

ELDRITCH WEAPONS



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INTRODUCTION

Eldritch weapons are potent artifacts into which a dark soul, evil spirit, or some other malevolent entity has been bound for some nefarious purpose. They are defined by five characteristics:

1. **Boon:** Benefits provided by the weapon.
2. **Geas:** Obligations imposed upon the wielder.
3. **Nature:** Unusual properties of the weapon.
4. **Legend:** Origin or history of the relic.
5. **Destiny:** Fate or purpose of the weapon.

To generate an eldritch weapon, draw five cards and cross-reference the ranks on the table below, applying each card in sequence. On a Joker, draw two cards and combine the results; should both cards have the same rank, redraw one of them.

Alternatively, the Game Master can choose to leave the characteristics unknown until the players research the history of the weapon. This requires a Dramatic task using Investigation, with each card drawn for the task revealing the next characteristic in sequence. If the Dramatic Task fails, however, the heroes will likely be misled in some way, often with dire consequences.

VESSEL

Select a weapon from those available in your setting to serve as the physical vessel for the eldritch weapon; the appearance can be defined through trappings, but this determines the base abilities of the weapon (such as damage, Parry modifier, AP, and so on).

Eldritch weapons are infused with powerful magic, and receive a +1 bonus to attack and damage rolls, increased to +2, +3 or +4 if you drew two, three or four different characteristic cards of the same rank. For example, if you drew three Aces, then the weapon would receive a +3 bonus to attack and damage rolls.

CREATION

Forging an eldritch weapon is a major event, and even if the Game Master allows it, it should require several adventures to obtain everything needed for the ritual. The creation of such a great weapon could even represent the culmination of an entire campaign.

Once the players have everything that they need, the process requires a Dramatic Task using a Knowledge skill appropriate to the setting (usually Arcana, Occult or Demonology). The cards drawn for this Dramatic Task are also used to create the weapon, however the one performing the ritual can choose which cards are assigned to which characteristics once the ritual has been completed (with one card remaining unused, as there is no Legend for a newly forged weapon).

Should the Dramatic Task fail, the results are likely to be catastrophic. At the very least, the character's soul will be destroyed or consumed. The worst case scenario might involve an entire city being destroyed, or a gaping hole being torn in the fabric of reality.

DESTRUCTION

Eldritch weapons have a destiny to fulfill, and they cannot usually be destroyed before completing it.

Unmaking an eldritch weapon prematurely may be possible at the Game Master's discretion, but this is always a major event, and could even be the focus of an entire campaign.

The exact process required to destroy an eldritch weapon will depend heavily on the specific weapon in question, but it is normally tied to the manner of the item's creation; if a weapon was forged in the heart of a volcano, for example, then it might need to be cast back into the same volcano.

Card Rank	Boon	Geas	Nature	Legend	Destiny
2	Autonomous	Bonded	Anti-Magic	Alien	Assassination
3	Corrupting	Disfigured	Banishment	Carved	Destruction
4	Eager	Doomed	Contagion	Defender	Evil
5	Flying	Harvester	Desecration	Essence	Free Will
6	Hellfire	Hatred	Dominating	Eternal	God Slayer
7	Howling	Hungry	Enigmatic	Fallen	Key
8	Keen-Edged	Jealous	Festering	Forged	New Age
9	Pleasure	Mission	Imprisonment	Gift	Revenge
10	Rending	Proud	Merciless	Legacy	Shatter
Jack	Shadowy	Sacrifice	Misleading	Meteorite	Summoning
Queen	Unerring	Sanguinary	Organic	Phylactery	Sunder
King	Venomous	Seductive	Soulfire	Soulbound	Survival
Ace	Warping	Vulnerable	Whispering	Tainted	Symbol
Joker	Draw twice	Draw twice	Draw twice	Draw twice	Draw twice

BOON

Autonomous (2): This weapon seems to fight with a mind of its own. Each turn the wielder may use it to either make a free attack at -2, or add its magic attack bonus to his Parry until his next action.

Corrupting (3): When attacking a foe who has true faith in a higher power, this weapon inflicts additional damage equal to the target's Faith skill (e.g., when attacking a priest with Faith d8, the attack inflicts an additional +d8 damage). If the setting includes rules for regret or corruption, anyone who suffers a wound from this weapon automatically suffers the drawbacks associated with committing the most horrific of sins.

Eager (4): This weapon twists and slithers over and around obstacles in order to reach its target. It ignores Parry bonuses from weapons and shields, as well as all penalties incurred by cover.

Flying (5): This finely balanced blade can be thrown with a range 3/6/12 as if it were a ranged weapon, or has its range doubled if it is already a ranged weapon. It may also be summoned back to its owner's hand as a free action, if within maximum throwing range.

Hellfire (6): This cursed weapon becomes wreathed with infernal fire when it is drawn. The searing flames inflict +2 damage, and flammable targets must roll to see if they catch fire.

Howling (7): This weapon screams and bellows in battle; all foes within 12" must make a Fear check. The wielder also receives +2 to Intimidation rolls.

Keen-Edged (8): Wickedly sharp, this terrible blade can slice through practically anything. It ignores all armor, and counts as a Heavy Weapon.

Pleasure (9): The wielder of this perverse weapon feels pleasure instead of pain, and ignores all wound penalties. The first time he suffers a critical failure on a Soak roll, he become addicted to the sensation of his own lacerated flesh; treat as a Minor Habit Hindrance.

Rending (10): The wounds inflicted by this terrible weapon cannot be Soaked, and any Extra it causes to become Shaken is automatically incapacitated.

Shadowy (Jack): The wielder of this weapon can shroud herself in shadows at will. Anyone attacking her while so concealed suffers a visibility penalty, as if the lighting were one step worse than it actually is (i.e., normal lighting is treated as Dim, Dim becomes Dark, and Dark becomes Pitch Darkness).

Unerring (Queen): This fearsome weapon never misses. If the attack roll would normally result in a miss, it is instead resolved as a successful attack to the torso, and the total damage is halved (round up).

Venomous (King): This weapon glistens with toxic venom. Anyone Shaken or wounded by its attacks must make an immediate Vigor roll to resist the *lethal* (♠), *venomous* (♥), *paralysis* (♦), or *knockout* (♣) poison (see *Savage Worlds* for poison rules).

Warping (Ace): The wielder of this weapon can cause it to shift forms once per round as a free action. It can assume the form of any weapon that is normally available in the setting, and requires no ammunition while in the form of a ranged weapon.



GEAS

Bonded (2): This parasitic relic bonds itself to the wielder's wrist (♠), forearm (♥), or other body part (♦), in some cases replacing their entire hand (♣). The weapon cannot be disarmed, dropped or removed.

Disfigured (3): The owner must mutilate their own face with this weapon before it will allow them to use it; choose either the Ugly or One Eye Hindrance.

Doomed (4): Sooner or later this weapon will turn on its owner like a rabid dog; whenever the wielder rolls a critical failure on an attack, they automatically hit themselves with a raise; this critical failure cannot be rerolled with a Benny.

Harvester (5): This weapon is dedicated to the goal of collecting the souls of the damned; the wielder can sense approximately how corrupt someone is simply by looking at them, and is constantly pressured to kill those the weapon considers ready for "harvesting."

Hatred (6): This weapon despises a particular race, creature, or type of person, and urges the wielder to attack such individuals whenever possible.

Hungry (7): This weapon hungers for souls. The wielder must make regular kills with the weapon to keep it sated, otherwise it starts draining the life force from its wielder; treat this as a Major Habit Hindrance that can lead to death.

Jealous (8): This weapon lashes out jealously at the friends and loved ones of the wielder. Whenever the character rolls a natural 1 on their skill die (regardless of the Wild Die) while making an attack, they hit an ally instead of the intended target; on a critical failure, they hit with a raise. This drawback only applies if there are allies present within range/reach.

Mission (9): This blade has a great destiny to fulfill, and the wielder is expected to play their part. Every so often the weapon will insist that the wielder performs a certain task; although the tasks may sometimes seem to be insignificant, there is always a greater purpose behind them.

Proud (10): This weapon refuses to be hidden, and must be prominently displayed at all times. It may become offended if the wielder uses another weapon.

Sacrifice (Jack): The wielder must use this weapon to kill someone they love before it will allow them to use it against anyone else.

Sanguinary (Queen): Each time this blade is drawn, the wielder must use it to take a life before she is able to sheathe or release the weapon again.

Seductive (King): This weapon seduces its owner with dark promises. The wielder becomes obsessed with the weapon, never allowing it to leave their sight.

Vulnerable (Ace): The owner of this fell weapon is vulnerable to one particular source of damage. They suffer +4 damage from fire/heat (♠), ice/cold (♥), silver (♦), or cold iron (♣).

NATURE

Anti-Magic (2): This artifact devours magic. Powers that would affect the wielder (including area-effect spells) suffer -2 to the arcane skill roll; the bearer is also unable to use or benefit from magic of their own, even magic items won't work (other than relics).

Banishment (3): Anyone incapacitated or killed by this weapon is automatically banished to Hell, usually in a spectacular display of screaming and immolation.

Contagion (4): The corpses of those slain with this blade become riddled with a highly contagious disease that spreads through physical contact. The wielder is immune, but everyone else must make a Vigor roll at -2 to avoid contracting a *Long-Term Chronic, Majorly Debilitating* disease (see *Savage Worlds*).

Desecration (5): Anyone incapacitated by this blade dies in some horrific fashion; the killing blow might always result in decapitation (♠), or the victim could spontaneously combust (♥), or explode in a shower of gore (♦), or perhaps maggots erupt from their flesh and devour them from within (♣).

Domineering (6): Whenever the wielder critically fails their attack, this relic casts *puppet* on them (with an arcane skill of d10 and a Wild Die), forcing them to wreak as much havoc and destruction as possible.

Enigmatic (7): This weapon has a bizarre form that defies explanation, such as a hovering sphere, a cubic puzzle box, or a flat rotating disc.

Festering (8): Wounds caused by this weapon fester and are slow to heal. Healing rolls (including natural healing) to cure these wounds suffer a -2 penalty.

Imprisonment (9): Victims slain by this terrible weapon become trapped within it, either physically or spiritually. Their screaming faces may be occasionally visible on the gleaming surface of the blade.

Merciless (10): This blade automatically kills those it incapacitates, and it can never be used to inflict nonlethal damage.

Misleading (Jack): This weapon takes the form of a mundane item, such as a walking stick (♠), an item of clothing (♥) or jewelry (♦), or something else entirely (♣), but it is never treated as an improvised weapon. If the item couldn't reasonably be used as a weapon, its characteristics instead apply to the wearer's unarmed attacks, and the wearer is never considered to be an Unarmed Defender.

Organic (Queen): This weapon is made from living organic matter. It could be insectile (♠), reptilian (♥), or formed from living flesh and bone (♦), or perhaps it is something else entirely (♣).

Soulfire (King): The wielder uses Spirit instead of Strength for damage rolls with this particular weapon.

Whispering (Ace): This blade constantly whispers to its wielder, audibly or telepathically, urging them to commit atrocities and perversions upon their foes.

LEGEND

Alien (2): This otherworldly weapon appeared from nowhere. Its origin is unknown, however its form and material are very obviously not of this world, or even from this reality.

Carved (3): This fearsome weapon was carved from the bone of an angel (♠), devil (♥), fae (♦) or perhaps even a mighty dragon (♣).

Defender (4): Originally forged by an ancient and long-dead race, this weapon was created to defend the universe against monsters from another dimension. These monsters have never been encountered in living memory, but according to the legends this is the only weapon capable of stopping them.

Essence (5): This was once the personal weapon of a powerful demon or angel. After he was defeated in battle, his immortal essence fused with the blade.

Eternal (6): Nobody knows where this weapon originated from, even the oldest references describe it as ancient. Some scholars believe it has existed since the dawn of time, while a handful have suggested that it might actually *predate* the universe.

Fallen (7): This was once a pure angelic blade, but it became corrupted and twisted by evil when its owner fell from grace. Legend says that every warrior who takes up this blade will eventually become corrupted by its malign power.

Forged (8): Forged by a legendary blacksmith long ago, this weapon was created for a person of great importance. It is assumed that the original owner has long since perished, but nobody knows for sure.

Gift (9): This weapon was once given to a great and benevolent king as a gift, however the king descended into madness and depravity in the years that followed.

Legacy (10): An ancestor of the character was the original owner of this weapon, and they used it with horrific and devastating results. Now the hero has received their birthright, will they follow in their ancestor's footsteps, or will they forge a new legacy?

Meteorite (Jack): An asteroid struck the world in the distant past, and the impact wiped out an entire civilization. This weapon was forged from the otherworldly metal contained within the asteroid.

Phylactery (Queen): Originally constructed by a powerful lich to keep his soul secure, this weapon proved so effective that it became an eternal prison.

Soulbound (King): This weapon is powered by the many souls that were bound into it when it was forged. Perhaps they were the souls of innocents, or maybe the blade was fed on the souls of murderers?

Tainted (Ace): This was once the personal weapon of a fearsome warlord, who quenched it in the blood of his many victims, and it became forever tainted by his wickedness. That darkness lives on within the blade, and infects the souls of those who wield it.

DESTINY

Assassination (2): The intended purpose of this deadly weapon is to kill a very specific individual, who is destined to perform an act of major significance in the future if not stopped.

Destruction (3): Scholars believe that this fearsome weapon could destroy the world were it ever to slay a specific individual. Perhaps killing one's nemesis is the trigger (♠), or even slaying one's true love (♥). Maybe the wielder must take their *own* life with the weapon (♦), or perhaps the weapon was originally designed with a very specific victim in mind (♣).

Evil (4): This weapon shall be responsible for one (♠), three (♥), seven (♦) or thirteen (♣) acts of great evil, the precise nature of which will remain unknown until they have occurred.

Free Will (5): This mighty relic was designed to shatter prophecies and circumnavigate Fate itself. The wielder of this blade will forge their own destiny, and none can predict what they might do.

God Slayer (6): This weapon was designed to kill gods, angels, devils, and other immortal creatures, including the elder deities who exist beyond the limits of the known universe.

Key (7): The primary function of this weapon is to serve as a key, although there are many conflicting tales about what exactly it might unlock.

New Age (8): A fearsome power has been bound within this weapon. For better or worse, one day the power shall be released, bringing about a new age.

Revenge (9): This weapon is destined to be used as the tool of vengeance in a terrible future event. The fate of the very world will hang in the balance, and the repercussions of this event shall be felt for many centuries to come.

Shatter (10): This powerful relic has been imbued with the power to shatter three (♠), six (♥), nine (♦) or twelve (♣) magical seals that imprison something terrible, a monster beyond mortal comprehension.

Summoning (Jack): It is said that this weapon has the ability to summon a particular powerful creature, such as a demon lord or archangel, but only if one knows the correct ritual.

Sunder (Queen): Ancient tales mention that this weapon shall one day sunder an impenetrable fortress (♠), a great empire (♥), a mighty nation (♦), or even the entire world (♣).

Survival (King): This mighty weapon shall survive the end of the known universe, for it is destined to play a pivotal role in that which comes after.

Symbol (Ace): This majestic weapon was designed as a symbol of royalty, and only those of the chosen bloodline may use it. This bloodline might not even be recognized as royal in the current day and age, but the weapon always knows its own.



EXAMPLES

FELLSWORD

Boon: Hellfire (6♣)

Geas: Proud (10♠)

Nature: Soulfire (K♥)

Legend: Fallen (7♣)

Destiny: Summoning (J♦)

Vessel: Short sword, +1 to attack and damage

This flaming gladius originally belonged to a fallen angel, who was vanquished in a terrible battle against the heavenly host. Some occult researchers believe this weapon has the power to bring its original owner back from the dead, but even if the esteemed scholars are right, this dark relic appears to be in no hurry to carry out such a plan.

RING OF SHADOWS

Boon: Shadowy (J♠)

Geas: Seductive (K♥)

Nature: Misleading (J♦)

Legend: Forged (8♣)

Destiny: Destruction (3♠)

Vessel: Ring, +2 to unarmed attack and damage

This plain gold ring was forged by a great smith in the distance past, and allows the wearer to shroud herself in shadows at will. The ring seduces its wearer with dark promises, and according to legend it has the power to destroy the world if the wearer were ever to kill their true nemesis.

SOULEATER

Boon: Rending (10♠)

Geas: Hungry (7♥)

Nature: Imprisonment (9♥) and Merciless (10♦)

Legend: Defender (4♣)

Destiny: New Age (8♣)

Vessel: Battle axe, +2 to attack and damage

This gleaming axe inflicts horrific injuries that few can survive, and absorbs the souls of those it kills; its most recent victims can sometimes be seen screaming in the reflective surface of the blade. According to legend, souleater will one day send its vast army of souls to fight against a terrible foe, and the fate of the universe will hang in the balance.

WASPBLADE

Boon: Venomous (K♦)

Geas: Bonded (2♠)

Nature: Organic (Q♠)

Legend: Alien (2♥)

Destiny: Key (7♣)

Vessel: Rapier, +2 to attack and damage

This weird organic weapon originated from another dimension, and takes the form of a writhing insect-like creature that bonds to its wielder's wrist; anyone struck by its stinger is injected with paralytic venom. The waspblade eventually plans to open a portal to the dimension where the rest of its species resides.