

**#1 WITH A BULLET POINT**  
**ONE IDEA. ONE PAGE. ONE DOLLAR**

# 5 MAGIC WITCH'S DAGGERS

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:** Introducing a new category of magic items; athames — magic daggers designed to aid witches (especially with their hex class ability).

### ATHAME OF MIGHT

**Aura:** strong enchantment; **CL:** 17th  
**Slot:** none; **Price:** 9,100 gp; **Weight:** 1 lb.

#### DESCRIPTION

This fancy, basket-hilted dagger has a silvered, mirror-finish blade and counts as an alchemical silver weapon (dealing -1 point of damage) and a small metal mirror. Three times per day, the wielder may increase the save DC of one her hexes by +1.

There exist cursed versions of these athame that convince their wielder they provide a much greater bonus to save DC (up to +5), without actually granting any greater benefit.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *delusional pride*\*; **Cost:** 4,550 gp  
*\*Ultimate Magic*

### ATHAME OF PROWESS

**Aura:** strong evocation; **CL:** 17th  
**Slot:** none; **Price:** 13,800 gp; **Weight:** 1 lb.

#### DESCRIPTION

An athame of prowess is a hefty “sword-dagger,” a masterwork dagger with the same basic design as a scaled-down longsword. Most have runes etched along their blade, and little other adornment.

Three times per day, the wielder may use one of her a hexes with either double its normal range (for hexes with a range greater than touch) or double its normal duration (for hexes with a duration of at least one round).

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *ear-piercing scream*\*; **Cost:** 6,900 gp *\*Ultimate Magic*

### ATHAME OF SEEKING

**Aura:** strong divination; **CL:** 17th  
**Slot:** none; **Price:** 9,300 gp; **Weight:** 1 lb.

#### DESCRIPTION

An athame of seeking is normally a long stiletto or similar narrow, straight-bladed masterwork dagger. Most have an agate or amber set in the pommel and have a feather or arrow-head attached by a leather thong.

Three times per day, the athame’s wielder may throw a hex that targets a single creature as a seeking hex. When a seeking hex has absolutely no effect on its intended target (whether due to a missed attack roll or a successful saving throw) the witch may, as a swift action, redirect it to target another eligible creature within range. The redirected hex behaves in all ways as if its new target were the original target for the hex.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *unerring weapon*\*; **Cost:** 4,650 gp  
*\*Ultimate Combat*

### HAWKSCLAW ATHAME

**Aura:** strong conjuration; **CL:** 17th  
**Slot:** none; **Price:** 14,000 gp; **Weight:** 1 lb.

#### DESCRIPTION

As the name suggests most of these magic athames are formed from hawk’s claws, normally dozens of claws imbedded in a wooden rod to form a saw-toothed dagger. Less often the claws used to form this dagger may be from a cat, fox, lizard, raven, or even a mix of animals. Because of the jagged natural of this dagger attacks made with it take a -1 penalty, but gain a +2 bonus to attack rolls to confirm critical hits.

Three times a day, a witch spell or hex used by the wielder may originate from her familiar. Her familiar must be within line of sight of the witch, and conscious, to use this ability. If the spell or

hex requires an attack roll, it uses the familiar’s attack bonus. Only spells of 5th level or less may be affected by this athame.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *returning weapon*\*; **Cost:** 7,000 gp  
*\*Ultimate Combat*

### SWIFTJINX ATHAME

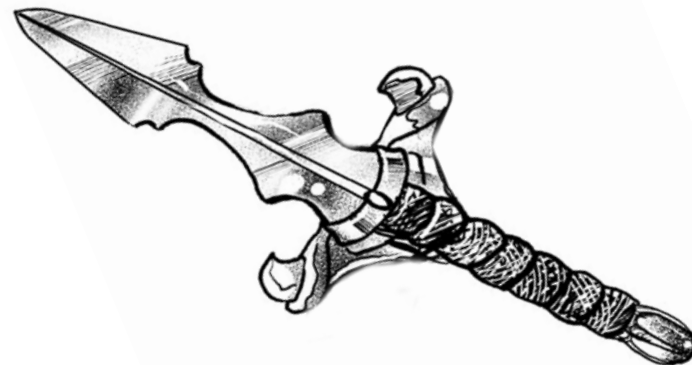
**Aura:** strong conjuration; **CL:** 17th  
**Slot:** none; **Price:** 25,300 gp; **Weight:** 1 lb.

#### DESCRIPTION

These wavy-bladed masterwork daggers are normally adorned with a handle wrapped in a chain of bronze, silver, or bronze. Three times per day, the witch may use a hex as a move action rather than a standard action. The witch cannot use this ability to cast more than one hex in the same round.

#### CONSTRUCTION

**Requirements:** Craft Wondrous Item, *guidance*; **Cost:** 12,650 gp



# WE ERR ON THE SIDE OF AWESOME!

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