THE DRAGON'S HOARD

MAGIC ARMS & ARMOR ATOLITIC OMPATIBLE



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INTRODUCTION

Welcome, adventurer, to the Dragon's Hoard. Within you will find an assortment of magic items lovingly crafted by over two dozen designers, including both budding and established writers. Perhaps not every dragon would have each of these items, but a good dragon should.

This first PDF contains magic weapons, armor, and shields. And magic weapon, armor, and shield properties.

The second PDF will feature rings, rods, and staves.

The third PDF will feature wondrous items.

The print version of the Dragon's Hoard will feature everything from these three PDFs.

This PDF is brought to you by the feat Craft Magic Arms and Armor.

MAGIC ARMOR AND SHIELDS Magic Armor Special Abilities

FEATHERLIGHT

By Ivan Havel

Armor blessed with the *featherlight* property is significantly less cumbersome. *Featherlight* armor's Maximum Dexterity bonus is increased by 2, and armor check penalties are decreased by 2 (to a minimum of 0). These bonsues stack with special material bonuses such as those granted by mithral.

In addition, the wearer is constantly under the effects of the spell *feather fall*.

Aura faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *feather fall*; **Price** +1 bonus.

GIANT WRESTLING

By Douglas "White Templar" Mawhinney

A suit of *giant wrestling* armor enables its wearer to fight immense enemies on equal footing. When the wearer engages in a combat maneuver against an opponent at least one size larger than himself, the opponent does not gain the benefit of his size modifier to CMB or CMD. Additionally, opponents do not gain a bonus on Intimidate checks due to size against the wearer.

Aura faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *enlarge person*; **Price** +2 bonus.

LIGHT RESTING

By Isaiah Burt

Designed by master battle mages, the *light resting* property allows for the wearer to cast spells while in armor. The wearer can spend a move action to negate the armor's arcane spell failure for a number of rounds equal to the armor's enhancement bonus.

Aura Strong Transmutation; **CL** 12th; Craft Magic Arms and Armor, *levitate*, *permanency*; **Price** +3 bonus

SALVING

2

By Phil Greeley

Armor with the *salving* property protects the wearer against recurring damage such as from bleeding attacks. When hit by an attack that inflicts ongoing damage the wearer of this armor may spend a move action to end the damage as if a successful Heal has been made. The *salving* quality does not prevent ongoing damage caused by poisons, spells or diseases.

Aura moderate conjuration; **CL** 6th; Craft Magic Arms and Armor, *cure light wounds*; **Price** +2 bonus.

SEA-FARING

By Ivan Havel

Heavy armor is the bane of many a sailor. *Sea-faring* armor protects the wearer from deadly waters. The armor property negates armor check penalties suffered on all Swim checks. The wearer does not go underwater by failing a Swim check by 5 or more, but she can choose to go underwater.

In addition, the wearer can constantly breathe underwater as the spell *water breathing*.

Aura faint transmutation; **CL** 6th; Craft Magic Arms and Armor, *water breathing*; **Price** +1 bonus.

TOY BARDING



By Jacob McCoy

This barding fits comfortably on a given species of mount, chosen when the item is created. With a command word, the armor and mount shrink to Fine size. While this size, the mount consumes significantly less food. A single serving of feed for a large mount lasts as

long as 20 servings normally would. The armor provides a calming effect, that prevents squirming, and allows the wearer to be transported comfortably in a backpack. The barding includes a saddle. A second command word returns the mount to normal size.

Aura moderate transmutation; CL 5th; Craft magic arms and armor, *carry companion*; Price +5,000 gp.

Specific Magic Armor

BASTION PLATE



Price 46,650 gp	By Douglas Mawhinney	
CL 6th	Weight 75 lbs.	
Aura moderate conjuration		

This tremendously large suit of +2 giant wrestling* adamantine full plate is made from plates nearly twice as thick as a normal suit of armor and held together with rein-

forced straps and buckles.

Three times per day, as a swift action, the wearer may make an incredibly forceful stomp that sends a shockwave through the ground surrounding him, dealing 2d6 points of bludgeoning damage to every creature within a 40 ft. radius.

The wearer is considered one size larger when determining whether a creature's special attacks based on size, such as swallow whole, can affect him. However, his space and reach remain those of a creature of his actual size.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *enlarge person, stone call*; **Cost** 24,650 gp

CACOPHONOUS ARMOR



Price 10,650 gp	By Jeffrey Swank	
CL 7th	Weight 50 lbs.	
Aura moderate necromancy		
This +1 full plate is decorated with		

thunder clouds and bolts of lightning. The armor has many specially designed edges that amplify the wearer's movement into a clanking

roar. The armor check penalty for Stealth rolls while wearing this armor increases to -10.

Upon command, the wearer may generate a deafening roar cacophony of metal upon metal as part of a charge action. Any creature within a 20 foot radius of the wearer's stopping point must succeed at a DC 13 Fortitude save or be stunned for 1 round and deafened for 2d4 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *shout*; **Cost** 6,150 gp

FUNGAL ARMOR



Price 19,165 gp	By Jeffrey Swank	
CL 10th	Weight 50 lbs.	
Aura moderate conjuration		

This +1 hide armor is made from caps of petrified mushrooms. When the special abilities of the armor are activated, small mushrooms bloom across the surface of the armor.

If grappled, as a standard action, the wearer may activate the armor to wrap an opponent of the same size, one size smaller or larger than the wearer, in a blanket of fungal growths. Once engulfed in growths, the opponent must make a successful DC 17 Fortitude save or contract a fungal infestation and suffer 1d3 points of Constitution damage every round that they remain engulfed. The opponent may clear off the growths by using a full-round action. The wearer can't willfully repress or activate this defense.

Once per day, as a swift action, the wearer may activate the armor to release a cloud of fungal spores that fill a 10 foot radius area around the wearer. The wearer is immune to the spore's effects, but any creature that ends its turn in the cloud must make a successful DC 17 Fortitude save or take 1d3 points of Constitution damage. This cloud follows the wearer for 5 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fungal infestation*; **Cost** 9,665 gp

TABLE: SPECIFIC ARMOR

d%	Medium Armor	PRICE
1 - 25	Grasshopper armor	3,560 gp
26 - 50	Lightning guard leather	5,575 gp
51 - 75	Gemini armor	6,925 gp
76 - 100	Cacophonous armor	10,650 gp
1.1.1		
d%	Lesser Major Armor	PRICE
1 - 33	Lunarward	16,675 gp
34 - 66	Fungal armor	19,170 gp
67 - 100	Plate of infernal infiltration	24,090 gp
d%	Greater Major Armor	Price
1 - 33	Shadow mirror armor	33,841 gp
34 - 66	Jabberwock's dream	44,930 gp
67 - 100	Bastion plate	46,500 gp

GEMINI ARMOR



Price 6,925 gp	By Jeffrey Swank	
CL 5th	Weight 40 lbs.	
Aura faint illusion		

This +1 *chainmail* has black and white ribbon entwined through the chain links.

Three times per day the wearer may activate the armor as a move ac-

tion to create a duplicate in any unoccupied space within 30 feet of his present position. This action provokes an attack of opportunity and the duplicate lasts only one round. The wearer and the duplicate can each perform one independent, standard action. The duplicate is incapable of spellcasting or using supernatural or spell-like abilities. At the end of the round, the duplicate vanishes.

The duplicate has the same attributes as the wearer. Any damage done to the duplicate is automatically transferred to the wearer.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mirror image*; **Cost** 3,615 gp

GRASSHOPPER ARMOR			
		Price 3,560 gp	By Sam Hing
N. Mark		CL 5th	Weight 25 lbs.

Grasshopper armor is created from the carapaces of thousands of grasshoppers and locusts and is treated as +1 *hide armor*. As a move action, the wearer can gain a +20 en-

Aura faint transmutation

hancement bonus to Acrobatics checks made to attempt high jumps or long jumps. This bonus lasts for 1 round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *jump;* **Cost** 1,780 gp

JABBERWOCK'S DREAM



Price 44,930 gp	By Angel "A.R.M.R" Miranda	
CL 9th	Weight 25 lbs.	
Aura strong necromancy		
ml ' 1		

This +3 dragonhide armor is said to possess part of the soul of a jabberwock that survived many encounters with vorpal swords. The *jabberwock's dream* renders its wearer immune to

the death effect of a weapon with the *vorpal* special quality. In addition, once per day the wearer can shoot two beams of fire up to 30 ft. away from the two eye-like protrusions located in the chest area of the armor as a ranged touch attack. Each ray deals 4d6 points of fire damage, and can be used to target the same or two different creatures no more than 30 feet apart.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *death ward*, *scorching ray*; **Cost** 22,430 gp

LIGHTNING GUARD LEATHER



Price 5,575 gp	By David S. McCrae	
CL 9th	Weight 12 lbs.	
Aura moderate transmutation		

This form-fitting but seemingly burnt +2 studded leather allows for fluid movement while fighting, but a solid foundation while defending. The leather begins every day with

three charges. Any charges left over from the previous day are lost. These charges may be spent in one of three ways:

While fighting defensively, the armor's wearer may spend one charge as a swift action to reduce the penalty to his attack rolls from fighting defensively by 2 for one round.

The wearer can spend one charge as a swift action before performing a full attack while fighting defensively. Doing so allows him to perform one additional attack at his highest Base Attack Bonus. This ability cannot stack with additional attacks made while under the effects of *haste* or similar effects.

The armor's wearer can spend one charge to take a total defense action as an immediate action. While defending in this way, the usual dodge bonus to AC provided by a total defense action is reduced by 1.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blessing of fervor*; **Cost** 2,875 gp

LUNARWARD



Price 16,675 gp	By Matt Roth	
CL 9th	Weight 20 lbs.	
Aura faint abjuration		

Silver studs across this blackened suit of +2 studded leather mimic the constellations of the sky, revolving around a glimmering moon at the center of the breastplate.

Lunarward reacts to the presence of lycanthropes and other shapeshifters and bolsters the wearer's defense against them. When a creature afflicted with lycanthropy comes within 100 feet of the armor the silver studs will emit a pale glow, shedding light as a candle. If the creature is a natural lycanthrope, the moon will glow as well. The armor is treated as though it had the *defiant* property against any creature with the shapechanger subtype. Additionally, the wearer may roll twice when attempted a saving throw against becoming cursed with lycanthropy, taking the better of the two results.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *detect magic*, *remove curse*, *summon monster I*; **Cost** 8,175 gp

PLATE OF INFERNAL INFILTRATION

	Price 24,240 gp	By James Abendroth
	CL 10th	Weight 50 lbs.
ſ	Aura moderate transmutation	

This +2 *full plate* is carved with ornate designs, giving it a demonic and otherworldly appearance. The helmet that accompanies the plate is invariably shaped like the face of a

leering devil or snarling demon.

Twice per day, as a standard action, the armor melds with the wearer's body, granting the physical form and speech of any outsider known to her. This acts as both *alter self* and *tongues* except that the bodily transformation can only be used to take the shape of a creature with the outsider type. This effect lasts for 1 hour.

Although the armor is melded with the body, it continues to confer its enhancement bonus and other abilities to its wearer. Any other armor worn over the melded plate produces no additional bonus, but other protective items such as *amulet of natural armor* and *ring of protection* may be donned during the transformation with full benefit. All other items function normally for the wearer as long as the form assumed with the transformation effect is capable of wielding, wearing, using, or manipulating the item. (Subject to GM discretion)

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *alter self*, *tongues*; **Cost** 13,720 gp

SHADOW MIRROR ARMOR



Price 33,675 gp	By Angel "A.R.M.R" Miranda	
CL 6th	Weight 20 lbs.	
Aura moderate illusion		
The metal studs on this +1 shadow		

studded leather armor gleam like dozens of small mirrors. While in an area of dim light or darker, the small mirrors in this armor can reflect the

shadows themselves to create an effect similar to *mirror image*, usable three times per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mirror image*; **Cost** 17,175 gp

Magic Shield Special Abilities

BOUNTIFUL

By David S. McCrae

This enhancement can only be applied to wooden shields.

Once per day, when laid flat on a surface, a shield with this enhancement sprouts vines and plants. Within one minute, a simple meal of fruits and vegetables blooms from the vines. The meal is enough to sustain a number of creatures equal to the shield's enhancement bonus. The food lasts on the shield for one hour before withering away. The shield cannot be used for any other purpose until the food is eaten or disappears.

Aura faint conjuration; **CL** 5th; Craft Magic Arms and Armor, *create food and water*; **Price** +2,200 gp

FORCE BARRIER

By Douglas "White Templar" Mawhinney

A shield with the *force barrier* enhancement is enveloped in an invisible but tangible field of force which provides additional protection against touch attacks. The wielder adds the shield's enhancement bonus to his touch AC. In addition, shield bash attacks made with a *force barrier* shield are considered to be force effects.

Aura faint abjuration; **CL** 5th; Craft Magic Arms and Armor, *shield of faith*; **Price** +3 bonus.

Specific Magic Shields

TABLE: SPECIFIC SHIELDS

d%	Medium Armor	Price
1 - 100	Variable shield	7,600 gp
d%	Major Armor	Price
1 - 33	Bombardier beetle shield	22,570 gp
34 - 66	Shield of the dragon's envoy	40,020 gp
67 - 100	Pearlescent bulwark	49,180 gp

BOMBARDIER BEETLE SHIELD



Price 22,570 gp	By Jeffrey Swank
CL 9th	Weight 15 lbs.
Aura moderate conjuration	

Carved in the likeness of a large chitinous beetle, this deep red and black +*1 heavy steel shield* grants the wielder resist acid 10.

Three times per day, as a swift

action, this shield is able to eject a hot noxious chemical spray from the central orifice. This spray is a ranged touch attack that deals 2d6 points of acid damage with no splash damage. This attack has a range of 30 feet. Any target hit by the spray suffers an additional 1d6 acid damage 1/round for 3 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *acidic spray*; **Cost** 11,850 gp

PEARLESCENT BULWARK



Price 49,180 gp	By Douglas Mawhinney
CL 12th	Weight 45 lbs.
Aura strong transmutation	

This +2 animated force barrier* tower shield resembles a giant pearl cabochon. Its outer convex side is flawless and smooth, only the arm straps marring the inside surface.

When activating the shield's *animated* property, the wielder may direct the tower shield to grant cover. During following rounds, the wielder may change the shield's facing as a move action.

Special: Normally a tower shield cannot have the *an-imated* property; this unique item is an exception to that rule.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate objects, shield of faith*; **Cost** 24,680 gp

SHIELD OF THE DRAGON'S ENVOY



Price 40,020 gp	By Kelce Casey	
CL 13th	Weight 10 lbs.	
Aura strong evocation		
The bearer of this +4 greater fire		

resistance heavy steel shield carved into the likeness of a dragon' face comprehends and speaks Draconic for as long as he holds it.

Once per day, the bearer of this shield may speak with a dragon's authority. When he does this, he speaks with a deeper, draconic voice, granting himself *tongues* and a +3 circumstance bonus to his next Diplomacy or Intimidate check.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, Mythic Crafter, *eagle's splendor, tongues*; **Cost** 20,000 gp

VARIABLE SHIELD



Price 7,600 gp	By James Abendroth	
CL 5th	Weight 5 - 45 lbs.	
Aura faint abjuration		

The enchantment of this +2 *shield* allows it to grow from the size of an ordinary buckler to a tower shield and any size in between. Changing the shield from one size to another is

a move action that does not provoke attacks of opportunity. Whether the shield a buckler, a light, shield, or tower shield, it is always made of steel.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *shrink item*; **Cost** 3,800 gp

MAGIC WEAPONS Magic Weapon Special Abilities

ADAPTIVE SLAYING

By James Abendroth

An adaptive slaying weapon is imbued with powerful learning magics that allow it to gradually overcome any type of damage reduction. Each successful attack made with an adaptive slaying weapon on a creature with damage reduction gives the weapon a cummulative +1 damage bonus to overcome all the creature's damage reduction. Once an adaptive slaying weapon's bonus surpasses the creature's damage reduction rating this bonus accumulation ends and no further bonuses are gained. This bonus vanishes when the enemy creature is slain or combat ends.

Aura moderate divination; **CL** 9th; Craft Magic Arms and Armor, *locate weakness*; **Price** +2 bonus

ASHENSTRIKE

By Jacob McCoy

Ashenstrike weapons are coated in a thick grey soot which can envelop the wielder with ash upon command.

Any time the wielder of an *ashenstrike* weapon would miss with a melee attack, she can choose to release a cloud of ash that grants a 10% miss chance against any attack that passes through, targets, or originates from her current square. This miss chance stacks with any other form of miss chance originating from a visual impairment such as fog or darkness. The cloud of ash released by an *ashenstrike* weapon dissipates at the start of the wielder's next turn. Any additional ash that would cause this bonus to exceed total concealment (50% miss chance) is ineffective.

The weapon's wielder may intentionally miss with an attack to create the cloud of ash, but must choose to do so before any attack roll is made.

Aura faint conjuration; **CL** 8th; Craft Magic Arms and Armor, *blur*, *obscuring mist*; **Price** +1 bonus

BLISTERING

By Phil Greeley

Blistering weapons glow with intense heat, dealing an additional 1d6 fire damage on a strike. A creature successfully attacked by a *blistering* weapon suffers an additional 1d6 fire damage per round for two rounds after being struck. A successful Heal check (DC 15 + the weapon's enhancement bonus) or any amount of magical healing stops the progression of damage. Multiple strikes do not stack the damage, but extend the duration by one round for each successful hit.

Aura moderate transmutation, **CL** 8th; Craft Magic Arms and Armor, *heat metal*, *keen edge*; **Price** +2 bonus.

DEHYDRATING

By: Jeffrey Swank

A *dehydrating* weapon draws moisture out those it wounds. Creatures struck by a *dehydrating* weapon become immediately fatigued for one round unless they succeed on a Fort save (DC 10 + the weapon's enhancement bonus). The effect remains active until another command is given. Additionally, this weapons deals an extra 1d6 damage to plants and creatures with the aquatic or water subtypes.

Aura moderate evocation; **CL** 10th; Craft Magic Arms and Armor, *touch of fatigue*; **Price** +1 bonus.

TABLE: WEAPON SPECIAL ABILITIES

d%	+1 WEAPON SPECIAL ABILITY	BASE PRICE
1 - 17	Greased	+1,000 gp
18 - 34	Ashenstrike	+1 bonus
35 - 50	Dehydrating	+1 bonus
51 - 67	Drifting	+1 bonus
68 - 84	Reverberating	+1 bonus
85 - 100	Virulent	+1 bonus

d%	+2 WEAPON SPECIAL ABILITY	BASE PRICE
1 - 17	Adaptive slaying	+2 bonus
18 - 34	Blistering	+2 bonus
35 - 50	Dismantling	+2 bonus
51 - 67	Goliath	+2 bonus
68 - 84	Lethal	+2 bonus
85 - 100	Starlight	+2 bonus

DISMANTLING

By Phil Greeley

Dismantling weapons are the bane of constructs. On a confirmed critical hit, a dismantling weapon deals 1d4 Strength and 1d4 Dexterity damage to constructs.

Aura moderate transmutation; **CL** 10th; Craft Magic Arms and Armor, *disable construct*; **Price** +2 bonus.

DRIFTING

By JJ Jordan

After confirming a critical hit with a *drifting* weapon, the wielder may expend a use of an attack of opportunity to take a 5-foot step.

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

GOLIATH

By Ivan Havel

Goliath weapons are enormous weapons that are wielded with ease. Creatures one size category smaller than the weapon may wield it as though they were the appropriate size. The wielder does not grow in size, and creatures more than two size categories smaller than the *goliath* weapon receive normal penalties.

For example, a halfing could wield a Medium *goliath longsword* as though he were a Medium sized creature.

This property does not stack with the spells *gravity bow* nor *lead blades*.

Aura faint transmutation; Craft Magic Arms and Armor; *lead blades* or *gravity bow*; Price +2 bonus

GREASED

By Angel "A.R.M.R" Miranda

With the utterance of a command word, this weapon becomes coated in grease. After the activation of this ability, anyone other than the speaker trying to attack with the weapon must succeed at a DC 11 Reflex save before each attack or drop the weapon. The grease on the weapon lasts until the command word is spoken a second time.

Aura faint conjuration; CL 5th; Craft magic arms and armor, *grease*; Price +1,000 gp.

HELLWREATHED

By Isaiah Burt

This weapon enchantment was developed by devils seeking to further the use of *hellfire* in their quest to exterminate the demons. Since its inception, this enchantment has been passed onto the devils' mortal cultists.

A weapon with the *hellwreathed* quality is enveloped in white-hot flames. Normally, it deals 1d6 extra hellfire damage (meaning that half is fire while the other half results directly from Infernal power and is therefore not subject to resistance). On a critical hit, the flames explode envelope the victim, dealing 2d10 points of hellfire damage. In addition, the weapon counts as evil-aligned for the purposes of overcoming damage reduction.

Hellwreathed weapons bestows one permanent negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Aura strong evocation, CL 13th; Craft Magic Arms and Armor; *hellfire ray*; Price +3 bonus

LETHAL

By JJ Jordan

A *lethal* weapon increases its critical multiplier by 1. For example, a weapon with a x3 critical damage multiplier becomes x4. This ability does not stack with other abilities that increase critical multipliers (such as the Weapon Mastery class feature).

Aura faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *keen edge*; **Price** +2 bonus.

REVERBERATING

By Douglas "White Templar" Mawhinney

A *reverberating* weapon transmits the force of a sundering weapon through an opponent's gear, causing damage. On a successful sunder combat maneuver, even if the item is not broken or destroyed, your opponent takes damage equal to your weapon's damage dice. **Aura** faint evocation; **CL** 5th; Craft Magic Arms and Armor, *kinetic reverberation*; **Price** +1 bonus.

STARLIGHT

By Isaiah Burt

A starlight weapon glows like a star in the night sky. Twice per day when attacking with this weapon, the wielder may roll two dice and take the higher result. The use of this power must be declared before the attack roll is made. A starlight weapon's weight is halved.

Aura moderate illusion; Craft Magic Arms and Armor; *blur*; Price +2 bonus

VIRULENT

By Douglas "White Templar" Mawhinney

A *virulent weapon* increases the potency of any poison applied to it. The weapon's enhancement bonus is added to the DC of the poison, making its ill effects more difficult to resist. Additionally, the time it takes for a wielder to apply poison to a *virulent weapon* is reduced by one step (a standard action becomes a move action, a move action becomes a swift action).

Aura faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *accelerate poison*; **Price** +1 bonus

Specific Magic Weapons

ASSASSINATION CROSSBOW



Price 18,400 gp	By Douglas Mawhinney	
CL 5th	Weight 2 lbs.	
Aura faint transmutation		

Engraved on the stock of this +*1 virulent* hand crossbow* is an elaborate crown pierced by a quarrel. As a move action, when the wielder of this weapon touches the crown to his

body, the crossbow morphs into a tattoo. The tattoo is indistinguishable from a normal tattoo and provides a +10 bonus on Sleight of Hand checks to conceal the weapon but radiates faint transmutation magic. Retrieving the weapon requires touching the tattoo and taking a move action.

Three times per day while applying poison to the *assas*sination crossbow the wielder may increase the poison's DC by +4 and increase the poison's frequency by 2.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *accelerate poison, pernicious poison, shrink item*; **Cost** 9,400 gp

TABLE: SPECIFIC WEAPONS

LESSER MINOR WEAPON

PRICE

d%

81 - 90

91 - 100

Sword of angelic wrath

Headman's botch

130,335 gp

108,320 gp

1 - 100	Phantom arrow	350 gp
10/		D
d%	GREATER MINOR WEAPON	PRICE
1 - 100	Shooting star blade	4,310 gp
d%	Lesser medium Weapons	PRICE
1 - 33	Bejeweled blade	7,008 gp
34 - 66	Secret crossbow	7,380 gp
67 - 100	Gemini sword	8,310 gp
07 100	Somme on one	0,010 8P
d%	GREATER MEDIUM WEAPONS	Price
1 - 11	Volcanic maul	13,340 gp
12 - 22	Catalytic blade	13,405 gp
23 - 33	Kraken sword	13,515 gp
34 - 44	Whip of dust	18,301 gp
45 - 55	Assassination crossbow	18,400 gp
56 - 66	Centipede spear	20,002 gp
67 - 77	Sewage dagger	20,303 gp
78 - 88	Spear of impaling	20,305 gp
89 - 100	Skyrupture	30,315 gp
10/		D
d%	LESSER MAJOR WEAPONS	PRICE
1 - 12	Eagle claws	24,604 gp
13 - 25	Ember whip	27,701 gp
26 - 37	Windspear	30,305 gp
38 - 50	Soul whip	31,305 gp
51 - 62	Club of despair	32,300 gp
63 - 75	Lycanthropic dart	32,300 gp
76 - 87	Trident of the deep	32,315 gp
88 - 100	Blade of sanguine blessings	33,802 gp
d%	GREATER MAJOR WEAPONS	Price
1 - 10	Spear of the zephyr	36,310 gp
11 - 20	Vengeful scribe's penknife	36,902 gp
21 - 30	Warcharger's sword	45,315 gp
31 - 40	Rending warpike	50,315 gp
41 - 50	Northwind starknife	55,324 gp
51 - 60	Steelborne scizore	59,200 gp
61 - 70	Clarion flail	68,630 gp
71 - 80	Sanguine scarf	82,305 gp
01 00	Swand of guardia whath	120 225

BEJEWELED BLADE



Price 7,310 gp	By Alexander W. Corrin	
CL 5th	Weight 1 lbs.	
Aura mod	lerate conjuration	
This +1 mithral shortsword pos-		

sesses a guard shaped like a mouthpiece on a flute and a blade possessing numerous holes that catch the wind, causing it to whistle when

swung. The handle and hilt are decorated with five shining gems. By blowing into the guard and touching the gems, it can be played like an ocarina.

This bejeweled blade performs as a masterwork wind instrument and possesses a hollow handle that can hold a single dose of poison. By succeeding at a DC 15 Perform (wind instruments) check, the poison may be applied to the blade without a chance of poisoning the wearer. By succeeding at a separate DC 20 Perform (wind instruments) check the wielder may enhance a poison contained within it, increasing the poison's DC by +2.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *delay poison*; **Cost** 3,810 gp

BLADE OF SANGUINE BLESSINGS



Price 33,802 gp	By Chris Walter	
CL 7th	Weight 5 lbs.	
Aura moderate transmutation		

A favorite among summoners and worshipers of fiendish deities, this obsidian knife features a motif of mutated beasts engraved into the hilt and blade.

When casting a conjuration (summoning) spell, the wielder of this +1 *dagger* may choose to add a single eidolon evolution to the creature or creatures summoned, warping them in a horrific manner. The wielder cannot choose an evolution if their caster level does not meet the minimum summoner level for the evolution. When activated, the wielder must stab themselves with the dagger, their blood glowing as it fills the strange carvings along the blade. This deals 5 hit points of damage per point of evolution chosen. This damage cannot be resisted in any way.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *evolution surge, magic weapon;* **Cost** 17,302 gp

CATALYTIC BLADE



	Price 13,405 gp	By Jeffrey Swank
	CL 7th	Weight 4 lbs.
	Aura moderate conjuration	

The etchings on this +1 silver longsword depict an abundance of different arcane spell components. An arcane caster wielding this weapon is considered proficient with it. While

holding this weapon, a caster can cast spells as though he possessed the Eschew Materials feat.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Eschew Materials, *bestow weapon proficiency*; **Cost** 6,905 gp

CENTIPEDE SPEAR



Price 20,302 gp	By Sam Hing
CL 3th	Weight 6 lbs.
Aura moderate conjuration	

This crude +2 *spear* is decorated with bits of tooth, bone, and chitin. Upon command, the tip of the spear transforms into a giant centipede's mouth. While transformed, a suc-

cessful attack by the spear injects poison into the target.

Centipede poison: injury, *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d3 Dex damage, *cure* 1 save.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *summon monster II*; **Cost** 10,302 gp

CLUB OF DESPAIR



	Price 32,300 gp	By Jeffrey Swank	
	CL 9th	Weight 3 lbs.	
	Aura moderate necromancy		

This +1 *impact club* is carved from the femur of a zombie. The shaft appears decaying and rotting, but retains the strength of solid bone.

When the club's wielder confirms a

critical hit, the target must succeed at a DC 15 Will save. Failure causes the target to be assailed by great fear and despair, paralyzing them for 1d4 rounds. This is a mind-affecting fear effect. Whether or not the save is successful, that creature cannot be affected again for one day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fear*; **Cost** 16,300 gp

CLARION FLAIL



Price 68,630 gp	68,630 gp By Morgan Boehringer		
CL 5th	Weight 10 lbs.		
Aura moderate evocation			
The head of this +2 heavy flail is			

an imitation ship's bell made of iron. Once per day the wielder may vigorously ring the head as a standard action. The resultant loud pealing caus-

es all allies within 30 feet to receive a +4 morale bonus to saves vs. nausea and sickness for 1 hour. If an ally already suffers from one of these conditions he receives an immediate save against the condition with a +4 bonus.

Once per round, when the *clarion flail* successfully hits a target the bell-head rings dolorously. The target must make a DC 15 Fortitude save or be sickened for 2 rounds. A confirmed critical strike causes the bell to vibrate at a frequency unheard by any but the victim, dealing an extra 2d6 sonic damage. In addition, the victim must make a DC 15 Fortitude save or be dazed for 5 rounds. A successful save negates the daze effect and halves the damage.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *distressing tone*, *ear-piercing scream*, *remove sickness*; **Cost**: 34,315 gp

EAGLE CLAWS



Price 24,604 gp	By Jeffrey Swank	
CL 7th	Weight 1 lb. each	
Aura moderate transmutation		

This pair of +1 *keen tekko-kagi* have multicolored feathers wrapped at the wrists.

Whenever the wielder confirms a critical hit with the claws, the vic-

tim must succeed at a DC 15 Reflex save or be blinded as the tekko-kagi scratch and tear at his eyes. The blindness lasts for 1d6 rounds, or until healed with a successful DC 15 Heal check.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blind-ness/deafness*, *keen edge*; **Cost** 12,604 gp

EMBER WHIP

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Price 27,701 gp	By Jeffrey Swank	
CL 12th	Weight 3 lbs.	
Aura moderate evocation		

This charcoal black +1 *flaming burst whip* has chunks of burning embers along its length that trail tendrils of smoke as it lashes out. The

whip deals lethal damage.

Once per day, as a standard action, the wielder may coil the whip around his waist and transform into smoke, as per *gaseous form*, for 1 minute. While the wielder is in smoke form they gain a fly speed of 30 feet (good maneuverability).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *flame blade, gaseous form*; **Cost** 13,851 gp

GEMINI SHORTSWORD



Price 8,310 gp	By Jeffrey Swank	
CL 7th	Weight 2 lbs.	
Aura moderate conjuration		

Half the blade of this +1 *shortsword* is forged from white metal and the other half black metal.

Three times per day, as a swift action, the wielder splits the sword in

twain. Each blade acts as a +1 *shortsword*. The wielder may attack with the twin swords as if she had the Two-Weapon Fighting feat. After 2 rounds, the halves re-join into a single blade.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *minor creation*; **Cost** 4,310 gp



it refuses to deal killing blows. This weapon's *merciful* ability cannot be suppressed. If the greataxe would deal enough damage to lower a creature's hit points below 0, the creature is left at -1 hit points and is stable. Moreover, if the axe is used to deal a coup de' grace or performs a successful critical hit, the target is automatically reduced to -1 hit points and is

CONSTRUCTION

stable.

Requirements Craft magic arms and armor, *cure critical wounds*, *stabilize*, the creator must be good; **Cost** 54,320 gp

KRAKEN SWORD



By Angel "A.R.M.R" Miranda		
Weight 4 lbs.		
Aura moderate abjuration		
This +1 longsword is carved into the shape of a kraken, its tentacles		
providing the hilt and crossguard		

and its body the blade. While wielding this longsword any movement or

attack penalties the wielder suffers due to being submerged in water are removed.

CONSTRUCTION

Requirements Craft magic arms and armor, *freedom of movement*; **Cost** 6,915 gp

LYCANTHROPIC DART



Price 32,306 gp	By Sam Hing	
CL 9th	Weight	
Aura moderate necromancy		

Lycanthropic darts are +1 *darts* carved with beastly motifs and carry a tuft of hair or bit of skin that corresponds to the type of lycanthropy it inflicts. A humanoid victim damaged

by one of these darts must make a DC 20 Fortitude save or instantly transform into the type of lycanthrope that the dart is attuned to. The new werebeast immediately attacks the nearest creature. The victim transforms back into his regular form at the next dawn and no longer suffers from lycanthropy. The thrower of the zdart has no control over the victim, and each/ dart may only affect a humanoid once, becoming a simple +1 dart afterward. A dart striking a nonhumanoid target does not trigger its magic, acting instead as a normal +1 dart. Targets immune to curses are immune to the darts effects. A successful attack by the dart expends the weapon's magic even if the target is not transformed.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bestow curse*; Cost 1,206 gp

NORTHWIND STARKNIFE

Price 55,324 gp	By James Abendroth	
CL 12th	Weight 3 lbs.	
Aura moderate necromancy		

This +1 distance frost returning starknife is made of unmelting razor sharp ice crystals. The wielder of this weapon gains cold resistance 10. The wielder also gains protections from

arctic conditions and does not have to make Fortitude saves due to extreme cold. In addition, the wielder always knows the direction of north.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *chill metal* or *ice storm*, *clairaudience/clairvoyance*, *endure elements*, *know direction*, *telekinesis*; **Cost** 32,324 gp

PHANTOM ARROW



Price 350 gp	By Anthony Torretti	
CL 3rd	Weight	
Aura fa	int necromancy	

This gnarled black +1 *arrow* has no arrowhead and resolves against touch AC when fired. The arrow deals no damage when it strikes a target, and instead creates an illusory sen-

sation of impaling a vital organ. The struck creature must make a DC 15 Will save or else be staggered from the pain for 1d4 rounds. Creatures immune to precision damage are immune to the arrow's effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mad hallucination, stricken heart*; **Cost** 175 g

RENDING WARPIKE



Price 50,315 gp	By Douglas Mawhinney Weight 15 lbs.	
CL 12th		
Aura moderate necromancy		

The head of this +2 reverberating* adamantine lucerne hammer is oversized and far heavier than normal and has an aggressive hook on the backside. When the hammer

the sanguine scarf threatens a criti-

scores a critical hit it shatters the target's natural defenses, reducing its natural armor by 5, to a minimum of 0. If the target has no natural armor this ability has no effect. Multiple reductions from this ability stack. Natural armor destroyed by the rending warpike heals at a rate of 1 point per day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *bestow curse*, *kinetic reverberation*; **Cost** 25,315 gp

SANGUINE SCARF		
	Price 82,305 gp	By Phil Greeley
	CL 15th	Weight 1 lb.
	Aura str	ong necromancy
	This beautiful, red silk scarf is treated as a $+2$ wounding whip with a 10-foot reach. Once per day, when	

cal hit, the wielder can spend a swift action to attempt a special *vorpal* attack. The wielder declares this attempt when rolling to confirm the critical hit. If the critical is confirmed, the wielder must then make a grapple check. Succeeding on the grapple check activates the scarf's *vorpal* ability, severing the target's head. If the critical confirmation roll succeeds but the grapple maneuver fails, the target instead takes 1d6 Constitution damage from the attack. If the critical confirmation roll fails, the special attack fails and is wasted.

CONSTRUCTION

Requirements Craft Wondrous Item, *bleed*, *circle of death*, *keen edge*; **Cost** 41,300 gp

SEWAGE DAGGER



a foul odor. The wielder may, as a swift action, emit a 10 foot cloud around the dagger. This cloud lasts for 5 rounds. The wielder is immune

to the odor. Anyone else caught inside the cloud or who enters it must succeed on a DC 15 Fortitude save or be nauseated for 1d4+1 rounds. On a critical hit the blade infects a foe with sewer filth fever.

Disease (Ex): *Sewer filth fever*—injury, save Fort DC 21; onset 1 day; frequency 1 day; damage 1d4 Dex, 1d4 Con; cure 2 consecutive saves.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *stinking cloud*; **Cost** 10,302 gp

SHOOTING STAR BLADE



Price 4,310 gp	By Angel "A.R.M.R" Miranda
CL 3rd	Weight 2 lbs.
Aura faint conjuration	

This +1 shortsword has a hollow cavity that runs from the hilt up into the blade. A single arrow can be inserted into this cavity. As a standard action the wielder of this aim the

blade at a distant target and fire the arrow contained within. This attack is treated a standard ranged attack made with a composite shortbow. The sword's enhancement bonus applies to this attack. Reloading the *shooting star blade* is a move action.

CONSTRUCTION

Requirements Craft magic arms and armor, *ki arrow*; **Cost** 2,310 gp

SKYRUPTURE



Price 30,315 gp	By Matt Roth
CL 12th	Weight 12 lbs.
Aura moderate evocation	

The blackened steel studs running the length of the shaft on this +2 grounding lucerne hammer twist the air around the weapon as it is swung, diverting the air around it in a spiral-

ing wind.

When *skyrupture* is used to strike an airborne creature, the severe wind created from the weapon's swing takes on a powerful concussive form, imposing a -4 penalty to Fly checks upon the target. The target must then succeed a DC 18 Reflex save or be unable to move toward the wielder. When a critical hit is confirmed with the hammer, the concussive wind ripples through the air, affecting all creatures in a 50-foot cone with even greater force. Creatures caught within the cone instead suffer a -8 penalty to Fly checks, are blown back 5 feet, and are unable to move toward the wielder. All penalties imposed by this weapon last for 2 rounds.

If the wielder of *skyrupture* becomes airborne for more than one round, the weapon loses its magical properties and functions only as a masterwork lucerne hammer. The magic returns after one round of the wielder being on the ground.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *gust of wind, shocking grasp*; **Cost** 15,315 gp

SOUL WHIP



Price 31,305 gp	By Jeffrey Swank
CL 7th	Weight 3 lbs.
Aura moderate necromancy	

This +1 scorpion whip is composed of an array of bladed, steel rings wrapped around a core of flexible barbed wire.

The soul whip exists on the Material plane as well as the Negative Energy plane. On a critical hit the wielder can attempt a grapple check against the target as a swift action. The whip causes 1 temporary negative level each round the target remains grappled. If damage or sundered, the whip regenerates after 24 hours.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *enervation*; **Cost** 15,805 gp

SPEAR OF IMPALING



Price 20,305 gp	By Jeffrey Swank
CL 9th	Weight 9 lbs.
Aura moderate transmutation	

This +1 keen longspear has serrated barbs running the length of the tip. The shaft is a blood-red wood reinforced with strips of steel.

On a critical hit the spear can im-

pale an opponent of equal or smaller size than the wielder. Once impaled, the opponent immediately takes an additional 1d10 points of damage. An impaled opponent is considered grappled and thereafter takes 1d6 points of bleed damage each round until it breaks free.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *anchored step*, *keen edge*; **Cost** 10,455 gp

SPEAR OF TH	E ZEPHYR	
	Price 36,310 gp	By Angel "A.R.M.R" Miranda
AS .	CL 9th	Weight 2 lbs.
	Aura mode	rate transmutation
	This jagged-looking +2 ranseur deals an additional 2d4+2 points of damage on a successful attack made as part of a charge. In addition, the wielder may charge through difficult	

terrain without penalty.

CONSTRUCTION

Requirements Craft magic arms and armor, *beast shape II, freedom of movement;* **Cost** 18,310 gp

STEELBORN SCIZORE



Price 59,200 gp	By Sam Hing
CL 15th	Weight 2 lbs.
Aura strong transmutation	

When used as a shield, this riveted +2 mithral scizore grants a shield bonus equal to its enhancement bonus. In addition, once per day the wielder can use a command word to trans-

form their body into living metal, as the *iron body* spell.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *iron body*; Cost 30,650 gp

SWORD OF ANGELIC WRATH



Price 130,335 gp	By Isaiah Burt
CL 18th	Weight 6 lbs.
Aura strong evocation	

This +1 flaming holy shocking bastard sword is entirely golden, and it shines as bright as the sun. Bright flames and lightning dance around its blade.

Half of the damage dealt from the *flaming* and *shocking* properties of this weapon is infused with angelic might and is not subject to fire or electricity resistance. In addition, once per day the wielder can use *flame strike* as a spell-like ability, dealing 15d6 damage, Ref Save DC 17 for half.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *flame strike, call lightning* or *lightning bolt, holy smite*, **Cost** 65,335 gp

TRIDENT OF THE DEEP



Price 32,315 gp	By Isaiah Burt
CL 7th	Weight 4 lbs.
Aura strong conjuration	

This +2 *trident* is deep blue, like the darkest depths of the ocean, and it is covered with engravings of tentacles. On a confirmed critical hit, the trident summons a tentacle that

attempts to wrap around the target. Evading the tentacle requires a DC 16 Reflex save. If the Reflex save is failed the target is considered entangled for 7 rounds. Each round the target can make a new Reflex save as a move action to free himself. If any Reflex save succeeds the tentacle vanishes.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *black tentacles*, **Cost** 12,315 gp

VENGEFUL SCRIBE'S PENKNIFE



Price 36,902 gp	By Phil Greeley
CL 11th	Weight 1 lb.
Aura moderate divination	

The *vengeful scribe's penknife* is a +1 *dagger* of the type typically used to sharpen a quill pen. Three times per day as a swift action, the wielder can attempt to make a Knowledge

check about his opponent, as if to identify a monster's abilities and weaknesses. If successful, all attacks made that round with the penknife are made as if the weapon were a +5 keen dagger. A failed check is wasted, but each successful check gives a +2 insight bonus on the next Knowledge check for the same opponent.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge*, *legend lore*; Cost 18,451 gp

VOLCANIC MAUL



Price 13,340 gp	By Angel "A.R.M.R" Miranda
CL 5th	Weight 3 lbs.
Aura faint evocation	
This +1 flaming earth breaker is	

made from jagged chunks of obsidian. As a standard action, the wielder can perform a single melee attack that also unleashes a cone of fire,

dealing 5d4 points of fire damage to everyone in a 15 ft. cone shaped burst including the target of the melee attack, whether or not the melee attack hits. A DC 11 Reflex save halves the damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *burning hands*; **Cost** 6,840 gp

WARCHARGER'S SWORD

Price 45,315 gp	By Jeffrey Swank
CL 9th	Weight 4 lbs.
Aura moderate conjuration	

This +2 *thundering longsword* is carved from the frontal horn of a triceratops. The blade is edged in steel and emits smoky tendrils when drawn. The hilt is wrapped in oil-

sealed dinohide and encircled with thin bands of silver. Its crossguard is carved to depict the skull of a triceratops with the blade. Its guard mimicks the beast's three horns, and a boney neck-frill covers the wielder's hand as a basket.

As part of the action to perform a charge attack, the sword enshrouds the wielder in a ghostly image of a stampeding triceratops. While charging, the spectral image emits a resonating thunder of trampling feet. The charging wielder inflicts an additional 1d6 points of sonic damage on a successful attack and the target must succeed at a DC 15 Fortitude save or be shaken for one round.

When used for a mounted charge, the rider and mount are surrounded by the ghostly triceratops image and are treated as one size category larger for the purposes of performing or defending against combat maneuvers.

When charging, either on foot or on a mount, the wielder of a warcharger's sword ignores penalties for difficult terrain.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blindness/deafness*, *bull's strength*, *feather step*; **Cost** 22,815 gp

WHIP OF DUST				
		Price 18,301 gp	By Jeffrey Swank	
		CL 7th	Weight 1 lbs.	
		Aura mo	derate evocation	

This +1 *dehydrating** *whip* is cracked, dry and seems on the verge of crumbling into dust at any moment. On a confirmed critical hit, the whip creates a cloud of dirt and dust

that obscures all sight, including darkvision, within a 10 foot radius. The wielder of the whip is immune to the effects of the dust cloud. The cloud disperses within 4 rounds or 2 rounds if caught in a moderate wind (11+ mph); a strong wind (21+ mph) disperses the cloud in 1 round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cup of dust*; **Cost** 9,301 gp

WINDSPEAR



Price 30,305 gp	By Phil Greeley			
CL 5th	Weight 9 lbs.			
Aura moderate necromancy				

Colorful plumage decorates this +3 *longspear*. As a standard action, the wielder can make a ranged touch attack to blast wind at a single target up to 60 feet away. This attack deals

1d8+3 bludgeoning damage. The target must also make a DC 13 Fortitude save or be buffeted by the wind. Flying targets that fail the Fortitude save are knocked backwards 10 feet. If a flying target fails the Fortitude save by 10 or more it is knocked from the sky. Targets on the ground that fail the Fortitude save are knocked prone. If a groundbased target fails the Fortitude save by 10 or more it is also pushed backwards 10 feet.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *gust of wind*; **Cost** 15,152 gp



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