

Mace-axe of armor piercing

- Mace-axe: This one-handed, martial, melee weapon is based upon a bronze age design. It features a mace-like head with a single curving axe blade projecting from it. It is heavy and awkward, but delivers a formidable blow. The weapon carries a +1 bonus to hit and damage as well as several additional enchantments.
- Armor piercing: Upon close inspection, this weapon appears to have dense sharp spikes all along the blade, as well as two backward curving, partially bladed, pick-like projections on either end of the axe head. The weapon is also fitted with a heavy leather thong to assist in various combat maneuvers. These implements are designed to pierce or destroy heavy armor. When employed in a melee attack, this mace-axe penalizes a target's AC due to armor by 3 points. This modifier only applies to that portion of a target's armor that is derived from physical armor; Dexterity, cover, or magical bonuses are not affected. For example: If the axe-wielder attacks a warrior wearing +2 magical chainmail and a mundane shield. The armor is considered to be 3 points worse in its protective rating. Overall, the warrior's AC is considered worse by 3. If the warrior was only carrying a mundane shield (which provides 1 point of Armor protection) his AC would only be considered worse by 1 point. The amount that the AC is reduced by cannot exceed the protective rating of the armor worn or carried. If the warrior wore nothing but magical bracers of defense, his AC would not be affected.
- Armor cleaving: The unique armor defeating implements of this weapon allow the user to target an opponents armor for additional damage (See 3ehsrls.pdf page 33 / Armor deterioration due to critical hits). If the wielder of this weapon scores a critical hit against an armored opponent (during melee combat), that opponent's armor receives 3 fewer points as modifiers during its saving throw than normal. Once again, the amount that his modifier is reduced by cannot exceed the protective rating of the armor worn or carried.

Weight(lb.): 9

Value(gp): 20,000

Mace-axe of armor piercing

- Sunder: If this weapon is used in a 'Sunder' attack (see PH158) against a held weapon or shield, then this weapon is considered to be held with two hands - wielder receives a +4 bonus on the opposed roll, and the wielder is considered to have the Improved Sunder Feat (see PH96) - receiving a +4 bonus on the opposed roll and incurring no attack of opportunity in the sunder attempt.
- Disarming: The special spikes and projections on this weapon make it an excellent choice when attempting to disarm an opponent. If the wielder of this weapon attempts to disarm an opponent (see PH155) then this weapon is considered to be held with two hands - wielder receives a +4 bonus on the opposed roll, and the wielder is considered to have the Improved Disarm Feat (see PH96) - receiving a +4 bonus on the opposed roll and incurring no attack of opportunity in the sunder attempt. Note: Although the Improved Disarm feat requires 'Combat Expertise' use of this weapon does not confer that feat as a benefit. It is simply waived as a requirement for the purposes of this magically enhanced disarm attempt.
- Parrying: A typical mace-axe has no modifier on its parry attempt. This weapon gains a +2 due to its construction and the use of the lanyard/strap, and an additional +1 due to the magical enhancement of the weapon.
- The weapon has the following stats (magical adjustments in parenthesis):
- Damage: 2d4(+1); Crit: 19-20/x3; Rng: -; Wt: 9; Type: B+S+P; Parry: +2(+1); M.Str: 10; M.Dex: 8; Fumble: 19

Item Level: 15; Body Slot: -(held); Caster Level: 18; Aura: Moderate (DC18) evocation; Activation: -

This armor/magic item description is an original design. This magical item was created for use in my personal D&D campaign using rules designed by Wizards of the Coast and house rules designed by the author. This item description may not be re-published for any commercial purpose. Copyright held by Author: Robert L. Vaessen

Weight(lb.): 9

Value(gp): 20,000