

# GRIM AND MAW, THE MAGEBANE BLADES

## CURSED WEAPONS (SEALED), VERY RARE (UNIQUE)

These two shortswords come as a pair, they are made of stone with purple runes etched into the length of the blades and various animal teeth protruding from the trailing edge. They are they disinct, but from a distance could be easily misidentified due to their similar appearance.

**THESE WEAPONS INFLUENCE THE ACTIONS OF THE USER AND START SEALED, WHICH DISABLES ALL EFFECTS UNTIL THE STASIS IS BROKEN, SEE BELOW RELEASE CONDITIONS.**

**WHILE SEALED, THESE TWO SHORTSWORDS ACT AS REGULAR SHORTSWORDS WITH NO BONUS.**

These swords can only be unsealed by landing the killing blow with the toothed size of the blade on a creature that can spellcast.

If Grim or Maw is picked up by a spellcaster after being unsealed, the blade immediatly *Overloads*, if both Grim and Maw are both at 9 charges when either overload, add 40 to the roll.

### GRIM (SHORTSWORD + 1)

Grim starts with 0 charges, and can hold a maximum of 6. Whenever Grim hits a target, and that target is a spellcaster, roll a d100. Mod the result by the number of spells the target can cast, Grim gains charges equal to the level of the spell and steals the spell from the caster. The caster acts as if they had just cast that spell (nulifies the spells slot, consumes sorcerer points, ect). If the spell requires a material component, Grim bypasses the requirement so long as the spell would not consume said component. If Grim does not have enough charges to store the spell, this effect does not occur, and Grim Overloads.

Grim's weilder may, as an action, cast any spell stored within Grim, expending charges equal to the level of the spell. Once a stored spell is cast, it is no longer considered "stored" within Grim.

### MAW (SHORTSWORD + 1)

Maw starts with 0 charges, and can hold a maximum of 6. Whenever Maw strikes at target, and that target has a active magical bonus effect which source was a spell, Maw transfers the effect to his weilder without their consent. Maw gains charges equal to the level of the spell which was transferred. Charges are removed when the stolen effect wears off. If Maw does not have enough charges available to transfer the spell, this effect does not occur, and Maw Overloads.

The runes on the side of Grim and Maw glow indicating how many charges are full at any time.

## OVERLOADING

### GRIM OVERLOAD

#### d100 Overload Effect

0-50 Arcane sparks fly off the blade, granting +3 force damage

51- Grim Steals the spell as normal, but it is cast on the spot, centered on the blade. If the spell requires a target, it is chosen at random from all available valid targets

81- Grim discharges a stored spells picked at random, centered on the blade. If the spell requires a target, it is chosen at random from all available valid targets

91- Grim discharges all stored spells, centered on the blade. If the spell requires a target, it is chosen at random from all available valid targets

100 Grim and Maw are reclaimed to the Cosmic plane, sucking anything with 15 feet into the void with them unless they pass a DC 20 Athletics or Acrobatics check

### MAW OVERLOAD

#### d100 Overload Effect

0-50 An aura originating from Maw envelops the user, giving them +2 AC until the end of their next turn

51- Instead of stealing an effect, Maw dispels a random effect on the weilder

81- Instead of stealing an effect, Maw dispels all effects within 100 feet

91- Maw's power erupts from the blade, creating a 300 foot spherical null-magic zone that lasts for 1 year, or until Grim and Maw are reclaimed to the cosmic plane.

100 Grim and Maw are reclaimed to the Cosmic plane, sucking anything with 15 feet into the void with them unless they pass a DC 20 Athletics or Acrobatics check