

Mace of undead disruption

- A hafted weapon with a heavy bronze head. This enchanted heavy mace (aka Footman's mace) has a head shaped like a demonic skull, featuring numerous horns, ridges and jagged protrusions. This particular weapon is enchanted with a +2 to hit, and +2 damage bonus against non-undead opponents. All damage dealt by the weapon is considered Holy.
- When used against undead (must have 'undead' as a listed 'type'), the weapon deals double damage, and an undead disruption power is applied.
- Additionally, whenever an undead opponent is struck, the mace's undead disruption power is triggered. The mace head glows brightly, casting an eerie greenish-white light in a 10' radius. Any undead opponent struck must make a save versus the undead disruption ability. If the target fails to make a DC14 Will save, the undead will be destroyed. The undead creature is simply blasted from existence. A loud and messy explosion marks the destruction of the creature, blood, bones and excrement (as applicable) are blown outward in a 10' radius (no damage caused to others by explosion). Additionally, all undead within 10' (in the area of the eerie glow) must make Will saves vs DC14 or suffer 1d10 holy damage from the blast.
- If the weapon is touched (not when struck) by a character/creature of non-good alignment, a saving throw must be rolled. Neutral aligned toucher: DC14 vs Will. Evil aligned toucher: DC18 vs Will. If the save is made the mace may be used/wielded for up to 24 hours, after which another save must be rolled. If the save is failed the toucher takes damage as if struck by the weapon, and the weapon is dropped (roll normal damage and make undead disruption check if applicable). Another attempt to touch/wield the weapon may be made after the weapon is dropped, but the save must be rolled. If a save is made, then anyone - including evil characters/creatures may use/wield the weapon for up to 24 hours, after which another save must be rolled.
- The weapon has the following stats (w/out any pluses added):
- Damage: 1d6/1d8/1d10 (w/out pluses); Crit: x2; Rng: —; Wt: 8; Type: B; Parry: +1; M.Str: 10; M.Dex: 6; Fumble: 18; Notes: Heavy mace gains a +2 'to-hit' when used in a sapping attacks (see House Rules)

Item Level: 15; Body Slot: – (held); Caster Level: 14th; Aura: Strong (DC 21) necromancy; –

Weight(lb.): 8

Value(gp): 18,500