

Graevar's +1 Greatsword of Parrying

- Graevar The mighty was an ancient warrior of famed prowess with the Greatsword; his weapon of choice. His upper-body strength was legendary, and his ability to deflect the blades of his opponents second to none. The secret to his prowess was due in part to this mighty blade.
- The sword is finely crafted magical blade, perfectly balanced, and made of Mithral (ref DMG page 283).
- This magical Greatsword provides a +1 to hit and damage vs all opponents. For all attacks it is considered to be a magic weapon for the purpose of overcoming damage reduction.
- This weapon is enchanted to provide a benefit when a Parry is attempted (RWNF page 5 for more info on the Parry Feat), the opposed attack roll (the parry attempt) is granted a +5 bonus to determine whether the parry is successful. Additionally, any wielder of this sword gains one additional parry attempt each round; just as if they had an extra 'Attack of Opportunity'. This extra parry attempt may not be used to perform a normal melee attempt. It may only be used to attempt a parry.
- Lighter than steel but just as hard. An item made from Mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed), but it will affect the weapons WSM (Weapon Speed Modifier).
- Mithral has 30 hit points per inch of thickness and hardness 15.
- As a two-handed weapon, this sword normally requires two-hands to wield effectively.

-Size (Med) / Dam: 2d6+1(m) / Crit: 19–20/x2 / Rng: – / Wt: 4# / Type: S / Parry +5 / M.Str/Dex: 10.7 / Fumble: 16

Item Level: 12; Body Slot: –(held); Caster Level: 12; Aura: Moderate (DC20) Evocation; Activation: –

Weight(lb.): 4#

Value(gp): 7,500

Blast Disk

- This jet-black, 8-inch-diameter plate bears a bas relief humanoid skull surrounded by runes and sigils. Its other side is perfectly smooth and flat.
- A blast disk can be set to explode through proximity or on a timer. In either case, when the disk activates it explodes, destroying the blast disk and dealing 5d6 points of fire damage to all creatures and objects within 10 feet (Reflex DC 14 half).
- If set to explode through proximity, a blast disk must be set down in a square on the battlefield. The next creature of Small or larger size to enter that square (either on the ground or airborne within 5 feet) sets off the blast disk. That creature receives a –2 penalty on the save against the blast.
- A blast disk can also be set to automatically explode up to 10 rounds after placement.
- A character who has trapfinding can find (Search DC 28) and disable (Disable Device DC 28) a blast disk.

Item Level: 4th; Body Slot: –(held); Caster Level: 5th; Aura: Faint (DC 17) evocation; Activation: Standard (manipulation)

Weight(lb.): 1

Value(gp): 900

Instant Wall

- A magical item in the shape of a small square stone (1" on a side) made of common field stone.
- When placed on the ground and command word "iwalli" is spoken (standard action), the stone grows into a wall of stone, filling a maximum space of 15' x 15' with a 3' thickness.
- The stone wall will have a Hardness of 8, 540 Hit Points, and a Break DC of 50.

Item Level: 5th; Body Slot: – (held); Caster Level: 9th; Aura: Moderate (DC 19) Abjuration; Activation: Standard (manipulation/command)

Weight(lb.): 0.5

Value(gp): 600