Knife, Myta, was rumored to be somewhere on a honored shelf in the Thieves Guild in the City State of the Invincible Overlord. This information will be sold for 500 GP.



THE SPEAR OF BETRAYAL

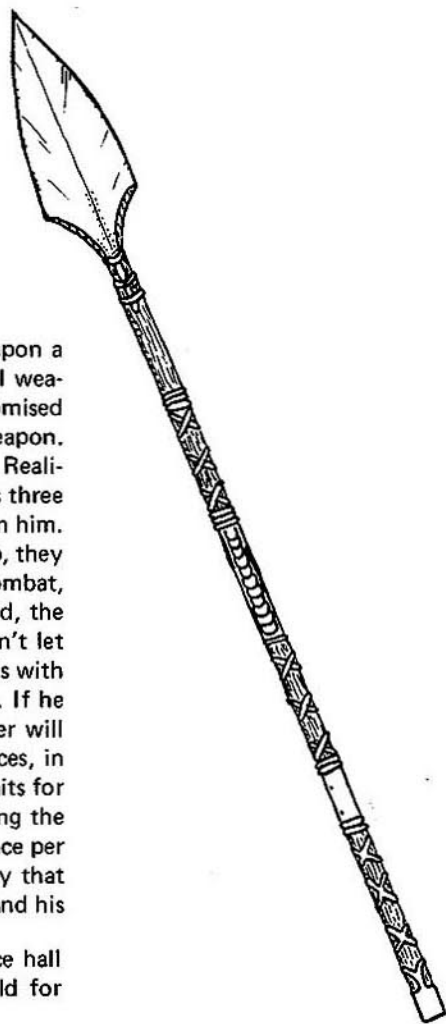
Spear

INT: XXX ALN: CXX

PROPERTIES: Cursed (see text)

History: The Spear of Betrayal was made by a Mage who sought revenge upon a cruel Baron who was holding him captive, and forcing him to make magical weapons for himself and his sons. The Baron constantly tortured the Mage and promised but never fulfilled, to release the Mage as soon as he made just one more weapon. The Mage then contracted an illness that would eventually lead to his death. Realizing death was near, he made the four Spears of Betrayal for the Baron and his three sons as a last ditch attempt to get them for the pain they had inflicted upon him. The Spears are covered with runes and glow slightly in the dark. If picked up, they tingle with a certain touch of magic. For the first five times they are used in combat, they do +3 points above normal damage. Then, the sixth time they are used, the curse placed upon them begins. The character holding the Spear finds he can't let go of it. The spirit in the Spear possesses him, causing him to attack his friends with each thrust doing +8 damage. The Spear won't let him attack his enemies. If he survives the initial battle when the Spear possessed the wielder, the character will then find himself forced to hunt down his relatives, friends and acquaintances, in that order, until he dies. The Spear then rolls out of his or her hands and waits for the next person to pick it up. Note, to prevent the players from freely using the Spear without taking any risks for five combats, the Spear has a 20% chance per time it is used during the first five uses of acting like it was the sixth use by that character. The Mage died before the Spears caused the death of the Baron and his sons, but it is said that he died with a happy smile on his lips.

These Spears are still in the family manor, hung crossed on the entrance hall walls by relatives of the slain Baron's family. This information will be sold for 250 GP.



JACINDA

Spear

INT: 113 ALN: NGX

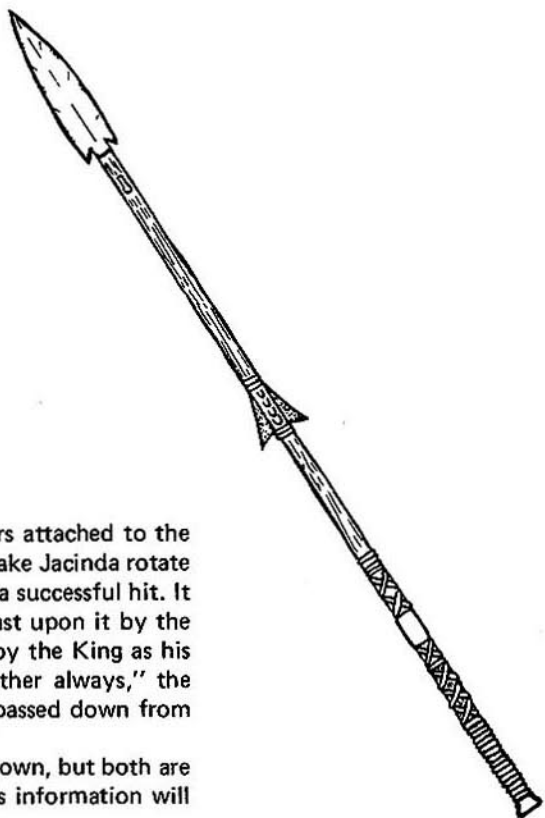
PROPERTIES: +2 to Hit, +2 to Damage

Double range

Animate (see text)

History: Jacinda is a 6' long Spear with what look like stabilizers attached to the middle of the shaft. The stabilizers are magically enhanced to make Jacinda rotate during flight, giving it better range, accuracy, and damage upon a successful hit. It was made by the Elves in the year 1240 BCCC. A spell was cast upon it by the Elven king to make it a better missile weapon, and it was used by the King as his personal weapon. Upon the utterance of the words, "Come hither always," the Spear will levitate and return to the wielder. Jacinda has been passed down from generation to generation of Elven royalty.

The actual whereabouts of Jacinda and the Elf King are unknown, but both are rumored to be near the village of Gwaelod in the Elphands. This information will be sold for 500 GP.



DOUBLE STRIKE

Spear (four-faced head on the shaft)

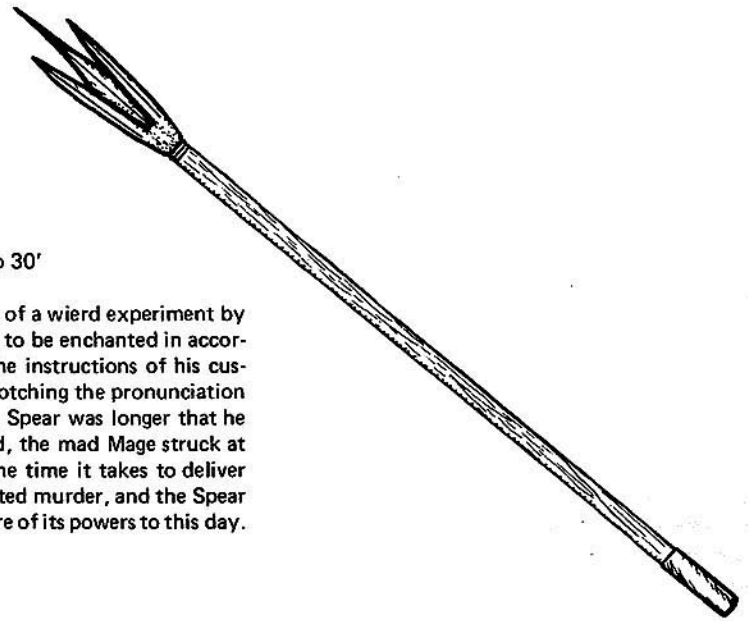
INT: 052 ALN: NXX

PROPERTIES: +2 to Hit, +2 to Damage

Spear gets two attacks per strike

Spear can be elongated, upon command, from 14' to up to 30'

History: Double Strike's powers were created as the result of a wierd experiment by a slightly demented Mage. The Spear was left in his hands to be enchanted in accordance with the owner's wishes. The Mage disregarded the instructions of his customer in order to continue his own experiments. After botching the pronunciation of the words of enchantment, the Mage noticed that the Spear was longer than he had originally thought (14 ft.). When the owner returned, the mad Mage struck at him with the Spear and delivered two attack strikes in the time it takes to deliver one. Needless to say, the Mage was imprisoned for attempted murder, and the Spear has remained in the shop of the new tenant, who is unaware of its powers to this day.



FARRSTRIKE

Spear, Throwing

INT: 125 ALN: NXX

PROPERTIES: Travels 3 times the distance of a normal Spear

Can be linked telepathically with caster for a range of 100 yards

History: Seral was the last Spear Caster of the community. In tournaments, he excelled his peers but for him, this was not enough. When he left the army, he took up employ in an Armorer's Shop. His feeling for balance and his years as a tournament champion, plus his eagerness to learn the craft of Spear making soon yielded success. Within two years time, he was one of the best Spear manufacturers in the City State. When he had finally constructed a Spear which excelled his own expectations, he visited the Enchanter Shop.

Between them, the Spear Farrstrike was empowered thusly: Farrstrike travels 3 times the average distance of a thrown Spear. Farrstrike, as a Spear, is lighter than most comparative weapons, yet does more damage than normal due to the light weight metal alloys in the Spearhead. As balance is considered, Farrstrike has no competition.

Farrstrike can establish a telepathic link with its wielder so that it can be located within a 100 yard area. Any range beyond this and Farrstrike will appear like any normal Spear to its wielder.

Seral still lives in Yolin in the Ghinor Highlands where he practices still his casting skills. This information will be sold for 200 GP.



CUBSET

Dowak, Throwing Stick

INT: 052 ALN: CXX

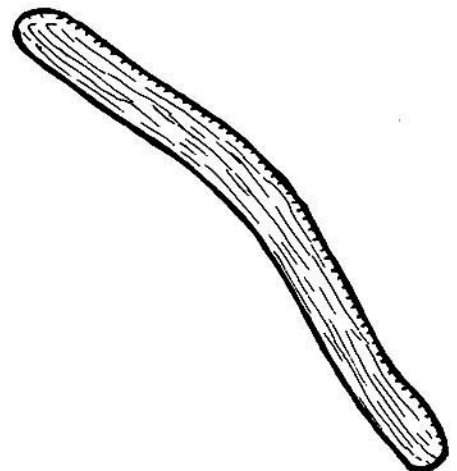
PROPERTIES: +2 to Hit, +1 to Damage

Radiates *Confusion* within 2 feet of the target

Appears invisible to others until thrown

History: Nayba, an intelligent scholar, wished to research a magical weapon that would allow him to pass, unmolested, through the streets of the City State at night. He despised violence and refused to even contemplate engaging in fisticuffs. Previous experience taught him it was unwise to wear a Sword in public if one couldn't use it. Thus, he took a normal Dowak, or Throwing Stick, and, for a considerable part of his savings, had a local Mage enchant it according to his specifications.

When next he met a ruffian on the street, it appeared that he was an unarmed, easy prey. As the ruffian closed, Nayba hurled his invisible weapon. The stick became visible in flight and radiated an aura of *Confusion* around the villain. He stood, stunned, for half a second before the stick sent him into unconsciousness. As Nayba retrieved his weapon, the Thief's partner materialized from the shadowed alley and cut down the naive scholar with his Crossbow.



GEDLUX

Kunnin, Spindle Throwing Stick

INT: 184 ALN: LGX

PROPERTIES: +3 to Hit, +3 to Damage

Releases a series of blinding rainbow lights when thrown

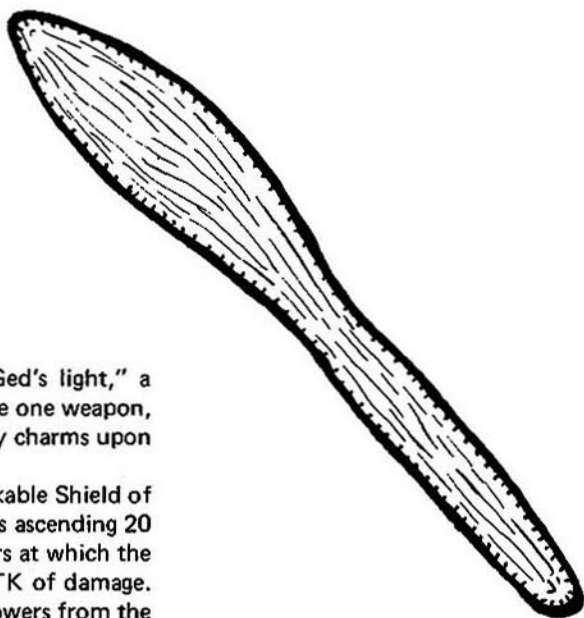
Creates a Shield of Light upon command (ten minutes)

History: So named by Geddin, the Mage, Gedlux translates as "Ged's light," a major symbol of his power as a Light Wizard. He preferred to only use one weapon, so he took an ordinary Throwing Stick and, for six months, laid many charms upon it.

When fully activated, the Throwing Stick could create an unbreakable Shield of Light of one hour's duration, create, from its tip, a Stairway of Lights ascending 20 feet, create a blinding rainbow display of lights aimed at any attackers at which the weapon was thrown, and fire a Ray of Destruction doing 2D6 HTK of damage.

After Geddin's death, no one was able to activate any of the powers from the Stick other than the two mentioned under "Properties" since only he knew the proper command words.

Last heard of, this magical weapon was known to be in the hands of Robyn the Hood, a mischevious outlaw near Brushwood, a village near Modron. This information will be sold for 250 GP.



THE BILL OF SUNDERING

Polearm, Bill

INT: XXX ALN: XXX

PROPERTIES: +1 Damage in the hands of a Commoner

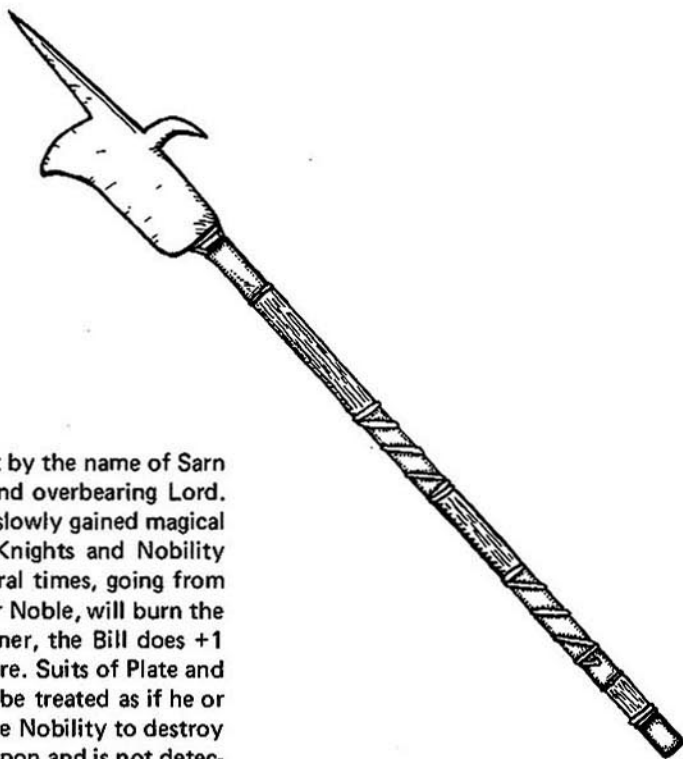
Non-usable by Knights or Nobles

Ignores non-natural Armor

Indestructible

History: The Bill of Sundering originally belonged to a Peasant by the name of Sarn the Rebellious who lead a Peasant rebellion against a cruel and overbearing Lord. By the many feats of valor that he performed with the Bill, it slowly gained magical abilities. After his death in battle, shortly after he piled Knights and Nobility all around him, it was lost. The Bill then changed hands several times, going from Commoner to Commoner. The Bill, in the hands of a Knight or Noble, will burn the Noble's hands, doing 1D3 damage. In the hands of a Commoner, the Bill does +1 damage and treats all non-natural Armor as if it were not there. Suits of Plate and Magic Armor are ignored, causing the person being struck to be treated as if he or she had no armor on at all. Note: despite many attempts by the Nobility to destroy it, the Bill is indestructible. The Bill is an ordinary-looking weapon and is not detectable as magical by spells.

A Tribal Shaman was last known to have this weapon, a Shaman of an Altanian Nomadic Tribe some 100 miles from the City State of the Invincible Overlord. This information will be sold for 250 GP.



GLAMCAVE

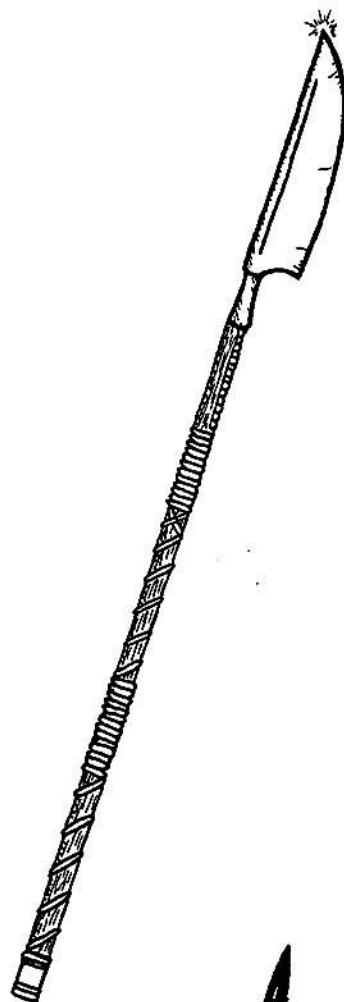
Polearm, Glaive

INT: 051 ALN: CEX

PROPERTIES: +5 to Hit, +2 to Damage (Normal Damage: 1 - 8; Large: 1 - 10)
Automatically attacks nearest living target except for wielder
Does not need to be pointed or aimed to attack

History: Garram the Cold-Hearted wanted an unusually accurate weapon. His brief sojourn in the Emperor's army had taught him that to sight an enemy and charge an attack did not always guarantee success. The growing activity of the Orcs of the Purple Claw and their reproductive rates also made him fear for his family, so he instructed a local Mage to enchant his favorite weapon, a Glaive, to strike accurately at his foes. The Mage, relatively incompetent at this type of enchantment but fearful of the bullying customer, did the best he could do for the little he was paid. As a result, the weapon will automatically attack its nearest living target, whether friend or foe of the wielder (the Glaive cannot discern this); it does not need to be told to attack. An automatic attack will not always be successful. Garram's first victims were his wife and only son when he brought the Glaive home on the first night it was put in his possession. The Mage who enchanted it did not live long after that; he was Garram's third victim.

Garram threw the accursed weapon into the River Roglaroon where it resides to this day, laying half in and half out of the river bed silt. This information will be sold for 150 GP.



HEAD CLEAVER

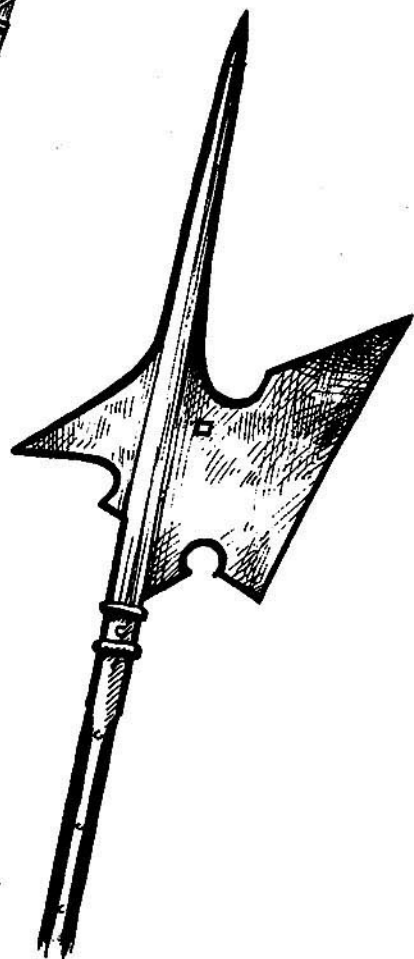
Polearm, Halberd

INT: XXX ALN: NXX

PROPERTIES: +4 Damage
Morale Inspirer

History: The Halberd, Head Cleaver, was created for the Captain of a group of Pikemen. He would use the Halberd to direct the Pikemen, using it against the enemy only when it was absolutely necessary. After his death on the field of battle, the Halberd fell into the hands of his successor. The successor, being a coward, threw it away when fleeing a lost battle. The Halberd has two functions. First, it does +4 damage. Secondly, and more importantly, the wielder of the Halberd, if he or she is the leader of a party of a military unit, will so inspire the troops that as long as he holds to the battlefield his troops will never break and run. Instead, they will fight at one better level, preferring to die in battle rather than flee. The Halberd will control only 30 men in such a fashion and the level bonus applies only to fighting skills that involve the use of a Polearm (Pike, Spear, Halberd, etc.). The Halberd has a fragile look with many fancy, cut-out areas in the blade, but, like most magical weapons, it is almost indestructible.

Overgrown by prairie grass, Head Cleaver rests on the Glow Worm Steppes in the Valley of the Ancients. This information will be sold for 100 GP.



KOBANE (Kobold-Hater)

Polearm, Halberd

INT: 031 ALN: LGX

PROPERTIES: +1 to Hit, +4 to Damage

Glows red when Kobolds are within 30' of the wielder

Halberd makes wielder invisible to Kobolds' senses

Purpose: To slay any Kobolds within striking distance

History: Sigrurd, Prince of Skalla, upon learning that his only son had been butchered by a Kobold horde from the Shaggy Mountains, vowed eternal war upon the Kobold nation. To his armorer, he spoke thus, "Make for me a weapon that will bring eternal sorrow upon the evil race. For every tear I shed, they will cry a thousand. My dear son will long be remembered by that cursed race; I shall build his funeral pyre upon their warriors' corpses." The frightened armorer, so beset by his distraught master, forged the Halberd, Kobane. The Prince had his dire vengeance upon the enemy, but he increased the Kobold hatred of his people rather than inspiring fear.

At the hands of Kurkur, the Kobold clan chief, Sigrurd fell two years later during the siege of Sigrurdhold. Over his body, Kurkur swore, "If not for your damnable weapon, my people would be more numerous. I curse your weapon and the day it appeared at the throats of my people. Would that my people never see it again."

Thereupon, the Halberd vanished; it is invisible to the Kobold victors to this day. The armorer had woven a strange spell upon the weapon whose power remained undetected until the Kobold curse activated it.

The ruins of Sigrurdhold lie in the Desert Lands (Hex 0212). There, Kobane rests, unseen to prying Kobold eyes. This information will be sold for 150 GP.



WRIFEARTH

Polearm, Halberd

INT: 052 ALN: NXX

PROPERTIES: +4 to Hit, +2 to Damage

Will begin shaking in the wielder's hand when Undead approach

Purpose: To alert wielder that Wights or Ghouls are within 5'

History: Phobias was but a child of 24 years old when his parents were killed by a Wight outside the family cemetery. The family servants, fortunately, were able to dispatch the Undead before it could reach the craven noble. Visibly shaken by the tragedy, Phobias refused to leave his room until he could be assured of his own safety. After several days had elapsed, the Chief Servant approached his door and persuaded him that it was safe to come out.

"With this Halberd, my Lord, you shall never have to fear the Undead," he said.

"What mighty spells will protect me?"

"Why, my Lord, the mightiest of all. When an Undead is within 5' of you, it will start to shake. You see, I had a fragment of your father's spine placed in the base of the weapon." The servant, of course, meant that the Halberd, sensing a Wight, would begin to violently shake. Phobias thought that he meant that the Undead would so react and, greatly relieved, accepted the Halberd.

Psychologically reinforced, he boldly joined the first party of adventurers he encountered several days later. The Halberd acted as predicted, the coward panicked, and most of his party perished on their first mission. The lone survivor sold the Halberd to a Dwarf, thinking it to be bad luck.

Wriefearth now rests in Thunderhold in the care of Balgun the Dwarf, outside the Castle Gates. This information will be sold for 150 GP.



CHATKILL

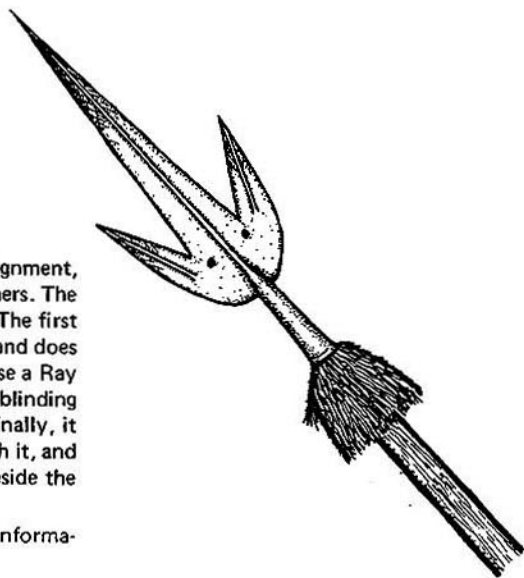
Polearm, Korseke (three-pointed head)

INT: 183 ALN: CEX

PROPERTIES: Ray of Darkness
Electrical Charge (20 HTK of damage), Teleportation

History: Created by the Demon Setar as a joke on all warriors of LGX alignment, this weapon has three special attack abilities and a long list of former owners. The weapon teleports to within obvious notice of a Good to Excellent Fighter. The first thing the new owner notices about the Polearm is that it is well-balanced and does exceptional damage in battle. During a crucial battle, the Korseke will release a Ray of Darkness from its large point that envelopes the wielder, effectively blinding him. Next, it will release a 20 HTK electrical charge through his body. Finally, it will teleport from the warrior, taking all his metallic weapons and armor with it, and leaving the weakened warrior to his fate. The Polearm then reappears beside the Demon, who then decides who will be its next victim.

The Demon is apparently awaiting and debating his next victim. This information will be sold for 500 GP.



GLORYGAR

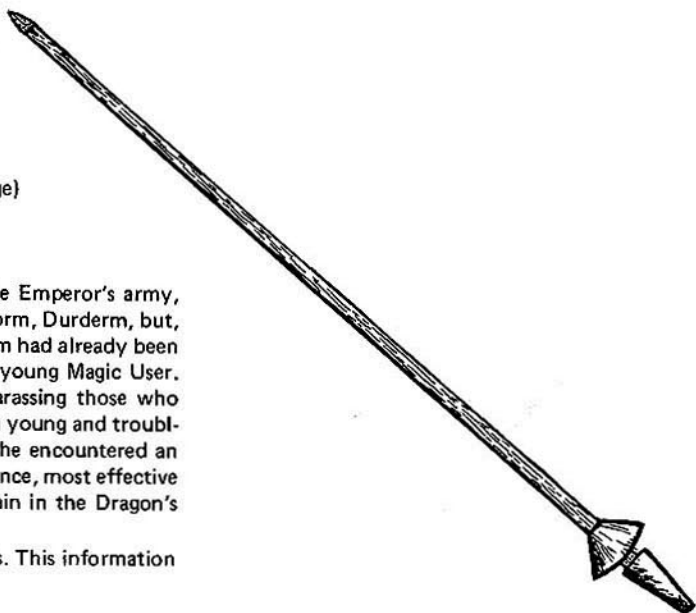
Lance

INT: 062 ALN: LXX

PROPERTIES: +2 to Hit, +2 to Damage (1 - 8 normal/1 - 10 large)
Inspires attack roll for wielder (+2 - +3)
Doubles damage against Dragons

History: This weapon was especially created for a Paladin of the Emperor's army, Grawlain. The Light Lance was originally designed to kill the worm, Durderm, but, just after its creation, news reached the palace that the great worm had already been killed by an inexperienced and reckless (but incredibly lucky) young Magic User. Grawlain used this weapon to prevent large creatures from harassing those who dressed the Emperor's farmlands and, occasionally, to destroy a young and troublesome Wyvern or Dragon. Grawlain's luck finally ran out when he encountered an intelligent, Evil Dragon with a magical Anti-Paladin rod. The Lance, most effective against creatures larger than horses (or against Dragons), has lain in the Dragon's hoard for many centuries.

This Dragon can be found on one of the Silver Skein Islands. This information will be sold for 300 GP.



FEARFAR

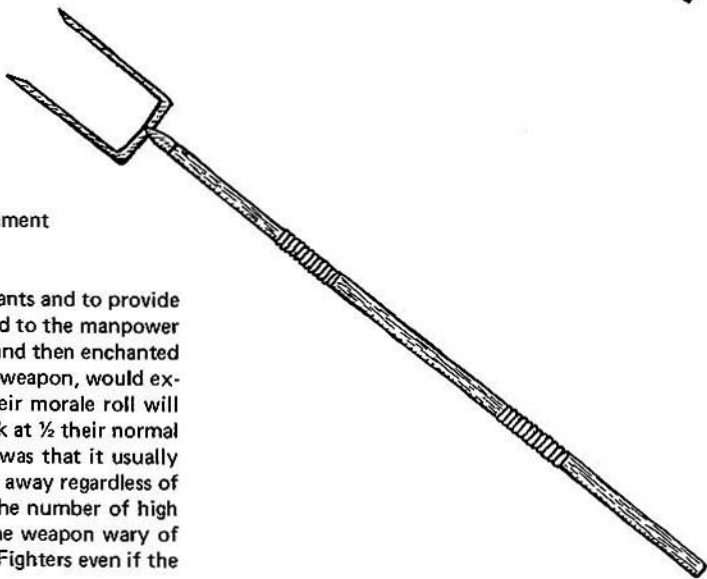
Polearm, Military Fork

INT: 081 ALN: LGX

PROPERTIES: +1 to Hit, +4 to Damage
Inspires Fear in opponents, especially those of CEX or LEX alignment
All lesser creatures (LVL: 011 - 081) flee upon seeing it

History: During the Goblin Wars, it was necessary to arm the peasants and to provide them with efficient weapons. As weaponry was limited compared to the manpower available, one of the military Wizards obtained a Military Fork and then enchanted it so that all lesser creatures (LVL: 011 - 081), upon seeing the weapon, would experience Fear within 200 feet of the weapon. Those failing their morale roll will flee the field for the duration of the battle. Those who stay attack at $\frac{1}{2}$ their normal DEX and attack STR. One unhappy side effect of this weapon was that it usually left the battle to the higher-level Fighters because all others ran away regardless of whether their side had Fearfar or not. This tended to reduce the number of high level Fighters in the area and made the successive owners of the weapon wary of using it in battles in which their side contained many low-level Fighters even if the other side had only a few high level Fighters.

This weapon was lost in the Witches Court Marshes between the City States some 20 years ago during a powerful magic battle. This information will be sold for 150 GP.



LUXFAER

Pike

INT: 042 ALN: NGX

PROPERTIES: +1 to Hit, +1 to Damage

Pike will release a burst of light (10' radius) for 2 - 5 minutes

Pike will teleport to owner when commanded to do so

History: This Pike was originally enchanted for Marlin the Warrior before his conversion to the Clergy. Marlin's brother, Zuther, inherited the Pike without full knowledge of its powers. That gap in enlightenment cost him his life when he accidentally triggered the Pike's light ability while trying to hide from Goblins. The Goblins were also betrayed by it when they tried a night raid on a large village and said the word, "Quiet," the command word for the light power. Now, the Pike rests in the village armory, appearing to be just another long weapon. Most people who have heard of the Pike through old Warrior's tales consider it to be bad luck.

This village is believed to be Wayfair on the Ebony Coast. This information will be sold for 150 GP.

POLSMA

Polearm, Pike

INT: 104 ALN: LNX

PROPERTIES: Changes any target into a Small Insect

Makes User immune to Shape Shifting Attacks

History: Polsma has the ability to transform any creature up to LVL: 081 into a small insect of the wielder's choice. Polsma must contact the skin or hide of the target creature to be effective (Force Screens, Shields, etc., negate the power). Polsma also conveys on its wielder temporary immunity to Changing spells as long as it is in his grasp.

Polsma, however, doesn't affect creatures already under enchantment (frog once a prince, etc.) or were-creatures (who are themselves under a special kind of enchantment), nor could were-creatures use this weapon except as an ordinary Pike. Polsma is also under the restriction not to change shape of Humans; note that Elves, Dwarves, Half-Elves, Half-Orcs, etc. are not immune even if they have Human kin. Possibly Nerma the Mage, who enchanted this weapon, feared the results if it fell into non-Human hands. He himself, of course, was a full-blooded man.

Polsma can only attack once per phase and thus can not transform a band of Orcs into mayflies without multiple touchings.

Polsma was last seen entering the Armory of the Lord of Tarantis. This information will be sold for 250 GP.

TROLLQUEST

Spetum

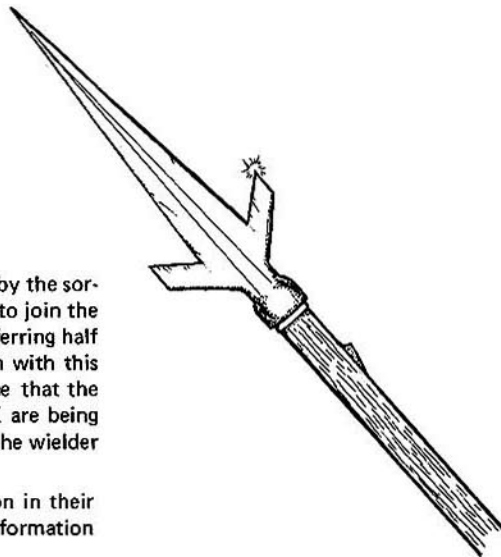
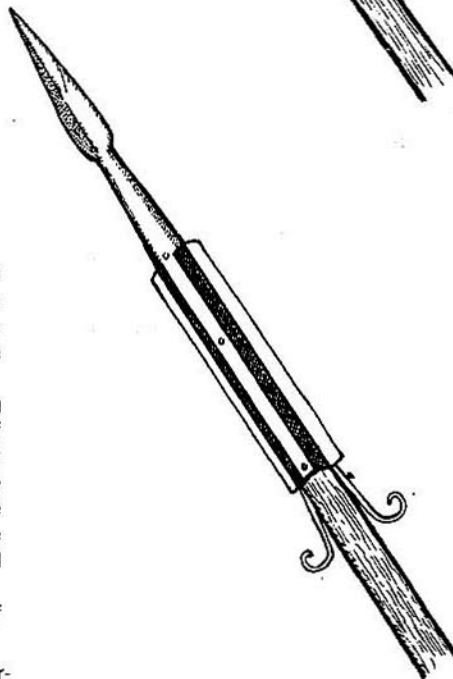
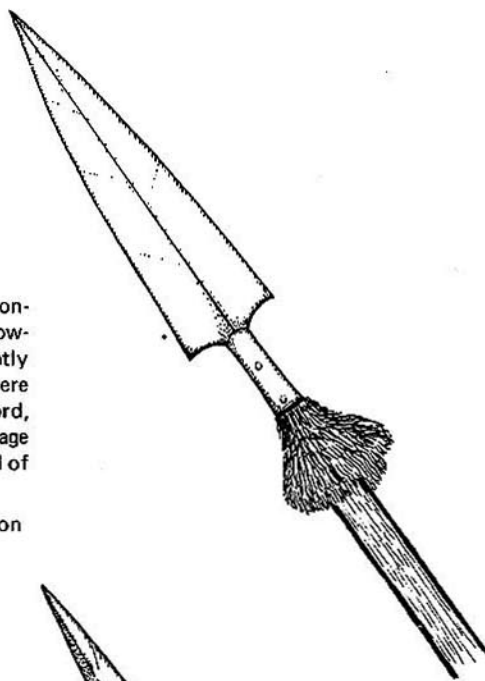
INT: 062 ALN: NXX

PROPERTIES: +2 to Hit, +2 to Damage

Transfers half of the HTK done to the wielder

History: This Polearm is 2.3 meters long and weighs 2.3 kg. It was made by the sorceress, Lilia, for her true love, a young and inexperienced Fighter about to join the Troll Wars. The Spetum acts as a Vampire upon a successful hit by transferring half of the HTK done to the enemy over to the wielder. The only problem with this weapon is that, when this exchange takes place, there is a 15% chance that the wielder will be changed into whatever form of life or Undead the HTK are being drained from. The Spetum was lost in the Troll Wars because it changed the wielder into a Troll, and he ran off with it.

The Hobgoblins of the Dearthwood are rumored to have this weapon in their possession after wresting it from the hands of a Troll War Party. This information will be sold for 100 GP.



THE SPINNING TRIDENT

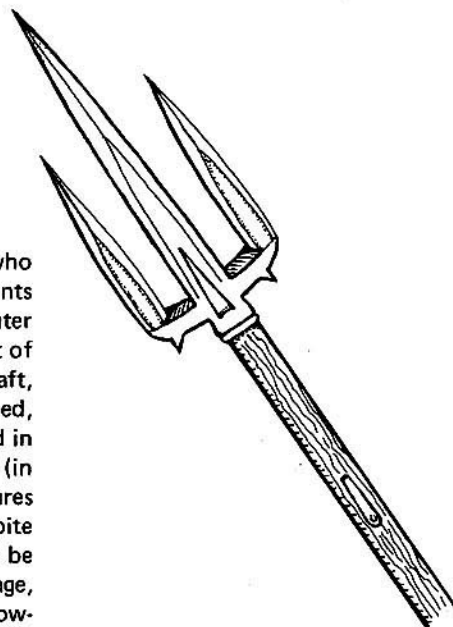
Trident

INT: XXX ALN: XXX

PROPERTIES: +1 Damage (or 5 x damage)
Enables faster Water Movement

History: The Spinning Trident was built by one of the few Mermen Mages who works in the construction of magic weaponry, Gaun the Three Fin. These Tridents are fairly ordinary looking except for the strange flattened base of the two outer prongs. The three prongs are made from the spikes of a Stingray, while the rest of the Trident is made of wood-like seaweed. Located near the bottom on the shaft, right next to the wrist throng, is a small green colored gem. This gem, when touched, starts the outer prongs of the Trident spinning. This spinning effect may be used in one of two ways. First, it adds 10 inches to the movement rate of the person(s) (in water only) holding onto the shaft, up to a maximum of three man sized creatures may ride on the shaft and gain the movement bonus at any time. Secondly, despite the fact that the spinning blades aren't sturdy enough, the spinning Trident may be used as a weapon. If used without the blades spinning, the Trident does +1 damage, but with the spinning blades, the Trident does five times the normal damage. However, due to the fragility of the Stingray spines, if it is used in its spinning mode, there is a chance of the prongs breaking off and rendering the Trident worthless. The chance of the prongs snapping is the ARM of the target or less rolled on a 1D20 (i.e. there is 1 chance in 20 if the target has ARM: 001 and an automatic breakage (though it first does its damage) if the target hit has an ARM: 020). The Trident must be dipped completely into seawater once a day or it will lose its powers until the next time it is dipped in seawater.

The Mermen of the Estuary of Roglaroon believe this weapon to have fallen into the hands of Sea Elves near the Isle of Tirnanog. This information will be sold for 200 GP.



THE WHELM

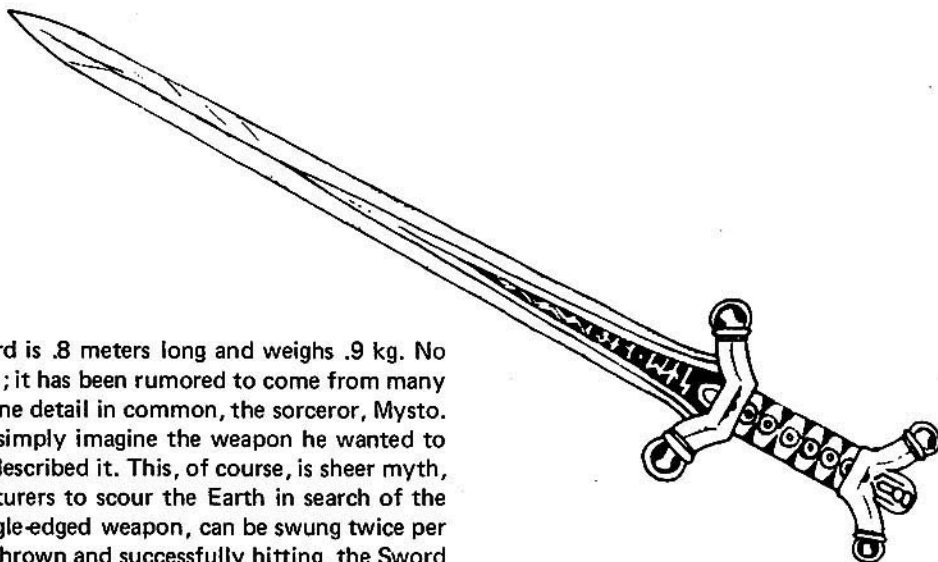
Sword

INT: XXX ALN: XXX

PROPERTIES: +6 to Hit, +6 to Damage
Returns when thrown (see text)

History: This single-edged, standard Sword is .8 meters long and weighs .9 kg. No one really knows the origin of the Whelm; it has been rumored to come from many different places, but the rumors all have one detail in common, the sorcerer, Mysto. It is said that Mysto had the ability to simply imagine the weapon he wanted to create and it would simply appear as he described it. This, of course, is sheer myth, but it has caused a lot of aspiring adventurers to scour the Earth in search of the elusive Mage. The Whelm, although a single-edged weapon, can be swung twice per round or thrown once per round. When thrown and successfully hitting, the Sword will automatically return to its wielder's hand. Upon a miss, the Sword must be retrieved by the wielder in the usual fashion.

Reports indicate that the Whelm was last seen in the possession of a Warrior Mage on the way to Thunderhold, the Dwarven City. This information will be sold for 250 GP.



TITANFOLLY

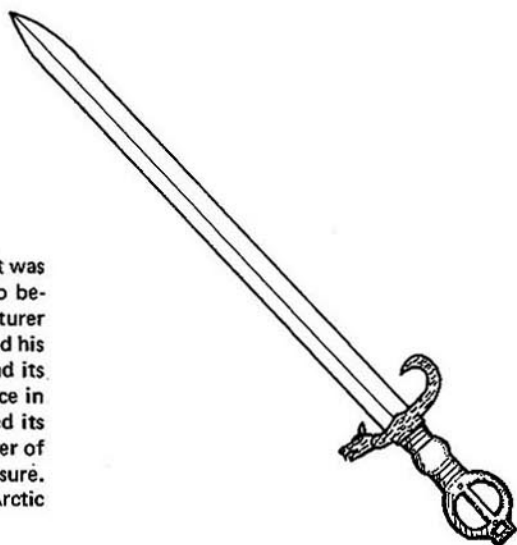
Sword, Ama-Goi-Kan

INT: 148 ALN: LGX

PROPERTIES: +1 to Hit, +1 to Damage
Telepathy with wielder
Detects Evil Auras within 100 feet

History: This double-edged, Short Sword is .4 meters long and weighs .6 kg. It was made by Balo Terk, an evil sorcerer who deceived an unwary adventurer into believing that Terk would make for him an LGX Sword. Little did the adventurer expect to get a magical Sword that would force him to attack creatures beyond his ability to kill. This Sword detects Evil and very powerful creatures, but it lead its owner to believe that it is detecting a weak, Evil creature with treasure. Once in battle, the Sword will not allow the wielder to withdraw. The Sword forced its previous owner to single-handedly engage a Titan in a battle in which the owner of the Sword was, naturally, killed; the Sword became part of the Titan's treasure.

This particular Titan lives far to the north near the mountains of the Arctic Circle. This information will be sold for 500 GP.



THE BLADE OF AVALON

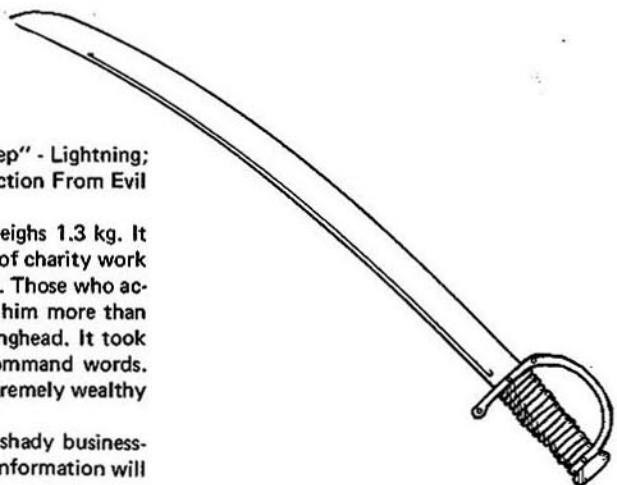
Sword, Backsword

INT: 123 ALN: LGX

PROPERTIES: +2 to Hit, +2 to Damage
Command Words for Special Powers: "Quest" - Sphere of Light; "Sleep" - Lightning; "Done" - Locate Traps; "Call" - Detect Evil Auras; "Stop" - Protection From Evil

History: This single-edged, medium Sword is .6 meters long and weighs 1.3 kg. It was designed by Avalon the Great, a reputable sorcerer who did a lot of charity work for the poor who couldn't afford to pay high prices for magic items. Those who accepted his weapons and subsequently became rich, usually repaid him more than the actual cost of the weapon. He made this Sword for Wilton Hanghead. It took Avalon six months to perfect the Sword, which operates by command words. It is still in the possession of Hanghead, who has since become extremely wealthy and powerful through its use.

Old Hanghead is currently semi-retired and is reputed to be a shady businessman in the village of Blackarrow near the Isles of the Blessed. This information will be sold for 150 GP.



AVENGER

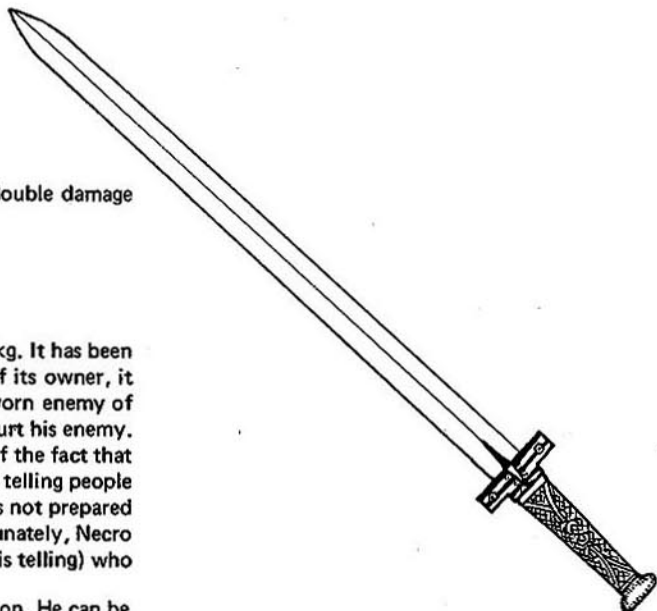
Sword, Bastard

INT: 104 ALN: NGA

PROPERTIES: +2 to Hit (+4 vs Sworn Enemies), +4 to Damage (double damage vs Sworn Enemies)
Casts a Fireball (15 HTK of damage)
Teleport wielder up to 10 miles distant
Levitate wielder up to 100 feet in height

History: This Sword is double-edged, 1 meter long, and weighs 2.1 kg. It has been called the Avenger by many because, against the Sworn Enemies of its owner, it does double damage. The Sword was made by Necro Pheliac, the sworn enemy of Deira Larsa. Necro wanted to design a weapon that would seriously hurt his enemy. It took six months to finish the Sword, and Necro made no secret of the fact that he was working on it. During that time, Deira publicly ridiculed Necro, telling people how much better a Fighter he, Deira, was than was Necro. Deira was not prepared when Necro used the Sword on him and was cut in half by it. Unfortunately, Necro was later ambushed, killed, and the weapon taken. No one knows (or is telling) who killed Necro and took the Sword.

Recently a grizzled veteran has been telling rumors of this weapon. He can be found on the Lost Island, in the town of Varnage in the Desert Lands. This information will be sold for 50 GP.



THE BLACK SWORD

Sword, Bastard

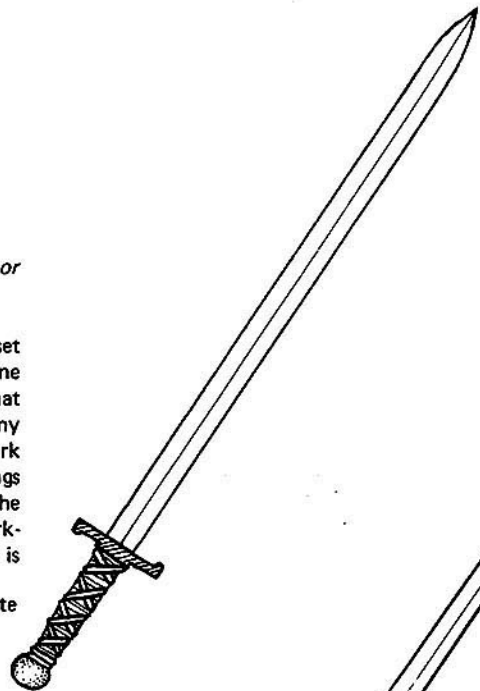
INT: 169 ALN: CEX

PROPERTIES: +3 to Hit, +6 to Damage

Can cast *Fireball* (4 times per day), *Detect Magic Aura* (twice per day), *Minor Sphere of Illusion* (once per day), and *Detect Invisible* (twice per day)

History: This Sword appears to have no blade unless the Black Sapphire that is set into the hilt is pushed. When someone pushes the gem, a blade will spring from one end or the other of the hilt, depending upon the current mood of the Demon that serves as the blade for the Sword. The Demon was bound into the Sword many years before by the evil sorcerer, Blackfoot. Blackfoot, having delved into dark magic for many years, had been experimenting with binding evil supernatural beings into weapons. This was his first and only success. Unfortunately for Blackfoot, the Demon was not pleased with his new shape and destroyed Blackfoot and his workshop through the use of the spells he is able to cast. People say that the Sword is still buried under the rubble of Blackfoot's workshop.

The ruins of Blackfoot's Workshop lie 5 miles from the gates of the City State of the World Emperor. This information will be sold for 200 GP.



GRIFFON KILLER

Sword, Bastard

INT: 073 ALN: NXX

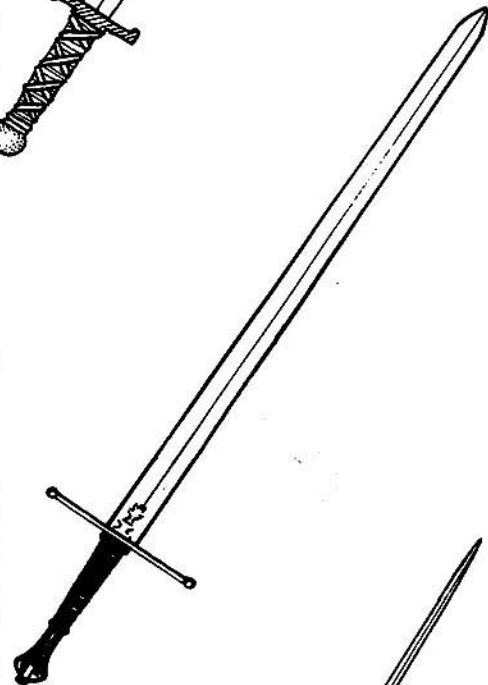
PROPERTIES: +3 to Hit (+5 vs Griffons), +3 to Damage (double damage vs Griffons)

Telepathy with wielder

Detect presence of Griffons within a mile

History: This Sword is not quite a Two-Handed Sword, but it is bigger than a Longsword. It is .9 meters long and weighs 1.5 kg. It has had many names, but the one most commonly known is Griffon Killer. The Sword was made by Brieg Cosenza for Galva Madera. Galva ran the local livery stable which was frequently raided by Griffons, so he asked the Sorcerer, Brieg, to make a weapon for him that would be especially damaging to Griffons. The Sword is very beautiful. It is made of mithril with a golden hilt inlaid with silver.

At last hearsay, Griffon Killer had been sold to a wealthy horse trader in the Desert Lands for an outrageous sum. This information will be sold for 150 GP.



SHULAR'S FANG

Sword, Bilbo

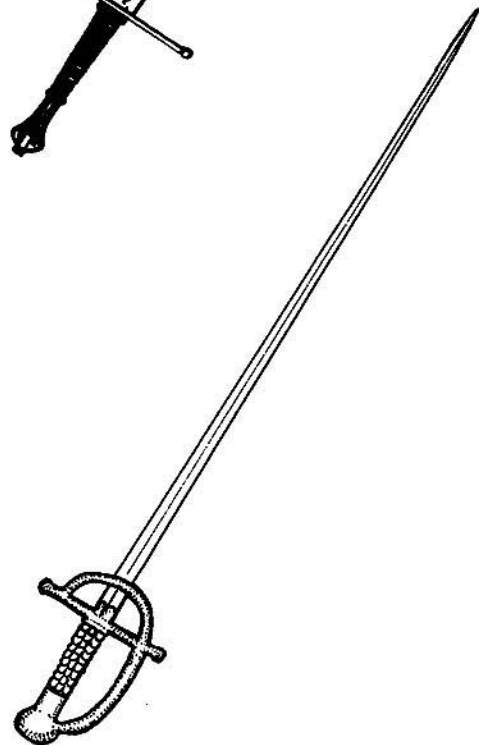
INT: XXX ALN: XXX

PROPERTIES: +1 to Hit, +1 to Damage

Radiates light in a 10 foot diameter

History: This Sword is a single-edged, Short Sword that is .5 meters long and weighs .6 kg. It was magically enhanced by Shular Pong. Shular made the weapon for his son Tal before he went to war. It is a thrust-type weapon and is very effective against Chain or Ring armor. Tal, although an excellent Fighter, was killed in the war when he was cut down from behind by one of the enemy, but Tal's closest friend, Nanook, avenged his death by slaying the woman who had killed Tal. The Sword then came into the possession of Nanook who had coveted it ever since Tal told him of its magical properties.

Nanook of the North was last reported heading an expedition to the Valley of the Ancients. This information will be sold for 100 GP.



HALO

Sword, Chereb

INT: 146 ALN: LGN

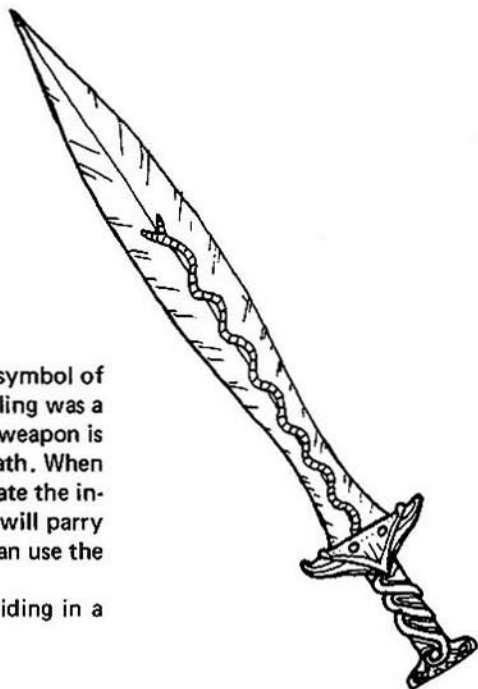
PROPERTIES: +2 to Hit, +2 to Damage

Radiates light in 10 foot radius

Telepathy with wielder

History: This holy Sword was forged by one of the Angels of Mercy as a symbol of peace. It was given to one of her devoted Fighters who believed that killing was a mortal sin. Though the weapon is a good magic item, it will not kill. The weapon is very intelligent and can tell when it has a creature near the point of death. When any adversary reaches that stage, the Sword will telepathically communicate the information to the wielder. From that point, the Sword will not attack but will parry with skilled expertise. Only persons of the Neutral or Good alignments can use the Sword because it has a continuous *Protection From Evil* surrounding it.

Halo can be found in the service of a 7th level Cleric of Mitra residing in a castle in the Lenap Lands. This information will be sold for 100 GP.



CACPHONY

Sword, Claymore

INT: XXX ALN: XXX

PROPERTIES: Claymore makes fearsome piping, all creatures (regardless of Alignment) flee

The Tunes are unpredictable

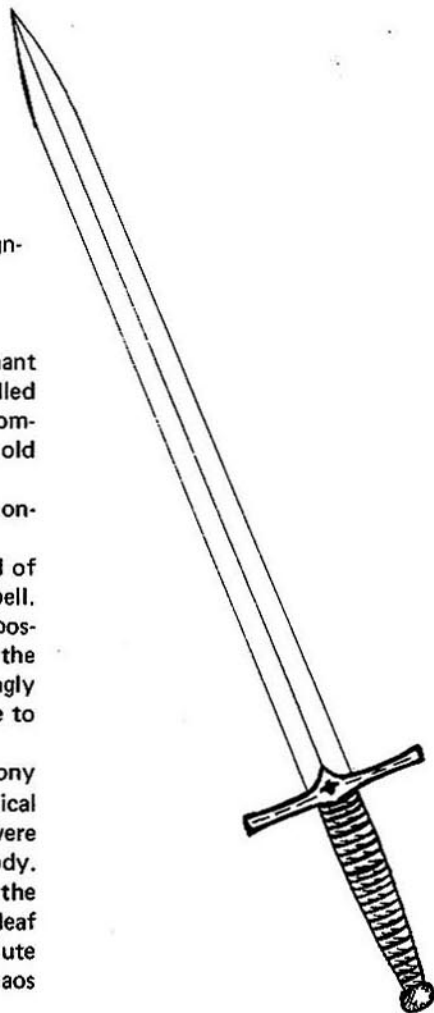
History: Mellar, Mage Musical, and wife of Halbrec the Warrior, decided to enchant his heirloom Sword, Cacphony, as a birthday gift. Mellar, herself, was a skilled lutist with a brilliant ear for music. Her talent as a spell caster was not so accomplished. Her final enchantment on the Sword actually awakened and warped an old power in the Sword (the old name for the Claymore was Screamer).

Halbrec, though he loved his wife dearly, thought her interest in music nonsensical. He, himself, was tone deaf.

While exploring the caves of Brezal, they happened to encounter a band of Kobolds. Halbrec unsheathed his Sword while Mellar prepared to cast a spell. Suddenly her concentration was broken by a ludicrous piping sound. As she possessed perfect pitch, the piping was horrendous to her ears and she fled to the south. The Kobolds, on hearing the piping, covered their ears and screamingly retreated back to the north. Halbrec stood confused and shouted for his wife to return.

After some coherent thought and experimentation, they deduced that Cacphony would sing whenever an enemy was in range (20 feet x 20 feet) or when a musical instrument like her lute was sounded. The tunes evoked from the Claymore were unpredictable, as was the general reaction from creatures encountering the melody. Most would flee when in hearing range; some would violently attack to end the pain, and others would stand, stunned and confused by the racket. Tone deaf creatures or cultural innocents are immune to its effects. Needless to say, her lute and his Sword are generally incompatible as musical harmony goes; musical chaos reigns at the least.

The wedded adventures now live just down the street from the Weapons Shop and are close friends of Amerikus. This information will be sold for 1000 GP, but word will be sent to Mellar and Halbrec that someone is interested in Cacphony to forewarn them.



CASSDRA

Sword, Claymore

INT: 128 ALN: NGC

PROPERTIES: +1 to Hit, +4/+3 Damage

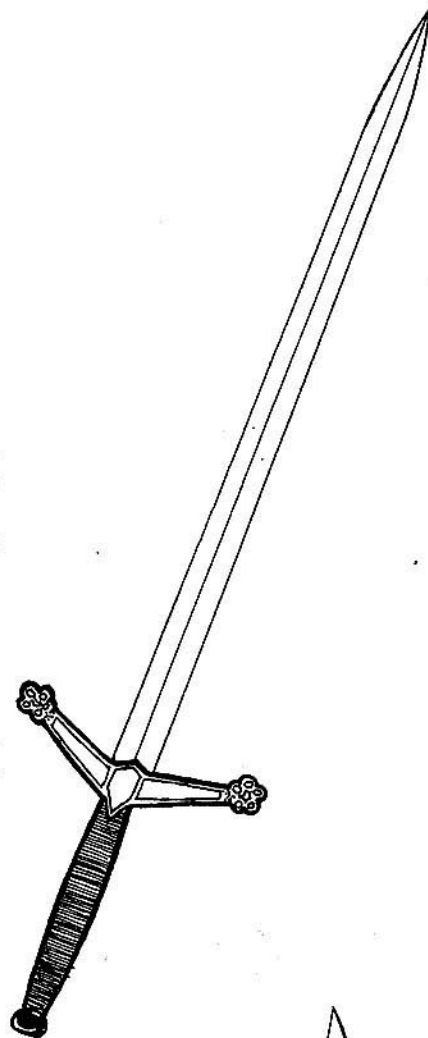
Telepathy

Detects evil intentions of Humanoid figures (30 feet x 30 feet)

Glow with a fiery light and announces "Your Time is Come, Your Judgement Near"

History: Cassdra originally belonged to the Minor Mage, Raydral, who liked to pose as a Paladin from time to time and impress the young virgins. Unfortunately, he exposed his real intentions once too often, as his actions were not too Paladin-like. The Sword itself, often put him in embarrassing situations when, reading his mind, announced, "Your Time is Come, Your Judgement Near." This accusation, which the less than virtuous girls thought applied to them, plus the glowing, fiery appearance of the Sword, frightened most of them away. Finally, after almost being beaten to death by a revengeful brother of the latest romantic escapade, the Mage admitted defeat and sold the Sword for a measly 5,000 GP to a relatively inexperienced Paladin.

Carlyer, the Paladin, found the Sword very useful. The slightest evil intention was conveyed, via mind link, to his brain from the Sword. The Sword can detect the slightest evil intent and its exact nature from even Lawful Good people. No thoughts can be safely guarded from the overly-curious Sword. This perception plus the Sword's sudden, judgemental announcements and fearsome appearance, usually either convince people to change their evil ways or generally scare them away. Carlyer, when he has the Sword, is usually in the company of few friends and fewer females, and has been seen wandering the west coast near Lightelf, looking for a warband of an Anti-Paladin. This information will be sold for 200 GP.



SHARMEN

Sword, Cutlass

INT: 184 ALN: NEX

PROPERTIES: Reads Mind of Opponent and transfers Knowledge to Wielder
Creates realistic deceptive images in the opponents mind to confuse him

History: As a Cutlass, Sharmen appears like any other with no special markings. Its owners are usually never aware of its powers although their enemies quickly learn of them.

Sharmen has the power to perceive thoughts and transfer them to its temporary wielder. The owner seems to feel what action his foe is going to take, as a subtle hunch without realizing the Sword's aid.

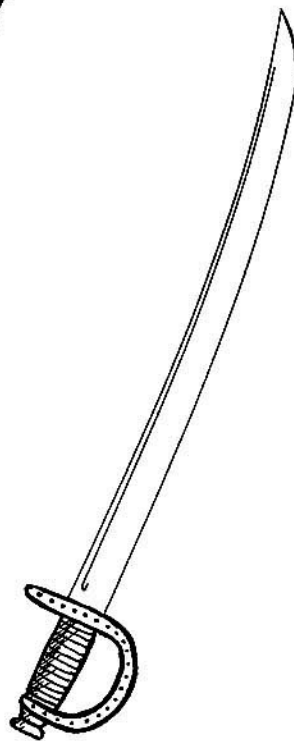
Sharmen will usually assault the opponent's mind on myriad levels of consciousness, creating images of exaggerated power within its wielder, showing more attackers than are in the area, announcing that the Cutlass itself is a Demon who drinks souls like water, etc.

Sharmen has no special attacks as a physical weapon, but as a psychic weapon it can only attack 3 persons a day.

No magical or Clerical spells will detect its telepathic powers since its mental powers will circumvent such probing.

Sharmen will remain with a warrior until he tires of adventuring. Usual time averages to three adventures per owner, then the Cutlass teleports to a new location.

The last known whereabouts of Sharmen was in the town of Ossary, miles from the City State of the Invincible Overlord. This information will be sold for 100 GP.

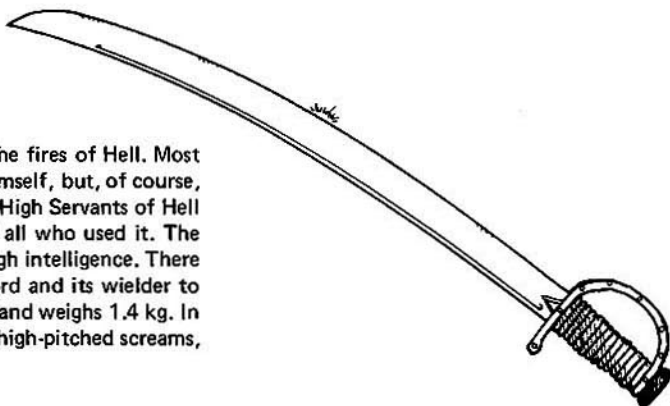


SOULTHIEF

Sword, Cutlass

INT: 159 ALN: CEX

PROPERTIES: It is rumored that this Sword was forged in the fires of Hell. Most people say that the Sword was put on this plane by Satan himself, but, of course, no one knows for sure. The Sword was created by one of the High Servants of Hell and was put on this plane as a means of stealing the souls of all who used it. The Sword has passed from hand to hand; it is very evil and has a high intelligence. There will always be a continuous power struggle between the Sword and its wielder to determine who will rule whom. The Sword is .6 meters long and weighs 1.4 kg. In battle, the Sword gives off a continuous black aura and emits high-pitched screams, as if it contained a living being.



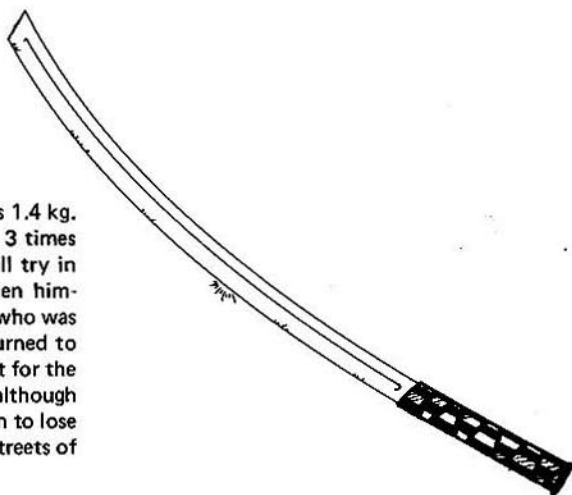
HELLSPAWN

Sword, Dha

INT: 124 ALN: CEX

PROPERTIES: +1 to Hit (in practice), -1 to Hit (in combat)
Telepathy to wielder
Cursed (see text)

History: This single-edged, Long (Dha) Sword is .9 meters long and weighs 1.4 kg. It is a cursed Sword that requires *Exorcism* if used by anyone more than 3 times per day. If that limit is exceeded, the Sword turns on the wielder and will try in every way to get him to kill everyone in his immediate vicinity and then himself. The Sword was made by Zek Ton. Zek was a very powerful sorcerer who was cursed by the Gods of Law for his research into black magic. His shop burned to the ground one day while he was working in it, and all was destroyed except for the Sword. The Sword still remains buried in the rubble of the shop because, although Zek escaped with his life, a falling timber hit him on the head, causing him to lose all memory of his former days and evil ways. To this day, he wanders the streets of the City State, a penniless Beggar.



FLAMATRON

Sword, Flamberge

INT: XXX ALN: XXX

PROPERTIES: Can reduce itself to size of a Dagger
Fires a blast of Fire (2D8) for a distance of 12 feet

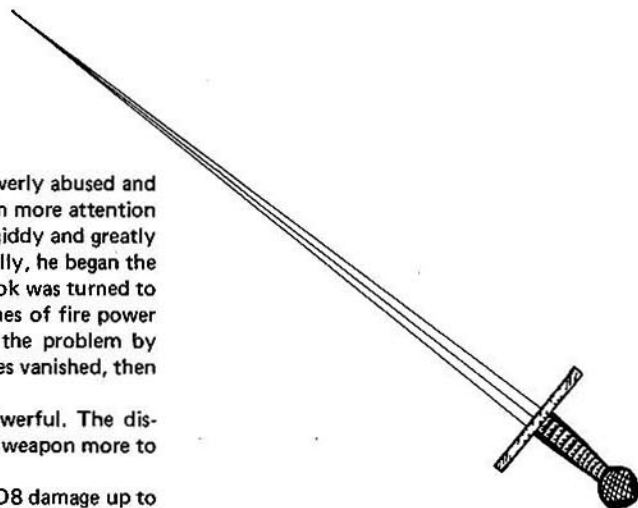
History: Strangely, Flamatron was the accidental creation of an overly abused and pestered Mage, whose success in enchanting items had brought him more attention and demands than he could manage. Working triple time left him giddy and greatly undernourished. Now, at a frenzied pace and half exhausted mentally, he began the Enchantment Spell for the Sword of Ice. Not realizing that his book was turned to the wrong page, he summoned arcane forces to carve mystical runes of fire power into the Sword. Then he realized his error and tried to correct the problem by enchanting the Tune of Changing over the weapon. The older runes vanished, then reappeared interlinked with the symbols of Change.

Consequently, the two rune spells were permanent and powerful. The dissatisfied patron now had a Fire Sword which he soon traded for a weapon more to his liking.

Flamatron, as a Fire Sword, may release a blast of power for 2D8 damage up to a distance of 12 feet. If used in close (1 - 2 feet) range, damage is 3D8. The Sword, when used to parry or when its fire powers are constantly activated, will absorb some physical damage from normal fire and shield minor damage from magical fire attacks.

Flamatron can also be reduced in size until it resembles a small Dagger. When used as a Dagger, it will do the same kind of damage as it does as a Sword.

It is a recent acquisition to the Weapons Shop. Asking Price: 40,000 GP.



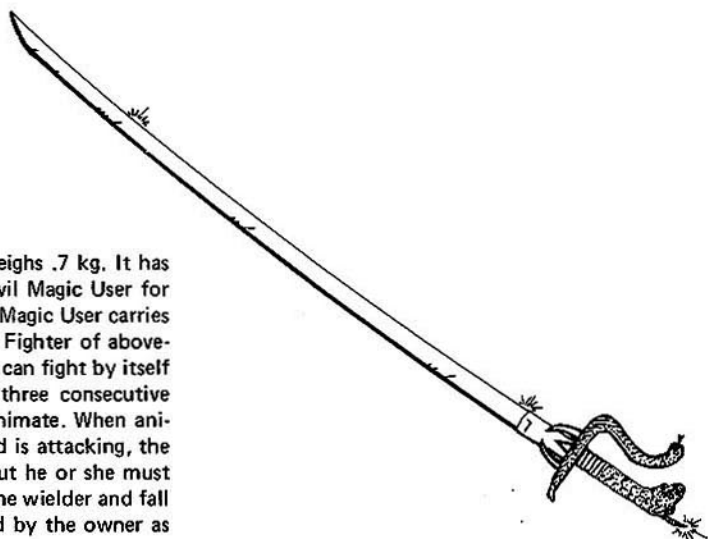
EBONEDGE

Sword, Kamashimo Zashi

INT: 136 ALN: EXX

PROPERTIES: +1 to Hit, +1 to Damage
Can animate to attack by itself

History: This single-edged, Short Sword is .5 meters long and weighs .7 kg. It has only been in existence for three years and was designed by an evil Magic User for the purpose of destroying any creature of Good alignment. The Magic User carries the Sword wherever he goes and has used it with the skill of a Fighter of above-average skills. The Sword has saved his life many times because it can fight by itself at will. To fight by itself, it must be wielded by the user for three consecutive rounds and must score at least one hit. Otherwise, it will not animate. When animated, the Sword attacks as a 4th Level FTR. While the Sword is attacking, the wielder can attack with any other weapon or can cast a spell, but he or she must stay within 30' of the Sword or it will lose its connection with the wielder and fall to the ground. It will not reanimate until it has again been used by the owner as per the original requirements.



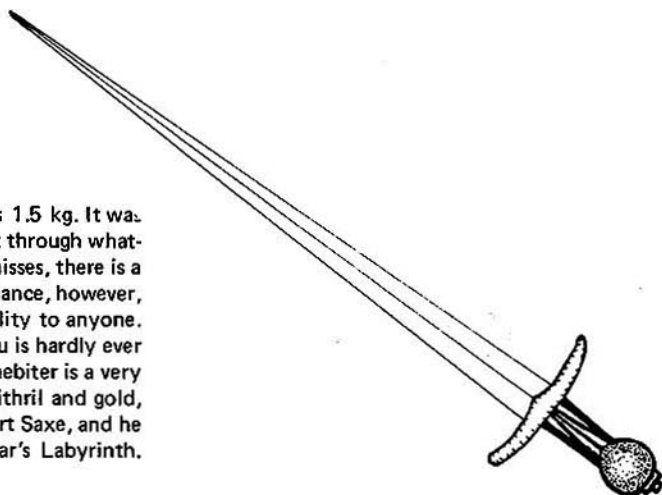
BONEBITER

Sword, Kaskara

INT: XXX ALN: XXX

PROPERTIES: +4 to Hit, +4 to Damage
Cuts through bone

History: This double-edged Longsword is .9 meters long and weighs 1.5 kg. It was given the name, Bonebiter, because of its ability to continue to cut through whatever it hits. The only problem with the Sword is that, every time it misses, there is a 2% chance (non-cumulative) that it will lose its special ability. This chance, however, is known only to its maker, who never saw fit to reveal the possibility to anyone. The Sword was made by Khan Du, the Unknown Sorcerer. Khan Du is hardly ever seen by anyone unless he is making some kind of deal with them. Bonebiter is a very unique Sword, and its design is one-of-a-kind. It was made from Mithril and gold, and the hilt is pure Ivory. Khan sold this beautiful weapon to Rocourt Saxe, and he used it in on all of his adventures until he met his demise in Lorimar's Labyrinth. This information will be sold for 200 GP.



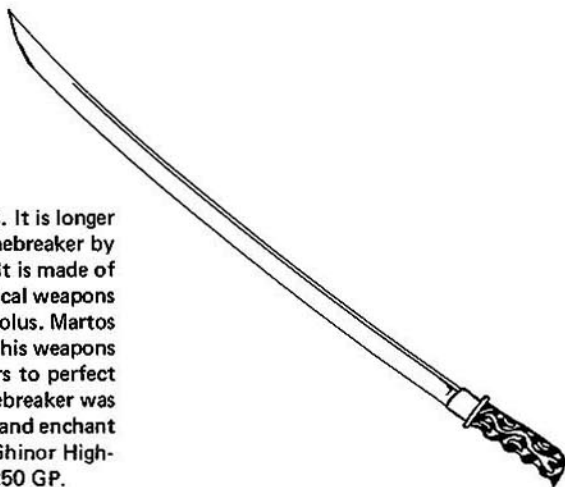
STONEBREAKER

Sword, Katang

INT: XXX ALN: XXX

PROPERTIES: +3 to Hit, +3 to Damage
Cuts through stone
Can only be broken by magical weapons of a larger size

History: This Sword is single-edged, 1.1 meter long, and weighs 1.4 kg. It is longer than a Longsword and not quite a Two-Handed Sword. It is called Stonebreaker by its wielders because of its uncanny ability to cut through stone walls. It is made of a special kind of Damascus Steel that can only be broken by other magical weapons of greater size than Stonebreaker. The Sword was made by Martos Tmolus. Martos had made many weapons for people at less than the average price, and his weapons hardly ever failed to work (10% chance of failing). It took him 5 years to perfect Stonebreaker, and it cost him everything he had except his shop. Stonebreaker was sold to Prince Weesp for 1½ times what it cost Martos to manufacture and enchant it. Prince Weesp is the son of an empire-minded Land Baron in the Ghinor Highlands, a renowned 16th level Fighter. This information will be sold for 250 GP.



ZOMBIEBLADE

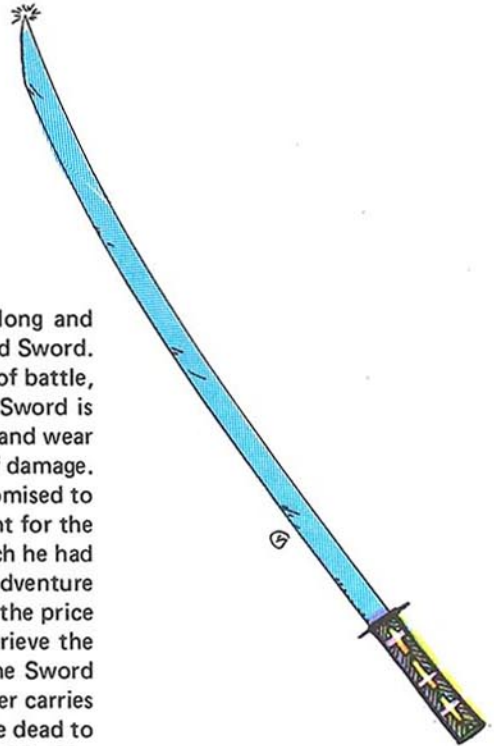
Sword, Kenuki Gata Tachi

INT: 127 ALN: CEX

PROPERTIES: +1 to hit (in practice), -1 to hit (in combat)
Cursed (see text)
Creates Zombies

History: This weapon is a single-edged, Short Sword that is .6 meters long and weighs .8 kg. To all, it appears to be a +1 weapon, but it is actually a cursed Sword. In practice, the weapon will perform as if it is a +1 weapon, but, in the heat of battle, it will perform at a -1 to Hit and will do no damage above 1 HTK. The Sword is very jealous and will insist that its owner dispose of all other magical items and wear no armor. Anyone refusing to abide by its suggestions will take 3D6 HTK of damage. The Sword was made by Sangstan Carn. Carn was an evil magician who promised to make a magic Sword for one of his adventuring companions. The payment for the Sword was not quickly forthcoming, so Sangstan activated the curse which he had placed on the Sword, just in case. The owner died during their next adventure together as a result of the activities of the Sword, and Sangstan retrieved the price of the Sword from the dead man's loot. However, he was unable to retrieve the Sword due to an unexpected interruption by twenty-one Fire Devils. The Sword still lies in the dungeon, but the evil Fighter to whom it belonged no longer carries it. He became the first recipient of the Sword's unusual power to bring the dead to life as Zombies, but, being extremely low in intelligence, he failed to take the Sword with him when he began to wander his subterranean home in his new form.

In the tunnels below the village of Ashenshaft lies Zombieblade. This information will be sold for 100 GP.



SKULLSPLITTER

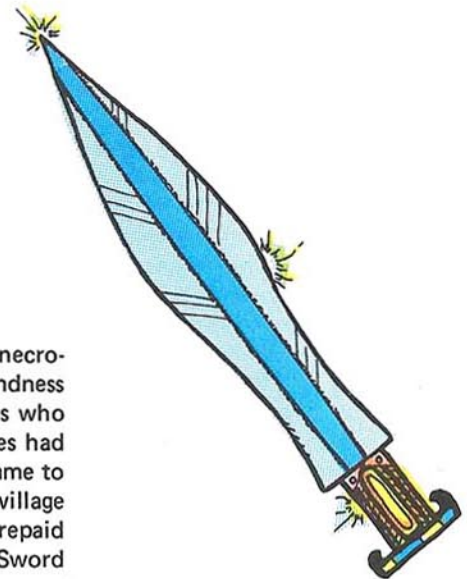
Sword, Kledyv

INT: 155 ALN: GXX

PROPERTIES: +2 to Hit (+4 vs Goblins), +4 to Damage
Clairvoyance, Telepathy with wielder
Detects gems within 100 feet

History: This blade was made specifically for the Elven King, Elrun, by the necromancer, San Claut. San made the king this Sword in return for the Elves' kindness to him in his hour of need. San had been ambushed by a band of Goblins who seemed determined to kill him as slowly as possible. Fortunately, the Elves had a group of hunters out in the area who spotted San and his dilemma and came to his rescue. The Goblins were routed, and San was carried back to the Elven village to recover. Since then, San has visited the Elves on several occasions and repaid their kindness with magical protection of their village and with this magic Sword which he gave to their King.

The Elves live in the Scarlet Forest near the village of Falias in the Elphand Lands. This information will be sold for 500 GP.



ASSASSIN KILLER

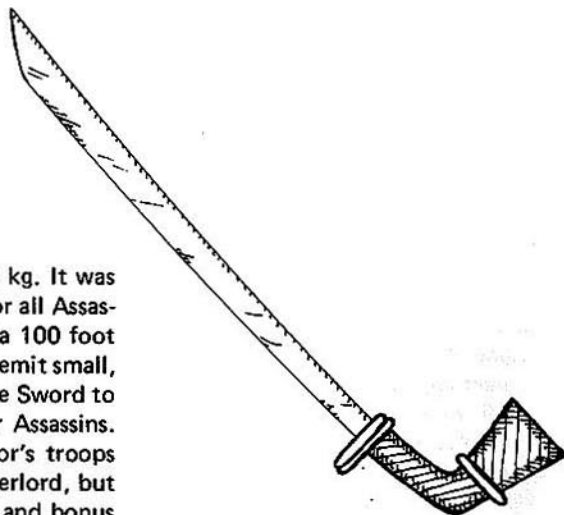
Sword, Kiewang

INT: XXX ALN: XXX

PROPERTIES: +1 to Hit (+2 vs Assassins), +2 to Damage
Detects Assassins within 100 feet

History: This single-edged, Longsword is .7 meters long and weighs 1.3 kg. It was fashioned by Blanc the Fearful. Blanc made this weapon as a deterrent for all Assassins. The Sword has the special ability to detect all Assassins within a 100 foot radius. When an Assassin is present, the Sword will glow very brightly and emit small, electrical shocks to make its wielder aware of the situation. Blanc sold the Sword to Dax Rall, a young, up-and-coming Fighter who had an utter hatred for Assassins. His family was killed by Assassins during a movement of the Emperor's troops through their small village. It was said that they were spies for the Overlord, but this was never proven. Though the weapon does only normal damage and bonus against any non-Assassin, a single, successful hit will kill any Assassin.

Dax Rall and his fearsome weapon were parted some months back when a large task force of Assassins and their hired thugs ambushed and gruesomely killed him. The Sword now resides in an Assassin's Guild branch of operations in Caelan Village near the City State of the Invincible Overlord. This information will be sold for 1000 GP.



FIREFALL

Sword, Long

INT: XXX ALN: XXX

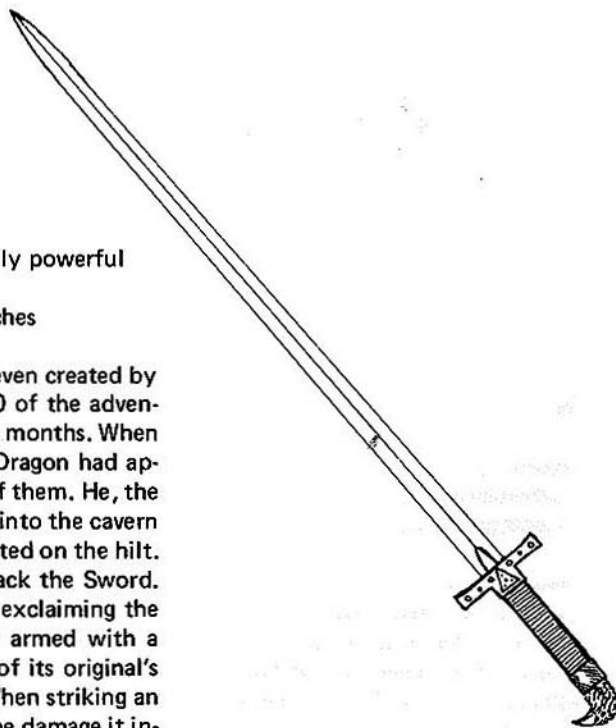
PROPERTIES: +3 to Hit, +4 Damage
Multi-image of Wielder as three different Warriors holding three equally powerful Swords
Glow with an illusionary light appearing to incinerate anyone it touches

History: Firefall was said to come from a Dragon's hoard, perhaps even created by a magical Dragon. The worm himself was killed at the cost of 9/10 of the adventurers. The survivor appeared in town one day after an absence of 30 months. When questioned about his companions, he could only babble that the Dragon had appeared in three areas of the cove at once and breathed fire on all of them. He, the coward, hung back and waited until the worm slept. Then, he stole into the cavern and grabbed the nearest object, a silver Sword with two jewels mounted on the hilt. After months of hiding and wandering in the desert, he brought back the Sword.

The power of Firefall is basically illusionary. The wielder, upon exclaiming the Sword's name, creates two different images besides himself, each armed with a deadly Sword similar to Firefall. Each image moves independent of its original's action, thus allowing one person to attack three separate enemies. When striking an opponent, Firefall burns with a hellish light, appearing to double the damage it inflicts on the foe. The target must roll under his INT on 4D6 to resist the illusionary damage.

If a real foe is engaged with one of the illusory warriors, he takes damage as from a real Sword in addition to damage from the illusory fire if he doesn't make his Saving Roll against INT successfully.

This sterling weapon is now up for sale in the Weapons Shop. Asking Price: 20,000 GP.



IRON CLEAVER

Sword, Long

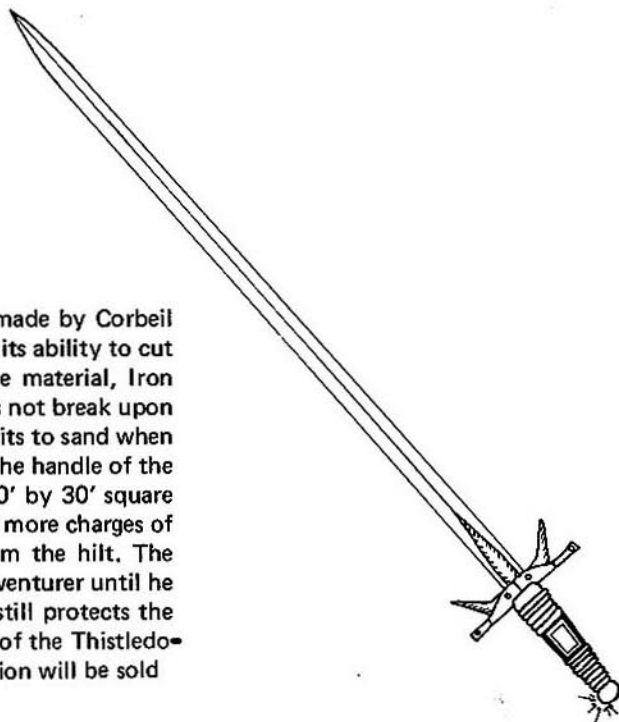
INT: XXX ALN: XXX

PROPERTIES: +3 to Hit, +3 to Damage

Summon Lightning once per week

Cuts wood and metal

History: This Sword is .8 meters long and weighs 1.6 kg. It was made by Corbell Bizerte. Corbell gave the Sword the name, Iron Cleaver, because of its ability to cut through any type of wood or metal. No matter how tough the material, Iron Cleaver breaches it. Although it cannot cut stone, Iron Cleaver does not break upon striking it. Iron Cleaver also has the ability to change whatever it hits to sand when the Black Pearl upon the hilt is pushed inward. There are runes on the handle of the Sword which, when read, call lightning from the sky to cover a 30' by 30' square area. This can only be done once per week. The Sword has only 5 more charges of Lightning, and, when these are gone, the runes will disappear from the hilt. The Sword was used by Kukong Muskeg during his later years as an adventurer until he fell into a 60' deep pit and was killed. It is said that his spirit still protects the Sword, which lies at the bottom of the pit, which is in the depths of the Thistle-down Forest near the City State of the World Emperor. This information will be sold for 100 GP.



INTERSLASH

Longsword, Two Handed

INT: 187 ALN: LNX

PROPERTIES: +4 to Hit, +2 Damage

Deciphers Archaic Runes

Defensive Spells protect Wielder from any Rune originated Spells or devices

History: Fabirian the Fighter recalls discovering this Longsword in the ruins of an ancient village in the Southern Reaches. In what was left of the village's Armory, on the blasted west wall, appeared to be a mystic Rune covered Shield and a brightly glowing Sword in the Smithy's fire. Fabirian pulled the Sword from its resting place and then advanced toward the Shield. Before he could touch it, a voice from the Sword apparently spoke inside his head.

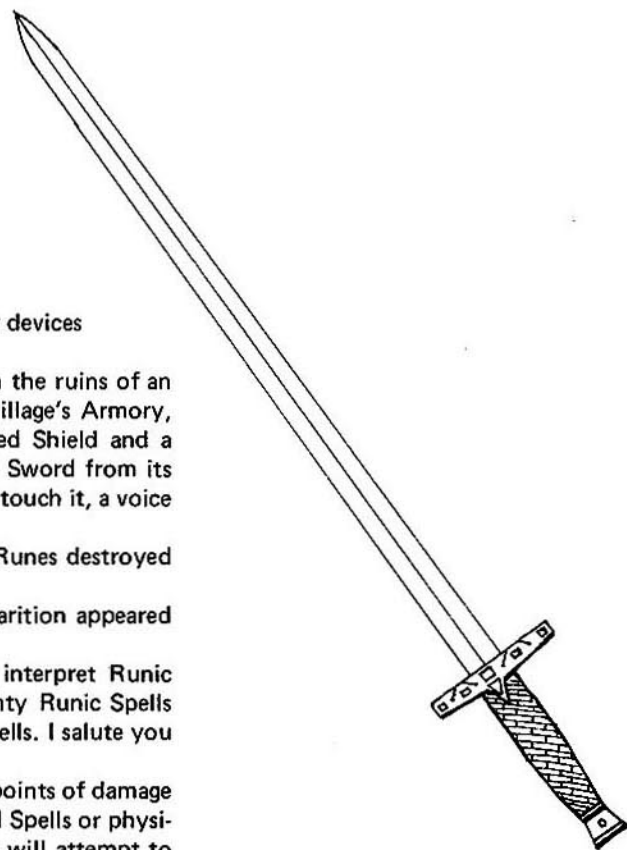
"Don't touch the symbols on the Shield, my friend. Those Runes destroyed this once prosperous village."

Fabirian backed away from the Shield. As he did so, an apparition appeared before him.

"I am Vale, Guardian of the Longsword, Interslash. It will interpret Runic Symbols for you and warn you of their danger. It also has mighty Runic Spells woven in the hilt for your protection against Runic based Power Spells. I salute you for choice of Arms. Go now in peace," and she vanished.

The Defensive Spells in Interslash's hilt will absorb up to 10 points of damage from Runic Spells. It won't absorb or deflect damage from Clerical Spells or physical attacks. When there is danger imminent from Runic Spells, it will attempt to warn its wielder before any such spell can be triggered. It senses and interprets in a 10 feet x 10 feet radius.

Fabirian is now wandering the Southern Reaches doing good deeds and acts of bravery and mercy. This information will be sold for 500 GP.



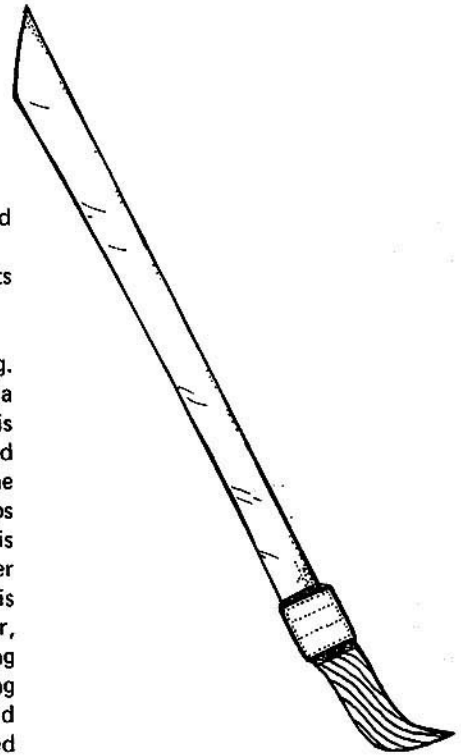
LOVESWORD

Sword, Mentok

INT: XXX ALN: XXX

PROPERTIES: Causes wielder to become enamored of creator of the Sword +2 to Hit, +2 to Damage
Special Powers: Fireball, Lightning Bolt, Slumber Gas, Sphere of Light, and Detects Evil Auras

History: This is a single-edged, Short Sword that is .6 meters long and weighs .9 kg. It was made by Nadia Com, a female sorceress who was very much in love with a Fighter named Rang Soi. She tried every kind of love potion and charm to win his affection, but none seemed to have a lasting effect. Finally, she designed this Sword and gave it to him as a gift, thus winning his lasting adoration. Anyone wielding the Sword will instantly fall in love with the sorceress, whose picture is inlaid in chips of precious gems and metals on the hilt. This love will remain for as long as one is in possession of the Sword, whether or not it is being used. It will cause the owner of the Sword to seek Nadia Com to the ends of the earth in order to declare this overwhelming love to her. The love, alas, is destined to remain unrequited, however, because, on the day after they were wed, Nadia and Rang both perished in a raging river when the bridge over which they were riding suddenly collapsed, throwing them to their deaths in the icy waters below. The Sword has 5 buttons arranged around the picture of Nadia on the hilt. They operate the secret powers bestowed upon it by Nadia. (Judge may change the powers listed above if they are not suitable to his or her campaign.) Lovesword is now residing in the Weapons Shop. Asking Price: 30,000 GP.



WITHERSTRIKE

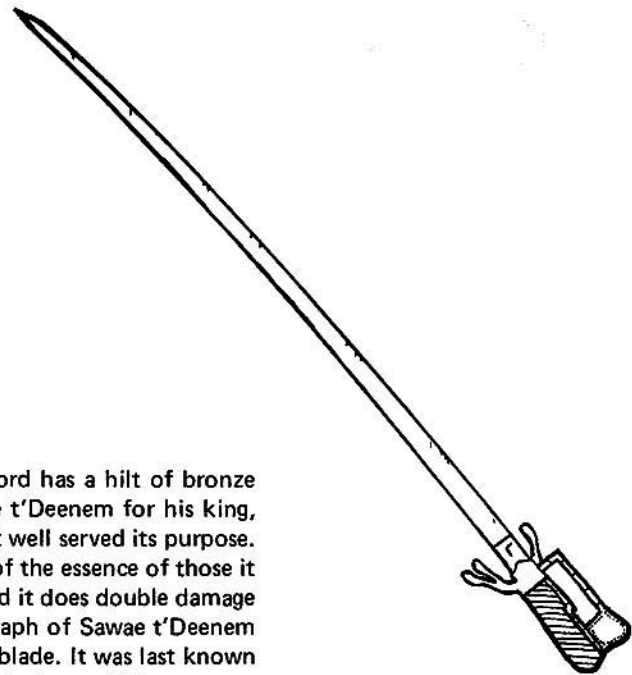
Sword, Nimcha

INT: 075 ALN: NXX

PROPERTIES: +1 to Hit
After initial hit, target loses 1 HTK per turn for 3D6 turns
Detect Invisible 100 feet radius
Limited Telepathy with ape-like beings

History: A long single-edged blade of bluish steel, this sword has a hilt of bronze and a grip of red leather. Forged and enchanted by Sawae t'Deenem for his king, Galande, to use in combating a plague of Vampire Apes, it well served its purpose. Though the Apes were dispersed, the blade absorbed some of the essence of those it slew. Now its touch leeches life force from those it hits and it does double damage against Vampires only. It may be identified by the monograph of Sawae t'Deenem etched in black and red metal inlays next to the hilt on the blade. It was last known to have been in the possession of a Guard Captain of Tarantis almost 100 years ago.

Since that time, it has been passed down father to son to its current owner, now a Field Commander of Regular Troops in Tarantis. Lav, Captain of Light Horse Lancers, can be found at the Calvary Barracks in Tarantis. In his possession is Witherstrike. This information will be sold for 300 GP.



SUNGLOW

Sword, Opi

INT: XXX ALN: XXX

PROPERTIES: +1 to Hit, +1 to Damage
Laser Beam 5 times per day for 8 HTK of damage
Radiates Light (10 foot diameter)

History: This is a single-edged, Short Sword that is .5 m long and weighs .7 kg. It was made by Tra Lik. Tra was experimenting with a way to concentrate a beam of light into a weapon and developed this Sword. After being exposed to light for a day, it can project a thin beam of light when the Banded Agate set in the hilt of the Sword is pushed. This can be done 5 times per day, but then the Sword must be recharged. If the Sword is kept in the dark for more than 2 weeks, all of its magical properties pertaining to the beam of light are lost.

Sunglow is still in the possession of Tra. He has retired from adventuring for a while in the village of Pillage by the Sea of Five Winds. This information will be sold for 200 GP.

BLOODRAGE

Sword, Parang Bedak

INT: 086 ALN: CEX

PROPERTIES: +1 to Hit, +1 to Damage
Cursed (see text)

History: This is a single-edged, Short Sword that is .6 meters long and .8 kg in weight. It was designed to perform as a +2 to hit Sword, but was cursed by an evil sorcerer whose hand had been severed by it. The Sword now makes anyone wielding it to go into a berserk rage and kill all that are unfortunate enough to be in his line of sight. The Sword is semi-intelligent and will not submit to being sheathed; once grasped, it can only be removed from the hand if the wielder dies or has a *Remove Curse* cast upon it. The Sword, in all aspects, appears to be a +1 to Hit Sword, but, if a *Detect Evil* is cast upon it, it will radiate a grey glow, as if trying to hide its true identity. The Sword has had only one owner, and his bones lie deep in an abandoned temple, surrounded by the bodies of his former companions. The sorcerer, ever afterward known as Krenata One-Hand, told no one of his encounter with the Fighter and his party and his subsequent accident, passing his loss off as an unlucky encounter with a Corcodilla.

The forgotten temple lies near the Bendarlain Mountains in the Southern Reaches. This information will be sold for 200 GP.

WINSUN

Rapier

INT: XXX ALN: XXX

PROPERTIES: +2 to Hit during summer
Shoots Heat Ray and Cold Ray
Shrinks to Dagger size

History: This rapier made of mithral with a gold engraved hilt embedded with two Gems, a Garnet for winter and a Ruby for summer. The Rapier is 4 feet long but shrinks down to the size of a Dagger that can be strapped onto a belt. The Rapier will do this only when the right command words are spoken, which are:

To make it shrink: Winsun Weapon Wane

To make it grow: Winsun Weapon Wax

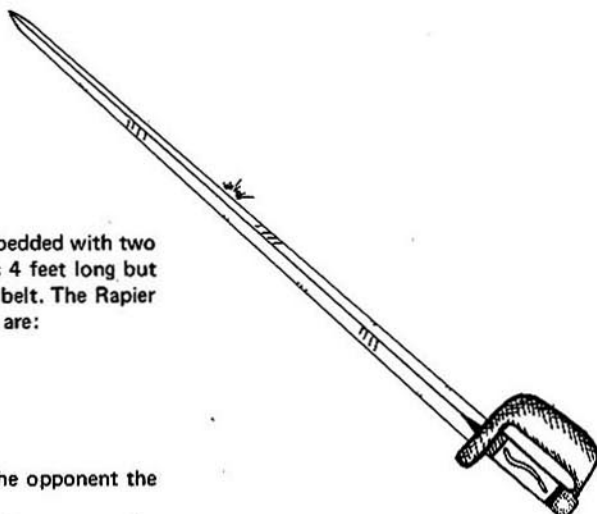
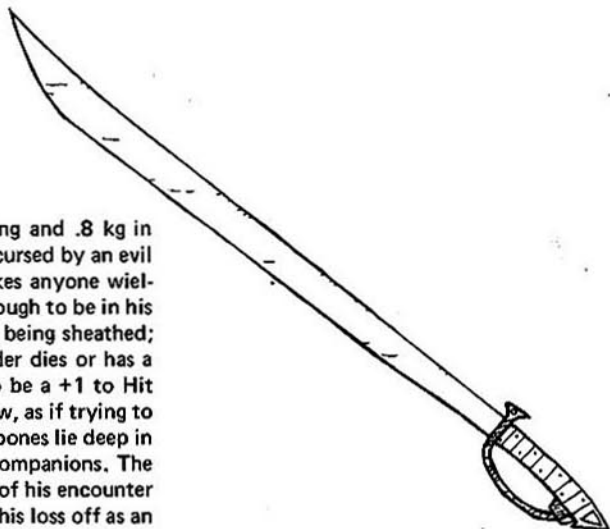
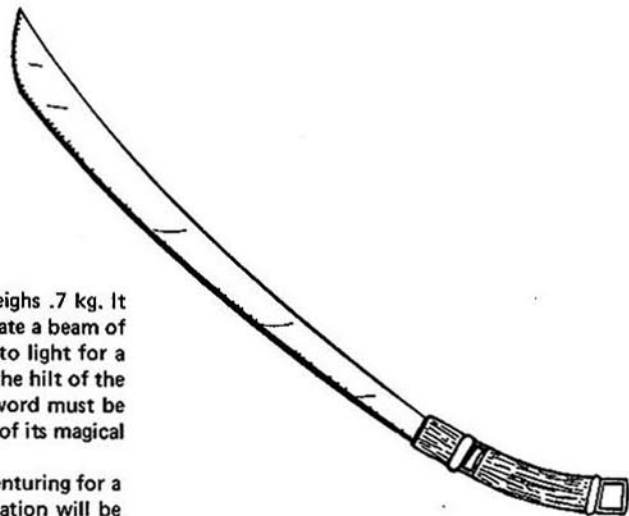
In the winter months, the Rapier hits with a +2, causing the opponent the same damage as a spell of Pyramidal Ray of Glacial Cold would.

In the summer months, the Rapier hits with a +2, causing the opponent the same damage as a spell of Heat Ray would.

In the spring and autumn, it acts as a regular Rapier doing normal damage.

The Rapier was fashioned 200 years ago by a Dwarf who was friendly with a Wizard who cast the final spells on it.

Since then the Rapier has wandered the world in the hands of varied warriors. It now resides in the Weapons Shop. Asking Price: 25,000 GP.



SUTERA

Sword, Saber

INT: 141 ALN: NEX

PROPERTIES: Creates a Wall of Fire 20 feet x 20 feet encircling both Attacker and Defender
Absorbs Life Force of Defender, Absorbs Physical Fire, Repels some forms of Magical Fire

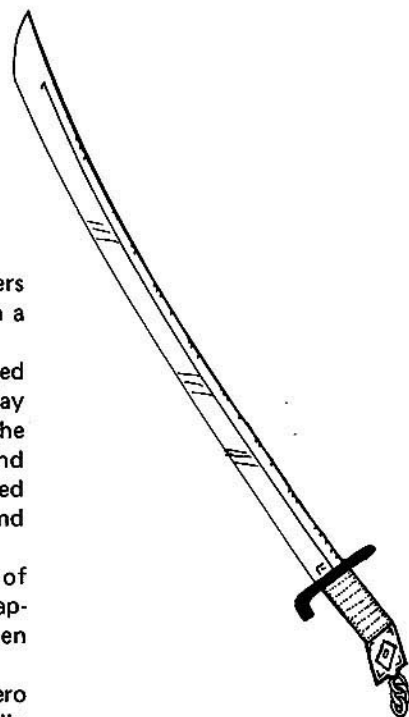
History: Sutura is said by many to be a Demoness in the form of a Sword. Others say it is a great talisman of valor for it has always been on the winning side in a battle. Let its history judge.

Mutta, repelling a Goblin attack in 783 BCCC is reported as the first recorded user of the Sword. He was encircled by Goblins as the tide of war shifted that day and reckoned as death. A cry "Sutura - I burn," was heard from his lips and the 20-foot enclosure was ringed with devil fire. The surviving Goblin horde broke, and the field was won for the Humans that day. The Goblin Leader was discovered charred and blackened by the Sword's power, and Mutta, drained of Strength and fire as though the Sword had taken his soul, never led another assault.

The Sword next passed to his son, Feaera, who broke the Witch's Fire of Summoning with Sutura's absorption powers, then, spent as his father had appeared, threw himself upon the blazing Sword. The Saber glowed briefly, then vanished.

It appeared again in 1722, 1827 and 2035, each time in the hands of a hero who used it but once, then lost his own life, or retired from battle. It gradually developed a reputation of doom, each time heralding some great impending catastrophe by its brief appearance. Soon, leaders feared to use its power, and the population was appalled by their craven chieftains' attitudes.

Sutura is currently on another plane of existence, waiting for an opportunity of war to reappear again on this plane. This information will be sold for 250 GP.



CURSEBANE

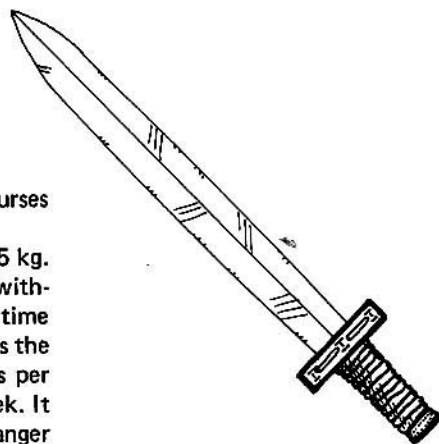
Sword, Sica

INT: XXX ALN: XXX

PROPERTIES: +2 to Hit, +2 to Damage
Heals owner twice per day
Makes wielder invisible, creates multiple images of wielder, and removes curses

History: This is a double-edged Short Sword that is .4 meters long and weighs .5 kg. It was made by Will Ryo. Will was a very powerful sorcerer who believed that without magical weaponry, a party would perish. As a result, he spent much of his time creating magic weapons for anyone with whom he adventured. This Sword has the ability to heal its owner twice per day, make its wielder invisible three times per day, and make multiple images of its wielder and remove a curse once per week. It is the pinnacle of Will's success as a Magician, and Will gave the Sword to a Ranger with whom he often adventured. Unfortunately, both were killed on the very next adventure they took together, and the Sword is now rumored to be part of the treasure of an ancient Dragon abiding in the dungeon where the bodies of the two adventurers lie.

This Dragon can be found in a ruined Dwarf city complex deep in the darkest dungeon level. A forbidding chasm splitting the dungeon provides the most easy access to this level. This information will be sold for 100 GP.



QUICKSTROKE

Sword, Sondang

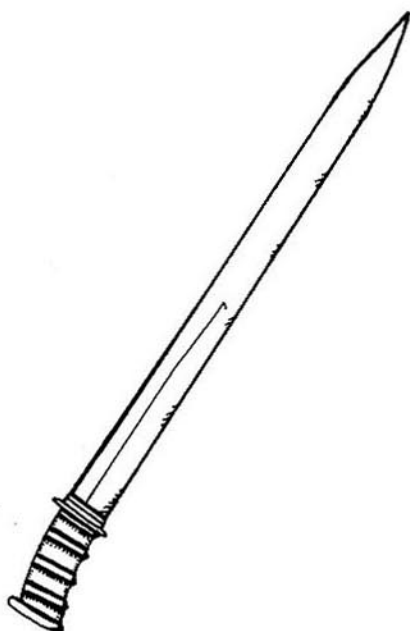
INT: XXX ALN: XXX

PROPERTIES: +2 to Hit, +2 to Damage

Transfers Lycanthropic energy from victim to owner (see text)

History: This double-edged, standard Sword is .8 meters long and weighs 1.4 kg. It is very effective against Lycanthropes, and, upon a successful hit, it will change them back to their Human form and transfer the curse into pure energy which is then transferred to the wielder of the Sword. The only drawback to the weapon is that, on a roll of 1 on 1D6, the Sword transfers the curse to the wielder. The Sword was made by Cuxt Bain, a sorcerer that had the curse of Lycanthropy put upon him. He wanted to develop a way to get even with all Lycanthropes for the curse that was inflicted upon him. He made the Sword especially to harm Lycanthropes, gave it to his son, and sent the son out to destroy all Lycanthropes in the vicinity. The son, vexed that his father wanted him to do the dirty work, ran away with the Sword and was never seen in that area again.

The son is now a Sergeant in the Gate Guards of the Invincible Overlord and can be found stationed at the Gate of the Gods. This information will be sold for 100 GP.



FIREMAKER

Sword, Spatha

INT: XXX ALN: XXX

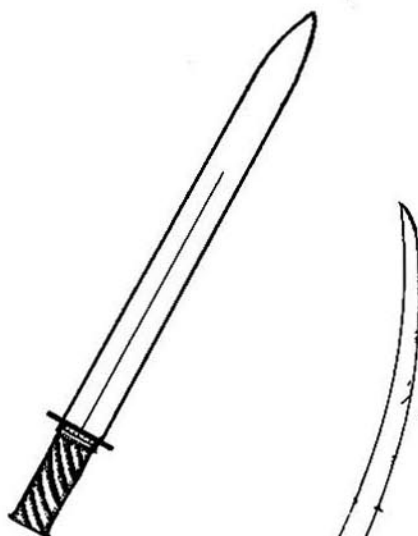
PROPERTIES: +3 to Hit, +3 to Damage

Casts Fireball once per week for 10D8 damage

Sets Trolls aflame when it strikes

History: This double-edged, standard Sword is .8 meters long and weighs 1.4 kg. It was designed by Murc Spatz. Murc lost his life in his attempt to test out his Sword as an offensive weapon against Trolls. When the Ruby in the hilt is pushed, the Sword, upon a successful hit on a Troll, will cause the Troll to burst into flame. In addition, there are runes on the hilt which, when read, will create a 10' diameter Fireball doing 10D8 HTK of damage. Murc worked four years to develop this Sword, but, when engaging a band of Trolls on his first adventure after it was completed, he was strangled by an Ogre who sneaked up behind him under the din of the outcry made by the Trolls upon seeing their comrades become living torches. The Ogre took the Sword with him because none of the Trolls wanted anything to do with it.

This particular Ogre now resides in the Hobgoblin village of Man'thop (see Pegasus 8 Installment). This information will be sold for 100 GP.



LIFESTEALER

Sword, Talwar

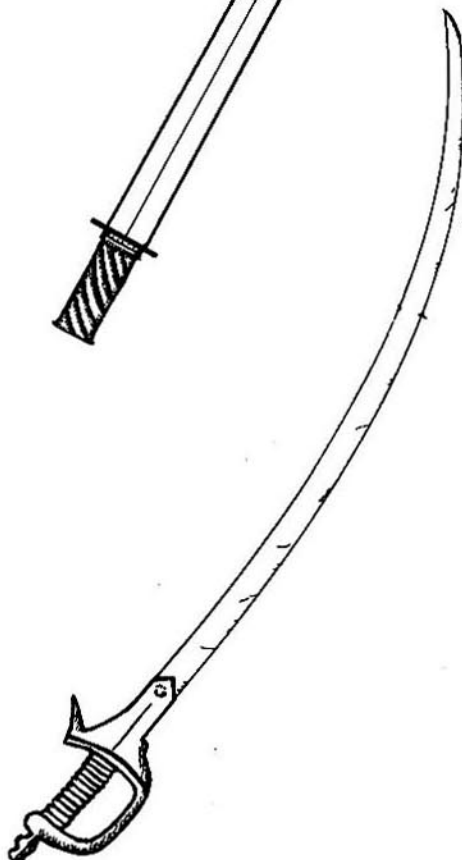
INT: XXX ALN: XXX

PROPERTIES: +1 to Hit

Drains END points from enemy and transfers them to the wielder

History: This single-edged Longsword is .9 meters long and weighs 1.6 kg. It was recently named Andron, Sword of Slaying because of its awesome powers of stealing life levels from anyone it hits. The Sword is able to hold ten END points before it must stop its drain. It must then dispose of the END points by transferring them to the wielder of the Sword. When the transfer takes place, the wielder swings as though twice his normal Level; this effect lasts for one day. The Sword was designed by Merri Sten, a senile sorcerer who sometimes creates weapons that have awesome powers which affect the wielder instead of the enemy of the wielder.

Through numerous adventures and experiences, Lifestealer has come to rest at last in the Weapons Shop. Asking Price: 20,000 GP.



NARKULL

Two-Handed Sword

INT: 194 ALN: CEX

PROPERTIES: +2 Damage

Changes into beautiful Woman

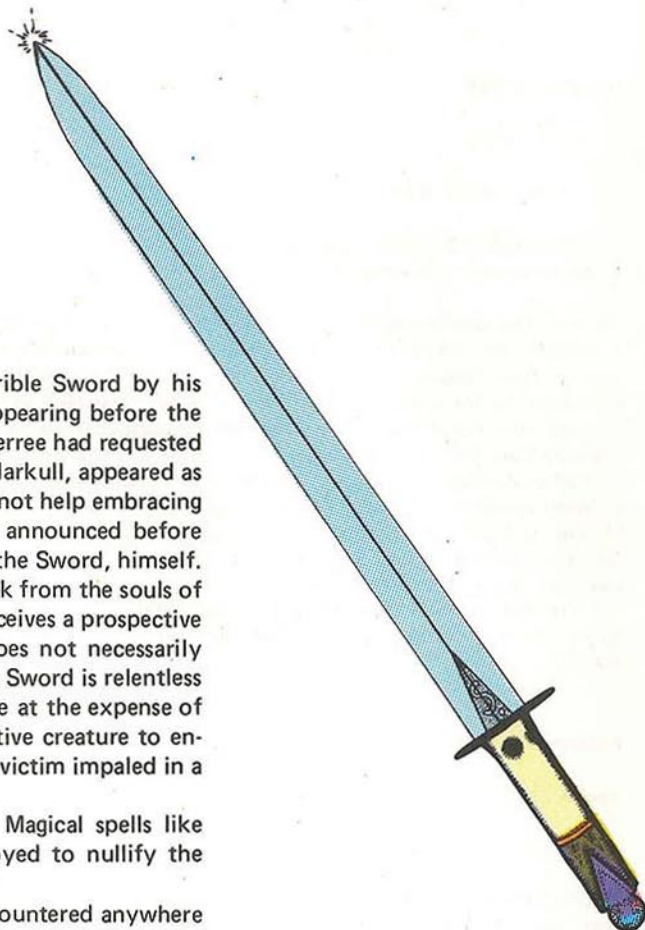
Will follow victim across the world until it drinks his blood

History: Black Neverree, the Elvish Evil Mage, begot this terrible Sword by his insistant pleas and sacrifices to the Dark Demon, Fursurtae. Appearing before the black hearted villian, Fursurtae granted him his wish literally. Neverree had requested a seductive evil Sword that would slay his enemies. The Sword, Narkull, appeared as an attractive Elvish wench. In spite of himself, Neverree could not help embracing her and thus died by the blade of his own Sword. Fursurtae announced before disappearing that Neverree had slain his own worst enemy with the Sword, himself.

As Fursurtae had intended, the Sword exists only to drink from the souls of the living to swell the ranks of the dead. The Sword, once it perceives a prospective client, will pursue said victim unti it tastes his blood. This does not necessarily mean the Sword must kill its victim to slake its blood thirst. The Sword is relentless in pursuit but is intelligent enough not to risk its own existence at the expense of blood letting. The Sword's favorite ploy is to pose as a seductive creature to entrance the victim into its embrace. The embrace ends with the victim impaled in a vital area by the Sword.

The Sword can not be destroyed by simple Clerical or Magical spells like Remove Curse or Negate Magic. The Demon must be destroyed to nullify the weapon.

This Sword roams the world for its victims and can be encountered anywhere least suspected (is highly mobile).



SNABLAR

Nagegama

INT: 125 ALN: NGX

PROPERTIES: Blade on command releases itself from handle as a Missile weapon
When hand held, weapon and user become intangeable to all physical attacks upon command

History: Nijar commissioned this weapon for his profession. His Armorer and his Mage thought this weapon a bit strange, but as they were paid well, they said nothing. As far as anyone knows, Snablar appears to be an ordinary Nagegama wielded by an eccentric Land Baron. Few know of Nijar's skill as Assassin and his victims are somewhat surprised to be confronted with such a device.

On command, Snablar will fire its blade for a range of 15 feet. It is usually coated with a secret poison so that even minimal damage will cause maximum injury. The blade will return to the handle upon command. Of additional value is Snablar's ability to make itself and wielder intangeable to physical assault and therefore allow for closing in battle. This advantage alone usually ensures an easy killing for Nijar, who as yet has to encounter a magical adversary.

Nijar lives in a castle in Barbarian Altanis posing as an ordinary 7th level Baron. This information will be sold for 500 GP.



NEXI

Nunchaku

INT: 143 ALN: NXX

PROPERTIES: +3 to Hit, +4 Damage
Creates Web of Light around the victim
Does final strike against opponent

History: Nexi was created to weave lights around the potential victim before striking him down. Once airborne, Nexi repeatedly circles the victim, varying the pattern of her flight and changing to a different color each time she passes the victim's eyes. Thus, she establishes a Web of Color Confusion around the victim's visual perception. Then, she strikes at his neck (or other obvious weak points) to finish him. She is given only one attack, then falls to the ground if she is not embedded in her opponent's flesh.

Nexi originated in the Temple of Pure Thought as a defensive weapon only. Her final strike did not exist at that time. Her Master and the other Brothers were ambushed by ruffians one day as they left their morning service. Nexi was taken from her Master's body by the ruffians and sold to a Mage who viewed her as a curiosity and enhanced her powers. He then resold her to a group of black robed Monks for a considerable profit.

The Monks live in a castle in the Lenap Lands, This information will be sold for 200 GP.

PEBBLE OF POUNDING

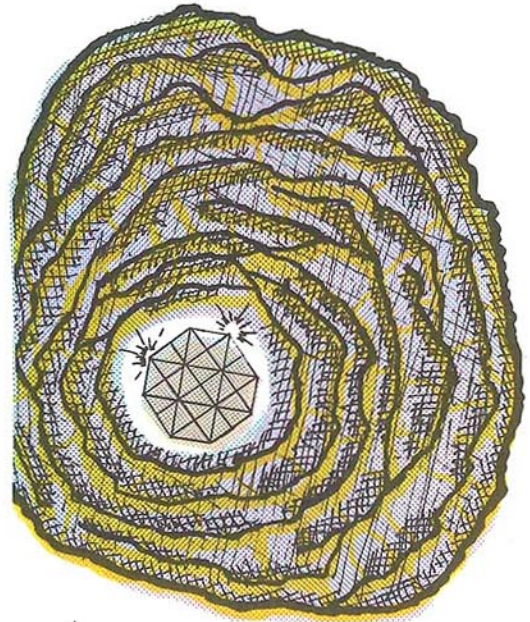
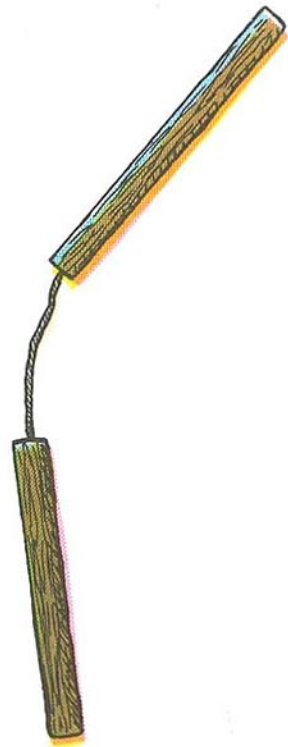
Special

INT: XXX ALN: NXX

PROPERTIES: Increases size and velocity as it approaches target (Command Words: Grow: "Pebble Fly"; Shrinks: "Pebble Down")
Glow green if foes are within 100 yards
Teleports user up to 10 miles distance (Command Word: "Pebble To . . .")

History: These Pebbles were originally made by Arawnika, the Sand Mage, for use against the various nomad tribes which roamed the Patchwort Desert. To be a Sand Mage, one must renounce all fellowship and use of living things, from plants to people. A Sand Mage becomes one with the Desert, he helps it move and grow to an unnatural size. Arawnika was one man, he could not destroy all of the tribes or their dwelling places by himself for his power had not grown enough to cover the land. In the depths of the desert, he enchanted five small compressed carbon stones (black diamonds) which were given the following magical powers: when thrown from the hand, each pebble would grow to the size of a large boulder weighing up to 10 tons and would increase its velocity before it hit its target, mostly a walled town or fort. Its effect would be that of a siege engine carryable by one man. Its second power was that it would glow green if foes approached within 100 yards, then its warned Master could fight or Teleport up to 10 miles away, the third power. Arawnika started his war on life by attacking the village of Olgerd, south of the Holy Cities. As he bombarded the village, the destruction caused by the green glowing boulders brought him such exuberance that before he knew it, all five pebbles had been thrown. Without any more pebbles, he was soon cut down by the slashing blades of the enraged townspeople to whose town such destruction had been caused. All five pebbles lay amidst the smashed town until an enterprising Sage by the name of Marlenus divined the command words for them. The grateful Elders of the village bestowed one of the pebbles upon the shrewd Sage for his accomplishment and placed the other four in the village treasure chest. Marlenus' purse was picked while visiting the City State of the Invincible Overlord and the black gem now lies in the Shop of Dukas Pian, Jeweler, on Twilight Road.

This information will be sold for 100 GP.



MOONPETAL

Special

INT: XXX ALN: XXX

PROPERTIES: Drains Blood
Returns when Thrown

History: This particular weapon is very unusual and deceiving because it appears to be just a piece of jewelry, namely a headpiece. It belongs to Alexia, leader of a tribe of Amazons and she is always wearing it, except when sleeping.

The Moonpetal Tiara functions as a boomerang and when thrown, the center spike will stick into the opponent, draining one pint of blood every five minutes. Until the command word is spoken, the headpiece will continue to draw blood until the opponent is dead. Should the headpiece miss the opponent, it will return to the owner's hands.

The Moonpetal Headpiece's origin is unknown, but believed by the Amazons to have been fashioned by the Goddess Diana to be worn only by War Maidens. The weapon will not work for any other person than an Amazon. It has been handed down through the ages to each succeeding ruler of the Amazons.

It is fashioned out of Mithral with Emerald Gems embedded in the band.

Alexia and the headband will be found near the village of Sea Rune in a nearby castle. This information will be sold for 250 GP.



THE WEAPON OF TZAN

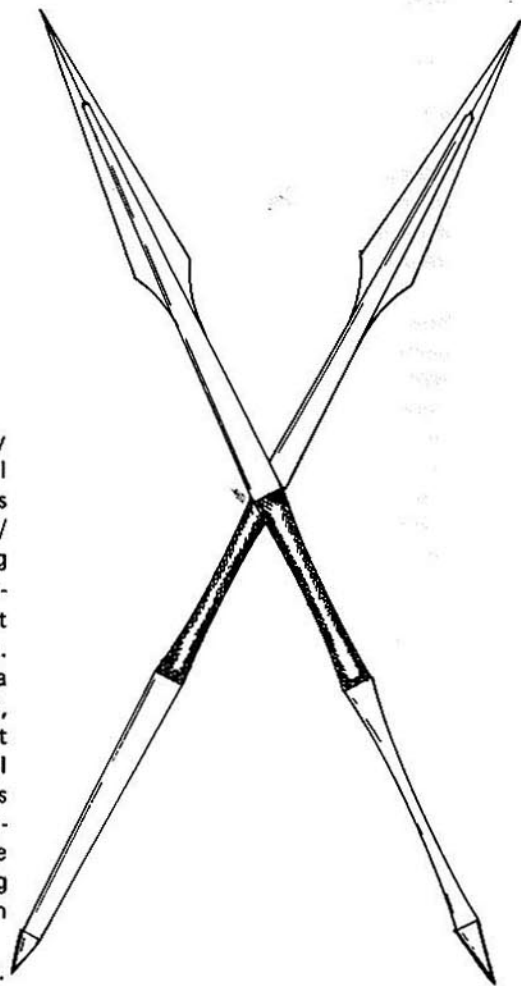
Special

INT: XXX ALN: XXX

PROPERTIES: +2 Damage
Multiple Uses

History: Little is known about the true origins of this weapon for it is generally believed that they were magicked and constructed in a world outside of the real world. This weapon came from a raiding warship from no known land that was manned by a crew of bright blue Humans. Each of these blue men carried a quiver/ carrying case of four of these weapons slung over the shoulder. After making several raids, the blue men were surrounded and defeated in a naval battle that resulted in the deaths of all the blue men. The weapon, nicknamed after the yell that the blue men made before they entered battle, "Tzan!" is usable in three ways. First, it may be thrown as a Javelin, though at only three-quarters of the range of a normal Javelin but with +2 to damage from the extremely wide blade. Secondly, the Tzan may be wielded either two or one-handed, as a Sword, in which case it does damage and parries equivalent to a Shortsword. Finally, the pointed pommel (which is always made of silver) may be slammed into the enemy, doing damage as per a light Club. Note: These last two abilities may be used together, allowing a person with a Tzan to slash with the blade and then follow up with a jab from the pommel. There are also magic Tzans; usually one out of the four in the carrying case will be magic. These magic Tzans act like ordinary Tzans but do +2 damage in all attack modes and may be thrown with normal Javelin range.

All 33 Quivers/132 Weapons are in the possession of the Skandiks of Ossary. This information will be sold for 200 GP.

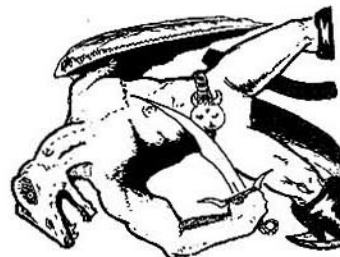


Use of Weapon Creation Tables

To create your own weapon, proceed to Table 1: Weapon Types. Roll 1D20, find the result, and go to the appropriate subtable. Roll on the appropriate subtable for the type. Proceed to Table 2: Special Properties and Table 3: Construction and repeat the above procedure for special weapon properties and special construction.

Table 1: Weapon Types

1	Knife (see Sub Table 1A)
2	Knife (see Sub Table 1A)
3	Sword (see Sub Table 1B)
4	Sword (see Sub Table 1B)
5	Sword (see Sub Table 1B)
6	Spear (see Sub Table 1C)
7	Polearm (see Sub Table 1D)
8	Staff (see Sub Table 1E)
9	Axe (see Sub Table 1F)
10	Axe (see Sub Table 1F)
11	Mace (see Sub Table 1G)
12	Hammer/Pick (see Sub Table 1H)
13	Flail (see Sub Table 1I)
14	Missile (see Sub Table 1J)
15	Missile (see Sub Table 1J)
16	Throwing Aid (see Sub Table 1K)
17	Hand Enhancer (see Sub Table 1L)
18	Projector (see Sub Table 1M)
19	Projector (see Sub Table 1M)
20	Other (see Sub Table 1N)

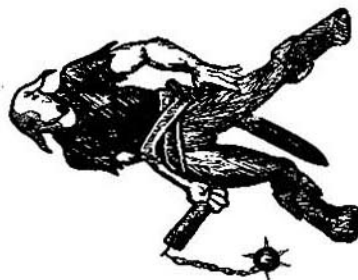


Sub Table 1A: Knife

1	Long, Curved, Single Edged
2	Long, Straight, Single Edged
3	Long, Curved, Double Edged
4	Long, Straight, Double Edged
5	Medium, Curved, Single Edged
6	Medium, Straight, Single Edged
7	Medium, Curved, Double Edged
8	Medium, Straight, Double Edged
9	Short, Curved, Single Edged
10	Short, Straight, Single Edged
11	Short, Curved, Double Edged
12	Short, Straight, Double Edged
13	Paired Knives, Alike, Reroll
14	Paired Knives, Alike, Reroll
15	Paired Knives, Different, Reroll
16	Paired Knives, Different, Reroll
17	Triple Knives, Alike, Reroll
18	Triple Knives, Different, Reroll
19	Knife Set, 1D6 + 3 in Number, Alike, Reroll
20	Knife Set, 1D6 + 3 in Number, Different, Reroll

Sub Table 1B: Sword

1	Short, Single Edged
2	Short, Double Edged
3	Medium, Single Edged
4	Medium, Double Edged
5	Standard, Single Edged
6	Standard, Double Edged
7	Long, Single Edged
8	Long, Double Edged
9	Hand & Half, Single Edged
10	Hand & Half, Double Edged
11	Two Handed, Single Edged
12	Two Handed, Double Edged
13	Curved Blade, Reroll
14	Wavy Blade, Reroll
15	Variable Blade Length, Random Variation
16	Variable Blade Length, Controlled Variation
17	Heavy Blade, +1 to Minimum STR, Reroll
18	Light Blade, -1 to Minimum STR, Reroll
19	Two Swords, Alike, Reroll
20	Two Swords, Different, Reroll twice



Sub Table 1C: Spear

1	Javelin
2	Spear
3	Spear
4	Long Spear
5	Lance
6	Pike

Sub Table 1D: Polearm

1	Halberd
2	Halberd
3	Spetum
4	Glaive
5	Glaive
6	Bill
7	Pole Axe
8	Berdiche
9	Fork
10	Catchpole

Sub Table 1G: Mace

1	Mace (1)
2	Mace (1)
3	Mace (1 - 2)
4	Mace (1 - 2)
5	Mace (1 - 2)
6	Mace (2)

Sub Table 1H: Hammer/Pick

1	War Hammer (1 - 2)
2	War Hammer (1 - 2)
3	War Hammer (1 - 2)
4	War Pick (1 - 2)
5	War Pick (1 - 2)
6	War Pick (2)

Sub Table 1I: Flail

1	Ball and Chain (1)
2	Ball and Chain (1)
3	Morning Star (1 - 2)
4	Morning Star (1 - 2)
5	Flail (2)
6	Flail (2)



Sub Table 1J: Missile

1	Blowgun Dart
2	Shuriken
3	Throwing Dart
4	Martioababuli
5	Arrow
6	Arrow
7	Arrow
8	Arrow
9	Arrow
10	Arrow
11	Arrow
12	Quarrel
13	Quarrel
14	Quarrel
15	Quarrel
16	Quarrel
17	Rock
18	Rock
19	Sling Bullet
20	Sling Bullet

Sub Table 1M: Missile Projector

1	Longbow
2	Composite Bow
3	Short Bow
4	Crossbow
5	Arbalest
6	Prod

Sub Table 1N: Other

1	Bolas
2	Net
3	Lasso/Lariat
4	Bullwhip
5	Warwhip
6	Cat-o-Nine-Tails
7	Grapple Rope
8	Weighted Rope
9	Chain
10	Other (Judge's Choice)



Table 2: Special Properties

1	Extra Damage (see Sub Table 2A)
2	Extra Damage (see Sub Table 2A)
3	Special Damage (see Sub Table 2B)
4	To Hit Bonus (see Sub Table 2C)
5	To Hit Bonus (see Sub Table 2C)
6	Special Protection (see Sub Table 2D)
7	Extra Throwing Range (see Sub Table 2E)
8	(Non-throwing type reroll using 1D6)
9	Extra Throwing Range (see Sub Table 2F)
10	(Non-throwing type reroll using 1D6)
11	Disguiseable/Concealable (see Sub Table 2G)
12	Combination Weapon (see Sub Table 2H)
13	Personality (see Sub Tables 2I and 2L)
14	Cursed (see Sub Table 2J)
15	Blessed (see Sub Table 2K)
16	Purpose (see Sub Table 2L)
17	Roll twice: 1D6 and 1D6
18	Roll twice: 1D6 and 1D10
19	Roll three times: 1D6, 1D6, and 1D6
20	Roll three times: 1D6, 1D6, and 1D10

Sub Table 1K: Throwing Aid

1	Atlatl
2	Atlatl
3	Sling
4	Sling
5	Staff Sling
6	Blowgun

Sub Table 1L: Hand Enhancer

1	Rock
2	Knuckle Dusters
3	Cestus
4	Cestus
5	Tonfa
6	Garotte

Sub Table 2A: Extra Damage

1	+1 Damage
2	+1 Damage
3	+2 Damage
4	+2 Damage
5	+3 Damage
6	Double Damage

Sub Table 2B: Special Damage

1	Flaming: 1 - 10 points fire damage (set amount, not variable)
2	Ice: 1 - 10 points cold damage (set amount, not variable)
3	Electrical: 1 - 10 points shock damage (set amount, not variable)
4	Mental: 1 - 10 points INT drain (set amount, not variable)
5	Strength Drain: 1 - 6 points STR transfer (set amount, not variable)
6	Mental Drain: 1 - 6 points PSY transfer (set amount, not variable)

Sub Table 2C: To Hit Bonus

1	+1 to Hit
2	+1 to Hit
3	+2 to Hit
4	+2 to Hit
5	+3 to Hit
6	Ethereal extension
7	Astral extension
8	Cuts/Punctures cloth/Leather (ignore armor)
9	Cuts/Punctures warm metal (ignore armor)
10	Cuts/Punctures cold metal (ignore armor)

Sub Table 2D: Special Protection

1	Elaborate hand guard +1 to Armor rating
2	Extensive hand guard +2 to Armor rating
3	Absorbs fire damage: 1 - 10 points (set amount, not variable)
4	Absorbs cold damage: 1 - 10 points (set amount, not variable)
5	Absorbs electrical damage: 1 - 10 points (set amount, not variable)
6	Absorbs mental damage: 1 - 10 points (set amount, not variable)



Sub Table 2E: Extra Throwing Range

- 1 +2 yard range
- 2 +4 yard range
- 3 +6 yard range
- 4 +50% range (round up)
- 5 Double range
- 6 Triple range

Sub Table 2F: Throwing/Returning

- 1 Returns if strike is missed but must be caught
- 2 Returns if strike is missed, automatic reception
- 3 Returns every time but must be caught
- 4 Returns every time, automatic reception
- 5 Can hit two targets, returns every time but must be caught
- 6 Can hit two targets, returns every time, automatic reception
- 7 Can hit three targets, returns every time but must be caught
- 8 Can hit three targets, returns every time, automatic reception
- 9 Can hit one target twice, returns every time but must be caught
- 10 Can hit one target twice, returns every time, automatic reception

Sub Table 2G: Disguisable/Concealable

- 1 Appears in decrepit shape constantly
- 2 Appears as normal weapon constantly
- 3 Appears in decrepit shape upon command
- 4 Appears in decrepit shape upon command
- 5 Chameleon power (color changes to match surroundings)
- 6 Shrinks, upon command, to 1/10 original size
- 7 Shrinks, upon command, to 1/20 original size
- 8 Assumes appearance of a walking stick or cane upon command
- 9 Breaks down into smaller components
- 10 Becomes invisible

Sub Table 2H: Combination Weapon

- 1 Roll twice on Table 1: Weapon Types
- 2 Role twice on Table 1: Weapon Types, appears to be only one weapon, the other is retractable
- 3 Roll three times on Table 1: Weapon Types
- 4 Roll three times on Table 1: Weapon Types, appears to be only a two-weapon combination, the third is retractable
- 5 Roll three times on Table 1: Weapon Types, appears to be only one weapon, the others are retractable
- 6 Roll four times on Table 1: Weapon Types, Shape-shifts from type to type upon command

Sub Table 2I: Personality
Roll once in each section

Intelligence			Communication		Alignment		
First Digits	Third Digit				First Letter	Second Letter	Third Letter
1 08	1D6 + 1	1 Vibrations	1	L	L	N	N
2 10	1D6 + 1	2 Color Changes	2	L	N	N	X
3 10	1D6 + 2	3 Changing Runes	3	N	N	N	X
4 12	1D6 + 1	4 Touch Empathy	4	G	G	X	X
5 12	1D6 + 2	5 Transmitted Empathy	5	G	G	G	G
6 14	1D6 + 1	6 Touch Speech	6	E	E	E	E
7 14	1D6 + 2	7 Transmitted Speech	7	E	E	E	X
8 16	1D6 + 2	8 Telepathy	8	A	A	A	A
9 18	1D6 + 2	9 Empathy and Speech	9	C	A	X	X
10 20	1D6 + 3	10 Telepathy and Speech	10	C	C	C	C

Sub Table 2J: Cursed

- 1 Automatic miss every other strike
- 2 -3 to Hit
- 3 Drains 1 HTK for wielder upon hitting
- 4 Subtracts 2 from wielder's CHA
- 5 Subtracts 2 from wielder's INT
- 6 Wielder must roll INT or less on 1D20 or go berserk
- 7 Wielder will hit a friend or ally on a 1 on 1D6
- 8 Weapon Personality tries to dominate wielder
- 9 Wielder becomes paranoid
- 10 Judge's Choice

Sub Table 2K: Blessed

- 1 Automatic hit every other strike
- 2 Adds 2 to wielder's END
- 3 Adds +1 to Hit to same alignment within 10 yards
- 4 Double damage on opposite alignment
- 5 Opposite alignment must check morale
- 6 Judge's Choice

Sub Table 2L: Purpose

- 1 Destroy all opponents of _____
- 2 Protect
- 3 Kill all
- 4 Destroy all of opposite alignment
- 5 Convert all of opposite alignment
- 6 Judge's Choice



Table 3: Construction

- 1 Unusual Material (see Sub Table 3A)
- 2 Unusual Material (see Sub Table 3A)
- 3 Unusual Decoration (see Sub Table 3B)
- 4 Unusual Decoration (see Sub Table 3B)
- 5 Gem Studded (see Sub Table 3C)
- 6 Jewel Studded (see Sub Table 3D)
- 7 Roll again with 1D6
- 8 Roll again twice with 1D6
- 9 Roll again twice with 1D6
- 10 Roll again three times with 1D6

Sub Table 3A: Unusual Material

- 1 Wood
- 2 Rock
- 3 Bronze
- 4 Copper
- 5 Tin
- 6 Steel
- 7 Electrum
- 8 Silver
- 9 Gold
- 10 Platinum
- 11 Mithril
- 12 Orichalcum
- 13 Adamantite
- 14 Magicum
- 15 Crystal
- 16 Jade
- 17 Roll again with 1D6
- 18 Roll again with 1D6
- 19 Roll again with 1D6
- 20 Roll again with 1D20

Sub Table 3B: Unusual Decoration

Roll once on Sub Table 3A to find material,
then roll below to find mode

- 1 Runes/Symbols/Glyphs
- 2 Pictures
- 3 Amulet/Charm/Symbol
- 4 Geometric Patterns
- 5 Ornamental Patterns
- 6 Roll twice with 1D6 - 1

Sub Table 3C: Gems

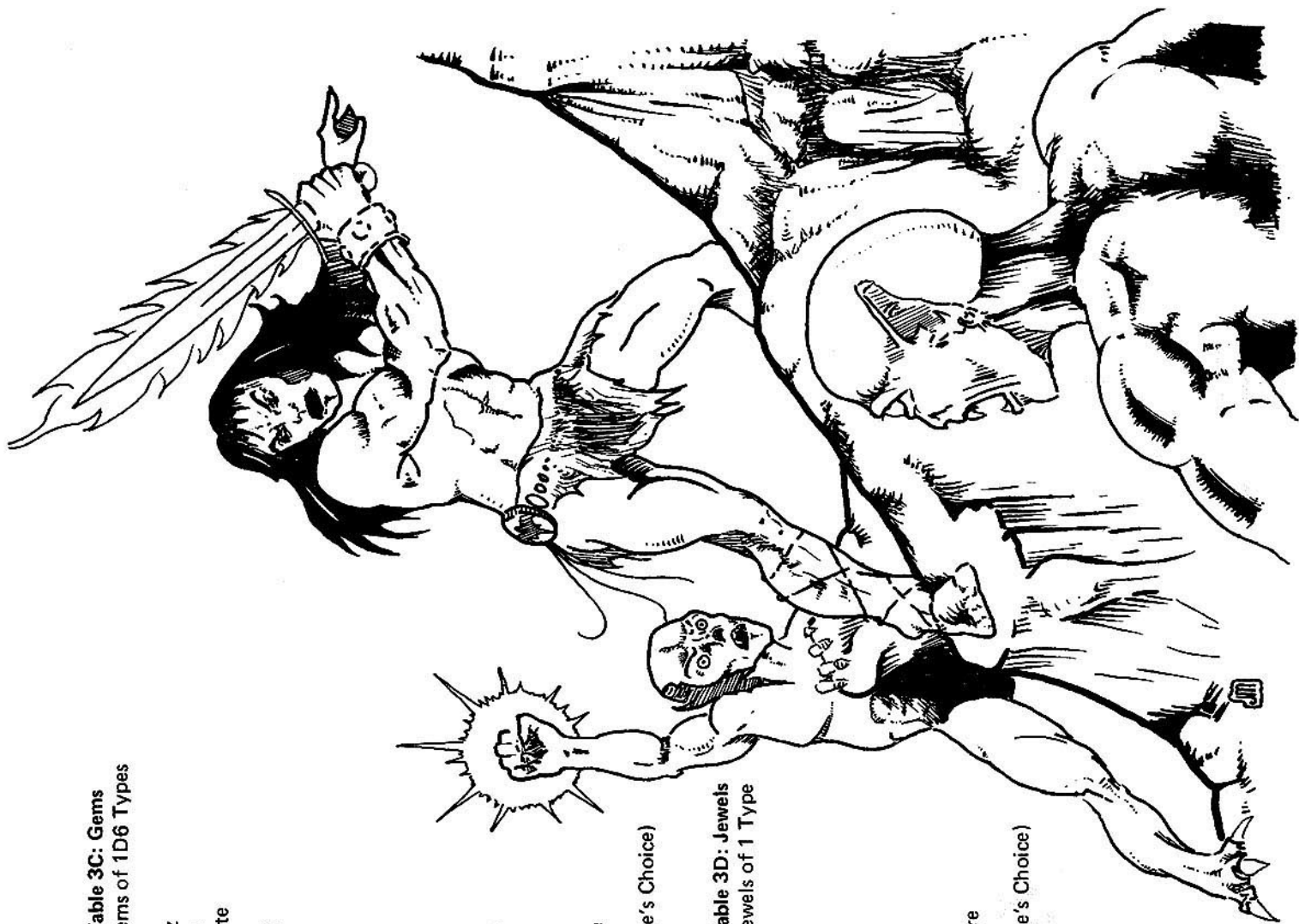
1D20 Gems of 1D6 Types

- 1 Rose Quartz
- 2 Blue Quartz
- 3 Banded Agate
- 4 Eye Agate
- 5 Lapis Lazuli
- 6 Tiger Eye
- 7 Turquoise
- 8 Bloodstone
- 9 Moonstone
- 10 Sunstone
- 11 Onyx
- 12 Zircon
- 13 Amber
- 14 Alexandrite
- 15 Amethyst
- 16 Jasper
- 17 Pearl
- 18 Aquamarine
- 19 Jet
- 20 Other (Judge's Choice)

Sub Table 3D: Jewels

1D6 Jewels of 1 Type

- 1 Diamond
- 2 Emerald
- 3 Topaz
- 4 Jacinth
- 5 Opal
- 6 Ruby
- 7 Sapphire
- 8 Star Sapphire
- 9 Black Opal
- 10 Other (Judge's Choice)



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