

Weapon Materials

[Material costs do not necessarily reflect availability.]

Adamantium [Small: +1,000gp; Medium: +1,250gp; Large: +1,500gp]

- ❖ This rare charcoal gray metal has a green very low reflectivity and is usually found deep underground.
- ❖ Weapons of this type are most often found near Drow or Dwarven communities.
- ❖ Adamantium is the hardest metal known and if the weapon's damaging part is made of the material, it gives a nonmagical +1 to hit and damage.
- ❖ Adamantium weapons have 1 less weapon speed than steel weapons of the same type.
- ❖ If the weapon has multiple heads, each must be purchased as separate items.
- ❖ Ignores Hardness when sundering.
- ❖ A weapon primarily made of Adamantium has the following properties:
 - Hardness 20
 - HP: Max damage x 4 + magic bonus.

Ayalla wood [+1,000gp]

- ❖ This uncommon strong, but flexible, white wood is crafted using a special Elven ritual
- ❖ Weapons of this type are almost exclusively found near Elven communities.
- ❖ Gives bows a nonmagical +1 to damage.
- ❖ A weapon primarily made of Ayalla wood has the following properties:
 - Hardness 10
 - HP: Max damage x 2 + magic bonus.

Darksteel [Small: +500gp; Medium: +750; Large Weapons: +1,000gp]

- ❖ This uncommon black metal has a violet high reflectivity.
- ❖ Weapons of this type are most often found near Human or Halfling communities.
- ❖ With Shocking: Add +2 electrical damage.
- ❖ If the weapon has multiple heads, each must be purchased as separate items.
- ❖ A weapon primarily made of Darksteel has the following properties:
 - Hardness 12
 - HP: Max damage x 2.5 + magic bonus.

Infernal Iron [Small: +500gp; Medium: +750; Large Weapons: +1,000gp]

- ❖ This rare rust-colored metal is non-reflective and appears pitted and stained.
- ❖ The raw natural metal is only found on Hell planes.
- ❖ With Flaming: Add +2 fire damage.
- ❖ If the weapon has multiple heads, each must be purchased as separate items.
- ❖ A weapon primarily made of Infernal Iron has the following properties:
 - Hardness 12
 - HP: Max damage x 2.5 + magic bonus.

Mithril [Small: +1,000gp; Medium: +1,250gp; Large: +1,500gp]

- ❖ This rare bright silvery metal is often found in or near Elven lands.
- ❖ Weapons of this type are almost exclusively found near Elven communities.
- ❖ If the weapon's damaging part is made of Mithril, it can have up to a +11 enchantment instead of the usual +10 limit.
- ❖ Mithril weapons have 1 less weapon speed than steel weapons of the same type.
- ❖ If the weapon has multiple heads, each must be purchased as separate items.
- ❖ A Weapon primarily made of Mithril has the following properties:
 - Hardness 15
 - HP: Max damage x 3 + magic bonus.

Silver [Small: +500gp; Medium: +750; Large Weapons: +1,000gp]

- ❖ This uncommon metal is bright and soft.
- ❖ If the weapon's damaging part is made of silver, it does full damage to Lycanthropes.
- ❖ Silver weapons take a -1 penalty to damage.
- ❖ If the weapon has multiple heads, each must be purchased as separate items.
- ❖ A Weapon primarily made of Silver has the following properties:
 - Hardness 8
 - HP: Max damage x 2 + magic bonus.

Steel [standard]

- ❖ Standard iron alloy used in most mundane metal objects.
- ❖ A weapon primarily made of steel has the following properties:
 - Hardness 10
 - HP: Max damage x 2 + magic bonus.

Wood [standard]

- ❖ Mundane wood weapons are generally made of hard or flexible woods as needed.
- ❖ A weapon primarily made of wood has the following properties:
 - Hardness 5
 - HP: Max damage + magic bonus.

Amulet/Collar of Natural Attacks [100gp]

- ❖ This Amulet/Collar can be imbued with magical **enhancements** and **powers** that will affect a creature's natural weapons.
- ❖ The cost is dependent on how many weapon types the creature has. The types are fixed when the first Enhancement is added. Weapon types may include: Bite, Claws, Wings, Tail, Front Paws, Rear Paws, etc.
 - 1 Weapon: Standard
 - 2 Weapons: Standard x 1.1
 - 3 Weapons: Standard x 1.2
 - 4 Weapons: Standard x 1.3
 - 5 Weapons: Standard x 1.4

Weapon Powers

Enhancement & Power Cost

+1: 2,000gp	+6: 48,000gp
+2: 4,000gp	+7: 64,000gp
+3: 8,000gp	+8: 80,000gp
+4: 16,000gp	+9: 96,000gp
+5: 32,000gp	+10: 112,000gp

**Mithril only: +11: 128,000gp*

Rarity

+1:	Uncommon
+2 - +3:	Rare
+4 - +5:	Very Rare

Enhancement +1 - +5 [+1 - +5]

- ❖ Attack/Damage on every attack.
- ❖ Weapons must have a +1 **Enhancement** bonus before a **Power** can be added.
- ❖ Some **Powers** are further affected by the **enhancement** bonus. See their descriptions for specifics on **Power Hit**. (Critical Hit is not affected by **Enhancement** bonuses.

Light [500gp]

- ❖ Weapon illuminates an area of 20' in bright light with 20' more in shadowy light. Color of light is your choice at creation.
- ❖ Activation is a free action.
- ❖ Ammunition stays illuminated for 10 rnds.
- ❖ Scroll costs 50gp with a minimum required level of 6th to perform the ritual.

Aquatic [+1] (Melee and Thrown only)

- ❖ No penalties when used under water.

Bane [+1]

- ❖ +2/+4 to a specific chosen type of creature (ask DM for options).
- ❖ Only one Bane type per weapon.
- ❖ Bonus to attack increases threat range for some **Powers** such as Sharpness and Vorpal.

Berserker [+1] (Melee only)

- ❖ +4 damage when in a berserker rage.

Bloodfeeding [+1] (Melee only)

- ❖ Gains one blood point per hit.
- ❖ Can deal out 1hp/2 blood points spent.
- ❖ Stores up to 50 blood points.
- ❖ Add +1 to cost for every 10 blood points added to the total storage (Max 90).
- ❖ Vampires may convert 10 blood points to 1 Con point.
- ❖ Mildly evil aligned.

Corrosive [+1]

- ❖ +4 acidic damage.
- ❖ Damaging part is bathed in a sickly yellow energy.
- ❖ Cannot be combined with Shocking.

Defending [+1] (Melee only)

- ❖ At the beginning of your action, transfer some or all of the weapon's **enhancement** bonus to AC as a free action. Lasts until next turn.

Disruption [+1] (Melee Bludgeoning only)

- ❖ Critical Hit range versus undead is increased by 1.
- ❖ **Critical Hit:** kills mindless undead. Intelligent undead get a Save versus Death with a penalty equal to the weapon's **enhancement** bonus.

Distance [+1] (Ranged only)

- ❖ Doubles range distances on ranged or thrown weapons.

Explosive Critical [+1] (Bow/Crossbow only)

- ❖ **Critical Hit:** Target and adjacent enemies take 8hp of concussive damage.

Flaming [+1]

- ❖ +4 fire damage.
- ❖ Damaging part is bathed in flame.
- ❖ Cannot be combined with Freezing.

Focus [+1]

- ❖ Make a weapon a Divine or Arcane focus for casting spells.
- ❖ The Focus bonus equals the **enhancement** bonus of the weapon.

Freezing [+1]

- ❖ +4 cold damage.
- ❖ Damaging part is bathed with crackling ice.
- ❖ Cannot be combined with Flaming.

Holy [+1]

- ❖ +4 Radiant damage to evil aligned aberrations, elementals, fey, fiends, or undead.
- ❖ Damaging part is bathed in golden white flames.
- ❖ Cannot be combined with Vile or Venomous.
- ❖ Evilly aligned lose 1pt of Constitution per round if held.

Magebane [+1]

- ❖ +2/+4 to Arcane casters.
- ❖ Only one Bane type per weapon.
- ❖ Bonus to attack increases threat range for some Powers such as Sharpness and Vorpal.

Quiet [+1]

- ❖ The weapon creates no sound whether it strikes an object or is struck itself.

Returning [+1] (Thrown only)

- ❖ Weapon returns to your hand when forward movement stops.

Seeking [+1] (Ranged only)

- ❖ Negates cover/concealment penalties
- ❖ Must be able to see a section of target.
- ❖ Missed attacks will not accidentally hit others.

Shocking [+1]

- ❖ +4 electrical damage.
- ❖ Damaging part crackles with electricity.
- ❖ Cannot be combined with Corrosive.

Silencing [+1]

- ❖ When hit, target is engulfed in magical silence for 1 round. (Save vs R/S/W)
- ❖ Save vs R/S/W -1/enhancement bonus.
- ❖ **Critical Hit:** Silenced for 2 rounds.

Swift [+1]

- ❖ Draw weapon with no penalty.
- ❖ Gain -2 bonus to initiative when in hand.

Thundering [+1]

- ❖ +4 sonic damage.
- ❖ Makes a relatively loud boom on successful hits.
- ❖ Must have Shocking power.
- ❖ Cannot combine with other Elemental Powers.

Venomous [+1]

- ❖ +4 poison damage.
- ❖ Damaging part is bathed in a sickly green energy.
- ❖ Cannot combine with Elemental Powers.

Vile [+1]

- ❖ +4 Necrotic damage to good aligned aberrations, celestials, elementals, or fey.
- ❖ Damaging part is bathed in black flames.
- ❖ Cannot be combined with Holy or Disruption.
- ❖ Good aligned lose 1pt of Constitution per round if held.

Warning [+1]

- ❖ If weapon is held, you may act on enemy's surprise round.

Deadly [+2] (Melee only)

- ❖ Backstab multiplier increased by 1.

Everbright [+2] (Melee only)

- ❖ Regardless of metal used, it becomes shiny and highly reflective like chrome.
- ❖ 2/day as free action, those in 20' radius of the weapon must Save vs. R/S/W or be blinded for 1d4 rounds
- ❖ Vampires blinded as above and take 8hp
- ❖ Weapon immune to corrosion and rust.
- ❖ Damaging part must be metallic.

Force [+2] (Ranged Non-thrown only)

- ❖ Weapon produces its own ammo made of Force, appearing as a faint white light.
- ❖ May create any type of ammo the weapon can normally shoot, but has shot at least once. Ammo type can be changed as a free action at the beginning of your turn.
- ❖ Hits Ethereal creatures normally.
- ❖ Broach of Shielding negates hits.

Sharpness [+3] (Melee Slicing only)

- ❖ **Power Hit:** cuts off limb and causes permanent loss of 20% of max hp. (Regenerated limb adds 20% new max hp.)
- ❖ **Enhancement** bonus increases power hit range (+1-20; +2-19; +3-18; +4-17; +5-16).
- ❖ Roll 1d20 on the table below for effect:
1-5: *Left Leg* 11-15: *Left Arm/Wing*
6-10: *Right Leg* 16-20: *Right Arm/Wing*
- ❖ Does not affect constructs, noncorporeal creatures, creatures with no discernable limbs, or limbs out of range of the weapon (ask DM).

Speed [+3]

- ❖ Gain 1 more attack per round.

Splorch [+5] (2 Handed or M/L Ranged)

- ❖ **Power Hit:** Causes the target to explode apart, killing it. Everyone within 5' of the creature becomes splattered with its blood (if applicable).
- ❖ Clothing and armor worn by the target have a 20% chance of surviving the explosion.
- ❖ **Enhancement** bonus increases power hit range (+1-20; +2-19; +3-18; +4-17; +5-16).
- ❖ Does not affect noncorporeal creatures (ask DM).

Vorpal [+5] (Melee Slicing only)

- ❖ **Power Hit:** Slices the head off of a creature, killing it (unless it has multiple heads).
 - ❖ If the head cannot be reached, a limb is removed as Slicing above.
 - ❖ **Enhancement** bonus increases power hit range (+1-20; +2-19; +3-18; +4-17; +5-16).
 - ❖ Does not affect constructs, noncorporeal creatures, or creatures without heads (ask DM).
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Unique Powers

Drowcrafted [+1] (Unique)

- ❖ A +2 bonus to attack and damage when wielded underground, at night, or in magical Darkness.
- ❖ Can only be created by Drow priestesses in the Underdark.

Elemental Chaos [+1] (Unique)

- ❖ Acts as other elemental weapons but element changes with each round of attacks. Roll 1d4 with your first attack roll and check against the table below.
1-Acid 3-Electricity
2-Cold 4-Fire
- ❖ Can only be created by priests of chaotic gods or chaos mages.

Loviatar's Caress [+2] (Unique)

- ❖ Acts as Flaming and Freezing together.
- ❖ Crackles and bursts with burning ice on successful hits.
- ❖ Can only be created by priests of Loviatar.