

Alex Riggs, Joshua Zaback, Justin Holloway



redits

Designers Alex Riggs, Joshua Zaback, Justin Holloway

Editor Rosa Gibbons

Short Story Alex Riggs





Necromancers of the Northwest, LLC 9111 242nd St SW Edmonds, WA, 98026 www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book, besides the Necromancers of the Northwest logo, is the property of Can Stock Photo, Inc., and Necromancers of the Northwest, LLC claims no special rights or privileges to any art presented herein.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license. Derek cursed to himself mentally as he ran heedlessly through the forest, bushes and brambles whipping at his arms and legs, branches seemingly lunging out at his face. This was not how things were supposed to turn out. If he'd known it was going to end like this he would have...he would have...he didn't know what he would have done, but it would have been different.

He could hear the pounding of hoof beats behind him now, and he knew that they were closing in. One of them gave a wild shout as he spurred his horse forward, and Derek redoubled his efforts, running now as fast as his body could physically carry him through the undergrowth. He should never have tried to stand up to the baron. He knew it had been a stupid idea when he'd done it, and now the baron's men were going to hunt him down like a wild dog.

His pursuers were two trained knights, their black armor gleaming in what little light filtered down to the forest floor. The swords they wore at their hips were razor-sharp, and made of the finest iron. By contrast, Derek was wearing a sack-cloth tunic and trousers, and, if he was lucky, might be able to arm himself with a suitable stick or fallen branch. If they caught him, he wouldn't stand a chance: they'd probably cut him down then and there, or, if he wasn't lucky, they'd take him back to the baron's torture chambers.

Suddenly, Derek was pulled from his visions of his own grisly demise as he planted his foot into ground that simply gave way before him, crumbling to dust and causing him to plummet down a short shaft, landing with a jarring thud onto old and dusty flagstones twenty feet below.

Pulling his injured body up as quickly as he was able, he quickly surveyed his new surroundings, he was in some kind of ancient, underground structure, made of stone. It hadn't been used in ages, and it looked like the walls were lined with small cubbies, each of which held piles of bones. Of course. He had fallen into the catacombs. Miles of underground tunnels and crypts crisscrossed these parts, only a few feet under the ground.

Up above, he heard the sound of horses coming to a stop, his pursuers dismounting. He quickly pushed himself up against the wall, hoping against hope he would be able to avoid detection. After a few moments, he heard voices from above:

"No sign of him."

"He probably died in the fall. We might as well head back."

"Looks like it opens up into the catacombs. He might have made it. The baron won't like it if he gets away."

"All right, all right. I think there's an entrance a short ride to the west. We can go in there and try to find him."

Several tense moments later, the knights were gone, and Derek was alone again. He only had limited time: best to flee. With a whole maze of catacombs to go through, he could be miles off before they even got on the right track, if he played his cards right. There were two exits to the room. He picked the one he thought was the closest to due east, and ran for it.

He didn't make it far, falling flat on his face on the second step, searing pain coursing through his ankle. It was twisted, or worse: he wouldn't be going far. He'd need to come up with a new plan.

From this new angle, closer to the floor, his eye was drawn to a gleam that was reflecting off something metal in one of the cubbies. Or...was it glowing? It was hard to tell. He hobbled over to it, curiosity overcoming his fear as he tried to think of some way out of his situation. He reached into the cubby, gently pushing aside a few bones, and retrieved the object.

It was a sword. Somehow, despite untold ages wasting away in this dank tomb, it was still razor-sharp, and gleamed brilliantly in the few stray ribbons of light that made it this far down. Its handle was made of platinum, and carved in in the shape of a dragon: the cross-guard forming the dragon's wings, the handle a long neck, and a head, mouth open in a furious roar, at one end.

There was more to the sword than its appearance, though, and it practically hummed as soon as Derek touched it, magical energies wrapping around it. Derek was no wizard, and he didn't know much about magic, but he could tell an enchanted blade when he saw one, and this seemed to bear a pretty strong enchantment. He could feel its eagerness in his hands, and as he mindlessly gave the sword a couple of experimental swings, he thought that it almost seemed as though the sword was moving itself, and his arms were simply going along for the ride.

He forced himself to stop thinking about the sword. He had to focus: even if it was a nice sword—and it was very nice—there was no way he could fight two trained and heavily armored knights on the best of days, and certainly not with a broken ankle. He had to find a way out of here.

After a brief and ill-fated attempt to climb the wall back up to where he'd fallen, he eventually decided to try and hobble down the passage, hoping against hope that his pursuers would get lost and give up. He decided to take the sword with him—if nothing else, he could probably sell it, if he survived.

He had only been stumbling down the long, winding passage for about ten minutes before he heard the sounds of two heavily-armored figures behind him, moving steadily closer. He froze. If he tried to run now, they'd almost certainly hear him, and with his ankle the way it was, they'd overtake him in no time. Better to just wait here, and hope that they didn't find him. There had been a fork in the path not far back, they probably hadn't passed it yet. They might still go the wrong way...

To his horror, Derek watched as his fingers uncurled from the sword, and, despite the urgent signals from his brain to his hand to clench it tightly, he let it go, and it dropped to the stone floor with a clang. He heard the knights coming down the corridor: there was no way they'd missed that. They would be here any second.

Frantically, Derek snatched up the sword, still mentally cursing in frustration. He shifted into his best guess at a good swordsman's stance, and waited for the knights to appear. Maybe... maybe he could scare them off? Even he didn't believe it.

The knights rounded a corner in the passageway, and before Derek knew what was happening he was charging forward through the air, as though pulled by his sword arm. His ankle felt like it was on fire, but he couldn't stop, and he barreled into the lead knight, the sword slicing through gleaming armor like so much butter. The man didn't even have time to scream: he just let out a startled gurgle, and collapsed.

The other knight let out a snarl of rage and lifted his own blade, bringing it down in a vicious arc at Derek's head. Derek instinctively cringed, but his sword arm swept up of its own accord, blocking the falling blade and severing it neatly in two. The knight looked at his ruined sword, then at Derek, and decided that discretion was, in fact, the better part of valor: he fled.

Derek collapsed against the wall of the catacomb, panting. He had done it. He didn't know how, and he definitely didn't want to do it again, but he'd done it. And it was all thanks to the sword. He took a long, hard, look at it. He saw his face reflected in the blade. It looked older, stronger, wiser. He liked what he saw. Maybe the sword wasn't so bad after all. With something like this, he might be able to really do some good against the baron and his tyranny.

Thus began the illustrious career of Derek Brightblade, Hero of the Realm and Savior of the Land of Estalia.

Foreword

Is there any more iconic fantasy weapon than the magic sword? There's really no ifs, ands, or buts: when you get right down to it, magic swords are cool. If you've ever wondered why, somehow, every player whose proficiency allows seems to wind up fighting with swords, well, that's why. They're just...what's expected. It's part of being a hero. Don't get me wrong, I don't have anything against axes or maces or bows, it's just that they don't have quite the same associations with them: a sword, well, now, that's the weapon of a daring hero.

If you've picked up a few of our previous products, you're probably waiting for me to start explaining all of the ways in which the existing rules for magical swords—or, perhaps, the existing rules for swords in general—are problematic, and then go on at length about how this book is going to revolutionize swords and solve all those problems. Unfortunately, that's not really the case this time. Overall, I think that the game handles magic weapons fairly well, most likely because they are a very important aspect of the game.

If I have one complaint, it's really that magic weapons aren't more prevalent and easily available at low levels. I know, I know: the game's already got tons of magic in it, and it doesn't feel magical if you can find it in the "4 for \$10" bin at every blacksmith. But, on the other hand, well, they're so cool. Magic weapons are *fun*, and they make playing the game more exciting, and playing the game at low levels can really make you feel, well, like you don't have anything exciting going on. So, yes, maybe low-level magic items cheapen the overall wonder of magic items, but, on the other hand, they really bring a lot of, you know, *magic* to those levels.

In order to help smooth out this minor wrinkle in magic swords, we've included a number of relatively inexpensive special abilities for weapons, including some that (gasp) break the rule that a weapon needs at least a +1 enhancement bonus in order to have any other special ability. This frustrating requirement keeps all the *fun* magical properties out of the hands of players for several extra levels, and, let's face it: as cool as a +1 sword is, it really can't hold a candle, coolness-wise, to a *flaming sword*, plus or no plus. This isn't a game balance concern (even if game balance might be the reason for the restriction); I'm not talking about an enhancement bonus not being as good as 1d6 damage, I'm talking about how fun and exciting it is. Additionally, those of you looking to really customize your weapons at early levels will be excited by our mundane weapon enhancements, which allow players to really have fun and exciting weapons at even really low levels.

The bulk of this book, though, is specific swords. We've been criticized in previous books like this for not including enough "fluff" or flavor information, and focusing too much on the mechanics. This opened my eyes to the fact that, deep down, I feel the same way about all the specific weapons in the core rulebook. So, we decided to include some specific weapons with cool physical descriptions and back-grounds. In addition to fun fluff, these weapons are designed to be really fun mechanically, and still be cost effective, so players weren't penalized for using them (another concern with many of the existing specific weapons).

But rather than have me tell you about them, why not check out the rest of the book? I think you'll enjoy it.

~Alex Riggs, Head of Design

Introduction

This book is divided into four sections. The first three sections provide various different enhancements that can be added to weapons, with a special emphasis on enhancements that can be applied to swords. These are divided by the type of enhancements they cover. The first section covers several new special materials that weapons can be made of. The next section covers a number of mundane enhancements that can be applied to a weapon while it is being forged, and allow for greater customizability of weapons, especially at a low level. The final enhancement section provides a number of new magical special abilities that can be applied to weapons. The last section is devoted to specific weapons, and provides eighteen specific swords, as well as an extensive physical description and background information for each of those swords.

Special Materials

The following special materials provide additional options for characters interested in forging weapons from unusual substances. They follow the same general rules and guidelines as the special materials presented in the *Pathfinder Roleplaying Game Core Rulebook*, but have their own unique mechanical effects on the game. They are presented in alphabetical order.

Bone: Weapons made of bone are much more fragile than weapons made of steel. They have 1/2 the hardness of other weapons of their kind, and 1/3 the hit points (rounded up in both cases). They weigh half as much as normal weapons of their kind. There are some advantages to using a bone weapon, however. Firstly, as long as the bone weapon is enchanted, any damage to it can be healed by negative energy in the same way that an undead is healed by negative energy. Second, as long as the bone weapon is enchanted, anyone with the ability to channel negative energy can, as a swift action, expend one daily use of his channel energy ability to infuse the weapon with negative energy, which causes the weapon to count

as evil for the purpose of overcoming damage reduction. This effect lasts for one hour. All weapons made of bone must be of masterwork quality.

Price: A weapon made of bone costs twice the normal price, plus 300 gp to make the weapon masterwork.

Crystallized Malice: Crystallized malice is a kind of gem found on several of the lower planes, said to be created by the hatred and bitterness of those planes' inhabitants. Whatever its origin, it's certainly true that crystallized malice responds strongly to violence. It has a reddish hue and a faint, pulsing glow. Each time a weapon made of crystallized malice reduces a living creature with an Intelligence score of 3 or greater to o or fewer hit points, the weapon gains a single hate point. For every five hate points the weapon possesses, it deals an extra point of damage with each successful hit. This extra power comes at a cost, however, as it deals an equal amount of extra damage to its wielder each time it hits (for example, an unenchanted longsword made of crystal malice which had 10 hate points would deal 1d8 + 2 points of damage with each hit, but would deal 2 points of damage to the longsword's wielder each time it hit, as well).

Hate points can be removed through a special ritual that takes 24 hours to complete and consumes 100 gp worth of oils and incense per five hate points the weapon possesses. This ritual removes all hate points on the weapon, and there is no way to selectively remove only some of the hate points. A weapon made of crystallized malice must be of masterwork quality, and weapons made of crystallized malice have the same hardness and hit points as normal weapons of their kind.

Price: A weapon made of crystallized malice costs the normal price, plus 3,300 gp, which includes the price to make the weapon masterwork.

Gold: Weapons made of gold are somewhat softer and less durable than weapons made of

steel, and have 1/2 as many hit points and 3/4 the hardness of normal weapons of their type (rounded up in both cases). Gold weapons also suffer a -1 penalty to attack and damage. Making up for this, however, in addition to any prestige that may come with owning a solid gold weapon, is the fact that gold is relatively easy to enchant, reducing the cost to enchant the weapon to 85% of the normal cost. All weapons made of gold must be of masterwork quality.

Price: A weapon made of gold costs 10 times the normal price (minimum 10 gp), plus 300 gp to make the weapon masterwork.

Null Steel: This dull and lusterless metal absorbs magic like a sponge, and cannot be enchanted by any means, as the magic is consumed by the weapon before the process is even completed. Weapons made of this material are also immune to any spell that offers spell resistance, or that allows the weapon to make a saving throw, including potentially beneficial spells, such as magic weapon or mending. In addition, null steel weapons are able to make use of the magic they absorb, which provides a sort of temporary enhancement bonus. Whenever a spell is cast on the weapon, if its immunity prevents the spell from having an effect, the weapon gains a temporary enhancement bonus equal to the spell's level. This bonus lasts for five rounds. All weapons made of null steel must be of masterwork quality.

Price: Weapons made of null steel cost an additional +8,300 gp

Stainless Steel: Weapons made of stainless steel never rust, and are immune to the effects of rusting grasp and similar spells and abilities. Stainless steel has the same hardness and hit points as normal steel.

Price: Weapons made of stainless steel cost an additional 500 gp.



Mundane Weapon Enhancements

Just as weapons can be specially-forged out of unusual materials or enchanted with powerful magic, they can also be carefully crafted with unusual features and improvements that modify their use. The following mundane weapon enhancements are special modifications that can be added to weapons as they are being crafted. A weapon can have any number of enhancements, as long as it is capable of having each of those enhancements, but, unless otherwise noted, all enhancements must be included on the weapon when it is forged, and cannot later be added.

Each of the following weapon enhancements has a definite mechanical effect on the weapon in the game, as described below:

Weapon Enhancement	Price
Peace Scabbard	+5 gp
Peace Scabbard, False	+30 gp
One-Edged	+50 gp
Thin Build	+50 gp
Heavy	+75 gp
Basket Hilt	+100 gp
Ornate	+100 gp
Serrated Blade	+150 gp
Light	+250 gp
Balanced	+300 gp

Table 1-1: Weapon Enhancements

Balanced: Weapons with this property are exceptionally well-balanced, making them easier and faster to swing. You may make one extra attack of opportunity with the weapon each round. Additionally, you gain a +1 bonus to CMB when using the weapon to disarm or trip opponents.

Basket Hilt: Weapons with this enhancement have an elaborate cross-guard, which actually wraps around the wielder's hand, protecting him somewhat from being disarmed. You gain a +2 bonus to CMD versus attempts to disarm the weapon. This enhancement can only be applied to light and one-handed weapons with a

cross-guard or hilt, such as a longsword, rapier, or dagger.

Heavy: Weapons with this enhancement are weighted exceptionally heavily, and are particularly bulky. The weapon imposes a -1 penalty on attack rolls, but grants a +1 bonus on damage rolls. Additionally, the weapon has 10 extra hit points, and grants a +1 bonus to CMD versus attempts to sunder the weapon. A weapon with the heavy enhancement cannot also have the light enhancement.

Light: Weapons with this enhancement are weighted exceptionally lightly, allowing them to be swung with ease. This makes the weapon easier to wield: a two-handed weapon with this enhancement can be wielded in one hand, and a one-handed weapon counts as a light weapon when it has this property for the purposes of effects such as two-weapon fighting. The weapon's reduced weight has a number of drawbacks, however. First, the weapon has 1/2 as many hit points as other weapons of its kind. Second, you suffer a -2 penalty to CMD versus attempts to disarm you of the weapon. Finally, damage rolls made with the weapon suffer a -3 penalty. A weapon with the light enhancement cannot also have the heavy enhancement.

One-Edged: Weapons with this enhancement

Sidebar: Which Weapons are Bladed?

Many of the enhancements and special abilities included in this book can only be applied to bladed weapons, which begs the question: which weapons are bladed? For the purposes of this book, in order for a weapon to be considered "bladed," it must meet the following criteria:

 It must deal slashing or piercing damage, and cannot deal bludgeoning damage.
Enhancements or special abilities that change the type of damage a weapon deals, such as the flameblade special ability, do not change whether or not a weapon is considered bladed. are only bladed on one side, and are dull and flat on the other side. Characters wielding a one-edged weapon may have their weapon deal subdual damage without any penalty to attack rolls, though they do take a -2 penalty on damage rolls made with the weapon when it is used in this way. Only bladed weapons can have the one-edged enhancement.

Ornate: Weapons with this enhancement are particularly well-decorated, and often have carefully carved and ostentatious handles, which are typically plated with precious metals and, in some cases, even studded with gems. Their blades are almost always carefully polished and waxed, catching light and gleaming magnificently when drawn. A character wielding or wearing an ornate weapon gains a +1 bonus on Diplomacy and Intimidate checks.

Peace Scabbard: Weapons with this enhancement come with scabbards that have specially designed restraints which can keep the weapon sheathed in it from being drawn. Applying these restraints takes only a full-round action (and is not required when sheathing the weapon), but undoing them requires five rounds. This upgrade is popular in areas where restrictions are placed on carrying weapons, as many such restrictions still allow weapons to be carried in such scabbards as long as the locks are engaged. Unlike most weapon enhancements, a peace scabbard can be purchased separately

2) The weapon must have a blade which takes up at least a quarter of its length. For example, a longsword, or even a battleaxe, would be considered bladed because they have blades which cover a substantial amount of their length. A spear, which only has a small blade at the tip, would not. Similarly, because rapiers often have razor edges down their length, a rapier could be considered a bladed weapon, but because a lance is nearly always smooth up until the point at the end, a lance could not be.

en

As always, the GM has final say on which weapons are considered bladed, but for the most part GMs and players should work together to find an answer that works for everyone. from the weapon, and can be added to the weapon after its creation.

Peace Scabbard, False: A false peace scabbard is designed to look like a normal peace scabbard, and in some cases may even be able to restrain the weapon from being drawn in the same way. They also contain a special catch, however, that allows the weapon to be drawn at the same speed as normal. This upgrade is a favorite among those who live in areas where weapons are restricted, but have no intention of living by those restrictions. Unlike most weapon enhancements, a false peace scabbard can be purchased separately from the weapon, and can be added to the weapon after its creation.

Serrated Blade: Weapons with a serrated blade have jagged, tooth-like spikes on the edge of their blades, causing them to cut deeper and tear into flesh. These weapons do an additional 1 damage with each successful hit. This damage does not stack with any enhancement bonus to damage that the blade might possess, and creatures that are immune to bleed damage are immune to this additional damage. Only bladed weapons can have the serrated enhancement.

Thin Build: Weapons with this enhancement are built to be particularly thin, making them easy to conceal on one's person. The character gains a +4 bonus on Sleight of Hand checks made to conceal the weapon beneath his clothes. Despite their thin blades and handles, weapons with this enhancement are just as effective in combat as other weapons, though they do have only 3/4 the hit points of other weapons of their kind. Only light and one-handed bladed weapons can have the thin build enhancement.

Weapon Special Abilities

The following special abilities can be applied to weapons, and follow the same general rules and guidelines as the weapon special abilities found in the Pathfinder Roleplaying Game Core Rulebook.

Several of the weapon special abilities included here, such as vanishing and vital striking, refer to a weapon's enhancement bonus. Note that in these cases, the abilities are referring to the actual enhancement bonus of the weapon, not its effective enhancement bonus, and so special abilities that are priced as an enhancement bonus equivalent (such as *flaming* or *holy*) do not count for this purpose. The only exception to this rule is the *masterful* special ability, because that ability actually increases the weapon's enhancement bonus.

Table 1-2: weapon 5p	Base Price
Special Ability	Modifier
Glowing	+100 gp
Branded	+200 gp
Flameblade	+1,500 gp
Lightningblade	+2,000 gp
True	+2,000 gp
Dread	+6,200 gp
Finesse	+7,500 gp
Impaling	+1 bonus
Indestructible	+1 bonus
Opportunistic	+1 bonus
Slicing	+1 bonus
Blinding	+2 bonus
Deafening	+2 bonus
Fearful	+2 bonus
Flame Wave	+2 bonus
Frost Wave	+2 bonus
Reaving	+2 bonus
Shock Wave	+2 bonus
Absorbing	+3 bonus
Blood Fountain	+3 bonus
Dueling	+3 bonus
Omni-Bane	+3 bonus
Quick Blade	+3 bonus
Shielding	+3 bonus
Sundering	+3 bonus
Twin	+3 bonus
Crippling	+4 bonus
Devastating	+4 bonus
Forceblade	+4 bonus
Suffocating	+4 bonus
Vital Striking	+4 bonus
Absorbing, Greater	+5 bonus
Masterful	+5 bonus
Overwhelming	+5 bonus
Vanishing	+5 bonus

Table 1-2: Weapon Special Abilities

Absorbing

Description:

An absorbing weapon can absorb special abilities from other magic weapons. An absorbing weapon can only absorb special abilities that are priced as enhancement bonus equivalent, and can't posses more than a total of +2 bonus of absorbed special abilities at any given time. Absorbing special abilities takes 10 minutes, and requires that the absorbing

weapon remain in contact with the weapon whose special ability is being absorbed. The wielder may choose which special abilities to absorb, if more than one is available. An absorbed special ability is suppressed on the weapon it is absorbed from, and the absorbing weapon is treated as though it had that special ability, though the ability doesn't count towards the weapon's total enhancement bonus for the purposes of its price or the cost to further enchant it. An absorbing weapon's wielder may choose to "release" special abilities it has absorbed in order to acquire new special abilities, and in this case the special property would no longer be

suppressed on the original weapon. Otherwise, the effect lasts indefinitely.

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

Absorbing, Greater

Description:

A greater absorbing weapon can absorb special abilities from other magic weapons. A greater absorbing weapon can only absorb special abilities that are priced as enhancement bonus equivalent, and can't posses more than a

total of +4 bonus of absorbed special abilities at any given time. Absorbing special abilities takes 10 minutes, and requires that the greater absorbing weapon remain in contact with the weapon whose special ability is being absorbed. The wielder may choose which special abilities to absorb, if more than one is available. An absorbed special ability is suppressed on the weapon it is absorbed from, and the greater absorbing weapon is treated as though it had that special ability, though the ability doesn't count towards the weapon's total enhancement

> bonus for the purposes of its price or the cost to further enchant it. A greater absorbing weapon's wielder may choose to "release" special abilities has absorbed in order to acquire new special abilities, and in this case the special property would no longer be suppressed on the original weapon. Otherwise, the effect lasts indefinitely.

Aura Moderate transmutation; CL 17th; Craft Magic Arms and Armor; Price +5 bonus.

Blessed

Description:

When a *blessed* weapon is unsheathed it releases a rallying cry that imbues all allies within 10 feet (including the wielder) with a feeling of courageous zeal, granting them a +1 morale bonus on attack rolls and on saving throws against fear effects that lasts for 5 minutes. This effect counters and dispels the bane spell. A blessed weapon must be sheathed for at least 10 minutes between uses of this ability. A blessed weapon must be a weapon capable of being sheathed.

Aura Moderate enchantment; CL 7th; Craft Magic Arms and Armor, bless; Price +2 bonus.



© Copyright Can Stock Photo in

Blinding

Description:

When a *blinding* weapon is unsheathed, it releases a blast of brilliant light that blinds all creatures within 10 feet (other than the wielder) for a number of minutes equal to the weapon's enhancement bonus. A successful Reflex save (DC 12 + the weapon's enhancement bonus) negates this effect. A blinding weapon must be sheathed for at least 10 minutes between uses of this ability. A *blinding* weapon must be a weapon capable of being sheathed.

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

Blood Fountain

Description:

This special ability allows you to cause dangerous amounts of blood loss to an already bleeding target. Whenever a *blood fountain* weapon deals damage to a target suffering from bleed damage, the bleeding worsens dramatically, causing the target to suffer 1 point of Constitution damage every round until the bleed damage is cured. A *blood fountain* weapon must be a slashing or piercing weapon.

Aura Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *bleed*; Price +3 bonus.

Branded

Description:

A branded weapon bears a magic glyph indicating a bond between it and its owner. When wielded by anyone other than the owner, all of its magical special abilities, including its enhancement bonus, are suppressed, effectively rendering it a mundane weapon., as a move action, the weapon's owner can call out to the weapon from any distance, and, if it is unattended, it will fly through the air at a speed towards its owner at a rate of 60 feet per round each round the wielder continues to summon it, moving around obstacles in order to get there. The weapon does not damage objects or creatures in its path when moving in this way.

A branded weapon's owner is determined when the weapon is enchanted with the *branded* special ability. After that, it can only be changed by the owner, who can bequeath the weapon to someone else in a ritual which requires one full minute, and does not require the recipient to be present. Illusions, and even transformations, do not "fool" the *branded* weapon, but some effects, such as possession or magic jar do. Unlike most weapon special abilities, a weapon does not need to be masterwork or have an enhancement bonus of any kind in order to be enchanted as a **branded** weapon.

Aura Faint universal; CL 1st; Craft Magic Arms and Armor, arcane mark; Price +200 gp.

Crippling

Description:

A crippling weapon severs the muscles on your opponent's body, decreasing his or her fighting effectiveness. Whenever a crippling weapon damages a creature, he or she must succeed on a Fortitude save (DC 17), or take an amount of Strength damage equal to the weapon's enhancement bonus. A crippling weapon must be a slashing or piercing melee weapon.

Aura Moderate necromancy; CL 9th; Craft Magic Arms and Armor, ray of exhaustion; Price +4 bonus.

Deafening

Description:

When a *deafening* weapon is unsheathed, it releases a thunderous blast that deafens all creatures within 10 feet (other than the wielder) for a number of hours equal to the weapon's enhancement bonus. A successful Fortitude save (DC 12 + the weapon's enhancement bonus) negates this effect. A *deafening* weapon must be sheathed for at least 10 minutes between uses of this ability. A *deafening* weapon must be a weapon capable of being sheathed.

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

Devastating

Description:

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

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

Dread

Description:

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

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

Dueling

Description:

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



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

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

Fearful

Description:

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

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

Finesse

Description:

Weapons with this special ability are magically lightened, allowing them to be used with more grace and precision than would otherwise be possible. The weapon can be used in conjunction with the Weapon Finesse feat and similar abilities and class features. Unlike most weapon properties, a weapon does not need to have an enhancement bonus of any kind in order to be enchanted as a *finesse* weapon.

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

Flame Wave

Description:

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

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

Flameblade

Description:

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

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

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

Forceblade

Description:

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

Additionally, as a full-round action, the blade's wielder can cause the magical blade of force to fly free of the weapon's hilt and strike his foe. This functions as the spell *magic missile*, except that the number of missiles is equal to the weapon's enhancement bonus (maximum 5). After using this ability, the weapon's blade vanishes, and it cannot be used as a weapon until 104 rounds have passed.

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

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

Frost Wave

Description:

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

between uses of this ability. A *frost wave* weapon must be a weapon capable of being sheathed.

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

Glowing

Description:

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

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

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

Impaling

Description:

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

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

Indestructible

Description:

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

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

Lightningblade

Description:

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

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

Masterful

Description:

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

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

Omni-bane

Description:

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

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

Opportunistic

Description:

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

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

Overwhelming

Description:

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

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

Quick Blade

Description:

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

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

Reaving

Description:

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

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

Shielding

Description:

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

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

Shock Wave

Description:

A shock wave weapon functions as a shock weapon, but, additionally, when a shock wave weapon is unsheathed, it releases an explosion of crackling lightning that deals 4d6 electricity damage to all creatures within 10 feet (other than the wielder). A successful Reflex save (DC 13 + the weapon's enhancement bonus) halves this damage. A shock wave weapon must be sheathed for at least 10 minutes between uses of this ability. A shock wave weapon must be a weapon capable of being sheathed. **Aura** Moderate evocation; **CL** 12th; Craft Magic Arms and Armor and *call lightning* or *lightning bolt*; **Price** +2 bonus.

Suffocating

Description:

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

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

Sundering

Description:

Sundering weapons grant +2 to CMB on sunder attempts made with them, and causes the weapon to do an additional 2d6 damage on a successful sunder attempt. Additionally, whenever you successfully hit a creature with a sundering weapon, it deals an additional 2d6 points of damage to the target's armor, if the target has any. A *sundering* weapon must be a bladed weapon.

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

Slicing

Description:

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

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

True

Description:

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

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

Twin

Description:

Three times per day, a *twin* weapon can create a spectral twin of itself. The twin is identical to the original *twin* weapon in every way, and has the same enhancement bonus and special abilities (though it is unable to create another twin). The only difference is that the twin appears faintly translucent, and glows with a gleaming light, even if the original weapon does not glow. The spectral twin lasts for 10 minutes before vanishing.

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

Vanishing

Description:

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

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

Vital Striking

Description:

Blades with this special ability are especially adept at striking at the weak points on its victims. Vital striking weapons grant the user an amount of additional sneak attack damage equal to +1d6 for each point of enhancement bonus the weapon possesses. This ability only functions for those who already have the sneak attack ability. **Aura** Moderate transmutation; **CL** 9th; Craft Magic Arms and Armor, *true strike*; **Price** +4 bonus.

Specific Weapons

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

Table 1-3: Specific Weapons

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



ATHAME OF THE INITIATED

Aura faint universal; CL 5th Slot none; Price 4,302 gp; Weight 1/2 lbs.

DESCRIPTION

This +1 mithral dagger can lend its own magic to aid the spellcasting of its wielder. For each point of enhancement bonus the athame of the initiated possesses, it has five spellpower points, which renew each day at dawn. These points can be expended by the wielder for a number of different benefits. First, by expending any number of points as a free action while casting an arcane spell, he can increase the spell's effective caster level by that amount. Second, he may expend spellpower points to apply metamagic effects to arcane spells he is casting. For every five points he expends in this way, he may apply one spell level's worth of metamagic that he knows to the spell he is casting without increasing the slot that the spell takes up, or the casting time of the spell. Finally, the wielder can even apply metamagic effects he does not know to an arcane spell he is casting. This functions identically to applying metamagic effects he does know, except that it requires 10 spellpower points per spell level of metamagic to be applied.

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

CONSTRUCTION

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

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

Physical Description

There are numerous different athames of

the initiated, and they often look very different from one another. Most such blades are made of mithral, though versions made of gold, silver, bone, obsidian, or other materials more ceremonial than practical are not uncommon. They are almost always heavily decorated, whether studded with gems or carved to resemble demons, angels, and other highly magical creatures. Many athames of the initiated have arcane runes or sigils engraved on the blade, usually runes of magical strength and potency. Athames of the initiated are almost always created with elaborately decorated hilts whose patterns match those engraved on the athame. Sometimes several athames of the initiated will be crafted in an identical set. usually to be handed out to various members of a cult, coven, or other magical organization.

Background

There are nearly as many legends of the first athame of the initiated as there are such daggers. For the most part, it is generally agreed that the original was a gift from a powerful god or goddess of magic (the exact deity in question varies, usually to match whoever the teller happens to favor personally, and sometimes this patron is instead a powerful demon, angel, genie, or other powerful outsider) to a very special practitioner of the arcane arts, often as a token of affection and romance between the two. Other legends claim that the athame of the initiated was first created by a powerful arch-wizard, usually a very famous and historical figure.

For the most part, athames of the initiated tend to be most common amongst the heads of cults, secret societies, and underground orders, where they serve prominent roles in the various ceremonies and rituals. This may be because such cult leaders are often not very strong spellcasters, and so in dire need of the magical aid that the daggers can provide, but may also be because cult leaders, who perform elaborate ceremonies and rituals, are more comfortable with the concept of an athame than most wizards, who typically turn first to wands, staves, and orbs when looking for magical supplements.

That does not mean that wizards and sorcerers who do use athames of the initiated are looked down upon by other magical practitioners. In fact, these magical aids are very highly sought after by spellcasters who know what they are capable of, and those spellcasters who do manage to get their hands on them often find the extra boost of magic—especially against an opponent who does not expect a dagger to be of much use in a magical duel—to be invaluable. In fact, it wouldn't be unlikely to suggest that one of the major reasons that athames of the initiated haven't spread to wide use in the arcane community is because those who do learn of them are not inclined to share their knowledge with potential rivals, thus losing their edge.

One of the most powerful athames of the initiated, and one which has played a minor, but significant, role in the history of the last several hundred years, is known as the merlinian razor. This potent athame has an enhancement bonus of +5, allowing its wielder to greatly increase his own magical skill. It is said that this dagger, which is stylized to look like a wizard wearing a pointed, wide-brimmed hat, with the blade making up his beard, was the key to success of scores of powerful arcane duelists, including Arcan the Magnificent, Jador of the Ebon Tower, and the infamous Visano, Magus Infinitus.

BLADE OF KEYS

Aura strong conjuration; CL 13th Slot none; Price 62,910 gp; Weight 2 lbs. DESCRIPTION

This +*i* gatecutting* short sword resembles a large key, and allows its wielder to cast the spells arcane lock and knock at will. Additionally once per day, as full-round action, its wielder can attempt to temporarily alter the destination of an existing portal. He must succeed of a caster level check (using the sword's caster level) against a DC of 11 + the portal's caster level. If he succeeds, the destination is changed for 1 minute. The wielder doesn't need to make a caster level check to change the destination of portals made by the sword.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, arcane lock, knock, planeshift; **Cost** 31,610 gp *The gatecutting special ability can be found in Into the Armory, available as a free download here.

This sword is said to allow its wielder to lock and unlock any door. It is also said that this sword can create portals to other worlds and change the destination of existing portals.

Physical Description

The blade of keys looks more like a giant key than a short sword. Its blade only has one edge; on the reverse edge of the blade are two blunt prongs that help give it its key-like appearance and also make it somewhat unwieldy. The sword's cross-guard consists of two half-circles on either side of the blade down to the hilt creating the appearance of the handle of a key.

Background

The blade of keys is said to have first been created by an extraplanar being from a grand city full of portals to all different planes and worlds. The being that first forged this blade differs from story to story, as does the location of this city of portals. Some say that it was a powerful effect or some other kind of elemental outsider, and others say that was either an angel or a devil, though it is commonly thought that the originator of this sword was a human named Gerald Ivo. Gerald was an accomplished locksmith and novice swordsmith.

It is said that the sword was created as a means of traversing this vast planar city, the sword itself acting as a skeleton key allowing its owner to have limited control over the city's many portals. If this sword was indeed forged by Gerald then it would have proven to be very helpful for his trade. The sword afforded Gerald a modicum of safety while he walked the streets, and as long as he knew where the closest portal was, his destination would never be far away. Many years after the sword's creation, it managed to find its way to the then-ordinary thief, Jack. With the sword's amazing ability to create portals to other planes and its ability to bypass any lock, Jack was able to become one of the greatest cat burglars ever known, and he soon became known as Jack the Far-Reaching. Eventually, Jack grew tired of being a thief and at that point he decided to dabble in the arcane, though he still continued to call himself Jack the Far-Reaching. No one knows what became of Jack after he parted ways with the sword. It is said that his dabbling in the arcane led him to pick up many different skills, in time becoming a literal jack-of-all-trades.

Since leaving the possession of Jack the Far-Reaching, the sword hasn't been seen for years. There are rumors that the sword is laying deep within the depths of a long-forgotten tomb, left there by its last owner. Others say that the sword somehow managed to find its way back to the mysterious city it was created in. And then, there are some who think the sword is currently being kept hidden somewhere under lock and key to ensure it doesn't fall into the wrong hands.

DECIMATOR

Aura strong necromancy; CL 13th Slot none; Price 68,320 gp; Weight 8 lbs. DESCRIPTION

This +2 greatsword is powerfully enchanted, and does not deal damage like other weapons. Instead, each time the weapon strikes a target, it deals damage equal to 1/10th of the target's maximum hit points (rounded down, minimum 1). This damage is not subject to damage reduction, but also cannot be increased in any way, whether by the wielder's Strength score, or further enchantment (such as the *flaming* special ability), or class features like sneak attack, or even by its own +2 enhancement bonus. A creature who is slain by *the decimator* cannot be resurrected unless a *wish* or *miracle* is used to restore their soul.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *finger of death* ; **Cost** 34,320 gp These impressive blades are more magic than metal, and the damage they deal has nothing to do with the power or location of the blow. Rather, the magic does all of the blade's work, and the damage is more spiritual than physical, though that doesn't make it any less deadly.

Physical Description

The decimator appears at a glance to be much like any other greatsword. Its blade glows with a spectral blue light and gleams in such a way as to appear to be made of a very finely polished metal, but closer examination reveals that the blade seems to be made of nothing but magical light. Nonetheless, it is substantial, and does not pass through solid objects. The hilt of the blade is made of silver and finely decorated, with a huge, star-shaped sapphire set in the end of the pommel. The cross-guard is carved in the likeness of a long-bearded sage, his arms outspread to either side of the weapon's blade, each wrapped around a sparkling blue crystal sphere.

Background

Records of the *decimator* go back for hundreds of years. It is unclear where, precisely, the original *decimator* came from, and for centuries the sword was categorized as an artifact and could not be replicated by mortals. The sword had a tumultuous history and tended to be highly sought after by the martially inclined, who appreciated its ability to ignore the defenses and toughness of their foes. The original blade's history is long and bloody, and for the most part it tended to be passed violently from one warlord to another, with only a handful of virtuous knights and paladins occasionally using it to slay a powerful dragon or other seemingly invulnerable creature.

About four hundred years ago, however, the original *decimator* fell into the hands of King Osric the Cunning, who ruled the small but prosperous city-state of Cylbic. Osric captured the blade from the barbarian warlord Jergyll Skullcrusher, who kept the decimator as a trophy, but did not wield it in battle. When he saw what the blade could do, he ordered it be replicated, so that he could arm his personal bodyguards with such blades. The blacksmiths and magicians he contracted for this purpose, however, were unable to replicate the blade's effect, and Osric decreed that anyone who could create a copy of the blade would be rewarded with wealth beyond imagining.

This attracted many budding smiths and spellcasters from across the land, though they all met failure – except one. The one who eventually unlocked the secret of the blade's creation was, in fact, a scholar whose interest in the blade was purely theoretical. He reasoned that the blade must function by effectively attacking the target's spirit on another plane of existence. In his attempt to prove this the case, he discovered that the weapon's blade actually protrudes into the astral plane. It was this discovery that allowed the decimator to be replicated.

Unfortunately, King Osric had died in the intervening period, and his successor, King Harold the Pious, had little interest in the blade. A handful of copies were made, and over the centuries these have increased to perhaps a few score, though many of the blades have been lost throughout the years, either destroyed or lost in the depths of a dangerous and monster-infested dungeon. As for the original decimator, its ultimate fate is not known. King Harold donated the blade to a monastery, where it remained for some time before a horde of raiding barbarians sacked the monastery and made off with the sword. The leader of these barbarians. Rike Bloodaxe, wielded the sword in the massive Battle of Ten Thousand Crows, when his hordes attempted to sack the fortress city of Drinthor. Some legends say that the sword was shattered in the battle, but, considering the nature of its blade, this seems unlikely. Most scholars believe that either the sword was made off with by an opportunistic soldier after Rike Bloodaxe was slain, or else that the sword was captured by the leaders of Drinthor and still rests somewhere deep in one of that city's many treasure vaults.

DUELIST'S ALLY

Aura strong abjuration CL 15th Slot none; Price 45,320 gp; Weight 2 lbs. DESCRIPTION

This +3 defending rapier allows the wielder to fight defensively without penalty. Additionally, when using the Combat Expertise feat, the wielder suffers only half the normal penalty imposed on her attack rolls (rounded up). CONSTRUCTION

Requirements Craft Magic Arms and Armor, defensive trance*; Cost 22,820 gp *Defensive trance can be found in Advanced Arcana Volume I. It is a 1st-level bard, cleric, druid, sorcerer/wizard, and summoner spell, and is of the enchantment school.

This fantastic rapier has long been the envy of warriors favoring personal combat. The duelist's ally has been sought after by adventurers of all kinds looking to carry on its extraordinary legacy.

Physical Description

Crafted for beauty and enchanted for function, the duelist's ally embodies an elegant design which evokes images of the graceful movements practiced by history's great swordsmen. Incorporating many advanced smithing techniques, the blade is comprised of nine different parts to maximize both strength and flexibility. Designed for dueling, the blade is 44 1/4 inches in length and is composed of composite materials which allow it to both move effectively and stand up to stress. The basket hilt features a rose vine pattern, in accordance with the personal tastes of the original weaponsmith, while the scabbard is made from high quality dragon leather stained a deep brown. No part of this weapon seems magical to the naked eye, again reflecting the designs of the weapon's original creator.

Background

Rare for a sword of its caliber, the origins of the duelist's ally are both well documented and remembered by men and women still living. Alicia Vell, a fighter renowned for her skill and pragmatism constructed the blade to aid her in her adventures. Being a practical woman, Alicia created the sword to be attractive, but not overly grandiose, so as not to put her foes on guard. Starting with traditional crafting techniques, Alicia created the blade with defense in mind, prioritizing survival over flashy offence. Then, drawing upon countless years of adventuring experience and her close personal relationship with one of greatest wizards of the age, she added a special enchantment to allow her to defend herself without sacrificing offence.

After constructing the sword, Alicia's already impressive reputation rapidly began to reach legendary status as she used the blade to slay the wicked archduke of Thane, best the Troll King in personal combat, and become a champion duelist in no less seven major kingdoms. Armed with a weapon which didn't merely provider her with extra power but perfectly complimented her natural talents, Alicia would become a mercenary wealthier than whole companies of fighting men, a fact some others didn't take kindly to, and she was forced to fight off numerous assassination attempts from rival adventurers. Growing frustrated with Alicia's success, other, more morally upstanding, organizations attempted to create swords matching Alicia's duelist's ally, all without real success. Despite the apparent lack of accomplishment in recreating the duelist's ally, Alicia's sword sparked a wave of innovation in modern sword design. Prior to her victory at King Albian's tournament of champions, Alicia was asked if she was afraid of these new weapons, to which she famously replied that it was experience and training that make a good fighter, not what kind of weapon they wield; to prove her point, she used only a mundane rapier during the competition.



When Alicia felt it had come time to retire 15 years ago, she hid the blade and scattered subtle clues about the lands which could lead to its location, explaining that the blade was meant for real adventurers, not wealthy bidders and certainly not stuffy museums. To this day the blade has yet to resurface, and it is unknown whether the blade still remains hidden away, or if it has been found and its new wielder simply has not made the fact public.

GAMBLER'S BLADE

Aura strong universal CL 12th Slot none; Price 38,320 gp; Weight 2 lbs. DESCRIPTION

Three times per day, this +2 *rapier* allows its wielder to treat any attack roll, skill check, or saving throw as though he had rolled a 20. The wielder may choose to use this ability after seeing the result of the roll.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, greater heroism; **Cost** 19,320 gp

This miraculous blade has had many wielders in the past: some famous, some obscure; some mortal and some otherwise; leaving a trail of legendary deeds in its wake. Regardless of its wielder, the gambler's blade brings swift changes of fortune to its master, for good or ill.

Physical Description

Considering its origins, it should perhaps come as no surprise that the gambler's blade is intricately crafted, better resembling a work of art then a tool of war. The thin, arrow-straight blade is precisely 42 inches long, made from a silvery metal, hard as steel, which swims with a pale pulsing light. The hilt consists of a coiled grip of ivory and polished onyx, and a complex cross-guard made from four interlocking gold filaments. The cross-guard is perhaps the plainest part of the blade, being made from a single piece of straight platinum. The scabbard is replaced by a case of magically strengthened crimson velvet, sewn with plentiful diamonds and golden topaz woven in a complex and aesthetically pleasing pattern. A golden cord softer than the most delicate silk binds the cloth cover over the elegant blade, as well as providing a means by which to affix the blade to an adventurer's belt.

Background

While many facts of the history of the gambler's blade remain a mystery, scholars agree that it was created around one hundred years ago by a powerful sorcerer for the devil Rieseir. Rieseir, it is known, had a fondness for gambling with mortals over high stakes, usually the mortal's soul, and had long sought a way to ensure his victory. After years of casual attempts to force the outcome of his games, the sorcerer Memner came to the devil with an offer to create for him a blade which would allow him to manipulate fate on a small scale, ensuring victory in all matters of chance. In return, Memner asked Rieseir to grant him eternal life. Rieseir agreed to Memner's terms, and after the sword was completed he promptly transformed Memner into an immortal, destroying his intellect and free will in the process.

With the sword in hand, Rieseir was eager to test his new tool, taking to the taverns and gambling halls of the mortal realm, offering to gamble his new blade against the souls of those who frequent such places. While few wanted to gamble with a devil, there were always those foolish or desperate enough to wager something so apparently intangible against such a fine blade as Rieseir's. With the sword's magic on his side, Rieseir won every game and reaped the souls of over one thousand mortals over the course of three years. Sure of his blade's power, Rieseir began to become reckless. When a street youth in a quiet, out-of-the-way tavern accepted his wager without hesitation one night, the devil did not think twice before proceeding. Unknown to Rieseir, however, the street youth was actually a demigod of fortune in disguise, and as the devil attempted to use his sword's power to shape fate to his will, the demigod simply undid the blade's magic, and much to Rieseir's shock the cards turned up against him. Enraged that he was bound by his word to give up the sword to the

peasant, Rieseir, after turning the blade over, called up his strength to murder the pauper and take back his prize; but even his power was no match for that of a demigod, and Rieseir was slain by the very blade which had made him such a threat to mortal kind.

The demigod, having no need for the sword, continued the tradition of offering it as a stake in wagers, and while he never lost a bet, the blade was eventually stolen from him by a clever thief one winter's night. Since that time, the gambler's blade has changed hands more times than anyone can count, as each owner is in turn tricked, robbed, or cheated out of the sword. As with the chaotic nature of fortune, the exact path the blade has traveled remains veiled from mortal research. In fact, some evidence has recently surfaced that there may be more than one gambler's blade, making even the known facts of the blade difficult to confirm.

MAGNETIC BLADE

Aura moderate evocation; CL 10th Slot none; Price 36,315 gp; Weight 4 lbs. DESCRIPTION

This +1 shocking burst longsword is very magnetic. It grants its wielder a +4 bonus on CMB checks made to disarm metallic objects. Additionally, once per day, as a standard action, the wielder may use the sword's magnetic power to move metalic objects. This ability functions as the spell *telekinesis*, except it only functions on metallic creatures or objects.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, call lightning or lightning bolt, and telekinesis; Cost 18,315 gp

This electrifying blade is favored among swordsmen who prefer to disarm their opponents. This blade's powerful magnetic field can be used to disarm metal weapons and is also capable of moving metallic creatures or objects.

Physical Description

The magnetic blade is an ornate longsword



adorned with various electrical motifs. Its double-edged blade is slightly curved and crackles with electricity, and it is made of a composite of iron and cobalt. The pure cobalt cross-guard curves up the flat side of the blade to form a U-shape, and set at the base of the hilt is a two-inch-diameter spherical magnetic lodestone. The handle is made of iron and is wrapped with a nonconductive material.

Background

The magnetic blade was first created by accident when an apprentice to the dwarven swordsmith, Eberk Ironhammer, accidently knocked some enchanted cobalt into the iron that was being melted down for a sword. The apprentice, afraid of being punished, decided to try to hide the mistake by finishing the mundane portion of the forging process himself. Eberk was proud of the quality of the blade his apprentice had forged, though the bluish tint of the blade worried him. While enchanting the sword, Eberk noticed that bits and pieces of metal seemed to be drawn to the blade. By the time he had finished the enchanting process, Eberk knew that this sword was more than just a *shocking burst* longsword.

Eberk confronted his apprentice, asking him if he knew why the magic had affected the sword the way it had. At first the apprentice claimed he had no idea what could have caused the difference, but, not being able to handle the guilt, the apprentice eventually told his master about his mistake and his efforts to cover it up. To the apprentice's surprise, Eberk wasn't angry with him, though he was disappointed that he didn't come forward sooner. Because of his apprentice's mistake Eberk now had his own unique magic sword, something to set him apart from his competitors.

It took Eberk several attempts before he was able to refine the sword's creation so that the enchantment worked the same with each forging. The first model had difficulties with moving large metal objects, so Eberk made the sword's cross-guard into the shape of a magnet; this change gave him limited success. Eberk also tried electrifying the cobalt before it was melted down with the iron, which seemed to help boost the sword's control of its magnetism. Finally, after incorporating a lodestone into the cross-guard, he was able to perfect the sword's design.

Years later when Eberk passed on, he entrusted the secret of the sword's creation to his oldest son. Since then it has become a family tradition to hand down the sword's design from father to son. And even to this day the Ironhammer clan are the only craftsmen to produce this kind of sword. It is unknown how they have managed to keep the design secret for all these years. Some even think that the Ironhammer clan have included wards in the sword's design that hinder reverse engineering.

MIRROR BLADE

Aura moderate illusion; CL 10th Slot none; Price 28,215 gp; Weight 2 lbs. DESCRIPTION

This +*i* blinding mithral scimitar's blade has a mirror-like shine. It allows the wielder to create an illusionary double of herself once per day as

a standard action. This double is a mixture of illusion and magical force, allowing it to actually be able to interact with its enviroment. The double has 30 hit points and an AC of 15. It uses your base attack bonus (possibly allowing it multiple attacks per round) plus the *mirror blade's* enhancement bonus, and deals 1d6+3 points of force damage with its attacks. Each round after the first, you can use a move action to redirect the double to a new target. If you do not, the double continues to attack its previous target. On any round that the double switches targets, it gets only one attack. The summoned double persists for 1 minute.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, blindness/deafness, mirror image, spiritual weapon; **Cost** 15,115 gp

This blade is well known for its ability to blind with its mirror-like surface, though the blade's ability to create a semi-real double of its wielder and itself is what makes this sword so unique.

Physical Description

The *mirror blade* is an ornately decorated scimitar. Its single-edged blade of mithral is long and curved, and it always appears to be polished to a mirror finish. Its small cross-guard is curved down and is also polished to a mirror finish. The handle is wrapped in embroidered black leather, with a small, mirror-like disk attached to the end of the hilt.

Background

The *mirror blade* is thought to have first been created by the master illusionist Alphonse Arcanis as a gift for the caliph of Megiros, though the sword is said to have never actually reached the caliph. The reasons for the sword never reaching the caliph differ from story to story. Some stories say that once Alphonse completed be sword he couldn't bear to part with it. Others say that the sword was stolen while it was being delivered. There are some that even say Alphonse was the person who stole the sword, or that he perhaps hired someone to intercept it.

Though it is unknown why the sword never reached the caliph, it is known that many years later the sword would end up in the hands of the notorious bandit, Dartan Swiftwind. Dartan regularly used the blade's impressive illusions to fool countless guards and confound and infuriate his enemies. But Dartan would eventually slip up and be captured and then executed for his many crimes. For many years after Dartan's execution, it was unknown what became of the sword. Some think that the sword was probably destroyed or perhaps locked away by the guards who brought Dartan to justice.

No matter what happened to the sword after Dartan's death, a sword claimed to be the mirror blade was supposedly found by a budding swordsmith named William. When asked where he found such a blade, he apparently could never give a straight answer. There are many rumors of William actually being a descendent of the sword's last known owner, Dartan, though most people don't even think he has the real sword. Unfortunately, it would seem no one would ever find out whether or not William possessed the real sword, because he was found murdered in his inn room just a few days after claiming to have found the mirror blade.

Since William's death, the sword's current whereabouts are unknown, but there are many merchants claiming to be in possession of this sword and they are all willing to sell the sword to the highest bidder. No one knows how many of these claims are true, or if there even is more than one copy of the mirror blade out there.



NOCTURNE'S KISS

Aura strong necromancy; CL 12th Slot none; Price 32,375 gp; Weight 8 lbs.

DESCRIPTION

This +3 falchion courses with necromantic power, and drains the blood of its victims. Whenever Nocturne's kiss reduces a living creature to o or fewer hit points, it gains a single blood point. If the wielder has a blood point pool, he can spend blood points stored in Nocturne's kiss as though they were in his pool. Additionally, any wielder may expend one of the blood points stored in Nocturne's kiss to deal an additional 1d6 points of damage with each successful hit made with Nocturne's kiss for the rest of the round. Only one blood point may be spent per round in this way, and Nocturne's kiss can store up to 13 blood points at any one time.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, magic weapon, vampiric touch; Cost 16,375 gp

This notorious blade is favored among revenants and with those who follow the sanguine path. Its formidable appearance alone strikes fear in the living. The blade is said to hunger for blood just like the revenants it was forged for. Non-vampires that wield this blade begin to feel this hunger as long as they carry this blade.

Physical Description

Nocturne's kiss is a fearsome-looking falchion. Its mithral blade is forged in the shape of a large fang with grooves leading to the red stone in its cross-guard. The cross-guard is crafted in the shape of two ebon bat wings with a glowing blood-red stone set in the center, which grows brighter with each drop of blood spilled by the blade. The handle is made from bone of humanoid origin, carved into the shape of a curved fang and wrapped in black leather stained with the blood of the fallen.

Background

The first Nocturne's kiss was said to have

demi goddess Nocturne to her first follower, a revenant known as Moran Heartseeker (though other sources claim that it was actually forged by Moran). With this blade in hand Moran was said to have razed an entire nation, slaughtering thousands, only granting Nocturne's blessed gift on those he deemed worthy of its glorious unlife. With these chosen ones, Moran created a cult of vampires devoted to Nocturne.

What happened to Moran in the centuries that passed after he started this cult is lost to the ages. But it is known that the sword eventually found its way to Sedrik the Frozen, a cruomancer who would use his magic to freeze the blood of his enemies before he feasted upon them. Sedrik used the sword to further his own selfish motives before he was eventually slain by the vampire hunter, Alexei Rathborne. It is rumored that Alexei nearly succumbed to the blade's hunger, and, in danger of becoming a revenant himself, he took his own life.

What became of the sword after Alexei's death is unknown, but it is said to have passed into the hands of a skilled revenant swordsmith. The name of this smith has been lost but he was rumored to have learned how to forge replicas of this vampiric blade. It is unknown how the swordsmith learned the secret of the sword's creation (some say that he was granted this knowledge by Nocturne, herself). The replicas are said to have been just as powerful as the original, though no one actually knows if this is true. The exact number of replicas is unknown but it is thought that this swordsmith was only able to forge no more than fifty or so such replicas before his second death and there are quite a few rumors of this sword's destruction. Whether or not the original Nocturne's kiss still exists, its legacy will live on through those replicas.

There are rumors that the original Nocturne's kiss is held within the Blood College, being carefully studied by its cruomancers as they try to unlock all its secrets. There are also rumors that the original is actually in the possession of the head of a powerful revenant family (either House Varkolak or Clan Strigoi). It is unknown whether these rumors are true or if they actually only possess one of the replicas instead of the original.

SILVER ROSE

Aura moderate evocation; CL 9th Slot none; Price 49,320 gp; Weight 1 lb. DESCRIPTION

This +2 mithral rapier makes its wielder capable of incredible bursts of speedy swordplay. When making a full attack action with the silver rose, its wielder may choose to use this ability as a free action. This functions identically to the monk class feature flurry of blows, except it can only be used with the silver rose.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *haste*; **Cost** 24,820 gp

These blades are the favorites of nobles, swashbucklers, rogues, and anyone else who practices the art of fencing. These finely-wrought rapiers are incredibly thin, light, and flexible, and are further enchanted to enable their wielder to extreme bursts of speed.

Physical Description

The silver rose is made of mithral and constantly gleams in whatever light it's in, always looking carefully polished and fresh from the forge. It is extremely light and easy to wield, and tends to be wielded with such speed that it is little more than a silvery blur humming through the air. The blade's cross-guard is shaped like a flowering rose, with a basket hilt of petals wrapping around the wielder's hand. A long, snaking tendril of mithral, carved to resemble a thorny rose vine, loops most of the way down the blade, wicked barbs sticking out of it every inch or so. When sheathed, this "second blade" wraps around the silver rose's sheath. Despite its appearance, this silvery appendage is designed for show only, and is not intended to be used as part of the weapon.

Background

The original silver rose was commissioned

by Count Salazar d'Arnismos, a vivacious man by all accounts who was a large fan of fencing. Count Salazar was, himself, an accomplished fencer, and also enjoyed watching fencing matches whenever possible, and so he decided to throw a grand fencing tournament, known as the Arnismesion, where great fencers would gather from around the world to compete for the title of Master Fencer, as well as for fabulous prizes.

The Arnismesion was a great success, and became a regular event, happening every five years. Great fencers would come from faraway lands and congregate at the Arnismos manor for a week of exciting competition. For the first few events, the prize was simply a lump sum of gold, but after two or three such events Count Salazar determined it would be more appropriate to award the winner with the finest fencing sword the world had ever seen. And so he commissioned the *silver rose*, being very exact in his specifications not only for the weapon's magic properties, but also for its physical form, for the Count was a strong believer in beauty and elegance, and thought form should never be sacrificed in the name of function.

From that tournament onwards, every five years a new *silver rose* would be commissioned for the champion. Count Salazar won more tournaments than he lost and collected no less than four of the prize swords before retiring from competition at the age of 60. Though the number of silver rose blades quickly grew, they did not become exceptionally more available, as no one who had won one would willingly part with it, as it served not only as an excellent fencing sword, but also as proof that, for at least one year, they had been the best fencer in the world.

In all, 26 of the blades have been legitimately made to date, though no doubt several hundred counterfeit and knock-off versions have been made, some of which may even bear similar enchantments to the one the legitimate blades possess. A handful have been sold or captured after the death of their winner, and thus entered into the market, but for the most part the legitimate blades still remain in the possession of the fencer who won them, or, at least, in the hands of one of that fencer's descendants. Wearing such a blade is a statement of skill and prowess, and anyone who knows much about the world of fencing will recognize such a blade for what it is, though they may assume that the wielder stole it, or is wielding a fake, rather than that they are a master fencer.

Next year marks the 150th anniversary of the Arnismesion, and rumor has it that a special version of the *silver rose* is going to be the prize, in order to commemorate the historic event.

SWORD OF THE BLIND PROPHET

Aura strong abjuration CL 15th Slot none; Price 48,375 gp; Weight 8 lbs.

DESCRIPTION

This +1 merciful falchion is enchanted in such a way that neither your prowess nor your enemy's defenses make much difference. Whenever you make an attack roll with the sword of the blind prophet, if the result of the roll is odd, you automatically hit your target, regardless of whether or not the roll meets or exceeds its AC. If the result of the roll is even, you automatically miss your target instead. Do not factor your attack bonus, Strength score, or other factors when determining whether you hit or not: only the result of the die roll. Finally, the sword of the blind prophet ignores any miss chance the target might possess.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, moment of prescience ; **Cost** 24,375 gp

Since ancient times this magical blade has played a significant role the sacred scriptures of the Ishma-Tet and has held captive the dreams of theologians and scavengers alike. While the scriptural references to the sword of the blind prophet have long been a subject of controversy, the blade has proven real enough in the hands of many a champion of righteousness over the centuries.

Physical Description

Though simple in design, this heavy, two-handed curved sword has a number of distinguishing features which set it apart from similar weapons. Perhaps most noticeably, the sword has an eerily perfect balance, placing the whole weight of the weapon in the exact center. Strangely, the blade hums when grasped, a haunting tune reminiscent of the Ishman hymn of the lost. The hilt, though plain wood, exudes a comfortable heat, warming the wielder's hands. On particularly close inspection, the miniature doves concealed beneath the cross guard can be seen to subtly move over time as though perpetually in flight. While the blade's scabbard seems plain, a long string of flowing characters runs along the edges, forever proclaiming a message in a language now long lost to mortal kind.

Background

The holy text of the Ishma-Tet describes the origins of the sword of the blind prophet in great detail. According to this scripture, the exiled prince Shai had been cast out of his home after his father died and his wicked uncle took power. Abandoned to fate, and with nothing of his former wealth left to him, the prince fled into the desert seeking spiritual enlightenment. The text then goes on to say that Shai remained in the desert for 50 years, learning to live without luxury and to hold faith in the divine above all mortal needs, even giving up his own sight. When he returned from his exile it was to bring the will of the gods to the people of the world he had left behind. Unfortunately, in his absence the lands he knew had been conquered by various barbarian peoples and the world he returned to was no longer a place where the words of a blind holy man carried much weight.

Desperate to end the violence and savagery which had now engulfed the land, Shai asked the gods for help in bringing peace to the lands he now called his home. The gods granted Shai visions of their majesty and empowered him with knowledge of how to complete his new mission. Soon after Shai began to preach to the savage peoples and those who heard the message of the gods slowly began to change their ways. Soon, all of the barbaric peoples had accepted

enlightenment save for one tribe. Led by the ferocious tyrant Og, the Weggans refused outright to convert. As was custom among the Weggans, the decision of their king could only be overturned if he was defeated in a duel. Trusting wholly in his gods, Shai asked for their guidance and the gods told him to challenge Og to a duel. They provided him with a blade which could strike down Og without killing him, proving not only the might of the gods but also their mercy. Though he knew nothing of combat, so complete was Shai's faith that he did just as his gods asked of him, while Og was certain he could defeat any opponent in combat, let alone an old blind man. As the battle began, Og was surprised to find that not only was Shai a capable fighter, but that his blade struck him despite his best effort to defend himself. As the battle carried on, Og grew weary, and, desperate to save his life, decided to concentrate wholly on defense - but even that was not enough to keep the prophet's blade from finding its mark and Og soon collapsed, defeated. Some hours later Og arose, and now in awe of the power of faith he converted on the spot, becoming one of the most devout followers of Ishma-Tet ever to live. With the world now at peace, Shai departed to spread the message of Ishma-Tet to other lands, sowing the seeds of peace and justice until his death 10 years later.

Following Shai's death, the sword was lost, though Ishma-Tet prophecies state that during the end times the sword will once again find its way back to the champion of the Ishma-Tet to provide for salvation in the final battle.

The true origins of the *sword of the blind prophet* are a matter of some debate among scholars; while the ancient texts of Ishma-Tet imply that the gods created the sword for Shai and the Ishma-Tet, in the time since the blade has appeared in the hands of numerous heroes in the service of peace and justice without religious discrimination. Further evidence suggests that warriors may have been using the blade prior to Shai's lifetime, leaving the blade's true origins and purpose somewhat ambiguous

SWORD OF BOUNDLESS COURAGE

Aura moderate enchantment; CL 7th Slot none; Price 28,315 gp; Weight 4 lbs. DESCRIPTION

This +1 blessed longsword gleams in the sunlight, and grants its wielder and all his allies within 10 feet a bonus to Will saves versus fear effects equal to twice its enhancement bonus. CONSTRUCTION

Requirements Craft Magic Arms and Armor, bless, remove fear; **Cost** 14,315 gp

This blade is known for its ability to keep morale up. It is said that the blade brings out the courage in its wielder and his allies.

Physical Description

The sword of *boundless courage* is a plain and unassuming longsword. Its double-edged blade is straight and becomes narrower at its point, and though it gleams in sunlight, it is just made of mundane iron. Its iron cross-guard is likewise plain and unadorned. The handle is wrapped in plain, non-dyed leather.

Background

The sword of boundless courage is said to have been created by an azata and gifted to a young shepherd named Tanos, so that Tanos would have the courage to protect his flock from a red dragon wyrmling. Sword in hand, Tanos went out to slay the wyrmling, and in what proved o to be close battle, the young E shepherd barely managed to kill the wyrmling and save most of his flock. He went out that day as a scared shepherd and returned as a confident dragonslayer. The sword didn't just give Tanos courage; it gave him the confidence to believe in himself.

It is said that shortly after Tanos slew the wyrmling, the wyrmling, the sword mysteriously vanished – but though the sword was gone, the confidence it gave him never left. From that day forward nothing dared endanger Tanos' flock. The next sighting of the sword was in the hands of Mathis, a young adventurer looking to make a name for himself. With the aid of the sword, Mathis and his small, ragtag group of adventurers managed to end the reign of terror of the orcish warchief Gorefang.

As was the case for Tanos, so it was for Mathis; the sword is said to have also vanished shortly after Gorefang's death. No one knows why the sword seems to always vanish after the current wielder has accomplished something of greatness. Some think that the sword has a mind of its own, while others think the azata who forged the sword is secretly keeping track of it, making sure that it is where it is most needed. Whatever the reason may be, the sword doesn't seem to stay in the possession of one person for very long.

The sword's current whereabouts are unknown.

SWORD OF FIRE AND ICE

Aura strong evocation; CL 15th Slot none; Price 65,335 gp; Weight 6 lbs. DESCRIPTION

This +3 flaming frost bastard sword both burns and freezes those it strikes. On a successful critical hit, the target is lit on fire, taking 3d6 points of fire damage each round for one minute or until the fire is put out. The flames cannot be extinguished by mundane means, but can be dispelled via spells like *dispel magic*. Additionally, on a successful critical hit, the target is filled with a chilling numbness, which effectively slows the character (as the spell *slow*) for one minute (no save). Creatures immune to cold damage are immune to the slowing effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *ice storm*, *wall of fire*; **Cost** 32,835 gp This blade is wrapped in powerful enchantments, and is said to draw its energy directly from the elemental planes. Its very existence is an impossibility, as it both burns with an intense heat and is also made of utter, frozen cold. A favorite of showy adventurers everywhere, these blades never fail to impress.

Physical Description

The blade of a sword of fire and ice is made of pure ice and is extremely cold to the touch, though it would be difficult to tell that from a glance, as the blade is also constantly wreathed in white-hot flames. Hidden underneath these flames, but visible to one who examines the blade closely, are a series of runes inscribed on the blade, which run around the entire rim of its length. Careful examination of these runes (and a successful DC 20 Knowledge (arcana) or Knowledge (the planes) check) reveals that these runes are designed to draw elemental energy directly from the elemental plane of fire, and the para-elemental plane of ice. The hilt of the blade is relatively plain, made of silver, with a small red ruby set at either end of the cross-guard, and a large blue sapphire set at the end of the pommel.

Background

No one is certain where the first *sword of fire and ice* came from. Some historians and planar cosmologists believe that it was created by accident when a portal to the elemental plane of fire somehow crossed or fused with a portal to the para-elemental plane of ice; others believe that it was a creation of an efreeti lord, who planned to craft an icy blade he could use against his efreeti foes, but also wanted it to be enflamed, as wielding a sword of pure cold would ostracize him from his kin.

Whatever the origin of the first *sword of fire and ice*, it was not the last. Five of the blades are suspected to exist, though they seem to be largely identical, and the exact number of the blades is a matter of some debate. That said, there are enough legends and reports of these blades being used at more or less the same time by different adventurers in places very far away one another. On one occasion, three of the blades were brought together in one place, which proves that there are at least three of them. No one is certain how these blades are created, and so a great amount of debate has arisen as to their source, and why more of them seem to be being created as the years go on.

SWORD OF HEROES

Aura strong enchantment CL 15th Slot none; Price 225,320 gp; Weight 8 lbs. DESCRIPTION

This +5 masterful greatsword allows the wielder to benefit extraordinarily from effects which affect her morale. Whenever the target gains a morale bonus of any kind, she gains twice that bonus, instead. Additionally, she is resistant to morale penalties, and suffers only half of any morale penalty inflicted upon her (rounded down, minimum 1).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, greater heroism; Cost 112,820 gp

Throughout history, the sword of heroes has been at the center of numerous epic struggles, both obscure and mythic. So great is the history of the sword of heroes that it has become difficult to separate fact from folklore when examining the deeds meted out by this mythic blade.

Physical Description

Sixty-five inches in length from tip to hilt, this sword stands as long as a man is tall. The blade is formed from pure iron, miraculously resistant to rusting and stronger than even alchemically treated steel. Lines of identical runes run the whole length of the blade, stacked on top of the one another and resembling a tree comprised of dozens of neatly carved arrow points aimed at the sword's tip. The hilt and cross-guard are likewise made from iron, and the hilt is wrapped in the hide of an unidentifiable animal to prevent chaffing and provide the wielder with a superior grip. The blade's pommel appears to be a stone sphere with a ring of runes carved into it, reading: Glory is Forever.

Background

The sword of heroes appeared mysteriously about 500 years ago in the hands of a great warrior called Duan. At that time, the dark lord Yrin seemed to have had the complete domination of the world within his grasp, when the warrior Duan emerged without explanation from a cave. Thought he fight was not his own, Duan took up arms against the evil tyrant, rallying the last of the resistance and single-handedly turning the tide of the war. So great was Duan's strength of arms, so vast was the depths of his courage, that no enemy could stand against him, and in the final climactic battle of Yrin's war, when Yrin and his dreadlords had surrounded Duan and it was clear he would surely die, Duan's courage did not wane. Though Duan did indeed die that day, he did so surrounded by the bodies of Yrin and his supporters, ensuring the freedom of the world.

Legend says that after his death, one of the dreadlords attempted to claim Duan's sword as a trophy, only to discover that it vanished as soon as he touched it. In the end Duan had become one of the world's greatest heroes, and his deeds inspired the people to rise up against what remained of Yrin's dark tyranny and destroy it utterly. Since that time, the sword of heroes has found its way into the hands of the bravest men and women as they fight for the fate of the world, each time adding new heroic deeds to the its repertoire.

Some scholars believe that the sword of heroes isn't magical at all, and that the special abilities attributed to the sword actually belong to the heroes who wield the blade. Whatever the case, the sword of heroes has long been symbolic of the triumph of the human spirit, and as such its reappearance is looked forward to with great anticipation by much of the mortal realm.

SWORD OF KINGS

Aura strong enchantment; CL 12th Slot none; Price 47,815 gp; Weight 4 lbs. DESCRIPTION

This +4 scimitar grants its bearer a +5 bonus to his leadership score, and grants all his followers that can see him a +4 bonus on Will saving throws to resist fear effects. Finally, whenever the wielder confirms a critical hit, he may issue a command to the struck creature, as the spell command (DC 24).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, charm person, command; Cost 24,065 gp

This wondrous blade has a long and storied history and has played a major part in the lives of great heroes and kings for generations. With each new wielder the blade's reputation grows: already legendary, the sword of kings is rapidly attaining the status of myth in much of the world.

Physical Description

The sword of kings, despite its great age, retains the same luster and edge as when it was first forged thousands of years ago. The blade itself is heavy, with a moderate curve, and is precisely 32 inches long. It is comprised of a gleaming metal similar to steel and worked with subtle gold filigree suggestive of rising waves. When grasped, the filigree seems to glow with a soft white light, leaving little doubt of the magical nature of the blade. The cross-guard is reminiscent of a coiled serpent, made entirely from gold and worked with exquisite detail. The hilt, like the cross-guard, is made from gold but is studded with gem-quality sapphires of the most vibrant blue, while the pommel is capped by a pigeon blood-red ruby which reflects light with an almost unnatural intensity. The scabbard features more elaborate filigree work in alternating patterns of gold and silver and conceals an ancient engraving which translates to "A king in the eyes of fate."

Background

Forged thousands of years ago, when the world was still a vast desert, for the sultan of a great empire which ruled much of those ancient lands, the *sword of kings* began its existence as a memento of one of the sultan's early conquests. Kha, the sultan, was pleased with his gift and found the opulence of the decorative blade to suit his status as the era's greatest king. As time went on, the sultan became even more attached to his prize, rarely making public appearances without it, and by the time of his death the blade had become a symbol of the throne.

When Kha died, the sword fell into the hands of his eldest son Rhet, who was now to rule the sultanate. Rhet, who wished to be an even greater ruler than his father, was the one to enchant the blade to serve him in a great war of unification which would see Rhet's empire extend to cover nearly the whole world. The blade now carried a powerful ancient magic which not only made a formidable weapon in combat, but also enhanced Rhet's already considerable leadership abilities, inspiring his troops to a state of fanatical devotion and spurring them on to feats of inhuman bravery. With each new victory Rhet's power grew, and so did his people's belief in the magic of his blade, a fact that Rhet used to great advantage as he asserted the blade was not merely as a symbol of the throne, but was the source of royal authority. As time wore on, Rhet became fearful of his own mortality, for he had no heirs and was sure that his empire would fall into chaos upon his death. Seeking a means to live eternally, Rhet sought out the throne of Malkira, an ancient artifact said to grant eternal life to whoever claimed it. However, when Rhet took the throne, the demoness Malkira appeared before him and demanded his allegiance in exchange for the throne's gift. Refusing to hand the world over to the demon, Rhet refused, for which Malkira mocked him. She told him that she would

simply kill him and claim the sword, and with it the right to rule his empire. No match for Malkira's power, Rhet used his last breath to place a powerful curse upon the *sword of kings*, calling down the shades of all those who where ever loyal to him to slay any but his rightful heir who attempted to claim the blade. When she turned to claim her prize, Malkira became the curse's first victim.

Following Rhet's death on the throne of Malkira, many upstart warlords and ambitious nobles sought out the fabled sword, hoping to use its magic to gain power, but each met the same doom which befell Malkira in ancient time. With the ancient curse protecting the blade, it would remain lost to mortal kind for generations. Long after the sword had fallen into obscurity, a berserker by the name of Stohl came to the cave of Malkira purely by accident, seeking a place of refuge after his lord had betrayed him and nearly claimed his life in an ambush. With the lord's men only a short ways behind him Stolh claimed the sword in a desperate attempt to defend himself. As in generations past, Rhet's final curse tried to claim the life of the savage warrior, but the shadowy forms of Rhet's long-dead army were no match for the berserker's primal strength, and Stohl ultimately prevailed against the ancient curse, shattering it for all time.

Having witnessed Stohl single-handedly destroy a vast army, the traitorous warriors who had been hunting the berserker threw down their arms and swore loyalty to him. In an uncommon showing of mercy Stohl spared the warriors, who became his first vassals. Now, with a small but well-trained army under his command, Stohl sought vengeance against the lord who betrayed him and marched against him directly. During the battle, many of the lord's soldiers found themselves in awe of Stohl's great fighting prowess, and some even surrendered rather than face his wrath. Ultimately, Stohl killed the lord and inherited his lands and people. His enemy defeated, Stohl would once again wield the sword of kings while leading a great war, but where Rhet wanted to rule over all the world, Stohl wished to free the world from

tyrants and warlords. Using the sword's magic, Stohl convinced hundreds of thousands to rise up against their oppressors and banish them from the land.

In the wake of his great rebellion, Stohl found himself to be the ruler of a vast empire. However, sure that such power would ultimately corrupt him, Stohl decided to divide rulership among his ten most trusted generals, gifting each a replica of the *sword of kings* as symbol of their status. Many of these swords can still be found in the treasuries of today's great nobility.

SWORD OF THE LEGION

Aura strong conjuration; CL 13th Slot none; Price 70,630 gp; Weight 4 lbs. DESCRIPTION

This ornate +3 cold iron longsword bears the markings of a commanding officer's blade. This longsword appears to be normal until someone speaks its command word and yells a battle cry. Then the longsword summons 1d6+1 human einherjar* warriors to fight for the character who summoned them. The longsword can summon these immortal warriors once every 7 days. Summoned einheriar are 5th-level warriors, and they are unable to use their oversoul transformation; they arrive with a breastplate, longsword, and heavy steel shield. They attack anyone the possessor of the longsword commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first. Summoned einherjar have the following ability scores: Str 18, Dex 15, Con 18, Int 11, Wis 12, Cha 10.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, summon monster VI; **Cost** 36,630 gp *For more information on the einherjar template, click here.

This famous blade is well known among historians and military leaders. It is said that those who wield this sword can summon a portion of the Immortal Legion.



Physical Description

The sword of the legion has the appearance of an ornate officer's longsword. Its cold iron double-edged blade is slightly curved and narrow, and it always appears well-polished and maintained. The cross-guard is decorated with markings denoting the rank of general. The sword's hilt is also decorated in a similar fashion.

Background

The sword of the legion is said to have been the sword used by the great general, Tychillus, who died alongside his most loyal soldiers in the thick of battle. At the moment of his death, a portion of his spirit and those of the soldiers that died with him became bonded to the blade. Though that battle was lost, the war was far from over. The late general's son, Archaeos, led his battalion into enemy-controlled territory to recover the bodies of his father and his father's men so they could be given a hero's burial. In the end, he was able to find his father, but it came at the cost of most of his men. Surrounded on all sides, Archaeos knew they weren't going to make it out of there alive, so he picked up his father's blade and rallied his troops, telling them that if they were going to die, they were at least going to take the enemy with them. As Archaeos let loose his battle cry, the sword called forth the spirits of his father and his father's men, and with the aid of these spectral soldiers Archaeos's battalion managed to turn back the enemy and regain much of the ground they lost.

With the aid of the sword, Archaeos was able to turn the war in his favor and was eventually victorious. Archaeos went on to win every battle he ever entered into with the aid of his father's sword. The sword thn remained in his son's possession till the day he died. Since his son's death, the sword has been in the hands of countless generals and other commanding officers; Commander Heratio led his men to victory over the dragon lords of Darcoth, and it was even said that the orcish warlord Skred Ironscar wielded the sword in his battles against the elves of the Hidden Isle.

The sword's current whereabouts are unknown, but there are countless rumors about its location. Some say that the sword lies in the treasury of Emperor Kondo of the Third Dynasty, or that it lies in the ruins of the former capital of Termath. Others say that the sword has somehow found its way to tomb of its original owner. There are also rumors going around that the sword is lying in the shadows, waiting to reveal itself to a swordsman worthy of wielding it.

SWORD OF TRUTH

Aura strong enchantment; CL 12th Slot none; Price 42,315 gp; Weight 4 lbs. DESCRIPTION

This +2 axiomatic longsword has a number of additional abilities. First of all, the sword draws its name from the fact that anyone wielding it is incapable of speaking false. This functions as the spell zone of truth, except that no Will save is allowed, but the effect can be ended at any time by putting down or sheathing the sword. Secondly, anyone who swears an oath while holding the sword is affected as though by the spell geas/quest, with the geas being to uphold the oath they swore. This also does not allow a saving throw. Finally, those looking through the gem in the sword's hilt are able to pierce through any illusions. This functions as though the wielder were affected by the true seeing spell, except that it is a free action to begin or end the effect, and the sword can grant only twenty rounds of this effect each day.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, geas/quest, order's wrath, true seeing, zone of truth; **Cost** 21,315 gp

This famous blade is well known across the land, and features prominently in many legends and histories. It is said that the blade does not suffer an untrustworthy wielder, and those who openly carry the blade tend to be welcomed as heroes.

Physical Description

The sword of truth is a relatively plain-looking longsword considering its fame and the roles it has played throughout history. Its double-edged blade is straight and narrow, and is always well-polished and sharp, but is made of mundane steel. The handle, likewise, is wrapped in plain black leather. The only concession to decoration is the blade's cross-guard, which is made up of an enormous ruby, shaped like a giant, watching eye and set in a thin frame of gold.

Background

The sword of truth is said to have first been created by a powerful archon (some say it was in fact created by a deity, but sources argue as to precisely which one) and granted to King Robert the Wise as a symbol of support for him. At the time, Robert was a humble shepherd, but, according to the legend, with the aid of the sword and the encouragement of the heavens, he led a rebellion against the tyrant Queen Ingrid IV, after which he was, himself, crowned king. Robert's wisdom in ruling, and his fairness and even-handedness as a judge and lord of the land are, themselves, things of legend, but it is said that the sword of truth helped to influence him in this way.

The sword remained in Robert's dynasty for nearly three hundred years, serving as a symbol of office. New kings would swear their oaths of kingship on the sword during coronation, and would have their vassals swear on the sword when they were appointed positions, as well. The sword came to be as much a symbol of fair rulership as of truth and honesty.

The sword was temporarily lost when Nathan the Usurper ascended to the throne. Nathan was unable to hold the sword during his coronation ceremony, and ordered it destroyed. Legends vary as to what, exactly, saved the the sword but most legends either state that the



the knight ordered to destroy it could not bring himself to do so, as it would disgrace the memory of the previous kings, or that the archon who first crafted the blade descended from the heavens to take temporary custody of it. Either way, the sword disappeared from history for a few hundred years.

According to legend, the sword was wielded by Althriel, the archon in command of the legendary Martyr's Crusade, when hundreds of archons and angels descended into the abyss in a hopeless crusade, with the goal of martyring themselves to foster the growth of piety throughout the cosmos. Whether or not this is true, and whether Althriel is the same archon who first gifted the *sword of truth* to mankind, is a matter of speculation amongst bards.

No other confirmed sightings of the sword have occurred in the last three hundred years, but many false swords of truth have popped up, typically in the hands of cunning and sly individuals who recognize the value of a sword that everyone will think prevents the wielder from lying, but in fact does not do so. These charlatans rarely amount to much, but they do help to keep the legend of the sword of truth alive, even if they make people more wary of immediately accepting that any given sword of truth is genuine. In fact, legends and tales of the sword of truth are so pervasive that any NPC who succeeds on a DC 10 Knowledge (History) check (which can be made untrained) can recognize what the sword of truth looks like, and knows that anyone holding the real sword cannot tell lies.

WAVE BLADE

Aura strong evocation CL 15th Slot none; Price 38,375 gp; Weight 8 lbs. DESCRIPTION

This +3 falchion allows the wielder to unleash an energy wave from his sword as a full-round action which provokes attacks of opportunity. This wave is a 30-ft. line attack. The wielder makes an attack roll against each creature in the line using his full base attack bonus and all normal modifiers, as though making a regular melee attack. On a successful hit, the target takes damage as though the wielder struck him with a normal melee attack. Each creature in the line is targeted, even if the line misses creatures closer to the wielder, though anything that blocks line of effect (and is not destroyed by the line attack's damage) blocks the effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, telekinesis; Cost 19,375 gp

This magnificent blade has decided the fate of many battles over the years, providing a definitive edge in the hands of a gifted swordsman. Even now, a thousand years after its forging, the wave blade continues to be the subject of many tales of heroic exploits.

Physical Description

Everything about this sword furthers the image of a fantastically magical weapon. The blade itself is a shimmering aqua color and runs in a heavy curve about 48 inches from point to hilt. Elaborate scrollwork forms a mirrored pattern inlaid into either side of the razor-sharp blade. The cross-guard is a striking image of a breaking wave realized resplendently in white gold. The hilt is wrapped with a strange, shocking purple metal wire, providing the wielder with a very reliable grip. Finally, the sheath is made from solid mithral stylized in the form of a raging whirlwind.

Background

The wave blade, so named for its aquatic

appearance and flowing style, made its first appearance on the world stage around one thousand years ago. According to legend, a foreign prince adventuring in the Baudic desert discovered a djinni imprisoned within a ring while exploring one of the numerous caves in that region. Feeling that no creature deserved to be imprisoned in such a way, the prince freed the djinni from the ring. Grateful for his freedom the djinni awarded the prince with this fine blade, explaining that it would serve him well on his travels. Sooner than the prince thought, the djinni's prediction would prove true, as he was confronted by a trio of immortal wizards who were apparently responsible for the djinni's imprisonment. The wizards, outraged at the prince's arrogance, cast a spell binding him in place at the start of the battle. The prince was worried that the mages would simply stand at a distance and destroy him with magic, and he swung his blade in frustration, unleashing for the first time the power within, surprising the mages and beginning the battle in earnest. Ultimately, the magic of the wave blade was sufficient to overcome the wizards' spells and the prince emerged from the battle victorious.

Wounded from the fight and thirsty from the long journey, the prince made his way to a nearby river in order to rest and to see to his physical needs. While at the river, he was spotted by a group of river pirates who could not resist the target of a wounded prince and so attacked him while he was recovering from his battle. While the wave blade gave the prince an edge in the battle, exhausted as he was he was soon overwhelmed. The pirates now had control of the wave blade, which they would use to unite the other pirate clans and forever alter the fate of Baudi. With a united front and a powerful magic blade, the pirates sought to overthrow the Baudi royal family, starting a civil conflict which has raged since.

While the pirates definitely had an advantage in the early part of the war, the fallen prince's family sent aid to the Baudi royal forces to avenge the death of one of their own.So bolstered, the Baudic loyalists eventually managed to take the *wave blade from* the pirates, and, with its capture, shift the whole momentum of the war. Some years later, when it seemed the royalists would surely triumph, a pirate hero claimed the blade for his own and managed to win a key victory which would see the continuation of the conflict. For years this raged on, each side seeking to control the *wave blade* (and with it, the fate of a nation) at all costs. In this way, the sword exchanged owners countless times, until twenty years ago, when the blade was lost following a great battle. Since that time both sides have been searching for it endlessly without success.

XILVIXTHAR'S FANG

Aura moderate evocation; CL 9th Slot none; Price 51,304 gp; Weight 1/2 lb.

DESCRIPTION

This +2 corrosive* bone dagger was once the tooth of a mighty and powerful black dragon. In addition to the acid which seems to continually bleed from the dagger's bone blade, the dagger also continually coats itself in black adder venom, poisoning its target with each strike. Finally, three times per day the dagger can inject a more potent venom into its victim. This is a free action made as part of the attack, but must be declared before the attack roll is made. If the attack misses, the use is wasted. Otherwise, the target must succeed on a Fortitude save (DC 17) or be paralyzed for 1d4+1 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, acid arrow, contagion; **Cost** 25,804 gp *For more information on the corrosive special ability, see the Advanced Players Guide. Alternatively, this property can be replaced with flaming, frost, or shock.

This potent bone dagger still holds all the bitter hatred, bile, and venom of the dragon whose tooth it once was. Though it is not sentient, it seethes with hate and loathing, as though the enchantments laid upon it were made up of pure spite.

Physical Description

It's clear at a glance that Xilvixthar's fang is

is not an ordinary dagger. For one thing, it is made of a razor-sharp, serrated bone, which curves wickedly and ends in a deadly point. Those examining it closely can tell that it is actually a very large fang, nearly a foot in length. The blade smells faintly of sulfur and muck, and small beads of acid are constantly forming on its surface, trickling off the blade and giving it the appearance that it is bleeding a green bile. The handle of the blade is covered in small, black scales, and the very tip of the pommel is capped with an obsidian dragon's head, mouth open in an eternal shriek.

Background

As its name suggests, *Xilvixthar's fang* was once the fang of a terrible swamp dragon by the name of Xilvixthar. An ancient and massive black dragon, Xilvixthar had corrupted and twisted the land around him into a fetid and twisted murky wasteland, and the pollution and taint he spread eventually corrupted the dragon in turn. Xilvixthar's breath was not just acidic, but he was also highly venomous, and, according to legend, was even surrounded by a miasma of deadly vapors, which would slay those who dared approach him.

Not content to simply lurk in the heart of an isolated swamp, Xilvixthar turned to necromancy, and began raising up whole armies of zombies and skeletons from the heart of his swamp kingdom, which he sent out to the surrounding lands to demand tribute in the form of gold, magic items, and, with increasing frequency as time went on, young maidens. Those towns and villages who resisted the dragon's henchmen were soon visited by Xilvixthar himself, who is said to have blocked out the sun with his size. Xilvixthar left no survivors, and, what's more, he left the places he visited permanently polluted and tainted, so that no one could live or grow crops there for generations after his passing.

This continued for nearly a century, with Xilvixthar's power and area of influence growing steadily larger and larger as time went on. Eventually he had created a small nation for himself, and his territory expanded several hundred miles in each direction from the black and withered heart of his dark nation, the corrupted and polluted swampland he lived in. Eventually, however, Xilvixthar was slain by a courageous knight, who ended his reign of tyranny. The knight, whose name was not recorded by history, is said to have dragged the mighty dragon's head behind his horse throughout the land, in order to show the people that they were free, and need not fear the dragon any longer.

What, precisely, happened to the head after that is unknown, but eventually six of the dragon's fangs made their way to a master smith, who recognized that they held a great power in them. He forged each of them into a dagger, and thus *Xilvixthar's fang* was born. Legends about the daggers state that the rage and hatred of the dragon king still lives on in those blades, and that with each strike they take out their vengeance on the world one piece at a time. Some even go so far as to say that the blades still contain a small piece of the dragon's sentience, and that they are all part of a long-term plan by the dragon to eventually rise again.





Necromancers of the Northwest has free articles with brand-new gaming content five days a week, completely free.

Animate Your Game Today!

You might also enjoy these products by Necromancers of the Northwest.



Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerún, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, vuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)*Contributors' means the copyright and/or trademark owners who have contributed Open Game Content; (b)*Derivative Material* means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) *Distribute* means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)*Open Game Content* means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifiadditional content identify identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifi-cally excludes Product Identity. (e) "Product Identity" means product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, attwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic; photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Liber Vampyr Copyright 2010, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, and Justin Holloway.

Liber Vampyr Copyright 2010, Nectomancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, and Justin Holloway. Into the Armory: The Complete Guide to Weapons, Armor, and Equipment Copyright 2010, Nectomancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway The Book of Beginnings Copyright 2010 Nectomancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway The War of the Goblin King Copyright 2010 Nectomancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway Advanced Arcana Volume I Copyright 2010 Nectomancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway Advanced Arcana Volume I Copyright 2010 Nectomancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: The Book of Purifying Flames Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: Marchen der Daemonwulf Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway The Ebon Vault: Secrets of the Staff Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Ancient Warriors: Way of the Ninja Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joehua Zaback, Justin Holloway

Necromancers of the Northwest Presents: The Blackshire Mercenary Company Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway The Ebon Vault: Orbs of Power Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway A Necromancer's Grimoire: The Book of Faith Copyright 2011 Necromancers of the Northwest, LLC; Authors Alex Riggs, Joshua Zaback, Justin Holloway

A Necromancer's Grimoire: Spirit Warriors Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Ancient Warriors: Sons of Sparta Copyright 2011 Necromancers of the Northwest, LLC; Authors: Joshua Zaback, Alex Riggs, Justin Holloway A Necromancer's Grimoire: The Fabricant Copyright 2011 Necromancers of the Northwest, LLC; Authors: Justin Holloway, Alex Riggs, Joshua Zaback A Necromancer's Grimoire: The Art of Traps Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway, Rosa Gibbons The Ebon Vault: Swords of Legend Copyright 2011 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

A Good Hero Needs a Great Sword

Swords are one of the most iconic aspects of the fantasy genre, and nearly every roleplayer has a special place in his or her heart for an interesting magical blade. This book provides a host of new options for creating customized and unique swords, and also endeavors to make the wonder and excitement of magical swords available to characters earlier in the game.

In addition to nearly 20 specific weapons, each of which has an in-depth physical description and history to match its unique statistics, this book contains over 30 new magic weapon special abilities, four new special materials to craft swords from, and also introduces mundane weapon enhancements, special upgrades that can be added to a weapon when it is crafted, which are not magical, but reflect special features added by the smith, such as a thin blade or a protective basket hilt.

From mundane weapon enhancements and easily accessible special abilities to extremely powerful specific magic weapons, this book has something for characters at every level of play. If you're a fan of bladed weapons, and want to add a little magic to your game, look no further than The Ebon Vault: Swords of Legend.

