

## Druid's Cudgel II

(by Mark Byng, from "The Treasure Chest" in White Dwarf #34)

In the hands of a non-druid this oaken club is apparently non-magical (though, if detected for, a slight magical aura will be noticed) but in the hands of a druid this club's special power can be activated; to do this the druid must cast *shillelagh* spells on the club, the more spells the druid casts the more powerful the club becomes.

# of Shillelagh spells cast on club	+ to hit	Damage vs. S/M size	Damage vs. L size
0	-	1-6	half (round up)
1	+1	2-12	half (round up)
2	+2	3-18	half (round up)
3	+3	4-24	half (round up)
4	+4	5-30	half (round up)
5	+5	6-36	half (round up)
6+		No Additional Bonuses	

The cudgel's special power will operate for 1 turn per level of the caster. This time limit commences after the last *shillelagh* spell was cast on the club. *Note:* The *shillelagh* spells must be cast in rapid succession when increasing the power of the club, if there is a delay of more than 2 rounds then further *shillelagh* spells will be rejected until the weapon's operational time runs out. It is rumored that there is a magical quarter-staff which will accept up to eight *shillelagh* spells but no one knows where the fabled 'Staff with the force of a forest' is hidden.

XP Value: 4,000

GP Value: 20,000