



# ARMED AND DANGEROUS

## New Mundane and Magic Weapon Special Abilities

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From the age-old forges of the wise elven people to the deep underground mines of the first dwarven kingdoms came a wide variety of treasures of great practicality and tremendous values. Among these wondrous riches were weapons of unbelievable quality, of unique designs, and of unsurpassed commodity. Both the mundane and magical types of weapons were made in the forges of olden days, and many craftsmen continue to fashion these items to this day. From the bulky arms of the armies of the dwarven Under the Mountain Kings to the fine stylized blades of the stealthy elven hosts, as well as from the more numerous wonders crafted by human hands as well as from other members of the younger humanoid races, a vast array of magical armament exists. Presented here are a few samples of these remarkable creations.

## MUNDANE WEAPONS

The vast majority of non-magical arms are crafted within definite specifications. While a craftsman can design a short sword from different metals or alloys and in a multitude of dissimilar styles, the weapon's basic properties remain unchanged. In other words, the blade of such a sword can be strait or slightly curved, pointy or more rounded, plain or engraved with symbols, shiny

or dull, single edged or double edged, or even encrusted with jewels and similar decorations or not. Its handle can be made from metal, wood, or ivory, as well as from a number of other types of materials. It can be covered with cloth, silk, or leather; it can be long or short, thin or thick, round or square; it can end with a wide pommel of great design and craftsmanship or simply have no particularly obvious knob; it can have a guard — which can be made in countless shapes, styles, and designs — or merge directly with the blade. Which ever way one particular short sword is crafted, however, it remains a short sword: its size, its weight, the way it can be wielded, the damage it deals, and to some degree even its general appearance remain the same as any other sword of the same type.

While this may be true of most weapons, a small array of different kinds of armaments can sometimes be found. Aside from some esthetical changes, most weapons smiths either do not take the time or simply do not know how to make arms differently. While most of them can fashion masterwork items of great quality, and of sometimes truly impressive design, they usually follow the standards they have learned during the years they were serving as apprentices and learning to hone their craft. Some among them, however, have experimented with different materials and shapes in order to change the size, weight, and even the very properties of standard weapons. What follows is a brief list

of unusual armaments fashioned by visionary masters of their profession.

## MUNDANE WEAPON SPECIAL PROPERTY DESCRIPTIONS

In order for a craftsman to properly add one of the following special properties to a mundane weapon (*during forging*), the weapon in question must be of masterwork quality. The smith must also pay half of the listed “additional cost” in raw materials in order to make such an arm. This additional cost is added to the base market price of the weapon. Remember that each of these weapons is also of masterwork quality, so the appropriate cost in gold pieces for this superior quality must also be paid (*typically, this is equal to 6 gp for a single unit of ammunition and to 300 gp for all other types of weapons*).

### BALANCED:

The elves of olden days have long ago developed infallible techniques to fashion arms, suits of armor, and other items of great quality and craftsmanship. In the forges of the ancient elven kingdoms, equipment and armament of terrific beauty and unusual design were made. Often endowed with magical properties, these items are treasures most adventurers would be willing to go to great lengths to obtain, but the elves of ancient times also created mundane and less flamboyant weapons and armor for their rangers, scouts, and warriors. Among these weapons are the arms they simply called Balanced Weapons.

Since they first began to walk upon the world, the elves have been universally renown for their marksmanship as well as for the quality of their bows and arrows. The ancient bowmen that filled the ranks of the elven armies were feared and respected in all corners of the planet. It is said of these men and women that they could shoot an arrow at such a distance that each of them could fell a dozen enemies before they even got within bowshot. What few people fail to realize is that not only were these individuals well trained, highly disciplined, and naturally gifted soldiers, but they were also equipped with perfectly balanced projectiles. Today, only a few elven weapons smiths — as well as a handful of non-elven weapons crafter — know how to fashion thrown or projectile weapons of such indisputable quality.

A balanced weapon is perfectly weighted and, as its name implies, carefully balanced. Its mass is thus proportionately equalized throughout the length of the weapon and its point of gravity is at its exact center. Any weapon can be balanced during its crafting, but only thrown and projectile weapons fully benefit from this special property. A balanced throwing weapon has its range increment increase by +10 feet. So a balanced dagger, for instance, would have a range increment of 20 feet while a balanced javelin’s range increment would be enhanced to 40 feet. Projectiles (*such as arrows, bolts, and bullets*) with this special property have their range increment increased by 20 feet. So, for example, an arrow shot from a short bow would have a range increment of 80 feet while one fired from a longbow would have a range increment of 120 feet. It is important to note that a balanced projectile can still break as normal.

**Additional Cost:** Adding this special property costs an additional 100 gp for thrown weapons and an additional 1 gp for each projectile.

### BLADED:

Among the countless savage tribes of the vast northern wilderness, the orc barbarians are veritable masters of war. For the last five centuries, they have developed weapons and armors that often appear crude, soiled, or even damaged, but which are in fact quite solid, effective, and as valuable to warriors as many others. But the orc craftsmen of the north also experimented with the creation of weapons of special designs. One of these very special techniques was the addition of a bladed edge to several different types of weapons.

Today, this art is almost lost and few orcs remember how to properly add a blade to an arm without unbalancing the weapon, and thus making it bulkier and less malleable in battle. Those who remember this almost lost art often hail from other races, but a handful of modern orc weapons crafters probably know how to create bladed weapons. Recently, the famed human smith Darios Strongarm fashioned a number of weapons to which he added a blade. While his designs seem more sophisticated and refined than those of the orc craftsmen, they are no more practical nor less effective, than the bladed weapons made by orcs. They simply look less crude.

This special property adds a bladed edge to a weapon. One-handed or two handed melee or martial weapons that are not already slashing weapons can have this property. With the exception of the hand crossbow, all types of bows and crossbows can also be thus enhanced. Smaller weapons and projectiles cannot be equipped with this additional blade. A bladed weapon has one small blade attached to it. This addition often makes the weapon look strange, as it seems to have a component that does not belong to it. A bladed weapon keeps all its original properties, with the following changes. The added blade makes it heavier by 1 lb. It also gives its user the possibility of using a slashing attack that deals 1d4 points of damage if the arm is a one-handed weapon and 1d6 points of damage if it is a two-handed weapon. Blades attached to bows and crossbows allow their wielders to use these ranged weapons as melee weapons, dealing 1d4 points of slashing damage per successful hit. A bladed weapon deals a critical threat on a roll of 20 and deals x2 damage.

**Additional Cost:** This special quality adds 150 gp to the price of melee weapons and 250 gp to the price of bows and crossbows.

### COLLAPSIBLE:

The gnome’s curiosity and engineering prowess are legendary, as many among their greatest and wisest individuals have developed strange curios, devices of unfathomable purpose, and technologically advanced trinkets that very few other people could have ever dreamed of conceiving. Though few gnome master weapons smiths are recognized outside of their own communities, some, like the great Verilnas Nosebleeder, have become universally respected. Though he passed away over a century ago, some of Master Verilnas’ more practical arms are still in high demand today. And the weapons crafters who know how to fashion them often make a hefty profit in the process.

The greatest invention of Master Verilnas is undoubtedly his collapsible sword. This blade is composed of two thin and very flat short swords attached to one another to form a single weapon — just as though the sword was sliced in two on its thinner side. At first glance, a collapsible blade looks like any other ordinary short sword (*and has all the same properties, with the exception of the additional weight*), but a closer examination reveals that the sword can be split into two blades, which are identical except for the fact that the two separate blades are half as thin and that their handles and guards are half as big as the original sword. Several smiths later copied and experimented with the techniques used by Verilnas Nosebleeder. Today, several types of collapsible weapons are available on the market, but most of these arms can only be found in gnome communities.

A collapsible weapon is a single weapon that can be split into two weapons of the same type. The size of each of these weapons is lowered by one rank (so a two-handed weapon becomes a one-handed weapon and a one-handed weapon becomes a light weapon) and the damage is reduced by one rank (*1d12 becomes 1d10; 1d10 becomes 1d8; 1d8 becomes 1d6; 1d6 becomes 1d4; 1d4 becomes 1d3; 1d3 becomes 1d2; and 1d2 becomes 1*). Only one-handed or two-handed melee weapons can be fashioned to become collapsible.

**Additional Cost:** *A collapsible weapon costs 350 gp more than a normal weapon of its type.*

## HIDDEN BLADE:

Another invention of the gnomish master weapons crafter Verilnas Nosebleeder is his famous hidden blade. While not as widely known as his collapsible sword, a hidden blade weapon is often highly regarded among thieves, nobles, and diplomats who wish to carry weapons without being detected.

A hidden blade is a small, thin, and straight bladed edge resembling the blade of a stiletto. It is hidden inside a common object large enough to house it, such as a walking stick, the handle of a torch or a shovel, the spine of a thick volume, and so on. Some hidden blades are also placed inside the handle of one-handed or two-handed melee weapons, such as swords, hammers, or axes. A hidden blade is not attached to the item hiding it, so it can be used as a dagger or knife once it is released from hiding.

To release a hidden blade, the wielder of the item in which it is hidden must press a button. This button is usually a small and hard to find device placed near the cavity where the hidden blade lies. It requires a DC 20 Search check to notice such a device. Releasing a hidden blade is a free action, which makes the weapon readily available to be grasped by the owner of the object in which it was hidden. The owner can then draw the blade as normal, and use it as he would a small knife that can either be used in melee or thrown. A hidden blade deals 1d3 points of damage and deals a critical threat on an attack roll of 20 (damage is doubled on a successful critical hit). It also has a range increment of 10 feet.

**Additional Cost:** *A hidden blade costs 450 gp to fashion. If hidden inside a weapon, the weapon in question must be of masterwork quality.*

## REINFORCED:

Since the moment humanoid kind picked up a rock or a stick and used it as a weapon, weapons crafters have fashioned arms and armor and attempted to make these items more solid and more durable. While many who have experimented with metals and alloys of all types over the course of countless generations have found ways to improve the hardness of weapons, it is the metallurgists of modern day who have made the most brilliant discoveries in this regard.

While some rare ancient weapons have been reinforced, it is only since the last two hundred years that the art and practice of reinforcing weapons has become widely spread. This is mainly due to the advent of metal craft, which is in great part explained by the discovery of new metals and alloys, the insightful experimentations, and the great patience of those who call themselves master smiths.

A reinforced weapon is simply a weapon that has an added coat, which is usually made of a special iron-based alloy. This extra coat not only makes the weapon harder and less breakable, but it also makes it 10% heavier. Any weapon that does not need to be bend, such as a bow, can be reinforced. Note, however, that reinforcing a wooden or bone weapon also makes it appear as a metal weapon (*as a coat of metallic alloy is applied to it*); thus spells such as Heat Metal can now affect it. A reinforced weapon gains +2 Hardness and has twice as much hit points as a normal weapon of its kind. It can also be repaired as any other weapon. Additionally, reinforced ammunition, such as arrows and bolts, only have a 25% chance of breaking when they are shot (*instead of the normal 50%*).

**Additional Cost:** *The basic cost of a reinforced weapon is equal to twice the cost of a typical weapon of its type.*

## SPIKED

First introduced by the wild elven tribes of the jungle lands of the south, countless millennia ago, a great number of weapons crafters from different cultures have attempted to add a long pointed piece of wood or metal to different sorts of arms — with varying degrees of success. A spiked weapon made by a competent smith, however, can be quite useful in battle, even deadly in the hands of a competent fighter.

A spiked weapon is a mundane weapon to which a wooden or metal spike is added. Typically, the spike is no more than seven or eight inches long. It is extremely narrow and sharp at its tip, but wider at its base. This spike is either attached or welded to a weapon or fashioned directly from the same piece of material the weapon was made from. The spike also makes the weapon appear odd or out of the ordinary. And it is quite evident to anyone who gazes at the weapon that it is not an ordinary or typical one.

A spiked weapon keeps all its original properties, with the following changes. The added spike makes the arm heavier by 1 lb. It also gives its user the possibility of using a piercing attack that deals 1d4 points of damage if the weapon is a one-handed weapon or 1d6 points of damage if it is a two-handed weapon. With the exception of the hand crossbows, a spike can also be