

D&D Wiki

House rule



REBELSUN BESTIARIES

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Issue 2: “Magic Weapons”

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FOREWARD

Welcome to issue 2 of Houserule, in which you'll find selected submissions from dandwiki.com. The general theme is "magic weapons", so you'll find conjuring spells, monsters, weapon-related trinkets, and of course magic weapons!

4e material for this issue was a little thin on the ground, and I anticipate this will be the case in future issues. The wiki has a wealth of 3rd edition articles just through that edition's venerability and the availability of the SRD. 5th edition, whilst fairly new, has proved to be popular amongst homebrewers. I think this is due to the simplicity of the ruleset: look at magic items - no complicated creation costs or box formatting, you just select a rarity and say what it does. Our editors have submitted nearly as many 5e classes in 12 months as we had 4e classes in that edition's entire run!

When putting together issue 0, I was unsure what the publication frequency might be. Issue 1 took three months to cobble together; this issue took four months. So depending on the theme, how many wiki editors help, and what spare time I have available, we can expect three or four issues a year. At the time of writing, Issue 0 has had 982 views on Scribd, and issue 1 has been viewed 881 times. Admittedly, some of those are me!

I also published issue 1 on DriveThruRpg.com (under the publisher name Rebelsun Bestiaries for reasons that will hopefully be apparent in another few months) and it was downloaded over 200 times in one week, which is nice. In general, the magazine has been read by more people than I had anticipated! You can leave feedback by commenting at DriveThruRpg (where you presumably downloaded this from), or the dandwiki talk page at http://www.dandwiki.com/wiki/Talk:D%26D_Wiki_Magazine

- Duncan Timiney



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TRINKET BOX

Objects lightly touched by magic to supplement the Trinkets table in the *5e Player's Handbook*®, although they can find a home in any edition! Roll 1d20...

TRINKETS

1. An empty scabbard with an intricate design etched into the leather. With enough study, it may be interpreted as a map that purports to lead to the location of the matching sword.
2. A 1-inch high pewter elf soldier, armed with a shield and longsword; the base reads "4 of 7".
3. A bill of sale for two dozen magic morningstars, sold by Alvin Cogsbottom and purchased by Farbgarble (bugbear warlord).
4. A pencil-on-paper schematic of a crossbow-like contraption of tubes, triggers and optics.
5. A blue blade shard that hums. If a person holds the piece for long enough they will start hearing voices that urge him to kill and claim souls for it.
6. A pair of tailor's shears that can cut through any kind of leather.
7. A curious talking ebony walking stick, well versed in history and swordplay.
8. An old, worn smith's hammer. Its head is always hot to the touch.
9. A vial of oil labelled "Tomonari's anointment for long swordes and other weppons of the distinguished nobelmann."
10. A woodcutter's axe, the head of which shimmers like downwards-flowing water.
11. A quarterstaff with a small jade sphere affixed to one end. When swung, the jade leaves a faint trail of color.
12. A perpetually wet whetstone.
13. A smooth river stone with shards of bone stuck into it. If you look hard enough you can see that the bones are not of a humanoid but of a giant.
14. A strange rock hammer with a steelmark of Abyssal runes. The runes read "HAIL TO THE KING OF THE ROCK"
15. A rag intended to be wrapped around the scabbard of a sword. It magically whisks away blood and other liquids from a sword as it is sheathed.
16. An impossibly sharp pen that will always be in the owner's pocket when they reach into it.
17. A model bronze weapon rack with six detachable polearms. Each is three inches long and decorated with a red horse-hair tassel.
18. A feathered arrow embedded in a frozen potato.
19. A halfling skull with a significant parietal slashing wound that also corroded the bone.
20. A pocket instruction manual depicting bizarre fighting stances of leaping, spinning and holding weapons by the wrong end.

5E EMPORIUM

The Axe of Hurling is adapted from the weapon of the same name in the AD&D *Unearthed Arcana*®. Charged weapons were inspired by the article *Magic for Beginners* by Gregory Detwiler, in *Dragon*® #149. Neekar is adapted from the weapon of the same name in *Bazaar of the Bizarre* by Nathaniel S. Downes in *Dragon*® #188.

AXE OF HURLING

Weapon (handaxe), uncommon

This handaxe has a normal thrown range of 25 feet and a long range of 100 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d6 damage. Immediately after the attack, the weapon flies back to your hand.

BEACON BOW

Weapon (bow or crossbow), rare

A nonmagical arrow or bolt fired from this magic weapon emits a fizzing red glow when it hits a creature. Until the arrow or bolt is removed with a bonus action, the creature cannot benefit from being invisible, hidden, or by being behind half cover. Only one creature can be so affected at a time.

When you attack a creature with the beacon bow and roll a 20 on the attack roll, further attacks against that creature are made with advantage until the start of your next turn.

CHARGED WEAPON

Weapon (any), common

Charged weapons are a lesser form of magic weapon, being cheaper to craft and requiring less talent. They are created intentionally by hedge wizards and other lesser spellcasters, or they can be the result of a failed attempt at crafting a normal magic weapon.

A charged weapon has 1d4 + 1 charges. The wielder can spend a bonus action to expend a charge. This activates the charged weapon for 1 minute, during which it is treated as a magic weapon with a +1 bonus to attack and damage rolls.

When all the charges are expended, it becomes a normal, nonmagical weapon.

FEYSLAY

Weapon (any), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a fey creature with this weapon, the fey takes an extra 1d6 damage of the weapon's type and cannot benefit from its magic resistance trait for 1 round.

NEEKAR

Weapon (broadsword), very rare (requires attunement by a creature with proficiency in Persuasion)

Neekar is a sentient blade highly prized by diplomats and politicians. Throughout the ages it has appeared in the treasuries of noble houses, lost in duels with rival nobles, and bought and sold as the families fall in and out of favour.

Neekar is a steel longsword with a plain silver pommel and an ivory scabbard. It sheds no light and does not grant a bonus to attack or damage rolls. It grants the following property.

Comprehend Languages. While you hold the weapon, you gain the benefits the *comprehend languages* spell (PHB p. 224).

Sentience. Neekar is a sentient lawful neutral weapon with an Intelligence of 16, Wisdom of 10 and Charisma 16. It is proficient in Charisma (Persuasion). It has hearing and darkvision out to a range of 60 feet.

The weapon can speak, read and understand Common; and can speak and understand Dwarvish, Elvish, Giant, Gnomish, Goblin, Halfling and Orc.

Personality. The weapon was meant to be an inconspicuous aide in politics and is indeed a shrewd negotiator. It has a history of participation in delicate treaties that it is quite proud of, and the sword is often willing to parley on behalf of its wielder for even trivial matters.

ENSLIVERING AMMUNITION

Weapon (any ammunition), uncommon (+0), rare (+1), or very rare (+2)

This piece of magic ammunition can disrupt the powers of a werecreature that it strikes. A lycanthrope hit by a piece of ensilvering ammunition immediately reverts to its true form, and remains in that form for 1 minute. In addition, the lycanthrope must make a DC 15 Constitution saving throw. On a failed save, the creature loses its damage immunity to nonmagical weapons that aren't silvered. It may repeat the saving throw at the end of each of its turns to end this effect.

You have a bonus to attack and damage rolls with the rare and very rare forms of ensilvering ammunition. Once it has hit a target, the ammunition is no longer magical.

ETHEREAL WEAPON

Weapon (any melee weapon), rare (+0), very rare (+1), or legendary (+2) (requires attunement)

This magic weapon can phase in and out of the ethereal plane, allowing it to pass through armor and attempts to parry it. You have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the weapon's rarity.

When you make a melee attack with an *ethereal weapon*, you can make an ethereal strike. Instead of making an attack roll, the target makes a Dexterity saving throw. On a failed save, the target takes the weapon's damage. The save DC is 8 + your Strength modifier + your proficiency bonus.

If the weapon has the finesse property, you may add your Dexterity modifier to the save DC instead of your Strength modifier.



SNAKE EYES

Weapon (short sword), uncommon

HISTORY

The first Snake Eyes was created for the illegal gambling dens of the cities. The game was simple, the players had to take a short sword and draw it. The sword would then have a 4 in 5 chance of activating a spell to dull the blade and make it unusable. The players would take the sword, and without telling if the spell activated or not, plunge it into their hand, or if they were playing in a particularly twisted gambling den, plunge it into their gut. The sword would be passed around this way until one unlucky person did not have the spell activate when he stabbed. The winners would leave with the loser's bet, and the loser would leave with a stab wound, if he was even lucky enough to leave at all.

The stakes rose in Snake Eyes as more spells were added to the blade, until the game and the knife were banned from most game houses as the deaths, fire damage, drownings, electrocutions, and other unspeakable horrors from the random spells on the variations of the blade, caused the gambling dens to lose more money than they gained.

Now Snake Eyes are an uncommon sight. Many were destroyed or thrown away, as not many wanted to use such an unpredictable blade as a weapon.

IDENTIFICATION

Snake Eyes appears to be a normal short sword with skulls and dice attached to the hilt, with only the "Luck" ability initially apparent. A DC 15 Arcana, History or Investigation check reveals the following information

Arcana: The blade seems to have random properties assigned to it every time it is drawn however what the properties are unknown.

History: The blade was used in gambling for some time, but was banned due to its dangerous magical properties.

Investigation: The blade is an uncommon magical item. However, it seems people are hesitant to buy it for unknown reasons.

An Intelligence check of DC 25 for Arcana, History or Investigation reveals the full history of the blade as well as its effects.

EFFECTS

Luck. If Snake Eyes is on your person, you can call on its luck and reroll an attack roll, ability check, or saving throw, accepting the new result. This property cannot be used again till the next dawn.

Devil's Dice. When you draw this weapon, roll 1d6 to determine the effect of the sword. The effect lasts for 1 minute or until you sheathe the sword.

1. **Snake Eyes:** Roll on this table again. If you roll 1 a second time, you drop to 0 hit points and die.
2. **Cold:** You deal an additional 1d4 cold damage on a hit with this weapon.
3. **Fire:** You deal an additional 1d4 fire damage on a hit with this weapon.
4. **Cure:** You may cast the spell cure wounds once from the blade as a bonus action.
5. **Blade:** No effect.
6. **Safety:** The weapon deals 1 bludgeoning damage instead of its normal damage.

THIEVING BLADE

Weapon (dagger, shortsword or rapier), uncommon

When you hit a creature with this magic weapon, you can make a DC 10 Dexterity (Sleight of Hand) check to steal one item from the target. The item cannot be currently held or strongly tethered, and must weigh 2 lbs or less. Examples include a loose item in a pocket, a belt pouch, or a pendant worn on thin chain. The item is hooked on the end of the weapon. The item can then be transferred to your free hand or your pocket as a bonus action. It is otherwise dropped to the floor if you make another attack with the weapon.

WIND CUTTER

Weapon (any slashing melee weapon), uncommon (requires attunement)

This magic weapon has 3 charges. When you make a melee attack with this weapon you can expend 1 charge to release a forceful, cutting, blast of wind. This adds 10 feet to the range of the attack, and if it hits it deals an additional 1d6 slashing damage.

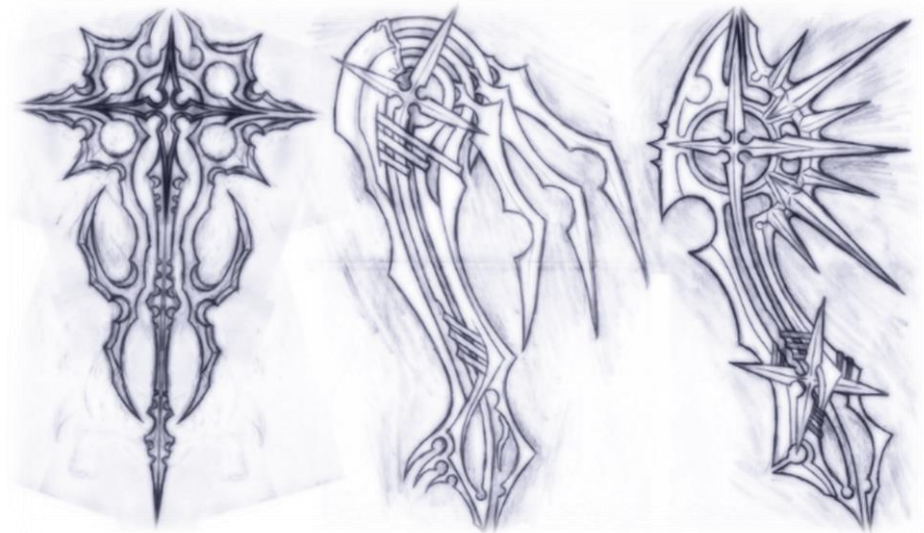
The weapon regains 1d3 expended charges daily at dawn.

WHISPER BLADE

Weapon (dagger), artefact (requires attunement)

Whisper Blade is a steel dagger, long and slim with a tapering point. A white line which curls around the handle and shifts over the course of the day.

This weapon has its origin in a set of daggers known as the Truthblades, used by arbiters to force truth from the judged. A rogue stole the set and subsequently used them in thievery and high adventure, through which they were empowered. Now in addition to their interrogative powers, they give a new meaning to sharp insults and back stabbing. *Whisper Blade* was the most powerful of the re-enchanted blades, and is especially sought after for its ability to remember its targets.



Whisper Blade is a magic dagger that grants a +1 bonus to attack and damage rolls. It has 7 charges, and regains 1d6+1 charges daily at dawn.

Enchanting Strike. When you hit a creature with *Whisper Blade*, you can immediately cast vicious mockery (1 charge) or suggestion (2 charges) on that creature (save DC 18).

Spells. While *Whisper Blade* is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *message* (0 charges), *unseen servant* (1 charge), *zone of truth* (2 charges).

Remember Foe. While wielding *Whisper Blade*, you can use an action to teleport to any creature that the dagger remembers. *Whisper Blade* remembers living creatures that it has dealt damage to within the past week. This expends 3 charges, and the target must be on the same plane of existence as you. You are instantly transported to a point 10 feet from the target

Random Properties. *Whisper Blade* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Destroying the Whisper Blade. *Whisper Blade* can be crushed under the heel of a truly honest person.

WITHERWHIP

Weapon (whip), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The whip has 7 charges. Immediately after you hit a creature wearing armor, you can expend a charge to reduce its AC by 1. The reduction is cumulative to a maximum determined by the type of armor. The maximum for light armor is -1 AC; medium armor is -2 AC; heavy armor is -3 AC. The effect lasts until the armor is repaired. The whip regains 1d4 expended charges daily at midnight.

5E SPELLBOOK

Bard: *detect weapons* (1st), *spell sword* (1st)

Cleric: *detect weapons* (1st), *bonesword* (3rd)

Druid: *thunderwhip* (2nd)

Ranger: *bane bow* (4th)

Sorcerer: *launch bolt* (cantrip), *claws of the dragon* (cantrip), *detect weapons* (1st), *spell sword* (1st), *thunderwhip* (2nd)

Warlock: *woeful stab* (6th)

Wizard: *launch bolt* (cantrip), *detect weapons* (1st), *spell sword* (1st), *thunderwhip* (2nd), *glass cannon* (4th), *woeful stab* (6th)

BANE BOW

4th-level evocation [ranger]

Casting time: 1 bonus action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a nonmagical ranged weapon that uses ammunition, infusing it with nature's power. For the duration, when you attack with the weapon using nonmagical ammunition and hit your favored enemy, the target must make a Constitution saving throw. It takes an extra 5d6 piercing damage on a failed save, or half as much on a successful one.

BONESWORD

3-level necromancy [cleric]

Casting time: 1 action

Range: Self

Components: V, S, M (one bone at least 6 inches long, which the spell consumes)

Duration: Concentration, up to 10 minutes

A bone, held in your free hand, becomes a shortsword, longsword or greatsword. It lasts for the duration and then crumbles to dust. Anyone may use the bonesword, and it is a magic weapon. It deals an extra 1d6 damage against living creatures, and an extra 1d6 damage against good-aligned creatures. The extra damage is of the same type as the weapon's base damage (piercing or slashing).

At Higher Levels. When you cast this spell using a spell slot of 5th or higher, the extra damage inflicted on living or good-aligned creatures increases by 1d6 for each two slot levels above 3rd.

CLAWS OF THE DRAGON

Transmutation cantrip [sorcerer]

Casting time: 1 bonus action

Range: Self

Components: S

Duration: Concentration, up to 10 minutes

Using your sorcerous bloodline you can grow a set of menacing claws. For the duration, your unarmed attacks deal 1d6 slashing damage. Your claws are considered to be light for the purpose of two-weapon fighting.

When you reach 5th level your claws are magic weapons. If you have the draconic bloodline sorcerous origin then at 11th level your claws deal an additional 1d6 damage of the type associated with your draconic ancestry. At 17th level, this improves to an additional 2d6 damage.

DETECT WEAPONS

1-level divination [bard, cleric, paladin, sorcerer, wizard]

Casting time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence of manufactured weapons within 30 feet of you. If you sense weapons in this way, you can use your action to determine their location and type (e.g. "shortsword"). This can detect an improvised weapon if it is wielded by a creature intending to use it as such.

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

GLASS CANNON

4th-level transmutation (ritual) [wizard]

Casting time: 1 action

Range: 30 feet

Components: V, S, M (an area of natural sand at least 5 ft. by 5 ft.)

Duration: Concentration, up to 1 hour

You transmute the surface sand - at an unoccupied space you can see within range - into a cannon made of glass. It turns back into sand when it reaches 0 hit points or when the spell ends. The glass cannon is a piece of siege equipment that anyone can use, see below.

At Higher Levels. When you cast this spell using a spell slot of 5th or higher, the glass cannon deals an extra 1d6 slashing damage for each slot level above 4th.

GLASS CANNON

Large object

Armor Class: 10

Hit Points: 20

Damage Immunities: poison, psychic

Damage Vulnerabilities: bludgeoning, piercing and slashing damage

Wondrous Item, uncommon

The glass cannon is a weapon created with sand and magic. It can be found as a magic item, or created using the *glass cannon* spell. It is used as an artillery piece in desert battles, where it can be crafted on-site faster than a mundane cannon. It fires a cluster of glass shards which spread out to shred infantry. A glass cannons do not last for long: they are often taken out by enemy catapults before they can fire, or they shatter themselves with their forceful blasts.

Loading the cannon is merely a matter of pouring a bucketful of sand down the barrel, which takes an action or a bonus action. It takes one action to aim the cannon and one action to fire it.

Shredding Shot: The cannon fires glass shards in a 60-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 7d6 slashing damage on a failed save, or half as much damage on a successful one. The cannon deals 5 slashing damage to itself.

LAUNCH BOLT

Transmutation cantrip [sorcerer, wizard]

Casting time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

A crossbow bolt you touch flies towards a target. You make a ranged spell attack at a creature or object with a normal range of 80 feet and a maximum range of 320 feet. On a hit, the target takes 1d8 piercing damage. The attack is only considered to be an attack with a magical weapon if the bolt is a magical weapon.

When you reach 5th level, a nonmagical bolt you touch with this spell is considered to be a piece of magic ammunition for the duration of the spell. It has a +1 bonus to attack and damage rolls, which increases to +2 at 11th level and +3 at 17th level.

SPELL BLADE

1st-level conjuration [wizard, sorcerer, bard]

Casting time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

You conjure a blade of force in your free hand. The blade is similar in size and shape to a short sword, and lasts for the duration. If you let go of the blade, it disappears, but you can conjure the blade again as a bonus action.

You are proficient with the blade and can make melee weapon attacks with it. It is a magic weapon with the light and finesse properties, and it deals 1d6 slashing damage on a hit.

You may cast a spell with a range of touch into the blade. The spell is held until it is released or the blade disappears, and only one spell can be held. If you hit a creature with the blade, the held spell is released: in addition to the normal damage, the target is affected as though you had cast the held spell on it.

THUNDERWHIP

2nd-level evocation [druid, sorcerer, wizard]

Casting time: 1 bonus action

Range: Self

Components: V, S, M (a piece of horse leather)

Duration: Concentration, up to 10 minutes

You evoke a vibrating whip in your free hand, whose whipcrack is most disturbing to animals. The whip lasts for the duration. If you let go of the whip, it disappears, but you can evoke the whip again as a bonus action.

You can use your action to make a melee spell attack with the thunderwhip, which has a reach of 10 feet. On a hit it deals 2d4 thunder damage. If the target is a beast, it becomes frightened until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the reach of the weapon increases by 5 feet and the damage increases by 1d4 for every two slot levels above 2nd.

WOEFUL STAB

6-level conjuration [warlock, wizard]

Casting time: 1 bonus action

Range: Self

Components: V, S, M (one dagger, which the spell consumes)

Duration: Concentration, up to 1 minute

A dagger in the back might hurt for some time, but the pain of a woeful dagger never ends.

You conjure a woeful dagger in your free hand, which lasts for the duration. You are proficient with the woeful dagger and you may use your spellcasting ability instead of Strength for the attack and damage rolls of melee attacks using it. It deals 2d4 piercing damage and is a magic weapon.

Once during the spell's duration, when you hit a creature with the woeful dagger, you can make a woeful stab. The creature you hit must make a Charisma saving throw. On a failure, you deal an extra 10d10 psychic damage and the target has disadvantage on saving throws for 1 minute. The affected creature can repeat the saving throw at the end of each of its turns. On a success, the effect ends.

5E BESTIARY

A selection of animated objects that all share the following trait.

Constructed Nature. The construct doesn't require air, food, drink or sleep. When it drops to 0 hit points, the magic that animates it is dispelled and it becomes an inanimate pile of daggers that are too damaged to be of further use.

SWARM OF FLYING DAGGERS

A set of a dozen or more daggers, animated through spellcraft to obey the commands of their creator. When active, they form a swarm of sharp metal that flits through the air like a shoal of fish. If they are guarding a location, they rise and circle to form a whirlwind of blades.

Medium swarm of tiny constructs, unaligned

Armor Class 15 (natural armor)

Hit Points 27 (6d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive perception 7

Languages –

Challenge 1 (200 XP)

Antimagic Susceptibility. The swarm is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the swarm must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the swarm remains motionless and isn't flying, it is indistinguishable from a pile of normal daggers.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny dagger. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Daggers. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

ENCHANTED CHAIN

An enchanted chain can typically be found guarding prisons, shipyards or warehouses. They might be embellished with manacles or spikes. Some are programmed to crush their victims until dead. Others squeeze until the prisoner passes out, restraining them until the chain's owner attends the scene.

Small construct, Unaligned

Armor Class 16 (natural armor)

Hit Points 21 (6d6)

Speed 0 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +5

Damage Resistances piercing

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond this radius), passive perception 7

Languages –

Challenge 2 (450 XP)

Antimagic Susceptibility. The chain is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the chain must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While it is wrapped around a creature, the chain takes only half the damage dealt to it, and the wrapped creature takes the other half.

False Appearance. While the chain remains motionless, it is indistinguishable from a normal chain.

ACTIONS

Chain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage and the chain wraps around the target. While wrapped around the target, the chain can attack no other creature except the target but has advantage on its attack rolls. The chain's speed also becomes 0, it can't benefit from any bonus to speed, and it moves with the target.

A creature can remove the chain by making a successful DC 13 Strength check as an action. On its turn, the chain can remove itself from the target by using 5 feet of movement.

CARYATID COLUMN

A caryatid is a sculpted female figure serving as an architectural support. A typical caryatid resembles a slender human female wielding a sword. They are often found in pairs, supporting an entablature over the doorway they are guarding. Since they are cheaper to produce than stone golems, they might be found in colonnades of up to a dozen.

A lesser form of golem, they are programmed to animate when the location or object they are guarding is intruded upon. If their creator is present, they can also be commanded verbally. An activated caryatid takes on life-like pigmentation and her stone sword becomes steel. She will do whatever is required to protect her designated location or object, which may involve combat or luring the intruders away. Upon completion, she returns to her original position and transforms back into a stone statue.

Medium construct, unaligned

Armor Class 15 (natural armor)

Hit Points 28 (3d8 + 15)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons that aren't adamantine

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive perception 10

Languages understands the languages of its creator but can't speak

Challenge 2 (450 XP)

Immutable Form. The caryatid column is immune to any spell or effect that would alter its form.

Magic Resistance. The caryatid column has advantage on saving throws against spells and other magical effects.

Magic Weapons. The caryatid column's weapon attacks are magical.

False Appearance. When the caryatid column remains motionless, it is indistinguishable from a normal statue.

Shatter Weapon. A non-adamantine weapon that scores a critical hit on a caryatid column is shattered after the damage is resolved. This does not affect unarmed attacks. Ammunition that hits the caryatid column is destroyed.

ACTIONS

Multiattack. The caryatid column makes two melee attacks.

Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

SHATTERED WEAPONS

A caryatid is the bane of melee adversaries, as her key defensive feature is to sunder weapons that strike her. The harder they strike, the faster they break. Uninformed players with improved critical hit ranges, such as the fighter champion, may find their favorite weapon rendered unusable. A fair DM will provide some clue to the caryatid's nature through the environment (the floor is littered with snapped blades) or knowledge (an arcana check.)

The functionality of a shattered weapon and the ability to repair it is dependent on the DM and their campaign. Typically a shattered weapon is unusable as a weapon. A nonmagical weapon is not economic to repair, while a shattered magical weapon can be reforged requiring half its normal creation cost and time. At the DMs discretion, sentient or artefact weapons are immune to being shattered in this way.

VARIANT: GREATER CARYATID COLUMN

Some caryatids are of superior quality and decorated with a gilded surface. A **greater caryatid column** has 57 (6d8 + 30) hit points, and their sword attack deals 13 (2d8 + 4) slashing damage. They have a challenge rating of 4 and their shatter weapon trait is replaced with the following trait.

Greater Shatter Weapon. A non-adamantine weapon that hits a caryatid column is shattered after the damage is resolved. This does not affect unarmed attacks. Ammunition that hits the caryatid column is destroyed.



4E EMPORIUM

BLADE OF NIGHT AND DAY

Blades of Night and Day were first crafted by followers of the Raven Queen as tool for their paladins and clerics to fight both the living and undead with equal ease. The blade is as anathema to the walking dead as it is to the living, giving eternal rest to all souls equally.

Blade of Night and Day Level 5+ Rare

On your command this weapon's surface ripples with bright golden light and inky-black shadow.

Level 5 +1	1,000 gp	Level 20 +4	125,000 gp
Level 10 +2	5,000 gp	Level 25 +5	625,000 gp
Level 15 +3	25,000 gp	Level 30 +6	3,125,000 gp

Weapon: Heavy blade or light blade

Enhancement: Attack rolls and damage rolls

Critical: +1d8 necrotic and radiant damage per plus

Properties

◆ All untyped damage dealt by weapon attacks using this weapon change to necrotic and radiant damage.

Attack Power (Necrotic, Radiant) ◆ Daily (Standard Action)

Attack: Close burst 2 (creatures in the burst)

Effect: If the creature has resistance to radiant it takes 1d8 necrotic damage per plus of the weapon. If the creature has resistance to necrotic it takes 1d8 radiant damage per plus of the weapon.

RAPIER OF MAGIC MISSILE

For those fencers who see the rapier as a symbol of precision and swiftness, these blades have been enchanted with that most unerring of spells, *magic missile*. They are often paired with a shield of deflection or a force parrying dagger.

Rapier of Magic Missile Level 4+ Uncommon

Rivulets of pure magical energy ripple up and down this thin blade. When you thrust it towards a distant enemy, it shoots a glowing dart which unerringly strikes.

Level 4 +1	840 gp	Level 19 +4	105,000 gp
Level 9 +2	4,200 gp	Level 24 +5	525,000 gp
Level 14 +3	21,000 gp	Level 29 +6	2,625,000 gp

Weapon: Rapier

Enhancement: Attack rolls and damage rolls

Critical: +1d6 force damage per plus

Attack Power (Force) ◆ Encounter (Standard Action)

Attack: Ranged 20 (one creature)

Effect: The target takes force damage equal to 5 + the weapon's enchantment bonus.

SPARKLING WEAPON

Explorers of the underdark and deep forests favour these weapons for their ability to mark out creatures that slip away and lurk in the shadows.

Sparkling Weapon Level 3+ Uncommon

Gleaming specks of blue, purple, and red lie just below the weapon's surface, reflecting oddly in the light.

Level 3 +1	680 gp	Level 18 +4	85,000 gp
Level 8 +2	3,400 gp	Level 23 +5	425,000 gp
Level 13 +3	17,000 gp	Level 28 +6	2,125,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Utility Power ◆ Daily (No Action)

Trigger: You hit an enemy with an attack using this weapon.

Effect: Until the end of your next turn, all attacks against the target have combat advantage, and the target cannot benefit from invisibility or concealment.

TRIPLE-BLADED SWORD

This longsword has three parallel blades. Whilst harder to swing, the wounds it causes are more grievous. In addition, each blade is fixed in the hilt under a chamber of magically compressed air. A quick press of a button in the hilt causes a blade to be released at high speed. Upon depressing the button, the blades return to the hilt.

Triple-Bladed Sword Level 6+ Uncommon

The three parallel blades of this longsword are smooth and aerodynamic. The wide hilt vibrates, eager for release.

Level 6 +2	1,800 gp	Level 21 +5	225,000 gp
Level 11 +3	9,000 gp	Level 26 +6	1,250,000 gp
Level 16 +4	45,000 gp		

Weapon: Heavy blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Properties

◆ Brutal 2

Attack Power ◆ At-Will (Standard Action)

Attack: Ranged 3/6; the weapon's level + 5 vs. AC.

Hit: 1d10 damage.

Effect: This weapon's Brutal property value is reduced by 1. If the value is reduced below 0 you cannot make attacks with this weapon until the blades have been reset.

Utility Power ◆ At-Will (Standard Action)

Effect: You reset the blades and the weapon's brutal property is restored to 2.

4E BESTIARY

MANTRAP GOLEM

A mantrap golem is an automaton created by a tyrant in need of a particularly terrifying enforcer. As the name suggests, they are constructed from metal foot-traps normally used for catching poachers.

Mantrap Golem	Level 18 Elite Soldier	
Large Natural Animate (Construct)	XP 4,000	
HP 354; Bloodied 177	Initiative +13	
AC 34; Fortitude 31, Reflex 27, Will 25	Perception +13	
Speed 6 (cannot shift)	Darkvision	
Immune disease, poison		
Saving Throws +2; Action Points 1		
Traits		
Effortless Grab		
When the golem moves, it pulls with it any creature grabbed by it. This movement does not provoke opportunity attacks by the grabbed creature. The golem can grab two creatures at a time, and can sustain a grab as a free action rather than a minor action.		
Standard Actions		
⬇ Mantrap Snap ♦ At-Will		
<i>Attack:</i> Melee 2 (one creature); +23 vs. AC		
<i>Hit:</i> 2d8 + 17 damage and the target is pulled 1 square and grabbed.		
⬇ Double Snap ♦ At-Will		
<i>Effect:</i> The golem uses mantrap snap twice.		
⬇ Golem Rampage ♦ Recharge ☒☒		
<i>Effect:</i> The golem moves up to its speed + 2. During this movement, the golem can move through enemies' spaces, and when the golem first enters any creature's space, it uses mantrap snap against that creature.		
Triggered Actions		
⬅ Death Burst ♦ Encounter		
<i>Trigger:</i> The golem drops to 0 hit points.		
<i>Attack: (No Action):</i> Close burst 1 (creatures in burst); +23 vs. AC		
<i>Hit:</i> 3d8 + 19 damage and the target is immobilized.		
<i>Effect:</i> The golem is destroyed. The area of the burst becomes difficult terrain until cleared.		
Skills –		
Str 25 (+16)	Dex 15 (+11)	Wis 11 (+9)
Con 25 (16)	Int 3 (+5)	Cha 3 (+5)
Alignment Unaligned	Languages –	
Equipment –		



TACTICS

In a skirmish, the mantrap's primary goal is to prevent enemies from reaching its master. It will attempt to grab enemies with golem rampage (it can grab two at a time and drag them along with it) and pull them to some hindering terrain. If it is already badly damaged, its master may even command it to take victims to some place where the golem may also be destroyed, such as over a cliff or into a lava pit.

ENCOUNTER

A tiefling warlock sends her mobsters into a frightened town to claim her title (which has increased from 10% to 90% of a household's earnings). Fortunately our heroes are here this time to uphold the true law of the land.

Level 18 Encounter (14,000 XP)

- 2 mantrap golems (level 18 elite soldier, 4,000 XP each)
- 12 devil-bred duergars (level 18 minion soldier, 500 XP each) [Monster Vault® p. 98]

The battle initially starts on the dirt street, with one mantrap golem and 6 duergar. They will try and draw the party into their nearby counting house, where the second mantrap golem and remaining duergar are waiting. This is a single storey building with side rooms containing hidden mantraps, and the duergar know their locations. A mantrap can be detected with Perception DC 22, and disabled with Thievery DC 26. The mantrap will attack a creature entering its square, once. *Attack:* +20 vs. AC; *Hit:* 10 damage and the creature is slowed (save ends).

In addition, the back room features a 30 foot pit into which the golems throw the children of families who fail to pay. The golems will similarly attempt to grab PCs and hurl them down. The walls are smooth masonry, requiring Athletics DC 20 to climb.

3.5E EMPORIUM

BEAVER'S TOOTH

The handle of this +1 *cold iron dagger* is worked in the shape of a beaver, its curved blade exiting the animal's mouth like a single tooth. Its dissonance with lumber allows it to ignore the hardness of anything constructed of wood including weapons and doors. Attacks made with this weapon ignore the AC bonus of shields and armor constructed of wood. Anything enhanced by an *ironwood* spell is affected as well.

Moderate transmutation; CL 11th; Craft Magic Arms and Armor, *repel wood*; Cost 4,852 gp + 388 XP; Market Price: 9,704gp

BINDING DART

Binding darts find a use among those who regularly fight enemies with teleportation abilities. A binding dart is a +1 *dart*. Once per day when you hit a target with a binding dart, the target is affected by the *dimensional anchor* spell.

Faint abjuration; CL 7th; Craft Magic Arms and Armor, *dimensional anchor*; Cost 6,040 gp + 483 XP; Market Price: Price 12,380 gp 5sp

DUSK AND DAWN

These evil weapons draw their potency from the Shadow Weave, a corrupting font of magic. Their pommels are wrapped in a cured black leather, bearing the emblem of the Unseated, an elite fraction that associates in deepest secret with the shadow syndicates of Amn. The Unseated are agents and assassins of great skill and renown, who move betwixt cities and towns like shadows - unseen - and wear secrecy and anonymity like a cloak against law and order. Each member of the Unseated carries two weapons, nicknamed "Dusk" and "Dawn". These two weapons are twinned in the darkness of night, Dawn in the left hand and Dusk in the right, and exemplify their evil nature. Between dusk and dawn are these weapons at their strongest, and lend their sinister power to many iniquitous causes; theft, fraudulence, conspiracy and murder.

Outside and during daytime, Dusk and Dawn are regular masterwork daggers, but at night or in places where the light of the sun does not reach, its wicked nature is fully realized and the blade awakens. In these places, they function as a +1 *dagger*. At any time of day however, the wielder can feel the wrongness of either weapon when it rests in their hands, bestowing a -1 cumulative penalty to Will saving throws.

They are sleek, spiny daggers wreathed in gloom, drinking in ambient light while reflecting but little. A latticework of vile-natured runes cover its obsidian lemmet, smoldering with almost tangible shadow

When you have both Dusk and Dawn equipped and awakened, you gain the further benefits noted below:



- +3 profane bonus to Armor Class. This bonus stacks with all other types of bonus to Armor Class, except for other profane bonuses.
- Baleful Rend: When you land consecutive hits with both Dusk and Dawn, you deal an additional 1d6 negative energy damage. This effect only applies to any two attacks made with the same modifiers. The Improved Two-Weapon Fighting feat increases the number of possible baleful rends per round to 2, and the Greater Two-Weapon Fighting feat further increases this to 3. Baleful rend is considered a +2 enhancement and requires two weapons to be enchanted with it.
- Critical Drain: On a critical hit, the opponent must succeed on a DC 14 Fortitude save or suffer 1 negative level for 24 hours.
- Resistance to negative energy 5.

A *darkness* or similar spell can call forth the qualities of Dusk and Dawn when used within its area of effect, whereas a *daylight* spell can suppress them.

Moderate necromancy; (DC 19);CL 13th; Craft Magic Arms and Armor; *death ward*, *enervation*, *greater magic weapon*; Cost 20,405 gp + 1,632 XP; Market Price: 40,802 gp

ELECTRIC MANDOLIN

This mandolin is sturdy and solid, is reinforced for combat but still capable of a fine melody. Created for the purpose of preventing jerks from smashing your instrument as well as adding some class to an otherwise plain chunk of wood, this weapon is a favorite of musical types who need to show their critics that it doesn't pay to heckle.

The electric mandolin is a +2 *greatclub of shock*. It can be used as an instrument, providing a +4 circumstance bonus on Perform (stringed instrument) skill checks.

Moderate evocation; CL 9th; Craft Magic Arms and Armor, *lightning bolt*; Cost 9,800 gp + 784 XP; Market Price: 19,905 gp

FORGE DESTROYER

This battleaxe has a red tint and the pommel displays a small inset ruby. It is a +1 *construct bane battleaxe* that is particularly deadly to living constructs such as warforged. Twice per day the wielder can speak a command word to make a touch attack with the weapon. If it hits a living construct, that creature affected by the *heat metal* spell.

Moderate conjuration and transmutation; CL 8th; Craft Magic Arms and Armor, *summon monster I*, *heat metal*; Cost 5,715 gp + 432 XP; Market Price: 11,115 gp

THE GOLDEM PALM

This +1 *heavy mace* is a brass shaft with brown leather wrappings around the handle, with a heavy dull orange brass fist clenched tightly. The original was said to be crafted from Garl Glittergold himself, and since then duplicates have been made all over. This heavy mace is a favorite with clerics who busy themselves with merchant work.

1/day, the command word "Gilden" can be spoken as a standard action. This causes the fist to open, revealing a single gold coin. Once removed from the fist the hand automatically closes.

CL 15th; Craft Magic Arms and Armor, *true creation*; Cost 5,320 gp + 427 XP; Market Price: 10,957 gp

GREASED BLADE

This +1 *short sword* is greased and can be wielded with lightning speed, sometimes catching foes off guard. It grants the following benefits:

- The greased blade can be drawn as a free action.
- Once per day the wielder of the blade can cast *grease* (CL 4th) as a standard action.
- Once per day when you draw the greased blade, attacks you make with it in the same round deny the foe their Dexterity bonus to AC.

Moderate Conjuration; CL 6th; Craft Magic Arms and Armor, *grease*; Cost 4,315gp + 320 XP; Market Price: 8,315 gp

HEAD CLEAVER

This hefty greatsword has is double-edged blade that shows the wear of many uses. Ignan and Abyssal runes run the length of the blade, reading "Taken unto slaughter, given to The Many." *Head Cleaver* was forged by a legendary blacksmith dedicated to Erythnul. The man created this weapon for a group of the dark faith's weapons masters. One of these men was trained in a brutally efficient style: stalking a battlefield and quickly taking the fight to the enemy command. He was said to weave his way through the chaos of battle unleashing the fury of the blade where the enemy was strongest. The man became a legend, hailed by the masters as the epitome of slaughter, and named daemon by entire kingdoms. After his death, the dark weapon masters took back the blade to train a new agent of their fury. Since then the blade has been everywhere, yet nowhere. Stories abound of its grim harvest and men now tell tales of a hulking man from the south, wearing the dull scarred relic.

Head Cleaver is a +2 *vorpal greatsword*. Once per day the wielder may cast blink at 10th Caster Level.

Strong Necromancy and Transmutation; CL 18th; Craft Magic Arms and Armor; *blink*, *circle of death*, *keen edge*; Cost 46,350 gp + 1,854 XP; Market Price: 98,350 gp

IMPACT SHIELD

This strange shield is fashioned from extremely sturdy wood and is emblazoned with a metal sparing in the center.

This shield functions as a +1 *bashing darkwood light shield*. A metal center element is built into the shield that contains the impact shield's special power. Once per round as a response to an attack made against you, you may make an opposed attack roll against an enemy's melee attack roll as an immediate action. If your roll beats that of the attacker, the impact shield can be made to absorb the kinetic energy of that melee attack.

For every point of damage so absorbed, 1 point of damage is stored within the impact shield as kinetic energy (to a maximum of 40). To release the stored damage at any time, you must activate the shield and succeed on a touch attack with a shield bash. The target creature will then be dealt the stored damage, which bypasses all types of damage reduction.

Due to its impact absorbing nature, an attempt at sundering it has a 50 % chance of activating its power.

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *blast of force* [Spell Compendium®]; Cost 12,320gp + 960 XP; Market Price: 16,320 gp

MORSBLADE

This beautiful bastard sword has a smooth unmarked blade that gleams as if made of polished silver. Light that reflects off its surface is tinted a deep emerald green giving the blade an unearthly glow in any level of illumination.

A black leather grip covers the dark black metal hilt, the worn leather of the hilt almost seeming to fade into the darkness of the metal. The pommel is set with a large emerald, and careful examination or insufficient external light reveals a steady gleam of illumination from the gem. This light does not suffice for any form of light-dependent vision, although it may serve to reveal the presence of the sword in the dark.

This sword was created by the Athar to help in their battle against Tiamat's children. While they forged the blade Nicor managed to infuse the metals with a curse that would allow the chaotic taint of the Abyss to infect its wielder. Unknowing, the Athar finished the blade and put it to use; once its curse was discovered the blade was cast aside and long lost.

Morsblade is a +4 defender bastard sword. Three times per day, it can be activated to increase the wielder's strength. This is a +2 enhancement bonus to Strength with a duration of 1 minute per character level of the wielder, or until the Morsblade is no longer wielded. In addition, on activating this power the wielder feels oddly nauseous. They must succeed on a DC 15 Fortitude save or take 2 points of Charisma drain. A wielder who reaches 0 Charisma immediately transforms into a chaos beast, with all traces of the former personality gone.

CL 15th; Craft Magic Arms and Armor; *shield* or *shield of faith*; *bull's strength*; Cost 36,187 gp + 1,809 XP; Market Price: 72,375 gp

WEEPING ISIS

This +1 bastard sword depicts the goddess Isis weeping over the dismembered body of Osiris. If the wielder of this weapon drops a creature and uses the Cleave feat, they may strike the same creature that he just dropped. This strike counts as dropping an opponent.

Faint enchantment; CL 5th; Craft Magic Arms and Armor, Cleave feat; Cost 4,168 gp + 167 XP; Market Price: 8,335 gp

WITCHSLAP

Created by a gnome cleric of Garl Glittergold on the behest of a rather amateurish cabal of witchhunters from Hakloor, the invention of the so-called "witchslap" is an application of magic to rob the enemies of their arcane defenses. Although real life got in the way of the witch hunter's voluntary witch hunting work, and disbanded even before the weapon could be used, the concept of the witchslap stuck in history, and these plain-looking clubs still occasionally surface in battle across the realm.

A *witchslap* is a +1 club. On a successful hit against a creature, the witchslap creates a targeted dispel effect against that creature unless it makes a DC 14 Will save. The effective caster level of the targeted dispel is 5.

Faint abjuration; CL 5th; Craft Magic Arms and Armor; dispel magic; Cost 3,850 gp + 308 XP; Market Price: 7,700 gp

WEAPON ENHANCEMENTS

AMBIVALENT

An *ambivalent* weapon is neutrally aligned and infused with the power of irresolution. It makes the weapon neutral-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all creatures without at least one neutral alignment. For instance, chaotic good or lawful evil. It bestows one negative level on any creature without at least one neutral alignment attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level does not result in level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bow, crossbows and slings so crafted bestow the ambivalent power upon their ammunition.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *confusion*, creator must have a neutral alignment; Price: +3 bonus

BATTLE MASTER

A battle master weapon grants a number of advantages to make you a more fearsome opponent on the battlefield. First, you are treated as being one size category larger for purposes of combat maneuvers such as disarming, sundering, and tripping, and for purposes of bonuses to these rolls, you are treated as wielding a two-handed weapon (if you aren't) or having four legs (if you don't already). Second, you are treated as if you had the feats Improved Disarm, Improved Feint, Improved Sunder, and Improved Trip, but only in regards to the battle master weapon. If you already possess these feats, you gain an enhancement bonus equal to the weapon's enhancement on any checks made when performing those actions in combat.

In addition, if the battle master weapon is one that benefits from the Weapon Finesse feat, you can use your Dexterity in place of Strength for any of the related checks, such as when tripping.

Finally, you can never be forcefully disarmed of a battle master weapon.

Strong evocation; CL 17th; Craft Magic Arms and Armor, *master's touch* [Complete Arcane®], *mage's sword*; Price +5 bonus.

KEENING

This property can only be applied to ranged weapons or ammunition. A fired keening weapon emits a high-pitched keen. Enemies within 20 feet of its flight path must make a DC 16 Will save. On a success, the creature is shaken for one round. On a failure the creature becomes panicked for 1 minute. If cornered, a panicked creature begins to cower. This is a mind-affecting fear effect. Bows, crossbow and slings so crafted bestow the keening ability upon their ammunition.

Moderate necromancy; CL 8th; Craft Magic Arms and Armor, *scare*; Price +3 bonus

PHANTOM

This special ability can be applied to a ranged weapon that fires bolts, arrows, sling bullets or firearm bullets. Such a weapon so enhanced does not require ammunition.

When attack is made with a phantom bow, a faint pink glow appears in the shape of both the invisible string and a shimmering arrow of pink light. This glowing arrow can be fired normally, and deals damage as a normal arrow of its size. The arrow disappears after it hits or misses its target.

Crossbows endowed with this ability shoot glowing bolts of green light, and also have phantom green strings. They automatically create another bolt, but the wielder still needs to "reload" the crossbow for this bolt to appear. Repeating crossbows gain no advantage from this enhancement, though the bolts they fire will glow green until impact.

Firearms and slings blessed with this property shoot glowing blue bullets of their size, and firearms also have blue muzzle flashes. These firearms still have to have their mechanisms cycled, but this takes less time than normal - firearms that reload as full-round actions instead reload as move actions, and firearms that reload as move actions instead reload as free actions. This weapon enhancement cannot be placed upon single-use ranged weapons, such as throwing daggers or javelins.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *magic missile*; Price: +1 bonus

SPELLCATCHING [SYNERGY]

A spellcatching weapon functions as a spell storing weapon. In addition, once per day, when the wielder of a spellcatching weapon either makes a successful save against a targeted spell or is missed by a targeted spell that requires an attack roll and the spellcatching weapon has room for the spell, the wielder may take an immediate action to store the spell in the spellcatching weapon. The wielder may then either immediately turn the spell back on its caster, or may keep the spell in the weapon as if it were stored normally.

Prerequisite enhancement: Spell Storing.

Strong abjuration (plus aura of stored spell); CL 13th; Craft Magic Arms and Armor, *spell turning*; Price +3 bonus

SPELLCATCHING, GREATER [SYNERGY]

A greater spellcatching weapon functions as a spellcatching weapon, except that the catching ability may be used thrice per day.

Prerequisite enhancements: Spell Storing, Spellcatching.

Strong abjuration (plus aura of stored spell); CL 13th; Craft Magic Arms and Armor, *spell turning*; Price +4 bonus

VOLLEY

An enchanted arrow with this special ability splits when fired from a bow. The wielder of the arrow chooses a 40 ft. by 10 ft. area within range, and makes an attack with their primary attack bonus against all creatures in the area selected. The arrow is destroyed once used.

Moderate creation; CL 14th; Craft Magic Arms and Armor, *minor creation*; Price: +3 bonus

3.5E SPELLBOOK

A collection of spells to summon or improve weapons.

Bard: *call weapon* (1st), *bound weapon* (2nd), *bladesong* (3rd), *bladesong, greater* (5th)

Cleric: *bound weapon* (2nd), *doppelwaffen* (6th)

Druid: *bound weapon* (2nd), *metal paw* (3rd)

Paladin: *bound weapon* (2nd), *call weapon* (2nd)

Ranger: *bound weapon* (1st), *call weapon* (1st), *Nilvac's speedy snowball* (1st), *metal paw* (2nd)

Sorcerer/Wizard: *Nilvac's speedy snowball* (0th), *acid bomb* (1st), *bound weapon* (2nd), *call weapon* (2nd), *rushing fist* (2nd), *time's arrow* (2nd), *doppelwaffen* (5th)

ACID BOMB

Conjuration (Creation)

Level: Sor/wiz 1

Components: V, S

Casting time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One caustic sphere

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell creates a sphere of acid that flies towards the target. You must succeed on a ranged touch attack to hit your target. The acid bomb deals 1d4 points of acid damage per caster level (maximum 5d4) to the target and 1 point of acid damage to all creatures adjacent to the target. If your attack roll misses, the sphere detonates in the intended target's square, dealing 1 point of acid damage to the target and all adjacent creatures.

BLADESONG

Transmutation

Level: Brd 3

Components: V, S

Casting time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

You touch a bladed weapon and cause it to emit magical music in combat. Any round that the weapon is used in melee combat, this spell allows the wielder to make a single, additional touch attack with it as a free action. The attack uses the wielder's normal attack bonus with that weapon but inflicts no damage. Instead, any humanoid successfully touched by the weapon in this way is dazed for one round. Dazed characters cannot take actions but can defend themselves normally.

BLADESONG, GREATER

Transmutation

Level: Brd 5

Components: V, S

Casting time: 1 standard action

Range: Touch

Target: Weapon touched

Duration: 1 round/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell functions like *bladesong*, but affects any living creature of any type.

BOUND WEAPON

Conjuration (Teleportation)

Level: Brd 2, Clr 2, Drd 2, Pal 1, Rgr 1, Sor/Wiz 2

Components: V

Casting time: 1 hour

Range: See text

Target: One weapon

Duration: See text

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

Bound Weapon has three functions. This spell binds a certain weapon which grants the weapon special abilities.

Bind: Touching a weapon ties it to the caster. Each caster may have one weapon maximum bound to him at any time. A bound weapon may not be rebound by another caster and binding a weapon removes previous bindings. Ammunition and double weapons may be bound. If a bound weapon is broken beyond use, the binding is lost. Binding a weapon is instantaneous.

Unbind: Touching a weapon removes a weapon's ties to a caster. Unbinding a weapon is instantaneous.

Call: As a move action, the caster calls his bound weapon to one of his free hands or on the ground in his square or in any unoccupied square within 5 feet. If there is too little room to hold the weapon, the spell fails or if a caster tries to call a weapon when none is bound, the spell fails. If a weapon is called to appear on the caster's square or any square within 5 feet while the caster is off the ground, the weapon falls as normal. Weapons can be called from up to 100 miles per caster level on the same plane of existence.

CALL WEAPON

Conjuration (Teleportation)

Level: Brd 1, Pal 1, Rgr 1, Sor/Wiz 2

Components: V

Casting time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (harmless, object)

You instantly call any unattended weapon within range so that it appears in your hands. You must have enough hands free to use the weapon summoned.

DOPPELWAFFEN

Conjuration (Creation)

Level: Clr 6, Sor/Wiz 5

Components: V, S, F

Casting time: 1 standard action

Range: Personal

Effect: A pair of metal arms

Duration: 1/minute per level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

With a pulse of wing-like light coming from your shoulders, you are granted a pair of metal arms under your control. These arms can be used for various tasks. You may use them to attack and hold weapons, but without your Strength bonus to damage, at your full attack -5. If a sunder attempt is made against the arms, each arm has a hardness of 10 and 30 hp. The break DC is 26.

You also gain a +4 circumstance bonus on grapple checks and climb checks. The extra limbs allow you to perform any task normal limbs would, as if they were off-hands. A monk's unarmed damage may be applied through these false limbs and touch attacks may be delivered through them.

Focus: A gauntlet.

METAL PAW

Transmutation

Level: Rgr 2, Drd 3

Components: V, S, DF

Casting time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes (harmless)

Choose one of the following materials: silver, cold iron, or adamantine. One natural weapon of the creature touched is considered to be that material for the purpose of overcoming Damage Reduction.

NIVLAC'S SPEEDY SNOWBALL

Conjuration (Creation) [Cold]

Level: Rgr 1, Wiz/Sor 0

Components: V, S

Casting time: 1 swift action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One snowball

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You create a small, irregular snowball. You must succeed on a ranged touch attack to hit your target. The snowball deals 1 nonlethal cold damage. If this causes the target to make a Concentration check, they do so with a -2 morale penalty.

Somatic component: A grabbing motion followed by a throw.

Verbal Component: "Heads up!"

RUSHING FIST

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S

Casting time: 1 standard action

Range: Long (400ft + 40ft / caster lvl)

Effect: Tiny hands of force

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Rushing fist functions as *magic missile* with the following additional effect. After striking, each missile makes a Bull Rush on the target in any direction in your line of sight. The first hand counts as a Medium creature with a Strength of 10, and each additional hand striking the same target gives a +1 circumstance bonus to the Bull Rush.

TIME'S ARROW

Transmutation

Level: Sor/Wiz 2

Components: V,S,F,M

Casting time: 1 standard action

Range: Touch

Target: The arrow or bolt touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell enchants an arrow or bolt (referred to as "missile" from here on out) so that it freezes in time and space. The spellcaster places it in the position she wants it as a part of the spell. The missile may be magical.

The missile remains frozen in place until something passes in front of it, something touches the arrow, a moderate wind (21mph+) blows upon it, or the spell duration ends. At that point, the missile moves suddenly as if it was just fired. If a creature is in the line of fire, he is considered flat-footed. Use your base attack modifier to resolve the attack.

Material Component: Sand from an hourglass.

Focus: The missile.



3.5E LEGACY ITEM

Legacy items were first presented in Weapons of Legacy®.

DEATHLESS, LONGSWORD OF NECROMANCERS

This amazingly well balanced longsword has an opaque blade that feels constantly cold to the touch, as if it sucked out light and heat from its surroundings. The blade is sharp enough to cut through bone as if through butter, and is adorned with odd necromantic runes all the way to the tip. The guard looks as a human femur, and the handle looks like a skeletal hand waiting to be stretched, closing over the hand of its wielder with a firm grip that is probably the most unnerving thing about it.

NONLEGACY GAME STATISTICS

+1 longsword; Cost 4500gp. Wielder is under the effect of a constant undetectable alignment as the spell and gains a +2 bonus to checks against being disarmed.

Omen: You don't need to eat or breathe

HISTORY

(DC 15) Asmond Accussa was the second child of a noble family in the city state of Sbastia, a Magocratic state where the spellcasting elite dedicated their daily lives to the study of the magical arts, seeing those under them as either test subjects or pawns, and the natural laws as oddities, at best. As such, the cycle of life and death meant little when weighted against the power that came from sheer arcane might. Necromancy, was just another tool his fellow countrymen used on their continuous quest for further magical prowess, to the point where undeath, specifically Lichdom and vampirism were seen as the logical, sensitive choice for any true practitioner of magic who did not wish to be bothered by things as mundane as aging or death. Eventually, this custom of the spellcasting nobility became so widely accepted that mages increasingly younger began embracing it, and even non casting members of society were “gifted” with it after particularly worthy deeds.

Why be an old, withered corpse on a grave or an immortal being that is little more than skin and bones with a few random hairs over a mostly dried-up skull, when you could be an eternally young, handsome immortal hero crackling with arcane prowess? Having grown up in such an environment, life and death were mere technicalities for the city youth, and they were fast and ready to dispense either with a casual attitude. Concerning oneself with other beings lives and dignity, or speaking fondly about things like true love or the beauty of nature where merely personality disorders in their eyes, classical of those without the means or the understanding to truly appreciate the gifts of the magical arts.

Thus, the latest fashion in his times was for young casters like himself to embrace immortality at an early age and wear it openly at social events, either at day or night. As such, items which increased and made obvious both your arcane might and undead nature were highly prized by the elitist youth of the city. This was once of such items, a fine sword crafted by young Asmond for his personal use.

(DC 18: Necromantic Might or Beginning of Despair) However, Asmond was different from his fellow countrymen, and not only by the uncanny prowess of his magical arts. He had seen enough of the world on his formative years to decide he enjoyed the beauty of life, the warmth of the sun on his skin and the company of attractive members of the opposite sex as much or more as the feeling of eldritch might flowing through his being as he used a powerful spell, and had already decided that he not only enjoyed living life, but he also that he disliked the idea of turning himself into some undead

thing walking around with no further purpose but to learn his next spell and gain a new bit of insight into the arcane. Whatever doubts he may have had were finally dispelled when on a mission for his homeland, he spotted for the first time the beautiful young woman that would become his dream, a red headed beauty slightly younger than himself, pride of her noble family and the most beloved maiden of her city, a girl that needed merely to casually walk past in order to steal the heart of a careless young Asmond. She was, however, from a rival city-state, and her own philosophy on life could not be more different or even opposite to his. Where he had learned about the benefits of undeath, she had learned respect for the cycle of life, where he had learned to think of others in terms of servants or competitors, she had learned to care, and where he loved her and the vitality and life she represented, she held nothing but disgust for the pale young mage and his necromantic homeland. For the first time, young Asmond was faced with a dilemma, should he use his considerable gifts to charm the maiden? Would that not be just a form of enslavement, her “love” for him just a form of illusion, turning the life loving young woman into just another empty conquest, a name to add at the bottom of the page that was the list of his previous achievements? For once, he decided he wanted a woman to love him not as product of arcane coercion, but as the result of her own free will. But how do you go about wooing a maiden, the likes of every single young hero and champion in the land had gone after unsuccessfully, when the greatest effort on seduction you have done until now was the casting of a spell? First of all, no undeath. He wasn't sure about many things, but he knew enough about the people outside his own to know that the very idea of a romantic relationship with an undead creature was considered a horrible aberration, which was a problem since it was what society demanded from him on his homeland.

He did his best at taking up the façade of undeath, keeping Deathless always by his side, and acting out as a true agent of his people on every task he was given. To his great happiness, he managed to attract the attention of the woman he adored, and joined her on many adventures, his knowledge about undead, their weaknesses and strengths proving a boon to their career as adventurers. Little by little, the new found warmth of love finished convincing the young master mage not only of the error of his countrymen beliefs, but he also actively began speaking to his countrymen about it, even going as far as publicly admitting that he was no undead, but a warm, breathing living being. Sadly, his was a minority opinion, and his family did the only thing that a sensitive, decent Sbastian family of high and noble station could do, they ambushed him and arranged for him to be affected by vampirism.

(DC 25: Immortal Mage or Alone in the Dark) Asmond was not just a bookworm mage, he was also widely known for developing his own spells and finding new ways to interact with the necromantic arts. Allowing himself to be affected with vampirism, he had already planned ahead and developed a cure for himself, once again resuming the ruse of his undead nature. Sadly, his façade was not as strong as it had been before, and after a few years he found himself fleeing into the night, trying to escape a powerful party of undead casters, including several vampires and at least two liches, all of which were of course powerful casters. They finally caught him on the ruins of a forgotten dwarven city in the eastern mountains, a place reputed for having been decimated by a undead plague, cornering him and beginning a war of attrition against the mage by sending after him hundreds of the undead creatures already in the city while they continuously took turns at bombarding him with spells until he had little more but his sword to defend himself and finally taking him prisoner. They were already aware of his ability to cure vampirism, so this time they forced him into Lichdom, a condition that had never before been reversed, before abandoning him, exiled. He nestled himself on the abandoned city, at the time infected with hundreds of monsters and creatures. It took him about a month to clear the place out, leaving the undead in place to keep intruders away while he began looking for a way to abandon Lichdom, something that had never been attempted before.

(DC 31: The Champion or Descent into Darkness) In the solitude of the underground ruins, he lost track of time, pursuing his cure through experimenting with the many kinds of undead already present in the city, discovering ways to restore them to life, reputedly resurrecting the whole city after a millennia since its falling. The recently revived dwarves hailed him as the hero that had rescued them from a worse-than-death fate, and allowed him to remain between them while he

looked for a cure for himself, usually turning would-be invaders into mindless undead that aided themselves to the defense of the city, eventually boosting its defences with hundreds of orcs, troll and ogre zombies and skeletons that he needed to continue his research. Being their saviour, the dwarves had nothing but admiration for Asmond, and his fame grew enough to reach the ears of his beloved.

The fiery haired maiden had grown into a powerful adventurer by her own right, and soon made way towards the revived city on her own, making it to him and demanding that he saw her. Asmond couldn't bear to let her see him as he was, but she was as stubborn as she was brave and beautiful, purchasing a home in the city right across his secluded lab, and not only waiting for him to come out, but actively trying to go in, regularly braving his traps and defenses (which soon where replaced with powerful but nonlethal wards) day after day, week after week, and year after year. In this manner, time passed, and Asmond grew amazingly learned not only in the ways of necromancy, but also in the arts of abjuration and the creation of magical wards. Finally a quiet night decades after her arrival to the city, his beloved passed away from natural causes, and less than an hour afterwards Asmond stepped out of his lab, proudly proclaiming he had found a cure, just to find her lying on her bed, still waiting for him. It was then that, according to the friends that were present at the time, he confirmed them he had indeed found a cure, walked back into his lab with the body of his beloved in his arms, and closed it down with every ward he knew, and according to some, took out his phylactery and smashed it with Deathless.

The dwarves made a life like statue of the two lovers the way they remembered them, a fiery beauty full of youth and vigour, and a wise young mage dressed in the clothes of a traveling adventurer. How Deathless abandoned the lab is something the dwarves don't know, and they swear they have never allowed anyone to break into the resting place of their saviour.

PERSONAL COSTS

User Level	Skill Check Penalty	Save Penalty	Caster level Penalty	Spell Slot Loss	Abilities
5	---	---	---	---	Deathmask
6	---	---	---	1st	
7	---	-1	-1	---	
8	-1	---	---	2nd	Master Wizard I
9	---	---	---	---	Pleasure or Pain
10	---	---	---	3rd	
11	---	---	---	---	
12	---	---	---	4th	Master Wizard II
13	---	---	-2	---	Bliss or Agony
14	---	---	---	5th	
15	-2	---	---	---	
16	---	---	---	6th	Master Wizard III
17	---	---	---	---	Eternal Life or Final Sorrow
18	---	---	---	7th	
19	---	---	---	---	
20	---	---	---	8th	Master Wizard IV

LEGACY RITUALS

Three rituals are required to unlock all of the abilities of Deathless; the sword is a dual legacy weapon, existing in a state of flux between necromantic powers and the forces that oppose them. Thus, each ritual has two aspects. You must decide which of these to develop whenever you perform a legacy ritual. Your choice cannot be changed retroactively, but you can choose a different aspect when undertaking a new ritual.

NECROMANTIC MIGHT OR BEGINNING OF DESPAIR

To perform Necromantic Might, you must create and control at least as many undead as you have character levels. Beginning of Despair requires that you destroy a group of undead with a combined CR at least equal to your own character level, using Deathless as your only weapon. You can still use any other magic item, spells or special abilities you possess.

Cost: 4,500gp.

Feat Granted: Least Deathless

IMMORTAL MAGE OR ALONE IN THE DARK

To perform Immortal Mage, you must use the spell *create greater undead* and animate a powerful undead creature to serve you. To perform Alone in the Dark you must spend at least three nights alone on a dungeon infested with undead. Survival is not a requirement to perform Alone in the Dark successfully.

Cost: 12,500gp.

Feat Granted: Lesser Deathless

THE CHAMPION OR DESCENT INTO DARKNESS

To perform The Champion, you must animate and control a group of undead with a combined number of Hit Die equal to twice your character level. To perform Descent into Darkness, you must travel to the city where Asmond spent his last years and make a public vow to use the powers of necromancy only for the good of others in the presence of a dwarven officer and at least twenty other witnesses.

Cost: 40,000gp.

Feat Granted: Greater Deathless

WIELDER REQUIREMENTS

Wizards, sorcerers and clerics are most likely to use Deathless.

Deathless Wielder Requirements: Ability to cast 3 different necromantic spells; Base Will saving throw: +3

DUAL LEGACY PROPERTIES

At each level where two abilities are listed on the table, you gain the ability associated with the ritual path you're following but not the other ability. The first ability is associated with the embracing of necromantic powers, while the second ability is associated with the destruction of evil undead. If you change paths midstream, all abilities change to match your new outlook.

DEATHLESS LEGACY ABILITIES

Deathmask (Su): At will, you can make yourself appear cold and pale as an undead creature, and while under this effect mindless undead do not attack you unless you attack them first. You can dismiss this effect as a free action.

Pleasure (Su): Whenever you score a critical hit with a melee attack against a living foe, you do so in such a cruel manner that the foe is also shaken for 1 minute. This is a mind-affecting, fear effect.

Pain (Su): While holding or wielding Deathless, you can detect any undead within 60 feet, but you must concentrate (a standard action) to do so. You ignore any damage reduction of undead when attacking them (either with Deathless itself, any natural weapon, or any other weapon you may also be wielding, as long as you also wield Deathless). Deathless also gains the Bane (Undead) special ability (Dungeons Master Guide® p. 224).

Bliss (Su): Whenever you score a critical hit with a melee attack against a living foe, you do so in such a gruesome manner that creatures within 30 feet that are allied to that foe are also shaken for 1 minute. This is a mind-affecting, fear effect.

Agony (Su): By directly attacking their link to the negative energy plane, you can score critical hits against undead with any natural or manufactured weapon as if they were normal creatures, as long as you do so while also wielding Deathless.

Eternal Life (Su): Once per day, you can alter a spell that deals damage so that any living creature that could normally be raised as a zombie and that does not possess more than double your Hit Die, if slain by your spell, rises as a zombie under your control at the beginning of your next action. Even if you kill several creatures with a single spell modified with the Fell Blast ability, you can't create more Hit Dice of Undead than twice your character level. The standard rules for controlling undead (see *animate dead*, Player's Handbook® p. 198) apply to newly created undead gained through this ability.

Final Sorrow (Sp): Twice per day, you can use *destruction* as the spell. Caster level 17, the DC is 23 or 19 + your Charisma modifier, whichever is higher.

Master Wizard (Su): While you are holding, carrying or wielding Deathless, you can prepare or cast double your normal number of arcane spells per day, as though wearing a ring of wizardry. At 8th level, this ability affects all your 1st level spells, at 12th level it also affects all your 2nd level spells, at 16th level it also affects all your 3rd level spells and at 20th level it also affects all your 4th level spells.

LEGACY FEATS

LEAST LEGACY [DEATHLESS]

Prerequisite: You must perform the Least Legacy ritual associated with Deathless

Benefit: You can pay the Personal Costs associated with Deathless, to unlock and use the special abilities of said weapon from levels 5 to 10.

Normal: You can neither pay the personal costs, nor use any of Deathless Legacy abilities.

LESSER LEGACY [DEATHLESS]

Prerequisite: You must perform the Lesser Legacy ritual associated with Deathless, Least Deathless

Benefit: You can pay the Personal Costs associated with Deathless, to unlock and use the special abilities of said weapon from levels 11 to 16

Normal: You can neither pay the personal costs, nor use any of Deathless Legacy abilities.

GREATER LEGACY [DEATHLESS]

Prerequisite: You must perform the Greater Legacy ritual associated with Deathless, Least Deathless, Lesser Deathless

Benefit: You can pay the Personal Costs associated with Deathless, Longsword of Necromancers (3.5e Equipment)

Normal: You can neither pay the personal costs, nor use any of Deathless Legacy abilities.



3.5E PRESTIGE CLASS

ILLUSIONARY WEAPONS MASTER

“REALITAS EST ILLUSIO”

—MASTER ILL'SA, AASIMAR ILLUSIONARY WEAPONS MASTER, PERSONAL MOTTO.

An illusionary weapons master can create illusions so realistic that they border on reality. The fearsome illusion weapons that they create enable them to vanquish a large array of foes. Being master manipulators, illusionary weapons masters know the best ways to use illusions to dishearten, distract, and defeat their foes.

BECOMING AN ILLUSIONARY WEAPONS MASTER

Illusionary weapons masters tend to be loners, living in remote areas, so that they can practice their art more easily without interruptions or distractions. Most illusionary weapons masters tend to train their abilities as much as possible before adventuring, and their style of play is likely planned and reserved. Even though they may be slightly egotistical, they are usually likable characters. Often, illusionary weapons masters are skilled in martial combat but are physically weak, forced to use their skill in magic to compensate their physical limitations.

ENTRY REQUIREMENTS

Alignment: Any chaotic.

Base Attack Bonus: +3.

Skills: Spellcraft 4 ranks, Concentration 4 ranks.

Feats: Spell Focus (illusion).

Special: Ability to spontaneously cast two 1st-level spells from the illusion school.

Table: The Illusionary Weapons Master

Hit Die: d8

Level	Base Attack Bonus	Fort	Ref	Will	Special	Spells per Day
1st	+1	+0	+0	+2	Illusion weapon	+1 level of existing arcane spellcasting class
2nd	+2	+0	+0	+3	Bright blade, refine illusion +1	+1 level of existing arcane spellcasting class
3rd	+3	+1	+1	+3	Hardened casting, sharper image, swirling colors 2/day	—
4th	+4	+1	+1	+4	Illusion weapon bonus damage +3, refine illusion +2	+1 level of existing arcane spellcasting class
5th	+5	+1	+1	+4	Dazzling blade 3/day, displacement	+1 level of existing arcane spellcasting class
6th	+6	+2	+2	+5	Refine illusion +3, refine illusion II, swirling colors 3/day	—
7th	+7	+2	+2	+5	Illusion weapon bonus damage +4, quick summon	+1 level of existing arcane spellcasting class
8th	+8	+2	+2	+6	Improved sharper image, refine illusion +4	+1 level of existing arcane spellcasting class
9th	+9	+3	+3	+6	Greater sharper image, swirling Colors 4/day	—
10th	+10	+3	+3	+7	Blinding blade 1/day, flicker 3/day, Illusion Weapon Bonus Damage +5, Refine Illusion +5	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level)

Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Perform (Cha), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Use Magic Device (Cha).

Table: The Epic Illusionary Weapons Master

Level	Special
11th	—
12th	Swirling colors 5/day
13th	Illusion weapon bonus damage +6, refine illusion +6
14th	Flicker 4/day
15th	Blinding blade 2/day, swirling colors 6/day
16th	Illusion weapon bonus damage +7, refine illusion +7
17th	Bonus feat
18th	Flicker 5/day, Swirling colors 7/day
19th	Illusion weapon bonus damage +8, refine illusion +8
20th	Blinding blade 3/day

CLASS FEATURES

All of the following are class features of the illusionary weapons master.

Spells per Day: At every level indicated on Table: The Illusionary Weapons Master, an illusionary weapons master gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained. This essentially means that he adds half the levels of illusionary weapons master to the level of whatever other spellcasting class the character has, then determine spells per day and caster level accordingly. If a character had more than one spellcasting class before he became an illusionary weapons master, he must decide to which class he adds each level of illusionary weapons master for the purpose of determining spells per day.

Illusion Weapon (Su): A 1st-level illusionary weapons master is an expert at dangerous illusions. He has trained his ability to summon illusions such that he can create semi-real illusion weapons of his choice as a move action that last for as long as he may choose. The weapons can be any weapon for the purposes of deities and are treated as "armed" unarmed attacks, much like a touch attack spell. Usually an illusionary weapons master's "armed" unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A Medium illusionary weapons master can create a set of two light weapons that deal 1d6 force damage, one simple one-handed weapon that deals 1d8 force damage, or one martial two-handed weapon that deals 1d10 force damage that he may switch between reach and non-reach as a move action, with threat ranges of 20/x2. If he takes the Shorthaft feat, his two-handed illusion weapon may be used to attack adjacent foes as well as those that are 10 feet away. For creatures of different sizes, see Table 2-2 and Table 2-3 (*DMG* p. 28) for adjusting the weapon damage.

All of the weapons have a bonus damage of +2 force. He uses Charisma instead of Strength for attack bonuses and bonus damage, and he is automatically proficient with his illusion weapons. For every three levels he advances past 4th level as an illusionary weapons master, the bonus damage increases by 1 (+3 at 4th level, +4 at 7th level, +5 at 10th level).

At 13th level, and every 3 levels thereafter, the epic illusionary weapons master's illusion weapon's bonus damage increases by 1 (to +6 at 13th, +7 at 16th, +8 at 19th, and so on).

Bright Blade (Sp): At 2nd level, illusionary weapons masters gains the ability to replicate basic illusions with their illusion weapons, using it as a conduit. His illusion weapons emits light as though light had been cast on it. He may activate or suppress this as a swift action.

Refine Illusion (Su): As of 2nd level, an illusionary weapons master begins refining his skill at making illusion weapons. His illusion weapons gain a +1 enhancement bonus. For every two additional levels he advances past 2nd level as an illusionary weapons master, the bonus is increased by 1 (+1 at 2nd level, +2 at 4th level, +3 at 6th level, etc.).

At 13th level, and every 3 levels thereafter, the epic illusionary weapons master's illusion weapons enhancement bonus increases by +1 (to +6 at 13th, +7 at 16th, +8 at 19th, and so on).

Hardened Casting (Ex): At 3rd level, an illusionary weapons master is better suited for combat. He adds his illusionary weapons master class level to concentration checks to cast defensively and to avoid having his spells disrupted when he takes damage while casting a spell.

Sharper Image (Su): A 3rd-level illusionary weapons master's summoned blades are even sharper. His illusion weapons gain a 19-20/x2 critical hit modifier. However, the weapon's bonus damage isn't multiplied by critical hits.

Swirling Colors (Sp): At 3rd level, an illusionary weapons master has improved his skill at focusing illusions through his illusion weapons. 2 times per day as a standard action, he may create a rainbow

pattern effect centered on his illusion weapon that lasts for one minute for each illusionary weapons master class level he has. The effect is determinate to his illusion weapon, and for every 3 illusionary weapons master levels he has he gains one additional use of swirling colors a day (2 times/day at 3th level, 3 times/day at 6th level, and 4 times/day at 9th level).

At 12th level, and every 3 levels thereafter, the epic illusionary weapons master gains one additional use of swirling colors a day (to 5 times/day at 12th, 6 times/day at 15th, 7 times/day at 18th, and so on).

Dazzling Blade (Sp): As of 5th level, an illusionary weapons master can increase the danger and intensity of his illusionary weapon's light. Three times per day as a standard action, he may force opponents within the radius of his illusion weapon's light effect from his bright blade class feature to make a Will save or be dazzled for 2 rounds. A successful Will saving throw negates this effect.

Displacement (Su): At 5th level, illusionary weapons masters learn that it's a lot easier to defeat a foe when they think you are somewhere else as their use of illusions rub off on their souls and beings, making them less real. It becomes harder for opponents to discern an illusionary weapons master's actual location, and he benefits from a permanent 15% chance that a foe that attacks him will instead hit an illusion of him as if he had total concealment. True seeing negates his illusionary self.

Refine Illusion II (Ex): A 6th-level illusionary weapons master has refined his ability to craft illusions further. His illusion spell's DC is increased by a +5 inherent bonus, and saving throws against his illusion spells have a DC of 10 + the level of the spell + 5 inherent bonus + his bonus for the relevant ability (Intelligence for a wizard, Charisma for a sorcerer or bard, or Wisdom for a cleric, druid, paladin, or ranger).

Quick Summon (Su): At 7th level, illusionary weapons masters are able to materialize their illusion weapons with just a flurry of magic. He can create semi-real illusion weapons of his choice as a free action in lieu of the opportunity to cast a quickened spell, instead of as a move action, that last for as long as he may choose.

Improved Sharper Image (Su): As of 8th level, an illusionary weapons master hits critically with his illusion weapon's force damage too. When he scores a critical hit with his illusion weapons he adds his bonus force damage to his critical hit multiplication.

Greater Sharper Image (Su): A 9th-level illusionary weapons master gains very precise and detailed control over his illusion weapon's blade lines, divots, and notches that make up his blades. He may choose to either gain an 18-20/x2 critical hit modifier with his illusionary weapons, or gain a 19-20/x3 critical hit modifier with his illusionary weapons.

Flicker (Sp): At 10th level, an illusionary weapons master learns to amplify their displacement with illusion magic in combat. 3 times per day as a full-round action, he is able to make his body seem to flit around in his battle grid squares and go in and out of existence suddenly and rapidly. For 1 minute he benefits from a 50% chance that a foe that attacks him will instead hit an illusion of him as if he had total concealment. True seeing negates his illusionary movements.

At 14th level, and every 4 levels thereafter, the epic illusionary weapons master gains an additional use of flicker a day (to 4 times/day at 14th, 5 times/day at 18th, and so on). In addition, he gains an increased permanent miss chance by 5% with his illusionary movements (to 55% and 20% with displacement at 14th, 60% and 25% with displacement at 18th, and so on) to a maximum miss chance of 75% and 40% with displacement.

Blinding Blade (Sp): As of 10th level, an illusionary weapons master can increase the amount of light his illusion weapon blades give off excessively. Once per day as a standard action, he may force opponents within the radius of his illusion weapon's light effect from his bright blade class feature to make a Will save or be blinded for 2 rounds. If they succeed on the Will saving throw, they are instead dazzled.

At 15th level, and every 5 levels thereafter, the epic illusionary weapons master gains one additional use of blinding blade a day (to 2 times/day at 15th, 3 times/day at 20th, and so on).

Bonus Feats: The epic illusionary weapons master gains a bonus feat (selected from the list of epic illusionary weapons master feats) every 7 levels after 10th.

Epic Illusionary Weapons Master Bonus Feat List: Armor Skin, Epic Spell Focus, Epic Toughness, Epic Weapon Focus, Improved Combat Casting, Improved Spell Capacity, Permanent Emanation, Spell Knowledge, Spell Opportunity, Spell Stowaway, Tenacious Magic.

EX-ILLUSIONARY WEAPONS MASTERS

An illusionary weapons master who ceases to be chaotic loses all illusionary weapons master class features. He may not progress any farther in levels as an illusionary weapons master. He regains his class features and advancement potential when he again becomes chaotic.

CAMPAIGN INFORMATION

PLAYING AN ILLUSIONARY WEAPONS MASTER

Combat: Illusionary weapons masters tend to be light melee fighters. They have little in the way of defense, so they rely on protective spells or fascinating and distracting their opponents with illusions. Rainbow pattern and mislead are among their favorite spells. Most of the time they will have a fighter or other "tank"-type to be at the fore of the encounter. Illusionary weapons masters also work well with characters that deal damage quickly, like rogues, as the illusionary weapons master's abilities make him adept at disabling and hampering opponents but not necessarily at killing them efficiently. They can also support the party if need be, buffing their allies and disabling their opponents. A well-played illusionary weapons master can take the role of both a sorcerer and a warrior at almost the same time, confusing their opponents with illusionary magic, and then killing them in hand-to-hand combat with their dangerous illusionary weapons.

Advancement: Most illusionary weapons masters are spontaneous arcane casters, heralding from the line of sorcerers, with some combat specialties coming from fighter or other backgrounds. Due to their unique combination of melee and spellcasting, bards also make good illusionary weapons masters even though their usefulness is limited since they don't progress their bardic music as illusionary weapons masters. Notably, bards are able to wear light armor and cast their spells with no arcane spell failure chance.

The requirements to become an illusionary weapons master are easy to meet, and many classes meet the requirements with ease. The most common progression order is to take 5 levels of any class that will qualify you for the illusionary weapons master, then all 10 levels of illusionary weapons master. Afterwards, you can either take 5 levels of eldritch knight or continue with the class that you took your first 5 levels in. Bards typically choose to advance for another 5 levels of bard, while a sorcerer/fighter will continue as an eldritch knight. A few rare cases exist where a character will specialize themselves into more of a pure spellcaster by taking another 5 levels of straight sorcerer. Feats like Armored Caster are great for illusionary weapons masters to take whenever they can afford to, and purchasing mithral armors are well worth their price.

Resources: Because of the illusionary nature of their magic, illusionary weapons masters tend to be protective of their skills and when encountered about them they may choose to use deceit, false explanations, and other illusionary tricks to explain how they remain effective individuals. However, illusionary weapons masters provide assistance and welcome adventuring parties so that their abilities are that much more effective in their questing. Many illusionary weapons masters first seek out Master Ill'sa, a highly skilled illusionary weapons master who still teaches and experiments in illusions' powers

and possibilities. Master Ill'sa maintains contact with all of his trainees, as well as retains the canonical knowledge that he gains from other illusionary weapons masters.

ILLUSIONARY WEAPONS MASTERS IN THE WORLD

"Look out! That's not a floor, it's an illusion!"

—Dale Beltre, human illusionary weapons master

Illusionary weapons masters typically adventure for entertainment, while recognizing the challenges it offers. A rare few may adventure for the greater good, serving their party and goals ambitiously, but the most famous role that illusionary weapons masters serve is as the evil mastermind with the complicated puzzles and traps in his castle. Although this is by no means their most common role, the castles' and the fights' complicated illusionary natures tend to make perfect tavern stories. Thus, more people talk about illusionary weapons master's fulfilling this role, as well as how their goals would be benefited with illusions to thwart and hinder their oppressors in much the same way. Often, a party facing such illusionary obstacles will take another illusionary weapons master who knows the situation best.

NPC Reactions: Many times, illusionary weapons masters come off as bards. Although their lack of an instrument is noticeable, their role in party's are reminiscent of bard's roles and their combat aptitude is often on par with bards. Illusionary weapons masters tend to reinforce this belief by performing minor, non-spell illusions for money. NPCs treat them as they would a bard.

ILLUSIONARY WEAPONS MASTER LORE

Characters with ranks in Knowledge (arcana) can research illusionary weapons masters to learn more about them. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

Knowledge (Arcana)

DC	Result
10	Illusionary weapons masters mostly cast illusion spells.
15	The illusions that illusionary weapons masters cast are superior spells, and they are able to summon illusion weapons.
20	Illusionary weapons masters are loners, however they are desirable allies because of their party support and illusionary magic. Many of them have been mentored and started on the path to the illusionary weapons master by Master Ill'sa, a powerful NPC who is a reservoir of illusionary knowledge in a way. They tend to be sorcerer/fighters, and sometimes bards.
25	Illusionary weapons masters are great at deceit, false explanations, and other illusionary tricks and their powerful magical abilities are just as dangerous in combat. In addition, they are a dangerous opponent in hand-to-hand combat.

ILLUSIONARY WEAPONS MASTERS IN THE GAME

Since one of the more common NPC roles of illusionary weapons masters is that of the evil mastermind with the complicated puzzles and traps in his castle, expect their encounters to feature these obstacles. If the illusionary weapons master is the bad guy he will play mind games whenever he has the opportunity to do so, and use illusions to distract and hinder the PCs. Expect things like will-o'-wisps, labyrinths, and seemingly impossible puzzles on top of illusionary encounters. Most NPC illusionary weapons masters are content to "toy" with the PCs, and will only ever try to outright kill them if it comes across that they are seeing straight through his illusions.

Adaptation: Illusionary weapons masters are a relatively easy class to incorporate into any campaign. The class can be made psionic by changing their spellcasting requirements to "Ability to manifest 1st-level powers from the metacreativity discipline"; changing their spellcasting progression to a psionic power progression; and changing their flavor more towards creation instead of deception.

Sample Encounter: Dale Beltre is a powerful illusionary weapons master. He hires the PC's to assist him to foil a plot to kill Master Ill'sa. The mission doesn't really have to be obviously related to a plot; it could be as simple as "These goblins are going to attack Master Ill'sa. Lets go kill all of them."

Another twist is to have the PCs be trying to kill Master Ill'sa, and they have to take out Dale Beltre to get to him. If this is the case, the party can be evil or good, as long as they are also mostly lawful. If the PCs manage to fight Master Ill'sa, he will be grossly overpowered for them. Have him defeat, but not kill, the PCs. Then have them level up to level 26ish to fight him again. This time, have the Master Ill'sa turn out to be an illusion. If the PCs win, have them search for the real Master Ill'sa, and eventually find him and fight him. Treat him as though he knows everything about the characters, even how much hit points they have left. Make the battle as hard as you possibly can.

EL 15 Dale Beltre is one of Master Ill'sa's star students. He is in charge of preemptive strikes, keeping attacks on Master Ill'sa from even starting. He is a very sarcastic fun-loving person, and enjoys practical jokes. However, when the situation is serious, that person will disappear completely. In his place is a hardened, no-nonsense warrior. The transition can be jarring for his companions.

NPCS

DALE BELTRE

Dale Beltre is one of the most powerful illusionary weapons masters. Hailing from Ravnira, he had heard legends about Master Ill'sa. His family was too poor to feed him, and he suffered severely from malnutrition. He was tall for his age, which accentuated his lack of mass. He was extremely well liked among his peers, and they gave him as much of their own food as they could (which wasn't very much). His friends' generosity was the only reason he survived. On his 13th birthday, he was drafted into the Jäger legion for the Second Mortein War, Aasimar Front, which wasn't going well. At the age of 14, he began showing signs of an aptitude for magic. The legion agreed to allow him to train as a mage, since the Mortein Front had gone away after the Battle of Drakon Pass. His friends and parents pooled as much money as they could, and bought him an apprenticeship with a local sorcerer. Under his tutelage, it was discovered that Dale had an unusually high level of skill at creating illusions. The sorcerer asked Dale if he had heard of Master Ill'sa. After Dale expressed admiration for the illusionist, to his surprise his mentor revealed himself to be none other than Master Ill'sa himself! He took Dale to the hidden valley, and trained him there in the art of the quasi-real illusion.

At Merek's castle, Dale learned to make illusionary weapons. Merek informed Dale that he had been observing him since he had begun exhibiting signs of aptitude at arcane arts. Merek had sensed that Dale would be an expert at illusions, and was now able to recruit Dale for training. During this education, the young mage discovered the illusory nature of Merek's castle. He learned to manipulate it himself, bending it to his will. When Merek found out about this, he confided in Dale and gave full disclosure on the nature of the castle and his own illusionary clones. He began sending him on missions outside of the castle, asking that Dale act as his representative and attempt to foil any plots to invade the castle. Dale agreed, and left to begin his assignments.

DALE BELTRE	CR 15
	Male Human Fighter 1/ Sorcerer 4/ Illusionary Weapons Master 10 Chaotic Good Medium humanoid (human)
Init/Senses	+3/Listen -1, Spot +9
Languages	Common
AC	35, touch 18, flat-footed 32 (+7 armor, +5 deflection bonus, +3 Dex, +4 natural armor, +6 shield bonus)
Miss Chance	15% displacement
HP	86 (15 HD)
Fort/Ref/Will	+7/+7/+10
Speed	30 ft. (6 squares)
Melee	illusion weapon +26/+21/+16 (1d8+13 17-20/×3 and improved sharper image)
Base Atk/Grp	+13/+12
Atk Options	Dodge, Spring Attack
Special Actions	illusion weapon, Mobility
Spells Known	(CL 11th): 5th (5/day)— <i>telekinesis, teleport</i> 4th (8/day)— <i>illusory wall, invisibility, greater, rainbow pattern</i> 3rd (8/day)— <i>fireball, illusory script, major image, tongues</i> 2nd (8/day)— <i>detect thoughts, eagle's splendor, knock, levitate, mirror image</i> 1st (8/day)— <i>expeditious retreat, magic missile, obscuring mist, silent image, ventriloquism</i> 0 (6/day)— <i>arcane mark, dancing lights, ghost sound, mage hand, mending, message, prestidigitation, read magic, resistance</i>
Spell-Like Abilities	at will—bright blade 1/day—blinding blade 3/day—dazzling blade, flicker 4/day—swirling colors
Abilities	Str 8, Dex 16, Con 12, Int 10, Wis 8, Cha 26
SQ	Combat Casting, hardened casting, quick summon, refine illusion +5, refine illusion II
Feats	Combat Casting, Dodge, Improved Critical (illusion weapon), Mobility, Spell Focus (illusion school), Spring Attack, Toughness, Toughness
Skills	Autohypnosis +1, Bluff +11, Concentration +18, Intimidate +13, Knowledge (arcana) +15, Spellcraft +15, Spot +9, Use Magic Device +11
Possessions	<i>amulet of natural armor</i> +4, <i>bracers of armor</i> +7, <i>cloak of charisma</i> +6, <i>gloves of dexterity</i> +2, +5 <i>mithral buckler</i> , <i>ring of protection</i> +5, 2985 gp.

IN COMBAT

Dale Beltre uses a simple one-handed illusion weapon and mithral buckler. He will typically buff himself prior to combat with *greater invisibility* and *eagle's splendor*, and then open by making an *illusory wall* around his foes and casting *fireball* inside the wall. He will then proceed to Spring Attack in and out of the wall, attacking foes inside and then retreating. Once his *invisibility* and the *wall* go away, he casts *mirror image* and continues attacking.

MASTER ILL'SA

Merek Ill'sa was born into a powerful family. His father was the General of Armies for the aasimar people. His mother was the head priestess. When Merek began showing a powerful magical aptitude, his parents were overjoyed. They expected him to follow in his mother's footsteps, and become a cleric. However, he showed more interest in being a fighter, like his father. He joined the aasimar's Elite Guard when he came of age, however he promptly flunked out due to his build. He was only 6 and a half feet tall and weighed 150 lbs. Then, his parents decided that he should be trained as a cleric, because his interest in combat had failed. Merek Ill'sa, however, had other plans. He had learned from one of his friends about the limitless potential of the arcana. Merek began to experiment. Soon, he discovered his first illusion, and loved it. He began secretly working on expanding his power, and began to train as a sorcerer. When his parents sent him to the clergy, to be trained as a cleric, he reacted violently. He killed both of his parents, and burned the aasimar people's town to the ground. He ran to the nearby tiefling kingdom, seeking refuge. There, a powerful sorcerer took him under his wing, and completed his training.

Among the Teiflings

His mentor taught him all manner of things, including a new method of producing quasi-real illusions. Merek was fascinated by this, and began to experiment. He still wanted to be a fighter, but was too weak. Thus, he created his first illusion weapon. His master was impressed, and helped Merek perfect the blade, and trained him more in illusions. Soon, his mentor asked an old soulfknife friend of his known as Qe Kyano to help Merek with the combat training he would need. Merek, with the tutelage of the two powerful tieflings, flourished. Quickly, it became apparent that Merek had surpassed his mentor. His new skills were powerful, unlike anything anyone had seen. Merek's old mentor was the first of many to train in the arts of illusions with Merek Ill'sa. However, the aasimar people's king had heard news of Master Ill'sa's whereabouts in the Tiefling kingdom. They sent a message to the local tiefling lord, demanding that he turn over the traitor. The lord refused. Fed up with how the tiefling's responded to the aasimar people, within a single night of the refusal they declared war on their tiefling neighbors. During the fighting, Merek Ill'sa's mentors were slain.

Exile

Merek, fearing for his life, escaped and set out for the distant human nation. Along the way, he found an Eldritch Castle. There, he began training as one of their elite Eldritch Knights. After 5 years, he set back out for the human kingdoms. After 5 more years, he reached the land of Morteim. There, he found that the aasimar people had already contacted the humans, and that there was a 100,000 gp bounty for his head. Hunted by every bounty-hunter in Morteim, he realized that he needed a

stronghold; a safe-haven. He searched, and found a hidden valley in the nearby land of Ravnira, a land renowned for sheltering those who cannot find shelter elsewhere. His immigration into Ravnira sparked the Second Morteim War, a war fought on two fronts; Morteim to the southwest, and the Aasimar to the northeast. There, in Ravnira, he set up a dimensional rift that lead to his castle and settled down, taking on students interested in the ways of illusions. After many years of study, he had even created an epic spell that only he could cast: Ill'sas Infinite Illusion. It makes quasi-real illusions that can mimic reality perfectly, making them impossible to disbelieve. In addition, it had an impossibly long range, and he can maintain an enormous amount of individual illusions with it that fulfills various functions in his dimensional castle and for his ever increasing goals and aspirations.

MASTER ILL'SA CR 31

Male Aasimar Fighter 1/ Sorcerer 4/ Illusionary Weapons Master 20/
Eldritch Knight 5

	Neutral Medium outsider (native)
Init/Senses	+5/darkvision 60 ft.; Listen +2, Spot +2
Languages	Common, Celestial
AC	48, touch 23, flat-footed 43 (+8 armor, +8 deflection bonus, +5 Dex, +8 natural armor, +9 shield bonus)
Miss Chance	25% displacement
HP	192 (30 HD)
Resist	acid resistance 5, cold resistance 5, electricity resistance 5
Fort/Ref/Will	+15/+15/+19
Speed	30 ft. (6 squares)
Melee	illusion weapon +48/+43/+38/+33 (1d8+22 17-20/×3 and improved sharper image)
Base Atk/Grp	+23/+22
Atk Options	Dodge, Spring Attack
Special Actions	illusion weapon, Mobility
Arcane Epic Spells Prepared (CL 25th, 1/day):	<i>ill'sas infinite illusion</i>
Spells Known	(CL 25th):
	9th (3/day)— <i>meteor swarm</i>
	8th (3/day)— <i>scintillating pattern</i>
	7th (6/day)— <i>forcecage, project image</i>
	6th (9/day)— <i>true seeing, mislead, permanent image</i>
	5th (9/day)— <i>teleport, mirage arcana, persistent image, telekinesis</i>
	4th (9/day)— <i>wall of fire, illusory wall, invisibility, greater, rainbow pattern</i>
	3rd (9/day)— <i>tongues, fireball, illusory script, major image</i>
	2nd (10/day)— <i>detect thoughts, mirror image, eagle's splendor, knock, levitate</i>

1st (10/day)—*obscuring mist, unseen servant, magic missile, silent image, ventriloquism*

0 (6/day)—*resistance, read magic, dancing lights, ghost sound, mage hand, mending, message, arcane mark, prestidigitation*

Spell-Like Abilities

at will—bright blade
1/day—daylight (CL 30)
3/day—blinding blade, dazzling blade
5/day—flicker
7/day—swirling colors

Abilities Str 8, Dex 20, Con 12, Int 10, Wis 10, Cha 38

SQ Combat Casting, hardened casting, quick summon, racial proficiencies (simple and martial weapons, light and medium armor, and shields), refine illusion +8, refine illusion II

Feats Combat Casting, Dodge, Improved Critical (illusion weapon), Improved Spell Capacity (8th), Improved Spell Capacity (9th), Epic Toughness, Epic Spellcasting, Epic Weapon Focus (illusion weapon), Mobility, Spell Focus (illusion school), Spring Attack, Toughness, Toughness, Weapon Focus (illusion weapon)

Skills Autohypnosis +2, Concentration +34, Intimidate +16, Knowledge (arcana) +10, Listen +2, Spellcraft +26. Spot +2

Possessions *cloak of epic charisma* +12, *gloves of dexterity* +6, *bracers of armor* +8, *amulet of epic natural armor* +8, *ring of epic protection* +8, +8 *mithral buckler*.

IN COMBAT

Master Ill'sa does not typically have to fight, as he does nothing but train those that come to him. He trains all manner of alignments, even chaotic evil pupils. The chaotic evil students almost always end up turning on him, as well as some from other alignments, and try to kill him. Therefore he never directly interacts with his students (or anyone else, for that matter), instead sending out quasi-real illusions of himself. The students never know of the deception until they manage to get a hit on "him", at which point the illusion dissipates, and the student is ejected from the castle. To the student, it appears as if the castle simply disappears and they are left, alone, in the valley. Pupils who continue to perform to his expectations, however, either become assistants to Master Ill'sa's ever increasing goals and aspirations, or at some point go their own way.

If he actually has to enter combat, he fights much like Dale Beltre except that he acts much more like a normal arcane "blaster". He will use trickery and deception to trap his foes, and then blast them with spells like *fireball* and *meteor swarm*.



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