# Ooh, Shiny! 20 More Unique Weapons



#### **Bradley Crouch**



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#### Accompaniment

**Aura** weak illusion; **CL** 3rd; **Slot** none; **Price** 3,500 gp; **Weight** 4 lbs.

#### DESCRIPTION

This +1 *longsword* produces a harmonic humming sound as it is swung. As a free action, the wielder may spend two rounds of his bardic music ability to cause this weapon to sing Inspire Courage for one round.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *ghost sound*; **Cost** 1,900 gp, 128 XP.

# Artificer's Helper

**Aura** weak transmutation; **CL** 5th; **Slot** none; **Price** 4,550 gp; **Weight** 3 lbs.

#### DESCRIPTION

This +1 *club* is designed to help maintain constructs, automatons, and other mechanical entities. Three times per day as a standard action, the wielder may repair 2d6 points of damage to a friendly construct. The wielder may choose to use additional charges in a single standard action. For each charge used in this manner, add 1d6 to the amount of damage repaired.

## **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *mending*; **Cost** 2,425 gp, 170 XP.

# **Bloodletter's Whip**

Aura strong evocation; CL 11th; Slot none; Price 19,300 gp; Weight 2 lbs.

#### DESCRIPTION

This +2 *whip* is made of adamantinestudded white leather that has been stained with the blood of its victims. Unlike typical whips, this weapon deals lethal damage and penetrates any amount of armor. Further, this weapon inflicts 1d4 of Constitution damage whenever it critically hits a creature that bleeds.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *blade barrier*; **Cost** 9,800 gp, 760 XP.

## Brewhammer, Lesser

Aura moderate conjuration; CL 7th; Slot none; Price 5,300 gp; Weight 5 lbs.

#### DESCRIPTION

This +1 warhammer contains beer. Magical beer. As a full-round action, the wielder may unscrew one of the two halves of the head of the hammer, revealing a spout from which magical stout may be consumed. Replacing the head of the hammer to its initial position is another full-round action. Depending on the half of the head of the hammer unscrewed, the stout in the spout confers either the *bless* spell or the *remove fear* spell. Consuming the magical stout is a standard action and each stout spout is magically refilled up to a maximum capacity of two doses daily.

## **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *bless*, *create food and water*, *remove fear*, creator must be a dwarf; **Cost** 2,800 gp, 200 XP.











#### **Brewhammer, Greater**

Aura moderate conjuration; CL 9th; Slot none; Price 24,300 gp; Weight 8 lbs.

#### DESCRIPTION

This +2 maul contains beer. Magical beer. As a full-round action, the wielder may unscrew one of the two halves of the head of the hammer, revealing a spout from which from which comes a stout that makes brave men weep and all non-dwarven races realize just who the masters of the world are. Replacing the head of the hammer to its initial position is another full-round action. Depending on the half of the head of the hammer unscrewed, the stout in the spout confers either the extended aid spell or the extended heroism spell. Consuming the magical stout is a standard action and each stout spout is magically refilled up to a maximum capacity of two doses daily.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *aid*, *create food and water, heroism*, creator must be a dwarf, creator must have the *extend spell* feat; **Cost** 12,300 gp, 960 XP.

#### Cane of Pearls

Aura strong transmutation; CL 11th; Slot none; Price 30,000 gp; Weight 4 lbs.

#### DESCRIPTION

This +2 quarterstaff is made of hundreds of fine pearls set in seafoam green stone. These pearls, although of inferior quality to those used to produce pearls of power, are still a potent focus for magical energies en masse. This weapon may be used to recall spells much like a pearl of power; however, instead of recalling a single spell of a particular level or lower, it instead recalls a total of up to five spell levels of spells per day.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *spellstaff*; **Cost** 15,150 gp, 1,188 XP.









#### **Censer of the Purifier**

Aura moderate evocation; CL 9th; Slot none; Price 25,000 gp; Weight 6 lbs.

#### DESCRIPTION

This bejeweled +*2* morningstar has been constructed in such a way that it resembles an incense censer.

Whenever a spell that deals light damage is cast upon this weapon, light pours out from the holes in its design. For the next number of rounds equal to the spell level of the spell used, this weapon has flaming burst.

Whenever a healing spell is cast upon this weapon, a plume of heavy, white smoke oozes out from the holes it its design and pools on the floor. For the next number of rounds equal to the spell level of the spell used, this weapon deals an additional 1d6 points of holy damage to evil-aligned creatures.

Spells cast by paladins are treated as being one spell level higher than normal for the purposes of imbuing this item.

# **CONSTRUCTION REQUIREMENTS** Craft Magic Arms and Armor, *consecrate*; **Cost** 12,650 gp, 988 XP.

#### **Crystalline Crusher**

**Aura** strong transmutation; **CL** 11th; **Slot** none; **Price** 15,300 gp; **Weight** 8 lbs.

#### DESCRIPTION

This +1 greatclub has the ability to store spells much like a spell storing weapon and can accept up to a total of five spell levels worth of spells at any one time; however, unlike a spell storing weapon, the Crusher does not simply cast them when a condition is met.

The wielder of this weapon may nominate any number of stored spell levels to be used as part of an attack, but only before that attack is made. If the attack hits, it deals an additional 3 damage for each spell level consumed.

## **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *spellstaff*; **Cost** 7,800 gp, 600 XP.









#### **Floating Butterfly**

Aura moderate transmutation; CL 9th; Slot none; Price 16,500 gp; Weight 3 lbs.

#### DESCRIPTION

This +1 *club* is made of magically hardened spalted maple and has been meticulously carved to depict dozens of unique butterflies. The wielder becomes like the monarch butterfly, gaining a +1 dodge bonus to AC. In addition, if the wielder is bitten by a creature with an Int of 1 or 2, that creature must make a DC 15 Will save or be overcome with a strong desire not to bite the wielder again.

If both Floating Butterfly and Stinging Bee are wielded, the wielder may grow butterfly wings as a standard action once a day. These wings give the wielder a 60 ft. fly speed with good maneuverability and persist for one hour.

## **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *calm animals, cat's grace, fly*; **Cost** 8,400 gp, 648 XP.

# <u>Illusionist's Slicer</u>

Aura strong illusion; CL 15th; Slot none; Price 52,300 gp; Weight 2 lbs.

#### DESCRIPTION

This +3 shortsword has been imbued with potent illusory magic. The wielder receives a +2 insight bonus to Will saves made to disbelieve illusions. In addition, the wielder may tap into the sword's three pommel gems, which power a variety of abilities.

Each ability requires the magic of one pommel gem to activate.

1: As a standard action, the wielder is simultaneously affected by the *invisibility* spell and produces an illusory copy of herself at that spot, much like the *mirror image* spell. This effect lasts for 1 minute.

2: As a standard action, the wielder becomes affected by the *displacement* spell.

3: The Slicer's most fearful ability is its capacity to snuff out life with the power of illusion. As a standard action, the wielder may cast *phantasmal killer* with a save DC of 16. If successful, the pommel gem used to power this ability is consumed forever.

Each individual pommel gem regenerates one week after being used.

# **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *displacement, invisibility, mirror image, phantasmal killer, true seeing;* **Cost** 26,300 gp, 2080 XP.







#### <u>Keenblade</u>

**Aura** moderate transmutation; **CL** 10th; **Slot** none; **Price** 33,300 gp; **Weight** 8 lbs.

#### DESCRIPTION

This +*1 keen falchion* has an enhanced threat range of 17-20, thus giving it a *keen* threat range of 13-20, and deals an additional 1d6 points of damage on a critical hit.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *keen edge*; **Cost** 16,800 gp, 1,320 XP.

#### Mimeowand, Lesser

Aura weak universal; CL 3rd; Slot none; Price 2,250 gp; Weight -.

#### DESCRIPTION

According to its brochure, this strange wand of Gnomish design is, "The last word in arcane plasticity." Whenever a first level spell is cast from memory or from a spell completion item, such as a scroll, this wand becomes a wand of that spell. Unlike other wands, this wand does not have a finite number of charges, but can only be activated twice per day.

**CONSTRUCTION REQUIREMENTS** Craft Wand; **Cost** 1,125 gp, 100 XP.

#### Mimeowand

Aura weak universal; CL 5th; Slot none; Price 7,500 gp; Weight -.

#### DESCRIPTION

Whenever a first or second level spell is cast from memory or from a spell completion item, such as a scroll, this wand becomes a wand of that spell. Unlike other wands, this wand does not have a finite number of charges, but can only be activated twice per day.

**CONSTRUCTION REQUIREMENTS** Craft Wand; **Cost** 3,750 gp, 300 XP.

#### <u>Mimeowand, Greater</u>

Aura moderate universal; CL 7th; Slot none; Price 15,750 gp; Weight -.

#### DESCRIPTION

Whenever a first, second, or third level spell is cast from memory or from a spell completion item, such as a scroll, this wand becomes a wand of that spell. Unlike other wands, this wand does not have a finite number of charges, but can only be activated twice per day.

# CONSTRUCTION REQUIREMENTS

Craft Wand; Cost 7,875 gp, 630 XP.











#### **Screaming Comet**

**Aura** moderate conjuration; **CL** 7th; **Slot** none; **Price** 19,000 gp; **Weight** 6 lbs.

#### DESCRIPTION

This +1 meteor hammer has two hollow bowls as weights rather than typical solid weights. When spun up to speed in meteor stance, a simple command word (a move action) fills one or both bowls with oil that immediately ignites. Those struck by a flaming bowl are doused in flame as it empties itself, taking 2d6 points of fire damage with a DC 16 Reflex save for half.

Further, as a standard action, the wielder may fling a bowlful of oil, dealing 2d6 points of fire damage in a 20 ft. line with a DC 16 Reflex save for half. Creatures that fail their Reflex save against either of these abilities light on fire and take an additional 1d6 fire damage at the beginning of the wielder's next turn. This fire is treated as nonmagical for the purposes of putting it out.

## **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *minor creation*; **Cost** 9,650 gp, 748 XP.

## **Spellswallower**

Aura strong necromancy; CL 17th; Slot none; Price 125,000 gp; Weight 2 lbs.

## DESCRIPTION

This truly fearsome +3 keen shortsword shines with a dull, purple glow that flares to life when within 120 feet of a creature with the ability to cast spells or spell-like abilities. Whenever this weapon scores a critical hit upon a creature with the ability to cast spells, it drains 2d4 spell levels worth of spells of the victim's choice. Should the victim be unable to exactly meet the spell level requirement, then the victim may give up less spell levels than indicated; however, spells that go over the spell level requirement of the drain cannot be absorbed by Spellswallower. (This means a roll of 5 cannot absorb a disintegrate spell, which is 6th level.) A DC 19 Will save negates.

Whenever this weapon scores a critical hit upon a creature with the ability to use spelllike abilities, it absorbs a spell-like ability that mimics a spell of 1d4th level or lower of the victim's choice. Should the victim not have a spell-like ability that meets the spell level requirement or only have spell-like abilities that do not mimic spells, then the victim is unaffected. A DC 19 Will save negates.

For the next hour, these spells may be unleashed by the wielder of Spellswallower as a standard action. At the end of this period, unused spells and spell-like abilities are returned to the minds of their original sources. Unleashed spell-like abilities are restored to their original source after one use, while spells are simply expended.

Finally, while Spellswallower is holding stolen spells, it cannot steal any further spells.

## **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *energy drain, limited wish, mnemonic enhancer, spellstaff*; **Cost** 62,650 gp, 4,988 XP.















#### **Stinging Bee**

Aura moderate necromancy; CL 7th; Slot none; Price 11,000 gp; Weight 3 lbs.

#### DESCRIPTION

This +1 *club* is made of magically hardened knotty applewood and is decorated with what appears to be a large thorn at its tip. As a standard action, the wielder may stab with the tip, dealing piercing damage and injecting the victim with a paralytic injury poison. This poison slows the victim much like the slow spell and lasts for one minute. A DC 16 Fortitude save negates.

If both Floating Butterfly and Stinging Bee are wielded, the wielder's paralytic poison also deals 1d4 points of Strength damage.

**CONSTRUCTION REQUIREMENTS** Craft Magic Arms and Armor, *poison*; **Cost** 5,800 gp, 428 XP.

## <u>Trappipe</u>

Aura strong conjuration; CL 11th; Slot none; Price 9,300 gp; Weight 1 lb.

#### DESCRIPTION

This nondescript +1 blowpipe functions admirably as a perfectly normal weapon; however, the wizard who designed the Trappipe would have gotten horrendously bored if that were all it could do. Twice per day as a standard action, the wielder can spit a small sphere of metal that quickly grows into a large 5' x 5' beartrap. When trod upon, the trap snaps shut, dealing 2d6 points of damage and immobilizing the target. A DC 12 Reflex save negates.

A victim of a beartrap must either make a DC 15 Strength check or destroy the beartrap to break free. A beartrap has hardness 5 and 5 hp.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *major creation*; **Cost** 4,800 gp, 360 XP.

## The Twin Razors

Aura strong transmutation; CL 11th; Slot none; Price 39,500 gp; Weight 6 lbs.

#### DESCRIPTION

These +1 *keen battleaxes* are wickedly sharp and deal an additional 1d4 points of damage to creatures that bleed. If both axes deal damage to a single creature in a single round, then they deal an additional 1d8+1+Str damage as they Rend the unlucky victim.

**CONSTRUCTION REQUIREMENTS** Craft Magic Arms and Armor, *keen edge*, *magic weapon*; **Cost** 19,900 gp, 1,568 XP.











#### <u>Turbulence</u>

**Aura** strong transmutation; **CL** 13th; **Slot** none; **Price** 27,000 gp; **Weight** 4 lbs.

#### DESCRIPTION

This +*2 spear* has been infused with the chaotic powers of Limbo. Whenever this weapon deals damage to a creature, roll a d6.

#### d6

1-2 – This weapon deals piercing damage and fire damage equal to the number rolled.
3-4 – This weapon deals slashing damage and cold damage equal to the number rolled.
5-6 – This weapon deals bludgeoning damage and sonic damage equal to the number rolled.

Whenever this weapon critically hits, roll an additional d4.

# d4

 1 – This weapon deals 2d10 negative energy damage to the creature struck. The wielder gains that amount in healing.

2 – This weapon casts *fireball* centered on the creature struck with a DC 18 Reflex save for half.

3 – This weapon casts *inflict moderate wounds* on the creature struck with a DC 17 Will save for half.

4 - This weapon has a critical multiplier of x4 for this attack.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *limited wish*; **Cost** 13,800 gp, 1,068 XP.

# Wild Herald

Aura moderate conjuration; CL 9th; Slot none; Price 26,000 gp; Weight 4 lbs.

#### DESCRIPTION

This +2 quarterstaff is more or less a branch of sound oak stripped of its bark that has been pared down to a manageable size. The only complication is that the tree from which this quarterstaff was taken also happens to grow directly on a nexus of natural magic. Three times per day as a full-round action, the wielder can attempt to tap into the power of nature itself, a DC 15 Charisma check. If this check is successful, the wielder casts *summon nature's ally V*. If this check is unsuccessful, the use is wasted and the wielder takes 1d3 points of Charisma damage.

#### **CONSTRUCTION REQUIREMENTS**

Craft Magic Arms and Armor, *summon nature's ally V*; **Cost** 13,300 gp, 1,028 XP.







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