

#1 WITH A BULLET POINT
ONE IDEA. ONE FULL CLIP. STILL ONE DOLLAR.

5 SILVER WEAPON MAGIC PROPERTIES

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 for weapons made of alchemical silver, to make your choice of weapon material matter more than just when bypassing DR.

ARGENTUM

Aura: Moderate abjuration; **CL:** 8th; Craft Magic Arms and Armor, *ice storm*; **Price:** +2 bonus

DESCRIPTION

A argentum weapon grants its enhancement bonus to the wielder's saving throws against disease, and caster level and skill checks made to remove or treat diseases. Whenever the wielder of an argentum weapon successfully damages a diseased creature (including a carrier with no symptoms and creatures with extraordinary, spell-like, or supernatural disease powers) he knows it is diseases. If his attack roll exceeds the save DC of the disease the wielder learns the disease's name, onset time, save C, and effect.

Three times per day, the wielder may suspend the disease within a creature. This requires a successful attack roll, but rather than deal damage the target must make a Fortitude save (DC 10 +1/2 attacker's total attack bonus). On a failed save, the creature's disease (including penalties created by the disease and the ability to infect others, but not damage the disease has already done) is suspended for 1d6 rounds. A creature may not choose to automatically fail this save.

Only weapons made of alchemical silver may be made argentum. Such weapons do not suffer the normal -1 to damage rolls of typical alchemical silver weapons.

FROSTSCALE

Aura: Moderate evocation; **CL:** 8th; Craft Magic Arms and Armor, *ice storm*; **Price:** +3 bonus

DESCRIPTION

A frostscales weapon always has a glyph, rune, or etching of a silver dragon prominently displayed upon it. As a full-round action, the wielder of a frostscales weapon may cause slashing shards of ice appear to attack his foes. This acts as a single melee attack with the frostscales weapon at a range of 25 feet, +5 feet per 2 base attack bonus of the wielder. If the attack hits, all the damage it deals acts as magic cold damage (bypassing DR, but affected normally by cold resistance).

Only melee alchemical silver weapons may be made frostscales. Such weapons cannot also have any magic weapon quality that would allow it to deal any elemental damage other than cold damage. Such weapons do not suffer the normal -1 to damage rolls of typical alchemical silver weapons.



MIRRORED

Aura: Moderate abjuration; **CL:** 8th; Craft Magic Arms and Armor, *nondetection*;
Price: +1 bonus

DESCRIPTION

A mirrored weapon grants its enhancement bonus to the wielder's saving throws against gaze attacks. Three times per day as a swift action, it can also be used to reflect some of a creature's gaze attack back on itself, preventing the creature from using its gaze. This requires a successful attack roll, but rather than deal damage the target must make a Will save (DC 10 +1/2 attacker's total attack bonus). On a failed save, the target cannot use any gaze attack for 2d6 rounds.

Only weapons made of alchemical silver may be made mirrored. Such weapons do not suffer the normal -1 to damage rolls of typical alchemical silver weapons.

SCRYING

Aura: Moderate divination; **CL:** 8th; Craft Magic Arms and Armor, *true strike*;
Price: +2 bonus

DESCRIPTION

A scrying weapon grants its enhancement bonus to the wielder's saving throws against illusions. Additionally, whenever an illusion would cause the wielder to miss a target he is attacking and aware of (such as when swinging at an invisible creature you are already aware of, or when targeting a foe with *mirror image*), the wielder is allowed a Will save

to ignore the effect until the beginning of his next round. The DC of this save is set by the effect's spell level and the spellcaster's appropriate ability score modifier if the illusion is a spell, or as 10 +1/2 the target's hit dice, + the target's Int, Wis, or Cha modifier (whichever is higher) if the illusion is not a spell.

Only weapons made of alchemical silver may be made scrying. Such weapons do not suffer the normal -1 to damage rolls of typical alchemical silver weapons.

SHAPEBINDING

Aura: Moderate abjuration; **CL:** 8th; Craft Magic Arms and Armor, Spell Focus (transmutation); **Price:** +1 bonus

DESCRIPTION

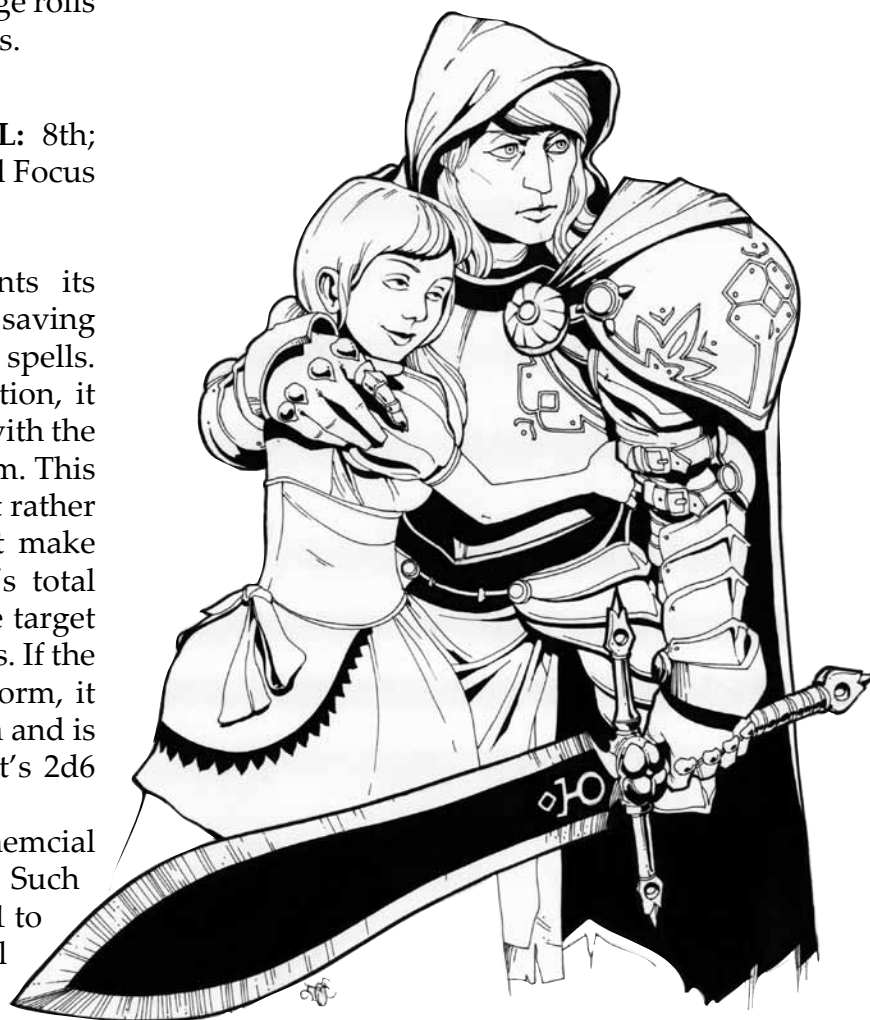
A shapebinding weapon grants its enhancement bonus to the wielder's saving throws against transmutation spells. Three times per day as a swift action, it can also be used to lock a creature with the shapechanger subtype into one form. This requires a successful attack roll, but rather than deal damage the target must make a Will save (DC 10 +1/2 attacker's total attack bonus). On a failed save, the target cannot change shape for 2d6 rounds. If the target has a "true" or humanoid form, it immediately changes into that form and is unable to change out for the effect's 2d6 rounds.

Only weapons made of alchemical silver may be made shapebinding. Such weapons do not suffer the normal -1 to damage rolls of typical alchemical silver weapons.

BONUS CONTENT!

BANE

An alchemical silver weapon may be made bane vs creatures of the shapechanger subtype, at a cost of +6,000gp. This works as the bane magic weapon quality, except for the cost and the fact it applies to a creature subtype, rather than a creature type.



WE ERR ON THE SIDE OF AWESOME!

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