## Rite Publishing Presents

# #30 Trique Magical Reades







By Jonathan McAnulty



## Rite Publishing Presents:

#30 Unique Magical Blades

## Bladesmith (Designer): Jonathan McAnulty Cutler (Editor): Quentin Small Metalworker (Illustrator): Sade Lowly Apprentice (Layout): Steven D. Russell

**Dedication:** To **Caleb**, for his enthusiasm in character building

## Because every magical weapon should tell a story.

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

#30 Unique Magical Blades © 2010 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, 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 <u>http://paizo.com/pathfinderRPG/compatibility</u> for more information on the compatibility license.

#### Jable: Unique Weapons

Judie: Unique	Weapons
GP Value	Weapon Name
4,312 gp	Horse Daughter's Kiss
4,315 gp	Bloodthorn
5,320 gp	Joyous Cleft
6,310 gp	Ebon Crow
6,310 gp	Quinmoash
7,310 gp	Crowd Pleaser
7,315 gp	Lonkra
8,310 gp	First Mate
8,322 gp	Silvertongue
8,400 gp	Song of Summer
9,904 gp	Rivertongue
9,910 gp	Bear Stalker
10,310 gp	Bloody Moon
10,315 gp	Thunderblow
12,320 gp	Ham'Molkosh
15,315 gp	Forest Dancer
20,301 gp	Heart's Tooth
20,315 gp	Blue Reaver
20,320 gp	Breath of Sorrow
30,330 gp	Durndhas'lok
33,321 gp	Oathbreaker
39,380 gp	Leafwind
40,620 gp (pair)	Dicer and Slicer
55,302 gp	Heart of Flame
60,380 gp	Shalma
100,620 gp (double	e) Tooth 'n Claw
101,315 gp	Drac'Malfas
120,315 gp	Raven
140,335 gp	Exaltation
175,325 gp	Ice Queen

#### Bear Stalker

Aura moderate conjuration; CL 8th Slot -; Price 9,910 gp; Weight 2 lbs History (DC19)

Xyrus Brown was a renowned trapper and explorer possessed of a fearsome reputation as a knife fighter. Xyrus's favorite sport was bear hunting and Bear Stalker was his favorite weapon. The knife, if such a large blade can still be called a knife, was of his own personal design and he carved the handle himself, using the ribs of a massive grizzly he had stalked and killed. The blade was enchanted by Xyrus' close personal friend, Halpja da'Lyrkia. Xyrus never returned from his last trek and it is assumed that he finally met a bear he couldn't defeat.

#### Description

This extremely large hunting knife has a thirteen inch single-edged blade, a full tang, and a leather wrapped handle carved from the rib bones of a bear. The name of the knife, inscribed on the blade in common, using an elvish script, is hidden among an intricate pattern of swirls, but the name only appears under the light of the moon, or when *detect magic* is used upon the knife. Bear Stalker functions as a +1 short sword until you use it against a bear, after which the blade functions as a +1 *animal bane short sword*. Once activated, the weapon also adds a +4 morale bonus to any Survival skill checks you make, so long as the weapon is held in the hand. **Construction** 

**Requirements** Craft magic arms and armor, *summon monster I;* **Cost** 4,905 gp



#### Bloodthorn

Aura moderate evocation; CL 5th Slot -; Price 4,315 gp;

Weight 4 lbs History (DC16)

Bloodthorn was crafted for Sir Tilmous of Lockrav, who carried it into battle during the War of the Broken Fang. Sir Tilmous saw much action in that war but his unit was eventually annihilated by an overwhelming horde of orcs. The blade was scavenged from the battlefield and sold. Since that time, it has passed through the hands of countless soldiers, mercenaries and adventurers; most of whom came to bad ends. Description

The double-edged blade of this slim sword is 24 inches long with a 9 inch full tang.

The bronze guard and hilt are a single piece and the pointed pommel is also of bronze. The grip is leather. The well worn blade is decorated with red-etched flames down the center of its length. The etchings on the sword reacts violently with blood, frequently igniting the liquid into flame. Bloodthorn functions as a +1 longsword, which



deals 1d6 points of fire damage on a successful critical hit. This special ability only works against creatures which possess blood.

**Construction Requirements** Craft magic arms and armor, *flameblade;* **Cost** 2,158 gp

#### Bloody Moon

Aura faint transmutation; CL 6th Slot -; Price 10,310 gp; Weight 6 lbs History (DC17) Bloody Moon is an orc-axe. Originally fashioned for the black orc Glokg the Manbane, it has seen numerous owners; a fact not surprising when one considers the brutal, savage nature of orcs. Despite its

simple design, it is a brutally

effective weapon and enjoys quite a reputation among orcs, who will fight lustily to claim possession of it. **Description** 

This axe has a 4.5 pound, 11 inch crescent shaped blade mounted on a 20 inch, leather wrapped, reinforced shaft. Bloody Moon functions as a +2 *battleaxe* with a x4 critical multiplier. Any orcs attacking the wielder of Bloody Moon (including another orc) enjoy a +2 circumstantial bonus to attacks and damage.

#### Construction

**Requirements** Craft magic arms and armor, *keen edge;* **Cost** 5,155 gp



Aura moderate evocation; CL 8th

Blue Reaver

Slot -; Price 20,315 gp; Weight 4 lbs History (DC19)

Crafted for an adventurer named Sylus the Bold, Blue Reaver did not stay with him long, nor did it do him much good. Sylus ran afoul of a blue dragon named Lyxnyssti who found the blade attractive and added it to her hoard, after eating Sylus.

#### Description

This sword has a 24 inch blade and a 5 inch half tang which couples with a brass tang-extension/blade collar. The grip, guard, and guard branches are fashioned from a single piece of steel and the large pommel is copper.

The blade itself is steel, but possesses a glass-like sheen. The maker's mark is on the grip. Blue Reaver functions as a +2 shock longsword which, upon command, radiates a bluish glow, shedding light as a torch. Once per day, Blue Reaver grants you the ability to attack all foes within reach in a single round using your highest base attack bonus, as if you possessed the whirlwind feat. If you already possess this feat, Blue Reaver instead allows you to make two attacks per foe in the given round.

#### Construction

**Requirements** Craft magic arms and armor, *lightning bolt;* **Cost** 10,158 gp

#### Breath of Sorrow Aura moderate

transmutation; CL 6th Slot -; Price 20,320 gp; Weight 3 lbs History (DC17) For many years, Artilmas Gregoyva enjoyed a fearsome reputation as a duelist. Most of his fights lasted mere seconds as his quick attacks with the sword he named Breath of Sorrows made quick work of his opponents. Few suspected that a good deal of his prowess was the result of his sword's particular enchantment. At last Gregoyva was slain, not with a sword, but with a crossbow bolt, when a jealous husband with a sure aim caught Gregoyva with his wife. Following Gregoyva's death, and the ensuing scandal, much of his estate, including Breath of Sorrow, was sold off to pay creditors.

#### Description

This long, slender sword is 42 inches long from tip to pommel. The blade itself is 36 inches, with a full tang, and the grip is 4.5 inches. Collar (with attached contra-garde), quillon, grip and pommel are four pieces: the collar and quillon are fashioned from steel, grip and pommel from brass and woven cotton. The blade is  $\frac{3}{4}$  of an inch wide just above the tang. The sword functions as a +2 *maneuverable rapier*. Additionally, three times per day, you can use Breath of Sorrow to add a +2 defense bonus to your AC as a free action.

#### Construction

**Requirements** Craft magic arms and armor, *haste;* **Cost** 10,160 gp

**Maneuverable** Once per round when using this weapon to perform a combat maneuver that is a standard action it is now considered an attack action, if the combat maneuver is an attack action you can make an additional combat maneuver attack action with half your base attack bonus. This ability can be used five times per day. Its effects do not stack with similar effects (such as those from *rapid striking*, *haste*, or *speed* special weapon quality). Even if a character wields more than one weapon with this ability, only one maneuverable use is possible in a round.

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



#### **Crowd** Pleaser

Aura moderate conjuration and transmutation; CL 5th Slot -; Price 7,310 gp; Weight 3 lbs History (DC16) Crowd Pleaser was originally the sword of Captain Lias Redtail, who when she was captured by authorities, was consigned to a life in the gladiatorial pits. She lasted a number of years in the arena, thanks in part to being allowed to keep her favorite weapon,

though she eventually fell before the onslaught of a half dozen ogres. Her sword continues to be used by gladiators and is frequently a prize given to talented fighters who put on a good show. **Description** 

This sword is 19 inches in length, from tip to pommel. The blade itself is just over 13 inches long with a full tang and is a little more than 2 inches wide at its widest. The guard features six spikes, each 1.5 inches in length. The grip is tightly wrapped with cord. Crowd Pleaser functions as a +1 short sword which confers a +1 dodge bonus and a +2 morale bonus to initiative and a +2 morale bonus to Perform (dance, oratory) skill checks, so long as the sword is held in the hand.

#### Construction

**Requirements** Craft magic arms and armor, cat's grace; **Cost** 3,655 gp



#### Dicer and Slicer

Aura moderate evocation and transmutation; CL 10th Slot -; Price 40,620 gp (pair); Weight 1 lb each History (DC21) Xarvus Quernt was a halfling by birth, a monk by training, an adventurer by chance and a chef by choice.

After achieving commercial success with a popular city restaurant, Xarvus commissioned these blades from his close friend and comrade Silvya the Blue, basing their design on his favorite kitchen tool. Though Xarvus has been dead for many years, his legacy lives on in the blades he nick-named Dicer and Slicer.

#### Description

These twin steel hand-blades are crescent shaped, six inches long, with cloth-wrapped grips and brass fittings. The blades are ornately decorated along the inside of the crescent. Sized for small creature, each blade functions as a small +*1* wounding handaxe. If both Dicer and Slicer hit the same target in the same round, they combine to do an additional 2d4 points of damage to the target. These hand-blades may be used by a monk as monk weapons. **Construction** 

**Requirements** Craft magic arms and armor, *bleed;* **Cost** 20,310 gp (pair)



#### Drac'Malfas

Aura moderate conjuration and transmutation; CL 12th Slot -; Price 101,315 gp; Weight 3 lbs History (DC 23) When the red wyrm Xyrkazthak arose in the west and began his campaign of terror, the arch-mage Kilmon Farsight crafted a sword with which Hrufksa Jaerlson might slay the beast. That sword was

Drac'malfas. Fashioned from a single star-stone, the blade was enchanted so that it might easily cut through the thickest dragon-scale. As all know, Hrufksa died a year after he killed Xyrkazthak, a victim of the dragon's dread curse and Hrufksa's possessions were parceled out to his twelve sons. The oldest son, Artom, took Drac'malfas, making it an heirloom of his house, a dynasty lasting seven generations.

#### Description

This sword's blade, stylized guard and tang are fashioned from a 37 inch long piece of adamantine. The sword's six and a half inch grip is of brass and leather. The brass pommel has eight light blue baby-pearls set into it. The guard branches are thought to be suggestive of dragon wings. Drac'malfas functions as a +4 dragon bane adamantine longsword which ignores any natural armor bonus.

#### Construction

**Requirements** Craft magic arms and armor, *keen edge*, *summon monster I*; **Cost** 50,658 gp



#### Durndhasllok

Aura strong transmutation; CL 9th Slot -; Price 30,330 gp; Weight varies History (DC20) Durnd was a dwarf hero of old. His weapon of choice was the axe and he devoted himself to the study of its use in all its permutations. Durndhas'lok, literally the Axe of Durnd's House, was gifted to him by King Dwur of Ironfast in recognition of services rendered. It is said that Durnd loved his new weapon and soon crafted a specific fighting style based on its ability to swiftly change size.

#### Description

Possessing a well-used single-edged bearded axe-blade, Durndhas'lok is hard to define, at least in regards to its physical characteristics, which are mutable. Durndhas'lok is able to change its size according to the whim of its user. Once per round, as a free action which does not provoke an attack of opportunity, the wielder of Durndhas'lok can command it to grow or shrink, allowing it to function as a throwing axe, a handaxe, a battleaxe, a dwarven waraxe, or a greataxe. Likewise Durndhas'lok can be sized for small, medium or large sized creatures. In all its forms the ax functions as a +2 returning weapon. **Construction** 

**Requirements** Craft magic arms and armor, *shrink item*, *telekinesis;* **Cost** 15,165 gp

#### Ebon Crow

Aura moderate conjuration and transmutation; CL 6th Slot -; Price 6,310 gp; Weight 6 lbs

History (DC17)

Ebon Crow was fashioned for Silmont Axebringer, a mercenary, after a northman pattern Silmont favored due to its utilitarian practicality. Silmont was not above using his weapon to chop wood, dig holes or break down doors. **Description** This bearded battleaxe has a 4 pound wrought iron head and a one pound steel counterweight as a pommel. The double sided axe-head can be used to make either piercing or slashing attacks and the axe is designed in such a way as to possess the trip and disarm special features. Ebon Crow functions as a +1 battleaxe. Additionally, you gain a +2 morale bonus to CMB and CMD while gripping the weapon and a +4 bonus on Strength checks when using the weapon for mundane tasks such as digging or breaking down doors.

#### Construction

**Requirements** Craft magic arms and armor, *divine favor*; **Cost** 3,155 gp



Exaltation

Aura moderate evocation [good and law]; CL 9th Slot -; Price 140,335 gp; Weight 6 lbs History (DC20) Exaltation was fashioned for the Grand Commander of the Knights of Our War Marshall in the Heavens and has served as the weapon of that office for 500 years. Periodically, the Grand Commander will loan the sword out for a worthy cause, but to do so, the need must be great.

#### Description

This sword is 40 inches long from tip to pommel. The silvered steel blade is 28 inches long and possesses a full tang. A pattern, like stylized stag horns, is visible on the blade, climbing from the guard to a point about a third of the way up the blade. The sword grip has been carved from polished darkwood, the guard is fashioned of a hard gold alloy and the pommel is highly polished silver. The metal comprising the sword never tarnishes and possesses a radiant sheen at all times. Exaltation functions as a +3 axiomatic holy bastard sword, which can cast either protection from chaos or protection from evil 3 times a day and remove curse once a day. Upon command, Exaltation will glow with a white light equivalent to that of a torch.

#### Construction

**Requirements** Craft magic arms and armor, *holy smite*, *order's wrath*; **Cost** 70,168 gp

### First Mate

Aura moderate transmutation; CL 9th Slot -; Price 8,310 gp; Weight 2 lbs History (DC20) First Mate was given to Captain Jolkman Trueseeker by a grateful navy, for services rendered. It was subsequently claimed by Captain Blacktongue, a notorious pirate, when he killed Trueseeker in a tavern brawl. It was Blacktongue who gave the sword its name and had it enchanted with the ambush ability. Blacktongue used the weapon until his death.

#### Description

The tarnished, notched blade of this single edged sword is 14 inches long and possesses a full 6 inch tang. The guard and pommel of the sword are brass and the grip is wrapped with leather. First Mate functions as a +1 *ambush short sword* which, when gripped, allows you to always know which direction you are facing. **Construction** 

#### **Requirements** Craft magic arms and armor, *invisibility*, know direction; **Cost** 4,155 gp

**Ambush:** This weapon adds 1d6 points to the wielder's sneak attack damage. If the wielder does not have the sneak attack ability, the weapon grants him no additional benefit.

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



#### Forest Dancer

Aura moderate transmutation; CL 10th **Slot** -; **Price** 15,315 gp; Weight 4 lbs History (DC21) War dancing has a long and proud tradition among certain elvish cultures. Forest Dancer was forged for a war-dancer captain, Lifelglan, who used it for a number of years, eventually passing it on to his friend Kiliolflin as a gift. Kiliolflin died at the hands of trolls and the blade was taken as loot into the deep places of the world.

#### Description

This elvish sword is 39 inches long from tip to pommel. Its curved single edge blade is 26 inches long, with an attached 4 inch guard and a 7 inch full tang. The grip is bronze and leather and the pommel is bronze. The balance of the sword is awkward and not fully suited for every fighting style. Forest Dancer functions as a +1 longsword. In the hands of a wielder with elven blood, it functions as a +1 keen longsword. If you have at least 4 ranks in Perform (dance), the sword functions as a +2 keen longsword.

#### Construction

**Requirements** Craft magic arms and armor, *keen edge*, elven blood; **Cost** 7,658 gp

#### Ham'Molkosh

Aura moderate evocation; CL 7th Slot -; Price 12,320 gp; Weight 8 lbs History (DC18)

Ham'Molkosh is an ancient dwarven waraxe possessing a design unique to the lost dragon clan. Recovered from a forgotten fastness of this clan by Turnok Molkosh, the axe became a favorite of Turnok, who named it the "Kiss of



Molkosh." Turnok's son Trokun expected to one day inherit the axe but it was lost to the clan when Turnok fell in the Caverns of Indoth to orc arrows. **Description** 

This heavy cold-iron weapon is 44 inches long. It possesses a 4 inch pommel, an 8 inch, leather wrapped grip, and a 10 inch long steel shaft. The "axe" head is 19 inches long and 9 inches wide; decorated with deep engravings and a stylized "eye". The weapon possesses a full tang that extends through shaft, grip and pommel. Bronze fittings and a bronze button on the pommel complete the picture. Ham'Molkosh functions as a +2 cold-iron dwarven waraxe which can

deliver either blunt or slashing damage. When used to sunder or damage inanimate objects, Ham'molkosh does double damage.

Construction

**Requirements** Craft magic arms and armor, *shatter*; **Cost** 6,160 gp

#### Heart of Flame

Aura moderate evocation; CL 8th

Slot -; Price 55,302 gp; Weight 10 lbs History (DC19)

This longspear was the favored weapon and arcane bonded item of the wizard Flamebrand, who often posed as a wandering spearman. Flamebrand was known for his penchant for fire and his spear choice is typical of his preferences. Flamebrand eventually died in battle with a fellow wizard, Lonkoln Icewarden, who claimed the spear as a memento of the encounter.

#### Description

This longspear is 9 feet in length. The spearhead is steel, 18 inches long, and emblazoned with a stylistic fire-burst. The spear shaft is counterbalanced with a 1 lb steel weight. The shaft itself is reinforced with braided leather stripes. Heart of Flame functions as a +2 fast bracing flaming burst longspear which, when gripped, increases fire resistance by 5.

#### Construction

**Requirements** Craft magic arms and armor, *keen edge, summon monster I;* **Cost** 27,651 gp

**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.

#### Heart's Jooth

Aura moderate divination and transmutation; CL 13th Slot -; Price 20,301 gp; Weight 1.5 lbs

#### History (DC24)

Heart's Tooth was fashioned to serve as a sacrificial dagger for a cult of earth-elemental worshipers. The cult ran afoul of a group of adventurers named the Knights of the Ebon Banner and the dagger was added to their arsenal. When the Knight's disbanded, the weapon was placed in the treasury of Lady Aquilpa, the group's wizard. She eventually bequeathed it to her favorite student who was subsequently attacked and killed by a land-shark.

#### Description

This double edged, slender dagger is 14 inches in length. The blade is 9 inches long and possesses a full tang. The stylized guard, grip and pommel are all fashioned of copper. The segmented grip is 4 inches long. The tang is held secure in the grip with wrapped cloth. Heart's Tooth functions as a +1 ceremonial dagger, which, if it

deals 4 points of damage to a target, including yourself, casts *bull's strength* on you. This ability functions once a day. **Construction** 

**Requirements** Craft magic arms and armor, *moment of prescience;* **Cost** 10,151 gp

**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.

#### Horse Daughter's Kiss

Aura moderate conjuration and transmutation: CL 10th **Slot -; Price** 4,312 gp; Weight 8 lbs History (DC21) Lyska Horse Daughter, a plains-woman, lost her father to a group of mounted bandits who were terrorizing the many villages, killing the men and stealing the horses. Vowing revenge against the bandit leader, she fashioned her own weapon, had the village priestess enchant it, and then led a group of boys and women to battle. With the glaive-guisarme she had named Kiss of Steel, she

unmounted the bandit

leader and then, with her

followers, surrounded the

man and beat him to death with clubs. After the battle, her weapon was placed in the village shrine and renamed by the villagers, "Horse Daughter's Kiss."

#### Description

The full metal head of this polearm is 24 inches in length, the steel blade itself being approximately 12 inches long. The hook opposite the blade is 5 inches long. The entire weapon, including the shaft is 7.5 feet long. Horse Daughter's Kiss functions as a *+1 glaive-guisarme*. A mounted opponent struck by the weapon takes a penalty equal to the damage dealt on Ride checks made to stay mounted.

#### Construction

**Requirements** Craft magic arms and armor, *entangle;* **Cost** 2,156 gp

#### Geo Aur Slot Ibs His Whe to fr clute jour the r suita year thei her him mak adve Mad Que The

#### Ice Queen

Aura moderate evocation; CL 15th Slot -; Price 175,325 gp; Weight 5

#### History (DC26)

When Bryce Wiylner began his quest to free the Lady of the Veils from the clutches of the Efreet Lord Mafotat, he journeyed first to the snow maidens of the north to beseech of them a weapon suitable to the task. After three long years of service, he won the heart of their queen, who relented and, using her great magics, fashioned a blade for him. Bryce named the sword for its maker and, as history tells, after many adventures, reached the citadel of Mafotat where he slew the Efreet and rescued the Lady.

#### Description

Made from a single piece of steel, Ice Queen is a magically shaped sword. The double-edged blade itself is a little more than 28 inches long, though only the last 12 inches are sharpened. The guard is 12 inches across and features a star-burst pattern of blue-steel. The 12 inch grip is wrapped with blue cord and the pommel is a piece of white crystal. The entire sword length is 46 inches and the blade has a curious hollow feel to it, though it is, in fact, quite solid. When the sword's frost power is activated, the sword pulses with a blue light and icicles grow forward on the guard. Ice Queen functions as a +5 icy burst bastard sword. When the sword is gripped in the hand, you do not need to make Balance checks when walking on ice or snow and gain cold resistance 10. Moreover, you may use the sword to cast cone of cold once a day. **Construction** 

**Requirements** Craft magic arms and armor, *keen edge*, *summon monster I*, elven blood; **Cost** 87,663 gp



#### Joyous Cleft

Aura faint enchantment; CL 5th **Slot** -; **Price** 5,320 gp; Weight 12 lbs History (DC16) Jovous Cleft was crafted as a wedding gift for Drasfar son of Hasfar. Drasfar never used it in battle, being renowned instead as a silver-tongued diplomat, but his son Kalsfar, upon his father's death swiftly took up the axe and led his people into battle against their clan's foes. Kalsfar's war lasted for fifteen years, ending only after his clan was wiped out, whereupon Joyous Cleft was taken as loot.

#### Description

The 9 pound steel blade of this double-edged greataxe measures 18 inches from blade to blade. Each crescent edged blade is 18 inches long and feature ornate patterns upon each blade, vaguely reminiscent of flowered bouquets. The axe currently uses a 36 inch long shaft wrapped in ornately colored interwoven leather strips. The end of the shaft is reinforced with a 1 pound steel cap. Joyous Cleft functions as a +1 greataxe. When you use Joyous Cleft in Battle, allies who spend a full round observing you fight gain a +1 morale bonus to hit and damage. This bonus lasts for 2 rounds.

#### Construction

**Requirements** Craft magic arms and armor, *bless;* **Cost** 2,660 gp

#### Leafwind

Aura moderate transmutation; CL 10th Slot -; Price 39,380 gp; Weight 4 lbs History (DC21)

Though it appears to be an elvish blade, Leafwind is actually of human make. It was crafted for Wilkman Elf-



friend. The surname Elf-friend was an affection adopted by Wilkman himself, as he tried to emulate all things elvish. Despite the foolish pomposity of its original owner, Leafwind is a well made sword, a testament to the ability of Hindal the Smith, who had long studied both elven and dwarvish forging techniques for the smithing of magical blades. Wilkman eventually tired of his elvish fixation and sold the sword to pay for his short-lived research into Dragon culture. Description This sword measures 47 inches from point to pommel. The single edged blade is 27 inches in length and is attached to a long guard and a full tang. The sword's 12 inch grip is of polished mahogany capped with steel. The pommel is brass. The grip and blade both feature engraved grass-like patterns and the engraved elvish script on the blade reads, in elvish, "To cut as the wind, one must float as a leaf." Leafwind functions as a +2 featherlight keen elven curve blade. In this case, Leafwind can be used as a longsword by anyone proficient with the longsword, though in every other respect it is treated as an elven curve blade. When you grip Leafwind in your hand, you gain a competence bonus to Stealth skill checks made to move quietly. The bonus is equal to 1/2 your character level (minimum 1)

#### Construction

**Requirements** Craft magic arms and armor, *feather fall, keen edge;* **Cost** 19,690 gp

**Featherlight:** A featherlight weapon can be used as the weapon type it is or as a single-handed 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.



#### Jonkra

Aura moderate enchantment; CL 5th Slot -; Price 7,315 gp; Weight 5 lbs History (DC16)

Fashioned for the cavalier Finrus of the Order of the Lion, Lonkra was the sword Finrus used for most of his career. When he retired Finrus donated the sword to the Questhaven Museum of Oddities. The museum eventually sold it, fearful of having too many magical blades on the property. **Description** 

This sword is 42 inches from tip to pommel. The double edged steel blade is 29 inches in length and possesses a full tang. The leather wrapped grip is 7 inches long. The guard is of molded, etched steel, as is the pommel. The guard features the emblazoned head of a lion. Lonkra functions as a +1 longsword which, when gripped, grants a resistance bonus to saves versus fear effects. The bonus is equal to  $\frac{1}{2}$ your character level (minimum 1). **Construction** 

**Requirements** Craft magic arms and armor, *remove fear;* **Cost** 3658 gp



#### **Oathbreaker**

Aura moderate evocation; **CL** 14th **Slot -**; **Price** 33,321 gp; Weight 1 lb History (DC25) Charlus Magnius the Pious was a knight devoted to King Liol Evenhanded and his loyalty was sworn with many oaths. When the King turned from the worship of the gods and began to give allegiance to demons, Charlus broke his vows and assassinated the king. Afterwards he gave himself over to the guards voluntarily and accepted his sentence of death. Oathbreaker is the weapon Charlus created for the job of killing his king. After that time, the dagger has been used often, but seldom for a reason so spectacular as that for which it was created. Description This dagger measures 16

inches from tip to pommel. The double blades are silvered and approximately 9 inches in length, with a full tang. The guard features a skull like, horned head, though some have suggested the shape is reminiscent of a demon's head. The grip is thin, wrapped with ribbed leather, while the steel crown-like pommel features a single ruby. Oathbreaker functions as a +1 silvered avowed death dagger, which, when gripped, adds a +2 morale bonus to Survival, Sense Motive and Perception skill checks made against the dagger's current enemy. **Construction Requirements** Craft magic arms and armor, summon monster VII, finger of death **Cost** 16,661 gp

Avowed Death: An avowed death 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 perform a ritual, swearing aloud to slav a specific opponent, for one full hour. Against such an avowed opponent, the weapon is 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+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.



#### Quinmoash

Aura moderate transmutation; CL 9th **Slot -; Price** 6,310 gp; Weight 2 lbs History (DC20) When the halfling burglar, Brinbow the Cat, performed a service for the elvish king, he asked not for gold, but for an elvish blade suitable to his stature. The king, pleased with the request, had his swordmaker craft Ouinmoash for Brinbow. Brinbow's passed the sword on to his daughter, Braid, who likewise passed it on to her son Kinbow. Unfortunately, Kinbow was addicted to gambling and lost Quinmoash in a card game with a group of gnomes.

#### Description

This 20 inch sword of elvish design is sized for a small individual. It possesses a 13 inch single-edged blade and a four inch wooden grip. The blade is attached to an extended guard and a full tang. The grip is fashioned from carved darkwood and possesses a brass pommel. Elven script on the blade names the sword in three languages: elven, halfling and common. The sword's elvish name, Quinmoash, is translated to mean Steel Whisker. Quinmoash functions as a small sized +*1 longsword*. If you are a halfling using the sword, the sword allows you to make one extra attack per round, using your highest base attack bonus, plus any relevant modifiers, three times a day. **Construction** 

**Requirements** Craft magic arms and armor, *haste;* **Cost** 3,155 gp

#### Raven

#### Aura moderate conjuration and evocation; CL 13th Slot -; Price 120,315 gp; Weight 3 lbs History (DC24)

When the vampire Count, Laudis Von Kar, and his paramour, Lady Eskiblis, begun their slow invasion of the Losfell Forest, the forest's protector, the high-druid Nun, in conjunction with her companion, the Nameless Priest, fashioned a sword for the sole purpose of destroying the menace. That sword was Raven. Wielded by the swordsman, Elius Woodwalker, Raven proved decisive in allowing the forest-dwellers to drive back the zombies, skeletons, ghouls and vampire spawn which were moving in from the north. Though Von Kar himself escaped, Elius

#### used Raven to kill Lady Eskiblis. After the war, Nun once



more took the sword and hid it somewhere in the forest.

Description

This curious wooden sword is 33 inches long from tip to pommel and is carved from a single piece of oak wood which was subsequently enchanted with ironwood. The thin, ironwood blade is 21 inches long and 5 inches wide at its widest. The grip, carved as a bird's claw, is six inches long and holds a red crystal as a pommel. There is another bird claw engraved on the "collar" and both blade and collar are decorated with symmetric patterns. An attached metal plate on the front of the sword appears to be blank, but under the influence of detect magic, reveals both the sword's name and the maker's mark. Raven functions as a +4 undead bane holy longsword. Vampires (and vampire spawn) who are struck by a critical from the weapon must make a Fortitude save or be destroyed. The save DC is equal to  $10 + \frac{1}{2}$  your character level + your Strength or Dexterity modifier.

#### Construction

**Requirements** Craft magic arms and armor, *holy smite, ironwood, summon monster I;* **Cost** 60,158 gp

#### Rivertongue

Aura moderate abjuration; CL 12th Slot -; Price 9,904 gp; Weight 6 lbs History (DC23)

Lrin TinShui, noted ferryman and master of the snake school, was renowned as a spear-fighter. His ferry was the safest in the empire for he handily dispatched bandits, thieves and rivermonsters alike, using his weapon of choice, Rivertongue. When TinShui grew old, he handed his ferry over to his son, took Rivertongue in hand and dove into the water, allowing his beloved river to carry him to new adventures. **Description** 

Measuring a little more than 8.5 feet in length, Rivertongue is a snake-spear mounted on a bamboo shaft. The wavy spearhead is 24 inches long and possesses 7 curves. It is decorated with acid etching and a red tassle. The spear ensemble includes a 1.5 pound pointed pommel and a .5 pound middle-weight which can be moved up or down the bamboo shaft to help with the spear's balance. Rivertongue functions as a +1 wavesplitting longspear,

which when gripped grants you a +4 competence bonus to Acrobatics checks. A wavesplitting weapon suffers no penalties when used in water.

Construction

**Requirements** Craft magic arms and armor, *freedom of movement;* **Cost** 4,952 gp



#### Shalma

Aura moderate conjuration and transmutation; CL 10th **Slot** -; **Price** 60,380 gp; Weight 6 lbs History (DC21) The antique elvish design of this blade betrays its age. Crafted for an ancient war between elves and drow, Shalma has passed through the hands of many owners. Despite its antiquity, the blade remains perfectly sharp, a testimony to the ability of its maker. Description The blue metal of this elegant sword blade is beautifully etched and bears the sword-maker's mark just above the guard. The sword possesses a 33 inch single edged blade, a full eighteen inch tang, a wooden grip, a steel guard

and a steel pommel. Shalma functions as a +3 keen vermin bane elven curve blade. The bane quality of the blade also affects driders. When the sword is within a hundred feet of either monstrous

vermin or driders, the

etchings on Shalma's blade glow with bluish light; the more powerful the threat, the stronger the etchings glow. Shalma can be used to cast *neutralize poison* once per day, so long as the sword wielder has elvish blood. **Construction** 

**Requirements** Craft magic arms and armor, *keen edge*, *summon monster I*, elven blood; **Cost** 30,190 gp

#### Silvertongue

Aura moderate conjuration; CL 10th Slot -; Price 8,322 gp; Weight 5 lbs History (DC21)

Fashioned for the were-wolf hunter, Samual Surefoot, Silvertongue has seen much use in its short existence. Samual enjoyed many years of success, though he eventually succumbed to the bite of one of his foes and was lost to the world.

#### Description

This unassuming spear measures 5 feet in length. The double edged silvered blade is 7 inches long with a 7 inch socket and weighes 2 pounds. Silvertongue functions as a +1 lycanthropic bane silvered spear which glows softly when a lycanthrope is within one hundred feet.

#### Construction

**Requirements** Craft magic arms and armor, *summon monster I;* **Cost** 4,161 gp





### Song of Summer

Aura moderate transmutation: CL 9th **Slot** -; **Price** 8,720 gp; Weight 8 lbs History (DC20) Song of Summer was created for Kig Mal to use as a performance weapon when showing off his martial arts. Though he never intended to use it for real combat, he nevertheless did so upon occasion and the weapon proved to suit his style of fighting when he called upon it. After his death, the weapon was placed in the Eastern Sky monastery, where it remained until it was loaned out to Chan Lio, who lost it while on his quest for the

River Dragon's Bowl.

#### Description

This polearm features a large blade just under 3.5 feet in length with a full 12 inch width at its widest point, weighing 4 pounds. The blade has a broad crescent shape, a single edge, an engraved floral pattern and a small hook on the back of the blade. The cherry-wood shaft is five feet in length and the blade is counterbalanced by a spiked, 2 pound counterweight. Song of Summer functions as a +1 glaive which you may use with reach or against adjacent foes. When wielding Song of Summer, you gain a +8 competence bonus to Acrobatics skill checks. **Construction** 

**Requirements** Craft magic arms and armor, *cat's grace;* **Cost** 4,360 gp

Aura faint enchantment; CL 5th Slot -; Price 10,315 gp; Weight 4 lbs History (DC16) Forged for Gavus Icestalker, renowned warrior of the Thunderstorm Clan, Thunderblow is a simple, but effective weapon. Gavus used it for many years, fighting all manner of wild creatures and tribal enemies. Eventually he gave it to his nephew Tarvol Iceson, who lost the blade when he was captured by southern slavers and sold to fight in the arena.

Thunderblow

#### Description

This simple looking weapon features a 24 inch single edged steel blade with a 5 inch spike at the top, opposite the edge. The blade has a half tang and a riveted brace connecting blade to grip. The 8 inch leather wrapped grip has a steel pommel and a steel collar. Thunderblow functions as a +1 wrathful longsword, which, if you do not have the rage class ability, allows you to rage once a day. If you already have the rage class ability the weapon grants you two additional rages each day. Construction

**Requirements** Craft magic arms and armor, *rage*; Cost 5,163 gp

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.

#### Tooth 'n Claw

Aura moderate conjuration and transmutation; CL 10th Slot -; Price 100,620 gp; Weight 9 lbs

#### History (DC 21)

Tooth 'n claw was fashioned for Tulma Kang, a successful mercenary who favored double weapons. He used it for less than a year before being killed in a major battle. Due to its unusual nature, Tooth 'n claw has seen more use as a decoration then as a true weapon, gracing the walls of museums, restaurants and private homes. For a time it was used in Julman's School of the Warriors Arts, but that use came to an end when the school burned down twenty years ago.

#### Description

A double headed polearm, Tooth 'n claw possesses two unique heads, one suggestive of a tooth and the other of a claw. The weapon measures 9.5 feet in length. Tooth, the narrower double edged steel blade is a little more than 2.5 feet in length. Claw, which possesses a deeper hook than its mate, is a double-edged steel blade approximately 1.75 feet in length. Both blades of Tooth 'n Claw function as +2 weapons possessing the trip and disarm special abilities. The blades do 1d8 points of damage each and the weapon can be used as a reach weapon or as a weapon against adjacent foes. Using the weapon proficiently requires both an exotic weapons feat and the two weapon fighting feat; but anyone who takes the required feats unlocks the weapon's hidden potential. If you have both feats the weapon grants you two extra attacks each round, both at your full base attack bonus using any relevant modifiers Construction

**Requirements** Craft magic arms and armor, *haste*; Cost 50,310 gp

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 data taken and tradections (including into taken and the construction 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 specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, 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 eceptance 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. All proper names and text in the description section are product identity all other content including translated proper names are open gaming content.

#### Open Content is the designated as follows: All

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 2000–2005, Wizards of the Coast, Inc. d20 System Reference Document Copyright 2000-2005, Wizards of the Coast, Inc.; authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, and Bruce R. Cordell, 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.

Monte Cook's Arcana Evolved Copyright 2005-2007 Monte J. Cook. All rights

Monte Cook's Arcana Unearthed DM's Screen and Player's Guide Copyright 2003 Monte J. Cook. All rights reserved.

The Diamond Throne Copyright 2003 Monte J. Cook. All rights reserved. Monte Cook's Arcana Unearthed Copyright 2003 Monte J. Cook. All rights reserved. The Book of Roguish Luck Copyright 2005 Wolfgang Baur. All rights reserved.

The Complete Book of Eldritch Might Copyright 2004 Monte J. Cook. All rights reserved

The Assassin's Handbook Copyright 2002 Green Ronin Publishing. All rights reserved.

When the Sky Falls Copyright 2003 Bruce R. Cordell. All rights reserved.

Book of the Rightous, Copyright 2002 Aaron Loeb

Plot & Poison: A guidbook to Drow, Copyright 2002, Green Ronin Publishing, LLC; Author mathew Sernett

The Avatar's Handbook, Copyright 2003, Green Ronin Publishing, LLC: Authors Jesse Decker and Chris Thomasson

Advanced Race Codex Drow, Copyright 2007, Green Ronin Publishing, LLC Author Mathew Serrnet.

Cry Havoc © 2003 Skip Williams. All rights reserved.

Unearthed Arcana Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman,

Initiative Cards v2.0 Copyright 2003, Th e Game Mechanics, Inc.; Author JD Wiker.

Advanced Player's Manual, Copyright 2004, Green Ronin Publishing, LLC; Author Skip Williams.

Advanced Gamemaster's Guide, Copyright 2005, Green Ronin Publishing, LLC; Author Owen K.C. Stephens.

Mutants and Masterminds, Copyright 2002, Green Ronin Publishing, LLC; Author Steve Kenson.

Swords of Our Fathers, Copyright 2003, Th e Game Mechanics.

Testament: Roleplaying in the Biblical Era is ©2003 Green Ronin Publishing.

Traps and Treachery, copyright 2001, Fantasy Flight Inc.; Authors Greg Benage, Kurt Brown, Mark Chance, Brian Ferrenz, Lizard, David Lyons, Brian Patterson, Scott Stoecker, Wil Upchurch.

Love and War, copyright 2004, Trident, Inc. d/b/a Atlas Games; Author David Chart,

101 Magical Weapon Properties Copyright 2010 Steven D. Russell. All rights reserved

Sunken Empires. Copyright 2010, Open Design, LLC; Authors: Brandon Hodge, David "Zeb" Cook, and Stefen Styrsky.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

#30 Unique Magical Blades, Copyright 2010 Steven D. Russell; Author Jonathan McAnulty

**Rite Publishing Presents** 

# Book Of Donster Gemplates

1C)

HEROES

## By: St ven D. Russell

Questhaven

D:D





## Breaking of Forstor Nagar City of Grinding Ice

Written by ENnie award winning designer Ben McFarland (Tales of Zobeck) Cartography by Jonathan Roberts (Kobold Quarterly Maps of Fantasy)

A Pathfinder Compatible patronage project for use with virtual tabletop programs Maptool, Fantasy Grounds and TTopRPG





Pathfinder and associated marks and logos are trademarks of Paizo Publishing, LLC, and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfider Roleplaing Game.