

Thurfraad (“Storm-Crow”) Hammer of Lothar Firebeard

This weapon is well-known among dwarves of the North. Originally forged by Lothar of clan Firebeard, it was lost in the early days of the Spellplague. It is said that its wielder finds it light as a hatchet, and that it thirsts for the blood of orcs, giants, and trolls.

Thurfraad is a rare, unique hammer or axe.

Enhancement Bonus: Attack and damage rolls.

Critical: +1d6 damage per plus.

Properties:

Dwarven Thrower: This weapon can be used as a heavy thrown weapon with a range of 6/12.

Blood Thirst: This weapon gains Brutal 3 against orcs, half-orcs, ogres, trolls, and giants (and undead versions of such). When these creatures are within 50' the hammer feels warm to the touch and the crow's eyes begin to glow very faintly.

Powers:

Illumination (At-Will, Minor Action)

When activated, Thurfraad sheds light as a torch.

Feed (Daily, Free Action):

When this ability is invoked, a burst of black, phastasmal feathers flies up from the point of impact, the sound of crows cawing can be heard briefly, and the weapon glows bright red for several seconds.

Trigger: The wielder scores a critical hit on a weapon attack against a living creature

Effect: The wielder regains a healing surge and has the option to spend it immediately as a free action.

Special: This power immediately recharges if the wielder ever has zero healing surges remaining.

Level: +2 (level 9); +3 (level 14); +4 (level 19); +5 (level 24); +6 (level 29)



Aiel'luvar (“The Clever One”) (i-ELL-lu-var)

This dagger is crafted of fine steel with a dull black finish that never stains or corrodes. Etched along the blade are the phrases (in elven) “She who laughs last” and “Eternal vigilance.” While in pursuit of prey, these engravings begin to glow with a fey purple hue. The base of the blade features the crescent moon symbol of Corellon Larethian, chief god of the Seldarine. The hilt is wrapped in smooth black leather, and the pommel is unadorned. Overall, the weapon is quite utilitarian in appearance. It is believed Aiel'luvar once belonged to an elven hunter who swore an oath to kill drow in the early days after their fall from grace. Legends tell that the weapon's owners tracked their prey deep into the underdark for weeks on end to exact vengeance.

Aiel'luvar is a rare, unique dagger.

Enhancement Bonus: Attack and damage rolls.

Critical: +1d6 damage per plus

Properties:

Bloodhound: While pursuing a known target whose presence has been detected within the last hour, The Clever One will lead its wielder in the best direction when confronted with a choice of paths to take. It does this by varying the intensity of the glow of its engraved lettering.

Powers:

Graceful Stride (Encounter, Move Action):

You move your speed, ignoring difficult terrain. You can use this ability while prone, and you can stand up as a free action at the end of the movement.

Beguile (Daily, Free Action):

You cause the target to lose its concentration briefly, granting you combat advantage against it for the next attack you make with this weapon on this turn. The enemy's initiative is lowered by 1d4 plus Aiel'luvar's enhancement bonus.

Last Laugh (Daily, Free Action): Use this ability when you make a melee or ranged attack. The effect depends on the type of attack made:

- **Melee:** Your attack ignores all cover and concealment.
- **Ranged:** Your attack's range is doubled, and you do not need line of sight to the target as long as you have seen your target within the last two rounds and you can draw a curved line to the target's square with a length that does not exceed the weapon's long range (Essentially, you can attack around corners). This attack ignores concealment but not cover.

Level: +2 (level 9); +3 (level 14); +4 (level 19); +5 (level 24); +6 (level 29)



Desert Wind (الرياح الصحراوية)

This slender and graceful scimitar is crafted of shining steel, lustrous ivory, and polished gold. Its hilt is set with brilliant blue sapphires and fiery red rubies. At first glance, the weapon appears to be nothing more than a showpiece, a gaudy bit of belt-jewelry for a foppish noble. Closer examination, however, reveals the blade's perfect balance and keen edge, as well as a grip wrapped in wire—it will not slip in a hand slick with sweat or blood. Legend has it this weapon was crafted by the Djinn of Calimshan as a weapon in their eternal war against the Efreet and their servants.

Omen: *When you grasp the hilt of this weapon, you feel a soft, warm breeze, scented with the smells of date palms and exotic spices, as though wafting from a desert bazaar. Only you feel this breeze, which might cause an occasional ripple in your clothing or through your hair. It has no other effect. The blade grows very hot when wielded in battle, glowing red or even white. Only then are the enchanted runes visible on the blade, which reads (in primordial) "Desert Wind."*

Desert wind is a rare, unique scimitar.

Enhancement Bonus: Attack and damage rolls.

Critical: +1d8 fire damage per plus (High Crit, as a normal scimitar)

Properties:

Bane of the Brass: Any elemental fire creature struck by Desert Wind loses fire resistance equal to 5 times this item's enhancement bonus until the end of your next turn. This effect does not stack.

Ride the Wind: Desert Wind can be used as a heavy thrown weapon with a range of 5/10. If you have the Swordbond class feature, you can call this weapon to your hand from up to a mile away. When you do so, it vanishes into a swirl of sand which is carried on the wind back to you.

Powers:

Desert Wind counts as an implement for the use of these powers, so add its enhancement bonus to attack and damage rolls. [Ability] is shorthand for your highest ability modifier.

Flaming Blade (At-Will, Minor Action)

Weapon attacks made with Desert Wind that deal untyped damage instead deal fire damage.

Flame Wave (Encounter, Standard Action)

Attack (Blast 3): [Ability] vs. Reflex (implement)

Hit: 1d6 per point of enhancement + [Ability] damage

Miss: Half damage

Sirocco Form (Daily, Standard Action)

Effect: You transform into a gust of wind-carried sand and fly up to your speed. During this movement you are invisible, insubstantial and phasing. You can make the following attack against any creature whose square you pass through during this movement.

Attack: Highest ability vs. Fortitude (implement)

Hit: 1d6 per point of enhancement + [ability] damage and the target is blinded and must roll a saving throw or be knocked prone.

Level: +2 (level 10); +3 (level 15); +4 (level 20); +5 (level 25); +6 (level 30)

