



## **+1 Vicious Adamantine Military Fork{HM-C13}**

*Like many polearms, the military fork traces its lineage to an agricultural tool, in this case the pitchfork. Unlike a trident used for fishing, the military fork was rarely barbed and normally only consisted of two tines (prongs) which were straight compared to the original pitchfork.*

- This magic weapon has an enhancement bonus of +1. The weapon applies this bonus to both attack and damage rolls when used in combat.
- **Vicious:** When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder.
- **Adamantine:** This ultrahard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20.
- **Disarm:** With a military fork, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to avoid being disarmed if such an attempt fails).

**Aura:** Moderate; (DC19) Necromancy

**Price:** 11,015gp

**Damage(M):** 2d4+1(+2d6 Vicious)

**Critical:** 20/x3    **Weight:** 8 lbs.

**Damage Type:** Magical Piercing