

(DC 12 + the weapon's enhancement bonus) negates this effect. A *deafening* weapon must be sheathed for at least 10 minutes between uses of this ability. A *deafening* weapon must be a weapon capable of being sheathed.

**Aura** Moderate necromancy; **CL** 7th; Craft Magic Arms and Armor, *blindness/deafness*; **Price** +2 bonus.

## Devastating

### Description:

A *devastating* weapon always confirms critical threats. This does not allow its wielder to confirm critical hits on creatures that are immune to them.

**Aura** Strong divination; **CL** 17th; Craft Magic Arms and Armor, *foresight, true strike*; **Price** +4 bonus.

## Dread

### Description:

A *dread* weapon exudes a palpable sense of fear and negativity, and glows with an intimidating angry red hue. As long as the weapon is held, the wielder gains a +4 bonus on Intimidate checks versus creatures that can see him. Additionally, all creatures that can see the wielder while he is holding the weapon suffer a -1 penalty on Will saving throws against the wielder's fear effects (whether spells, spell-like abilities, supernatural abilities, or otherwise).

**Aura** Faint necromancy; **CL** 3rd; Craft Magic Arms and Armor, *cause fear*; **Price** +6,200 gp.

## Dueling

### Description:

A *dueling* blade is magically enhanced to be more effective than other weapons of its size. A *dueling* weapon deals an additional 1d12 points of damage with each successful hit, and is



treated as a light weapon. Only one-handed bladed weapons can be *dueling* weapons.

**Aura** Moderate transmutation; **CL** 9th; Craft Magic Arms and Armor, *greater magic weapon, shrink item* **Price** +3 bonus.

## Fearful

### Description:

When a *fearful* weapon is unsheathed, it releases a mournful wail that frightens all creatures within 10 feet (other than the wielder). A successful Will save (DC 12 + the weapon's enhancement bonus) negates this effect. A *fearful* weapon must be sheathed for at least 10 minutes between uses of this ability. A *fearful* weapon must be a weapon capable of being sheathed.

**Aura** Moderate necromancy; **CL** 7th; Craft Magic Arms and Armor, *fear*; **Price** +2 bonus.

## Finesse

### Description:

Weapons with this special ability are magically lightened, allowing them to be used with more grace and precision than would



otherwise be possible. The weapon can be used in conjunction with the Weapon Finesse feat and similar abilities and class features. Unlike most weapon properties, a weapon does not need to have an enhancement bonus of any kind in order to be enchanted as a *finesse* weapon.

**Aura** Faint transmutation; **CL** 3rd; Craft Magic Arms and Armor, *cat's grace*; **Price** +7,500 gp.

## Flame Wave

### Description:

A *flame wave* weapon functions as a *flaming* weapon, but, additionally, when a *flame wave* weapon is unsheathed, it creates a blast of fire that deals 4d6 fire damage to all creatures within 10 feet (other than the wielder). A successful Reflex save (DC 13 + the weapon's enhancement bonus) halves this damage. A *flame wave* weapon must be sheathed for at least 10 minutes between uses of this ability. A *flame wave* weapon must be a weapon capable of being sheathed.

**Aura** Moderate evocation; **CL** 7th; Craft Magic Arms and Armor, *fireball*; **Price** +2 bonus.

## Flameblade

### Description:

Weapons with this special ability do not have normal blades. Instead, with a command word, a blade of pure fire extends from the hilt or handle of the weapon. This causes the damage dealt by the weapon to be fire damage, instead of its normal type. This special ability does not cause the weapon to do any additional damage, and does not have any effect on additional damage the blade might deal (*for example, a +2 holy flameblade longsword would deal 1d8+2 plus Strength modifier points of fire damage on a successful hit, but when striking evil foes, the additional 2d6 damage from the holy ability would not have its damage type changed*). This special ability can only be applied to bladed weapons, and a weapon with this special ability can't benefit from being made of any special

material, or any other quality that would alter the type of damage the weapon deals, such as the *lightningblade* special ability. Unlike most weapon special abilities, a weapon does not need to be masterwork or have an enhancement bonus of any kind in order to be enchanted as a *flameblade* weapon.

**Aura** Faint evocation; **CL** 1st; Craft Magic Arms and Armor, *burning hands*; **Price** +1,500 gp

## Forceblade

### Description:

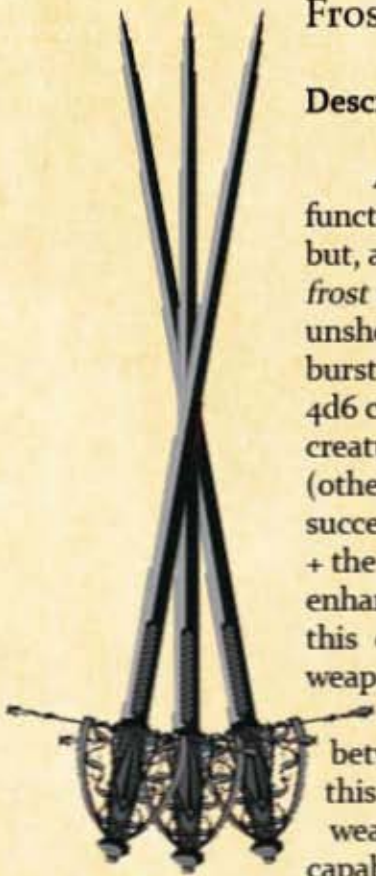
Weapons with this special ability do not have normal blades. Instead, with a command word, a blade of pure magical force extends from the hilt or handle of the weapon. This causes the damage dealt by the weapon to be force damage, instead of its normal type. This special ability does not have any effect on additional damage the blade might deal (*for example, a +2 holy forceblade longsword would deal 1d8+2 plus Strength modifier points of force damage on a successful hit, but when striking evil foes, the additional 2d6 damage from the holy ability would not have its damage type changed*).

Additionally, as a full-round action, the blade's wielder can cause the magical blade of force to fly free of the weapon's hilt and strike his foe. This functions as the spell *magic missile*, except that the number of missiles is equal to the weapon's enhancement bonus (maximum 5). After using this ability, the weapon's blade vanishes, and it cannot be used as a weapon until 1d4 rounds have passed.

This special ability can only be applied to bladed weapons, and a weapon with this special ability can't benefit from being made of any special material, or any other quality that would alter the type of damage the weapon deals, such as the *lightningblade* special ability.

**Aura** Moderate evocation; **CL** 9th; Craft Magic Arms and Armor, *magic missile*; **Price** +4 bonus.





## Frost Wave

### Description:

A *frost wave* weapon functions as a frost weapon, but, additionally, when a *frost wave* weapon is unsheathed, it creates a burst of chill air that deals 4d6 cold damage to all creatures within 10 feet (other than the wielder). A successful Reflex save (DC 13 + the weapon's enhancement bonus) halves this damage. A *frost wave* weapon must be sheathed for at least 10 minutes between uses of this ability. A *frost wave* weapon must be a weapon capable of being sheathed.

**Aura** Moderate evocation; **CL** 12th; Craft Magic Arms and Armor and *chill metal* or *ice storm*; **Price** +2 bonus.

## Glowing

### Description:

Weapons with this special ability glow with an eldritch and magical light. The weapon creates an area of normal light within a 30-foot radius, and increases the illumination level by one (darkness becomes dim light and dim light becomes normal light) to a range of 60 feet. The weapon's glow does not increase the light level in areas of normal or bright light. This effect can be suppressed or resumed as a move action. Alternatively, as a move action, the range of the light can be increased or decreased in 10-foot increments (to a maximum of a 30-foot radius, as above), or the color of the light can be changed. Unlike most weapon properties, a weapon does not need to be masterwork or have an

enhancement bonus of any kind in order to be enchanted as a *glowing* weapon.

**Aura** Faint evocation; **CL** 1st; Craft Magic Arms and Armor, *continual flame*; **Price** +100 gp.

## Impaling

### Description:

Weapons with this special ability can skewer opponents, doing long-lasting damage. Whenever an *impaling* weapon scores a critical hit, the target takes an amount of bleed damage equal to twice the weapon's critical modifier. Only weapons which are capable of dealing piercing damage can be enchanted with the *impaling* special ability.

**Aura** Faint divination; **CL** 3rd; Craft Magic Arms and Armor, *true strike*; **Price** +1 bonus.

## Indestructible

### Description:

Weapons with this special ability are enchanted to magically repair themselves, making them virtually indestructible in the long-term. The weapon regains a number of hit points each round equal to its enhancement bonus. If it is broken into multiple pieces, the pieces can be rejoined simply by touching them together. Total disintegration and melting are the only known ways of completely destroying an *indestructible* weapon.

**Aura** Faint transmutation; **CL** 3rd; Craft Magic Arms and Armor, *mending*; **Price** +1 bonus.

## Lightningblade

### Description:

Weapons with this special ability do not have normal blades. Instead, with a command word, a blade of crackling electricity extends from the hilt or handle of the weapon. This causes the damage dealt by the weapon to be



This special ability does not cause the weapon to do any additional damage, and does not have any effect on additional damage the blade might deal (for example, a +2 unholy lightningblade longsword would deal 1d8+2 plus Strength modifier points of electricity damage on a successful hit, but when striking good foes, the additional 2d6 damage from the unholy ability would not have its damage type changed). This special ability can only be applied to bladed weapons, and a weapon with this special ability can't benefit from being made of any special material, or any other quality that would alter the type of damage the weapon deals, such as the *flameblade* special ability. Unlike most weapon properties, a weapon does not need to be masterwork or have an enhancement bonus of any kind in order to be enchanted as a *lightningblade* weapon.

**Aura** Faint evocation; **CL** 1st; Craft Magic Arms and Armor, *shocking grasp*; **Price** 2,000 gp.

## Masterful

### Description:

A *masterful* weapon increases its enhancement bonus to attack and damage by +5 (for example, a +3 *masterful* weapon would have an enhancement bonus of +8).

**Aura** Strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *greater magic weapon*; **Price** +5 bonus.

## Omni-bane

### Description:

An *omni-bane* weapon functions as a *bane* weapon, except that once per day, as a swift action, you can change the creature type it is more effective against. This change in creature type uses the same list as a normal *bane* weapon.

**Aura** Moderate conjuration; **CL** 8th; Craft Magic Arms and Armor, *mage's lucubration*, *summon monster I*; **Price** +3 bonus.

## Opportunistic

### Description:

Weapons with this special ability move almost of their own accord to strike at openings that the wielder's opponents offer, allowing the wielder to make any number of attacks of opportunity each round.

**Aura** Faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *haste*; **Price** +1 bonus.

## Overwhelming

### Description:

An *overwhelming* weapon's special powers are more difficult to resist than other weapons. A weapon with the *overwhelming* special ability grants a +10 bonus to the DC for any saving throws associated with any of the weapons other special abilities (for example, an *overwhelming* *disruption* weapon would require any undead it hit to succeed on a DC 24 Will save or be destroyed).

**Aura** Strong varied; **CL** 17th; Craft Magic Arms and Armor, *wish* or *miracle* **Price** +5 bonus.

## Quick Blade

### Description:

A *quick blade* weapon is magically enchanted to attack with exceptional force when it's drawn from the sheath. Any attacks made by the wielder in the round that the *quick blade* weapon is drawn gain a +2 bonus on attack rolls and deal an extra 2d6 points of damage. A *quick blade* weapon must be sheathed for at least 10 minutes between uses of this ability. A *quick blade* weapon must be a bladed weapon capable of being sheathed.

**Aura** Strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *mass haste*; **Price** +3 bonus.



## Reaving

### Description:

Weapons with this special ability are able to cut through even supernatural defenses as though they weren't even there. The weapon bypasses an amount of damage reduction equal to two times its enhancement bonus, including DR/-. This special ability can only be applied to bladed weapons.

**Aura** Moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, *greater magic weapon*; **Price** +2 bonus.

## Shielding

### Description:

While held, a *shielding* weapon grants a shield bonus to the wielder's AC that is equal to the weapon's enhancement bonus.

**Aura** Moderate abjuration; **CL** 8th; Craft Magic Arms and Armor and *shield* or *shield of faith*; **Price** +3 bonus.

## Shock Wave

### Description:

A *shock wave* weapon functions as a *shock* weapon, but, additionally, when a *shock wave* weapon is unsheathed, it releases an explosion of crackling lightning that deals 4d6 electricity damage to all creatures within 10 feet (other than the wielder). A successful Reflex save (DC 13 + the weapon's enhancement bonus) halves this damage. A shock wave weapon must be sheathed for at least 10 minutes between uses of this ability. A shock wave weapon must be a weapon capable of being sheathed.

**Aura** Moderate evocation; **CL** 12th; Craft Magic Arms and Armor and *call lightning* or *lightning bolt*; **Price** +2 bonus.

## Suffocating

### Description:

A *suffocating* weapon causes damage to the respiratory systems of its victims, potentially causing suffocation. Whenever you successfully score a critical hit with a *suffocating* weapon, the creature struck must succeed on a Constitution check (DC 10 + twice the weapon's critical multiplier) or begin to suffocate. If the creature begins suffocating, it must succeed on a Constitution check (DC 10 + 1 per previous check) each round. If the creature fails this check, it immediately falls unconscious and is reduced to 0 hit points. On the next round, it is reduced to -1 hit points and begins dying. On the third round after failing the Constitution check, the creature dies. The suffocation effect can be ended, and the ability to breathe restored to the creature, with a successful Heal check (DC 25). Alternatively, if the creature receives at least 50 hit points from magical healing, the damage is undone and it can breathe normally again.

**Aura** Strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *circle of death*; **Price** +4 bonus.

## Sundering

### Description:

*Sundering* weapons grant +2 to CMB on sunder attempts made with them, and causes the weapon to do an additional 2d6 damage on a successful sunder attempt. Additionally, whenever you successfully hit a creature with a *sundering* weapon, it deals an





additional 2d6 points of damage to the target's armor, if the target has any. A *sundering* weapon must be a bladed weapon.

**Aura** Moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, *shatter*; **Price** +3 bonus.

## Slicing

### Description:

Weapons with this special ability are able to cut through even exceptionally solid and tough materials like butter. If the weapon is used to damage an object, it bypasses an amount of the object's hardness equal to five times its enhancement bonus. This special ability can only be applied to bladed weapons.

**Aura** Faint transmutation; **CL** 3rd; Craft Magic Arms and Armor, *magic weapon*; **Price** +1 bonus.

## True

### Description:

Weapons with this special ability always strike true when their wielder is in dire need. Once per day, as a swift action, the wielder can gain a +10 bonus on the next attack roll he makes with the weapon before the end of the round. If that attack hits, it is automatically a critical hit. Unlike most weapon properties, a weapon does not need to be masterwork or have an enhancement bonus of any kind in order to be enchanted as a *true* weapon.

**Aura** Faint divination; **CL** 1st; Craft Magic Arms and Armor, *true strike*; **Price** +2,000 gp.

## Twin

### Description:

Three times per day, a *twin* weapon can create a spectral twin of itself. The twin is identical to the original *twin* weapon in every way, and has the same enhancement bonus and

special abilities (though it is unable to create another twin). The only difference is that the twin appears faintly translucent, and glows with a gleaming light, even if the original weapon does not glow. The spectral twin lasts for 10 minutes before vanishing.

**Aura** Strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *clone*; **Price** +3 bonus.

## Vanishing

### Description:

A *vanishing* weapon temporarily causes its targets to fade out of reality, allowing the wielder to focus on other targets. Whenever a *vanishing* weapon deals damage to a creature, it must succeed on a Will save (DC 15 + twice the weapon's enhancement bonus) or be transported to a special demiplane created by the weapon. This demiplane is perfectly suited to life for the transported creature, and can contain a creature of any size. If more creatures are damaged while the first is still imprisoned, then each creature is transported to a separate plane, and cannot interact with one another. Creatures imprisoned in this way return after 1d4 rounds, on their turn, and can act normally. A *vanishing* weapon has no effect on extra-dimensional spaces and functions normally within such spaces. Further, the demiplanes the *vanishing* weapon creates do not have any effect on any bags of holding or similar objects that might be in the possession of creatures transported into those planes.

**Aura** Strong conjuration; **CL** 13th; Craft Magic Arms and Armor, *plane shift*; **Price** +5 bonus.

## Vital Striking

### Description:

Blades with this special ability are especially adept at striking at the weak points on its victims. *Vital striking* weapons grant the user an amount of additional sneak attack damage equal to +1d6 for each point of enhancement bonus the weapon possesses. This ability only functions for those who already have the sneak attack ability.



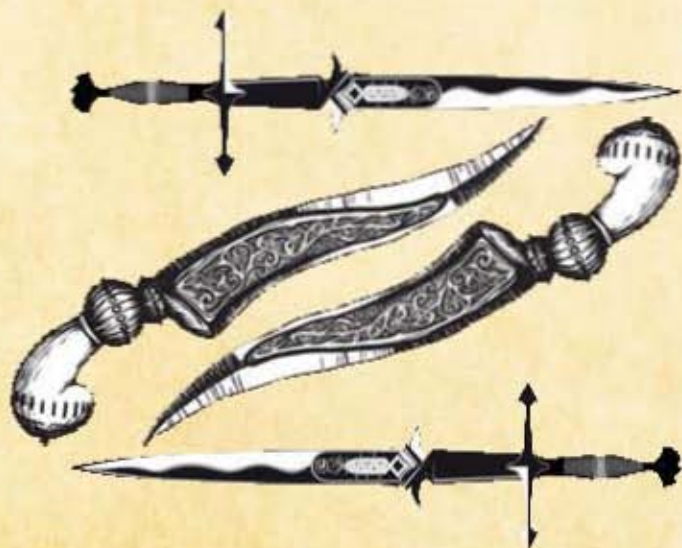
**Aura** Moderate transmutation; **CL** 9th; **Craft** Magic Arms and Armor, *true strike*; **Price** +4 bonus.

## Specific Weapons

The following specific weapons are, for the most part, generally available for player characters to purchase, or may be found as treasure in any number of ways. A physical description and background information is given for each weapon, but GMs should feel free to alter the specifics as they feel necessary.

**Table 1-3: Specific Weapons**

Weapon	Price
Athame of the Initiated	4,302 gp
Mirror Blade	28,215 gp
Sword of Boundless Courage	28,315 gp
Nocturne's Kiss	32,375 gp
Magnetic Blade	36,315 gp
Gambler's Blade	38,320 gp
Wave Blade	38,375 gp
Sword of Truth	42,315 gp
Duelist's Ally	45,320 gp
Sword of Kings	47,815 gp
Sword of the Blind Prophet	48,375 gp
Silver Rose	49,320 gp
Xilvixthar's Fang	51,304 gp
Blade of Keys	62,910 gp
Sword of Fire and Ice	65,335 gp
Decimator	68,320 gp
Sword of the Legion	70,630 gp
Sword of Heroes	225,320 gp



## ATHAME OF THE INITIATED

**Aura** faint universal; **CL** 5th

**Slot** none; **Price** 4,302 gp; **Weight** 1/2 lbs.

### DESCRIPTION

This +1 *mithral dagger* can lend its own magic to aid the spellcasting of its wielder. For each point of enhancement bonus the *athame of the initiated* possesses, it has five spellpower points, which renew each day at dawn. These points can be expended by the wielder for a number of different benefits. First, by expending any number of points as a free action while casting an arcane spell, he can increase the spell's effective caster level by that amount. Second, he may expend spellpower points to apply metamagic effects to arcane spells he is casting. For every five points he expends in this way, he may apply one spell level's worth of metamagic that he knows to the spell he is casting without increasing the slot that the spell takes up, or the casting time of the spell.

Finally, the wielder can even apply metamagic effects he does *not* know to an arcane spell he is casting. This functions identically to applying metamagic effects he does know, except that it requires 10 spellpower points per spell level of metamagic to be applied.

While an athame of the initiated can be further enchanted in the same way as any other weapon, it costs more to do so, and such enchantment costs half again as much as it otherwise would.

### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *read magic*; **Cost** 2,302 gp

*These potent blades have been blessed and consecrated by a powerful patron of the arcane arts, and serve as a useful magical tool for arcane spellcasters, allowing them to draw on additional magical power. They are highly prized by such spellcasters, and often used as part of elaborate secret rituals.*

### Physical Description

There are numerous different *athames of*