

THE  
**DRAGON**  **12** **CRY**

**PERIODICAL**

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# THE DRAGON CRU



PERIODICAL



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Some art from Arcane Publisher's Editions by V. Shane. Used with permission.



# Welcome back...

John C. Walborn

Long time no *Dragon Cry*, eh? Yeah, we think so too. So we decided *Issue Six* deserved a new look and completely new articles. But before we get started with all of that, I wanted to take some time to say hello again.

## *The Future of the Dragon Cry Periodical*

While *Dungeon Dwellers' Guild Games* continually develops new ideas, time and staff are valuable commodities. Of late, we have had precious few of either.

The periodical is guaranteed through *Issue Seven* at least, due to pre-existing advertising contracts and agreements, but after that your guess is as good as ours. It is likely we will use the *Dragon Cry* as an ongoing outlet of ideas and a test platform for new products. Thus, the frequency is likely to remain erratic at best, but we plan to keep the content standard very high. There's no reason, ever, to release something that has been slapped together, free or not.

If this issue of the *Dragon Cry*, or any previous issue, has proven to be of value to you, please drop us a line at [contact@ddgames.com](mailto:contact@ddgames.com) to let us know. Input will help greatly, going forward.

## *Some Thoughts on d20 FRPG's in General*

It never ceases to amaze me what kind of FRPG products people buy. From the top down, the conglomocorps churn out mindless content full of tired ideas. And apparently, the market eats it up.

Now, don't get me wrong. The 3rd Edition and subsequent "3.5" edition of the world's most popular FRPG is, in my book, the best game of its type available anywhere. But that only aggravates the problem... Why does the innovation stop with the core rules? Has industry overtaken fantasy, leaving us with the creative equivalent of cookie cutter sitcoms on our hobby shop shelves?

I submit that it has, and I offer a solution: Demand more. Demand more from FRPG publishers, small and large. Demand more of what really matters: true creativity.

## *And on to What Really Matters...*

For those of you patient enough to slog through my ranting, thank you. You will be happy to know that my tirade is drawing to a close and the meat for which you downloaded this product is ready to begin.

So, with hearty thanks to our collaborators and innovators, to our friends who stay true to the dream... I welcome you back. *Enjoy!*



# Tricks and Traps

G Morfey / John C. Walborn

*Special thanks to G Morfey and to [Strolen's Citadel \(www.strolen.com\)](http://www.strolen.com) for the core ideas upon which this article is based.*

## DOOR TO NOWHERE

This ornate stone rectangle, carved with all manner of runes and sigils, appears to be an important door. It is not, however, a door at all. It is a masterful carving with multiple possible purposes.

The first possible purpose for such a door is as a hiding place for a trigger mechanism to open a secret door nearby. The false door draws attention to its self and away from the hidden door and the frustration of learning the door is false often keeps adventurers from searching it further, thus keeping the mechanism safe.

The second possible purpose is as a lure. A trap could be set at or near the door, using the fancy carving to draw and distract potential prey.

The third, and probably most absurd, option involves reverse psychology... The door that isn't a door in fact *is* a door, just not in the sense that one may expect. A series of keywords are hidden in the ornate scripts and activate a magical portal leading to an extra-dimensional space.

Of course, if your clever mind can think of ways to combine the various options or concoct new ones, please be our guest.

## MIND THE GAP

A wide gap separates one stretch of hallway from another. Luckily, however, some kind soul left a sturdy wooden bridge behind.

A kind Game Master with a desire to allow the PCs to live might decide the bridge is entirely illusionary. Such a trap would be evident on the first step (Reflex DC 12) and wary adventurers would learn its secret long before—by throwing rocks or otherwise testing the bridge's true mettle.

A more devious Game Master could make only the center 10' illusionary, thus foiling most attempts to discern the illusion and causing a saving throw (Reflex DC 14) when the PC has fewer places to go.

A truly nasty individual like myself might combine the illusory central section with dual, weight sensitive trap doors masked by the same illusion that makes the bridge look whole... Or leave the central section missing and crumbled to make the PCs think the challenge is crossing the missing expanse rather than avoiding the traps. Such misdirection could be truly deadly... Not to mention entirely evil.

## THE SKY IS FALLING

This tall chamber features and overgrown earthen floor, stone walls, and an arched ceiling lined with crystal. To the amateur eye, the crystal looks relatively normal, if a bit cloudy. A trained eye (Spot DC 20, stonework bonuses apply) may notice dangerous stress cracks throughout the ceiling's surface.



An even sharper eye (Spot DC 25) may notice the large, dark green mushrooms hiding in the dense vegetation of the room. These mushrooms are closely related to their purple hued Shrieker cousins, but they are smaller and their shriek is so high in pitch as to be nearly inaudible to the human ear... But not to flawed crystal.

Disturbing the creatures causes them to pulse and scream, fracturing the crystal beyond repair, which rains down in heavy, sharp shards throughout the room. The exact damage should be scaled for the encounter level of the group and a Reflex saving through between 14 and 18 DC should be given for half damage.

### YOU CAN'T TAKE IT WITH YOU

In the center of the room, a large brass bowl sits. The bowl is full of gold coins. It is not too difficult to guess, or to see if one were to look, that the bowl sits on a depressed pressure plate.

At its base, this one is easy. If the PCs bypass the room, the trap remains set and no one is harmed. But what are our brave heroes here for if not gold and glory??? More likely, they will try to find a way to make off with the loot.

The switch is sensitive and a difference of only five coins heavier or lighter triggers the trap, setting off a magical charge and turning the bowl and its contents into a deadly fragmentation bomb. (Scale the damage by group and allow a Reflex save DC 16 to 20 for half.)

A PC who is specifically watching as weight is shifted in the bowl may make a Spot check every time the weight of the bowl changes. The DC is 20 minus the difference in coin weight, positive

or negative, from the bowl's original state. The higher the success, if they succeed at all, the more information the Game Master should give. However, if the trap should be triggered while this person is still watching intently, they receive a -4 circumstance penalty to their saving throw. If they state they are ready to duck or dodge in case anything happens, then they cannot be truly focused on the bowl and receive the -4 circumstance penalty to their Spot checks.

Possible solutions include replacing the gold coins one for two with silver or similar weight replacement ideas, all largely based on a judgment call from the Game Master.

### LOOKS CAN KILL

At first this room appears to be a typical mirror-maze; Difficult to traverse but otherwise harmless. But of course... No Game Master worth his salt can let the PCs off that easy! Here are some ideas to "spice up" the trap:

Perhaps one (or more) of the mirrors in the room is a *Mirror of Life Trapping*, threatening to permanently imprison the wayward adventurer. Be careful with this one, though, because these are valuable items and the PCs may find a way to retrieve it / them.

Perhaps the floor is glass as well as the walls. Most of it is supported underneath by stone, but some portions are not. Such pitfalls would be nearly impossible to spot without magical help.

Clever PCs may think to smash the mirrors as they traverse the room. But you have the answer to that too! Maybe those mirrors release acid or spew Greek fire when broken... Imagine the carnage!

# Paladin Spells

Tony DiGerolamo (*Unorthodox Paladins*)

## FIRST LEVEL

### *Cease Hostility*

Enchantment (Compulsion) (Mind Affecting)

**Level:** Paladin 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 10 feet every 2 levels)

**Target:** one creature per level

**Duration:** Instantaneous

**Saving Throw:** Will

**Spell Resistance:** Yes

By speaking calmly and offering a gesture of friendship, the paladin causes the target to become friendly towards him. The paladin cannot attack the target of this spell unless the target engages behavior that forces the paladin's hand. If the target fails his Will check, he will become reasonable enough for negotiations. Whether or not these negotiations succeed are up to the GM.

### *Numb Pain*

Enchantment (Mind Affecting)

**Level:** Paladin 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** one creature

**Duration:** 1 hour per level

**Saving Throw:** No

**Spell Resistance:** Yes

Using his healing powers, the paladin can touch a target creature and ease its physical pain. If the target rests during the spell, he will regain 2 additional hit points every hour until fully healed or until the spell ends. Normal aches and pains will not affect the target and he does not suffer any fatigue-related penalties during the spell. A side affect of this spell is that the target will not be aware of any pain, so if he is struck, he will not feel it until the spell ends or he is reduced to -10 hit points. The target may fight to -10 hit points without any penalties during the spell, although he may still continue to bleed out.

## SECOND LEVEL

### *All Seeing Eyes*

Divination

**Level:** Paladin 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Paladin

**Duration:** 10 rounds (+1 round per level)

**Saving Throw:** No

**Spell Resistance:** No

The All Seeing Eyes spell allows the paladin to literally have eyes in the back of his head for the duration of the spell. The paladin gains Darkvision for the normal radius of his vision and he can see a full 360 degrees around him. For the duration of the spell he cannot be surprised nor can opponents take advantage of attacks of opportunity. All attacks against the paladin, regardless of direction, are





made against him at his full Armor Class. Additionally, the paladin gains one additional attack of opportunity against any opponents in the radius of his weapon that are not facing him during combat.

### *Target Infidel*

Divination

**Level:** Paladin 2

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Long (400 feet + 100 feet per level)

**Target:** one creature

**Duration:** Special

**Saving Throw:** No

**Spell Resistance:** No

Using this spell, the paladin can target the greatest evil in the middle of battle. The greatest evil is defined as the most powerful evil creature in the radius of the spell or the creature that is directly responsible for directing the most powerful creature in the radius of the spell. Nothing can hide the target from the paladin. When the spell is cast, he will know exactly where the target is, who he is and how he is moving. The spell ends when the paladin makes eye contact with the target. The paladin cannot cast this spell again until the first one ends, the target is slain or the paladin dies.

### THIRD LEVEL

### *Distant Strike*

Necromancy

**Level:** Paladin 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 5 feet per level)

**Target:** one creature

**Duration:** Instantaneous

**Saving Throw:** No

**Spell Resistance:** Yes

With the use of this powerful spell, the paladin relays the damage from one opponent to another in the radius of the spell. He may only use the spell in the defense of an ally or innocent target or if he is outnumbered in combat. By striking a target in the radius of the spell, the paladin can transfer up to 90% of the damage to another target in the radius. The paladin can choose how much damage to transfer. He may not leave the initial target undamaged, nor may he strike an ally or innocent just to target another creature. This spell does not function against creatures in a Circle of Protection from Good. The material component for this spell is the paladin's preferred weapon.

### *Leap of Faith*

Transmutation

**Level:** Paladin 3

**Components:** V, S



**Casting Time:** 1 standard action

**Range:** Medium (100 feet + 10 feet per level)

**Target:** the paladin

**Duration:** Instantaneous

**Saving Throw:** Special

**Spell Resistance:** No

Using this spell, the paladin can leap in any direction up to the distance of the spell. The paladin must be able to leap at least 5' vertically for every 10' horizontally. He can leap half the distance vertically. The paladin needn't get a running start. He can add the distance of his normal jump if he makes a successful Jump check. The paladin can target a creature in the radius of the spell. If the paladin lands on the target, the target suffers 4d6 points of damage. The target may make a Reflex check (DC 20) for half damage. The paladin will always land on his feet with this spell. He may alternatively use the spell when falling to avoid damage, but only if the distance is within the affect of the spell.

#### FOURTH LEVEL

##### *Holy Rain*

Transmutation

**Level:** Paladin 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 feet + 10 feet every 2 levels)

**Target:** 10-foot radius plus 10 feet per level

**Duration:** 5 rounds (+ 2 rounds per level)

**Saving Throw:** No

**Spell Resistance:** No

By calling upon the power of the gods, the Paladin summons

forth a rainstorm in the radius of the spell. The water that falls from the clouds is holy water. All undead creatures take 2d6 points of damage per round. All evil clerics in the radius take 1d6 points of damage per round. All other evil creatures in the radius take 1d4 points of damage per round. Good creatures in the radius of the spell are healed at the rate of 1d6 hit points per round. If the rain is somehow prevented from touching those in the radius, the damage or healing has no effect. This spell only works outside or in a place with access to the sky and clouds.

##### *Weapon of Faith*

Transmutation

**Level:** Paladin 4

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** self

**Duration:** Special

**Saving Throw:** No

**Spell Resistance:** No

When the paladin casts this spell, he creates a weapon that is made purely from his own faith. The weapon will be of the type that he is most comfortable wielding. The weapon is equal to a +3 weapon. In addition to normal damage, the weapon deals an additional 2d6 points of damage against undead and additional 1d6 points of damage against evil clerics. If the target of the weapon is a known enemy of the paladin or the target has a personal stake in the paladin's destruction or the destruction of his god, the weapon does double damage. The weapon cannot be damaged without the use of magic. The weapon lasts a minimum of 10 rounds + 2 rounds per paladin level. It lasts a maximum of one encounter.





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# The King's Advisor

Scrasamax / John C. Walborn

*Special thanks to Scrasamax and to [Strolen's Citadel \(www.strolen.com\)](http://www.strolen.com) for this article.*

## BACKGROUND

The king is a good and just man. Some have thought him a little detached. How else could he stay to the spirit of the law if his sense of judgment was impaired by sentimentality or blind emotion? For a time everything was good, but not without problems and concerns. These concerns weighed heavily upon the king and he sought some way to lessen the burden.

By a mischance of fate, or a darker design, the king found something whilst on hunt. There in his hunting woods he found a temple much overgrown by choking weeds and the heavy hand of time. He had hunted these woods since he was a boy and thought that he knew then front to back and side to side. The thought of a ruin unexplored was a thrill that made him forget his duties if only for a little while. He drew his sword and hacked a path into the temple and was amazed.

The ground was littered with shards of ancient pottery, and half rotten tapestries lined the walls. The place seemed to smell of antiquity, and the very stone was permeated by a sense of greatness that not even being abandoned and lost to time could erase. He found the altar and there was a treasure upon it, sitting in a haphazard way.

The sword was elaborate and obviously made in the fashion of the Old World. Such a weapon, regardless of enchantment would be worth a great deal of money. If the enchantments of the Old World held it could be a potent weapon and even symbol of greater prosperity. He held the blade and thought of his woes. He thought of the orcs who raided along the border, and of the peasants who protested the taxes and flocked to rebellious lords.

This was the answer. They would submit to the will of the king, they would make obeisance before him and beg forgiveness for opposing his mandate of heaven. Surely Heaven would not allow an unjust and unworthy ruler to attain the greatest throne in the world.

With these thoughts the king returned to his court and there he entered into deep planning. He was darkly inspired by his new find and felt like a younger man restored to the vitality of his life. He would hold the sword as he paced, giving orders and instructions, all would be made better, by his will and the sword of the Old World.

Calling up the knights and levees, the king rode against the orcs, slaughtering them left and right with the gleaming edge of the sword. He was rejoicing as the orcs fled in terror, the king's cavalry hot on their flanks. Festivals were held and laurels were given to the king and roses were draped across his horse.

Many of the rebellious subjects submitted to judgment, now fearing the vim and vigor of the king. These were punished, some were imprisoned in deep dungeons, while others were branded with hot irons. Those who had been leaders were executed. The sword was

raised bloody into the fading light of the sun, and the coming of night.

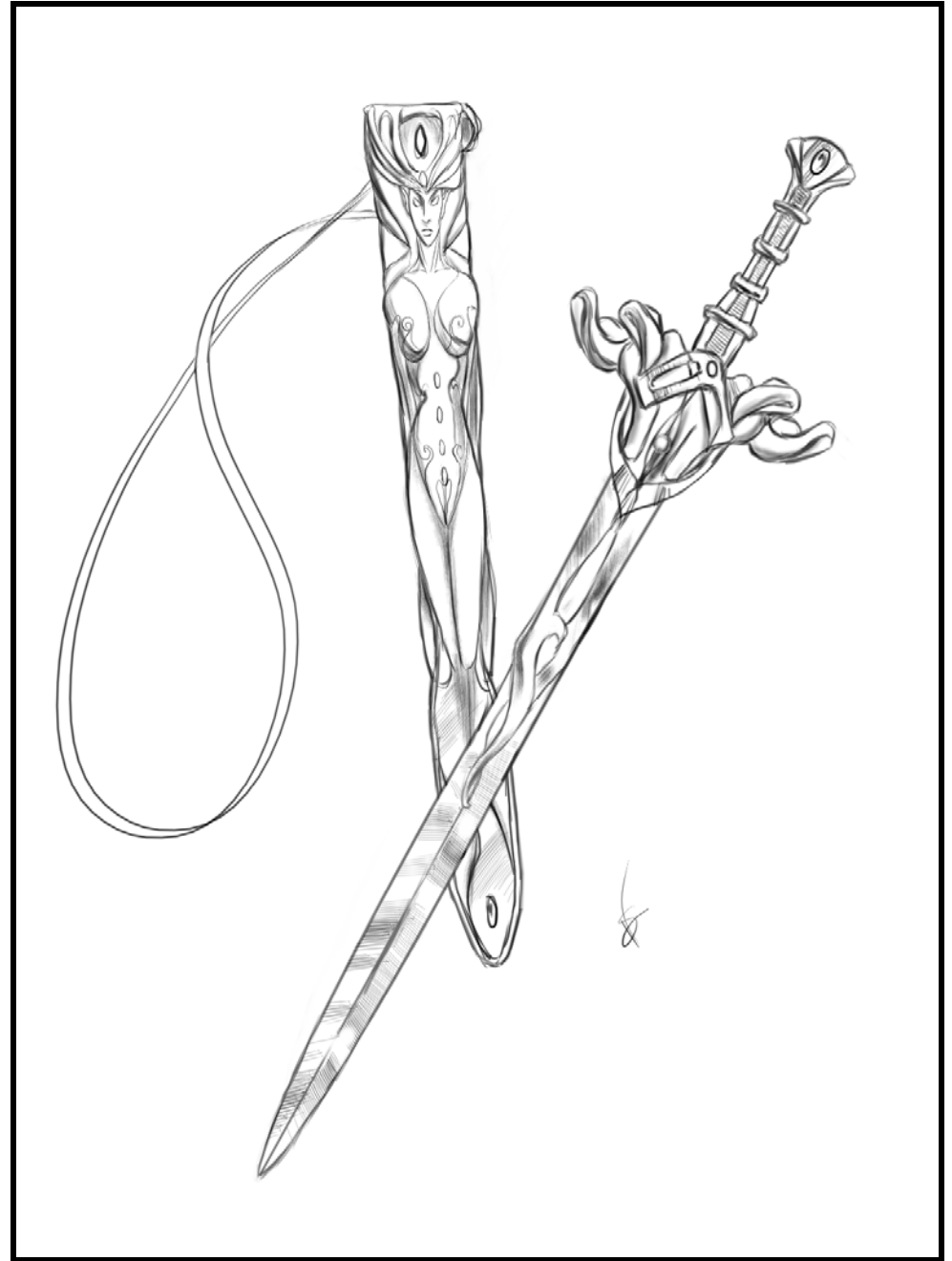
Now the king musters his strength, calling to him all of his loyal retainers and men of war. Mercenaries are being drawn to the kingdom in greater and greater numbers and there is a feeling of destiny strong upon the kingdom. Already many dissidents and spies have been dealt with, harshly. Soon, the King will unleash his armies and smash through neighboring countries. There will be a war the likes of which has never been seen. Every kingdom will war with every kingdom, and out of the carnage one will rise to dominate the rest. That man will become the King of Kings, and will rule the greatest empire since the fall of the Old World.

### **SWORD OF RUIN**

This blade is quite old, dating back to the final days of the Old World when it was fashioned by one of those elder kings. The blade is a hand and a half, or bastard sword. The crossguard and quillions are ornate, having been crafted by a master.

The sword is evil and has been influencing the mind of the king, giving him lucid dreams of the Old World, and recreating that time of unity, prosperity and peace. It inspires those who wield it to commit atrocity in the name of their vision. Dissidents and critics are to be slaughtered, while those who do not fit into the vision (Other races, certain classes, etc) are to be exterminated in a bloody and systematic fashion.

The sword offers moderate combat bonuses, being a masterwork weapon of the Old World. Its true power lies in the ambition it





plants in the mind of its owner and the more subtle power that the blade will protect the owner's life from any mundane form of death, and some arcane sources as well. No poison can touch the blade's master, no arrow or steel can take his life. He is not impossible to wound, but the power of the sword is that he will not die. The longer he lives with the sword the more mad with power and unattainable dreams he will become.

## PLOT HOOKS

**Apt Pupil** - The PCs have been drawn into the power structure of the king. The pay is good, rules are loose. A blind eye is turned to any crime they commit so long as they are serving the Kingdom, and harming the enemy. Soon, the Kingdom will begin to encourage horrific behavior. Prices being offered for the heads of enemies, bonus pay for savage missions of extermination against a single race, or location. (other humanoids, tolerant temples, magic users would make good targets). How far into barbarity will the heroes wade before realizing the consequences of their actions?

**Loyal Opposition** - The King has become mad with power, spouting a propaganda of warmongering and hate. Those also in power have gravitated to his rhetoric for their own gain, and it seems that a madness has enveloped the Kingdom. Normally calm people are pounded tables and shouting for retribution against their heretofore unknown foes. Can any reason be made, or do the PCs have to go underground lest they become the next victims of the King's secret police?

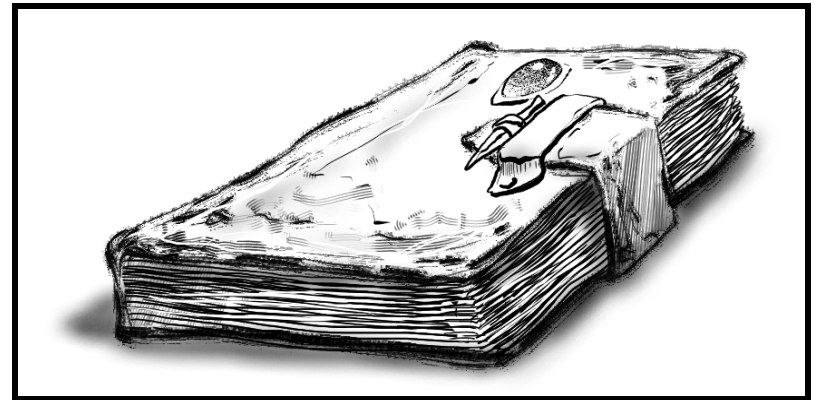
**Good Walls** - The PCs are residents of a neighboring country and there is great concern that the Kingdom will soon be at war. The

King has called up the levies and has begun to stock the border forts but the might of the other kingdom is growing faster and faster. Any defense made would be nothing more than a delaying action. Tales of horror and atrocity come across the border carried by refugees and escapees.

**Enemies Within** - The PCs are higher ranking, and are close to the warmongering King. They have seen him becoming more and more unstable, especially after war breaks out and begins giving contradicting orders that will inevitably lead to great loss of life and destruction of life and property. The PCs instigate, or are drawn into a plot to assassinate the King before the Kingdom is destroyed by her united enemies.

## THE REAL STORY

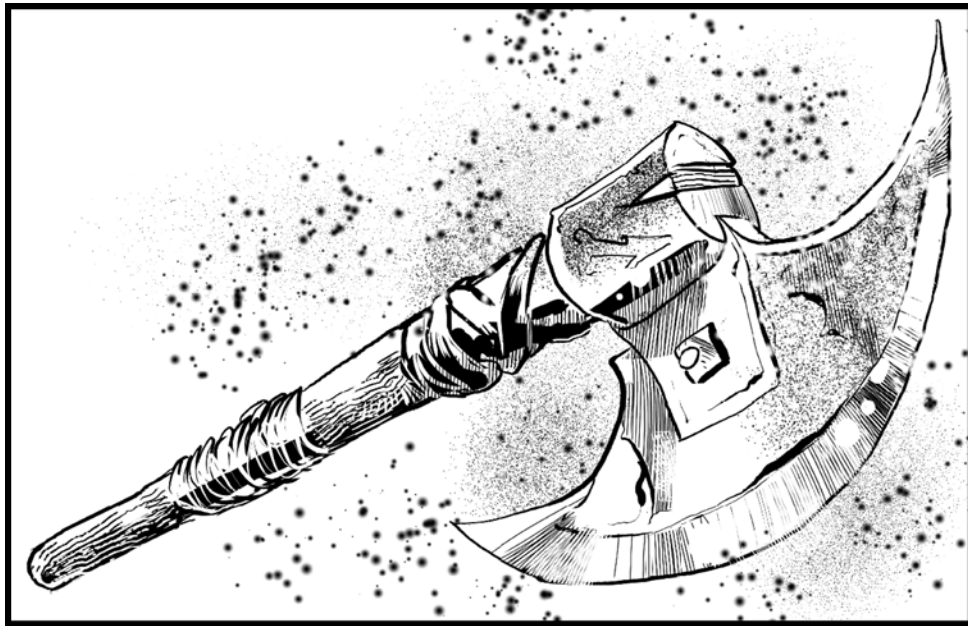
From whence the *Sword of Ruin* comes is unknown. It is known that the blade is an avatar of chaos and its appearance is a herald of coming warfare and conflict. Given the immorality of its wielders, most consider the weapon to be of evil alignment. It is not, the weapon is a reminder that evil and chaos are as much a part of the human soul as good and order.



# Legendary Arms

John C. Walborn

From the "Lores and Legends" pilot, entitled "Legendary Arms", the following artifacts are scaled for groups of any level. The "Minor", "Moderate", and "Major" abilities should be applied as the Game Master sees fit for the experience level and magic availability of the campaign...



## *Erahins Axe of Diplomacy*

**Type:** Battleaxe

**Craft:** Human, Current Era

### **Description**

*Erahin's Axe of Diplomacy* was crafted by the royal smith *Erahin*

for a popular adventurer named *Ranas* as a reward from the King. The haft of dark stained oak, wrapped in black leather at the grips, leads to a polished iron head, razor sharp and deadly in its simplicity. *Ranas* accepted the gift and an important quest, to negotiate peace with the warlike Ustags in the West in the name of the king, at the same time. Neither the warrior nor the weapon were seen again. For the brave adventurers who wish to seek it out, the axe can be found in an icy cave deep in the coldest reaches of the Ustag Realm, guarded by a beast or clan appropriate for the enchantment level selected.

### **Minor Enchantments (+2)**

- +1 bonus
- Intimidation (+1, *see Custom Properties below*)

### **Moderate Enchantments (+4)**

- +2 bonus
- Intimidation (+1, *see Custom Properties below*)
- Ethereal (+1, *see Custom Properties below*)

### **Major Enchantments (+9)**

- +4 bonus
- Intimidation (+1, *see Custom Properties below*)
- Ethereal (+1, *see Custom Properties below*)
- Lethal Strike (+3, *see Custom Properties below*)

### **Custom Properties**

*Intimidation:* The weapon emits a foreboding aura, causing the wielder to appear fearsome. When the axe is held during any Charisma based skill usage, the wielder gains a +5 competency bonus. (*Lvl 10; Craft Magic Arms and Armor, Scare or Suggestion; Market price*)

+1)

*Ethereal*: The weapon exists on multiple planes, allowing it to defeat damage reduction more effectively. For purposes of DR only, base magic bonus is increased by +2. (Lvl 15; Craft Magic Arms and Armor, Greater Magic Weapon; Market price +1)

*Lethal Strike*: A weapon of lethal strike is magically sharpened to an exceptionally fine edge. Applicable only to weapons with a critical effect of X3, this property increases the effect to X4, but does not increase the threat range. (Lvl 12; Craft Magic Arms and Armor, Greater Magic Weapon and Keen Edge; Market price +3)

### *Gentleman's Blade*

**Type:** Scimitar

**Craft:** Elven, Current Era

#### **Description**

The *Gentleman's Blade* was crafted by a hermitic elven mastersmith by the name of *Eldtheras* in the desert region of *Kada'in* for a wealthy and charismatic gentleman who is known in lore as *The Troubadour*. The handle wrapped in red satin and hilt, pommel, and handguard of gold speak of the gentleman's wealth.

*The Troubadour* was, until recently, a talented musician and seducer of wives.

Months ago however, likely due to an increasing mob of angry husbands and lovers, the gentleman disappeared. If local lores are to be believed, he assumed an entirely new identity and moved to a far away country to live by the sword.

Not to be fooled, the loremasters guessed right. *The Troubadour* is living as a hired sword far from his home city, having assumed the name *Aepa of Ashur*, leaving the *Gentleman's Blade* and many other distinctive and valuable items secured in his magically protected home in *Kada'in*, where he seldom visits.

#### **Minor Enchantment (+2)**

- +1 bonus
- Readiness (+1, see Custom Properties below)

#### **Moderate Enchantment (+4)**

- +1 bonus
- Readiness (+1, see Custom Properties below)
- Quickness (+1, see Custom Properties below)
- Keen (+1, see Core Rulebook II)

#### **Major Enchantment (+8)**

- +3 bonus
- Readiness (+1, see Custom Properties below)
- Quickness (+1, see Custom Properties below)
- Keen (+1, see Core Rulebook II)
- Opportunistic (+2, see Custom Properties below)

#### **Custom Properties**

*Readiness*: The weapon is enchanted to leap into the wielder's and on command. Drawing the weapon is always a free action and the

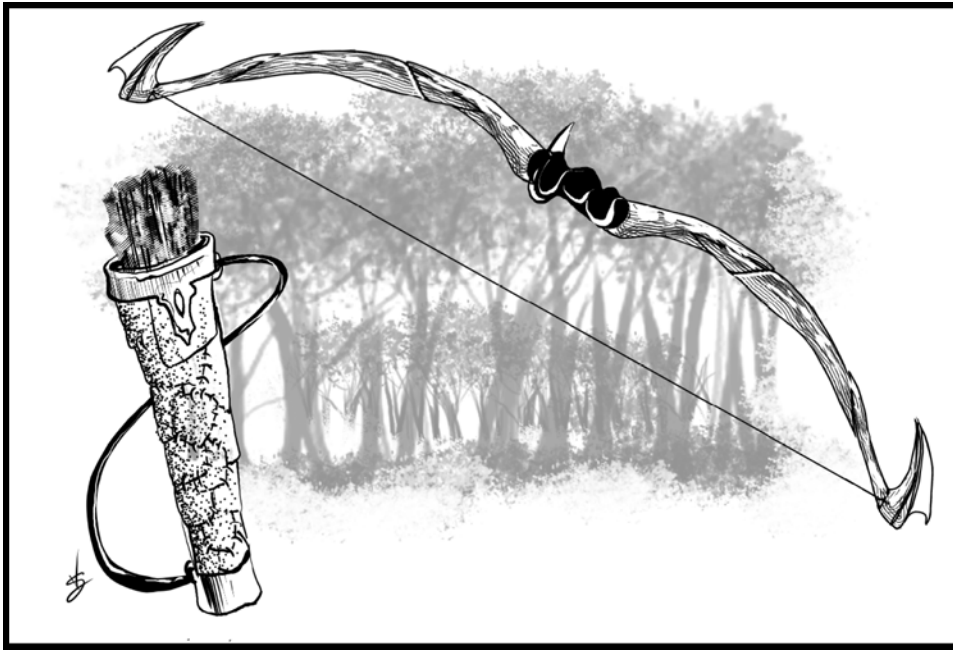




wielder may, at the Game Master's discretion, receive a surprise action. (Lvl 8; Craft Magic Arms and Armor, Jump; Market price +1)

**Quickness:** The weapon is exceptionally quick and light, granting the wielder a +2 to Initiative (stacks with other Initiative bonuses) if the weapon is drawn when combat begins. (Lvl 10; Craft Magic Arms and Armor, Cats Grace or Haste; Market price +1)

**Opportunistic:** A weapon of this type grants its user an additional Attack of Opportunity each round. This effect stacks with the Combat Reflexes feat. (Lvl 7; Craft Magic Arms and Armor, Haste; Market price +2)



## *Hellthorn Longbow*

**Type:** Mighty (+4) Composite Longbow

**Craft:** Infernal, Current Era

## **Description**

The *Hellthorn Longbow* is made from the flexible sinew of a fallen demon lord. The overall nature of its craft, crude but strong, speaks of a brutish and warlike crafter. Such is the nature of *Gaddak*, a unique demon whose name appears along the haft when the weapon is exposed to flame.

The bow has been modified since its crafting, the handle wrapped in leather to prevent its barbs from biting too deeply into soft humanoid hands. Still, though, it carries with it the very soul of hell. On a quiet night, a keen eared wielder can hear, emanating ever so subtly from inside the bow, thousands of voices wailing in pain and terror.

Given the bow's unique origin, there are many possible lores associated with it. The base truth is that *Gaddak* left the bow behind when he was banished in the middle of a battle and it has been in the mortal world ever since. The three basic possibilities for the weapon's current status follow:

- In use by a powerful evil entity.
- Held in the belly of an evil temple and being used as a focus to summon forth spirits from hell.
- Held by a good aligned church who wishes to destroy it.

## **Minor Enchantment (+2 special)**

- +2 bonus
- Evil aligned

## **Moderate Enchantment (+6 special)**

- +3 bonus

- Evil aligned
- Hellfire (+3, *see Custom Properties below*)

### Major Enchantment (+9 special)

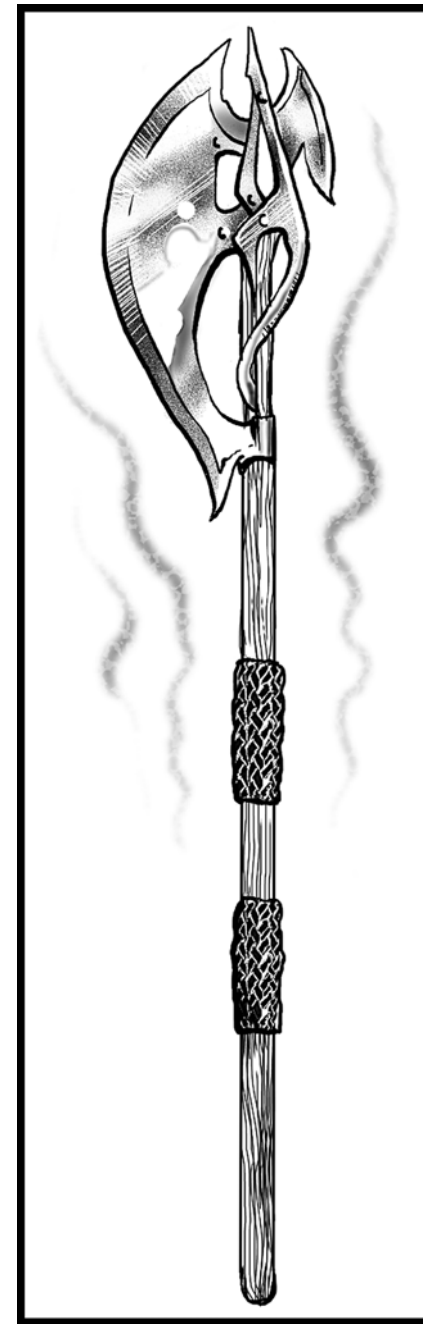
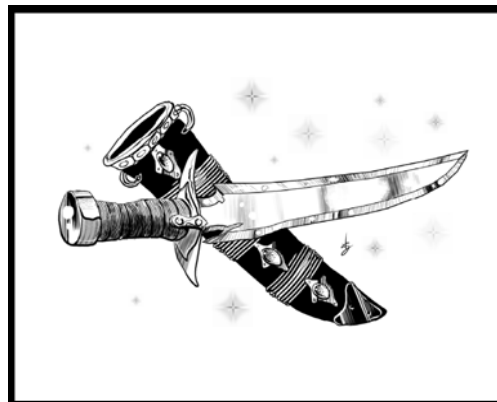
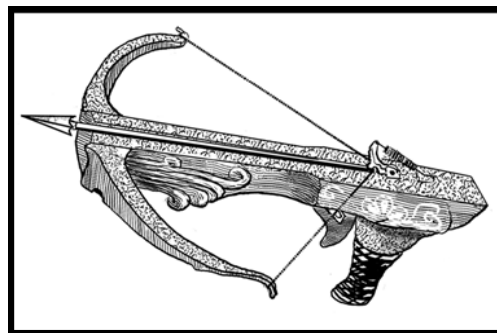
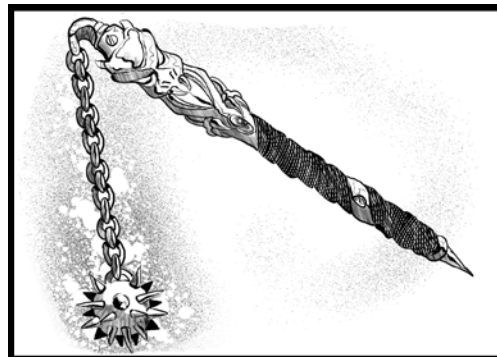
- +3 bonus
- Evil aligned
- Hellfire (+3, *see Custom Properties below*)
- Necromancy (+3, *see Custom Properties below*)

### Custom Properties

**Hellfire:** The Hellfire property summons infernal power into the weapon. All attacks using this weapon deal an additional 1d6 fire damage. Additionally, upon a confirmed critical hit, the missile bursts into a 10' radius *Fireball* with a Reflex save DC of 16 and total damage of 5d6. (*Lvl 9; Craft Magic Arms and Armor, Fireball or Flame Strike, Crafter must be evil aligned; Market price +3*)

**Necromancy:** The Necromancy property does not function if the weapon is being used by a Good aligned wielder. Otherwise, if the bow strikes a killing blow, the dead, size Large or smaller, is affected by a powerful necromantic effect. In d4 rounds, the animated creature (treat as Skeleton of appropriate size) rises to fight alongside the weapon's wielder. This undead companion remains as long as the wielder continues to shed blood. If the wielder dies, is disarmed, or for any other reason fails to shed the blood of others for three consecutive combat rounds, all beings animated in this manner crumble to dust. (*Lvl 14; Craft Magic Arms and Armor, Animate Dead or Limited Wish or Create Greater Undead, Crafter must be evil aligned; Market price +3*)

*Look for more Legendary Arms in Dragon Cry Issue 7 or get a full copy at a special closeout price!*



# Disposable Heroes

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