

## ***Knight Moot #1: A Pile of Bone Blades***

This is a collaboration article, brought together by the Knights in the North, with a number of guest contributors. It lists 16 magical daggers made of (thigh-)bones, all ready for use at your DCC table.

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*Table A: 16 Bone Daggers*



## 1. Bone Blades of the Honored Dead

by Patrick Lene

Some tribes of orcs honor their dead by creating these blades. Heroic orcs who have risen above their kin by showing ferocity and prowess in battle will have their bones made into blades by shamanic witchdoctors. These blades will have a mark representing the name of the orc and the tribe they belong to. Most such blades function like normal daggers but with an uncanny durability and a knack for staying sharp above and beyond what the material would suggest.

These daggers are not typically used for general warfare as most orc tribes prefer weapons that are wielded using wide arcs and less finesse, so as to take advantage of their strength.

Instead, these daggers are more often used in ritual combats (usually against other orcs) to prove their superiority, or simply carried like talismans for luck or as an indication of station. On the rare occasion these weapons are seen in general combat it is as a ritual to prove the worth of the wielder as a rite of passage.

On occasion one of these weapons will take on magical properties. The blade made from a particularly spiteful orc may grant the wielder prowess against a specific type of enemy, usually one that the dead orc passionately hated in life. Usually, elves.

These daggers may be useful curiosities but are considered bad luck for any other race besides orcs. Orcs take offence to any other type of being having possession of one of these weapons. Furthermore, anyone having the audacity to use one in combat will be a priority target of all orcs present, and will be shown no mercy.

*Bone Blade of the Honored Dead:* dagger; DMG: 1d4/1d10 (see below); INT: none; AL: Chaotic; *Communication:* none; *Special:*

- *Spitebane:* roll d20: (1) orc; (2-4) goblin; (5-7) human; (8-13) elf; (14-16) dwarf; (17-19) halfling; (20) other (Judge's choice; roll all attack and damage rolls against bane on +1d on the dice chain.
  - *Orcfury:* All orcs present focus their anger towards the wielder.
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## 2. Brorvenst's Leg Spike

by AMP

Brorvenst and Brorhogr were a pair of rowdy giants from Six-Giant Vale. They were always fighting: with each other, with various challengers, and with the world at large. When Brorvenst eventually died in a bout against an elder dragon of some renown, his brother fashioned a blade from what was left on the battlefield: the dead giant's leg-bone. He carried it with him to the end of his days.

*Brorvenst's Leg Spike:* bone two-handed sword (giant-sized dagger) +1; DMG: 1d10+1; INT: 2; AL: Neutral; *Communication:* telepathy (simple, childlike messages); *Purpose:* protect wielder; *Special:* some remnant of Brorvenst's soul remains in the blade, and tries to protect its wielder (who it assumes is still his brother); whenever the wielder is about to come under attack or ambush, the blade will warn them telepathically with a simple message ("Brother, behind you!", "Brother, watch out!", "Brother, a snake!") are all usual examples of the blade's eloquence); note that if wielded by larger than man-sized creatures the blade functions as a smaller weapon of similar design (longsword, short sword, or dagger).

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### 3. *The Char-Gnarl*

by AMP

No one knows where the formless abomination came from, and why it was set upon the town of Hurum. However, everyone who survived agrees that the village was lucky that night to host the fearless group of adventurers who destroyed the beast, never mind the damage the fireballs caused on buildings and livestock.

The next morning, the village gongfarmer was set to the task of removing what was left of the immolated abomination, but not before the local sage-witch examined it, pulling certain choice bones for his own ritual use. Months later, the man was found mad in his cabin outside town, having fashioned the abominable bones and cartilage into a crude, soot-blackened ritual blade.

The dagger consists of the still-living remnants of an alien creature from beyond this star-aeon. It has a strange hunger to rend flesh and subsume biomass to increase its own size, eventually growing into a moving, semi-sentient monstrosity.

**The Char-Gnarl:** kris +1; DMG: 1d5+1; INT: 6; AL: Unknowable; *Communication:* alien, hungry urges; *Purpose:* rend flesh and gather biomass; *Special:* successful blow causes target to roll a Fort save (DC 12) or suffer 1d4 points of extra damage; any killing blow made by the weapon means it has successfully collected biomass from the target, as a result the weapon will grow: first into a spiked mace +1 (1d7+1), then into a massive, two-handed maul (1d14+1); the maul will finally transform into the Gnarl-Beast (see below).

**The Gnarl-Beast:** *Init:* +4; *Atk:* snapping claws, protrusions and spikes +5 (1d5, 1d7 and 1d14); *AC:* 21; *HD:* 1d5+1d7+1d14+3; *MV:* 20'; *Act:* 3d20 (creature makes 3 melee attacks per round); *SP:* will flee and hide if faced with

heavy opposition, continuing to stalk its former owners; *Saves:* Fort +4, Ref +4, Will +3.

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### 4. *Dreg'ris*

by Ville Rahkila

*The knowledge of your mind, written on the throne.*

*The wisdom of your heart, recounted by old crones.*

*The devotion of your body declared,*

*with your sharpened bones.*

- Three gifts for the chieftain,  
Temuan etiquette

Temua was one of the greatest of the ancient tribes of the west. Known for their many laws and a strict code of honor, Temuans gave the whole of their existence to the service of the tribe and its chieftain. Death was no excuse from this duty, and many magical items were shaped from the remains of their greatest poets, scholars, and warriors. One such item, *Dreg'ris*, is a spike made from the thighbone of a famous berserker who managed to protect her village from a dragon by slaying the scourge with a single blow. She paid for the feat with her life, but her glory-hungry spirit lives on in *Dreg'ris*.

*Dreg'ris* is a foot-long spike made from pale brown bone and carved all over with symbols and runes. The weapon is obviously magical to anyone with arcane knowledge. In battle, the berserker spirit lets out a bloodthirsty howl and urges the wielder to take on the most dangerous foes on the battlefield.

***Dreg'ris:*** dagger +1; DMG: 1d4+1; INT: 2; AL: Neutral; *Communication:* urges and howls; *Special:* The wielder's deed die is increased by +1d. In combat, the wielder must resist the spirit's hunger for glory (DC 5 Will save each turn) or be overcome by it and engage the highest HD opponent until the save is successful.

## 5. Fey-Skean

by Tim Deschene

Fey-Skean are daggers made from the bones of the eldest of elves, that are then bathed in moonlight during the Summer Solstice and blessed by the Runes. They are powerful weapons that can be used but once.

Upon a successful strike, both the victim and the dagger are banished from known space and time. It is unknown where they are sent, but even memories of those struck by a Fey-Skean vanish after a time.

*Fey-Skean*: dagger; DMG: 1d4/1d10; INT: none; AL: random; Communication: none; Special: on a successful hit, both wielder and target are banished from this space-time continuum.

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## 6. Gobalus Shanks

by AMP

*"What a goblin knows, he knows by his bones."*

- Goblin proverb, unknown origin

The goblin race is as ingenious and cunning as it is inept and uncoordinated. Forced to scavenge the refuse of more civilized societies for materials and merit, often the most reliable source for craftable components for the industriously minded of this wretched breed are the remains of their brethren.

Scholars have recovered various examples of this ingenuity, but very few of them are worthy of mention. Sometimes though, the goblinoid imagination manages to create oddly functional weaponry, often in the shape of dagger-like shanks of strange composition.

*Gobalus Shank*: dagger +1d3 (see below); DMG: 1d4/1d10 (+1d3, see below); Range:

10'/20'/30' (see below); INT: none; AL: random; Communication: none; Special: when identifying a Gobalus Shank, first roll for the volume of magic imbued in the blade (+1d3), this bonus is applied to to-hit rolls and as damage; additionally, the number determines the number of special properties the dagger possesses, roll those from Table B below; finally, note that Gobalus Shanks are always goblin-made, and thus no one will buy one, ever.

D6	Effect
1	<b>Unrecognizable:</b> The strange configuration of the blade cannot be recognized as a weapon. No concealment is ever required, although the user may suffer sidelong glances from people wondering why they carry a dirty goblin talisman everywhere.
2	<b>Returning:</b> The blade is strangely balanced to return to the wielder when thrown, although catching it requires an AGI check (roll below or equal to stat); if check fails, wielder suffers damage from weapon as it becomes lodged in their arm.
3	<b>Odd:</b> The weird design of the weapon allows causing all types of damage (piercing, slashing and crushing), unfortunately the poor aerodynamics of the item halve the range at which it can be thrown.
4	<b>Razored:</b> The shank is covered in sharp spikes and extra edges, causing a +1d4 of bleed damage on the round following a successful blow; unfortunately, the spikes run along the handle as well: on a successful blow the wielder has to roll a DC 10 Ref save or suffer the same additional damage as the target.
5	<b>Eager:</b> The blade thirsts for blood! Melee attack rolls made with it are rolled on +1d on the dice chain. The strange magics of the shank also desire to be used: whenever the wielder draws another weapon, there's a 50% chance they draw the Gobalus Shank instead (even if it's not on their person at the time).
6	<b>Fungal:</b> The blade is covered in a strange, fuzzy self-fluorescent lichen. It glows with the light equivalent of a large candle, and is followed by a heavy, musty scent (in a radius of 15').

Table B: Gobalus Shank properties

## 7. The Gullig Bodkin

by AMP

Thane Gullig Halfheart was the leader of the Blackroot dwarves, and a craven, greedy creature. In his avarice he sold his soul to the demon Ar-Mammon<sup>1</sup>. As a result, he became cursed with the Aureous Touch: anything he grasped turned to precious metal.

His clan was eventually rid of his esurience as he succumbed to hunger and thirst, but even here dwarven practicality prevailed: his cursed thigh-bone was fashioned into a bejeweled, runic blade, still incumbent with its sire's greed. Although waning, the dagger's magic still has the power to turn its targets into gold.

*The Gullig Bodkin:* dagger; DMG: 1d4/1d10; INT: 8; AL: Chaotic; *Communication:* powerful urges of greed; *Purpose:* acquire gold; *Special:*

- *Goldstrike:* any wounding blow from the dagger has a 50% chance of turning the struck body part into gold (DC 10 Fort/Will save to resist effect, pick better bonus); transformation can only be reversed by magic.
- *Distilled greed:* Anyone wielding the dagger must roll a DC 15 Will save any time they are to spend their hard earned wealth: if the save is failed, they are unable to part with their wealth for 1d7 days.

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## 8. Highly Magical Elder Giant Slug Thigh Bone Dagger

by Markus Marjomaa

This somewhat crudely fashioned magical dagger was apparently made in the days of yore, from the thigh bone of an elder mutated

Giant Slug. The mutation in question may or may not have been a single leg.

The single-use dagger can only be discovered and wielded by a creature with a Luck score of 4. Such a creature has a 37% chance (non-cumulative) per adventure of finding the artefact somewhere. It grants the wielder a +1d11 to hit and damage for a single (magical) attack, after which it vanishes to await possible discovery by another unlucky creature somewhere.

A creature with a different Luck score than 4 cannot hold the dagger, because for them its hilt secretes an extremely slippery slime, causing the weapon to fly off 1d5 feet in a random direction (use a 1d12 and a clock face to determine direction).

Apart from the special powers mentioned above, the dagger's stats are those of a mundane equivalent.

*Highly Magical Elder Giant Slug Thigh Bone Dagger:* dagger +1d11; DMG: 1d4+1d11; INT: none; AL: Chaotic; *Communication:* none; *Special:* only discoverable and usable by creatures with LCK 4 (see above); single use (see above).

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## 9. Ith'n Ya'roo Hungry Dagger

by Daniel J. Bishop

The ith'n ya'roo of Porphrya have a special relationship with bones. Ya'roo mystics have an especially strong connection, and some powerful Chaotic ya'roo mystics gain the power to fuse the souls of their fallen enemies into the thigh bones of those enemies, creating unholy weapons of extraordinary power. Most of the ith'n ya'roo are strictly Lawful, so that such mystics are shunned and feared.

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<sup>1</sup> Details for whom can be found in the upcoming D.A.M.N. magazine issue for Spring 2018!

These weapons are called *hungry daggers*, and they thirst for the lives of whatever race they were made from. Each is considered a +1 weapon with a dim, malevolent Intelligence (roll 1d6 to determine), and urges its wielder to slay. The weapon has a starting Ego equal to the level or Hit Dice of the creature it was fashioned from, and the wielder must succeed in a Will save (DC equal to the hungry dagger's Ego) in order to resist attacking with it, once combat begins.

Against targets of the same race as the dagger's bone-substance, the weapon has an additional +2 bonus to attack rolls... and if the weapon should hit, the target must succeed in a DC 10 Will save or be slain, its soul sucked into the bone. Every time the dagger obtains a new soul in this manner, the weapon's Ego increases by 1d3 per level or Hit Die of the slain creature. This increase is permanent.

When a hungry dagger's Ego reaches 10 or higher, a Will save is always needed to avoid attacking any being of the race that feeds it, if that being is within 60'. When a hungry dagger's Ego reaches 15 or higher, the range increases to 120'.

When a hungry dagger's Ego is high enough that the wielder cannot save without a natural "20", the weapon completely dominates its wielder, turning it into a creature which uses its cunning only to slay and consume whatever race feeds the hungry dagger.

A hungry dagger can, itself, be targeted by attacks. It has an AC and hit points equal to its Ego. When in use, it adds the Agility bonus of its wielder (if any) to its AC. The dagger ignores all damage that is insufficient to destroy it outright. These daggers are not balanced for throwing.

*Ith'n Ya'roo Hungry Dagger*: dagger +1; DMG: 1d4+1; INT: 1d6; AL: Chaotic; *Communication*: malevolent urges; *Purpose*: destruction of bane (see above); *Special*: +2 to-hit against bane (see above); slay bane (DC 10 Will save to resist, see above); forces Ego checks and dominates wielder (see above); cannot be thrown.

NOTE: You can learn more about the *ith'n ya'roo* in *Races of Porphrya: Ith'n Ya'roo*, published by Purple Duck Games, available [here](#) on RPGNow.com.

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## 10. The Legacy of Shurath-Gor

by Giles Othen

It is well known that if you kill a Grand Necromancer you should make sure they are really dead. Shurath-Gor was a barbarian of the Great North-Western Plains who made that mistake. He had slain at great effort to him and his clan a nameless dark mage. He burned the wizard alive at the end; thinking that mere flame would be enough to cleanse the foul shade from the land of men.

'Twas not so.

About a year later a humble foraging shaman came across the immolated skeleton and selected a thigh bone, thinking it might make a good fetish or carving bone. His ritual was all the hungrily waiting spirit still clinging to the shreds of his body needed.

Influencing the Shaman without the old man realising it, the thigh bone became a conduit for the umbral wizard's long deferred vengeance!

The resultant bone spike is supernaturally sharp and hard. But if it strikes there is a chance that it will cast a paralysation effect on the victim: both legs will be filled with cramps, hobbling, or possibly immobilising the target.

Anyone slain by the dagger will suffer an additional curse. Their body will take on the look of the ancient Necromancer and in darkspeech the words “*My vengeance on Shurath-Gor hastens!*” will appear on the corpse, their spirit now bound to the Necromancer’s own.

The sage Menegotharus was able to study the dagger briefly and warned that if the dagger slays enough souls the Grand Necromancer will return and will likely wreak terrible vengeance for his desecration! That sage advised that it be locked away until a means to unbind the hate-filled spirit from it is discovered. So far researches have only uncovered an equally dreadful property of the knife of bone: only if it slays a descendant of Shurath-Gor may its slow build up of necrotic power be stilled.

Now the dagger has passed from the hands of the holy clerics dedicated to conceal it from the world to the guildmaster of a band of assassins operating out of Slaver’s Isle. He in turn lost it to an adventuring group that dared attempt a rescue of one of their own and took it as a prize of war.

Where is it now? And what will happen if the life force it steals reaches critical mass? Will the dagger become more powerful? Or will the dark wizard’s spirit be at last sated, or worse released to stalk the earth once more?

**The Legacy of Shurath-Gor:** dagger +2; DMG: 1d4+2/1d10+2; INT: 6; AL: Chaotic; *Communication:* quiet dreams of dreadful vengeance; *Purpose:* revive the Grand Necromancer or avenge his death upon the descendants of Shurath-Gor; *Special:*

- Upon successful blow, target must roll a DC 10 Fort save; success causes their legs to cramp, halving their movement speed, failure indicates that they are paralyzed for 1d6 turns.

- Any target slain takes on the visage of the Grand Necromancer, with the words of vengeance carved on their body in darkspeech.
- Every time the dagger is used to slay a sentient creature, there is a 1% cumulative chance that the Grand Necromancer awakens, using the slain creature as a host for their magic (any events thereof are at Judge’s discretion; Judges are encouraged to set a base percentage of 2d20% to this effect, rolled when the dagger is first identified).
- If the dagger is ever used to slay a kinsman of Shurath-Gor its dark curse is sated, and it becomes a mundane bone blade.

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## 11. Leg of the Leech

by AMP

Alborhast the Leech was so named for a number of magical mutations suffered by the elderly wizard over the course of his career, or perhaps due to his penchant for siphoning the life-force of others to fuel his magic. The foul mage eventually succumbed to the conglomerate corruption descending on his mortal coil, and after his death this long, slender spike was fashioned from the remnant porous bone by one of his homunculus manservants.

The purple-stained blade is long and slender, better suited to use as a ritual implement than a weapon, and its eldritch purpose becomes clear whenever it is applied in such a fashion.

**Leg of the Leech:** ritual spike +1; DMG: 1d3+1; INT: 16 (hidden); AL: Chaotic; *Communication:* possession (hidden, see below); *Purpose:* none comprehensible by mortals (see below); *Special:*

- When used as part of the ritual casting of a spell, the spike doubles all bonuses

from blood sacrifice made and each point of spellburn counts as 1d3 points instead.

- If ritual is successful, the caster must roll a Will save (DC equal to spell check result); failure indicates that the lingering spirit of Alborhast has quietly possessed the caster: for the next fortnight, they will occasionally find themselves mindlessly focused on incomprehensible occult activities (drawing runes and sigils, chanting, meditation) with no discernible goal (these pose no threat, unless the Judge deems it fit, but should unnerve the player suitably).
- The lingering spiritual effluence of Alborhast is undetectable by any but the most powerful magics.

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## 12. *Leofic's Toothpick*

by Danny Prescott

This short blade of blackened bone is fashioned from the femur of legendary halfling scoundrel Leofic Fourfingers. The luck of this renowned thief and trouble-maker finally ran out whilst attempting a daring heist of arcane artefacts rumoured to be in the possession of a reclusive sage.

Unfortunately the sage turned out to be a mature dragon, which promptly roasted and devoured Leofic before he could make off with any of its hoard. One of the halfling's thigh bones became lodged in a cavity between two of the wyrm's teeth which over time developed into a festering sore, slowly eating into the great wyrms' flesh and bone. Plagued by relentless toothache and weakened by poison in its sulphurous blood the dragon eventually died at the hands of a band of Leofic's companions.

Whilst rendering the corpse for marketable spell-component materials, the survivors discovered the knife-like remnant of their former associate located in a head-sized abscess in the dragon's jaw. Through feeding on and being embedded into the flesh of an ancient magic-using creature the bone shard had become imbued with power, retaining some semblance of the irreverent rogue's spirit.

And so, the blade known to burglars and assassins as Leofic's Toothpick was born. The dagger craves the thrill of the score and the unpredictability of springing an ambush, attempting always to influence its owner onto a path of riches riskily acquired, favours traded by dubious means and resources squandered on fleeting pleasures.

The dagger is poisonous to dragons as well as being a threat to halflings, can project a globe of deep shadow around its owner at will (although it usually only grants this gift if it's owner is engaging in thievery or other skullduggery) and can wreath itself in dragon fire.

**Leofic's Toothpick:** bone dagger +1 DMG: 1d4+1/1d10+1; INT: 11; AL: Chaotic; *Communication:* empathy; *Purpose:* acquire wealth through theft; *Special:*

- *Dragonbane:* Festering wound, hit causes +1d6 damage and another 1d4 damage the next round.
- *Halflingbane:* Neutralization, "Good Luck Charm" -ability lost for one day after a hit, each subsequent hit applies a cumulative -1 to hit modified to target for one day
- *Shadowcast:* Obscure surroundings with 20' globe of darkness at will.
- *Flame Brand:* Ignite in flames 3/day: duration 6 rounds, inflicts additional 1d6 damage and ignites targets (DC 12 Ref save to avoid).





### 13. The Volaré Crossbones

by Michael Markey

This twin set of daggers is said to have been carved from the thigh bones of a human assassin while he yet lived. Now, they seek vengeance by making a painful mockery of other humans.

**The Volaré Crossbones:** two daggers +1; DMG: 1d4/1d10; Range: 10'/20'/30' (see below); INT: 4; AL: Chaotic; Communication: simple urges; Purpose: undermine authority; Special: Unerring throw (only against bane), each dagger can be thrown with a 60' range. When thrown, it uses attacker's normal missile fire attack roll but includes their STR modifier to damage. If such a throw hits, a dagger will lodge itself in the target's femur. Removing a dagger requires a full round and a strength check (DC 10+damage dealt). While in the bone, the target's movement is reduced by 10' (cumulative for multiple daggers).

### 14. Whittlebones

by AMP

Less of a dagger and more of a contraption, Whittlebones is what polar adventurer Stumble

Dears claimed saved his life on more than one occasion. Originally built from a variety of bones scavenged from the carcasses of his perished sled-hounds, the tool has since been built upon and improved by a number of tinkersmiths. The core of the object is still a number of dog bones, strapped together by sinew and gut-string.

His years caught up with him not long ago, and the once-spry adventurer died comfortably retired and modestly drunk at the Frog and the Goat Inn. His fabled dagger-tool disappeared from the Inn's storage not long after, no doubt to the hands of another dungeoneer looking for the final score that'll make them rich and famous.

**Whittlebones:** dagger-tool +1 DMG: 1d3+1; INT: none; AL: Lawful; Communication: none; Special: dagger is moderately magical (mostly due to fame); doubles as thieves' tools; any skill check related to small handicrafts or camping is rolled on +2d on the dice chain.

### 15. Wolf-Sprint Blade

by AMP

Gifted to the line of the Old Kings by a vassal tribe of northern barbarians, this long blade is imbued with the loping gait of the wolf. It was reputedly crafted from the thigh of a wolf-were: a magical wolfkin creature with the ability to turn into a human during the full moon.

**Wolf-Sprint Blade:** dagger +1; DMG: 1d4+1/1d10+1; INT: 4; AL: Neutral; Communication: vivid dreams of running with wolves (only during full moon periods); Special: increases wielder's movement speed by +5'.

## 16. The 2393<sup>rd</sup> Demonblade

by AMP

The 2393<sup>rd</sup> Demonblade is just that: a blade carved from the bones of the fallen, in the endless assembly lines of the Hell Dimensions. The bonesmiths there use the refuse from the torture halls to create wicked weapons for the followers of Chaos.

The 2393<sup>rd</sup> Demonblade looks like any other creation of those blasted factories. A lean, sharp blade, the colour of charred dust, carved with wicked spikes and unseemly decorations.

However, the blade holds a secret: it is made out of the thigh-bone of a high-ranking angel known as Maalziel of the Third Eye. He was captured and subsequently ripped apart in a torture-ceremony, but not before he managed to hide his angelic essence into his remaining bones. Even after being worked into a wicked demonic blade the bones keep him hidden, harbouring vengeance against the whole of the Hell Dimensions.

**The 2393<sup>rd</sup> Demonblade:** short sword 0/+2 (see below); *DMG*: 1d6(+0/+2) (see below); *INT*: none/14 (see below); *AL*: Chaotic/Lawful (see below); *Communication*: none/telepathic discussion; *Purpose*: wage war against the Hell Dimensions; *Special*:

- When wielded or examined (even through magical means) by a Chaotic or Neutral character, the weapon functions exactly as a demon-forged short sword: it detects as moderately magical and Chaotic, and causes a -2 to opponent's morale checks due to its gruesome appearance. No inkling of its angelic secret can be divined from it, for Maalziel has hidden himself too well.
- If identified or wielded by a Lawful character, Maalziel reveals his character and his guerilla existence. He is glad to aid the wielder in their endeavours,

albeit very anxious to see the forces of Hell suffer for his fate (forcing Ego checks against his INT if the situation warrants it).

- If Maalziel is willing, the blade functions as a demon-forged shortsword +2, with the additional benefits of allowing the wielder to turn demons as a cleric of the same level, and casting *Protection from Evil* 1/day (as spellcheck result 20-23, pg. 265 of the DCC rulebook).

