

DUNGEONS & DRAGONS®

Unique magic weapons
of Mystara



Volume 2

INTRODUCTION

This short volume is my second collection of magic weapons that can be found around Mystara, with their description and their powers. All of the weapons described here only exist in one piece: they can be intelligent weapons or not, but they all are unique magic items, with peculiar powers and characteristics.

The material in this booklet is intended to be used by Masters in their own campaigns to introduce in the game some particular and unusual twist to the story or to give the characters a weapon they would need to think about before selling out to merchants.

This booklet was thought after some DM asked me to produce something similar to the previous one about swords, but with different weapons.

For every weapon in this booklet, there is an image, a description and all of the statistics needed in the game. The images are taken from internet and are copyright of their authors. The images are used here only to give an idea of how the magic weapons may look like and, if their use breaks any kind of copyright, I will be happy to remove them any moment from this booklet.

As the whole rest of this booklet is devoted to the description of the weapons, I think there's no need to wait and get there directly.

Maul of the Ram

Great Maul +4

+8 against constructs

Destruction

Earthquake

May not hurt sheeps, rams and goats

The Maul of the Ram was made for a dwarven warlord centuries ago, and it's made of stone, with a bronze handle. Records report that it was used in Vestland and Norwold in the past centuries, but it got lost since about 100 years ago. Some voices say that it was conquered and taken to the Isle of Dawn, some other voices say that it has been taken to some monster's lair in Norwold. Some more say it has been taken by a powerful cloud giant.

The Maul of the Ram is a 2-handed weapon and its already huge magic bonus doubles when used against constructs. Moreover, it may be used once per day to produce one of its extra magic effects: Destruction and Earthquake

The Destruction power allows the user to deal 10 times the damage of the Maul to a building or structure, for 2d6 rounds, and can therefore be used to take down city walls, buildings and towers in few rounds.

The Earthquake power is activated by slamming the Maul on the ground, and affects a square area of 18 m per side in front of the user. The effect of the earthquake is exactly like the seventh level clerical spell.

Weird enough, this magic weapon may never be used to hurt sheeps, rams and goats. The legend says that if it is used that way, it reverts the damage to the user.



Crimson Wave

Trident +1

Detect treasures

Bleeding

Obscure

This trident was first retrieved by some Aquarendi elf in the treasure of a sea monster and then sold to Minrothad merchants. Nobody knows who crafted it, but it is a powerful and unique weapon. It becomes blood red whenever a treasure worth more than 10.000 Gp is within 108 m. This power only activates if the treasure is made of precious metals and gemstones, but doesn't activate for pieces of art, books, magic items, and so on.

If used to hit an enemy, it causes severe bleeding, and the enemy loses 1d4 HP per round after the attack, until death or until healed. The only healings that work against this weapon's attacks are magic ones, and if used to stop the bleeding, they won't heal any damages already taken. Crimson Wave may be used multiple times on the same target to cause multiple bleeding damage. In that case, only a *Cureall* or *Heal* spell may stop the bleeding altogether. Other spells only stop the bleeding from one wound each. In addition to the previous powers, Crimson Wave may be used once per day to turn the water around the user, and in a radius of 9 m, into blood. Except for the user of the weapon, every other creature in it will not be able to see through the blood, as if they were blinded. The blood is normally dissolved in water within 2d6 rounds, therefore ending the effect, but if used in a closed and limited body of water, like a pool or a fountain, it may be permanent. This power may not be used to hurt creatures made of water.



Yniel



Whip +3 +6 against goblins, bugbears, hobgoblins

Detect goblins, bugbears and hobgoblins, Stasis, Seed

Yniel is a magic whip described in fairy tales of Alfheim. Nobody knows if it really exists or not. If it does, it is probably lost somewhere in some woods, covered in ivy.

Yniel was made to fight goblins in the Sylvan Realm, and whenever goblins and other similar goblinoids are within 36 m from it, it warns its owner by producing a strong scent of rose flowers, that can be clearly smelled from 6 m distance.

When Yniel successfully entangles an enemy, its user may decide to activate its *Stasis* power: until Yniel is unwrapped from the target, the target is paralyzed and needs no food, water, or even air to survive. The Stasis power may be used up to once per week.

Once per month, at midnight, on the night of the full moon, Yniel produces a seed. The seed is magical and, if it falls on ground, it sprouts in 1d4 rounds and within one turn it becomes an ivy plant that spreads up to 6 m from where the seed fell, climbing walls and trees, and reaching on the other side of cliffs. The ivy is real and permanent, and may not be dispelled, and is strong enough for someone to walk on it, or climb with it. If the seed doesn't touch the ground within the next month, before the next new moon, it dries out and dies. Seeds fall from Yniel during stasis as well.

Eternal Staff

Staff +3 of Light

Indestructible, Bonus Spells

Mirror Image, Invisibility, Phantasmal force

Self-recharge

The Eternal Staff may be used only by Arcane spellcasters, is made of gold and gemstones and has many powers. First, it may be used at will to illuminate, shining as much as a torch and illuminating everything within 9 m. It is also indestructible. Its magic may not be dispelled permanently, but only until the dawn. However, if its magic is dispelled, it may be destroyed like any normal staff.

The Eternal Staff only has 4 charges, that automatically recharge at midnight. Each charge may be used to produce any of its powers.

One charge may be used in the morning, to allow the holder of the staff to memorize four extra spell levels for that day. It may be any combination of spells to reach that total amount, and if you are using the rules in the gazetteer of the Principalities of Glantri, these may be combined with other levels if the character has the *spell combination* skill.

One charge may be used to cast any spell among *Mirror Image*, *Invisibility* or *Phantasmal force*.

This staff appears in many Alphatian legends, but many ignore that it is actually the scepter of the King of Aquas, in Alphatia.



Volcano Flail



Mace +4, Fire elemental damage +1d6

Volcano strike

The Volcano Flail was crafted in old Alphatia, where the followers of Fire were using it to fight the followers of Air. Some follower of fire took it to this world when they reached Glantri, but during the many wars that hit that land, it got lost. Some legends say that it may have been stolen by some nomads from the Adri Varma Plateau, or by monsters from the Broken Lands.

Anyway, the Volcano Flail may be used three times per day, for one whole fight, to add +1d6 fire elemental damage to every attack. The fire elemental hits of the flail may set any flammable target on fire, with a roll of 1-2 on 1d6. Burning things have a 50% chance to burn one extra round at each round, causing 1d6 damage at every round.

In addition to this, the volcano flail may be used to strike the ground and create a volcano. If used this way, the flail loses most of its magic powers and becomes a magic weapon +1 for one whole year. The ground where the flail hit starts breaking and warming up and, after $1d4+1$ rounds, it starts crumbling into boiling lava. The crater of the volcano widens by 1,5 m radius per round after that, until it reaches 36 m radius. Everything that is in the area of the crater is automatically destroyed. Every creature that falls in the lava takes 10d6 fire damage per round.

No save can reduce the damage, if you are in the lava. Getting closer than 6 m to the lava, a creature suffers 1d6 fire damage per round due to the intense heat. Once the volcano is created, the DM must random determine whether it will be permanent or it will cool down and become solid rock once again. Another thing the DM will have to decide is whether the volcano will be shooting lapilli and ashes, dripping lava around, poisoning the air, or just stay there and boil. Here are some examples of the possible effects:

Lava dripping: A stream of lava, between 1m and 12 m wide, moves at a speed of 6 m per round down the slopes. It will burn anything it touches, but may be stopped by water and be rerouted by big stones or stone buildings. It causes 10d6 damage per round to whoever is caught in it, like the crater. In the same way, the damage for proximity to the lava is applied.

Lapilli: every round there is a chance of 25% that 1d3 lapilli shoot out of the crater and fall at a distance of 1d100 m in any direction. Wherever they fall, they cause an explosion of fire of 3 m radius that causes 5d6 damage to every creature that is in the area. A save vs. breath weapon will halve the damage.

Poisonous gas: Within 3d20 m from the crater, the air fills of sulphuric poisonous gases. Whoever enters this area must save vs. poison at every round. For every failed test, the victim takes 1d6+1 points of damage. Creatures who don't breathe are immune to the poisonous gas. The gas can be blown away by wind in 1d3 rounds, otherwise it will stay for 1d6+1 turns.

Ashes: Ashes from the volcano are quite dangerous. Every creature that is outdoors while the ashes fall takes 1d6 points of damage per round due to the heat of the burning ashes. It is very easy that the ashes start a fire if there is plenty of plants around, and any crops in the fields will be destroyed.

The DM may invent other effects of the volcano, if he likes.

If the volcano is not permanent, it lasts for 1d6+2 days before cooling down enough for the crater to be covered in a thick layer of stone, which is still hot to the touch. Within another 1d6+6 days, the stone will become warm and, in another 1d6+6 it will be cold like it was before the volcano appeared.

As a side effect of the volcano, there is a chance of 10% that, when the lava cools down into stone, it may form gemstones that can be dug out of it. The DM is free to determine the value, the type and the amount of the gemstones, as well as the costs to dig them out.

Axe of Lyran

Axe +2

+4 against plant monsters and creatures

+4 against elves

Cancellation

This dwarven axe has been lost after many and many passages from hand to hand. It has been sought by thieves, halflings, humans and dwarves as well. Someone thinks that it is hidden in some dungeon in some elf's palace, so that it could not be used against elves. Someone else thinks that it has been taken far away from the Known World by some explorer.

The Axe of Lyran only has one very special power: once per week, it may be used to drain all of the magic from a magic item, exactly like a *rod of cancellation*. However, the axe will not become non-magical after it hits. The cancellation power may also be used to cancel the material effect of a spell (for example, a wall of fire or the barrier created by a shield spell), or to cancel a magic rune. This power will not affect the effect of a spell, if that spell creates something permanent (like a wall of stone or iron), if the spell transforms something (like polymorph, stone to flesh, and so on) or summons a creature. If a spell summons multiple items (for example, a magic missile spell, or a clerical barrier spell), the effect may only cancel one of those items.



Red Steel

Longbow +5

2X damage at medium range

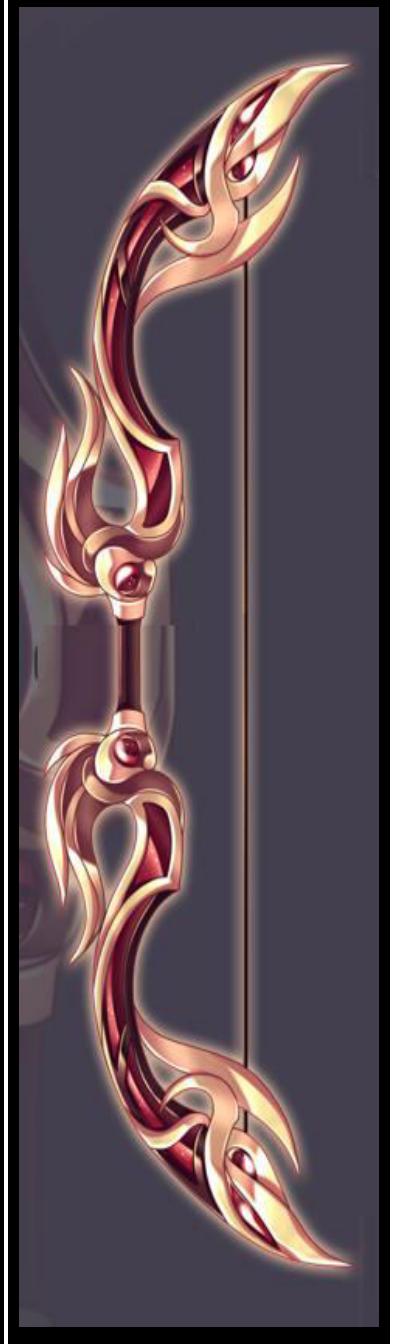
3X damage at short range

Create Arrow

Red Steel is also known as the Death Bow or the King of Bows. Its damage is increased depending on the range it is used. It deals normal damage on a long range, but the damage of the arrows is doubled at medium range, and triple at short range.

Moreover, it may be used up to 5 times per day to create an arrow, if the user runs out. However, for each arrow it creates, the bow loses one +1 bonus. When all of the bonuses are lost, Red Steel becomes non-magical until dawn, when its powers are restored.

This longbow is made of metal and the legend says it was the longbow of an Alphatian general who got killed during the Alphatian invasion of the Empire of Thyatis. Actually, it is owned by the Guildmaster of the thieves' guild in Thyatis City



Treasures of Sind



The four "Treasures of Sind", as they are traditionally referred to, are four magic weapons made about 100 years ago by an artisan of Pramayama for a rich family of Sayr Ulan. According to the legends, these items would generate their strongest powers only when they are together. Unfortunately, the family that had these items was killed about 20 years later, and the weapons were stolen. After that event, there is no record of them being together anymore, but each of them separately has been recorded in different places. If the weapons are close together, at no more than 9 m from each other, they gain a +1 bonus for each other weapon they are close to, bringing their

maximum total bonus up to +4 when they are all reunited. Moreover, if all of the weapons are put together again, each of them will develop one secret power.

MACE

Magic mace +1 of defense, Detect magic, Secret power: Silence

This weapon may be used to switch the attack bonus at will between attack and armor class and, three times per day, it may be used to detect magic. Its secret power is activated after hitting a target, up to three times per day. The creature that is hit by this effect must save vs. spells with a -2 modifier. If the save fails, the victim is silenced exactly like for the second level spell. However, the effect of the weapon does not affect an area, but just one creature. The silence effect only lasts $1d6+1$ turns.

STAFF

Magic staff +1 of telepathy, See invisible, Secret power: Double magic effect

Only useable by spellcasters, both clerical and Arcane, this staff can be used three times per day to detect invisible enemies and items, and three more times per day to use a telepathy similar to the ESP spell, but which allows the user to also send his thoughts to the other creature. The secret power of this staff may only be used once per day, but allows the user to double the dice rolled to determine the effect of a spell. It may for example be used to double the dice rolled for damage with attack spells, double the dice rolled for cure wounds spells, double the dice rolled to determine the HD of creatures affected by a sleep spell, and so on. Only dice rolls are affected, not their modifiers, and not parameters that are fixed or not rolled.

HALBERD

Magic halberd +1 of levitation, Detect evil, Secret power: Slicing

The halberd may produce the effect of a detect evil spell three times per day, and 3 times per day may levitate, as for the second level spell, for up to three turns each time. The secret power of this weapon may kill in one hit anyone who gets hit with a 20 (counted including only the magic bonus of the weapon) and doesn't save vs. Death ray. If the save is successful, the weapon still deals triple damage.

CROSSBOW

Magic crossbow +1 of slowing, Find secret passages, Secret power: Holding

This crossbow may be used at will to detect secret passages within 9 m radius, and up to three times per day may be used to produce a slowing effect with one quarrel, as for the reverse of the spell *haste*. Its secret power allows to use the quarrels to produce a holding effect three times per day, like hold person spell. Both these powers may be activated after the quarrel hits the target.

Goldfang

Spear +2

+4 against Lawful creatures

Detect magic, good and poison

Poisonous

AL C, Int 10, Ego 6, Will 17

Communicates in Common, Goblin and

Draconic languages

Goldfang was crafted by a black dragon many centuries ago, using a fang of a gold dragon. It is an evil weapon made to kill lawful creatures, and the dragon gave it to some bugbear warlord to use it. Now it is possibly owned by some bugbear or other humanoid monster ruler, used to fight against men.

Goldfang can detect magic and poison up to three times per day and detect good at will.

If Goldfang hits a target, the target must save vs. poison or suffer a poisoning that causes the loss of 1d8 HP per round for as long as $2d10+2$ rounds, or until the victim is given an antidote. Multiple hits don't cause multiple poisonings: the poison effect is only increased of one round for each hit after the first, if the new save fails.

Goldfang is a very rare example of sentient weapon that is not a sword. It is quite evil, and will always want to kill Lawful creatures. Above all, he loathes Gold dragons and, if it happens to meet one, Goldfang will try all it may to kill it. If Goldfang kills a Gold dragon, its magic bonuses double for one whole week.



Angel Death

Cestus +4 of Deceiving and Stealing

Find secret doors and sloping passages

Bonus to climb walls and pick pockets +10%

Angel Death is a magic cestus made for thieves, but useable by any character that may use this weapon. Its powers to find secret doors and sloping passages may be used at will.

Its deceiving power not only allows the user to look different, when activated, but may also be used to make the same weapon look like a normal glove. Only one of the two effects can be used, and this power can only be used once per day.

Moreover, if Angel Death is used by a non-thief character, it gives that character the same *pick pockets* and *climb walls* skills as a thief half his or her level (round down). If it's used by a thief, these skills gain a +10% bonus while the thief is wearing it.

Last but not least, whenever Angel Death deals max damage, the victim is robbed of something, normally worth up to 100 GP per HP of damage suffered. Coins and gemstones are stolen first. If the victim has no valuables left, the weapon may also steal pieces of armor, weapons, pieces of common equipment, and even clothes. Angel Death may never steal magic items this way. If the victim only has magic items or nothing left, this power does not activate. The DM should determine the stolen items random.



Steam Hammer

Warhammer +3

+6 against random creatures

Randomly giving random effects
on random targets

The steam hammer is a bizarre magic item that is thought to be the invention of some gnomes. It was crafted in Serraine, and belonged to one gnome who died when his flying machine crushed in Darokin. After the accident, the weapon got lost, and nobody knows whether it was taken by some monster, by a merchant, an adventurer, or anyone else. This hammer is constantly chugging and steaming, and its head is hot if touched.

When used in combat, the character using it must roll 1d6: if the roll is 1, the hammer malfunctions, and one of the following things may happen. Roll 1d6 to determine it.

1 - The hammer overheats. The character takes 1d3 points of damage per round while fighting with it. This may come to an end if the character cools the hammer with cold water for 3 rounds.

2 - Oil spillage. The ground around the character for 1,5 m radius becomes greasy and slippery. Anyone walking on this area (including the holder of the hammer) must roll a dexterity check. A fail means the character fell on the ground and needs to spend one whole round to stand back up.

3 - Buzzing noise. The buzzing noise is so loud that for 1d4 rounds any spellcasting within 9 m from the hammer may not happen, and most of the other noises, including the voices of the characters, are covered.



- 4 - Smoke. The hammer puffs out smoke, forming a cloud of 6 m radius. It will last for one full turn, but if it happens in an open space, wind will blow it away within $1d6+1$ rounds. In the smoke, creatures that breathe cough and their eyes shed tears. This condition causes them a penalty of -2 on all of the to-hit rolls, saving throws and skill checks. In the area normal vision is reduced to 3 m until the smoke is gone.
- 5 - Temporary arrest. The hammer stops working and loses all of its magic powers for $1d4$ turns, becoming a normal warhammer. It will start working again at the end of this time.
- 6 - Explosion. After $1d4$ rounds from the start of the fight, a loud explosion causes to everyone in 3 m radius $3d6$ points of damage, which may be halved by successfully saving vs. dragon's breathe. The holder of the hammer takes the damage as well. The explosion does not damage the hammer. On the contrary, after the explosion, the hammer goes back to its normal functions.

After determining the chance of malfunctioning, if there is none, the user of the hammer rolls 1d100 and checks the table of special targets: until the end of the fight, the hammer will be more effective (+6 to damage and to-hit rolls, instead of +3) towards the type of enemy determined by the roll. Once the fight ends, the hammer automatically resets. This function does not activate during a fight if the hammer malfunctioned.

At every round, before the holder of the hammer does anything, the DM must roll 1d20: if the result is a 20, the hammer will give a random effect in that round, immediately after hitting (or missing) the target for the first time. If that happens, the DM must determine towards whom the effect is generated, by rolling 1d6 again: 1 - himself, 2 - the enemy he is facing, 3 - the closest creature to the holder of the hammer, 4 - the most distant visible creature from the holder of the hammer, 5 - a random creature within 9 m from the holder of the hammer, 6 - all the creatures in a 3 m radius around the hammer. Once the target is determined, the effect must be determined random as well, rolling 1d8:

- 1 - Paralysis: save vs. paralysis or be blocked for $2d4$ rounds
- 2 - Healing: recover $1d6+1$ lost HP
- 3 - Light poisoning: lose 1 HP per round for $1d8+1$ rounds
- 4 - Deafened: save vs. death ray or be deaf for $2d6$ rounds. An ability check may be needed to cast spells, -1 to AC and saves
- 5 - Teleport 6d12 m away in a random direction, at ground level. Save vs. spells to avoid the effect.
- 6 - Invisibility: the target creature becomes invisible like for the spell.
- 7 - Electric shock: the creature takes $1d6+1$ electric damage, that may not be reduced.
- 8 - Stupidity: the creature loses 1 point of Intelligence for $1d6+6$ turns. If the target is a spellcaster, he also loses one memorized spell picked random among those of levels 1-6.

Axe of the Wyrm

Battle axe +3

Fire Breath

Dragon wings

Scale skin

This 2-handed battle axe is infused with the powers of an ancient red dragon. The dragon's tongue, wing, scales and skull have been used to build it, and it's been left in his blood for 1 year to absorb all of his power.

The user of this axe may use its three powers, each once per day.

The fire breath power allows the user to breathe fire once, exactly like a small red dragon, dealing an amount of damage equal to his or her remaining HP, which may normally be halved with a save vs. breath weapon.

The dragon wings power gives the user two wings, proportioned to his body, that allow him to fly at the same speed as a small red dragon, for 1d6+6 turns.

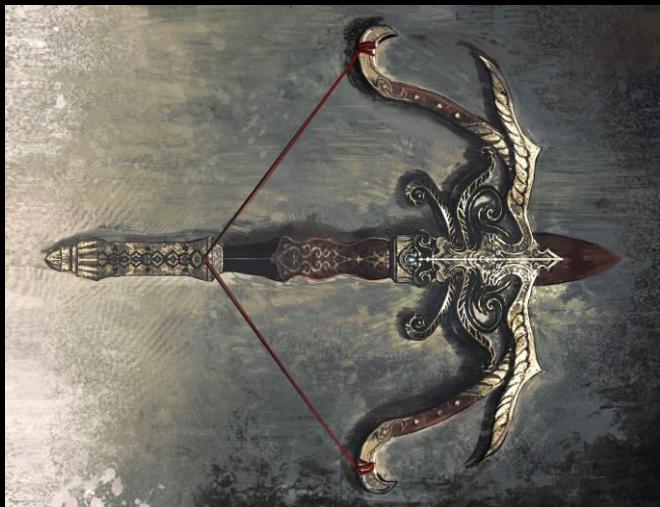
The Scale skin power covers the body of the user of red dragon scales, that reduce his or her AC by 3 points for one turn.

Every time the user activates one of these powers, he or she must roll 2d6. If the result is 2, the energy released by the weapon is too strong and affects the body of the owner of the axe, transforming him into a small red dragon, exactly like the effect of a *polymorph other* spell. The character loses all of his memories and becomes a dragon completely, at least until polymorphed back to normal.

It is very likely that this weapon may be found in the treasure of some red dragon around Karameikos.



Empire



Crossbow +3 +5 against spellcasters

Fly, Detect magic, Read magic

Anti-magic quarrel

Made for the Emperor of Thyatis, this crossbow was lost during the battle in which Emperor Gabrionus V died. Someone thinks it was looted by Alphatian soldiers, someone thinks Emperor Thincol has it, someone else thinks it must be hidden somewhere in the Emperor's palace, but in the end it may really be anywhere.

The crossbow was made to kill Alphatian wizards, and its powers of Detect magic and Read magic are well needed for this purpose, and may both be used three times per day. Whoever carries the weapon may also fly three times per day as for the third level spell.

However, the deadliest power against magic-users is the one that the crossbow passes to its quarrels: if they hit a spellcaster, they affect him or her with a 1,5 m radius, 10% anti-magic aura that lasts for one whole turn, and each quarrel after the first adds 10% to the strength of the aura. All of the spells, magic items and enchantments within the aura must roll at every round and may stop working or be cancelled. Even if the quarrel is extracted from the wound, the aura lasts until the time ends.

Aethereal Bow

Short Bow +2

+4 against incorporeal,
aethereal and astral creatures

Aethereal arrows

This bow has only one very special power: the arrows shot with it are invisible and pierce through the dimensions, therefore they are able to hit aethereal, astral and incorporeal creatures as well as all of the corporeal ones.

Due to the invisibility that applies to its arrows, the target creature gets a +2 penalty on its AC, when targeted by this bow. Creatures like powerful undeads, constructs, jellies, and in general all of the creatures that may not be blinded, don't suffer this penalty.

The Aethereal bow was made by the hin of the Five Shires, but someone thinks that it has been sold or taken out of the Shires by some hin adventurer. Last time it was seen it was in the kingdom of Ierendi, about 30 years ago.



Sceptre of Bragahn

Rod of the Shadows +5

Charisma +5

Absorbs darkness / susceptible to light

Crafted for a dark ruler of Traldara, this sceptre ended up in the hands of Baron Ludwig von Hendriks, who gave Bungle the task to study its powers.

As a rod, this weapon is used with the *club or torch* weapon proficiency and causes 1d4 damage like a club.

This sceptre is a rod of the shadows, and allows its user to animate shadows as monsters or to control shadows. The shadows animated by this rod have the stats of the shadow (monster described in the Basic DM handbook). Once a shadow has been animated, the object or creature that projected it is left without one until it is killed. The sceptre may be used not more than once per day to animate one shadow. The sceptre may also be used to try and take control of any shadow it hits: the shadow must save vs. death ray and, if it fails, the holder of the sceptre takes control of it. If the holder uses the sceptre to try and control a shadow, it doesn't deal any damage to it. The sceptre allows to control up to 10 shadows at the same time.

The holder of this sceptre is also gaining influence on other characters and creatures, thanks to it, and his charisma score increases of 5 points, up to a maximum of 18 points.

Last but not least, as long as the owner has the sceptre, Dark element heals him instead of causing damage. However, normal healing spells and light element not only hurt him, but deal double damage.



Lost Soul

Halberd +5 of Draining

AL C, Int 8, Ego 11, Will 20

Communicates through telepathy

This black halberd was crafted from the pieces of the weapons of the dead soldiers in the Alaisyan desert during the war between Alphatia and Thyatis for the control of the region. Due to the nature of the metal used to craft it, this halberd was generated already cursed, and gathered into itself the negative feelings of the dead who owned those weapons.

Different from any other weapon which can be used to drain energy from the enemies, Lost Soul may be used to deal this kind of attack only once per day. The enemy loses as usual 1 HD or 1 level due to the attack, and the user may activate this power after hitting the enemy. However, every time the weapon is used for this purpose, the holder of the weapon permanently loses 1 HP. For every 10 HP lost this way, the holder also loses permanently 1 Constitution point.

Unfortunately, this weapon is cursed, and the character using it will feel compelled to drain energy from the enemies. He may not do that by saving vs. spells at every combat round to avoid it, but if he fails, he will use that power. If the character goes one full day without using the energy drain power, the weapon will try to take control of him or her at the start of the first fight, on the next day. If the character does not get into any fight for 3 days, the weapon will try to take control of him and find a victim to use its power on, and it will look for a person if possible. To cancel the curse from this weapon is going to be quite hard: because its evil power comes from the negative



feelings of the souls of the dead, it is not possible to cancel them. The only thing that can be done is to summon the souls out of the weapon and fight them until they are all dead. To summon the souls, the characters will need to perform a ritual involving human bones and 5 skulls, dragon blood, a fairy wing, the horn of a unicorn and 24 troll kidneys.

Once the souls materialize, they appear as not less than 100 undead creatures. Each round, 1d8 new undeads materialize, and the characters must kill them all to stop the curse. To random determine the form the undead take when they appear, roll 1d100 for each of them and confront with the table below. The total number of undeads should match the number on the right of the table

01 - 25	Skeleton	total 25
26 - 45	Zombie	total 20
46 - 60	Ghoul	total 15
61 - 70	Wight	total 10
71 - 78	Mummy	total 8
79 - 84	Spectre	total 6
85 - 87	Banshee	total 3
88 - 90	Drujii	total 3 (1 eye, 1 hand, 1 skull)
91 - 93	Revenant	total 3
94 - 96	Ghost	total 3 (Chaotic only)
97 - 98	Poltergeist	total 2
98	Beholder undead	total 1
99	Nightshade	total 1 (random)

Once all of the undead are out of the halberd, they need to be killed in order to exorcise it. If only one survives, even if it was turned by some cleric, it will haunt the halberd again and its evil power will build up again using the energy drained from the enemies.

When the curse is broken, the halberd loses its draining power and will be not sentient anymore, remaining a remarkable halberd +5. Unfortunately, even if the curse is broken, lost HP and Constitution points are not restored.

Silver Song

Mace +5

+10 against enchanted creatures

Unsummon

Silver Song's legend says that this common-looking mace used to belong to Petra before she became an Immortal. The mace was probably made so that she could more easily overcome the dangers of her path for Immortality. Nowadays, it is thought that this mace may still be found somewhere in the lands of Karameikos, but the last traces of its existence were in Marilenev before the Thyatian Empire conquered Traldara for good.

Silver Song has one unique power, that may be activated only once per day, and may be activated after hitting the enemy. The target of the mace may be forced to go back to its original plane of existence, if it's not from the Prime plane. If the creature is from outer planes, it's allowed a save vs. death ray with a penalty of -5 points on the die roll. If the creature is from the elemental or semi-elemental planes, or from Astral or Aethereal planes, the save is not allowed, and the creature immediately disappears.



Full Moon

Battle axe +4

+8 against lycantropes

Detect lycantropes

Reveal lycantropes

Obviously this weapon was made to fight were-creatures. Countess Genevieve de Sephora, in the Principalities of Glantri, is paying adventurers to search for it, because she wants to eradicate lycantropy there, but it looks like the last owner of the axe may have been a dwarf, so the weapon may be in Rockhome now.

This weapon has two very special powers. The first one activates whenever a lycantrope is closer than 18 m from the holder, even in human form: it starts glowing whiteish. The weapon, unfortunately, does not give to the holder any hint on who is the were-creature, in case there is more than one person in the area, nor gives any hint on the number of were-creatures.

The second power is also activated automatically: when a were-creature is hit by this weapon, the creature is forced to take its animal form or its half-human-half-animal form, revealing his or her true nature to whoever stares.



Black Widow

Dagger +2 of silence

Light poison attack

Lethal poison attack

This weapon is extremely particular. It is not sentient, but somehow it has its own will. It was crafted with the bodies of giant black widows, dipped in their poison and infused with the powers of darkness. The legend says that three of these daggers were made and given to three assassins by some powerful thieves guild. Nobody knows where they are, but any thief would want to get one.

The dagger has three special powers. First, its owner does not emit any sound, as if he was under the effect of a *Silence* spell. This is extremely useful for thieves who want to break into houses or walk unheeded through dark passages.

The second power of the dagger is always active: whenever it hits an enemy, the enemy must save vs. poison or be poisoned with a light poison. This means, he takes 1 point of damage per round for $1d8+1$ rounds. This time may be extended by one round for each successful hit after the first.

The last and the most lethal effect of this dagger is the lethal poison attack. Whenever the user of the dagger hits with it rolling a natural 20, this power activates: its poison becomes lethal, and the victim must save vs. poison with a -3 penalty on the die roll. If the save fails, the victim takes $2d10$ points of damage per round until his death, or until an antidote or a *Neutralize poison* spell is used on him.

However, this dagger was made to kill, and it only craves for death.



If its owner does not kill anyone with it for one week, Black Widow actually changes into a huge black widow spider with as much as 10 HD, and as big as a pony, and goes around looking for victims. The stats are the same as for the normal black widow spider, but it has more HD and HP, and is much harder to fight.

Black Widow doesn't recognise any person as a "owner", therefore if the owner is the first person that it meets while it is in spider shape, the owner will be its victim. Once the spider killed one person, it reverts to dagger form and for another week it will be quiet. If the giant spider is killed, Black Widow reverts to its dagger form, and once again for a week it won't try and kill anyone.

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