



## Ooh, Shiny! - 20 Unique Weapons Interjection Games



### Flail of the Hydra

**Aura** strong conjuration (standard),  
overwhelming conjuration (cryo- or pyro-  
variant); **CL** 15th (standard),  
19th (cryo- or pyro- variant); **Slot** none;  
**Price** 65300 gp (standard),  
97300 gp (cryo- or pyro- variant);  
**Weight** 20 lbs.

#### **DESCRIPTION**

This +4 *flail* is much heavier and more difficult to manage than its size would suggest, effectively making it a two-handed weapon, but granting it a 2d8 base damage die. As a full-round action, the Flail of the Hydra may be swung in a deadly arc, causing 1d3 additional heads to spontaneously grow from the haft. These additional heads receive a -5 penalty to their attack rolls and regress back into the weapon after attacking.

Like the hydra, the wielder of the Flail is at his most dangerous when wounded. When the wielder's current health is under half of his maximum health, the Flail produces 1d3+1 additional heads instead.

Variant Flails that embrace cryo- and pyro-hydras are known to exist. These Flails have icy burst and flaming burst on all flail heads, respectively.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *limited wish*,  
*major creation*, *regenerate*;  
**Cost** 32800 gp, 2600 XP (standard),  
48800 gp, 3880 XP (cryo- or pyro- variant).

### Florentine Gauche

**Aura** weak transmutation; **CL** 4th;  
**Slot** none; **Price** 3,300 gp;  
**Weight** 1 lb.

#### **DESCRIPTION**

This +1 *dagger* sports several cruel notches and barbed hooks that are designed to catch the opposition's weapon, granting a +1 bonus to disarm checks. This bonus increases to +3 when wielded in the offhand.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor,  
*magic weapon*; **Cost** 1800 gp, 120 XP.

### Focusing Arrow

**Aura** strong transmutation; **CL** 11th;  
**Slot** none; **Price** 608 gp; **Weight** -

#### **DESCRIPTION**

This +1 *arrow* has been painstakingly covered in druidic runes, causing all energy damage effects, such as flaming or frost, imbued upon the arrow by its parent bow to deal maximum damage.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor,  
*spellstaff*, creator must have the *maximize spell* feat; **Cost** 308 gp, 24 XP.

