

#1 WITH A BULLET POINT

ONE IDEA. ONE PAGE. ONE DOLLAR.

5 MAGIC ABILITIES FOR COLD IRON WEAPONS



Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



THE HIGH CONCEPT:

Five magic properties exclusively for weapons made of cold iron, to make your choice of weapon material matter more than just when bypassing DR.

DISTRACTING

Aura: Moderate necromancy; **CL:** 9th;

Craft Magic Arms and Armor, Disruptive, *enervation*; **Price:** +2 bonus

Description

Damage dealt by a distracting weapon counts as continuing damage for purposes of spellcasting, forcing a foe to make a concentration check (DC 10 +1/2 damage dealt + level of spell the foe tries to cast) in order to cast a spell. This effect remains in place until the beginning of your next round. If the distracting weapon manages to strike a foe while the foe is casting, the foe must instead make the normal concentration check DC for being hit during a spell's casting time (10 + damage dealt + level of spell being cast).

If you strike a foe multiple times in one round, the distracting effect applies only to the largest single amount of damage you deal, not all the damage from multiple attacks combined.

Normally, only damage that is ongoing from round to round (such as an *acid arrow*, or standing in a pool of lava) can force a caster to make a concentration check for spells cast after the damage is dealt.

GROUNDING

Aura: Moderate abjuration; **CL:** 6th;

Craft Magic Arms and Armor, *dimensional anchor*; **Price:** +2 bonus

Description

The first time each round you hit a foe, the target must make a Fortitude save (DC 10 +1/2 your base attack bonus + the enhancement bonus of the revealing weapon). On a failed saving throw, the target is affected as if the target of a *dimensional anchor* spell with a duration of 1 minute per point of the grounding weapon's enhancement bonus.

Special: While anchoring and grounding both have a +2 bonus cost, a cold iron weapon can have both abilities for only a total +3 bonus cost.

REVEALING

Aura: Moderate divination; **CL:** 9th; Craft Magic Arms and Armor, *true seeing*; **Price:** +2 bonus

Description

The first time each round you hit a foe who has a magic illusion that is changing or concealing its appearance (including invisibility) with a revealing weapon, the target must make a Fortitude save (DC 10 +1/2 your base attack bonus + the enhancement bonus of the revealing weapon). On a failed saving throw, you see the creature as it truly appears for one minute. You can express this appearance to others, but only you see the creature for what it really is.

SPELL PENETRATING

Aura: Moderate transmutation; **CL:** 5th;

Craft Magic Arms and Armor, Spell Penetration; **Price:** +1 bonus

Description

When you use a spell penetrating weapon to deliver a touch-range spell (such as when using the magus's spellstrike class feature), you gain a bonus to caster level checks for that spell to penetrate the target's SR equal to 3 + the weapon's enhancement bonus. (Thus a +1 *spell penetrating cold iron longsword* grants a +4 bonus to caster level checks made to penetrate a target's SR with a spell delivered through a weapon strike.)

Special: If a weapon has both the spell penetrating and ward cracking magic abilities, when you hit a foe that has SR the foe must make a Fortitude save (DC as for the ward cracking ability). On a failed save, his SR is reduced by 1 for 1 minute.

WARD CRACKING

Aura: Moderate abjuration; **CL:** 8th;

Craft Magic Arms and Armor, dispel magic; **Price:** +1 bonus

Description

The first time each round you hit a foe who has bonuses to AC from spells or spell-like abilities with a ward cracking weapon, the target must make a Fortitude save (DC 10 +1/2 your base attack bonus + the enhancement bonus of the ward cracking weapon) or have the AC bonus of one randomly determined spell reduced by one for the spell's duration. If you reduce the bonus to AC granted by a spell or spell-like ability to 0, the spell ends.

Special: If a weapon has both the spell penetrating and ward cracking magic abilities, when you hit a foe that has SR the foe must make a Fortitude save (DC as for the ward cracking ability). On a failed save, his SR is reduced by 1 for 1 minute.



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