Rite Publishing Presents 101 Magical Meapon Properties



By Steven D. Russell



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Rite Publishing Presents:

101 Magical Meapon Properties

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Dedication: To William Douglas Hughes -First amongst equals.

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			Ta	ble: Weapor	1 Specie	al Abili	ties		
linor	Medium	Major	Special Ability ²	Base Price Modifier ¹	Minor	Medium	Major	Special Ability ²	Base Pric Modifier
01	01	-	Friend	-10%/-30%	99	72	50	Wrathful	+1 bonus
02	02	-	Gripping	+400 gp	-	73	51	Anchoring	+2 bonus
03	03	-	Blood Bonded	+500 gp	-	74	52	Bane Burst	+2 bonus
04	04	-	Loyal	+500 gp	-	75	53	Breaker	+2 bonus
05	05	-	Hardened	+1,000 gp	-	76	54	Ceremonial Contemplating	+2 bonus +2 bonus
06 07	06 07	-	Ioun Bane, Lesser	+1,000 gp	-	77 78	55 56	Dislocating	+2 bonus $+2$ bonus
08	07	_	Preferential	+1,500 gp +1,500 gp	-	79	57	Disorienting	+2 bonus
9-10	09-10	-	Boomeranging	+2,000 gp	_			Burst	
1-12	11-12	1	Foesight	+2,000 gp	-	80	58	Dispelling	+2 bonus
3-14	13-14	2	Guided	+2,000 gp	-	81	59	Energy, Chosen	+2 bonus
.5-16	15-16	3	Maiming	+2,000 gp	-	82	60	Energy, Seething	+2 bonus
7-18	17-18	4	Precision	+2,000 gp	-	83	61	Enhancing (+2)	+2 bonus
9-20 1-22	19-20 21-22	5 6	Selective Serpent	+2,000 gp	-	84	62	Fast Returning	+2 bonus
3-24	21-22	0 7	Energy Ray	+2,000 gp +2,400 gp	-	85	63	Force	+2 bonus
3-24 5-26	25-24	8	Preferential	+2,400 gp	-	86	64	<i>Fortunate</i>	+2 bonus
-	-		Burst	,. OI		87 88	65 67	Heartseeking Hexing Burst	+2 bonus +2 bonus
7-28	27-28	9	Necrofeed	+4,000 gp	_	89	69	Homing	+2 bonus
9-30	29-30	10	Smiting Spollwoll	+4,000 gp	-	90	70	Infectious (+2)	+2 bonus
1-32 2-24	31-32 33-34	11 12	Spellwell Good Fortune	+4,000 gp +8,000 gp	-	91	71	Leviathan's Foe	+2 bonus
3-34 5-36	33-34 36	12	Ill Fortune	+8,000 gp +8,000 gp	-	92	72	Maneuverable	+2 bonus
7-38	37	14	Spellcarrier	+8,000 gp	-	00	70	Burst Shatter Blast	- hopping
-	-	15	Providence	+14,000 gp	-	93 94	73 74	Summoner's	+2 bonus +2 bonus
-	-	16	Revitalizing	+42,000 gp		94	/4	Foe	12 001103
9-40	38	17	Adaptable	+1 bonus	-	95	75	Sworn	+2 bonus
1-42	39	18	Ambush	+1 bonus	-	96	76	Toxifiying	+2 bonus
-3-44 -5-46	40 41	19 21	Blastback Clinging	+1 bonus +1 bonus	-	97 98	77	Twin Voidwrought	+2 bonus
.7-48	41	21	Consecrated	+1 bonus	-	98 99	78 79	Wrathful Burst	+2 bonus +2 bonus
9-50	43	23	Counteracting	+1 bonus	-	- 99	80	Afflicting	+3 bonus
51-52	44	24	Crippling	+1 bonus	-	-	81	Avowed Death	+3 bonus
3-54	45	25	Dark	+1 bonus	-	-	82	Burst, Chosen	+3 bonus
5-56	46	26	Deflecting	+1 bonus	-	-	83	Counterstrike	+3 bonus
7-58	47	27	Desiccated	+1 bonus	-	-	84	Equalizing	+3 bonus
9-60	48	28	Disorienting Enhancing (+1)	+1 bonus	-	-	85	Enhancing (+3)	+3 bonus
1-62 3-64	49 50	29 30	Fast Bracing	+1 bonus +1 bonus	-	-	86 87	Fiendfang Infectious (+3)	+3 bonus
5-66	50	31	Featherlight	+1 bonus	-	-	88	Poisonous	+3 bonus +3 bonus
7-68	52	32	Girded	+1 bonus	-	-	89	Potent	+3 bonus
9-70	53	33	Hexing	+1 bonus	-	-	90	Starshine	+3 bonus
/1-72	54	34	Hindering	+1 bonus	-	-	91	Transmutable	+3 bonus
3-74	55	35	Interfering	+1 bonus	-	-	92	Bushwacking	+4 bonus
5-76	56	36	Mage Tuned	+1 bonus	-		93	Dispelling	+4 bonus
7-78 9-80	57 58	37 38	Maneuverable Paired	+1 bonus	-	-	94	Burst Infectious (+4)	+4 bonus
9-80 1-82	59	30	Parrying	+1 bonus +1 bonus	-	-	95	Spell Echoing	+4 bonus
3-84	59 60	39 40	Preserving	+1 bonus	-	-	96	Slaying	+4 bonus
5-86	61	41	Psychic Burst	+1 bonus	-	-	97	Spell Stealing	+4 bonus
7-88	62	42	Rapid	+1 bonus	-	-	98	Spell Stealing	+4 bonus
0.02	60	42	Reloading Ramid Striking					Davilar	+6,000 gp
9-90	63	43	Rapid Striking Retribution	+1 bonus	-	-	99	Perilous Role Again	+5 bonus
1-92 3-94	64 65	44 45	Spell Reaving	+1 bonus +1 bonus	00	00	00	Role Again Twice ²	

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Add to enhancement bonus on Table: Weapons (See Pathfinder Rpg) to determine total market price.
Reroll if you get a duplicate special ability, an ability incompatible with an ability that you've already rolled, or if the extra ability puts you over the +10 limit. A weapon's enhancement bonus and special ability bonus equivalents can't total more than +10.

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treated as a bane weapon and the avowed opponent is the appropriate creature type and kills (or destroys) the creature upon a successful critical hit followed by a failed saving throw (DC $10+\frac{1}{2}$ the wielder's character level + the wielder's Strength or Dexterity modifier). This ability functions even if the creature is immune to critical hits and death effects. However, the weapon is treated as only a normal weapon (no longer magical or masterwork) against all foes other than the avowed opponent, and the wielder takes a -2 penalty on attack and damage rolls with any weapon other than the avowed death weapon. This effect lasts for 1 week or until the avowed enemy is slain or destroyed by the wielder of the avowed death weapon, whichever comes first.

A ranged weapon with this ability confers it on ammunition fired.

An avowed weapon may have only one avowed enemy at a time. Once the wielder avows to slay a target, she cannot make a new oath until she has slain that target or 7 days have passed, whichever occurs first.

Strong evocation; CL 14th; Craft Magic Arms and Armor; *summon monster VII, finger of death*; Price +3 bonus.

Bane Burst: a bane burst weapon functions as a bane weapon that warns you about a bane enemy's attacks (you are never surprised by the chosen foe, allowing you to always roll for initiative in a surprise round when your chosen foe is attacking from surprise), it also explodes with additional bane damage upon striking a successful critical hit. This additional damage does not harm the wielder. In addition to the extra damage from the bane ability, a bane burst weapon deals an extra 1d10 points of bane damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of bane damage instead, and if the multiplier is ×4, add an extra 3d10 points of bane damage.

Even if the bane ability is not active, the weapon still deals its extra weapon type damage on a successful critical hit.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor; *rage*; Price +2 bonus.

Bane, Lesser: Lesser bane weapons confer special bonuses against certain types or subtypes of monsters. Against its designated foe, a lesser bane weapon confers an additional +1 enhancement bonus to the weapon and deals an extra 1d6 points of damage. Bows, crossbows and slings bestow the bane bonus upon their ammunition. Faint conjuration; CL 5th; Craft Magic Arms and Armor; *summon monster I*; Price + 1,500 gp.

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Blastback: This ranged weapon quality allows its wielder to perform a bull rush against opponents stuck by the weapon as an attack action. Unless the wielder is within reach of the target it does not provoke an attack of opportunity.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor; *telekinesis;* Price +1 bonus.

Blood Bonded: Whenever anyone except its owner or a member of his bloodline attempts to wield a blood bonded weapon, they take damage equal to the weapon's enhancement bonus (no save; no attack roll necessary). When the last member of the bloodline dies, the thorny weapon may be freely claimed (although it will bloody the new owner the first time he grasps it). The weapon may also be freely transferred (no coercion or magical charms/compulsions) by one owner to another with the new owner taking damage the first time grasps it.

Faint necromancy; CL 5th level; Craft Magic Arms and Armor; *inflict light wounds*; Price +500 gp.

Boomeranging: This thrown weapon allows you to attack a creature as if you were able to make iterant attacks with it though it does not return to your hand. The very first time a creature is attacked by your second attack action in a round, that creature makes a Will save (DC 10+1/2 your character level + your Strength or Dexterity modifier) or be caught flat-footed. At the end of your last attack for the round, the weapon then returns to you.

Strong transmutation; CL 12th; Craft Magic Arms and Armor; *telekinesis*; Price +2 bonus and + 2,000 gp.

Breaker: A melee weapon with the breaker property can damage any object including armor with a +9 or less total enhancement bonus. Twice per day it can force any object it touches to make a successful Will save (DC 10+1/2 the wielder's character level + the wielder's Strength or Dexterity modifier, attended objects use their wielder's save) or gain the broken condition and suffer half its hit points +1 point in damage. An object with the broken condition is reduced to zero hit points and is ruined (if your weapon deals damage to the object, it deals its damage before this effect happens). This weapon has the same effect against constructs, but those with magic immunity (such as golems) are only affected if they are affected by disintegrate. A use of this weapon also destroys a wall of force

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and the yellow portion of a prismatic wall or prismatic sphere.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor; *disintegrate*; Price +2 bonus.

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Burst, Chosen: A chosen burst weapon functions as a chosen energy weapon that also explodes with the chosen energy type upon striking a successful critical hit. The chosen energy type does not harm the wielder. In addition to the extra damage from the chosen energy ability (see below), a chosen burst weapon deals an extra 1d10 points of chosen energy type damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of chosen energy type damage instead, and if the multiplier is ×4, add an extra 3d10 points of chosen energy type damage. Even if the chosen energy ability is not active, the weapon still deals its extra chosen energy type damage on a successful critical hit.

Strong evocation; CL 13th; Craft Magic Arms and Armor; Energy Substitution; *fireball*; Price +3 bonus.

Bushwacking: To use this weapon's ability you must declare that you're attacking your opponent while he is unaware of you and win the opposed Stealth check vs. your opponent's Perception. If your opponent is flat-footed, unaware, and successfully damaged, your opponent must succeed on a Fortitude save (DC $10 + \frac{1}{2}$ your character level + your Strength or Dexterity modifier) or die. If the damage is nonlethal, your opponent goes unconscious for 2d6 minutes instead. Creatures immune to critical hits are immune to this effect.

Strong necromancy; CL 13th; Craft Magic Arms and Armor; *finger of death*; Price +4 bonus.

Ceremonial: This weapon has four special abilities. As a swift action, you can change which ability currently functions at the beginning of an encounter. After that it cannot be changed until the beginning of the next encounter.

- *First Blood:* +6 to initiative,
- Do You Yield: +1d6 non-lethal damage and • all damage dealt by weapon is nonlethal,
- One Shot: +5 insight bonus to your first attack roll in an encounter,
- To The Death: +4 bonus to confirm critical hits.

Moderate divination; CL 13th; Craft Magic Arms and Armor; moment of prescience; Price +2 bonus.

Clinging: This is an enchantment that can be woven into any magical net. The net clings to its victim with a life of its own. The DC of any Escape Artist check to escape from the net is changed to 10 + the wielder's character level + the wielder's Strength or Dexterity modifier. Casting a spell while trapped in a clinging net requires a Concentration check (same DC).

Faint transmutation; CL 11th; Craft Magical Arms and Armor; animate object; Price +1 modifier.

Contemplative: A number of times per day equal to 1+ your Wisdom modifier, as an immediate action, you may add your Wisdom modifier to your attack roll. You must declare the use of this ability before you make the attack roll. If you are a monk you add an additional +2 to the attack roll.

Faint enchantment: CL 6th: Craft Magic Arms and Armor; *divine favor*; Price +2 bonus.

Consecrated: A consecrated weapon is attuned to holy places. The weapon does +2d6 bonus damage when it's wielded on ground sacred to a particular deity.

(Note: Wielding weapons is forbidden on ground consecrated to the some deities.)

Moderate abjuration; CL 8th level; Craft Magic Arms and Armor; bless, consecrate; Price +1 bonus.

Counteracting: A counteracting weapon adds +2 to your combat maneuver defense. Also, once per round when an opponent attempts a combat maneuver on an ally within your reach, you can allow your ally to use your combat maneuver defense instead. If the combat maneuver is still successful, the combat maneuver automatically affects you instead.

Moderate transmutation; CL 12th level; Craft Magic Arms and Armor; Combat Reflexes; haste; Price +1 bonus.

Counterstrike: The counterstrike ability may be bestowed on any light weapon. Once per round, when an opponent in melee with the wielder of a counterstrike weapon attacks and misses, the wielder may immediately launch an attack of opportunity against him even if he's already attacked in the round or even if he is flat-footed.

Moderate transmutation: CL 12th level: Craft Magic Arms and Armor; Combat Reflexes; haste; Price +3 bonus.

Crippling: When this weapon inflicts damage with a sneak attack or in conjunction with a successful critical hit it also inflicts 1 point of Strength damage.

Faint transmutation; CL 3rd; Craft Magic Arms and Armor; chill touch; Price +1 bonus.

Dark: When activated, this enhancement inflicts an additional 1d6 points of negative energy damage to living creatures. Three times per day it can heal undead for 1d6 points of damage.

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

Deflecting: Once per round as an attack of opportunity you can deflect any ray aimed at you or anyone within your reach to another target by making a successful combat maneuver check. A failure results in you automatically being hit by the ray. The range of the spell remains unchanged.

Faint abjuration; CL 5th: Craft Arms and Armor; Combat Expertise; Price +1 bonus.

Desiccated: A weapon with the desiccated property is surrounded by a dull mist of dehydrating magic. The weapon deals an additional 1d6 points of damage to living creatures and creatures with the water subtype. It can also deal critical hits and sneak attack damage to oozes, plants and creatures with the water subtype. Desiccated weapons destroy mundane, non-magical liquids within which they are placed, to a limit of 11 gallons each day. A ranged weapon with this ability confers it on ammunition fired.

Moderate conjuration; CL 5th; Craft Magic Arms and Armor; *death ward*; Price +1 bonus.

Dislocating: .Three times per day, any creature struck in combat must succeed on a Will save $(DC 10+\frac{1}{2} \text{ the wielder's character level} + \text{the})$ wielder's Strength or Dexterity modifier) or be subject to a *teleport attack* (see below).

Strong conjuration; CL 13th; Craft Magic Arms and Armor; teleport attack; Price +2 bonus.

Disorienting: when a disorienting weapon successfully deals damages to a creature, that creature must make a Will save (DC 10+1/2 the wielder's character level + the wielder's Strength or Dexterity modifier), or the creature for 1d4 rounds suffers a -4 circumstance penalty to initiative checks, attack rolls, Acrobatics, Fly, Jump, Perception, and Swim checks. Also whenever the creature moves, it must roll 1d8 to

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properties. For example, a +2 enhancing (disruption) mace of disruption has a DC 10 + ¹/₂ the wielder's character level + Strength or Dexterity modifier +2. A ranged weapon with this ability confers it on ammunition fired and applies only to special attacks that can be made at range and to abilities of the weapon itself.

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Moderate transmutation; CL 9th; Craft Magic Arms and Armor; permanency; Price +1 bonus (+1 enhancing), +2 bonus (+2 enhancing), or +3 bonus (+3 enhancing).

Fast Bracing: A fast bracing weapon allows you to set a weapon against a charge as an immediate action.

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

Fast Returning: This thrown weapon is often wrought with images and engravings of birds in flight. Whenever you throw a fast returning weapon, it returns immediately after it hits or misses and is ready to be used again during the same round. This enables you to

make a full attack with the fast returning weapon. Strong transmutation; CL 12th; Craft Magic Arms and Armor; Quicken Spell; telekeinesis; Price +2 bonus.

Featherlight: A featherlight weapon can be used as the weapon type it is or as a singlehanded weapon that deals the same kind of damage one category lighter (i.e., a two-handed featherlight weapon can also be used as a specific one-handed weapon, and a featherlight one-handed weapon can also be used as a specific light melee weapon). For example, a + 1*featherlight bastard sword* can be made to act as a short sword with respect to weight and ease of use. The weapon appears to all viewers to be a bastard sword and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.

Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a +1 featherlight bastard *sword*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

If using weapon size rules, rather than the light melee, one-handed melee, and two-handed melee categories, a featherlight weapon acts as if one size category smaller for purposes of how it is wielded, but not for damage or any other reason. Only melee weapons may be featherlight.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor; feather fall; Price +1 bonus.

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Fiendfang: When you draw this weapon from its sheath for the first time during an encounter, choose an energy descriptor (acid, cold, electricity, fire, or sonic) and an ability damage

type (Str, Dex, Con, Int, Wis or Cha). This blade deals +2d6 points of the chosen energy type and 1 point of the chosen ability damage upon a failed save (DC 10+ 1/2 your character level + your Strength or Dexterity modifier), and a *poison* spell effect (DC 10+ $\frac{1}{2}$ your character level + your Constitution modifier). You gain a +10 circumstance bonus to Diplomacy checks when dealing with any evil outsider. This weapon has an overwhelming evil aura and is treated as evil for the purpose of overcoming damage reduction.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor; Energy Substitution; *enervation, poison, lightning bolt*; Price +3 bonus.

Force: A weapon with the force ability is covered in a field of force energy. Damage from the weapon is treated as if it had the force descriptor, it deals an additional 1d6 points of force damage and allows it to affect incorporeal creatures and creatures on the Ethereal Plane. The field also protects the weapon, giving it +20 hardness.

A ranged weapon with this ability confers it on ammunition fired.

Moderate evocation; CL 11th; Craft Magic Arms and Armor; *wall of force*; Price +2 bonus.

Fortunate: 3/day you can reroll you can reroll a single failed attack roll. You cannot use this ability more than once per round.

Moderate divination; CL 7th; Craft Arms and Armor; Luck Domain; Price +2 bonus.

Friend: A racefriend weapon has one or more special abilities that can be used only by a member of a particular race. For example, a + 2*elffriend orc bane longsword* might act as only a +1 longsword in the hands of anyone except an elf. At least a +1 enhancement bonus must be left open to anyone, but any other bonus or property of the weapon can be limited to a single race.

Rarer are classfriend weapons, which act in the same way except only members of a given class (with at least one level in the class) may access their limited powers.

This also can be limited to those who have a certain number of ranks in a specific skill, for example a stealthfriend weapon.

Moderate evocation; CL 10th; Craft Magic Arms and Armor; creator must be of the race or class the weapon is friend to and of at least 10th level or posses 10 ranks in the chosen skill; Price -10% (skill) or -30% (race or class) limitation.

Friend Special Quality

This ability functions exactly like the guidelines for reducing the cost of magical items by making them class and race specific along with reducing the cost by having a skill requirement. This reduces the total over all gold piece cost of an items construction. In play-testing a number of players were concerned with adding this to their magical weapons for fear that the GM would start adding the treasure they discovered. You cannot reduce the total cost of the magical weapon by more than <u>30%</u>

Foesight: Three times per day as an immediate action, this weapon can identify the most powerful foe (based on Challenge Rating) of the wielder within 60 feet. The weapon communicates this information to the wielder mentally. Foes not known to the wielder, or not known to be foes (someone in disguise, someone hidden), must make as successful Will save (DC $10+\frac{1}{2}$ the wielder's character level + the wielder's modifier) or be detected.

Faint divination; CL 3rd; Craft Magic Arms and Armor; *augury*; Price +2,000 gp.

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Girded: Girded weapons are particularly hard to break. Any weapon used to attempt to break a girded weapon takes damage as if the girded weapon was being used to sunder the attacking weapon if the attacker fails his combat maneuver check. A girded weapon has a +5 bonus to both hit points and hardness. If a girded weapon ever breaks, everyone within 30 feet takes 2d6 points of slashing and piercing damage per point of total enhancement bonus (including this bonus) from flying shards; a successful Reflex save (DC $10 + \frac{1}{2}$ your character level + your Strength or Dexterity modifier) results in half damage.

Strong transmutation; CL 12th; Craft Magic Arms and Armor; greater magic weapon; Price +1 bonus.

Gripping: A gripping weapon grants the wielder a +2 competence bonus on your combat maneuver defense when an opponent attempts to use the disarm combat maneuver against you.

Faint abjuration; CL 2nd; Craft Magic Arms and Armor; hold portal; Price +400 gp.

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Good Fortune: A good fortune weapon allows its wielder to spend the +1 luck bonuses stored within it. Once per round as an immediate action you can add a +1 luck bonus to any one of your d20 rolls. When created, a fortune weapon contains 20 luck bonuses. When this store of luck is exhausted it is not destroyed, it simply needs to be recharged.

Faint enchantment; CL 3rd; Craft Magic Arms and Armor; divine favor; Price +8,000 gp.

Guided: You increase your chance to hit any target that has the benefit of a miss chance by 20% though you must still know what square to attack if the miss chance is granted by concealment.

Faint Divination; CL 5th; Craft Arms and Armor; true strike; Price +2,000 gp.

Hardened: This ability increases the hardness of the weapon by 1 and its hit points by 5. This ability can be placed on a weapon multiple times. If it gains the broken condition it loses the benefits of this ability as if it were ruined.

Faint conjuration; CL 1st; Craft Magic Arms and Armor; *mage armor*; Price +1,000 gp.

Heartseeking: This piercing weapon is inscribed with a number of religious icons and depictions of battles against vampires. When this weapon inflicts damage with a sneak attack or in conjunction with a successful critical hit, it also inflicts 1 point of Constitution damage. This weapon can perform sneak attacks and critical hits against non-skeletal, corporeal undead. If this weapon is made from wood it can perform sneak attacks and critical hits against vampires, if a critical is confirmed, the vampire is rendered helpless, if the vampire is forced into mist form this automatically breaks this effect.

Faint transmutation; CL 11th; Craft Magic Arms and Armor; harm holy sword; Price +2 bonus.

Hexing: A hexing weapon inflicts a -2 morale penalty on attack rolls, saving throws, ability checks, and skill checks to living creatures it successfully deals damages to if the target fails a Will save (DC $10+\frac{1}{2}$ the wielder's character level + the wielder's Strength or Dexterity modifier). The penalties caused by this ability do not stack.

Faint enchantment; CL 5th; Craft Magic Arms and Armor; crushing despair; Price +1 bonus.



functions as a hexing weapon that also grants an additional curse upon striking a successful critical hit. Instead of the penalty from the hexing ability (see below), a hexing burst weapon inflicts a -4 morale penalty bonus (these penalties do not stack) if the creature fails a Will save (DC $10+\frac{1}{2}$ the wielder's character level + the wielder's Strength or Dexterity modifier). If the weapon's critical multiplier is ×3, add an extra -5 morale penalty to your combat maneuver check, and if the multiplier is $\times 4$, add an extra -6 morale bonus.

Even if the hexing burst ability is not active, the weapon still inflicts the morale penalty on a successful critical hit.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor; bestow curse; Price +2 bonus.

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Hindering: Select one of your opponent's natural weapons. As an attack action, if you make a successful combat maneuver check, your opponent cannot use that natural attack until the damage dealt by the attack is healed or a successful Strength check is made (as a standard action, DC 10+ your Strength modifier). As an attack action you can also make a combat maneuver against the part of your opponent's anatomy (target CMD has a +4 bonus due to specific targeting) that is obviously the source of, or provides the power behind, a supernatural or extraordinary ability, such as a creature's mouth (for a breath weapon) or its eyes (for a gaze attack). You cannot target a spell-like ability unless the DM judges that the creature generates it through the use of a specific organ or body part. If your combat maneuver succeeds, the creature loses the benefit of the targeted ability until the damage dealt by the attack is healed or until it makes a successful ability check (standard action, using the ability that modifies the lost special ability, DC 10 + your Strength modifier). Use of these abilities does not provoke attacks of opportunity.

Faint necromancy; CL 5th; Craft Magic Arms and Armor; *ghoul touch*; Price +1 bonus.

Homing: This ranged weapon is fitted with all manner of dials, lenses, and stabilizers, though none of these extra devices seems to interfere with the weapon's function. Whenever you attack with a homing weapon, you ignore the effects of cover and the size bonus on the target's AC and are never affected by anything less than full concealment (50% miss chance).

Moderate divination; CL 7th; Craft Magic Arms and Armor; true strike; Price +2 bonus.

Ill Fortune: An ill fortune weapon allows its wielder to spend the -1 luck penalties stored within it rather than spending points from his own luck pool. Once per round as an immediate action you can apply a -1 luck penalty to any foe's d20 rolls within 30 feet. When created, an ill fortune weapon contains 20 luck penalties. When this store of ill luck is exhausted it is not destroyed, it simply needs to be recharged.

Faint enchantment; CL 3rd; Craft Magic Arms and Armor; *bane*; Price +8,000 gp.

Infectious: A weapon with this ability infects those injured by it with a disease. There is no incubation period for the disease of an infectious weapon — targets must make a Fortitude save every time they are dealt damage by it (DC 10 + 1/2 wielder's character level + the wielder's

Strength or Dexterity modifier). If the save is failed, the target immediately takes the listed damage and is now diseased. (Diseased characters must make an additional save every day or take the listed damage again. If a successful save is made two days in a row, the disease is cured.)

Once a character is diseased, the infectious weapon just deals normal damage. It is not possible to suffer the same disease more than once. A remove disease spell cast on a someone suffering from the disease caused by an infectious weapon requires a successful caster level check (DC 11 + wielder's character level).

An infectious weapon cannot also be defending, merciful, or holy. A ranged weapon with this ability confers it on ammunition fired.

Ability Damage	Price
1d4 Con	+2
1d6 Con	+3
1d8 Con	+4

Strong necromancy; CL 6th (+2), CL 11th (+3), CL 16th (+4); Craft Magic Arms and Armor; *contagion*; Price +2 bonus, +3 bonus, or +4 bonus.

Interfering: If you damage a spellcaster with this weapon or its ammunition and that caster attempts to cast a spell in this round or the following round the caster must make a successful concentration check as if the last amount of damage this weapon dealt was continuous damage.

Faint enchantment; CL 3rd; Craft Magic Arms and Armor; divine favor; Price +1 Bonus.

Ioun: This weapon is fitted with a number of curious gray stones. On first acquiring an ioun weapon, you must hold and then release it, whereupon it orbits you at a distance of 1d3 feet. Two-handed weapons cannot orbit you in close confines (for example, an ioun longspear cannot orbit you while you're climbing through a small window), so few weapons larger than onehanded have this special ability.

When an ioun weapon orbits you, you can grasp it as a free action. Whenever you drop the weapon or are disarmed, it floats up to orbit you again. You may voluntarily seize and stow an ioun weapon to keep it safe, but you cannot then gain the benefits of its properties until it is drawn and released.

An ioun weapon must be grasped to separate it from you. This requires a melee touch attack

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Number of Size Categories Larger	Additional Die Damage
1 size category	+1d6
2 size categories	+2d6
3 size categories	+3d6
4 size categories	+4d6
5 or more size categories	+5d6

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Maneuverable Burst: A maneuverable burst weapon functions as a maneuverable weapon that also grants an additional burst of activity upon striking a successful critical hit. This additional burst allows the wielder to perform a combat maneuver that is normally a standard action; this maneuver does not provoke an attack of opportunity. In addition to the bonus from the maneuverable ability (see below), a maneuverable burst weapon grants an extra +1 bonus to your combat maneuver check. If the weapon's critical multiplier is ×3, add an extra

+2 bonus to your combat maneuver check, and if the multiplier is ×4, add an extra +3 bonus to your combat maneuver check.

Even if the maneuverable ability is not active, the weapon still deals its extra weapon type damage on a successful critical hit.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor; haste; Price +2 bonus.

Necrofeed: The necrofeed weapon can channel your necromantic touch spells and can hold one touch spell without discharging it, allowing you to cast other spells, for a duration of one hour per caster level. It can also channel energy drain and ability drain normally dealt by the wielder's natural attacks. Effects resolve after damage has been dealt by the weapon.

Strong transmutation; CL 11th; Craft Magic Arms and Armor; spectral hand; Price +4,000 gp.

Paired: This power must be enchanted into two weapons simultaneously, and both weapons must be melee weapons, they need not be of the same type, however. This power has no effect unless both weapons are being used in the same melee. Further, the wielders of the two weapons must be capable of using the aid another action to help each other. The weapons shine when these conditions are met, and the enhancement bonus of each weapon increases by +2 for the duration of the melee as long as the two combatants could use aid another to assist each other. If one character actually uses the aid another action to aid the wielder of the other weapon, the enhancement bonus of each weapon increases to +4.

Strong abjuration; CL 10th; Craft Magic Arms and Armor; *shield other*; Price +1 bonus on each weapon

Parrying: Once per round you may make a special combat maneuver with this melee weapon as an attack of opportunity when someone attacks you or anyone within your reach. If successful, you negate that attack, if unsuccessful, the attack automatically hits you. You must perform this action before you know the result of the attack roll, you must be aware of the attack and not be flat-footed (if you possess the Combat Reflexes feat you can perform this action even if you are flat-footed, though you still must be aware of the attack).

Faint abjuration; CL 5th: Craft Arms and Armor; Combat Expertise; Price +1 bonus.

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weapon's critical multiplier is ×3, add an extra 2d10 points of damage instead, and if the multiplier is ×4, add an extra 3d10 points of damage.

Even if the preferential ability is not active, the weapon still deals its extra weapon type damage on a successful critical hit.

Moderate conjuration; CL 7th; Craft Magic Arms and Armor; summon monster II; Price + 2,400 gp.

Preserving: Also known as a green weapon, when activated this weapon inflicts an additional 2d6+3 points of positive energy damage that harms undead and incorporeal creatures. Three times per day, the touch of this weapon can restore 2d6+3 hit points to a living creature.

Faint transmutation; CL 3rd; Craft Magic Arms and Armor; cure moderate wounds; Price +1 bonus.

Providence: A weapon of providence gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of luck, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made. She must take the result of the reroll, even if it is worse than the original roll.

Moderate evocation; CL 9th; Craft Magic Arms and Armor; *heroism* or *prayer*; Price +14,000 gp.

Psychic Burst: Upon a successful critical hit, any living creature damaged by this weapon must make a Will save (DC 10+ half the wielder's character level + the wielder's Strength or Dexterity modifier) or be dazed the following round.

Faint enchantment; CL 5th; Craft Magic Arms and Armor; *daze monster*; Price +1 modifier.

Rapid Reloading: This ranged weapon's reload time is "one step" faster than normal. A hand crossbow or light crossbow, which normally takes a move-equivalent action to reload, can be fired as quickly as a bow if it carries this quality—that is, reloading becomes part of the firing action, and a character can fire the weapon as many times in a round as he has attacks. A heavy crossbow with this quality can be reloaded as a move-equivalent action.

A character using a rapid reloading weapon with no reload time, such as a bow or a sling, can fire the weapon faster than normal. Five times per day, as part of a full attack action, he can make an additional attack with a base attack bonus of half his highest normal base attack

bonus. This ability's effects do not stack with similar effects, such as those from the Rapid Reload feat or haste.

Moderate transmutation; CL 5th; Craft Magic Arms and Armor; Rapid Reload; haste; Price +1 bonus.

Rapid Striking: When the wielder of this melee weapon uses the full attack action, he can use it to make an additional attack with a base attack bonus of half his highest normal base attack bonus. This ability can be used five times per day. Its effects do not stack with similar effects (such as those from maneuverable, haste, or speed special weapon quality). Even if a character wields more than one weapon with this ability, only one rapid strike is possible in a round.

Moderate transmutation; CL 5th; Craft Magic Arms and Armor; haste; Price +1 bonus.

Retribution: Every time the wielder of this melee weapon is wounded in combat, the enhancement bonus of the weapon increases by one against the opponent causing the wound (maximum +5) for the duration of the combat. The enhancement bonus of the weapon only increases against one opponent at a time. If the wielder is wounded by a second opponent, he may choose to start increasing the weapon's enhancement bonus against the new opponent. In this case, any bonuses against the first opponent are lost. A combat ends when either the wielder or his opponent is killed, rendered helpless, surrenders, or successfully flees. As a guideline, if the GM stops measuring time in rounds, the combat is over. If the wielder later engages in combat in a separate encounter with the same opponent, there is no special bonus from this power at the beginning of the combat.

Strong transmutation; CL 13th; Craft Magic Arms and Armor; *limited wish*; Price +1 bonus.

Revitalizing: Once per day for a number of rounds equal to her character level, the wielder of a revitalizing weapon may choose to apply the enhancement bonus of the weapon to heal her own injuries for each successful attack instead of adding it to her attack and damage rolls.

Strong conjuration; CL 15th; Craft Magic Arms and Armor; regenerate; Price +42,000 gp.

Selective: If a critical hit/fumble chart or cards are used the wielder of this weapon rolls twice or selects two cards, and can select the result of their choice.

Faint enchantment; CL 3rd; Craft Magic Arms and Armor; divine favor; Price +2,000 gp. ヘリゴメトウフェミン ムレント ちゃっこう シスズム マススていてんひん

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Spellbane: A spellbane weapon excels against foes that cast spells or use spell-like abilities. Against a spellcaster or foe that uses spell-like abilities, the weapon's enhancement bonus is +2better than its actual bonus. It also deals an extra 2d6 points of damage against the foe. Cold Iron weapons made with this proper do not increase their price by 2,000 gp.

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Faint abjuration; CL 5th; Craft Arms and Armor; dispel magic; Price +1 bonus.

Spellcarrier: This thrown weapon can hold one touch spell that will be delivered by a successful thrown touch attack. It can hold one touch spell without discharging it, allowing you to cast other spells for a duration of one hour per your caster level. Effects resolve after damage has been dealt by the weapon.

Strong transmutation; CL 11th; Craft Magic Arms and Armor; *limited wish*; Price +8,000 gp.

Spell Stealing: a spell stealing weapon functions as a *dispelling* weapon except that it has +15 dispel check and when it successfully dispels and effect it is transferred to you (duration remains the same).

Strong abjuration; CL 15th; Craft Magic Arms and Armor; break enchantment; Price +4 bonus.

Spell Well: The spell well weapon can channel your touch spells and can hold one touch spell without discharging it, allowing you to cast other spells for a duration of one hour per caster level. Effects resolve after damage has been dealt by the weapon.

Strong transmutation; CL 11th; Craft Magic Arms and Armor; *limited wish*; Price +4,000 gp.

Soul Stealing: A soul stealing weapon drinks in the immortal spirit of any creature it kills. If the blow that ends a creature's life comes from the soul stealing weapon, that creature's soul is stolen. The creature cannot be restored to life through any means (including *clone*, *miracle*, raise dead, resurrection, reincarnation, true resurrection, or wish), and its body is immune to the speak with dead spell. A ranged weapon with this ability confers it on ammunition fired. Once per day, the wielder of a soul stealing weapon can name one creature killed by the weapon and ask it two questions, as if casting speak with dead on the creature's complete corpse.

If the soul stealing weapon is broken or ruined, those killed by it can be restored to life through all normal means, and their bodies become vulnerable to the speak with dead spell.

Strong necromancy; CL 18th; Craft Magic Arms and Armor; soul bind; Price +4 bonus and +6,000 gp.

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Starshine: If added to a weapon in conjunction with the voidwrought weapon special ability (see below), the market price modifier of a starshine

blade is a +2 bonus; otherwise, a starshine weapon has a market price modifier of a + 3bonus.

A starshine weapon's blade is streaked as if constantly mirroring a heavy meteor shower on its surface (in conjunction with a voidwrought blade, the stars are seen to streak through night-black darkness). Despite its difference in appearance, the base attack and damage qualities of the weapon are not affected, except that starshine weapons deal 1d8 points of extra fire and lightning damage on a successful hit (only creatures resistant or immune to both fire and lightning ignore the damage).

A starshine blade that achieves a critical hit deals 1d12 points of extra fire and lightning damage. If the weapon's critical multiplier is ×3, add 2d12 points of extra fire and lightning damage instead, and if the multiplier is ×4, add 3d12 points of extra fire and lightning damage.

A ranged weapon so enchanted bestows the fire and lightning energy upon its ammunition.

Moderate evocation; CL 8th; Craft Magic Arms and Armor; must infuse some fraction of meteoritic iron of any quality into the forging; Price +3 bonus (or +2 bonus if used on a weapon in conjunction with the voidwrought ability).

Summoner's Foe: This weapon is inscribed with a number of religious icons and symbols. Whenever you're wielding a summoner's foe weapon and successfully damage a summoned or called creature, that creature must succeed on a Will save (DC 10 + half your character level + your Strength or Dexterity Modifier) or be whisked back to its native plane. You must wait 5 rounds between each use of this ability. Once per day you can use this ability on any non-native outsider. Projectile weapons with this property bestow its effects on their ammunition.

Moderate abjuration; CL 11th; Magic Arms and Armor; dismissal; Price +2.

Sworn: A sworn weapon makes a whispered oath each time it is drawn or fired. The oath varies by weapon, but it is generally a promise to kill the wielder's enemies. The wielder can. as a free action, swear aloud to slay her target in which case the weapon's whisper becomes a low shout. Against such a sworn enemy, the weapon is treated as a bane weapon and the



sworn enemy is the appropriate creature type. However, the weapon is treated as only a normal weapon (no longer magical or masterwork) against all foes other than the sworn enemy, and the wielder takes a -2 penalty on attack and damage rolls with any weapon other than the sworn weapon. This effect lasts for 1 week or until the sworn enemy is slain or destroyed by the wielder of the weapon, whichever comes first.

A ranged weapon with this ability confers it on ammunition fired.

A sworn weapon may have only one sworn enemy at a time. Once the wielder swears to slav a target, she cannot make a new oath until she has slain that target or 7 days have passed, whichever occurs first.

Strong evocation; CL 7th; Craft Magic Arms and Armor; summon monster III; Price +2 bonus.

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Tentacle Rope: This enchantment can be woven into any net with an enhancement bonus of +1 or greater. Instead of the net, it actually enchants the trailing rope that is used to control the net. When using a net with a tentacle rope, you may perform a trip or disarm action using the rope, within a range of ten feet. This is the equivalent of using a whip, although you do not have to have proficiency with the whip. This quality also grants a + 4bonus to the combat maneuver when you use the trip or disarm maneuver.

Faint transmutation; CL 3rd; Create Magical Arms and Armor; animate object; Price +1 modifier.

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Transmutable: As a standard action you can change a transmutable weapon into a different weapon type, material type, and/or alignment type. This is usually used to bypass damage reduction or hardness. A ranged weapon with this ability confers it on ammunition fired.

Strong transmutation; CL 15th; Craft Magic Arms and Armor; *miracle* or *wish*; Price +3 bonus.



Twin: When two individuals wielding a pair of these matched weapons stand within 10 ft. of each other, they gain a +2 damage bonus on attacks with the weapons. Furthermore, if they speak the command word at the same time (a free action), they trigger a special enchantment on the weapons that adds an additional +1d6 damage on attacks, which lasts for three rounds.

If the twin weapon wielders are relatives or sworn brothers, the damage bonus increases to +2d6; if they are twins themselves, the bonus increases to +3d6. The special enhancement can only be invoked once per day. A single wielder reduces this enhancement to +1/+1d6.

Overwhelming divination; CL 18th; Craft Magic Arms and Armor; locate creature; both weapons made at the same time; Price +2 bonus.

Voidwrought: Voidwrought weapons are instilled with the darkness of space. As such, their blades appear night black, and they do not reflect any light; rather, they seem to absorb light. Voidwrought weapons grant all wielders a +1 insight bonus on their attack and damage rolls and the ability to see in normal and magical darkness to a distance of 60 feet (if a wielder already has this ability, the ranges in darkness are doubled).

Moderate divination; CL 8th; Craft Magic Arms and Armor; must infuse some fraction of meteoritic iron of any quality into the forging; Price +2 bonus.

Terror: A terror weapon causes a creature damaged by this weapon to become shaken if it fails a Will Save (DC $10+\frac{1}{2}$ the wielder's character level + the wielder's Strength or Dexterity modifier). If the Will save is successful, that creature is immune to this terror weapon's fear effects for 24 hours.

Strong necromancy; CL 13th; Craft Magic Arms and Armor; *fear*; Price +1 bonus.

Toxifying: Any poison applied to a toxifying weapon enjoys a +4 enhancement bonus to its Fortitude save DC. Ranged weapons so crafted bestow the enhancement bonus upon any poison applied to their ammunition.

Faint transmutation; CL 7th; Craft Magic Arms and Armor; poison; Price +2 bonus.

Weaken Resistance: With each successful strike this weapon reduces a creature's spell resistance by 1 point until the damage dealt by this weapon is healed. Every subsequent strike reduces it by an additional point of spell resistance.

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Moderate necromancy; CL 7th; Craft Magic Arms and Armor; *enervation*; Price +1 bonus.

Wrathful: A wrathful weapon only functions when its wielder is raging. It deals +1d8 points of its weapon's type of damage (bludgeoning, piercing and/or slashing) on any successful attack.

Faint enchantment; CL 5th; Craft Magic Arms and Armor; *rage*; Price +1 bonus. **Wrathful Burst:** A wrathful burst weapon functions as a wrathful weapon that also explodes with additional damage of the same weapon type upon striking a successful critical hit. This additional damage does not harm the wielder. In addition to the extra damage from the wrathful ability (see below), a wrathful burst weapon deals an extra 1d12 points of the weapon type damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d12 points of weapon type damage instead, and if the multiplier is ×4, add an extra 3d12 points of weapon type damage.

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Even if the wrathful ability is not active, the weapon still deals its extra weapon type damage on a successful critical hit.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor; *rage*; Price +2 bonus.



Conjuration Level: Clr 4 **Components:** V, S Casting Time: 1 action Range: Touch **Target:** Creature touched **Duration:** Instantaneous Saving Throw: Fortitude negates Spell Resistance: Yes

Bestow affliction causes the target to suffer a permanent physical or mental disability. The affliction can be cured by remove curse, heal, *limited wish, wish, or miracle.*

The caster can choose an affliction to bestow from the following list:

Babble: The afflicted's ability to speak coherently is compromised. Any time he attempts to communicate (including casting) spells with verbal components), he must make a Will save (DC 16) or whatever he says comes out as gibberish.

Barrenness/Infertility: Certain demons, curses and diseases (and of course, old age) caused people to be unable to produce or bear offspring. This is a touchy subject, and the effects of the affliction might be entirely unimportant in some campaigns. It can be cured by any of the spells listed above, or by a *fertile womb* spell.

Cataracts: Cataracts are an affliction that permanently degrades one's eyesight (-2 to Search and Spot checks, -4 to attack rolls, and any Dexterity bonus to AC is halved). It can be cured by the spells listed above, or by a combination of the *remove disease* and *cure blindness* spells.

Dementia: The afflicted's ability to interact with the real world is compromised. Any time he attempts to take a decisive action, he must make a Wisdom Check (DC 13), or act as though under the influence of a *confusion* spell.

Diseased: The afflicted has suffered physical scars from numerous sicknesses, and he perpetually stinks of infection. He suffers a -5 penalty to his Charisma score.

Ecstatic: The afflicted's ability to understand danger is compromised. In any excited or dangerous situations, he must make a Wisdom check (DC 13), or spend the next 1d4 rounds singing and dancing like a drunk. While in ecstasy he is unable to attack or to use any active defenses. At the end of the madness, make another Wisdom check or the ecstasy continues.

Fixation: The afflicted takes on a quest in search of an unattainable goal (e.g. an imaginary

object or impossible ideal) that puts him (and allies) into dangerous situations.

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Forgetfulness: The afflicted's ability to remember facts is compromised. Any time he must do something that requires accessing his memory (including casting memorized spells), he must make an Intelligence check (DC 13).

Impotence: The afflicted's ability to participate in sex and to procreate are compromised. This is another touchy subject, and its effects might be entirely unimportant in some campaigns.

Lameness: The afflicted's speed is halved, and he becomes incapable of running or charging. He also suffers a -10 penalty to Jump and Swim skills.

Mute: The afflicted loses the power of speech. He can still make himself understood through writing, and his hearing is unaffected.

Paranoia: The afflicted's ability to separate friend from foe is compromised. Any time someone confronts him with an unexpected situation, he automatically views the other as an enemy and must make a Wisdom check (DC 10) to avoid attacking him.

Phobia: The afflicted develops an irrational fear of a common object, creature, or condition. He believes the object of the phobia poses an immediate threat to him and may even see it where it doesn't exist.

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Sickly: The Sickly affliction means that the victim is more likely to contract diseases. A Sickly person always has a low-level cough or fever, and a -4 penalty to saves against disease.

Teleport Attack

Transmutation Level: 7 **Casting Time:** Standard action Range: Touch Target: One creature or object touched, weighing no more than 50 lbs./level **Duration:** Instantaneous Saving Throw: Fortitude negates

Spell Resistance: Yes

You teleport a target creature or object into a solid surface or object that you can see within close range (25 feet + 5 feet/two levels). If the spell succeeds, the subject suffers 2d6 points of temporary Constitution damage + 1 point of Constitution damage per round until freed and is helpless. It becomes half imbedded in the surface or object.

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