

MISSING MAGIC: MAGIC WEAPONS™

For the Pathfinder Roleplaying Game. A collection of random tables and 88 templates for magical melee weapons, ranged weapons, and ammunition, allowing gamemasters to easily create hundreds of different magic weapons.



Table 10-1 Weapon Type

01-03	Ammunition
04-05	Armor and Shields
06-07	Axes
08-10	Blades
11-19	Blunt Weapons
20-25	Polearms and Spears
26-40	Ranged Weapons
46-95	Swords
96-100	Other Weapons

Roll once for the type of weapon, and then roll on the corresponding table below to determine the specific weapon.

Table 10-2 Weapon Bonus

01-30	+1, <i>special materials*</i>
31-50	+1
51-70	+2
71-80	+3
81-83	+4
84	+5
85-100	<i>special ability</i>

*If special materials do not apply, treat as +1

Table 10-3 Weapon Size

01-15	Small
16-95	Medium
96-100	Large

Small and medium weapons do the same damage. To scale damage for large weapons, see *tiny and large weapon damage* in the *Pathfinder Roleplaying Game Core Rulebook*.

Table 10-4 Light Generation

01-30	weapon generates <i>light</i>
31-100	weapon appears normal

*Weapons that generate light mimic the spell of the same name and are obviously magical.

Table 10-5 Ammunition Type

01-70	arrows (20/2d10)
71-90	crossbow bolts (10/1d8+2)
91-99	sling bullets (10/1d6+4)
100	blowgun darts (10/1d10)

The first number in parentheses is the amount of ammunition in a full bundle. The second is the die type to roll to determine the number in a partial bundle.

Table 10-6 Armor and Shield Type

01-15	<i>Gauntlet</i>
16-25	<i>Gauntlet, spiked</i>
26-35	<i>Shield, heavy</i>
36-55	<i>Shield, light</i>
56-65	<i>Spiked armor</i>
66-80	<i>Spiked shield, heavy</i>
81-100	<i>Spiked shield, light</i>

Base statistics for each item can be found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*.

Table 10-7 Axe Type

01-05	<i>Axe, orc double</i>
06-20	<i>Axe, throwing</i>
21-35	<i>Battleaxe</i>
36-50	<i>Greataxe</i>
51-70	<i>Handaxe</i>
71-80	<i>Pick, heavy</i>
81-90	<i>Pick, light</i>
91-95	<i>Urgrosh, dwarven</i>
96-100	<i>Waraxe, dwarven</i>

Base statistics for each type of axe can be found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*.

Table 10-8 Blade Type

01-05	<i>Curve blade, elven</i>
06-50	<i>Dagger</i>
51-70	<i>Dagger, punching</i>
71-75	<i>Kama</i>
76-80	<i>Kukri</i>
81-95	<i>Scythe</i>
96-100	<i>Starknife</i>

Base statistics for each bladed weapon can be found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*.

Table 10-9 Blunt Weapon Type

01-10	<i>Club</i>
11-30	<i>Flail</i>
31-35	<i>Flail, dire</i>
36-40	<i>Flail, heavy</i>
41-45	<i>Greatclub</i>
46-50	<i>Hammer, gnome hooked</i>
51-55	<i>Hammer, light</i>
56-65	<i>Mace</i>
66-75	<i>Mace, light</i>
76-90	<i>Morningstar</i>
91-100	<i>Warhammer</i>

Base statistics for each blunt weapon can be found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*.

Table 10-10 Polearms and Spears

01-03	<i>Falchion</i>
04-06	<i>Glaive</i>
07-09	<i>Guisarme</i>
10-20	<i>Halberd</i>
21-30	<i>Longspear</i>
31-50	<i>Quarterstaff</i>
51-53	<i>Ranseur</i>
54-58	<i>Shortspear</i>
59	<i>Siangham</i>
60-70	<i>Sickle</i>
71-85	<i>Spear</i>
86-100	<i>Trident</i>

Base statistics for each weapon can be found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*.

Table 10-11 Ranged Weapons

01-03	<i>Blowgun</i>
04-05	<i>Bolas</i>
06-08	<i>Crossbow, composite, heavy</i>
09-13	<i>Crossbow, composite, light</i>
14	<i>Crossbow, hand</i>
15-24	<i>Crossbow, heavy</i>
25-34	<i>Crossbow, light</i>
35-37	<i>Crossbow, repeating, heavy</i>
38-40	<i>Crossbow, repeating, light</i>
41-42	<i>Dart</i>
43-47	<i>Javelin</i>
48-70	<i>Longbow</i>
71-73	<i>Longbow, composite</i>
74-75	<i>Net</i>
76-85	<i>Shortbow</i>
86-90	<i>Shortbow, composite</i>
91	<i>Shuriken</i>
92-98	<i>Sling</i>
99-100	<i>Sling staff, halfling</i>

Base statistics for each ranged weapon can be found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*.

Table 10-12 Swords

01-05	<i>Greatsword</i>
06-55	<i>Longsword</i>
56-60	<i>Rapier</i>
61-65	<i>Scimitar</i>
66-70	<i>Sword, bastard</i>
71-95	<i>Sword, short</i>
96-100	<i>Sword, two-bladed</i>

Base statistics for each type of sword can be found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*.

Table 10-13 Other Weapons

01-25	<i>Chain, spiked</i>
21-40	<i>Lance</i>
41-45	<i>Nunchaku</i>
46-50	<i>Sai</i>
51-75	<i>Sap</i>
76-100	<i>Whip</i>

Base statistics for each weapon can be found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*.

Table 10-6 Melee Weapon Abilities

01-03	<i>Anarchic</i>
04-06	<i>Axiomatic</i>
07-12	<i>Bane</i>
13-15	<i>Brilliant energy</i>
16-19	<i>Dancing</i>
20-23	<i>Defending</i>
24-29	<i>Disruption</i>
30-35	<i>Flaming</i>
36-37	<i>Flaming burst</i>
38-43	<i>Frost</i>
44-46	<i>Ghost touch</i>
47-51	<i>Holy</i>
52-54	<i>Icy burst</i>
55-56	<i>Keen</i>
57-58	<i>Ki Focus</i>
59-60	<i>Merciful</i>
61-65	<i>Mighty cleaving</i>
66-68	<i>Shock</i>
69-71	<i>Shocking burst</i>
72-73	<i>Speed</i>
74-79	<i>Spell storing</i>
80-82	<i>Throwing</i>
83-84	<i>Thundering</i>
85-86	<i>Unholy</i>
87-89	<i>Vicious</i>
90-95	<i>Vorpal</i>
96-100	<i>Wounding</i>

If the weapon type does not support the special ability (weapons that are not balanced to be thrown cannot be *throwing* weapons, for example), roll again.

Table 10-7 Ranged Weapon Abilities

01-05	<i>Anarchic</i>
06-10	<i>Axiomatic</i>
11-17	<i>Bane</i>
18-22	<i>Brilliant energy</i>
23-27	<i>Distance</i>
28-33	<i>Flaming</i>
34-38	<i>Flaming burst</i>
39-45	<i>Frost</i>
46-51	<i>Holy</i>
52-56	<i>Icy burst</i>
57-61	<i>Merciful</i>
62-68	<i>Returning</i>
69-74	<i>Seeking</i>
75-79	<i>Shock</i>
80-84	<i>Shocking burst</i>
85-90	<i>Speed</i>
91-95	<i>Thundering</i>
96-100	<i>Unholy</i>

If the weapon type does not support the special ability, roll again.

Melee Weapon Templates

The following weapons have magical bonuses to hit or are made of special materials, but have no other magical special abilities. Prices and costs have been averaged for simplicity; gamemasters can increase or decrease the prices based on the economics of his or her campaign setting. The expense of masterwork quality is factored into the price of all weapons. The amounts listed apply to all types of melee weapons.

Apply the base statistics for each weapon, found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*, to complete a specific weapon.

MELEE WEAPONS, +1 TO +5

Aura moderate conjuration (creation);

CL 3rd (+1), 6th (+2), 9th (+3), 12th (+4), 15th (+5)

Slot none; **Price** 600 gp (+1), 1,800 gp (+2), 3,400 gp (+3), 6,600 gp (+4), 10,200 gp (+5); **Weight** normal;

DESCRIPTION

The craftsmanship of a magical weapon increases with the level of enchantment; a +5 weapon is of far superior quality and workmanship than a +1 weapon. Materials and decoration also become more elaborate and expensive, including rarer woods, inlays of precious gems and filigree of precious metals, and more delicate carvings and painted ornamentation.

For more information see *melee weapons* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor;

Cost 200 gp (+1), 800 gp (+2), 1,600 gp (+3), 3,200 gp (+4), 5,000 gp (+5)

MELEE WEAPONS, ADAMANTINE

Aura no aura (non-magical) **CL** --

Slot none; **Price** 3,000 gp; **Weight** normal;

DESCRIPTION

Adamantine weapons have a +1 enhancement bonus to hit based on their masterwork quality. Piercing and slashing weapons made from adamantine have the ability to slice through any material including armor and other weapons, with a hardness of 20 or less. Bludgeoning weapons do not offer this advantage. All adamantine weapons are more difficult to damage due to the increased hardness and additional hit points of the material.

For more information see *adamantine* and *substances hardness and hit points* in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Bludgeoning weapons, two-handed martial weapons.

CONSTRUCTION

Requirements Craft Magic Arms and Armor;

Cost 1,500 gp

MELEE WEAPONS, ALCHEMICAL SILVER

Aura no aura (non-magical) **CL** --

Slot none; **Price** 200 gp (light weapon), 300 gp (one-handed weapon), 400 gp (two-handed weapon);

Weight normal;

DESCRIPTION

Piercing and slashing weapons made of alchemical silver have a +1 enhancement bonus to hit based on their masterwork quality. They do -1 point of damage, but bypass the damage resistance of creatures vulnerable to silver. Bludgeoning weapons gain no benefits from being made with alchemical silver.

For more information see *alchemical silver* in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Daggers, sickles, elven curved blades.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** 100 gp (light weapon), 150 gp (one-handed weapon), 200 gp (two-handed weapon)

MELEE WEAPONS, COLD IRON

Aura no aura (non-magical) **CL** --

Slot none; **Price** 250 gp; **Weight** 2x normal;

DESCRIPTION

Cold iron weapons provide a +1 enhancement bonus to hit based on their masterwork quality. These heavy weapons overcome the damage resistance of creatures such as fey and demons who have a vulnerability to cold iron. These bonuses apply to piercing, slashing, and blunt weapons.

For more information see *iron, cold* in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Spiked chain, orc double axe, dwarven urgrosh, any polearm.

CONSTRUCTION

Requirements Craft Magic Arms and Armor;

Cost 125 gp

MELEE WEAPONS, DARKWOOD

Aura no aura (non-magical) **CL** --

Slot none; **Price** 200 gp; **Weight** ½ normal;

DESCRIPTION

Wooden weapons dealing blunt damage gain a +1 enhancement bonus from masterwork quality. There is no benefit to piercing or slashing weapons, which typically are not made from wood anyway, but weapons with metal heads and wooden handles benefit from a 25% reduction in weight.

For more information see *darkwood* in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Club, heavy club, quarterstaff.

CONSTRUCTION

Requirements Craft Magic Arms and Armor;

Cost 100 gp

MELEE WEAPONS, MITHRAL

Aura no aura (non-magical) **CL** --

Slot none; **Price** 750 gp (light weapon), 2,250 gp (one-handed weapon), 5,250 gp (two-handed weapon);

Weight 1/2 normal;

DESCRIPTION

Mithral weapons gain a +1 enhancement bonus to hit based on their masterwork quality. The primary benefit is the lighter weight compared to other metal weapons. These bonuses apply to piercing, slashing, and blunt weapons.

For more information see *mithral* in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Swords, light melee blades, elven curved blade.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** 375 gp (light weapon), 1,125 gp (one-handed weapon), 2,625 gp (two-handed weapon)

Special Melee Weapon Templates

The following weapons have special abilities beyond bonuses to hit or damage. Prices and costs have been averaged for simplicity; gamemasters can increase or decrease the prices based on the economics of his or her campaign setting. The expense of masterwork quality is factored into the price of all weapons. The amounts listed apply to all types of melee weapons.

Apply the base statistics for each weapon, found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*, to complete a specific weapon.

MELEE WEAPON, ANARCHIC, +2

Aura Moderate evocation [chaotic]; **CL** 7th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

This +2 weapon is decorated in wild colors and patterns, often wrapped in bits of cloth and string and other shiny objects. It deals an additional 2d6 points of damage to lawful creatures, and bypasses the damage reduction of creatures vulnerable to chaos. If wielded by a character of a lawful alignment, it inflicts a negative level until it is dropped.

See *anarchic* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Orc double axe, gnome hooked hammer, warhammer.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; **Cost** 8,000 gp

MELEE WEAPON, AXIOMATIC, +2

Aura Moderate evocation [lawful]; **CL** 7th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

This +2 weapon has clean lines, is perfectly proportioned, and perfectly weighted. It deals an additional 2d6 points of damage to chaotic creatures, and bypasses the damage reduction of creatures vulnerable to law. If wielded by a character of a chaotic alignment, it inflicts a negative level until it is dropped.

See *axiomatic* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Longsword, greatsword, bastard sword, scimitar.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; **Cost** 8,000 gp.

MELEE WEAPON, BANE, +1/+3

Aura Moderate conjuration; **CL** 8th

Slot none; **Price** 40,000 gp; **Weight** normal;

DESCRIPTION

This weapon is typically adorned with imaged reminiscent of the creature it is designed to destroy. A *dragonbane sword*, for instance, may have a blade etched with images of great drakes; an *undead bane scythe* might have a skull and bones motif; a *construct bane warhammer* might appear to be constructed from machine parts. It has a +1 enhancement bonus, which increases to +3 against its designated foe, and also deals an additional 2d6 points of damage against that foe.

For more information see *bane* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*. See *ranged weapon special abilities* in the *Pathfinder Roleplaying Game* to determine the designated foe of a bane weapon.

SUGGESTED WEAPONS

The weapon should reflect some advantage or symbolism as regards the designated foe – pole arms to keep undead at bay, tridents for aquatic creatures, exotic weapons for outsiders, and so on.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *summon monster I*; **Cost** 20,000 gp

MELEE WEAPON, BRILLIANT ENERGY, +4

Aura Strong transmutation; **CL** 16th

Slot none; **Price** 64,000; **Weight** normal;

DESCRIPTION

The piercing, slashing, and/or bludgeoning surfaces of a brilliant energy weapon appear to be made of solid light, and provide illumination in a 20 ft. radius. The handles, shafts, and handgrips of the weapon are adorned with either flame motifs (copper and gold, reds and oranges), or clear, white, or light blue decorations and crystals. The weapon provides a +4 enhancement to hit, but has no effect on non-living matter, including undead.

See *brilliant energy* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Weapons with large surface areas – greataxes, bastard swords, heavy maces, and the like.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *gaseous form, continual flame*; **Cost** 32,000 gp.

MELEE WEAPON, DANCING, +4

Aura Strong transmutation; **CL** 15th

Slot none; **Price** 64,000 gp; **Weight** normal;

DESCRIPTION

This ornate weapon appears more ceremonial than functional, as if it were a prop to be carried by an actor or dancer. It provides a +4 enhancement bonus to hit, and can be loosed to attack on its own for four rounds, after which it must return to the hand of its wielder for 4 rounds before it can be sent forth on its own again.

See *dancing* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Gauntlets, one-handed swords, light melee weapons.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate objects*; **Cost** 32,000 gp.

MELEE WEAPON, DEFENDING, +1

Aura Moderate abjuration; **CL** 8th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This weapon is frequently decorated with images of shields, protective runes, or holy symbols. It can either provide a +1 enhancement bonus to hit, or a +1 enhancement bonus to the wielder's armor class. This bonus can be reallocated as free action before the wielder's turn, and can be reallocated each turn.

See *defending* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Daggers, pole arms, exotic weapons.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *shield* or *shield of faith*; **Cost** 2,000 gp

MELEE WEAPON, DISRUPTION, +2

Aura Strong conjuration; **CL** 14th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

This bludgeoning weapon is sometimes adorned with good holy symbols, and polished to a high sheen that reflects the light. Non-clerical weapons of disruption are sometimes adorned with a necromantic motif, with black and bone handles and grips, skull and bones imagery, and kept wrapped in dusty shroud cloth.

In either case, it has a +2 enhancement bonus to hit, but against undead it is especially destructive. Any undead struck by the weapon must make a DC14 Will save or be destroyed.

Piercing and slashing weapons cannot have the power of disruption. If this combination was randomly rolled, roll again.

See *disruption* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Gauntlets, flails, maces, hammers.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *heal*; **Cost** 8,000 gp.

MELEE WEAPON, FLAMING, +1

Aura Moderate evocation; **CL** 10th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

Flaming bludgeoning weapons are often crafted to resemble torches or sconces. Piercing and slashing weapons are often adorned in red, gold, and copper, and engraved with patterns resembling flames or runes and symbols for elemental fire.

This weapon offers a +1 enhancement bonus to hit. When a command word is given, this weapon becomes bathed in flames, which deal an additional 1d6 points of damage but does not harm the wielder.

See *flaming* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Hammers, light maces, longswords, spears.

CONSTRUCTION

Requirements Craft Magic Arms and Armor and *flame blade, flame strike, or fireball*; **Cost** 2,000 gp

MELEE WEAPON, FLAMING BURST, +2

Aura Strong evocation; **CL** 12th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

Bludgeoning flaming burst weapons are often sculpted to resemble holy symbols or thick tongues of flame, and plated with copper and gold or lacquered and painted the look like fire. Piercing and slashing weapons are highly polished to sparkle in the light, and are often engraved with the symbols for elemental fire.

This weapon offers a +2 enhancement bonus to hit. When a command word is given, this weapon becomes bathed in flames, which deal an additional 1d6 points of damage but does not harm the wielder. On a critical hit, it does 1d10 points of fire damage; this is increased by the weapon's critical multiplier (2d10 for 2x, 3d10 for 3x, and so on).

See *flaming burst* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Warhammers, heavy maces, bastard swords, pole arms.

CONSTRUCTION

Requirements Craft Magic Arms and Armor and *flame blade, flame strike, or fireball*; **Cost** 8,000 gp.

MELEE WEAPON, FROST, +1

Aura Moderate evocation; **CL** 8th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

Bludgeoning weapons are often crafted to resemble large, thick icicles, painted or lacquered in shades of white, grey, and light blue. They may be inset with powdered gems to make them sparkle in the light. Piercing and slashing weapons are often plated with silver, and engraved with patterns resembling snowflakes or runes and symbols for elemental cold.

This weapon offers a +1 enhancement bonus to hit. When a command word is given, this weapon becomes encrusted with a layer of frost, which deals an additional 1d6 points of damage but does not harm the wielder.

See *frost* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Hammers, light maces, longswords, spears.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chill metal* or *ice storm*; **Cost** 2,000 gp

MELEE WEAPON, GHOST TOUCH, +1

Aura Moderate conjuration; **CL** 9th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This weapon appears dusty and dirty, as if it has lain unused for decades, even after it has been actively wielded. Bludgeoning weapons may appear to be chipped and cracked, and piercing and slashing weapons seem dull and rusted, but they are perfectly functional.

A ghost touch weapon provides a +1 enhancement bonus to hit. It is simultaneously corporeal and incorporeal, which creates two conditions. First, it can be wielded by incorporeal creatures. Second, it ignores the damage reduction of incorporeal creatures, and deal damage to them as normal.

See *ghost touch* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Swords, daggers, scythes.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *plane shift*; **Cost** 2,000 gp

MELEE WEAPON, HOLY, +2

Aura Moderate evocation [good]; **CL** 7th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

This +2 weapon is either crafted to appear as a holy symbol, or is covered with holy symbols or images sacred to a particular good deity. It deals an additional 2d6 points of damage to evil creatures, and bypasses the damage reduction of creatures vulnerable to good. If

wielded by a character of any evil alignment, it inflicts a negative level until it is dropped.

See *holy* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

The weapons should reflect preferred weapon of the deity.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *holy smite*, creator must be good; **Cost** 8,000 gp.

MELEE WEAPON, ICY BURST, +2

Aura Moderate evocation; **CL** 10th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

Bludgeoning icy burst weapons are often sculpted to resemble holy symbols or thick icicles, and plated with silver or platinum or lacquered and painted the look like snow and ice. Piercing and slashing weapons are highly polished to sparkle in the light, and are often engraved with the symbols for elemental cold.

This weapon offers a +2 enhancement bonus to hit. When a command word is given, this weapon becomes encrusted with a layer of frost, which deals an additional 1d6 points of damage but does not harm the wielder. On a critical hit, it does 1d10 points of cold damage; this is increased by the weapon's critical multiplier (2d10 for 2x, 3d10 for 3x, and so on).

See *icy burst* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Warhammers, heavy maces, bastard swords, pole arms.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** 8,000 gp

MELEE WEAPON, KEEN, +1

Aura Moderate transmutation; **CL** 10th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This weapon is particularly sharp, with an edge that gleams in the light. It offers a +1 enhancement bonus to hit, and the threat range for critical hits is doubled (20 becomes 19-20, 19-20 becomes 17-20, and so on).

Bludgeoning weapons cannot be keen. If this combination was randomly rolled, roll again.

See *keen* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Any swords, axes, daggers, or bladed polearms.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge*; **Cost** 2,000 gp

MELEE WEAPON, KI FOCUS, +1

Aura Moderate transmutation; **CL** 8th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This weapon is carved or engraved with proverbs and wise sayings of significance to monks. They are often decorated with scenes of tranquility such as mountains and flowers, or runes representing the four elements.

It provides a +1 enhancement bonus to hit to any wielder. In the hands of a monk, it allows her to focus her *ki* and use the weapon as if it were an unarmed attack, with all bonuses to hit and damage as well as any other abilities.

See *ki focus* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Quarterstaff, scimitar, kama, nunchaku, sai, siangham.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator must be a monk; **Cost** 2,000 gp

MELEE WEAPON, MERCIFUL, +1

Aura Faint conjuration; **CL** 5th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This weapon is inscribed with symbols of peace and healing, and may be crafted in imitation of healing tools or the holy symbol of gentler deities. It provides a +1 enhancement bonus to hit. By default, it does non-lethal damage, but adds an additional 1d6. When a command word is given it can deal lethal damage, but without the bonus to damage.

See *merciful* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Light simple weapons such as daggers, one-handed simple weapons such as clubs and short spears.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cure light wounds*; **Cost** 2,000 gp

MELEE WEAPON, MIGHTY CLEAVING, +1

Aura Moderate evocation; **CL** 8th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This weapon has subtle curves to make it appear to be in motion even when it is still. Adornments are often in red or rust color, resembling blood. It offers a +1 enhancement bonus to hit to any wielder. When in the hands of a creature with the *cleave* feat, it allows one additional attack on an adjacent opponent provided the first attack was a success.

See *mighty cleaving* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Waraxe, greataxe, bastard sword, dire flail.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *divine power*; **Cost** 2,000 gp

MELEE WEAPON, SHOCK, +1

Aura Moderate evocation; **CL** 8th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

Metal shock weapons are engraved with images of lightning and storms, or the holy symbols of deities of weather. They are often plated with gold or copper, or have filigree of those metals in their designs. Wooden shock weapons have metal studs embedded on the surface, particularly within the area that strikes the target.

This weapon offers a +1 enhancement bonus to hit. When a command word is given, this weapon becomes surrounded by arcs of electricity, which deals an additional 1d6 points of damage but does not harm the wielder.

See *shock* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Punching daggers, gauntlets, polearms, nunchaku.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; **Cost** 2,000 gp

MELEE WEAPON, SHOCKING BURST, +2

Aura Moderate evocation; **CL** 10th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

Metal shocking burst weapons are formed in the image of lightning bolts or the holy symbols of deities of weather. They are often wrapped with gold or copper wire. Wooden shock weapons have gold studs embedded on the surface, particularly within the area that strikes the target.

This weapon offers a +2 enhancement bonus to hit. When a command word is given, this weapon becomes surrounded by arcs of electricity, which deal an additional 1d6 points of damage but does not harm the wielder. On a critical hit, it does 1d10 points of electrical damage; this is increased by the weapon's critical multiplier (2d10 for 2x, 3d10 for 3x, and so on).

See *shocking burst* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Spiked gauntlets, light maces, tridents, spears.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; **Cost** 8,000 gp.

MELEE WEAPON, SPEED, +3

Aura Moderate transmutation; **CL** 7th

Slot none; **Price** 36,000 gp; **Weight** normal;

DESCRIPTION

This weapon is smooth with a slim profile, and perfectly balanced to create the illusion that it is lighter than it really is. It provides a +3 enhancement bonus to hit, and allows the wielder to make one additional attack at

full base attack bonus. This ability does not stack with similar magical effects such as the *haste* spell.

See *speed* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Rapiers, daggers, light martial weapons.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *haste*;
Cost 18,000 gp

MELEE WEAPON, SPELL STORING, +1

Aura Strong evocation (plus aura of stored spell); **CL** 12th
Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This weapon is decorated more in the fashion of a rod or staff, with magical runes and symbols on its surface as well as gems embedded in its surface. It provides a +1 enhancement bonus to hit. A spellcaster can cast any spell of up to 3rd level into the weapon; on a successful hit, the wielder can unleash the spell on the target that was struck. The wielder does not have to be a spellcaster to use this ability.

After the spell has been cast, another spell can be cast into the weapon. It remains in the weapon until used, or the caster dispels it in order to cast another spell into it.

See *spell storing* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Quarterstaff, mace, morningstar.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, creator must be a caster of at least 12th level; **Cost** 2,000 gp

MELEE WEAPON, THROWING, +1

Aura Faint transmutation; **CL** 5th
Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This weapon is streamlined and inscribed with images of birds or other flying creatures, or decorated with a feather or air motif. It provides a +1 enhancement bonus to hit. If it already has a range, indicating that it can be thrown, that increases by 10 feet. If it does not have a range, it becomes throwable and gains a range of 10 feet. No special feat or weapon proficiency is required to throw this weapon.

See *throwing* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Any hammer, spears, sturknives, tridents.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *magic stone*; **Cost** 2,000 gp

MELEE WEAPON, THUNDERING, +1

Aura Faint necromancy; **CL** 5th
Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

Thundering weapons are often clad in silver, with symbols of elemental air or extreme weather. This weapon provides a +1 enhancement bonus to hit. On a critical hit, it unleashes a thunderclap that deals an additional 1d8 sonic damage to the target, but does not affect the wielder. This increases to 2d8 if the weapon's multiplier is x3, and 3d8 if the multiplier is x4. The target stricken by the thunderclap must make a DC 14 Fortitude save to avoid permanent deafness.

See *thundering* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Hammers, maces, clubs, spears.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blindness/deafness*; **Cost** 2,000 gp

MELEE WEAPON, UNHOLY, +2

Aura Moderate evocation [evil]; **CL** 7th
Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

This +2 weapon is either crafted to appear as an unholy symbol, or is covered with unholy symbols or profane images associated with a particular evil deity. It deals an additional 2d6 points of damage to good creatures, and bypasses the damage reduction of creatures vulnerable to evil. If wielded by a character of a good alignment, it inflicts a negative level until it is dropped.

See *unholy* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Scythes, scimitars, tridents, kukris, gauntlets.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *unholy blight*, creator must be evil; **Cost** 8,000 gp.

MELEE WEAPON, VICIOUS, +1

Aura Moderate necromancy; **CL** 9th
Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

Vicious piercing weapons have sharp barbs, which catch and tear the target. Vicious slashing weapons have serrated teeth along the blade. Vicious bludgeoning weapons have spikes, nails, and other sharp objects protruding from them. They often have ivory and bone decoration.

This weapon provides a +1 enhancement bonus to hit. When it strikes a target, it unleashes a wave of black necromantic energy that does an additional 2d6 damage to the target, as well as 1d6 points of damage to the wielder.

See *vicious* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Morningstar, dire flail, bastard sword, greatsword.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *enervation*; **Cost** 2,000 gp

MELEE WEAPON, VORPAL, +5

Aura Strong necromancy and transmutation; **CL** 18th
Slot none; **Price** 100,000 gp; **Weight** normal;

DESCRIPTION

This weapon is of the finest quality and materials, breathtaking to behold. The blade catches the slightest among of light and gleams with incredible power. It provides a +5 enhancement bonus to hit. On a roll of a natural 20 followed by a confirmed critical hit, it severs the target's head, resulting in death (this has no effect if the target has no discernible head).

Only slashing weapons can have this ability. If this combination was randomly rolled, roll again.

See *vorpal* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Two-handed swords, axes, scythes.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *circle of death*, *keen edge*; **Cost** 50,000 gp

MELEE WEAPON, WOUNDING, +2

Aura Moderate evocation; **CL** 10th
Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

The striking surface of a wounding weapon, whether it is bludgeoning, piercing, or slashing, appears to be rough and unfinished. Upon closer inspection, it can be seen to be covered with fine teeth and rough, serrated edges.

Wounding weapons provide a +2 enhancement bonus to hit. On each successful hit, it deals 1 point of bleed damage. The target takes this same amount of bleed damage each round until it is either healed through magic or skill, or is dead.

See *wounding* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

SUGGESTED WEAPONS

Dagger, rapier, spears, polearms, swords.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bleed*; **Cost** 8,000 gp.

Ranged Weapon Templates

The following ranged weapons have magical bonuses to hit or are made of special materials, but have no other special abilities. Prices and costs have been averaged for simplicity; gamemasters can increase or decrease the prices based on the economics of his or her campaign setting. The expense of masterwork quality is factored into the price of all weapons. The amounts listed apply to all types of ranged weapons.

Apply the base statistics for each weapon, found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*, to complete a specific weapon.

Many entries refer to ammunition; for weapons such as javelins, nets, and shuriken, the ranged weapon is the ammunition. Likewise, terms like shoot and fire refer to throwing the weapon.

RANGED WEAPONS, +1 to +5

Aura moderate conjuration (creation); **CL** 3rd (+1), 6th (+2), 9th (+3), 12th (+4), 15th (+5)

Slot none; **Price** 600 gp (+1), 1,800 gp (+2), 3,400 gp (+3), 6,600 gp (+4), 10,200 gp (+5); **Weight** normal;

DESCRIPTION

The craftsmanship of a magical ranged weapon increases with the level of enchantment; a +5 weapon is of far superior quality and workmanship than a +1 weapon. Materials and decoration also become more elaborate and expensive, including rarer woods, inlays of precious gems and filigree of precious metals, and more delicate carvings and painted ornamentation.

For more information see *melee weapons* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** 200 gp (+1), 800 gp (+2), 1,600 gp (+3), 3,200 gp (+4), 5,000 gp (+5)

RANGED WEAPONS, DARKWOOD

Aura no aura (non-magical) **CL** --

Slot none; **Price** 350 gp (light weapon), 500 gp (heavy weapon); **Weight** 1/2 normal;

DESCRIPTION

Bows, crossbows, and sling staffs made from darkwood weigh half as much as normal weapons. They gain a +1 enhancement bonus from masterwork craftsmanship.

See *darkwood* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** see above

Special Ranged Weapon Templates

The following ranged weapons have special magical abilities beyond a bonus to hit or damage. Prices and costs have been averaged for simplicity; gamemasters can increase or decrease the prices based on the economics of his or her campaign setting. The expense of masterwork quality is factored into the price of all weapons. The amounts listed apply to all types of ranged weapons.

Apply the base statistics for each weapon, found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*, to complete a specific weapon.

RANGED WEAPON, ANARCHIC, +2

Aura Moderate evocation [chaotic]; **CL** 7th
Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

This ranged weapon is painted in wild colors and patterns, often wrapped in bits of cloth and string and other shiny objects. It provides a +2 enhancement bonus to hit. Anarchic weapons deal an additional 2d6 points of damage to lawful creatures, and bypass the damage reduction of creatures vulnerable to chaos. If handled by a character of a lawful alignment, it inflicts a negative level until it is dropped.

See *anarchic* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; **Cost** 8,000 gp

RANGED WEAPON, AXIOMATIC, +2

Aura Moderate evocation [lawful]; **CL** 7th
Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

This +2 ranged weapon has clean lines, is perfectly proportioned, and perfectly weighted. It deals an additional 2d6 points of damage to chaotic creatures, and bypasses the damage reduction of creatures vulnerable to law. If wielded by a character of a chaotic alignment, it inflicts a negative level until it is dropped.

See *axiomatic* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; **Cost** 8,000 gp.

RANGED WEAPON, BANE, +1/+3

Aura Moderate conjuration; **CL** 8th
Slot none; **Price** 40,000; **Weight** normal;

DESCRIPTION

This weapon is typically adorned with imaged reminiscent of the creature it is designed to destroy. A *giantbane sling*, for instance, may have images of giants embroidered on the leather; an *animal bane crossbow* might have carvings of deer, boar, or other prey; a *plantbane longbow* might be painted with leaves and vines.

A ranged bane weapon has a +1 enhancement bonus, which increases to +3 against its designated foe, and also deals an additional 2d6 points of damage against that foe.

For more information see *bane* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*. See *ranged weapon special abilities* in the *Pathfinder Roleplaying Game* to determine the designated foe of a bane weapon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *summon monster I*; **Cost** 20,000 gp

RANGED WEAPON, BRILLIANT ENERGY, +4

Aura Strong transmutation; **CL** 16th
Slot none; **Price** 64,000 gp; **Weight** normal;

DESCRIPTION

Brilliant energy ranged weapons have strings or other parts that appear to be made of solid light, and provide illumination in a 20 ft. radius. The handles, shafts, and handgrips of the weapon are often with either flame motifs (copper and gold, reds and oranges), or clear, white, or light blue decorations and crystals. The weapon provides a +4 enhancement to hit, but has no effect on non-living matter, including undead.

See *brilliant energy* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *gaseous form*, *continual flame*; **Cost** 32,000 gp.

RANGED WEAPON, DISTANCE, +1

Aura Moderate divination; **CL** 6th
Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This ranged weapon appears to be slightly larger and more elongated than a normal weapon of its type. It provides a +1 enhancement bonus to hit, and has double the normal range. This ammunition provides a +1 enhancement bonus to hit. It has double the normal range of the weapon it is fired from. If *ammunition of distance* is fired from a *ranged weapon of distance*, the range increases do not stack.

See *distance* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance*; **Cost** 2,000 gp

RANGED WEAPON, FLAMING, +1

Aura Moderate evocation; **CL** 10th
Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

Flaming ranged weapons are typically adorned in red, gold, and copper, and engraved with patterns resembling flames, or the runes and symbols for elemental fire.

This weapon offers a +1 enhancement bonus to hit. When a command word is given, the weapon's ammunition is bathed in flames, which deal an additional 1d6 points of damage to the target but does not harm the shooter.

See *flaming* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; **Cost** 2,000 gp

RANGED WEAPON, FLAMING BURST, +2

Aura Strong evocation; **CL** 12th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

Ranged flaming burst weapons are often embossed with copper and gold or lacquered and painted the look like fire, and are often engraved with the symbols for elemental fire.

This ranged weapon offers a +2 enhancement bonus to hit. When fired, the ammunition becomes bathed in flames, which deal an additional 1d6 points of damage but does not harm the shooter. On a critical hit, it does 1d10 points of fire damage; this is increased by the weapon's critical multiplier (2d10 for 2x, 3d10 for 3x, and so on).

See *flaming burst* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor and *flame blade*, *flame strike*, or *fireball*; **Cost** 8,000 gp.

RANGED WEAPON, FROST, +1

Aura Moderate evocation; **CL** 8th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

Ranged frost weapons are often painted or lacquered in shades of white, grey, and light blue to look as if they are made of ice. It may be inset with powdered gems to make it sparkle in the light. It may also be engraved with patterns resembling snowflakes or runes and symbols for elemental cold.

This ranged weapon offers a +1 enhancement bonus to hit. When a command word is given, the ammunition becomes encrusted with a layer of frost, which deals an additional 1d6 points of damage but does not harm the wielder.

See *frost* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chill metal* or *ice storm*; **Cost** 2,000 gp

RANGED WEAPON, HOLY, +2

Aura Moderate evocation [good]; **CL** 7th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

This +2 ranged weapon is either crafted to appear as a holy symbol, or is covered with holy symbols or images sacred to a particular good deity. It imbues the ammunition fired from it with energy that deals an additional 2d6 points of damage to evil creatures, and bypasses the damage reduction of creatures vulnerable to good. If handled by a character of any evil alignment, it inflicts a negative level until it is dropped.

See *holy* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *holy smite*, creator must be good; **Cost** 8,000 gp.

RANGED WEAPON, ICY BURST, +2

Aura Moderate evocation; **CL** 10th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

Ranged icy burst weapons are often sculpted to resemble holy symbols or thick icicles, and plated with silver or platinum or lacquered and painted the look like snow and ice.

This ranged weapon offers a +2 enhancement bonus to hit. When fired, the ammunition becomes encrusted with a layer of frost, which deals an additional 1d6 points of damage but does not harm the shooter. On a critical hit, it does 1d10 points of cold damage; this is increased by the weapon's critical multiplier (2d10 for 2x, 3d10 for 3x, and so on).

See *icy burst* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; **Cost** 8,000 gp

RANGED WEAPON, MERCIFUL, +1

Aura Faint conjuration; **CL** 5th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This ranged weapon may be crafted in imitation of the holy symbol of gentler deities, or be carved with symbols of healing and peace. Merciful weapons provide a +1 enhancement bonus to hit. By default, it does non-lethal damage, but adds an additional 1d6. When a command word is given it can deal lethal damage, but without the bonus to damage.

See *merciful* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cure light wounds*; **Cost** 2,000 gp

RANGED WEAPON, RETURNING, +1

Aura Moderate transmutation; **CL** 7th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

These weapons are inscribed with images of birds and other flying creatures. They may be feathered, or be painted with a feather motif. Returning weapons provide a +1 enhancement bonus to hit, and come back to the thrower before the next turn whether the target was struck or not. They are usable every turn.

This ability only work on ranged weapons that are thrown, such as bolas, nets, and shuriken, and not things that fire ammunition like bow, crossbows, and slings. If this result was rolled randomly, roll again.

See *returning* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *telekinesis*; **Cost** 2,000 gp

RANGED WEAPON, SEEKING, +1

Aura Strong divination; **CL** 12th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

Ranged weapons of seeking are decorated with images of eyes, sometimes the eyes of deities of divination. This weapon provides a +1 enhancement bonus to hit. Ammunition fired from seeking ranged weapons will ignore miss chances from things like concealment, zeroing in on the target and moving around obstacles.

See *seeking* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *true seeing*; **Cost** 2,000 gp

RANGED WEAPON, SHOCK, +1

Aura Moderate evocation; **CL** 8th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

The metal parts of ranged shock weapons are engraved with images of lightning and storms, or the holy symbols of deities of weather. They are often plated with gold or copper, or have filigree of those metals in their designs. The wooden parts of shock weapons have metal studs embedded on the surface.

This ranged weapon offers a +1 enhancement bonus to hit. When fired, the ammunition becomes surrounded by arcs of electricity, which deals an additional 1d6 points of damage but does not harm the shooter.

See *shock* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; **Cost** 2,000 gp

RANGED WEAPON, SHOCKING BURST, +2

Aura Moderate evocation; **CL** 10th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

Metal components of shocking burst ranged weapons are formed in the image of lightning bolts or the holy symbols of deities of weather. They are often wrapped with gold or copper wire. Wooden parts have gold studs embedded on the surface.

This ranged weapon offers a +2 enhancement bonus to hit. When fired, ammunition becomes surrounded by arcs of electricity, which deal an additional 1d6 points of damage but does not harm the shooter. On a critical hit, it does 1d10 points of electrical damage; this is increased by the weapon's critical multiplier (2d10 for 2x, 3d10 for 3x, and so on).

See *shocking burst* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; **Cost** 8,000 gp.

RANGED WEAPON, SPEED, +3

Aura Moderate transmutation; **CL** 7th

Slot none; **Price** normal; **Weight** normal;

DESCRIPTION

This ranged weapon so perfectly balanced it seems to weigh less than it actually is, and is designed to fit comfortably in the shooter's hand. It provides a +3 enhancement bonus to hit, and allows the shooter to make one additional attack at full base attack bonus. This ability does not stack with similar magical effects such as the *haste* spell.

See *speed* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *haste*; **Cost** 18,000 gp

RANGED WEAPON, THUNDERING, +1

Aura Faint necromancy; **CL** 5th

Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

Thundering ranged weapons are often clad in silver, with symbols of elemental air or extreme weather. Strings and mechanisms seem louder than those of normal weapons of the same type, but don't actually create any more noise.

This ranged weapon provides a +1 enhancement bonus to hit. It imbues the ammunition with necromantic energy that, on a critical hit, unleashes a thunderclap that deals an additional 1d8 sonic damage to the target, but does not affect the wielder. This increases to 2d8 if the weapon's multiplier is x3, and 3d8 if the multiplier is x4. The target stricken by the thunderclap must make a DC 14 Fortitude save to avoid permanent deafness.

See *thundering* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blindness/deafness*; **Cost** 2,000 gp

RANGED WEAPON, UNHOLY, +2

Aura Moderate evocation [evil]; **CL** 7th

Slot none; **Price** 16,000 gp; **Weight** normal;

DESCRIPTION

This +2 ranged weapon is often crafted to appear as an unholy symbol, or is covered with unholy symbols or profane images associated with a particular evil deity. It deals an additional 2d6 points of damage to good creatures, and bypasses the damage reduction of creatures vulnerable to evil. If handled by a character of a good alignment, it inflicts a negative level until it is dropped.

See *unholy* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *unholy blight*, creator must be evil; **Cost** 8,000 gp.

Ammunition

The following ammunition types have magical bonuses to hit or are made of special materials, but have no other special abilities. Prices and costs have been averaged for simplicity; gamemasters can increase or decrease the prices based on the economics of his or her campaign setting. The amounts listed apply to all types of ammunition. The expense to produce normal ammunition is minimal by comparison, and is folded into the price and cost of magical ammunition. Amounts listed are for individual arrows, crossbow bolts, sling bullets, or blowgun darts.

Apply the base statistics for each type of ammunition, found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*, to complete a specific weapon.

Ammunition with magical bonuses and abilities can be reused if recovered.

AMMUNITION, +1 TO +5

Aura moderate conjuration (creation); **CL** 3rd (+1), 6th (+2), 9th (+3), 12th (+4), 15th (+5)

Slot none; **Price** 60 gp (+1), 180 gp (+2), 340 gp (+3), 660 gp (+4), 1,020 gp (+5); **Weight** normal;

DESCRIPTION

Magical ammunition is created with more elaborate decoration and expensive material, including rarer woods, inlays of precious gems and filigree of precious metals, and delicate carvings and painted ornamentation.

This ammunition has an enhancement bonus to hit. The expense of masterwork quality is factored into the price and cost. The amounts listed apply to all types of ammunition.

For more information see *ranged weapons* and *ammunition* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor;

Cost 30 gp (+1), 90 gp (+2), 170 gp (+3), 330 gp (+4), 510 gp (+5)

AMMUNITION, ADAMANTINE

Aura no aura (non-magical) **CL** --

Slot none; **Price** 300 gp; **Weight** normal;

DESCRIPTION

Adamantine ammunition grants a +1 enhancement bonus on attack rolls and bypasses up to 20 points of hardness when penetrating objects. Arrows, bolts, and darts have adamantine tips. Sling bullets are not solid adamantine but made from rock resembling marble, with a vein of unrefined adamantine running through it.

For more information see *adamantine* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor;

Cost 150 gp

AMMUNITION, ALCHEMICAL SILVER

Aura no aura (non-magical) **CL** --

Slot none; **Price** 18 gp, normal; **Weight** normal;

DESCRIPTION

Alchemical silver ammunition has a +1 enhancement bonus to hit due to masterwork quality. It does -1 point of damage, but bypasses the damage reduction of creatures vulnerable to silver. Arrows, bolts, and darts have alchemical silver tips. Sling bullets are not solid silver but stones plated with a thin layer of the material.

For more information see *silver*, *alchemical* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor;

Cost 9 gp

AMMUNITION, COLD IRON

Aura no aura (non-magical) **CL** --

Slot none; **Price** 40 gp; **Weight** 2x normal;

DESCRIPTION

Cold iron ammunition is effective against demons and fey creatures. Arrows, bolts, and darts have cold iron tips. Sling bullets are not solid iron but stones plated with a thin layer of the material.

For more information see *iron*, *cold* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor;

Cost 20 gp

AMMUNITION, MITHRAL

Aura no aura (non-magical) **CL** --

Slot none; **Price** 65 gp; **Weight** 1/2 normal;

DESCRIPTION

Mithral ammunition gains a +1 enhancement bonus to hit based on masterwork quality. The primary benefit is the lighter weight compared to normal ammo.

For more information see *mithral* in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor;
Cost 33 gp

Special Ammunition

The following ammunition types have special magical abilities beyond a bonus to hit or damage. Prices and costs have been averaged for simplicity; gamemasters can increase or decrease the prices based on the economics of his or her campaign setting. The amounts listed apply to all types of ammunition. The expense to produce normal ammunition is minimal by comparison, and is folded into the price and cost of magical ammunition. Amounts listed are for individual arrows, crossbow bolts, sling bullets, or blowgun darts.

Apply the base statistics for each type of ammunition, found under *weapons* in the *Pathfinder Roleplaying Game Core Rulebook*, to complete a specific weapon.

Ammunition with magical bonuses and abilities can be reused if recovered.

AMMUNITION, ANARCHIC, +2

Aura Moderate evocation [chaotic]; **CL** 7th
Slot none; **Price** 1,600 gp; **Weight** normal;

DESCRIPTION

This +2 ammunition is painted with wild colors and patterns, often wrapped in bits of cloth and string. It deals an additional 2d6 points of damage to lawful creatures, and bypasses the damage reduction of creatures vulnerable to chaos. If handled by a character of a lawful alignment, it inflicts a negative level until it is dropped or fired.

For more information see *anarchic* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chaos hammer*, creator must be chaotic; **Cost** 800 gp

AMMUNITION, AXIOMATIC, +2

Aura Moderate evocation [lawful]; **CL** 7th
Slot none; **Price** 1,600 gp; **Weight** normal;

DESCRIPTION

This +2 ammunition has clean lines, is perfectly proportioned, and perfectly weighted. It deals an additional 2d6 points of damage to chaotic creatures, and bypasses the damage reduction of creatures vulnerable to law. If handled by a character of a chaotic alignment, it inflicts a negative level until it is dropped or fired.

For more information see *axiomatic* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *order's wrath*, creator must be lawful; **Cost** 800 gp.

AMMUNITION, BANE, +1/+3

Aura Moderate conjuration; **CL** 8th
Slot none; **Price** 4,000 gp; **Weight** normal;

DESCRIPTION

This ammunition is typically a symbol or name of the creature it is designed to destroy. A *feybane arrow*, for instance, may have the name of a legendary fey inscribed on the shaft; an *verminbane darts* might have a rat motif, or be fletched with pigeon feathers; an *oozebane stone* might appear to be constructed from rubbery, dried ooze.

Bane ammunition has a +1 enhancement bonus to hit, which increases to +3 against its designated foe, and also deals an additional 2d6 points of damage against that foe.

For more information see *bane* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*. See *ranged weapon special abilities* in the *Pathfinder Roleplaying Game* to determine the designated foe of a bane weapon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *summon monster I*; **Cost** 2,000 gp

AMMUNITION, BRILLIANT ENERGY, +4

Aura Strong transmutation; **CL** 16th
Slot none; **Price** 6,400 gp; **Weight** normal;

DESCRIPTION

Brilliant energy ammunition appears to be made of solid light, and provide illumination in a 20 ft. radius. The shaft or body of the ammo is adorned with either flame motifs (copper and gold, reds and oranges), or clear, white, or light blue decorations and bits of crystal. The ammunition provides a +4 enhancement to hit, but has no effect on non-living matter, including undead and passes through and dissipates like light.

For more information see *brilliant energy* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *gaseous form*, *continual flame*; **Cost** 3,200 gp.

AMMUNITION, DISTANCE, +1

Aura Moderate divination; **CL** 6th
Slot none; **Price** 400 gp; **Weight** normal;

DESCRIPTION

This ammunition provides a +1 enhancement bonus to hit. It has double the normal range of the weapon it is fired from. If *ammunition of distance* is fired from a *ranged weapon of distance*, the range increases do not stack.

For more information see *distance* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *clairaudience/clairvoyance*; **Cost** 200 gp

AMMUNITION, FLAMING, +1

Aura Moderate evocation; **CL** 10th

Slot none; **Price** 400 gp; **Weight** normal;

DESCRIPTION

Flaming ammunition is typically painted red, gold, and copper, and engraved with patterns resembling flames, or the runes and symbols for elemental fire.

This ammo offers a +1 enhancement bonus to hit. When fired, it is bathed in flames, which deal an additional 1d6 points of damage to the target but does not harm the shooter. If *flaming ammo* is fired from a *flaming ranged weapon*, the damage bonuses do not stack.

For more information see *flaming* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor and *flame blade, flame strike, or fireball*; **Cost** 200 gp

AMMUNITION, FLAMING BURST, +2

Aura Strong evocation; **CL** 12th

Slot none; **Price** 1,600 gp; **Weight** normal;

DESCRIPTION

Flaming burst ammunition is often engraved with the symbols for elemental fire, or stamped with runes and symbols of elemental fire.

This ammunition offers a +2 enhancement bonus to hit. When fired it becomes bathed in flames, which deal an additional 1d6 points of damage but does not harm the shooter. On a critical hit, it does 1d10 points of fire damage; this is increased by the firing weapon's critical multiplier (2d10 for 2x, 3d10 for 3x, and so on).

If *flaming burst ammo* is fired from a *flaming burst ranged weapon*, the damage bonuses do not stack.

For more information see *flaming burst* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor and *flame blade, flame strike, or fireball*; **Cost** 800 gp.

AMMUNITION, FROST, +1

Aura Moderate evocation; **CL** 8th

Slot none; **Price** 400 gp; **Weight** normal;

DESCRIPTION

Frost ammunition is often painted or lacquered in shades of white, grey, and light blue to resemble chunks of ice. It may be inset with powdered gems to make it sparkle in the light. It may also be engraved with patterns resembling snowflakes or runes and symbols for elemental cold.

Frost ammo offers a +1 enhancement bonus to hit. When fired, the ammunition becomes encrusted with a layer of frost, which deals an additional 1d6 points of damage but does not harm the wielder.

If *frost ammo* is fired from a *frost ranged weapon*, the damage bonuses do not stack.

For more information see *frost* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chill metal or ice storm*; **Cost** 200 gp

AMMUNITION, HOLY, +2

Aura Moderate evocation [good]; **CL** 7th

Slot none; **Price** 1,600 gp; **Weight** normal;

DESCRIPTION

This ammunition is covered with holy symbols or images sacred to a particular good deity. It provides a +2 enhancement bonus to hit. Holy ammunition deals an additional 2d6 points of damage to evil creatures, and bypasses the damage reduction of creatures vulnerable to good. If handled by a character of any evil alignment, it inflicts a negative level until it is dropped or fired.

If *holy ammo* is fired from a *holy ranged weapon*, the damage bonuses do not stack.

For more information see *holy* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *holy smite*, creator must be good; **Cost** 800 gp.

AMMUNITION, ICY BURST, +2

Aura Moderate evocation; **CL** 10th

Slot none; **Price** 1,600 gp; **Weight** normal;

DESCRIPTION

Icy burst ammunition is often plated with silver or platinum or lacquered and painted the look like and ice.

This ammo offers a +2 enhancement bonus to hit. When fired, it becomes encrusted with a layer of frost, which deals an additional 1d6 points of damage but does not harm the shooter. On a critical hit, it does 1d10 points of cold damage; this is increased by the firing weapon's critical multiplier (2d10 for 2x, 3d10 for 3x, and so on).

If *icy burst ammo* is fired from an *icy burst ranged weapon*, the damage bonuses do not stack.

For more information see *icy burst* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chill metal or ice storm*; **Cost** 800 gp.

AMMUNITION, MERCIFUL, +1

Aura Faint conjuration; **CL** 5th

Slot none; **Price** 400 gp; **Weight** normal;

DESCRIPTION

This ammunition is stamped with holy symbols of gentler deities, or carved with symbols of healing and peace. Merciful ammunition provides a +1 enhancement bonus to hit. By default, it does non-lethal damage, but adds an additional 1d6. When a command word is given it can be used as normal ammo and deal lethal damage, but with no bonus to damage.

If *merciful ammo* is fired from a *merciful ranged weapon*, the non-lethal damage bonuses stack.

For more information see *merciful* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cure light wounds*; **Cost** 200 gp

AMMUNITION, RETURNING, +1

Aura Moderate transmutation; **CL** 7th

Slot none; **Price** 400 gp; **Weight** normal;

DESCRIPTION

This ammunition may be feathered, or be painted with a feather motif. Returning ammo provides a +1 enhancement bonus to hit, and returns to the weapon it was fired from, magically reloading itself, before the shooter's next turn. This happens whether the target was struck or not, making returning ammunition usable every turn.

For more information see *returning* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *telekinesis*; **Cost** 200 gp

AMMUNITION, SEEKING, +1

Aura Strong divination; **CL** 12th

Slot none; **Price** 400 gp; **Weight** normal;

DESCRIPTION

Ammunition of seeking is stamped with images of eyes, sometimes the eyes of deities of divination. It provides a +1 enhancement bonus to hit. It will ignore miss chances from things like concealment, zeroing in on the target and moving around obstacles.

For more information see *seeking* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *true seeing*; **Cost** 200 gp

AMMUNITION, SHOCK, +1

Aura Moderate evocation; **CL** 8th

Slot none; **Price** 400 gp; **Weight** normal;

DESCRIPTION

The metal parts of shock ammunition are stamped with images of lightning and storms, or the holy symbols of deities of weather. They are often plated with gold or copper, or have filigree of those metals in their designs.

This ammo offers a +1 enhancement bonus to hit. When fired, it becomes surrounded by arcs of electricity, which deals an additional 1d6 points of damage but does not harm the shooter.

If *shock ammo* is fired from a *shock ranged weapon*, the damage bonuses do not stack.

For more information see *shock* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; **Cost** 200 gp

AMMUNITION, SHOCKING BURST, +2

Aura Moderate evocation; **CL** 10th

Slot none; **Price** 1,600 gp; **Weight** normal;

DESCRIPTION

Shocking burst ammunition is often wrapped with gold or copper wire, or painted or stamped with symbols of lightning or storm clouds.

This ammunition offers a +2 enhancement bonus to hit. When fired, it becomes surrounded by arcs of electricity, which deal an additional 1d6 points of damage but does not harm the shooter. On a critical hit, it does 1d10 points of electrical damage; this is increased by the firing weapon's critical multiplier (2d10 for 2x, 3d10 for 3x, and so on).

If *shocking burst ammo* is fired from a *shocking burst ranged weapon*, the damage bonuses do not stack.

For more information see *shock* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*; **Cost** 800 gp.

AMMUNITION, SPEED, +3

Aura Moderate transmutation; **CL** 7th

Slot none; **Price** 3,600 gp; **Weight** normal;

DESCRIPTION

This ammunition is perfectly balanced and amazingly streamlined. It provides a +3 enhancement bonus to hit, and loads so easily that it allows the shooter to make one additional attack at full base attack bonus. This ability does not stack with similar magical effects such as the *haste* spell, or the abilities of a *ranged weapon of speed*.

For more information see *speed* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *haste*; **Cost** 1,800 gp

AMMUNITION, THUNDERING, +1

Aura Faint necromancy; **CL** 5th

Slot none; **Price** 400 gp; **Weight** normal;

DESCRIPTION

Thundering ammunition is sometimes clad in silver, or stamped with symbols of elemental air or extreme weather.

This ammunition provides a +1 enhancement bonus to hit. On a critical hit, unleashes a thunderclap that deals an additional 1d8 sonic damage to the target, but does not affect the shooter. This increases to 2d8 if the weapon's multiplier is x3, and 3d8 if the multiplier is x4. The target stricken by the thunderclap must make a DC 14 Fortitude save to avoid permanent deafness.

If *thundering ammo* is fired from a *thundering ranged weapon*, the damage bonuses do not stack.

For more information see *thundering* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blindness/deafness*; **Cost** 200 gp

AMMUNITION, UNHOLY, +2

Aura Moderate evocation [evil]; **CL** 7th

Slot none; **Price** 1,600; **Weight** normal;

DESCRIPTION

This +2 ammunition is stamped with unholy symbols, or profane images associated with a particular evil deity. It deals an additional 2d6 points of damage to good creatures, and bypasses the damage reduction of creatures vulnerable to evil. If handled by a character of a good alignment, it inflicts a negative level until it is dropped or fired.

If *unholy ammo* is fired from an *unholy ranged weapon*, the damage bonuses do not stack.

For more information see *unholy* under weapon special abilities in the *Pathfinder Roleplaying Game Core Rulebook*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *unholy blight*, creator must be evil; **Cost** 800 gp.

For more tables, as well as statistics for a full range of magic items, check out the following Asparagus Jumpsuit Missing Magic products*:

AJ7300	Missing Magic: Random Treasure
AJ7301	Missing Magic: Potions
AJ7302	Missing Magic: Scrolls
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