

of Adaptation

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These magical weapons, which initially appears to be short walking sticks, are prized by fighters, although they can be used by any class. When grasped and the name of a weapon spoken, such as "bardiche," the stick transforms into that weapon. The wielder can change melee weapons merely by uttering the name of a different item. Weapons of adaptation cannot assume the form of missile weapons or bows, nor do they grant weapon proficiencies to their wielders. The wielders suffer nonproficiency penalties if they use weapons with which they are not familiar. All weapons of adaptation have magical pluses, except those cursed. To determine the type of adaptation found, consult the chart below.

Roll	Bonus	XP Value	GP Value
01-50	Normal +1:	+900	+5,400
51-75	Normal +2:	+1,500	+9,000
76-90	Normal +3:	+2,100	+12,600
91-96	Normal +4:	+3,200	+19,200
96-00	Cursed -2:	-	+1,000