



Daggers



DARK QUEST





WEAPONS RACK: DAGGERS

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THE DAGGER

Welcome to Dark Quest Games' line of weapons sourcebooks titled **Weapon Rack**. Each of these sourcebooks focuses on a single weapon or type of weapon. More than simply expansions for uses of the weapon, these sourcebooks are intended for players who wish to make the weapon not just a tool, but a part of the character concept.

This book starts with a chapter discussing the history of the weapon, culled from real-world history. Weapon designs are a form of technology and efficient designs traveled the world as new cultures were exposed to unusual ways of dealing death (often on the business side of the weapon). These cultures frequently copied the design for their own use, incorporating their own improvements or simply customizing the weapon to accentuate their own heritage or religious beliefs. In this way, most weapons exhibit a sort of genealogy, like a living creature, and have evolved over time or even analogously in completely disconnected cultures. To reflect these variations a number of new versions are included.

Since many game worlds include fantasy races that have developed their own technologies and cultures, this book also includes a short listing of speculative weapon types, ones that might have been developed by a fantasy race.

The second chapter focuses on the weapon's wielder. Almost every character class can use a dagger. But they use the weapon differently; they may have different purposes in choosing the weapon they do. This chapter includes some prestige classes, new feats, new spells, and a more roleplaying oriented discussion of how one uses the weapon.

The third chapter discusses the weapon itself. The chapter begins with a discussion of the types of materials used in crafting a dagger then gives a brief overview of how one can make their own dagger in the wild. The chapter goes on to talk about magical daggers, including some new special abilities and specific types of daggers. Finally, the last chapter includes a sample master weaponsmith, including a stat block.



CHAPTER 1:

HISTORY OF THE DAGGER

The dagger is an ancient weapon. Early double-bladed copper versions can be traced back to the 5th and 4th millennia BCE. Flint versions existed even earlier. As befits a tool and weapon of the dagger's utility, the technology was invented independently in different locations around the globe and by widely different cultures. Daggers were not specifically distinguished from swords until much later, circa 1300 CE.

In early times the dagger was not merely a tool, but also a sign of status and position. It took wealth to afford a metal dagger, or one of the ornately carved ones; one would own a dagger as a sign of station and the dagger would often be buried along with the owner. Since the limited reach of a dagger put its user at a disadvantage—in a fair fight—daggers often took on a more ceremonial role than practical. For this reason ancient daggers are often the most ornate, and show the greatest sign of craftsmanship. In a fantasy setting this makes the dagger uniquely suited to use by magic using classes.

Despite - or perhaps because of - its short reach, low weight, and lack of complex mechanical bits, the dagger may very well be the bloodiest weapon ever invented. Hyperbole aside, this is simply because the dagger is concealable, readily available, and capable of causing mortal wounds. Every kitchen has a knife and for most of human history people carried a knife with them at all times. Thus, the easiest weapon to reach for was the blade. Combine that commonality with ease of concealment and you have the weapon that killed Caesar and countless others.

DAGGER VARIANTS

Most of the weapons described here are dagger variants. Dagger variant is a technical term meaning

a weapon that is sufficiently like a dagger so that special abilities that work with a dagger also work with it. Specialized feats such as Weapon Focus and Weapon Specialization must still designate whether or not they work with a dagger or a particular dagger variant but some other special abilities, such as the blade cultist's Turning Strike work with any dagger variant. Naturally, the dagger itself is a dagger variant.

Bayonet: A bayonet is typically a straight bladed knife with mounting brackets built into the hilt and cross-guard. When dismounted, the bayonet works like a regular dagger, albeit the mounting brackets make it less aerodynamic.

When mounted, use the mounted attributes. The weapon counts as a double weapon, one end the rifle butt, and the other the pointy bit; this incurs all the normal penalties and benefits. A mounted bayonet can be used as a regular weapon, in which case use the best damage.

Dagger: The standard dagger is between 5 inches and 15 inches long and balanced for throwing. A dagger can be used to poke holes in people, slice bits of them off, cut ropes, or eat—this versatility makes them favored as a backup weapon. The dagger is actually a complex weapon and can be used in a variety of ways; these rules assume that the reason it counts as a simple weapon is because of the familiarity that most people have with small knives—mainly from eating and food preparation.

You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill).

There are numerous dagger equivalents; four common ones are:

Jambiya: The jambiya is a dagger of Arabic origin. The blade slightly curves back at the tip, away from the cutting edge. It often has silver filigree along the ridge.



Khyber knife: Not terribly different from a dagger, the Khyber knife has a long, tapering and straight blade. The Khyber knife comes from Afghanistan, in the region of the Khyber Pass. The handle is typically short and the blade single-edged.

Main Gauche: This simply means left-hand knife. The main gauche was used in dueling styles that put a dagger in the left hand and sword in the right; this gave the duelist an additional weapon with which to parry or attack when the opportunity presented itself. This style of fighting became more widespread near the beginning of the 16th century.

Stiletto: The stiletto is simply a long, slender dagger. The name itself has a Sicilian heritage and was Hollywoodized in America to be associated with mafia, femme fatales, and thugs. Modern switchblades are sometimes called stilletos as well; the weapon name has become so generic that it can apply to almost any knife but should have a straight, double-edged blade.

Dagger, throwing: Throwing daggers are lighter than regular daggers and have no cross-guard. This gives them slightly greater range but reduces their damage.

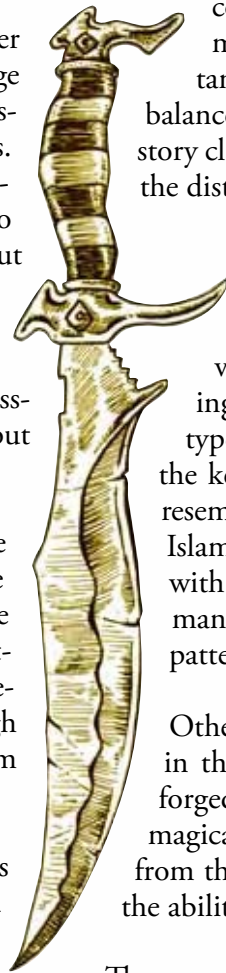
Katar: Sometimes called a punch-knife, the katar has two horizontal crossbars that the user holds and the blade sticks out above the fist. This makes it particularly suited to thrusting since one can throw their body weight behind the blow; this helps it to punch through chain armor. Naturally, this prevents it from being a throwing weapon.

Katar, hooded: Much like a regular katar, this weapon has a shield in place over the hand grip. If the user does not attack with the blade, they can use the weapon as a buckler. You suffer the armor penalties even when using the hooded katar as a weapon.

Katar, scissors: The scissors katar has two blades overlapping the main blade, like insect wings. When the two horizontal crossbars are squeezed

together the scissor blades open up, bursting chain links or making an injury more severe.

Keris: The keris is often marked by its wavy blade and made famous in Hollywood as the weapon of crazed cultists or sinister assassins; the wavy blade is not necessary to a keris, but use a wavy blade if going with the keris mechanics in this section. Use a regular dagger to represent non-wavy blade versions of the keris. A proper keris, or kris as it is sometimes called, has an ornately carved handle and carvings along the blade itself. The handles can be incredibly intricate. Since legend has it that a protective spirit could inhabit the blade, the owner would make sure to take care of such an important house. The keris should have a perfect balance between weight of hilt and blade. One story claims that the proper length of the blade is the distance between the user's nipples.



Despite the “nipples” rule, longer versions of the keris have been made, sword length versions. The sword length versions often exhibit less waviness, looking more like a regular sword. The sword types are not included here. Early versions of the keris incorporated designs in the hilt that resembled human-like Hindu deities. When Islam's influence grew, the religion brought with it a ban on artistic representations of humans; this led to hilt designs based on abstract patterns, often complex and fascinating.

Other stories tell that a meteor landed in Java in the 18th century and local weaponsmiths forged keris from the its metal. Needless to say, magical powers were attributed to these blades, from the ability to fly under their own power to the ability to draw water.

The wavy design of the keris makes it less versatile in subtle movements but increases the ability of the blade to strike bleeding injuries. If a character is knocked to 0 hit points or less by a kris then the character has only a 5% chance of stabilizing (as opposed to the usual 10% chance). For simplicity, only count the final blow.

The keris also comes in some regional variants called by different names:

Badik: A long, single-edged blade with a curved handle. This variant of the keris is common in Sulawesi.

Rencong: Shaped like the profile of a bird, this dagger has a long, single-edged blade that curves slightly back from the grip. This variant of the keris is common in Indonesia.

Kukri: The Nepalese kukri, or khukuri, is the traditional weapon of the Gurkha. The distinctive blade of the kukri has a slight, elbow-like bend near the halfway point and is usually sharpened along the inside edge. This makes it a lethal cutting instrument.

The Gurkha use the kukri in all aspects of their life, cutting wood, cutting meat, and cutting down their enemies. In order to stand up to this kind of punishment they need a heavy blade. The typical military kukri is roughly one foot long. Some kukris have small containers built into their hilt to store a flint (for starting fires) and whetstone or other object used to sharpen the blade.

The kukri is not normally thrown, and never thrown by a Gurkha. Tradition used to have it that a large version of the kukri would be used in sacrificing goats or oxen. The best sacrifice would cut the head from the beast in a single blow, thus the kukri used for this were roughly twice as large as the standard weapon. The kukri has a famous notch near the base of the blade called a kaura; legends have attributed a variety of uses to this but most likely it serves mainly as a kind of cross guard and to help keep blood from running onto the hand. Under a more mythical reading the kaura serves as a sighting mechanism to be used when throwing; moreover, the angular shape of the blade has it return to the thrower, like a boomerang. Another myth of the kukri claims that a Gurkha must draw blood with the blade if it is ever drawn from

its sheath; since the blade is used for tasks as common and mundane as chopping wood and cutting through undergrowth this is unlikely.

Sai: This light weapon has a long central blade and two longish tines bent forward in a U-shape around the blade. The heavy construction of the thing plus the long tine make it effective when disarming an opponent. It grants a +2 equipment bonus on your opposed roll when making a disarm attempt. Real world users typically leave the central blade unsharpened.

Sword-breaker: This blade has a long, forward bending crossguard shaped to catch an opponent's blade and give the wielder leverage to snap the weapon. When used as part of a disarm attempt you receive a +2 equipment bonus to your opposed roll. When used for a sunder attempt if you manage to succeed at the opposed roll with two sword-breakers as part of a two-weapon attack you may add the damage of the two attacks together before subtracting the target weapon's hardness.



FANTASY VARIANTS

Crown Dagger: The crown dagger is an exotic piercing knife with a broad triangular point in the center that branches midway into two smaller piercing blades. The central blade is 8 inches in length while the left and right diagonal blades are 3 to 5 inches in length. The flat, circular hand guard is narrow as is the pommel. The long, cylindrical handle is typically made of brass, steel, or horn. Crown daggers, though beautiful and often quite intricate in design, are not very popular amongst the more common races. Monstrous humanoids, however, seem to hold more preference for this blade.

Flit Blade: Flit blades are small slips of steel, typically three inches long, with no crossguard or conventional handle. Their lightness allows the user to throw them using a between the fingers grip, like flipping out a playing card. Protrusions near the base of the blade aid the grip but mainly serve to

make the blade more aerodynamic. Unlike heavier daggers, the flit blade is made to fly straight instead of tumbling through the air at the target. Since flit blades are easily lost they typically lack ornamentation and have a functional appearance.

Urbanized halflings invented the first flit blades, then went on to perfect the weapon by making it even more concealable and working it into other kinds of equipment (for example, see Blade Armor and Blade Bracers on page 7). The halfling facility with thrown weapons made these immediately appealing. Flit blades quickly became a calling card of halfling dominated thieves' guilds. Because they're produced quickly and in volume, most flit blades lack distinction; often this anonymity is desirable. However, flanges from the crafting process can give an investigator a clue as to who crafted the weapon. On publicity kills, the guild often uses blades stamped with some sort of official seal.

If used in melee the wielder suffers a -1 penalty on attacks, due to the lack of a proper grip and shortness of the blade.

Death spike: Goblins like simple, pointy objects; the death spike satisfies this desire. The goblin death spike is a thick, triangular hunk of metal that tapers to a sharp point. It's meant for poking holes in things.

One can use it as a piton or door spike as well as a weapon. While good for poking holes in things it's not quite as good as other weapons at causing straight-forward damage. If used to attack an object the spike negates 2 points of the target's hardness. It can also punch through armor more easily; to do this make a full attack with the weapon. This negates 1 point of the target's armor or natural armor; one cannot make multiple attacks as part of a full attack when doing this.

Moonsilver Dagger: Elves craft these blades by heating a mixture of steel and silver to a liquid, then dip the handle into the mixture and draw it out vertically. They do this on cold nights under a nearly full moon. As the metal drips down from

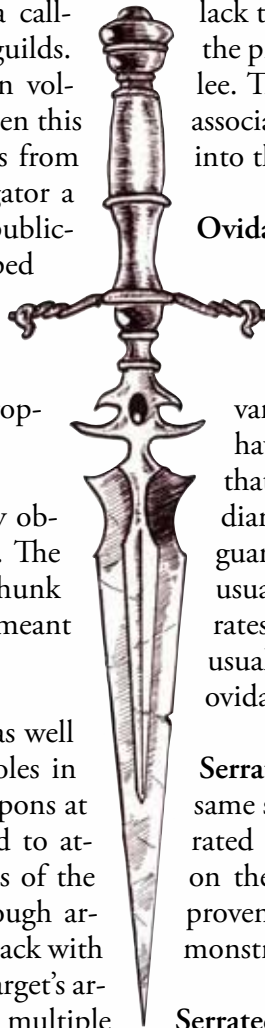
the handle it cools and solidifies. The crafter blows across the dripping metal to create the edge. The blade looks like stainless steel and each blade has a unique wave-like pattern on its surface, created by the crafter's blowing. Due to the way they're crafted, moonsilver daggers do not evenly taper to a point; they often have wider parts along the length of the blade—sometimes near the tip.

Moonsilver daggers count as alchemical silver for purposes of bypassing damage reduction. Due to their manufacturing process, moonsilver daggers lack the proper balance for throwing. However, the process also strengthens them for use in melee. This eliminates the normal damage penalty associated with alchemical silver (already figured into the weapon attributes).

Ovida Dagger: This exotic, obscure blade is long and oval in shape with a triangular point at the end. The blade reaches between 8 inches to 10 inches in length and is sharpened at both ends. Though some varieties of the ovida lack this feature many have a hollow area in the center of the blade that is in the design of an oval, circle, heart, diamond, arrow, hexagon, or spade. The hand guard and pommel are circular in design and usually a rounded stone or a bit of brass decorates the end of the pommel. These daggers are usually a rare find on the open market as the ovida dagger design is quite dated.

Serrated Crown: While featuring much of the same similar design as the crown dagger the serrated crown dagger has a jagged, toothy edge on the sides of their blades. These daggers are proven "gut rippers" and are thus notorious by monstrous humanoid assassins.

Serrated Dirk: Though these dirks feature more or less the same construction as a normal dirk the edges of the blade have been cut and hammered to provide tiny, jagged teeth that rip and gouge the surrounding flesh of a victim's wound. As such, it is easier to critically wound an opponent with a serrated dirk than it is with most daggers. Serrated daggers are not always an easy find on the open



market. Their jagged teeth requires a bit of patience to correctly hammer out and the design is usually mastered by only the most obscure of blacksmiths.

Tooth Dagger: Half-orcs and other tribal cultures often prefer to cull their weaponry from forces of the natural world. As the name indicates, these are teeth taken from an animal or monster, typically something large and dangerous. Teeth don't hold up well so the user must first treat them, often in fire along with a solution of special minerals and fluids. In half-orc tribes the wielder must kill the creature himself and craft the knife himself. Since the wielder seldom has the skills needed to perform the crafting, a tribal elder oversees the process and instructs him on what to do. Once the blade has been treated the wielder wraps leather—typically also taken from the beast—around the handle and sets about the sharpening process. Once sharp-

ened the wielder strikes the blade against a stone; the user must make a check (DC 15) with a bonus equal to the hit dice of the creature killed. If this check is failed the knife breaks. If the check succeeds spectacularly (by 10 or more) then the knife is particularly noble; reduce the cost of magical improvements to the weapon by 10%. Only the best tooth from the creature is taken.

Tooth daggers throw poorly and are typically used only for piercing attacks. However, some creatures have serrated teeth and allow the tooth dagger to be used for slashing attacks as well. A short list of typical 'donor' creatures follows, in order of impressiveness (low to high):

Bear, ankheg, otyugh, dire animal, bulette, remorhaz, hydra, tyrannosaurus, frost worm, purple worm, pit fiend, dragon, tarrasque.

Table 1:1/ TYPES OF DAGGERS

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Simple							
Light							
Bayonet, unmounted	2 gp	1d3	1d4	19-20/x2	5 ft.	1 lb.	Piercing or slashing
Bayonet, mounted	2 gp	1d3/ 1d4	1d4/ 1d6	19-20/ x2 & x2	–	1 lb.	Piercing, slashing, or bludgeoning
Crown Dagger	8 gp	1d3	1d4	19-20/x2	–	1 ½ lb.	Piercing
Dagger	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lb.	Piercing or slashing
Death spike	1 gp	1d2	1d3	x3	–	1 lb.	Piercing
Katar (punching dagger)	2 gp	1d3	1d4	x3	–	1 lb.	Piercing
Katar, hooded	20 gp	1d3	1d4	x3	–	5 lbs.	Piercing
Moonsilver Dagger	50 gp	1d3	1d4	19-20/x2	–	1 lb.	Piercing or slashing
Olvida Dagger	12 gp	1d3	1d4	x3	–	1 lb.	Piercing or slashing
Sai	5 gp	1d3	1d4	x3	5 ft.	2 lb.	Piercing
Serrated Dirk	5 gp	1d3	1d4	18-20/x2	–	1 lb.	Piercing
Serrated Crown	25 gp	1d3	1d4	17-20/x2	–	2 lb.	Piercing
Tooth Dagger	—	1d3	1d4	x3	5 ft.	1 lb.	Piercing
Tunnel Shank	5 gp	1d3	1d4	19-20/x2	–	1 lb.	Slashing

<i>Weapon</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
Martial							
Light							
Dagger	2 gp	1d2	1d3	19-20/x2	15 ft.	.5 lb.	piercing throwing
Keris	8 gp	1d3	1d4	20/x3	5 ft.	1 lb.	piercing
Kukri	8 gp	1d3	1d4	18-20/x2	–	2 lb.	Slashing
Sword-breaker	5 gp	1d3	1d4	x2	–	2 lb.	Piercing or slashing

<i>Shield Weight</i>	<i>Cost</i>	<i>Shield Bonus</i>	<i>Maximum Dex Bonus</i>	<i>Armor Check Penalty</i>	<i>Arcane Spell Failure Chance</i>
Katar, 5 lb.	20 gp	+1	—	–1	5%

<i>Weapon</i>	<i>Cost</i>	<i>Dmg (S)</i>	<i>Dmg (M)</i>	<i>Critical</i>	<i>Range Increment</i>	<i>Weight</i>	<i>Type</i>
Exotic							
Light							
Balisong	5 gp	1d3	1d4	19-20/x2	5 ft.	1 lb.	piercing or slashing
Flit Blade	1 gp	1d2	1d3	18-20/x2	15 ft.	.3 lb.	piercing or slashing
Katar, scissors	25 gp	1d3	1d4	x4	–	2 lb.	piercing
Vermin Fang	150 gp	1d3	1d4	18-20/x2	5 ft.	1 lb.	piercing or slashing

<i>Armor</i>	<i>Cost</i>	<i>Armor Bonus</i>	<i>Maximum Dex Bonus</i>	<i>Armor Check Penalty</i>	<i>Arcane Spell Failure Chance</i>	<i>30 ft.</i>	<i>20 ft.</i>	<i>Weight</i>
Flit armor (fully loaded)	55 gp	+3	+4	–1	15%	30 ft.	20 ft.	20 lb.
Flit blade bracer	5 gp	–	–	–	–	–	–	5 lb.

Tunnel shank: The dwarven tunnel shank consists of a grip shaped like a pair of brass knuckles with a short, curved blade protruding out the bottom of the fist. The blade curves forward so that the point sticks out past the knuckles. Dwarves occasionally carve runes into the blade, and—more often—dec-

orate the handle. However, these daggers are as much tool as weapon. For example, a dwarf might carry one in both hands and to help in digging out of a cave in or through a narrow passage. Given these functions, elaborate carvings would be worn off quickly during the day to day labor.

The nature of the blade makes it particularly suited for close-in fighting, the kind of fighting one must face too often in cramped quarters. Dwarves who specialize in the blade often practice a form of martial art similar to Kali knife fighting. This is bloody, brutal, and efficient and suits the hard fighting mentality of dwarves who live their lives battling the forces of the underworld.

The grip of a tunnel shank typically has small protrusions along it; these grant the user a +1 equipment bonus to Climb checks when tunnel shanks are held in both hands. The layout and shape of the blade grant the wielder a +1 circumstance bonus to attack checks when using the blade to Attack an Opponent during a grapple.

Vermin Fang: The dwarf version of the dagger mainly differs due to its ornamentation. The vermin fang incorporates a vermin motif into its design; typically this follows a particular theme, such as arachnid (quite popular), scorpion, centipede, rat, snake, or something similar. These weapons typically sculpt the handle to look like the vermin in question; for animals such as the rat an open mouth serves as the crossguard though the crafter occasionally shapes the tail into a crossguard. Other vermin types use the legs to form a crossguard, such as the eight legs pointing forward crossguard common to spider themed daggers. A scorpion themed dagger might have the tail come forward over the hilt to provide a hand guard.

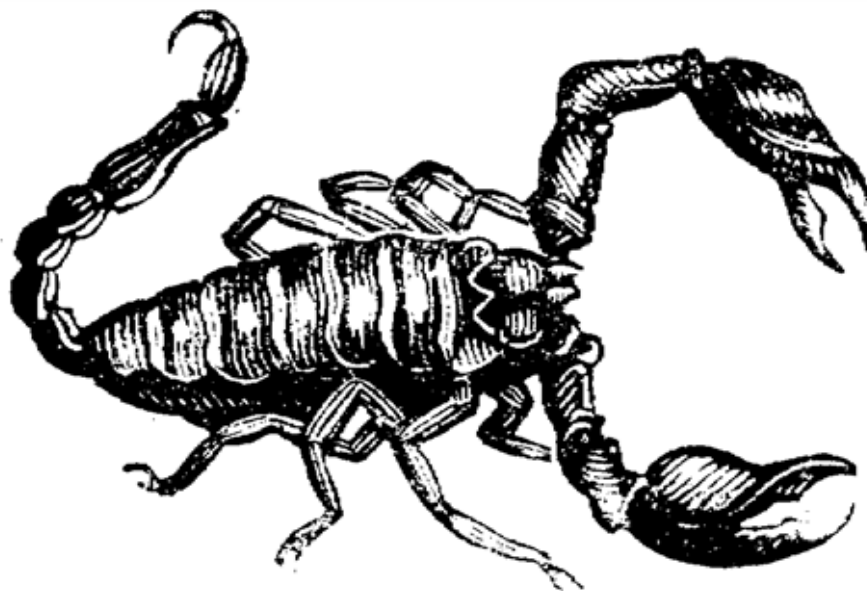
Vermin fangs always incorporate a complex design

into the blade itself, often taking the form of interlocking pictures of the theme vermin. In addition to serving as ornamentation, the design gives the blade more pockmarks and nooks; this makes it better capable of holding poison once applied. If the weapon is poisoned and scores a hit then the poison does not completely wear off; it can score one more hit and deliver the poison, but the victim receives a +4 circumstance bonus to any saves required.

OTHER GEAR

Flit blade armor: This leather armor has numerous small loops of leather set into it, typically over the chest and arms. The wearer fills each of these loops with flit blades, using the metal of the blades to reinforce the armor. At full load out the armor resembles a variation on studded leather, and has similar properties. The wearer can draw flit blades from the armor as if drawing a regular weapon. For every full 15 flit blades that are missing from the armor lower the armor bonus by 1; the armor can store up to 40 flit blades.

Flit Blade Bracer: These leather bracers cover the wrist and have 6 small slots in each bracer. Each slot can hold a single flit blade. When fully loaded these look like simple bracers reinforced with small steel plates; those unfamiliar with flit blades might not realize that the wearer is armed.



CHAPTER 2: WIELDERS OF THE DAGGER

This chapter focuses on those who use the dagger, why they use it, and how they do so. The chapter includes a number of options but it also includes some general discussion of the roleplaying aspects of using a dagger.

CLASSES

Given that the knife has likely been around for roughly 500,000 years in one form or another its utility should be obvious. One can use a knife to kill an animal, butcher the beast, cut wood for a fire, stick the meat on the point and cook it over a fire, hold the meat while eating it, remove the hide, scrape the yucky bits from the inside of the hide, cut the hide into wearable pieces, and shave so that while one wears one's spiffy new hide one can properly impress the cave girls.

One can wield a dagger in a grapple, albeit at a penalty. Cut rope with a dagger; jam the dagger under a door to spike it open or shut; jam the dagger into cracks in a stone wall as a makeshift piton; clean under one's filthy fingernails; play entertaining and dangerous dagger games; or pick leeches off your body after wading through the local swamp.

Realistically, every character should have a knife, unless they're under some strange compulsion not to carry sharp pointy things. The following sections provide some ideas for how different classes can make best use of the knife, or what kind of knife they might prefer.

BARBARIAN

Tooth daggers make a fitting choice for the barbarian. They re-affirm the barbarian's primal connec-

tion with the forces of nature; the weapon he uses is the weapon of the great beasts that he defeats with his own hand. This honors the beast since the creature lives on through the barbarian, after a fashion. More primitive barbarians might use stone or flint blades to represent their restricted technology.

Living in the wilderness, all barbarians should carry some sort of knife. This might be the tool they get the most use of, cutting wood, skinning animals, and eating all rely on it. The choice of blade thus becomes a symbol of how the barbarian chooses to live. A light throwing dagger for the kind of barbarian who relies on stealth and quick movement, a heavy bowie knife for the barbarian who likes to get in close and rage.

Wildman Concept: The Wildman lives in close touch with nature; a tropical version might wear little more than a loincloth and a temperate climate wildman live in the forest or marshes wearing hide armor. He restricts himself to a knife because that's the only weapon—tool really—he needs and he likes to travel light.

To develop this sort of character multi-class between barbarian and druid levels. Start with barbarian then split to druid over the first eight levels; 3rd level in druid grants a number of powers that fit with the concept, animal companion, nature sense, wild empathy, woodland stride, and trackless step. 4th level grants access to an ape companion so that fits well for a certain famous character. After 3rd or 4th level in druid look for a prestige class that focuses on wilderness powers to avoid suffering an experience penalty. If you belong to a race that has barbarian or druid as a favored class you can freely just stick with barbarian levels.

The character should avoid heavy armor. Hide armor and going naked fits best. If going naked,



target a prestige class that favors unarmored characters. While a dagger fits the core concept best a spear also works well. If using just a dagger emphasize Strength a bit less, perhaps putting a 12 there, and maximize Dexterity. Back this up with Weapon Finesse. You should take Track as one of your early feats or consider triple classing to Ranger then splitting even between all three classes until 10th to 12th level. With Ranger levels the natural choice is double-weapon use with the daggers; this works particularly well since you minimize the number of weapon feats you need.

BARD

Ordinary daggers, throwing daggers, and flit blades make good choices for a bard. Like the rogue, a bard may very well use a dagger as his primary weapon. But for a bard, the dagger is not just a weapon, but a part of the show. Even the iconic picture shows a dagger hovering over the bard's hand. These sorts of pictures should come easily to mind when playing a bard. Use Sleight of Hand and spells like prestidigitation to bring the dagger to life, to get the dagger where you want, or keep your audience watching the blade when they should be watching your other hand. By taking the Spell Theme (dagger) feat you can make your spell list support your combat tactics.

Showman Concept: This version of the bard plays with daggers in public as part of his show. He tosses them about, juggles them in the air, and tosses them at suckers willing to stand next to a wall. The bard should keep Sleight of Hand at maximum possible rank and keep a few ranks dedicated to Perform (Act or Comedy). While juggling one should entertain the audience with commentary. The prestidigitation spell is a natural fit. You can give your

daggers more color with a silent image spell and use them to enthrall your audience via a Dagger Themed hypnotic pattern. Take the Two-Weapon Fighting feat as well as Precise Shot so that you can catch a dagger from the juggle in your off-hand and toss it against a target obscured by a partner in a skimpy outfit. As you grow more experienced consider feats that enhance your mobility such as Mobility (naturally), and Shot on the Run. You can look spectacular bounding over and under tables, swinging off chandeliers, and sliding down banisters while tossing an endless stream of blades.

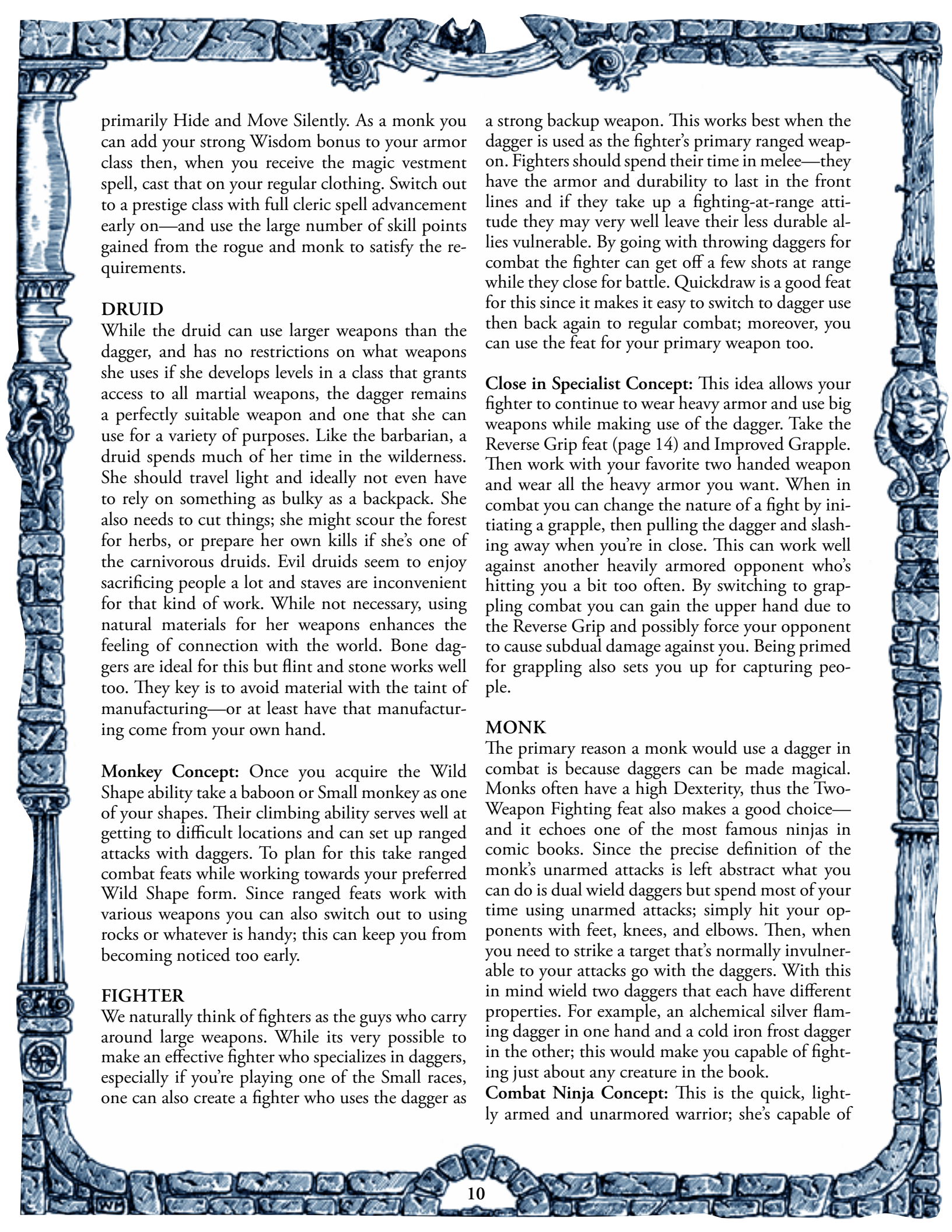
CLERIC

While you'll likely think most clerics who make extensive use of the dagger are cultists sacrificing pristine young women to their loathsome gods there are other possibilities as well. The cleric may have a deity who uses the dagger as his personal weapon. The cleric might prefer to travel in light armor and lightly armed, to make his flock feel more comfortable. The cleric might also be planning for the dagger cultist prestige class, or choose the dagger because it is an interesting weapon.

Since clerics spend more time as part of an established social structure they're less likely to need a knife in their daily affairs. As such, if they carry a dagger it is likely a sign of office. Their daggers should be ornate and ritualistic. The keris works well, of course, but any of the culturally particular dagger variants allows the cleric to use his weapon as a sign of his status or theology.

Temple Assassin Concept: Even the gods need their hit men. For this combination split cleric/rogue/monk and go in without wearing armor. Use rogue and monk levels to build up stealth skills,





primarily Hide and Move Silently. As a monk you can add your strong Wisdom bonus to your armor class then, when you receive the magic vestment spell, cast that on your regular clothing. Switch out to a prestige class with full cleric spell advancement early on—and use the large number of skill points gained from the rogue and monk to satisfy the requirements.

DRUID

While the druid can use larger weapons than the dagger, and has no restrictions on what weapons she uses if she develops levels in a class that grants access to all martial weapons, the dagger remains a perfectly suitable weapon and one that she can use for a variety of purposes. Like the barbarian, a druid spends much of her time in the wilderness. She should travel light and ideally not even have to rely on something as bulky as a backpack. She also needs to cut things; she might scour the forest for herbs, or prepare her own kills if she's one of the carnivorous druids. Evil druids seem to enjoy sacrificing people a lot and staves are inconvenient for that kind of work. While not necessary, using natural materials for her weapons enhances the feeling of connection with the world. Bone daggers are ideal for this but flint and stone works well too. The key is to avoid material with the taint of manufacturing—or at least have that manufacturing come from your own hand.

Monkey Concept: Once you acquire the Wild Shape ability take a baboon or Small monkey as one of your shapes. Their climbing ability serves well at getting to difficult locations and can set up ranged attacks with daggers. To plan for this take ranged combat feats while working towards your preferred Wild Shape form. Since ranged feats work with various weapons you can also switch out to using rocks or whatever is handy; this can keep you from becoming noticed too early.

FIGHTER

We naturally think of fighters as the guys who carry around large weapons. While it's very possible to make an effective fighter who specializes in daggers, especially if you're playing one of the Small races, one can also create a fighter who uses the dagger as

a strong backup weapon. This works best when the dagger is used as the fighter's primary ranged weapon. Fighters should spend their time in melee—they have the armor and durability to last in the front lines and if they take up a fighting-at-range attitude they may very well leave their less durable allies vulnerable. By going with throwing daggers for combat the fighter can get off a few shots at range while they close for battle. Quickdraw is a good feat for this since it makes it easy to switch to dagger use then back again to regular combat; moreover, you can use the feat for your primary weapon too.

Close in Specialist Concept: This idea allows your fighter to continue to wear heavy armor and use big weapons while making use of the dagger. Take the Reverse Grip feat (page 14) and Improved Grapple. Then work with your favorite two handed weapon and wear all the heavy armor you want. When in combat you can change the nature of a fight by initiating a grapple, then pulling the dagger and slashing away when you're in close. This can work well against another heavily armored opponent who's hitting you a bit too often. By switching to grappling combat you can gain the upper hand due to the Reverse Grip and possibly force your opponent to cause subdual damage against you. Being primed for grappling also sets you up for capturing people.

MONK

The primary reason a monk would use a dagger in combat is because daggers can be made magical. Monks often have a high Dexterity, thus the Two-Weapon Fighting feat also makes a good choice—and it echoes one of the most famous ninjas in comic books. Since the precise definition of the monk's unarmed attacks is left abstract what you can do is dual wield daggers but spend most of your time using unarmed attacks; simply hit your opponents with feet, knees, and elbows. Then, when you need to strike a target that's normally invulnerable to your attacks go with the daggers. With this in mind wield two daggers that each have different properties. For example, an alchemical silver flaming dagger in one hand and a cold iron frost dagger in the other; this would make you capable of fighting just about any creature in the book.

Combat Ninja Concept: This is the quick, lightly armed and unarmored warrior; she's capable of

some stealth and vicious with her twin blades. To develop this concept start with a monk level then split with fighter through 7 levels until you're Monk 3/Fighter 4. Along the way develop Two Weapon Fighting, Weapon Finesse, Dodge, Mobility, Weapon Focus, and Weapon Specialization; if you receive a racial bonus feat use it for Improved Disarm. Max out ranks in Tumble and pick up 3 ranks in Perform. At 8th level start developing the Duelist class. When assigning attributes make sure to put Dexterity, Wisdom, and Intelligence at 14; this nets a +6 armor class bonus eventually. As a duelist you'll be able to use precise strike when you need to cause big damage; in all situations you'll be blinding fast, quick across the battlefield and able to weave through hoards of the enemy.

PALADIN

A paladin certainly wouldn't use a dagger to sneak attack. But paladins do need to keep clean shaven; a sharp dagger is in order here. Since the dagger isn't a knight's weapon it will be relegated to backup and perhaps used for a few ranged attacks. It's best to choose a multi-purpose dagger in these circumstances, something rugged enough for work-like uses and still able to be used in both melee and at range. One other use for the dagger is to help clean your steed's hooves.

Servant of the Song Concept: The servant of the song is a paladin trained to operate in the urban wilderness. The cities can be a haven of darkness worse than any dungeon and some paladins attempt to make them a better place to live. In the city one needs information; thus splitting out to a bard multi-class gives the paladin the skills and powers needed for dealing in a social environment. The servant of the song should make Charisma her best attribute; it helps her resist magic, cast her own

spells, and deal with others. A solid Dexterity, perhaps a 14, is also good—this allows the servant to get the most from light armor while boosting her attributes with magic.



Daggers are useful to the servant of the song when she needs to travel incognito; but since the servant will likely use other weapons as well, it's best to focus on feats that aren't particular to any weapon, such as Dodge, Expertise, and Power Attack. Emphasize social skills then back them up with spell choices that allow you to work in the city. For example: lullaby helps get past guards; hypnotism does likewise and undetectable aura can hide your paladin nature; tongues

for communication and alter self for undercover work; glibness to hammer home Bluff checks and clairaudience/clairvoyance for surveillance, this is better than scrying since you typically have a good read on target location in a city.

RANGER

The ranger fits extremely well with the dagger, especially when he employs the two-weapon motif. This is not only aesthetic, but highly effective. By working with two daggers one can take Weapon Finesse and Weapon Focus to create a character with a strong attack bonus split across both weapons. Going the ranged attack route, the same feats that make the ranger a skilled archer make him a skilled dagger thrower. This way, Weapon Focus aids both in melee and at range—this pays off even more with Improved Critical at 9th level.

All rangers should have a dagger, of course, but what kind of ranger makes it their primary mode of attack? As said in the last paragraph, there's an advantage to using the dagger as your ranged weapon. While the damage isn't as good as that of a bow you enjoy some other benefits. You can automatically add your Strength bonus to damage, your investment in a ranged weapon also pays off in melee,

and you can recover the ammunition easily. The dagger allows you to not have to choose between being a ranged or melee character.

Dagger Archer Concept: This concept requires nothing more than ranger levels and a precise feat selection. Go with the two weapon fighting combat style since this allows you to throw daggers with both hands. Feat selection should go somewhat similar to this: Quickdraw, Point Blank Shot, Precise Shot or Far Shot; when you get the chance to take Improved Critical do so.

The concept also works well when multi-classed with fighter; four levels of fighter is enough and its worthwhile to go Weapon Focus (dagger), Weapon Finesse (dagger), Weapon Specialization (dagger) using the fighter feats; remove Weapon Finesse if your Strength and Dexterity are within 4 points of each other. This creates a character good at range and in melee. For example, at 10th level your attack pattern with a dagger will be +9/+9/+4/+4 +Dex bonus in either melee or at range. Look for magic daggers with abilities like flaming or frost to get the damage up.

ROGUE

Not much needs to be said about rogues and daggers. Every rogue should keep several of these on her person. Keep daggers and knives of different sorts, a thin blade for slipping through slots to lift a latch, a few throwing blades for ranged work, a shank hidden in a shoe heel, and so on. Having a small arsenal like this keeps you in tools and in weapons.

Commando Concept: This character is designed for behind the lines intrusion and fast killing. Take Two-weapon fighting, Weapon Finesse (dagger), Point Blank Shot, and Far Shot. Then max out Climb, Hide, Jump, Listen, Move Silently, and Spot. All this works with just rogue levels and allows you to keep the sneak attack dice maximized;

especially important since the sneak attack dice will be the majority of your damage. By using the dagger you also have the opportunity to strike from ranged ambush.

By taking a few ranger levels along with the rogue levels you can acquire the Track Feat, pick up some of the other needed feats, and develop the Survival skill. This costs sneak attack dice but makes for a more complete commando.



SORCERERS AND WIZARDS

The two core magic wielding classes don't have many options besides a dagger. A staff fits the picture, does a bit more damage, and has some alternate uses. But daggers are easy to carry, easy to put away, and weigh less than a crossbow. While most sorcerers and wizards will at least carry a dagger, one could also choose to make the dagger a more central part of their concept. Point Blank Shot and Precise Shot are good choices at first level; carry multiple daggers and use them as back-up when you need to save spells.

Spells are the other area of focus. True strike is a natural but you should have something to bolster the effect since daggers hit fairly light; a dagger storm (page 27) can juice the blade

with Improved Attune to Dagger. Otherwise try to strengthen the dagger in some other way; poison works well.

Wizards should especially consider the ranged feats since they have such a small number of spells per day. Sorcerers should instead tailor their list to what they want to do with the dagger; magic weapon might be appealing at low levels but since you're already focusing on daggers you'll likely acquire a magic one soon and the spell will be relegated to use on disposable throwing daggers.

Cat Thief Concept: This concepts works well as a rogue/sorcerer combination since sorcerers naturally align themselves to a fixed list of spells. The

concept is that you tailor your spell list towards a particular theme, in this case cats and cat-like maneuvering. While it's not terribly efficient to sacrifice the big bang spells, the flavor you capture can make playing the character more enjoyable. Here's the strategy:

Start as rogue with high Dexterity and Charisma. Focus on Climb, Hide, Jump, Listen, Move Silently, and Spot for skills. Also put 7 skill points in Decipher Script, Disable Device, and Escape Artist then 4 in Knowledge (arcane); the arcane trickster prestige class is a freebie for this concept. Take Stealthy, Dodge, Mobility, and Silent Spell in whatever order you desire. As a Sorcerer you can use Silent Spell spontaneously—although it takes a little extra time. This isn't a problem though since you'll most likely be using Silent Spell from ambush and thus be able to stay in ambush afterwards.

The real key to this character comes in the spell selection. 0-level: ghost sound, mage hand, prestidigitation, open/close; others as see fit. 1st-level: jump, charm person, feather fall, expeditious retreat, disguise self. 2nd-level: cat's grace, spider climb, invisibility, eagle's splendor, alter self. 3rd-level: haste, displacement, suggestion, arcane sight. 4th-level: polymorph (to cat of course), dimension door, greater invisibility, charm monster. 5th-level: summon monster V (summon 1d3 celestial lions), permanency, baleful polymorph (to mice), animal growth. 6th-level: true seeing, mass suggestion, shadow walk. 7th-level: ethereal jaunt, limited wish, greater arcane sight. 8th-level: moment of prescience, mass charm monster.

FEATS

This section includes a small selection of additional feats. Several of these feats are used to help distinguish a fighting motif (see page XX). All fighting motifs share similar features—they should include Weapon Focus and appropriate feats. By taking one of the feats distinctive to the fighting style you can picture your character as having trained in that fighting style. By taking multiple such feats you can model a character who has mastered several martial arts.

AGILE FOOTWORK

Proper training in footwork enhances mobility and prevents one's opponent from pinning them into a corner. This method of footwork emphasizes the ability to move freely and quickly in any direction and helps prevent grapples and trips.

Benefit: This grants you a +3 dodge bonus against touch attacks made to initiate a grapple or trip attempt.

CONTROL THE CENTER LINE

One benefit of the knife is the ability to maneuver it quickly into a variety of positions. This technique trains the user to best fight from the center, giving him better ability to move to either side or maneuver into a parry.

Benefit: You can designate a single opponent as a move action; doing this places you in control of the center line against that opponent. You then receive a +2 dodge bonus to armor class against that opponent until he moves from the square he currently occupies. Naturally, those familiar with this technique make sure to employ five foot steps liberally against you.

GUARDIAN HAND

A knife fighter often leaves his off-hand open for flexibility. Some fighting styles emphasize using this hand to parry and redirect attacks. This provides additional protection in close fighting.

Benefit: If you have this feat you receive a +2 shield bonus to armor class when in a grapple. This only applies to opponents also in the grapple. You may choose to use guardian hand outside of a grapple and gain a +1 shield bonus to armor class against melee attacks—if hit, though, you suffer an additional 1 point of damage. You cannot benefit from this feat if you wield a shield or weapon in your off-hand.

MULTI-DEFENSE

You have special training for dealing with multiple attackers. By ducking beneath your opponents' attacks you make your attackers interfere with each other.

Benefit: For each opponent that has previously attacked you in the round you receive a +1 dodge bonus against all melee attacks. This grants no bonus against the first attacker but against the third attacker you would receive a +2 dodge bonus.

REVERSE GRIP

When using a reverse grip the blade sticks out from the bottom of the fist. This sacrifices reach and some flexibility to create an unusual fighting stance—one that allows attack from a variety of angles. Possessing this feat allows one to fully exploit the reverse grip style of combat.

Benefit: It takes a move equivalent action (as if drawing a weapon) to move into reverse grip. While using a reverse grip you suffer a -2 attack penalty when attacking at reach. When attacking a character during a grapple, however, you suffer no penalty. This only works with daggers or dagger variants.

Normal: When using a Light weapon in a grapple you suffer a -4 penalty on attack checks.

SPELL THEME

The Spell Theme feat represents special training to personalize a selection of the spells you can cast along a certain thematic structure. A spellcaster with a fire theme would tailor many spells that don't normally include fire to have fire special effects or attributes; for example, their version of haste might give the affected character a nimbus of flame to represent how the energy of fire enhances their speed.

Benefit: Each type of spell theme must be chosen individually and there is typically one version of the theme for arcane casters and one version for divine casters. There can also be versions specifically tailored for druids or bards. A spell theme modifies a particular list of spells, as given in the theme. All the modified spells change in some way, both visually and with a small mechanical change (often just a +1 to the save DC). A theme allows the character to have two theme-modified spells of each spell level that the character can cast. If the theme includes more than 2 modified versions of spells at a given level, or if the character comes up with some

extra modified versions of spells, the character must choose just two of those spells to have modified versions of. A character may take this feat more than once to gain additional spell themes, or can take it more than once with the same theme in order to gain additional modified versions of spells.

If a character has two themes that modify the same spell he must choose which version to use when casting the spell but does not need to choose ahead of time; thus a character could prepare magic missile and, later in the day use either theme-modified version of the spell. A spellcaster can also choose to not use the theme-modified version.

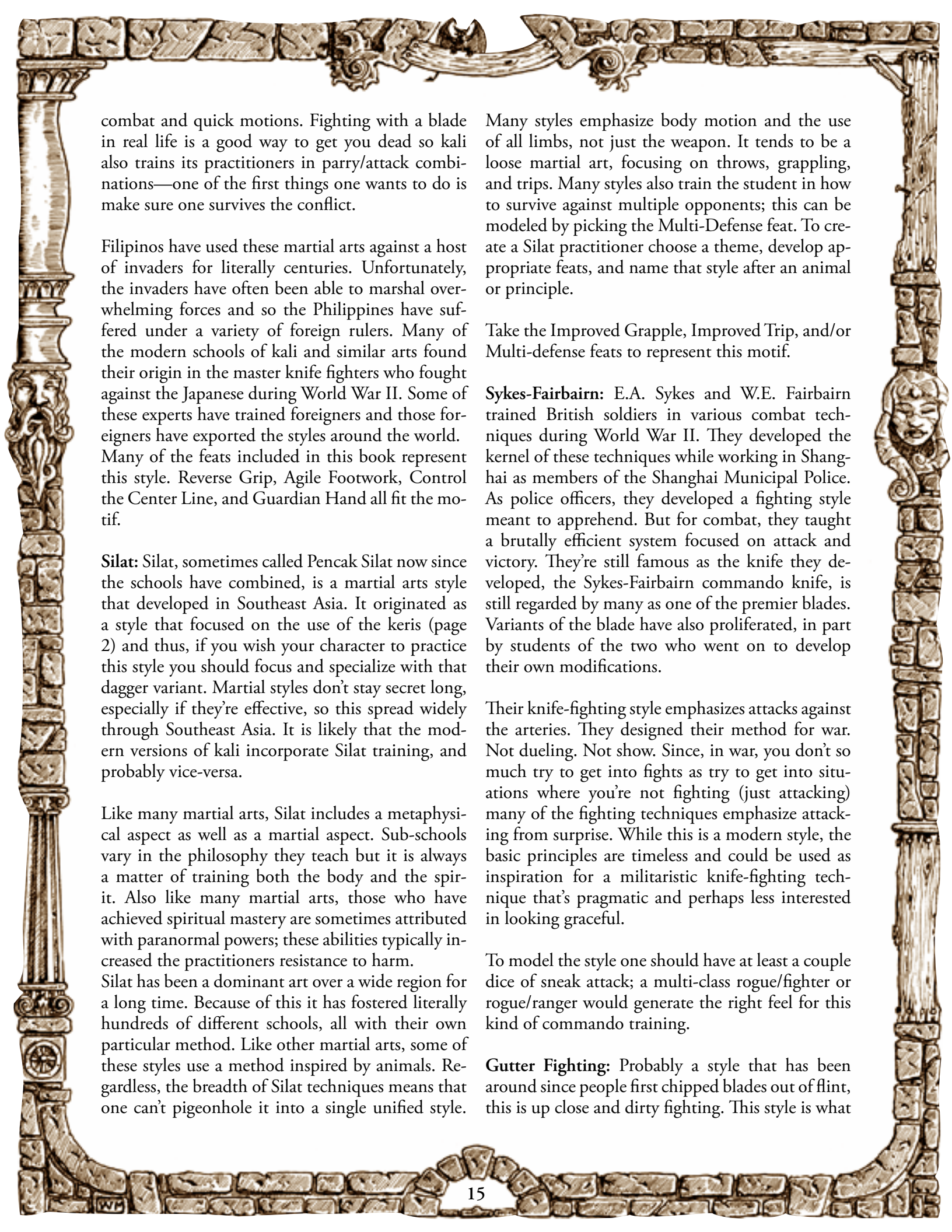
Note: This book includes just the Dagger Theme.

FIGHTING MOTIFS

Part of what makes a fighter distinctive is the way he fights. Jet Li and Jackie Chan have distinctive methods of fighting, methods that help expand their personality on the screen. To a certain extent, characters can achieve this in a game through the choices they make: feats picked, classes chosen, weapons used. Fighter type characters typically have one thing in common, they run through a list of feats—the weapon focus and weapon specialization feats. This gives them all the same benefits but the way they're described can make them feel distinctive to a style. Another way to represent a motif is to take the feats or other special abilities associated with the motif.

Kali: Filipino knife fighting has acquired a reputation as one of the most effective and dangerous forms of knife-fighting in the world. There are several variations on the style, kali, escrima, and arnis. These are full martial arts, combining unarmed combat techniques with armed combat techniques. In addition to the distinctive method of knife-fighting, these martial arts also incorporate the use of twin clubs in a whirling, crisscross pattern. Both the techniques used in knife fighting and the two club technique should be familiar to those who've watched their share of action films.

The knife-fighting method emphasizes close-in



combat and quick motions. Fighting with a blade in real life is a good way to get you dead so kali also trains its practitioners in parry/attack combinations—one of the first things one wants to do is make sure one survives the conflict.

Filipinos have used these martial arts against a host of invaders for literally centuries. Unfortunately, the invaders have often been able to marshal overwhelming forces and so the Philippines have suffered under a variety of foreign rulers. Many of the modern schools of kali and similar arts found their origin in the master knife fighters who fought against the Japanese during World War II. Some of these experts have trained foreigners and those foreigners have exported the styles around the world. Many of the feats included in this book represent this style. Reverse Grip, Agile Footwork, Control the Center Line, and Guardian Hand all fit the motif.

Silat: Silat, sometimes called Pencak Silat now since the schools have combined, is a martial arts style that developed in Southeast Asia. It originated as a style that focused on the use of the keris (page 2) and thus, if you wish your character to practice this style you should focus and specialize with that dagger variant. Martial styles don't stay secret long, especially if they're effective, so this spread widely through Southeast Asia. It is likely that the modern versions of kali incorporate Silat training, and probably vice-versa.

Like many martial arts, Silat includes a metaphysical aspect as well as a martial aspect. Sub-schools vary in the philosophy they teach but it is always a matter of training both the body and the spirit. Also like many martial arts, those who have achieved spiritual mastery are sometimes attributed with paranormal powers; these abilities typically increased the practitioners resistance to harm. Silat has been a dominant art over a wide region for a long time. Because of this it has fostered literally hundreds of different schools, all with their own particular method. Like other martial arts, some of these styles use a method inspired by animals. Regardless, the breadth of Silat techniques means that one can't pigeonhole it into a single unified style.

Many styles emphasize body motion and the use of all limbs, not just the weapon. It tends to be a loose martial art, focusing on throws, grappling, and trips. Many styles also train the student in how to survive against multiple opponents; this can be modeled by picking the Multi-Defense feat. To create a Silat practitioner choose a theme, develop appropriate feats, and name that style after an animal or principle.

Take the Improved Grapple, Improved Trip, and/or Multi-defense feats to represent this motif.

Sykes-Fairbairn: E.A. Sykes and W.E. Fairbairn trained British soldiers in various combat techniques during World War II. They developed the kernel of these techniques while working in Shanghai as members of the Shanghai Municipal Police. As police officers, they developed a fighting style meant to apprehend. But for combat, they taught a brutally efficient system focused on attack and victory. They're still famous as the knife they developed, the Sykes-Fairbairn commando knife, is still regarded by many as one of the premier blades. Variants of the blade have also proliferated, in part by students of the two who went on to develop their own modifications.

Their knife-fighting style emphasizes attacks against the arteries. They designed their method for war. Not dueling. Not show. Since, in war, you don't so much try to get into fights as try to get into situations where you're not fighting (just attacking) many of the fighting techniques emphasize attacking from surprise. While this is a modern style, the basic principles are timeless and could be used as inspiration for a militaristic knife-fighting technique that's pragmatic and perhaps less interested in looking graceful.

To model the style one should have at least a couple dice of sneak attack; a multi-class rogue/fighter or rogue/ranger would generate the right feel for this kind of commando training.

Gutter Fighting: Probably a style that has been around since people first chipped blades out of flint, this is up close and dirty fighting. This style is what

the over-aggressive beggar might use. It's the style of the prison yard. Like commando knife fighting the emphasis is on getting in close to an unsuspecting opponent and making several quick, mortal cuts. It's not important to kill the target immediately, just put him in a position where he won't be able to retaliate later. This is especially true in situations where one's target can quickly call for backup.

An example of a gutter fighting attack technique is to simply get up against the body of the target and make several quick jabs from the waist to just above the target's belt. While you do this you block the view of your weapon with your body so that others in the area won't know what has happened until you're walking away. If the crowd is large enough you might be able to get away with no one knowing who even made the attack. The method is remarkably effective; even in a relatively open fight the gutter fighter technique of simply rushing the target, slamming into him, then slashing at the stomach, can overwhelm the more stylized versions of knife fighting.

To model a character that specializes in this kind of fighting build up the Sleight of Hand skill to represent the ability to keep the knife hidden during an attack. A couple sneak attack dice help too since that's what you'll be using most of the time—or assassination techniques if the character has enough experience. One should also be good in a grapple so the Reverse Grip feat works well.

DAGGER GAMES OR “DON'T DO THAT, YOU MIGHT PUT AN EYE OUT”

For some reason people love playing with sharp objects in ways that might permanently maim them. To satisfy those urges this section includes some descriptions of, and rules for, foolish games you can play with a dagger.



MUMBLETY-PEG

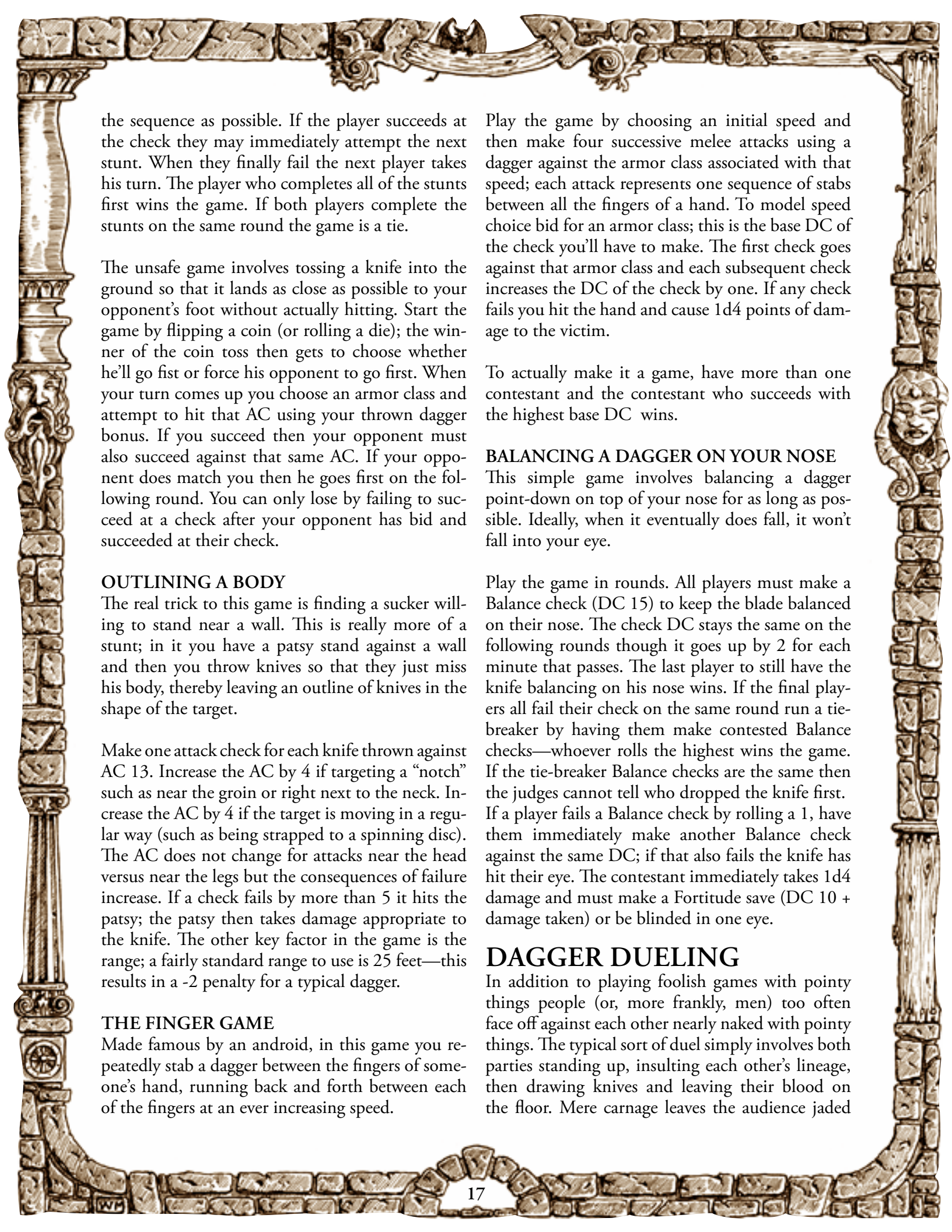
Also called mumbledy-peg, mumbly peg, and a wide variety of other mispronunciations; oddly enough, the alternate versions have nothing to do with region. The game comes in various versions; the relatively safe version simply has the contestants throw the knife in a variety of ways (called stunts) so that the blade of the knife sticks into the ground. In order to count the handle must be at least two finger widths away from the ground.

To play the safe version each contestant must succeed at a series of stunts. Many of the stunts involve different ways of holding the blade (by the tip, laying flat on the palm or back of the hand, from the forearm, etc.) A full match typically involves winning 2 of 3 games.

To play a single game each player must complete each of the following stunts

- 1) Using thrown attack bonus hit AC 5.
- 2) Using thrown attack bonus hit AC 10.
- 3) Make a Reflex save (DC 10).
- 4) Using thrown attack bonus hit AC 15.
- 5) Using thrown attack bonus hit AC 20.
- 6) Make a Reflex save (DC 15).
- 7) Using thrown attack bonus hit AC 22.

The game proceeds with each player getting one chance to succeed at as many of the stunts listed in



the sequence as possible. If the player succeeds at the check they may immediately attempt the next stunt. When they finally fail the next player takes his turn. The player who completes all of the stunts first wins the game. If both players complete the stunts on the same round the game is a tie.

The unsafe game involves tossing a knife into the ground so that it lands as close as possible to your opponent's foot without actually hitting. Start the game by flipping a coin (or rolling a die); the winner of the coin toss then gets to choose whether he'll go fist or force his opponent to go first. When your turn comes up you choose an armor class and attempt to hit that AC using your thrown dagger bonus. If you succeed then your opponent must also succeed against that same AC. If your opponent does match you then he goes first on the following round. You can only lose by failing to succeed at a check after your opponent has bid and succeeded at their check.

OUTLINING A BODY

The real trick to this game is finding a sucker willing to stand near a wall. This is really more of a stunt; in it you have a patsy stand against a wall and then you throw knives so that they just miss his body, thereby leaving an outline of knives in the shape of the target.

Make one attack check for each knife thrown against AC 13. Increase the AC by 4 if targeting a "notch" such as near the groin or right next to the neck. Increase the AC by 4 if the target is moving in a regular way (such as being strapped to a spinning disc). The AC does not change for attacks near the head versus near the legs but the consequences of failure increase. If a check fails by more than 5 it hits the patsy; the patsy then takes damage appropriate to the knife. The other key factor in the game is the range; a fairly standard range to use is 25 feet—this results in a -2 penalty for a typical dagger.

THE FINGER GAME

Made famous by an android, in this game you repeatedly stab a dagger between the fingers of someone's hand, running back and forth between each of the fingers at an ever increasing speed.

Play the game by choosing an initial speed and then make four successive melee attacks using a dagger against the armor class associated with that speed; each attack represents one sequence of stabs between all the fingers of a hand. To model speed choice bid for an armor class; this is the base DC of the check you'll have to make. The first check goes against that armor class and each subsequent check increases the DC of the check by one. If any check fails you hit the hand and cause 1d4 points of damage to the victim.

To actually make it a game, have more than one contestant and the contestant who succeeds with the highest base DC wins.

BALANCING A DAGGER ON YOUR NOSE

This simple game involves balancing a dagger point-down on top of your nose for as long as possible. Ideally, when it eventually does fall, it won't fall into your eye.

Play the game in rounds. All players must make a Balance check (DC 15) to keep the blade balanced on their nose. The check DC stays the same on the following rounds though it goes up by 2 for each minute that passes. The last player to still have the knife balancing on his nose wins. If the final players all fail their check on the same round run a tie-breaker by having them make contested Balance checks—whoever rolls the highest wins the game. If the tie-breaker Balance checks are the same then the judges cannot tell who dropped the knife first. If a player fails a Balance check by rolling a 1, have them immediately make another Balance check against the same DC; if that also fails the knife has hit their eye. The contestant immediately takes 1d4 damage and must make a Fortitude save (DC 10 + damage taken) or be blinded in one eye.

DAGGER DUELING

In addition to playing foolish games with pointy things people (or, more frankly, men) too often face off against each other nearly naked with pointy things. The typical sort of duel simply involves both parties standing up, insulting each other's lineage, then drawing knives and leaving their blood on the floor. Mere carnage leaves the audience jaded

though, so later duel promoters developed more elaborate forms of knife dueling.

Bound Duel: In this version of the knife duel the duelists' off-hands are bound together by a length of rope, cloth, or chain. This limits their ability to run away (and thus make for a boring fight) and use the off-hand for traditional defensive measures. However, what it takes away it also gives back since now a duelist can control his opponent by dragging on the connecting rope. This aspect of the duel favors the stronger duelist.

While in a bound duel neither party can move more than five feet from his opponent. They also cannot use their off hand to block or hold a weapon. During this kind of duel the combatants have a few additional action options.

Drag Opponent off Feet: This standard action allows you to initiate a contested Strength check with your opponent. If the check succeeds then your opponent falls prone. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. The defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable.

Control Opponent: This standard action allows you to establish control over your opponent. To do this make a contested Strength check. You each add a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium. The opponent may choose to resist with Dexterity instead of Strength. If you win the check you have established Control; you retain Control until your opponent takes it from you using this method, breaks it via a tangle action, or knocks you prone in some fashion. While you have Control you receive a +2 circumstance bonus to attacks and armor class against your opponent.

Tangle: With this move action you move to the opposite side of your opponent and tangle him in the binding holding you together. To properly execute the action you must make it to the opposite side of your opponent without provoking an attack of

opportunity; if you do provoke an attack of opportunity you not only suffer the attack, but your opponent also manages to maneuver so that he doesn't get tangled. This typically means that you have to make a Tumble check to get around your opponent.

If you manage to get around your opponent you may then follow with the tangle attempt. Make a contested Dexterity check. Your opponent may use Strength in place of Dexterity if he chooses; size category does not affect this check. If you move through your opponent's square to get to the other side you receive a +4 circumstance bonus to the Dexterity check. If you succeed at this check you eliminate being controlled and tangle your opponent. He cannot attack you on the following action but can untangle himself with a standard action (no roll required).

SPELL THEMES

Spell themes are techniques a spellcasting character learns to customize the kinds of spells she casts. Selecting a spell theme requires that one take the appropriate Spell Theme feat. Each theme has a list of spells to which it applies. All these spells undergo some changes as described in the listing. The spells otherwise remain the same.

If there's a spell on another caster's theme list that also appears on your class's normal spell list (perhaps at a different level) you may replace one of your existing options with that spell.

DAGGER THEME (BARDS)

Bards are a natural with a dagger theme due to their already rogue-like nature. Bards sometimes strike tones using the metal of their dagger to achieve the spell effects.

0-level

Dancing Lights: The lights created by this spell take the form of hovering daggers. This illuminates a larger than normal area, clearly illuminating out to a 30 ft. radius and providing shadow illumination to a 60 ft. radius.

Flare: You cast the spell by reflecting light off the blade of a dagger. +1 to saving throw DC.

1st-level

Hideous Laughter: You cast the spell by perform-

ing stupid tricks with your dagger that you botch horribly, making it look like you cut yourself. +1 to saving throw DC.

Hypnotism: You cast the spell by reflecting light off the blade of a dagger to create the hypnotic effect. +1 to saving throw DC.

2nd-level

Hypnotic Pattern: The spell creates several daggers that float in the air while rainbow patterns of light cascade off them. +1 to saving throw DC.

Whispering Wind: By speaking over the blade of the dagger as you cast this spell it vibrates to enhance the sound generated. Increase the range to 1.5 miles per level.

3rd-level

Illusory Script: You can carve the message using a dagger; this allows you to place the message on a tree, in mud, or on another kind of surface. You must still employ a material component in the casting of the spell.

Scrying: The images you see play out on the blade of a dagger you hold. +1 to saving throw DC.

4th-level

Dimension Door: You open the dimension door by making a cutting motion with a dagger, as if cutting through the air to create a door shaped hole. This increases the range of the spell by 200 feet.

Hold Monster: As with hold person, phantom daggers fly at the targets to pin them into location. +1 to saving throw DC.

5th-level

False Vision: When you cast the spell you stick a dagger into the ground at the point you target. Light reflects off the dagger to create the false vision. Increase the area to a 60 ft. radius emanation.

Song of Discord: The song plays from the blade of a dagger, as if the dagger were a tuning fork. +1 to saving throw DC.

6th-level

Greater Shout: You shout across the blade of the dagger, using its vibrations to increase the potency of the effect. +1 to saving throw DC.

Sympathetic Vibration: You cast the spell by striking the blade of the dagger against the targeted ob-

ject. This increases the damage done per round by 2.

DAGGER THEME (CLERIC)

Dagger themed divine casters are better able to stand up in combat so their modified spells are more often the sorts of spells that work in melee.

0-level

Inflict Light Wounds: You may cast this via a dagger variant and thus do damage with a dagger attack as well as deliver the requisite touch attack; if you do this you must hit normally, not with a touch attack.

Purify Food and Drink: You must touch the material with a dagger; this increases the volume purified to 1.5 cubic feet per level.

1st-level

Doom: When you cast this spell you mark the target with a dagger tattoo. +1 to the saving throw DC.

Magic Stones: The pebbles transform to dagger shaped stones. This increases their aerodynamics and their range increment goes to 75 feet.

2nd-level

Death Knell: You must touch the victim with a dagger. +1 to the saving throw DC.

Hold Person: Daggers fly from the caster to all targets; those who are affected have phantom daggers pinning them to the ground and driven through their body to fix them in the air. +1 to saving throw DC.

3rd-level

Helping Hand: The ghostly image takes the form of a dagger. Increase the range to 8 miles.

Magic Vestment: The armor or shield you cast this on gains armor spikes or a shield spike as well; the spike itself gains no enhancement bonus.

4th-level

Dimensional Anchor: The spell appears as if a phantom dagger flies from the caster and skewers the target (if successful), pinning him to this world. +1 to saving throw DC.

Sending: You deliver the message by holding a dagger in your hand and writing on the dagger. A replica of the dagger then appears in the target's hand

with the same writing on it; the dagger disappears after one minute and does not have any other special properties. The message can be up to 35 words in length.

5th-level

Mark of Justice: The mark takes the form of a dagger. +1 to saving throw DC.

Slay Living: You must deliver the attack as a regular dagger attack—this is not a touch attack and goes against the target's normal armor class. This does regular dagger damage and adds +2 to the saving throw DC.

6th-level

Create Undead: The undead you create have longer and sharper, metallic claws. They gain a +1 enhancement bonus to damage done with claw attacks.

Find the Path: A dagger you wield points the direction to the target of the spell. The duration increases to 15 minutes per level.

7th-level

Greater Scrying: The images you see play out on the blade of a dagger you hold. +1 to saving throw DC.

Symbol of Stunning and Symbol of Weakness: Symbols have the shape of a dagger. +1 to saving throw DC. If you pick this both types of symbols are affected.

8th-level

Create Greater Undead: The undead you create have longer and sharper, metallic claws. They gain a +2 enhancement bonus to damage done with claw attacks.

Symbol of Insanity and Symbol of Death: Symbols have the shape of a dagger. +1 to saving throw DC. If you pick this both types of symbols are affected.

9th-level

Gate: You must use a dagger to cut through the air when you open the gate. This reduces the range to touch. If used for planar traveling you may hold the gate open without concentrating. If used to call a creature the experience point cost is reduced to 500 xp.

Energy Drain: The ray takes the form of dagger made of black, crackling energy. Increase the number of negative levels imparted by +1.

DAGGER THEME (DRUID)

Druids are a natural fit with the dagger so many of their spells fit nicely into a dagger theme.

0-level

Flare: You cast the spell by reflecting light off the blade of a dagger. +1 to saving throw DC.

Purify Food and Drink: You must touch the material with a dagger; this increases the volume purified to 1.5 cubic feet per level.

1st-level

Good Berries: If you cut the berries from a bush by using a dagger you create 1 additional berry.

Magic Stones: The pebbles transform to dagger shaped stones. This increases their aerodynamics and their range increment goes to 75 feet.

2nd-level

Flame Blade: Instead of creating a sword-like beam you create two dagger-like beams. Each does 1d4 damage +1 point per two caster levels (maximum +10). You may use both of them but suffer the normal penalties for two weapon use.

Hold Animal: Daggers fly from the caster to all targets; those who are affected have phantom daggers pinning them to the ground and driven through their body to fix them in the air. +1 to saving throw DC.

3rd-level

Dominate Animal: The animal dominated by this spell has the pupils of its eyes reshaped to resemble daggers. +1 to saving throw DC.

Spike Growth: These take the form of metal daggers. +1 to saving throw DC.

4th-level

Flame Strike: This takes the form of a rain of flaming daggers. +1 to saving throw DC.

Giant Vermin: The vermin created by this also grow more vicious natural attacks; this grants them a +2 bonus to melee damage with their natural weapons.

5th-level

Baleful Polymorph: The victim of the spell is also branded with a dagger shape tattoo. +1 to saving throw DC.

Wall of Thorns: The thorns are actually metallic daggers. Increase the damage done per round to 26 minus the victim's armor class.

6th-level

Find the Path: A dagger you wield points the direction to the target of the spell. The duration increases to 15 minutes per level.

Spellstaff: You can store the spell in a dagger instead of a staff.

7th-level

Changestaff: You can change a dagger instead of a staff into a treant.

Greater Scrying: The images you see play out on the blade of a dagger you hold. +1 to saving throw DC.

8th-level

Animal Shapes: The natural weapons of your transformed allies are more dangerous than normal; they receive a +1 bonus on damage with their natural melee attacks.

Finger of Death: When you cast this spell a ghostly dagger flies from your finger and plunges into the target's chest. +1 to saving throw DC.

9th-level

Regenerate: You must use a dagger to prepare the wound for regeneration. The victim also recovers all temporary and permanent ability damage to a single attribute.

Shambler: The shambling mounds you create gain a +2 bonus to damage with their natural attacks since they have dagger-like claws buried in their muck.

DAGGER THEME (SORCERER/WIZARD)

A dagger themed arcane caster reshapes much of her magic to incorporate dagger elements. Naturally, this fits well with attack spells that fire projectiles but other spells might make use of the metal in a dagger to achieve their effects.

0-level

Dancing Lights: The lights created by this spell take the form of hovering daggers. This illuminates a larger than normal area, clearly illuminating out to a 30 ft. radius and providing shadow illumination to a 60 ft. radius.

Ray of Frost: The spell creates a small dagger made of ice and snow that shoots at the target. The critical threat is increased to 19-20/x2.

1st-level

Mage Armor: The force armor takes the form of a network of interlacing daggers spread over the target's body. The force armor gains the equivalent of armor spikes.

Magic Missile: The force missiles take the form of daggers, increase the range by 50 feet.

2nd-level

Acid Arrow: The missile fired is a dagger instead of an arrow. The dagger does 1d4 acid damage on the initial hit and an additional 1d4 per round for the duration. Increase the duration of the spell to: 1 round + 1 round per level, to a maximum of 15 rounds.

Hypnotic Pattern: The spell creates several daggers that float in the air while rainbow patterns of light cascade off them. +1 to saving throw DC.

3rd-level

Fly: You must have at least 6 daggers to use as the focus for this spell. The daggers poke themselves through the target's clothing then carry him about at his mental command. The quick, fitting movement of the daggers increases maneuverability to perfect.

Hold Person: Daggers fly from the caster to all targets; those who are affected have phantom daggers pinning them to the ground and driven through their body to fix them in the air. +1 to saving throw DC.

4th-level

Black Tentacles: The tentacles come tipped with daggers. This allows them to make regular attacks instead of attempt grapples; if making a regular attack they cause 1d4+2 damage.

Dimensional Anchor: The spell appears as if a dagger flies from the caster and skewers the target (if successful), pinning him to this world. +1 to saving throw DC.

5th-level

Hold Monster: As with hold person, phantom daggers fly at the targets to pin them into location. +1

to saving throw DC.

Sending: You deliver the message by holding a dagger in your hand and writing on the dagger. A replica of the dagger then appears in the target's hand with the same writing on it; the dagger disappears after one minute and does not have any other special properties. The message can be up to 35 words in length.

6th-level

Wall of Iron: The wall appears covered with dagger-like spikes. This gives the wall 5 additional hit points. If someone is thrown into the wall they take 4d4 damage, half on a successful Reflex save. They likewise take this additional damage if the wall is pushed over on top of them.

Symbol of Fear and Symbol of Persuasion: Symbols have the shape of a dagger. +1 to saving throw DC. If you pick this both types of symbols are affected.

7th-level

Prismatic Spray: The spray takes the form of multi-colored daggers shooting forth from your outstretched hand. +1 to saving throw DC.

Symbol of Stunning and Symbol of Weakness: Symbols have the shape of a dagger. +1 to saving throw DC. If you pick this both types of symbols are affected.

8th-level

Iron Body: When you take metal shape, dagger-like spikes protrude from your body. This gives you the equivalent of armor spikes and your unarmed attacks do a base 2d3 damage for Small characters and 2d4 damage for Medium characters.

Symbol of Insanity and Symbol of Death: Symbols have the shape of a dagger. +1 to saving throw DC. If you pick this both types of symbols are affected.

9th-level

Crushing Hand: The hand has dagger-like spikes sticking from the fingertips that skewer those held in it. This adds +2d4 damage to each crushing attack.

Dominate Monster: The creature you dominate has the pupils of his eyes take the form of daggers. +1 to the saving throw DC.

PRESTIGE CLASSES

On its own the dagger can sometimes feel like an unimpressive weapon. But in the hands of someone specially trained in its use the dagger can be both flexible and lethal. The prestige classes in this section are an attempt to incorporate the dagger more fully into one's character. The options offered cover fighter types, rogue types, and both primary spell-caster types. Ideally, whatever primary class your characters begins with can find a prestige class that enables her to fully exploit the strengths of the dagger.

BLADE ARTIST

Description: The blade artist is oft-times a trickster and a con artist. He's a performer, a magician with the blade, and occasionally an assassin. The blade artist almost always has dozens of throwing blades secreted around his body. Flit knives work particularly well for him since he runs through so many blades in the course of his activities. Many blade artists make money part time working with a circus or carnival. Some use a circus job as a cover act while they move around the countryside from village to village, plying their true trade.

The urban blade artist often moves back and forth between this class and rogue training to further develop his sneak attack skills. By combining strong sneak attack dice, a good ambush position, dagger juggling, and careful tosses (or, even better, an improved steady hand) he can slash an unwary target to bits.

Hit Die: d6.

Requirements:

To qualify to become a blade artist, a character must fulfill all of the following criteria:

Sleight of Hand: 8 ranks

Feats: Point Blank Shot, Precise Shot

CLASS SKILLS

The blade artist's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen

(Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 8 + Int modifier.

CLASS FEATURES

All of the following are class features of the blade artist.

Weapon and Armor Proficiency: The blade artist is proficient in the use of all simple and martial weapons and with light and medium armor.

Careful Toss: You can reroll an attack check made with a thrown dagger once per day. You may choose to activate this ability after rolling the dice for an attack (and, thus, seeing the total result) but you must choose prior to the gamemaster telling you whether you hit or not. If you already have a good idea of the target's armor class you may know whether you hit before the gamemaster tells you. At 6th and 10th level you receive an additional careful toss use per day.

Dagger Catching: You may catch daggers thrown

at you as a free action by making a Reflex save (DC 15). You may only catch a number of daggers per round this way equal to your Dexterity bonus.

Steady Hand: This ability allows you to take 10 with a thrown dagger attack as a full round action, even in combat. You can also take 10 on a thrown dagger attack at any time if in a non-combat situation.

Scissors Throw: If you currently hold a dagger in each hand you may throw both of them at the same time in a combined attack. This requires a full round action and you only make one attack check (at your full bonus). Roll damage dice for both daggers and add 2× your Strength bonus. If you also have an ability such as sneak attack, its damage only applies once.

Blind Throw: If someone else tells you where a target is you can make a thrown dagger attack against that target as a standard action and suffer no miss chance. Your ally must use the aid another action to tell you the current location of the target and you receive no additional benefits from the aid another

Table 2:1/BLADE ARTIST

Level	BAB	Fort	Reflex	Will	Special
1	+0	+0	+2	+0	Careful Toss 1/day
2	+1	+0	+3	+0	Dagger Catching
3	+2	+1	+3	+1	Steady Hand
4	+3	+1	+4	+1	Scissors Throw
5	+3	+1	+4	+1	Careful Toss 2/day
6	+4	+2	+5	+2	Blind Throw
7	+5	+2	+5	+2	Spread of Daggers
8	+6	+2	+6	+2	Dagger Juggle
9	+6	+3	+6	+3	Embedding
10	+7	+3	+7	+3	Improved Steady Hand, Careful Toss 3/day

action. If, for some reason, the target doesn't move at all (even within his own square) then you may continue to throw daggers at him and not suffer a miss chance. Also, if you already have a strong idea of the target's precise location (because you strapped them to a spinning disc, for example) then you suffer no miss chance.

Spread of Daggers: As a full round action you may throw a spread of daggers. This involves holding four daggers in one hand, by their points, then tossing the daggers in a spread at your target. The daggers attack as if they were a 30 foot long, 5 foot wide line area effect and cause 3d4 damage to the first target in the line. If more than one target occupies the same square they all make Reflex saves and the one who rolls worst takes the hit. The victim receives a Reflex save (DC 12 + your Dexterity modifier) to halve the damage. Targets also receive damage reduction or similar abilities as usual against this attack.

Dagger Juggle: As a full round action you may toss 1 + your Dexterity bonus daggers into the air and juggle them. It requires a standard action each round to maintain the juggle. Any round after the first you may choose to attack with all the daggers you are currently juggling. This takes a full round action and all attacks use your full attack bonus. You may direct these attacks at the same target or at different targets.

Embedding: Once you have this ability, any time you score a critical hit with a thrown dagger against an opponent and that attack causes damage (i.e. penetrates any possible damage reduction) you embed the dagger in the target's body. This causes the victim a -1 penalty to attack checks and a -2 penalty to Concentration checks for as long as the dagger remains embedded. The victim may remove the dagger as a standard action; doing so removes the penalty but causes one additional point of damage from blood loss. As a full round action the victim (or someone else) may make a Heal check (DC 12) and remove the dagger without causing any additional damage.

Improved Steady Hand: This works like Steady

Hand but allows you to take 10 with any thrown dagger attack; you need not expend a full round action to use it.

BLADE CULTIST

Description: The blade cultist channels his divine energy through a dagger or a dagger variant enabling him to empower magic and use the blade more skillfully. Blade cultists develop a variety of special abilities that they can use with a dagger. While one might naturally picture them as the crazed, kris wielding madman of film, the cultist is also designed as a player class with abilities that make a dagger wielding cleric more appealing. The dagger cuts and its victims bleed; this attunes the blade cultist to blood, and several of his abilities reflect this. However, it is possible to develop a blade cultist who eschews that aspect of the dagger; for instance, some blade cultists channel their turning abilities into the weapon in order to destroy or control the undead. Naturally, many blade cultists favor the keris.

Hit Die: d8.

Requirements:

To qualify to become a blade cultist, a character must fulfill all of the following criteria.

Hide: 4 ranks

Move Silently: 4 ranks

Feats: Weapon focus (dagger) or Spell Theme (dagger)

Spells: Able to cast 3rd-level divine spells.

CLASS SKILLS

The blade cultist's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (arcana/history/nature/religion/the planes) (Int), Move Silently (Dex), Profession (Wis), Sleight of Hand (Dex), and Spellcraft (Int).

Skill Points at Each Level:

2 + Int modifier.

CLASS FEATURES

All of the following are class features of the blade cultist:

Weapon and Armor Proficiency: The blade cultist is proficient in the use of all simple weapons.

+1 Spellcasting Level: Whenever this class feature is gained the character may add 1 caster level to the caster level of a spellcasting class she already possesses. This increases the number of spells available per day, the number of spells known (if applicable), and caster level of those spells as if the character had gained a level in the original class. The character

does not gain any other features of the class, such as extra feats, turning ability, or druidic powers.

Blade cultists may only add spellcasting levels to divine spellcasting classes.

Skill Bonus: Each time you acquire this you may take a +1 bonus to either your Craft (weaponsmithing), Knowledge (any on class list), or Sleight of Hand skill. You may apply this repeatedly to the same skill or split it between the available skills as you see fit.

Table 2:2 /BLADE CULTIST

Level	BAB	Fort	Reflex	Will	Special
1	+0	+0	+2	+2	Skill bonus, +1 spellcasting level
2	+1	+0	+3	+3	Special ability, +1 spellcasting level
3	+2	+1	+3	+3	Skill bonus, +1 spellcasting level
4	+3	+1	+4	+4	Special Ability, +1 spellcasting level
5	+3	+1	+4	+4	Weapon Specialization (dagger), +1 spellcasting level
6	+4	+2	+5	+5	Special Ability, +1 spellcasting level
7	+5	+2	+5	+5	Feat, +1 spellcasting level
8	+6	+2	+6	+6	Special Ability, +1 spellcasting level
9	+6	+3	+6	+6	Tao of the dagger, +1 spellcasting level
10	+7	+3	+7	+7	Special ability, +1 spellcasting level

Special Ability: Blade cultists develop special abilities by channeling their divine spellcasting ability into supernatural powers. A blade cultist does this by paying the cost associated with the special ability. The cost is a sacrifice of one or more spell slots of a given level; the character may choose to sacrifice a higher level spell slot instead. This reduces the number of spells per day the character may cast.

Turning Strike (Su): You gain the special ability to turn your most effective attacks against undead with a dagger variant into either positive or negative energy. If you score a natural 19-20 against an undead and confirm the hit, as if confirming a critical hit, you immediately have the option to make a turning or rebuke attempt as a free action. This uses up one of your normal turn attempts.

Cost: one 4th-level spell slot.

Disruptive Strike (Su): When you make a particularly effective hit with a dagger variant against an undead you can channel positive energy into it to enhance the damage. If you score a natural 19-20 against an undead and confirm the hit, as if confirming a critical hit, you immediately have the option to expend a turning attempt to increase the damage you score against the undead by +2d6.

Cost: one 2nd-level spell slot.

The Power of Pain (Ex): Pain gives you extra energy and motivation.

If you take 10 or more points of damage from a single attack you receive a +2 morale bonus to attack checks and melee damage for 1 minute.

Cost: one 3rd-level spell slot.

Blood Summoning (Su): You can summon monsters from spilled blood. Any time you cause 10 or more points of damage with a dagger variant in melee, you may, as a free action, cast any summon monster spell that you currently have prepared. This uses up the spell slot as usual but does not provoke an attack of opportunity.

Cost: one 3rd-level spell slot.

Death Summoning (Su): When you strike a blow that brings a target to -1 or lower hit points with a

melee dagger variant attack you may immediately cast a summon monster spell as a free action. The victim of the attack makes a Fortitude save with a DC set as if resisting the summon monster spell; if the victim fails the save then he immediately dies and you cast the spell. If the victim makes his saving throw the summon monster spell fails. As for Blood Summoning you must have a summon monster spell already prepared. The summoning spell is especially powered when you use this; treat it as a summon monster spell of one level higher than usual and double the duration. If the spell you use is summon monster 9 double the number of creatures summoned.

Cost: one 7th-level spell slot.

Wood Daggers (Su): You can draw daggers from living wooden objects (such as trees). This requires that you be within 5 feet of the tree and spend a move action drawing the weapon. The dagger has a natural +3 enhancement bonus and works as well as steel; it looks like a dagger shaped branch. The dagger retains its special properties only while held in your hand.

Cost: one 4th-level spell slot.

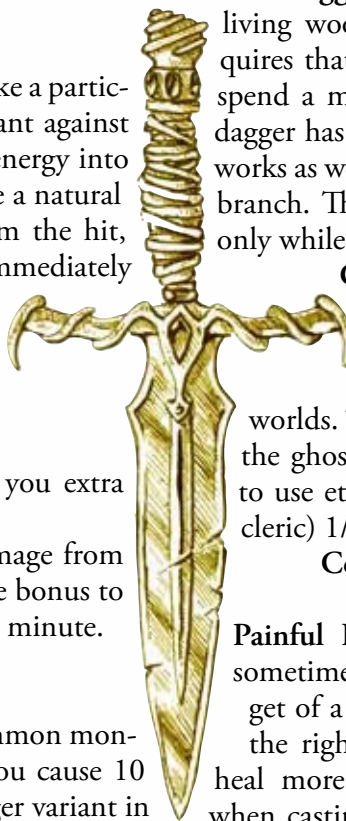
Space Cutting (Su): You can attune a dagger to cut through the fabric of worlds. This gives any dagger variant you wield the ghost touch special ability and allows you to use ethereal jaunt (as if cast by a 13th level cleric) 1/day as a standard action.

Cost: one 6th-level spell slot.

Painful Healing (Su): In order to heal you sometimes needs to harm. By cutting the target of a cure spell with your dagger variant in the right fashion you can make the wounds heal more fully. By spending a full round action when casting a cure spell you may roll d10's for the damage healed instead of d8's.

Cost: one 6th-level spell slot.

Scarification (Su): By carving runes into a person's body as you cast a spell you can increase the potency of the effect. This only works on "buffing" spells such as bull's strength and cat's grace and does not work on the mass versions of such spells. Us-



ing this ability increases the casting time to a full round action and causes the target of the spell 2d6 damage. However, it also increases the attribute enhancement granted by the spell by +2.

Cost: one 6th-level spell slot.

Weapon Specialization (dagger): You acquire the Weapon Specialization feat, but only with a dagger variant. You do not need to satisfy the prerequisites for the feat.

Feats: When you acquire this ability you may choose one feat from the following, only applied to dagger variants: Improved Critical, Spell Theme (dagger), or Weapon Finesse.

Tao of the Dagger: You may use your Wisdom modifier instead of your Strength or Dexterity modifier for attack checks with a dagger variant.

DAGGER STORM

Description: The dagger storm starts as an arcane practitioner and then focuses more and more of her energy into attuning herself with daggers. The blade and the metal of the blade become a symbol of her control of arcane energy. Knives are small, compact, easily controlled and manipulated. Steel crystallizes in a way that brings its structure in tune with the forces that made it. By tapping into this energy the dagger storm furthers her own understanding of not only the weapon, but the arcane. This eventually develops into a potent combination of magic and personal fighting prowess—uncommon in someone so skilled in the arcane arts.

Hit Die: d4.

Requirements:

To qualify to become a dagger storm, a character must fulfill all of the following criteria.

Craft (weaponsmithing): 4 ranks

Feats: Weapon focus (dagger) or Spell Theme (dagger)

Spells: Able to cast 3rd-level arcane spells.

CLASS SKILLS

The dagger storm's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (all skills, taken individually) (Int), Move Silently (Dex), Profession (Wis), Search (Int), Sleight

of Hand (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the dagger storm.

Weapon and Armor Proficiency: The dagger storm is proficient in the use of all simple weapons.

+1 Spellcasting Level: Whenever this class feature is gained the character may add 1 caster level to the caster level of a spellcasting class she already possesses. This increases the number of spells available per day, the number of spells known (if applicable), and caster level of those spells as if the character had gained a level in the original class. The character does not gain any other features of the class, such as extra feats, turning ability, or even the two free spells a wizard learns at each level.

Dagger storms may only add spellcasting levels to arcane spellcasting classes.

Special Ability: Dagger storms develop special abilities by channeling their spellcasting ability into supernatural powers. A dagger storm does this by meeting the prerequisites of the special ability and paying the cost associated with the special ability; prerequisites are usually spells the character must know (or have scribed in her spell book). The cost is a sacrifice of one or more spell slots of a given level; the character may choose to sacrifice a higher level spell slot instead. This reduces the number of spells per day the character may cast.

Force Daggers (Su): You can create daggers made of force (like magic missiles or mage armor) as a free action. You can create up to one per hand (or other grasping limb). These count as force objects for purposes of affecting incorporeal creatures. The daggers last for a few seconds after you release them so you may also throw the daggers normally. The daggers do not have any other bonuses.

Prerequisites: know magic missile; **Cost:** one 3rd-level spell slot.

Up the Sleeve (Su): You can store daggers in an ex-

tra-dimensional space and easily call them back to your hand. This allows you to store up to 8 + your Intelligence modifier Light weapons or Tiny objects in an extra-dimensional space. It takes a move action to place an object in the space or draw an object from the space; if you have the Quick Draw you may draw a weapon as a free action.

Prerequisites: know secret chest; Cost: one 5th-level spell slot.

Flaming Daggers (Su): Daggers or any of the dagger variants included in this book gain the flaming special ability (as described in the DMG) when you wield them. This lasts long enough for you to throw the weapon. This stacks on top of weapons that already have an enhancement bonus or other special abilities. You may turn this on or off as a free action.

Prerequisites: know fireball; Cost: one 5th-level spell slot.

Attune to Dagger (Ex): You are naturally attuned



to daggers and they become an extension of your own body. This allows you to use Touch spells through a dagger variant you wield. You may attack with the dagger to cause damage while making the touch attack but if you do so you attack against the target's normal armor class.

Prerequisites: know spectral hand; Cost: one 3rd-level spell slot.

Improved Attune to Dagger (Ex): This allows you to charge a dagger variant with a touch spell and then throw the dagger at a target to release the touch effect. If the ranged touch attack fails the spell dissipates from the dagger. You must prepare the spell as if it were one level higher than normal, like using metamagic; sorcerers can, instead, spend a full-round action preparing the spell.

Prerequisites: Attune to Dagger; Cost: one 6th-level spell slot.

Dagger Tricks (Su): You can teleport dagger vari-

Table 2:3/DAGGER STORM

Level	BAB	Fort	Reflex	Will	Special
1	+0	+0	+0	+2	Special ability, +1 spellcasting level
2	+1	+0	+0	+3	Special ability, +1 spellcasting level
3	+1	+1	+1	+3	Skill bonus, +1 spellcasting level
4	+2	+1	+1	+4	Special ability, +1 spellcasting level
5	+2	+1	+1	+4	Special ability, +1 spellcasting level
6	+3	+2	+2	+5	Skill bonus, +1 spellcasting level
7	+3	+2	+2	+5	Special ability, +1 spellcasting level
8	+4	+2	+2	+6	Skill bonus, +1 spellcasting level
9	+4	+3	+3	+6	Special ability, +1 spellcasting level
10	+5	+3	+3	+7	Special ability, +1 spellcasting level

ants about your body or make them hover and move near you, as if controlled telekinetically. All motion must occur within your own square. This acts somewhat like prestidigitation. It takes a move action to maneuver one dagger using this ability.

You can only teleport a dagger if it is obscured from view; i.e. if no-one other than you can see it. Telekinetically moved daggers lack the strength to cause any damage.

Prerequisites: know prestidigitation; **Cost:** one 2nd-level spell slot.

One with the Blade (Ex): Once per day, as a free action, you can enter a state of oneness with the blade. This lasts 1 minute and grants you a circumstance bonus to attack checks with dagger variants equal to half your caster level (round down). You also receive a +2 dodge bonus to armor class, a +2 circumstance bonus to Reflex saves, and a +2 circumstance bonus to damage done with daggers; the damage bonus is subject to the same limitations as the damage bonus granted by Weapon Specialization. You may take this special ability more than once to increase the number of uses gained per day.

Prerequisites: know transformation; **Cost:** one 4th-level spell slot.

Blade Scribing (Ex): A master wizard can scribe spells into the pattern of the metalwork on a dagger variant. When forging the blade the crafter shapes the whorls of the metal into a code that works like a spell book. The crafter can scribe up to 50 levels of spells into a single blade. Since magical components must be used in the inscription the cost of forging these blades is higher than usual; add 500 gp to the normal cost of the blade.

Prerequisites: 10 ranks of Craft (weaponsmith), know secret page; **Cost:** one 1st-level spell slot.

Blade Familiar (Ex): You can give your regular familiar dagger-like qualities. This gives the familiar sharp, metallic teeth and claws, making it more

dangerous in melee. The creature gains a +2 enhancement bonus to the damage of all its natural melee attacks. If the creature is Tiny or larger each of its attack does at least 1d4 damage (if not already higher); the damage bonus still applies to this.

Prerequisites: know keen edge; **Cost:** one 3rd-level spell slot.

Blade Beasts (Su): Similar to Blade Familiar, this special ability incorporates a dagger motif into all creatures you summon. Summoned creatures gain a +2 enhancement bonus to damage with their natural melee weapons.

Prerequisites: know at least one monster summoning spell; **Cost:** one 3rd-level spell slot.

Bladeheld Magic (Su): This ability allows you to cast a touch ranged spell that has as its target, Creature touched, on a dagger variant. Whoever then holds the dagger against their own skin benefit from the spell. For example, you could cast bull's strength on a dagger then give that dagger to someone else and they would benefit from the spell; they could later give the dagger to someone else, who would then benefit from the spell. The duration and all other effects of the spell remain the same. If the spell allows a saving throw, each person who takes the dagger may choose to make a save to resist; if such a saving throw is made the magic in the dagger vanishes and the spell duration ends. You must prepare a bladeheld spell as if using metamagic with a +1 to the effective spell level.

Prerequisites: know mnemonic enhancer; **Cost:** one 5th-level spell slot.

Dagger Eyes (Su): When you acquire this special ability the pupils of your eyes acquire a dagger shape and become more reflective, like cat's eyes. This ability allows you to perceive metal out to 60 feet. All metal in the range appears to glow to you and you can see the outline of metal objects through solid material or even darkness. For instance, if a purple worm had a gullet full of swords and armor



you would see that through the body of the purple worm, almost as if the material glowed so brightly it shined through the skin. This works in darkness as well and metal acts as a kind of illumination for you; any metal object sheds this special light in a five foot radius.

Prerequisites: know arcane sight; **Cost:** one 4th-level spell slot.

Long Arm (Su): This special ability allows you to wield a dagger variant at range. The dagger can move at your mental command to any spot within 30 feet of you. This takes a free action and does not provoke attacks of opportunity. You can then attack with the dagger as if you wielded it personally. Use your Intelligence or Charisma modifier (your choice) in place of your Strength for attacks made with the dagger. You also receive an additional +2 circumstance bonus to hit with the dagger due to the ease with which you can move it. You can only have one dagger bound to you at a time but you may switch freely; switching to a different dagger requires an 8 hour ritual but is otherwise free. You

may also use the dagger to lift things, cut things at a distance, or whatever; in all ways it acts as if it had a Strength modifier as stated before; however, it also acts as if wielded in one hand; apply a -2 penalty to "Strength" checks made using the dagger if, under normal circumstance, one would use two hands to make those checks. The dagger does not exert a threatened area when wielded at range.

Prerequisites: know telekinesis; **Cost:** one 7th-level spell slot.

Skill Bonus: Each time you acquire this you may take a +1 bonus to either your Craft (weaponsmithing) or Sleight of Hand skill. You may apply this repeatedly to the same skill or split it between the available skills as you see fit.

TUNNEL FIGHTER

Description: The tunnel fighter specializes in close-up, vicious combat using two knives at once. They typically sneak in close to their target then rip away with both blades in a bloody fury of battle. In ex-

Table 2:4/TUNNEL FIGHTER

Level	BAB	Fort	Reflex	Will	Special
1	+0	+0	+2	+0	Skill bonus
2	+1	+0	+3	+0	Sneak attack +1d6
3	+2	+1	+3	+1	Multi-defense
4	+3	+1	+4	+1	Sneak attack +1d6
5	+3	+1	+4	+1	Feat, Skill bonus
6	+4	+2	+5	+2	Sneak attack +1d6
7	+5	+2	+5	+2	Skill bonus
8	+6	+2	+6	+2	Sneak attack +1d6
9	+6	+3	+6	+3	Feat
10	+7	+3	+7	+3	Improved Multi-defense, Sneak attack +1d6

tended military operations tunnel fighters can be sent on deep incursion missions to wreak havoc within enemy lines; this often precedes a dawn attack.

Due to the way they fight, tunnel fighters rely less on strength than other warriors. They can make due with even small version of daggers since most of the damage they cause comes from their sneak attack bonus. When part of a war party, they typically tumble inside the enemy group to set up flanking attacks with their allies; being in the center of the enemy, combined with their vicious damage, often makes them a prime target. Tunnel fighters don't live long.

Hit Die: d6.

Requirements:

To qualify to become a tunnel fighter, a character must fulfill all of the following criteria.

Knowledge (dungeoneering or underground): 4 ranks

Hide: 8 ranks

Move Silently: 8 ranks

Feats: Two weapon fighting

CLASS SKILLS

The tunnel fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the tunnel fighter.

Weapon and Armor Proficiency: The tunnel is proficient in the use of all simple and martial weapons and with light and medium armor.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If a tunnel fighter gets a sneak attack bonus from another source the bonuses on damage stack.

Skill Bonus: Each time you acquire this you may take a +1 bonus to your Balance, Hide, Move Silently, Sleight of Hand, or Tumble skill. You may apply this repeatedly to the same skill or split it between the available skills as you see fit.

Feat: Each time you acquire this ability you may choose one free feat from the following: Combat Reflexes, Greater Two-Weapon Fighting, Improved Two Weapon Fighting, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Shot on the Run, Spring Attack, or Two-Weapon Defense.

Multi-defense: This gives you the Multi-defense feat (see page 14).

Improved Multi-Defense: This works like Multi-defense, but the dodge bonus goes up to +2 per previous attacker.

DAGGER SPELLS

This section includes several spells with a dagger motif and an entire domain devoted to the pointy little things.

DAGGER DOMAIN

Granted Powers: You receive the Weapon Focus feat for free with a dagger variant of your choice when you acquire this domain. All weapon enhancing spells in the domain may only be used to enhance dagger variants.

BLADE ARMOR

Conjuration

Level: Sor/Wiz 3, Dagger 3

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 minute per level

Saving Throw: Will negates (harmless); see text

Spell Resistance: No

This spell creates a swarm of daggers that hover near your body, intercept incoming attacks, and strike at those who attempt to initiate a grapple against you. The daggers float and orbit your body at a distance of roughly four inches. This provides a +6 armor

bonus to armor class—this is not force armor so incorporeal attacks pass through it. The armor provided by the daggers has no associated penalty.

Anyone attempting a grapple against you, or a creature that makes a free grapple check as a result of a special ability such as Improved Grab, must make a Reflex save or suffer 4d4 damage from the slashing daggers. Damage reduction applies normally against this. Opponents that can initiate some sort of ranged grapple (such as via a special whip or net) do not suffer damage.

Focus: A dagger.

BLADE STORM

Conjuration

Level: Sor/Wiz 5, Dagger 7

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20 ft. radius spread

Duration: 1 round per level

Saving Throw: Reflex half; see text

Spell Resistance: No

This spell creates a swarm of daggers that attack all within the area of effect. The blades swirl and dance around everyone inside the area, creating hundreds of small cuts. At the end of the duration the blades vanish. Each round on your turn all those in the

area of effect take 2d4 slashing damage; A Reflex save halves the damage. The storm remains fixed in location. Creatures in the area of effect that have damage reduction of some sort receive that against the storm.

Focus: A dagger.

BLADE SPRAY

Evocation

Level: Sor/Wiz 5, Dagger 6

Components: V, S, F

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

This spell sprays out a cone of daggers that slash all those within the area. The daggers cause 1d4 damage per caster level (maximum 15d4). The daggers vanish after the spell is finished. Creatures in the area that have damage reduction of any kind receive it against the spray of daggers; count the total damage (after any saving throws) before applying damage reduction.

Focus: A dagger.

Table 2:5/DAGGER DOMAIN SPELLS

Spell Name	Brief Description
1 Magic Weapon	Weapon gains +1 bonus.
2 Align Weapon	Weapon becomes good, evil, lawful, or chaotic.
3 Blade Armor	Subject gains +6 armor bonus and protective blades.
4 Keen Edge	Doubles normal weapon's threat range.
5 Blade Barrier	Wall of blades deals 1d6/level damage.
6 Blade Spray	1d4/level slashing damage in cone.
7 Blade Storm	Swarm of flying daggers deliver slashing damage.
8 Mage's Sword	Floating magic blade strikes opponents.
9 Iron Body	Your body becomes living iron.

DAGGER COMPASS

Transmutation

Level: Brd 1, Clr 0, Drd 0, Rgr 1, Sor/Wiz 0

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Dagger touched

Duration: 24 hours

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

To perform this minor bit of magic touch the dagger you wish to use then balance it flat on an outstretched finger. The dagger will point north when you do this. Unlike magnetic compasses, this is not disrupted by magnetic fields or the presence of large chunks of metal. The dagger compass provides a +2 equipment bonus on Survival checks to avoid becoming lost.

Focus: A dagger.

FOREST OF BLADES

Transmutation

Level: Drd 2, Rgr 2

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 30 ft. radius spread or 1 tree

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless, object); see text

Spell Resistance: Yes (harmless, object)

There are two ways to cast this spell, either on an area of thick undergrowth, or on a single tree.

If cast on an area of undergrowth, the spell affects a 20 ft. radius spread. The parts of the terrain that already count as difficult for movement purposes become dangerous as well. For each square of difficult terrain one moves through one must make a Reflex save or take 1d4 damage from slashing thorns.

If cast on a single tree, dagger like spikes protrude from it and its branches. For an immobile tree, this grants a +4 circumstance

bonus to climbing the tree. Falling from the tree, however, is more dangerous; you take 2d4 additional damage. A treant or awakened tree gains a +2 bonus to damage with any melee attacks it makes.

LEACH POISON

Conjuration (Healing)

Level: Clr 5, Drd 4

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

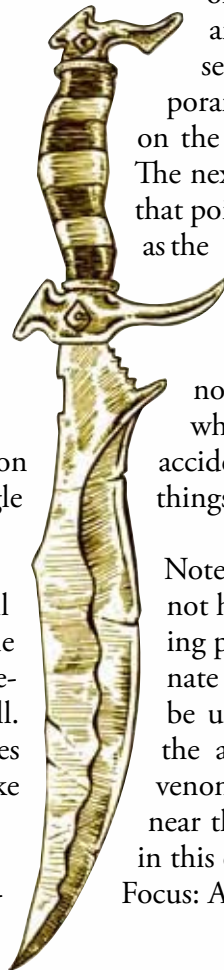
Saving Throw: Will negates (harmless); see text

Spell Resistance: Yes (harmless)

To cast this spell you cut into a poisoned injury using a dagger. The spell then pulls the poison from the wound onto the blade of the dagger. The cutting process causes the victim an additional 1d4 points of damage, however, the victim is spared any further poison effect (typically just the secondary effect of the poison) and any temporary effects are ended. The poison remains on the dagger as if the blade were envenomed. The next hit you make with the dagger transfers that poison to the target struck; the poison works as the original poison and does both primary and secondary damage but reduce the saving throw difficulty class by 2 since the poison is partially expended. There is no chance of accidentally poisoning yourself when “applying” the poison but you can still accidentally poison yourself by doing foolish things with the blade at a later time.

Note that, unlike neutralize poison, this does not have a duration and does not provide lasting protection against poison nor can it eliminate the poison in an object or creature. It can be used, though, to envenom a dagger with the assistance of the creature supplying the venom using the method outlined above; cut near the venom sacks instead of near an injury in this case.

Focus: A dagger.



CHAPTER 3: THE DAGGER AS WEAPON

The final chapter focuses on the dagger itself. What is it made of and how can I make one of my very own? What are the famous daggers, the daggers of legend and are there some magical benefits specifically tailored to the dagger? This chapter starts with a discussion of materials one can use to make a dagger then moves on to give rules and an overview of how that process is done. Finally, it closes with some magic weapons.

SPECIAL MATERIALS

This section covers a spread of special materials one can use in crafting a knife. Many of the materials aren't that special; in fact, they're inferior. Since knives are used by cultures with a wide variety of technology levels these—more primitive—materials are described here.

Break checks: Primitive knives didn't last long. Flint breaks easily and bone is soft to begin with. Some of the material types have Break checks. A break check is a range of results such as (1-2, 19-20; DC 15); if any of those results are scored on an attack check the attacker must immediately make a Reflex save against the DC listed in the parentheses. If this check is failed, the knife breaks or is rendered useless in some other way. As you can see, both good and bad rolls can provoke a break check.

BONE: Bone knives are crafted from bone or from horn (such as antlers). Antlers work particularly well

Bone knives can only do piercing damage. This gives them a -2 on attack and -1 to damage; lower the critical threat range to 20/x2. Break check (1-2, 19-20; DC 20). Horn knives have a break check (1-2, 20; DC 17).

FLINT: Stone and flint knives have been around for almost as long as humans have. These are created by

flaking off bits of a rock until it reaches the desired thinness and sharpness. They hold their edge well and can be razor sharp; but they break easily. Flint knives take a -1 on attack and have a break check (1-2, 19-20; DC 20)

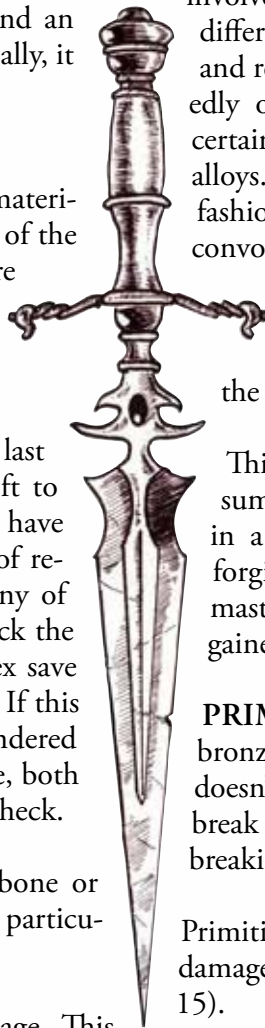
PATTERN WELDED DAMASCUS STEEL: Damascus steel is most often associated with an unusual swirling pattern of light etched regions over a blackish background displayed on the surface of the blade. The technique of forging this kind of steel involved welding together layers of at least two different types of metal then folding the blade and repeating the forging; by doing this repeatedly one could create many layers. By using certain types of metal together one could forge alloys. After putting the metal together in this fashion one cuts through the layers to reveal the convoluted pattern. The blade is then polished and frequently treated with a chemical to highlight the patterns in the blade. This creates a strong and supple blade, the kind of weapon suitable for nobility.

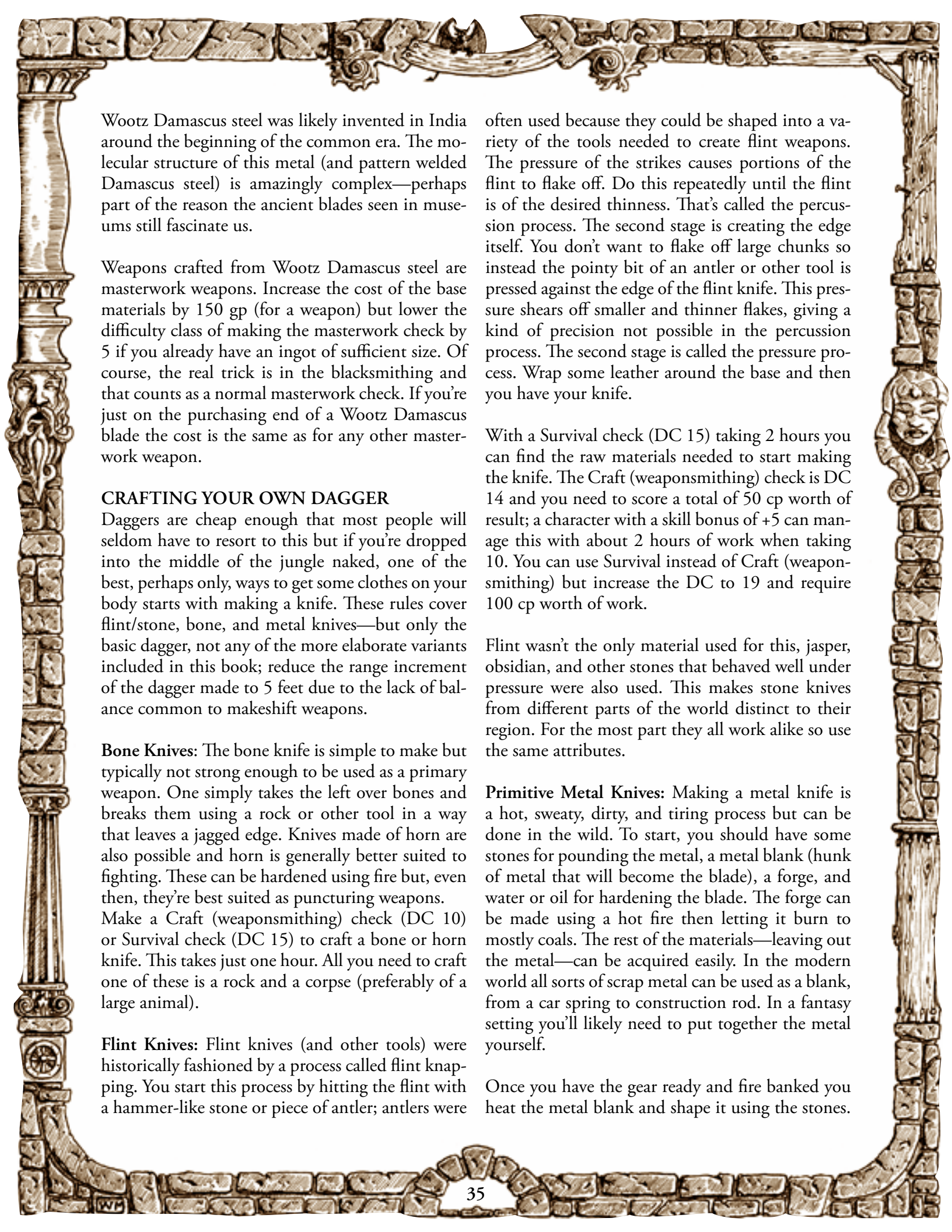
This kind of metal is special but simply assume that something along these lines is used in a masterwork weapon; it is the complex forging of the metal that actually makes it a masterwork weapon. No other benefits are gained.

PRIMITIVE METAL: This represents pre-bronze age metals, often copper. This metal doesn't hold an edge as well and can bend or break relatively easily. An agile user can avoid breaking the knife.

Primitive metal knives take a -1 on attack and damage and have a break check (1-2, 20; DC 15).

WOOTZ DAMASCUS STEEL: Wootz Damascus steel is much like pattern welded Damascus steel. The art of making these kinds of blades has been lost for approximately three centuries. Wootz differs from pattern welding in that the blade is forged from a single source of steel; it is the steel itself that provides the patterning seen on the blade.





Wootz Damascus steel was likely invented in India around the beginning of the common era. The molecular structure of this metal (and pattern welded Damascus steel) is amazingly complex—perhaps part of the reason the ancient blades seen in museums still fascinate us.

Weapons crafted from Wootz Damascus steel are masterwork weapons. Increase the cost of the base materials by 150 gp (for a weapon) but lower the difficulty class of making the masterwork check by 5 if you already have an ingot of sufficient size. Of course, the real trick is in the blacksmithing and that counts as a normal masterwork check. If you're just on the purchasing end of a Wootz Damascus blade the cost is the same as for any other masterwork weapon.

CRAFTING YOUR OWN DAGGER

Daggers are cheap enough that most people will seldom have to resort to this but if you're dropped into the middle of the jungle naked, one of the best, perhaps only, ways to get some clothes on your body starts with making a knife. These rules cover flint/stone, bone, and metal knives—but only the basic dagger, not any of the more elaborate variants included in this book; reduce the range increment of the dagger made to 5 feet due to the lack of balance common to makeshift weapons.

Bone Knives: The bone knife is simple to make but typically not strong enough to be used as a primary weapon. One simply takes the left over bones and breaks them using a rock or other tool in a way that leaves a jagged edge. Knives made of horn are also possible and horn is generally better suited to fighting. These can be hardened using fire but, even then, they're best suited as puncturing weapons. Make a Craft (weaponsmithing) check (DC 10) or Survival check (DC 15) to craft a bone or horn knife. This takes just one hour. All you need to craft one of these is a rock and a corpse (preferably of a large animal).

Flint Knives: Flint knives (and other tools) were historically fashioned by a process called flint knapping. You start this process by hitting the flint with a hammer-like stone or piece of antler; antlers were

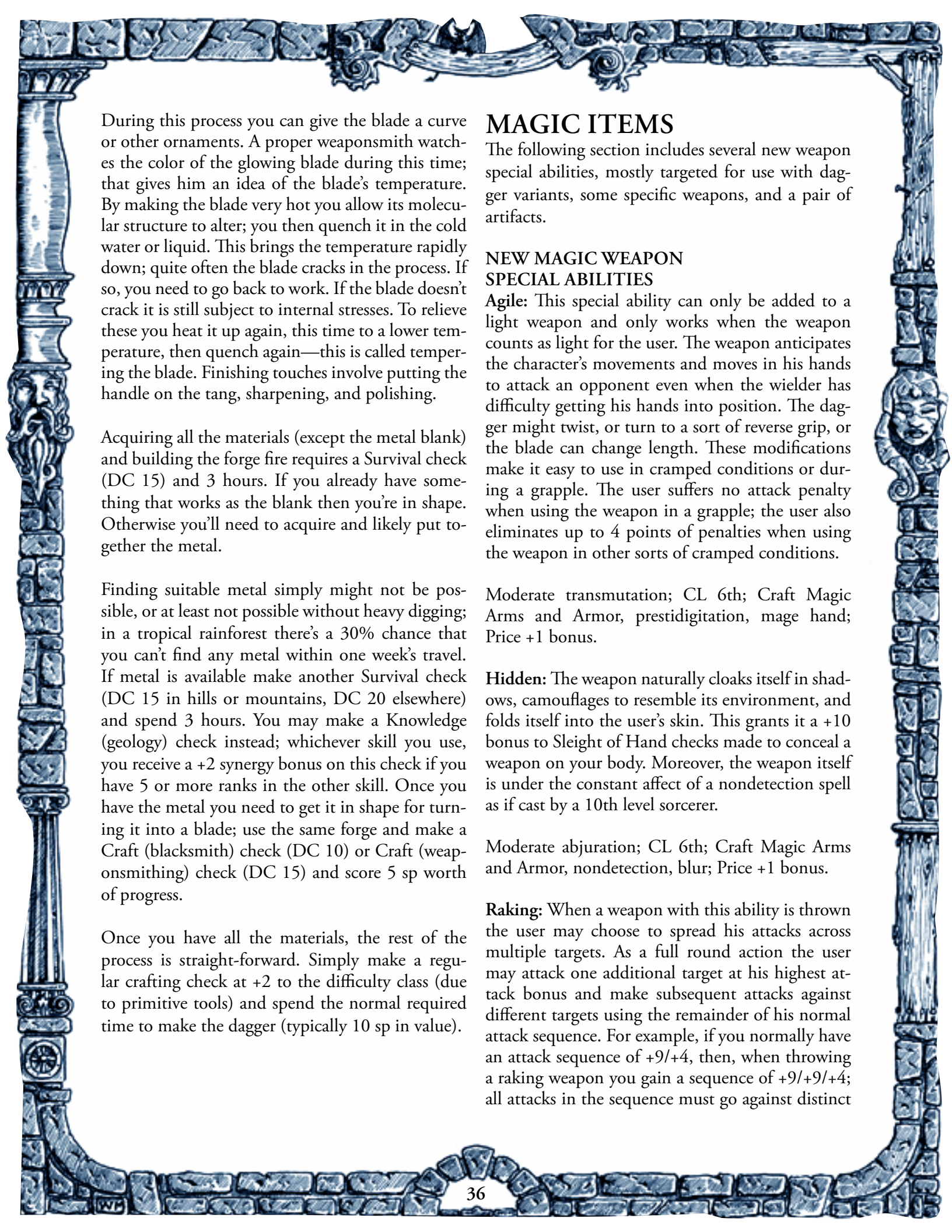
often used because they could be shaped into a variety of the tools needed to create flint weapons. The pressure of the strikes causes portions of the flint to flake off. Do this repeatedly until the flint is of the desired thinness. That's called the percussion process. The second stage is creating the edge itself. You don't want to flake off large chunks so instead the pointy bit of an antler or other tool is pressed against the edge of the flint knife. This pressure shears off smaller and thinner flakes, giving a kind of precision not possible in the percussion process. The second stage is called the pressure process. Wrap some leather around the base and then you have your knife.

With a Survival check (DC 15) taking 2 hours you can find the raw materials needed to start making the knife. The Craft (weaponsmithing) check is DC 14 and you need to score a total of 50 cp worth of result; a character with a skill bonus of +5 can manage this with about 2 hours of work when taking 10. You can use Survival instead of Craft (weaponsmithing) but increase the DC to 19 and require 100 cp worth of work.

Flint wasn't the only material used for this, jasper, obsidian, and other stones that behaved well under pressure were also used. This makes stone knives from different parts of the world distinct to their region. For the most part they all work alike so use the same attributes.

Primitive Metal Knives: Making a metal knife is a hot, sweaty, dirty, and tiring process but can be done in the wild. To start, you should have some stones for pounding the metal, a metal blank (hunk of metal that will become the blade), a forge, and water or oil for hardening the blade. The forge can be made using a hot fire then letting it burn to mostly coals. The rest of the materials—leaving out the metal—can be acquired easily. In the modern world all sorts of scrap metal can be used as a blank, from a car spring to construction rod. In a fantasy setting you'll likely need to put together the metal yourself.

Once you have the gear ready and fire banked you heat the metal blank and shape it using the stones.



During this process you can give the blade a curve or other ornaments. A proper weaponsmith watches the color of the glowing blade during this time; that gives him an idea of the blade's temperature. By making the blade very hot you allow its molecular structure to alter; you then quench it in the cold water or liquid. This brings the temperature rapidly down; quite often the blade cracks in the process. If so, you need to go back to work. If the blade doesn't crack it is still subject to internal stresses. To relieve these you heat it up again, this time to a lower temperature, then quench again—this is called tempering the blade. Finishing touches involve putting the handle on the tang, sharpening, and polishing.

Acquiring all the materials (except the metal blank) and building the forge fire requires a Survival check (DC 15) and 3 hours. If you already have something that works as the blank then you're in shape. Otherwise you'll need to acquire and likely put together the metal.

Finding suitable metal simply might not be possible, or at least not possible without heavy digging; in a tropical rainforest there's a 30% chance that you can't find any metal within one week's travel. If metal is available make another Survival check (DC 15 in hills or mountains, DC 20 elsewhere) and spend 3 hours. You may make a Knowledge (geology) check instead; whichever skill you use, you receive a +2 synergy bonus on this check if you have 5 or more ranks in the other skill. Once you have the metal you need to get it in shape for turning it into a blade; use the same forge and make a Craft (blacksmith) check (DC 10) or Craft (weaponsmithing) check (DC 15) and score 5 sp worth of progress.

Once you have all the materials, the rest of the process is straight-forward. Simply make a regular crafting check at +2 to the difficulty class (due to primitive tools) and spend the normal required time to make the dagger (typically 10 sp in value).

MAGIC ITEMS

The following section includes several new weapon special abilities, mostly targeted for use with dagger variants, some specific weapons, and a pair of artifacts.

NEW MAGIC WEAPON SPECIAL ABILITIES

Agile: This special ability can only be added to a light weapon and only works when the weapon counts as light for the user. The weapon anticipates the character's movements and moves in his hands to attack an opponent even when the wielder has difficulty getting his hands into position. The dagger might twist, or turn to a sort of reverse grip, or the blade can change length. These modifications make it easy to use in cramped conditions or during a grapple. The user suffers no attack penalty when using the weapon in a grapple; the user also eliminates up to 4 points of penalties when using the weapon in other sorts of cramped conditions.

Moderate transmutation; CL 6th; Craft Magic Arms and Armor, prestidigitation, mage hand; Price +1 bonus.

Hidden: The weapon naturally cloaks itself in shadows, camouflages to resemble its environment, and folds itself into the user's skin. This grants it a +10 bonus to Sleight of Hand checks made to conceal a weapon on your body. Moreover, the weapon itself is under the constant affect of a nondetection spell as if cast by a 10th level sorcerer.

Moderate abjuration; CL 6th; Craft Magic Arms and Armor, nondetection, blur; Price +1 bonus.

Raking: When a weapon with this ability is thrown the user may choose to spread his attacks across multiple targets. As a full round action the user may attack one additional target at his highest attack bonus and make subsequent attacks against different targets using the remainder of his normal attack sequence. For example, if you normally have an attack sequence of +9/+4, then, when throwing a raking weapon you gain a sequence of +9/+9/+4; all attacks in the sequence must go against distinct

targets and count the range for each attack as the total distance traveled so far. This ability may only be applied to ranged weapons.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, haste, telekinesis; Price +2 bonus.

Simple Bane: Each time the weapon wounds a humanoid or monstrous humanoid target with an Intelligence score of 8 or lower the target must succeed a Will save (DC: 14) or be paralyzed for 2d4+5 rounds. Simple Bane is an ancient yet obscure weapons enchantment that is rumored to have been developed by a sect of wizards who were seeking a means of ridding their kingdom of simpletons and dull minded commoners. It seems that these original designers were encouraged to create such an enchantment as their ruler wished to see an eradication of ignorance in an effort to make his kingdom intellectually superior to other nations.

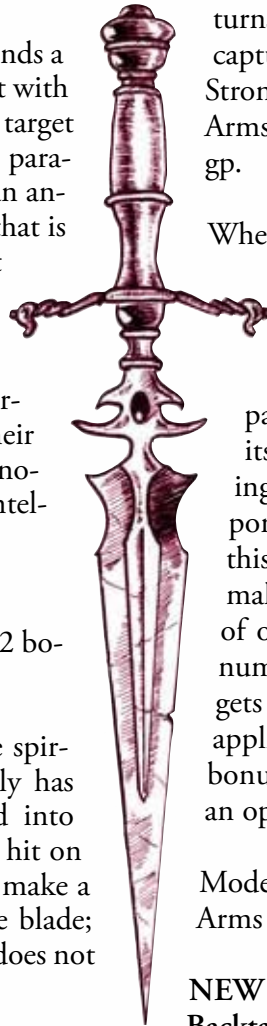
Caster Level: 12; Prerequisites: Craft Magic Arms And Armor; Market Price: +2 bonus

Spirit Binding: The weapon can capture spirits when it strikes them; it automatically has the ghost touch ability (already figured into the costs). If the weapon scores a critical hit on an incorporeal creature, the victim must make a Will save (DC 19) or be drawn into the blade; this applies even if the creature normally does not suffer from critical hits.

This ability does not work if the weapon already contains a creature.

Table 3:1/SPIRIT BINDING

1-20	Allip
41-60	Shadow
91-100	Wraith



A person holding the blade can communicate with the captured creature mentally; this bypasses language but unintelligent creatures will only communicate in raw concepts. The wielder can release the creature as a standard action. It will remain in the area for 10 rounds, performing any services the wielder desires. At the end of 10 rounds it returns to its own plane. The weapon can only capture one creature per day.

Strong conjuration; CL 15th; Craft Magic Arms and Armor, trap the soul; Price +85,000 gp.

When first found roll on the following table to determine what kind of spirit, if any, is in the blade.

Weapon Catching: The weapon anticipates incoming attacks and moves to place itself in the best position possible for catching an opponent's weapon. Whenever an opponent rolls a natural 1 to hit the wielder of this weapon, the wielder may immediately make a disarm attempt as if making an attack of opportunity. This counts against the total number of attacks of opportunity the wielder gets per round. This special ability may only be applied to weapons that grant a +2 or higher bonus on opposed attack rolls made to disarm an opponent.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor; Price +1 bonus.

NEW SPECIFIC WEAPONS

Backtapper: This dagger is a +1 human-bane dagger. Though rather simple in design Backtapper is a prized, popular dagger amongst many younger thieves and assassins. While it is rumored that the original Backtapper was created in order to take down a lesser nobleman later copies of the original Backtapper have found victims across all manners of social caste.

Backtapper is a simple dagger with a handle of ebony dyed bone and brass. At the base of the handle there is a polished garnet. There are several etchings and mystical illustrations that run along the sides of

the blade. These arcane images have a slight greenish glow that turns to a bright, vivid red when the dagger is thrust into a human victim.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, summon monster I; Price 18,302 gp; Cost 9,302 gp + 720 XP.

Bleeding Monk: This dagger is rather simplistic in appearance though it is constructed of some of the finest materials. The weapon is a +1 dagger versus humans and w/ Ki Focus. It has a long 12" blade features dual edges sharpened to razor accuracy and along the edges are numerous glyphs copied from a wide variety of long lost cultures. The hand guard is constructed from silver woven with gold and at the edges of the guards are settings brownish green kornerupine. The handgrip is fashioned from black ravenbirche and features a rather large setting of bluish-banded agate at the pommel.

Bleeding Monk was originally known as the Tooth Of The Ancients. Upon its creation, however, the monk responsible for the weapon's fabrication soon grew overly proud and confident of his abilities with the weapon and quickly met a sudden, violent death. Seeing the weapon to be a sign of false pride and overconfidence the monastery attempted to find the instructions for the daggers which were supposed to lay hidden away in the dead monk's chambers. These plans happen to have been stolen by a young, troublesome student shortly before the monk's death, however, and soon an evil monastery on a distant shore began to create their own version of the Tooth Of The Ancients, aptly named the Bleeding Monk.

Moderate conjuration/moderate transmutation, CL 8th; Craft Magic Arms and Armor, creator must be a monk, summon monster I; Price 18,302 gp; Cost 9,302 gp + 720 XP.

Dapperedge: Though this simple yet elegant dagger is often considered to be somewhat trivial amongst collectors of enchanted weaponry the Dapperedge has risen to considerable popularity amongst aris-

tocrats, nobles, and successful bards. The purchase of a Dapperedge in the magic marketplaces is recommended for anyone who wishes to have both an improved degree of defense as well as the possession of an item that will help them look their best.

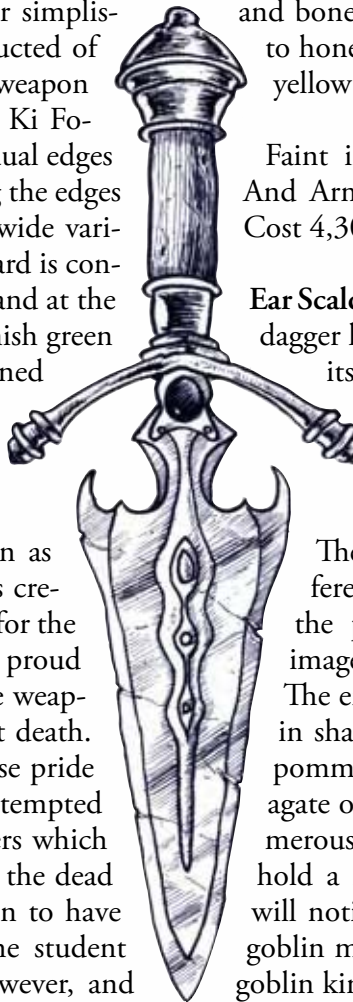
The Dapperedge has a straight silvery blade that is firmly attached to a handle constructed of brass and bone that has been dyed shades of brown to honey gold. Also on the hilt is a setting of yellow topaz. It is a +1 trimming dagger.

Faint illusion; CL 5th; Craft Magic Arms And Armor; prestidigitation, Price 8,302 gp; Cost 4,302 gp and 320 XP.

Ear Scalders: This +1 flaming burst, elf-bane kris dagger has an appearance that is as unusual as its name. With a blade that is constructed from magically enhanced magma it is quite common to see the crude yet razor sharp blade bubble, pop, and steam with inner volcanic power.

The handle and hand guard is quite different in from other daggers as well. On the platinum handle there are multiple images of elf faces with long, sad frowns. The ends of the hand guard are exaggerated in shape, resembling small elf ears. On the pommel of the weapon there is an engraved agate orb that appears to be scarred with numerous minute carvings. If one happens to hold a magnifying glass up to the orb they will notice multiple crude images resembling goblin miners delivering their treasure to a fat goblin king.

The ear scalders is indeed a weapon with a bizarre, somewhat out of place design. On initial view it almost appears to look as though the original creator of this weapon was at a loss for tactful design, and as such merely throwing multiple elements together in hopes that the magic placed upon the weapon prototype would work. Upon a greater view of the weapon's history, however, a more practical explanation can be obtained. According to historians the Ear Scalders originated under goblin design during a time when these creatures were heavily at war with the elves of the forests. The goblins had been



living in volcanic mountains and wanting to control the safer, cooler forest regions below. This area, however, was home to a large population of elves and these creatures were not about to share their peaceful home with a bunch of warring, filthy goblins.

Moderate evocation; CL 12th; Craft Magic Arms and Armor, summon monster 1, flame blade, flame strike, or fireball; Price: 32,300gp; Cost: 16,300gp + 1280xp

Foot Spike: This +2 dancing kris is of the wavy blade sort. Its handle is carved to resemble a chubby, elephant headed god, sitting in full lotus with his big feet forming the crossguard. Once per day the wielder may use it to make an attack by stabbing it into a footprint left a target. The wielder must identify the footprint himself, typically by using the Track feat and Survival skill. Regardless, even if he gets it wrong, someone's foot is getting spiked. The victim of the effect immediately takes 1d4+2 points of damage, as if struck by the keris. There is no chance of a critical hit on this and the wielder cannot add sneak attack damage.

The victim must also make a Fortitude save (DC 17) or be hobbled; a hobbled character moves at half normal ground speed. Remove the hobbled condition when the character recovers 10 or more hit points, via any method.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, animate objects, scrying; Price 85,108 gp; Cost 42,708 gp + 3,392 xp.

Geckagouger: This +5 Dagger versus reptilian humanoids is perhaps one of the most feared weapons ever whispered amongst the lizardfolk. Said to have originated from a swamp dwelling witch this fierce side arm has cost many a reptilian humanoid's life. The weapon features a broad, jagged blade constructed of steel that has mysteriously turned a shade of pale, metallic greend from the various magicks placed upon it. In the



center of each side of the blade there is an etching that reveals the upper torso of a dying lizardfolk who is clutching the center of his chest as though he had just been stabbed in the heart. Should the owner rub the blade then a mysterious greenish fluid forms up from the grooves of the etching and drips away to the ground, as though the etching itself was in fact bleeding the bizarre looking fluid.

The handle of Geckagouger is constructed from engraved nephrite that features a cameo that resembles a coiled, hissing naga. The naga's arms stretch out and upwards to form the hand guard in each of the naga's "hands" rests a setting of silver and green diopside.

Moderate conjuration, CL 8th; Craft Magic Arms and Armor, summon monster I; Price 72,302 gp; Cost 36,302 gp and 2880 XP.

Gluttonsapper: This curious mystical dagger features a short, stubby blade that is 6 inches long and 4 inches in width. The weapon is a +2 Dagger versus orcs. Both edges are sharpened and serrated at the base and in the center of the blade are etchings of numerous runes and glyphs. The gold cross guard is wide and fat with settings of pink, black, and white mottled rhodonite. In the center of the cross guard is a large cameo setting of banded sardonyx that features the image of an extremely obese orc.

Closer inspection reveals that the orc is eating a large leg of meat while sitting on a majestic throne and crowned in the height of kingly fashion. The handle of the weapon is constructed from polished greenish yellow chrysoberyl and supported with wrought silver.

Gluttonsapper also has a setting of yellow brown vesuvianite at its pommel, which mysteriously glows a shade of bright pink when the weapon and its owner are in the presence of an orc.

Created by a wizard fighter who detested the or-cish tribe that overtook his childhood village and

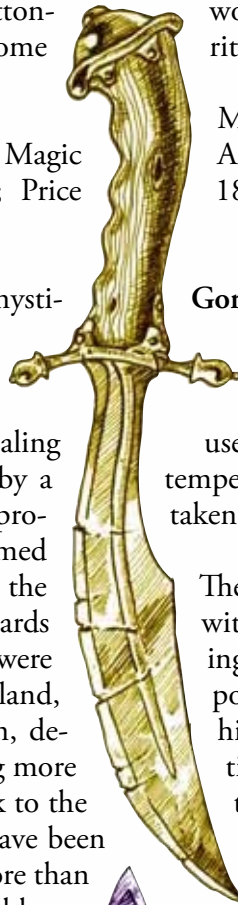


nearly starved the survivors with their gluttonous behavior, Gluttonsapper has since become the bane of orcish kind.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, summon monster I; Price 18,302 gp; Cost 9, 302 gp and 720 XP.

Goatslayer: Despite the fact that this mystical +1 animal-bane dagger has a less than noble sounding name the Goatslayer is considered to be a fine and trust worthy, if not particularly lethal, weapon when dealing with hostile animals. Originally created by a modest though successful wizard an early prototype of this weapon was originally named "Hoofslayer". The intended purpose of the weapon's design was to assist the royal guards in taking care of several wild boars that were threatening the area. The ruler of the land, however, was displeased with the weapon, demanding that the wizard create something more lavish and deadly. Tossing the dagger back to the wizard the ruler declared that it should have been called "goatslayer" as it was fit for little more than threatening a poor farmer's livestock. Unable to produce any better the wizard eventually left the land in disgust and shame. Settling down to a new home in a village that bordered unclaimed wild the wizard found that there were many a successful, skillful hunter seeking a dagger that would improve their odds against the creatures of the wild. The wizard spent the last of his worldly possessions into needed materials and went to work creating more of his daggers. The hunters were delighted with the results and declared that the dagger was more than deserving of its original name. The wizard, however, decided that name of the dagger should somewhat reflect upon its humble beginnings and as such "Goatslayer" was kept.

Goatslayer is a simple yet effective dagger with an unusual looking blade with yellowed appearance that would cause one to think that both steel and gold went into its making. The handle is composed of carved horn, brass, and



worked hide. There are also settings of nephrite jade and sardonyx.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, summon monster I; Price 18,302 gp; Cost 9, 302 gp and 720 XP.

Gorelunge: Across the vast, dangerous territories great hordes of magical beasts fear a breed of +4 bane [magical beasts] daggers known simply as the Gorelunge. Often used against creatures possessing a vicious temperament or evil alignment the Gorelunge has taken down many a chimera and manticore.

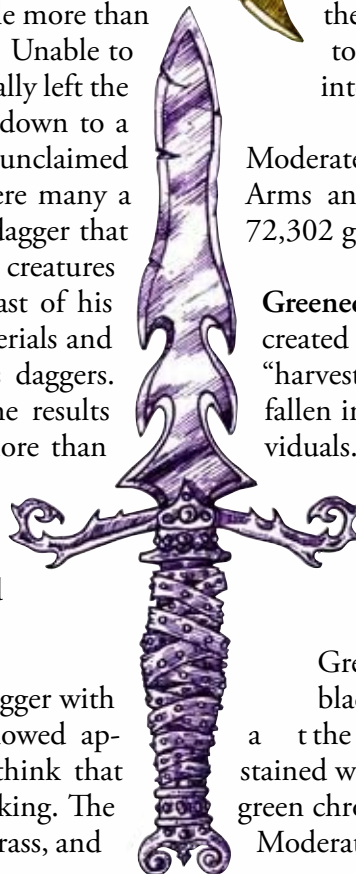
The Gorelunge is an unusual looking dagger with a metal blade that has an unusual gleaming tint of reddish orange. The handle is composed of brass, gold, and worked manticore hide. In addition there are numerous settings of tiger's eye, bloodstone, and dravite tourmaline. Though neither possessing any form of natural or magical heat the blade of the Gorelunge causes the wounded flesh to sizzle, scald, and smolder when thrust into the body of a magical beast.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, summon monster I; Price 72,302 gp; Cost 36,302 gp and 2880 XP.

Greenedge: While this blade was originally created by an evil wizard in an attempt to "harvest" a few treants its design has long since fallen into the hands of more honorable individuals. Greenedge, a +1 plant-bane dagger, is a popular mystic dagger that is mostly favored amongst moderately successful rangers who patrol the dense forest regions.

Greenedge has a curious silvery metal blade that bears a yellowish-green tint at the edges. Its handle is made of brass and stained wood and features small settings of deep green chrome diopside.

Moderate conjuration; CL 8th; Craft Magic



Arms and Armor, summon monster I; Price 18,302 gp; Cost 9, 302 gp and 720 XP.

Hunting Kukri: The hunting kukri lives up to some of the myths spread by colonial soldiers. When thrown, the blade can sweep past several opponents, deliver lethal injuries to all of them, then return to the wielder's hand. The attacker usually lines up for the shot by sighting along the notch at the base of the blade.

The hunting kukri is a +1 throwing, returning, raking kukri of distance.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, clairaudience/clairvoyance, haste, magic stone, telekinesis; Price 72,308 gp; Cost 36,308 gp + 2,880 xp.

Icicle Blade: This dagger is made purely of ice, like an icicle, and counts as a +1 icy burst dagger. Its appearance makes it easy to disguise, and hard to find in a white dragon's lair. Some users like to dip the weapon in their drinks to create a frosty, refreshing beverage.

Once per week you can touch the dagger to a body of water or a liquid that is principally water (not including water-based creatures) so that it freezes the liquid to a depth of 6 inches over an area equal to 1,200 square feet. This ice lasts for 12 rounds. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 Strength check or a DC 25 Escape Artist check to do so.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, chill metal or ice storm, freezing sphere; Price 31,102 gp; Cost 15,702 gp + 1,232 xp.

Illusion Blade: The illusion blade barely counts as a dagger since, when first found, it appears to be a leather glove. When worn and activated by squeezing the fist three times in rapid succession (a free action), a scintillating dagger appears in the hand

wearing the glove. It glows with a rainbow colored light that provides the same illumination as a light spell.

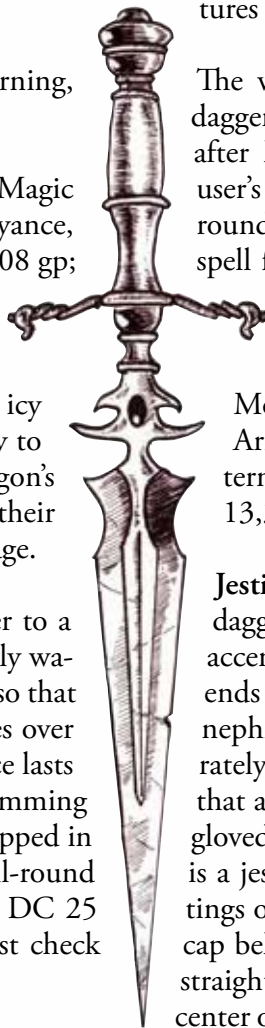
The dagger feels and works like a regular dagger. However, the damage it causes is illusory; thus, all damage is subdual damage. Moreover, the dagger counts as mind-affecting so it only causes harm to creatures with minds. It also only works for creatures with minds.

The weapon created acts like a +1 returning dagger. The dagger can be thrown; it disappears after hitting the target then reappears in the user's hand at the beginning of the following round. 3 times per day the wearer may use a spell from the following list as if cast by a 5th level sorcerer: color spray, hypnotic pattern, mirror image.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, color spray, hypnotic pattern, mirror image; Price 26,302 gp; Cost 13,302 gp + 1,040 xp.

Jesting Prodder: Jesting Prodder is an elaborate dagger featuring a handle of fey prismwood accented with workings of gold. The handle ends with a large, spherical shaped setting of nephrite jade. The golden hand guard is elaborately shaped to feature two out stretched arms that appear to be juggling a round opal in each gloved hand. At the center of the hand guard is a jester's hat made of fine platinum with settings of azurite, aquamarine, and red pyrope for cap bells. The 10 inch long blade is narrow and straight and is crafted from chamelasteel. In the center of the blade are etchings of a jester juggling a trio of striped balls.

Created for a well known but rather lazy bard Jesting Prodder was expected to be the perfect side arm, capable of leaping from the owner's hands to attacks to attack a second opponent on its own. The bard got a little too lazy, however, and soon felt that dagger could do all his work for him while he stood back and watched. What the bard failed to notice, however, was a championed hobgoblin



assassin sneaking up behind him. Since then many copies have been forged but used with greater caution. The blade is a +1 anarchic dancing dagger. Moderate evocation [chaotic]/Strong transmutation; CL 15th; Craft Magic Arms and Armor, animate objects, chaos hammer; Price 98,302 gp; Cost 49,302 gp and 3920 XP.

Mobile Blade: This +1 dagger of distance can also move telekinetically at the user's mental command. The dagger can only move this way within the user's own facing (i.e. the squares her body occupies). Within this area the user can make the blade hover, fly about, spin, and so on. Normally this only requires a free action—that's enough to draw the weapon, move it to a different hand, or slip it around your back. More elaborate motions can require a move action or a full round action; usually these are reserved for performances and not necessary in combat.

While hovering, the dagger has an effective Strength of 1; it may be used to attack as a standard action but has only regular reach and uses the inferior Strength bonus. It can cut through a rope or perform other light activity. The mobility of the blade gives the user the equivalent of the Quickdraw feat with it and grants a +5 competence bonus to Sleight of Hand checks made to manipulate the weapon.

Moderate divination; CL 6th; Craft Magic Arms and Armor, clairaudience/clairvoyance, prestidigitation; Price 16,302 gp; Cost 8,302 gp + 640 xp.

Ninja Sai: This +2 hidden, weapon-catching sai is favored by those who need to sneak weapons into secure locations and then deal with armed guards in a way that doesn't always leave them dead. The entire weapon is black, but when placed against the skin it takes on the skin's coloration and the tines fold up flat against the body. The sai also seeks the most vital portions of the target's anatomy when used by a trained assassin. An assassin with the Death Attack ability receives a +2 enhancement

bonus to the Fortitude save DC of their attack.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, nondetection, blur; Price 42,305 gp; Cost 21,305 gp + 1,680 xp.

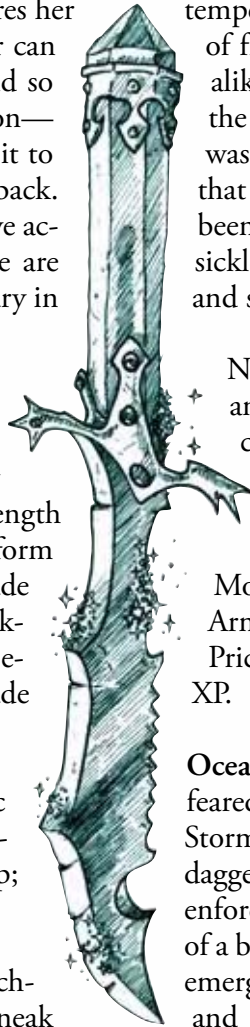
Northersickle: Amongst the remote outpost villages that inhabit the frozen wastes of the north there exist tales of a variety of mystical dagger called the Northersickle. It is said that many ages ago a great sorcerer managed to fuse the essence of ice with tempered steel in order to create a blade capable of freezing the very innards of man and beast alike. Bounty hunters and rangers have valued the weapon as well as hunters who trek the icy wastes in search of live game. While it seems that several copies of the original dagger have been made throughout the ages the Northersickle is still considered to be an extremely rare and sought after blade.

Northersickle has a handle of rock crystal and platinum. Its steel blade is constantly covered with a layer of bluish-white magical frost. The weapon itself is a +3 frost dagger.

Moderate evocation; CL 8th; Craft Magic Arms and Armor, chill metal or ice storm; Price 32,302 gp; Cost 16,302 gp and 1280 XP.

Ocean Storm: Though perhaps not the most feared or powerful of magical daggers, Ocean Storm is by far one of the most unusual. This dagger has a blade constructed of magically reinforced pale emerald beryl that is in the shape of a bolt of lightning with smaller multiple forks emerging from its sides. The cross guard, handle, and pommel is constructed of wrought platinum and aquamarine that has been fashioned together to make the whole effect look as though a silver and blue tidal wave was emerging up in an effort to swallow the dagger's victims. The weapon is a +2 shock dagger.

Moderate evocation; CL 8th; Prerequisites: Craft Magic Arms and Armor, call lightning or lightning



bolt; Price 18,302 gp; Cost 9, 302 gp and 720 XP.

Quickfire: Created a powerful wizard who had a high degree of natural aptitude in pyro-elementalism, Quickfire is considered to be one of the most sought after daggers on the market. Combining improved combative speed with the element of fire many spell casters and rogues have chosen Quickfire as a means of “evening the odds” against opponents with greater combative prowess. It is a +1 flaming speed dagger.

When not engulfed in its own magical flame Quickfire appears to be a beautifully crafted dagger with a handle of rare fey prismwood and brilliant cut settings of topaz and garnet on the cross guard.

Moderate transmutation; CL 10th; Craft Magic Arms and Armor, haste, and flame blade, flame strike, or fireball; Price 50, 302 gp; Cost 25,302 gp and 2000 XP.

Snarltwist: Though it was originally intended to make a young goblin warrior the master and king amongst all goblinoids Snarltwist and the secrets of its origins fell into the hands of an evil human wizard who held a personal grudge against goblins. Seeing that Snarltwist was an ideal solution to the problems of goblinoid infestation the wizard created no less than thirty of these weapons, which were given to loyal henchmen, guards, scouts, and bounty hunters. Within a few years the success of the Snarltwist daggers were well known throughout the lands, bringing forth some unexpected and unwelcome attention regarding the mystical dagger’s design. Under pressure of the local ruler the wizard eventually gave up the plans for Snarltwist’s construction and enchantment, which were kept on record in the royal archives. Since then several copies of the dagger have been made.

Snarltwist is a +2 goblinoid-bane kris dagger with a gnarled twisted handle of petrified wood and brass with settings of jade.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, summon monster I; Price 32,302 gp; Cost 16,302 gp and 1280 XP.

Stormjolt: Though several of these +2 shock daggers have been created throughout the ages the Stormjolt is still considered to be an unusual and intimidating piece of bladed weaponry. Constructed from lightning charged steel the blade of Stormjolt always crackles and hums with a glowing bluish-white light.

Stormjolts feature a charged blade of fine steel attached to a handle constructed of copper worked into wood that has been dyed a deep blue. A faceted blue zircon rests on both sides of the handle.

Moderate evocation; CL 6th; Craft Magic Arms And Armor; call lightning or lightning bolt; Price 18,302 gp; Cost 9, 302 gp and 720 XP.

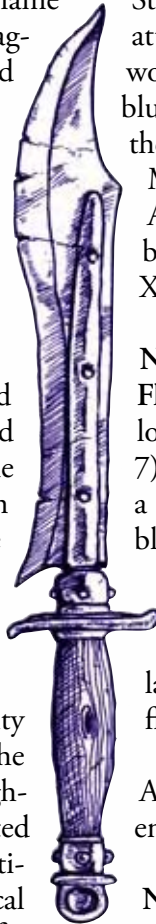
NEW WONDROUS ITEM

Flit Blade Bracer of Plenty: This leather bracer looks like a regular flit blade bracer (see page 7). The power of the bracer is that it maintains a constant supply of flit blades in its slots. Flit blades drawn from a slot and thrown vanish at the beginning of the round after they were drawn; at the same time all empty flit blade slots fill up with new flit blades. Like a regular flit blade bracer, the bracer of plenty stores 6 flit blades at a time.

All flit blades produced by the bracer have a +1 enhancement bonus.

Note: The blades created by this sort of bracer can be given a higher enhancement bonus or other thrown weapon special abilities. Treat the bracer as a +2 weapon with an underlying weapon cost of 550 gp. Determine the cost and other requirements as for a magical weapon.

Option: There are six flit blades in the bracer, by raising the cost as if adding a +1 special ability you can create a flit blade bracer that stores flit blades made of different materials. In this case the bracer



will contain one adamantine, two cold iron, one mithral, and two alchemical silver flit blades.

Moderate conjuration; CL 9th; Craft Magic Arms and Armor, Craft Wondrous Item, major creation; Price 8,550 gp; Weight .5 lb.

NEW ARTIFACTS

Black Spirit Blade: This ancient, flint blade has its origins in pre-history. It was crafted before there was written language; in fact, it was crafted before language consisted of anything more than grunts. However, the people of the time could still command potent magic—they had a close connection with the spirit world. The lack of language, technology, and social structure allowed for a direct connection between the human mind and the magical world. Over the ages this blade has been lost, found, stolen, eaten, carried away in the wounds of dragons, and more. But the powers investing the blade mean that it is never lost forever.

The knife is made of flint; at first the handle was non-magical and often had to be replaced. Over the millennia new owners have given it better and better handles. The current handle is made of enchanted jade. The knife suffers no break chance of course and causes regular dagger damage. It counts as a +5, keen, spirit binding, and wounding dagger.

Bloodsbane: The Bloodsbane, a name of unique notoriety. Created by the fell magic's of dark elves for the assassin Fel'reth, this delicate, slim, rust-red blade was the weapon of choice for the removal of obstacles to her masters. Even the slightest nick was known to cause an agonising blood clot, weakening a foe greatly, in her skilled hands it became known as an efficient and precise weapon. But time has a habit of allowing people to forget and sometimes forgive and the blade faded into memory. Now merely a name to scare the children, with a few of the eldest still remaining knowing the true power that was within.



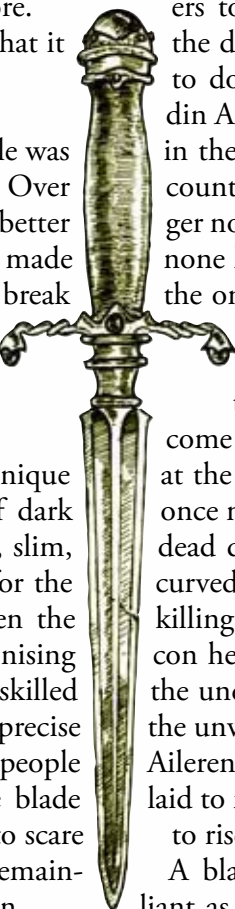
When handled the blade feels dry to the touch, with rusty flakes of blood drifting from the blade itself as it is held. It is narrow and honed to a fine, needle point and while the hilt is solid and smooth the blade itself when examined closely is porous. As befits such a blade it is light and easily wielded in either hand.

The Bloodsbane can be attuned to a new type of creature by the simple expedient of being bathed in a bowl of blood of the appropriate creature. In all other respects it is as a normal bane weapon.

The weapon counts as a +2 bane weapon against the last creature that it was attuned to. The weapon may act as Bane against a single type of creature at a time, and may not be changed more than 3 times in a single week.

Lux Spiritus: There are those who bring light to the world, travelling singly or with others to shed the cold glare of their beliefs into the darkest crevices of the world. Some choose to do so literally. One of these was the Paladin Aileren Stormguard who is best remembered in the epic tale: "Stormguards Trials", which recounts how the fledgling Paladin gained the dagger now called Lux Spiritus. To Aileren there was none higher than his patron deity, the creator of the one weapon who would aid his land against the armoured undead that gathered at the borders of his Kings lands. Deep within the Caer Noswaith, Aileren fought to overcome Shades and Shadows and the fell vampire at the heart of this keep to bring it to the world once more. Victorious at the last, slicing the undead drinker of blood with one strike from this curved blade as it burst into joyous light, fatally killing the lord of the night. Rallying to the beacon he now held the forces of his country swept the undead host before it, drawing strength from the unwavering light that surrounded the Paladin. Aileren now resides in a simple mountainside cave, laid to rest by his followers, heedful of his promise to rise once more. Lux Spiritus by his side.

A blade of near perfect light, shining as brilliant as any torch in a clear, unwavering, pearles-



cent white. The blade itself curves very slightly and seems to be almost wafer thin, with faint ripples in the light if watched closely. The hilt itself is finely wrought from burnished steel, that seems to hold the light from the blade itself within, reflecting the world outside as a mirror, with imperceptibly carved knot-work designs that encircle the grip itself. Around the pommel, evenly spaced are five perfectly white pearls, called by Aileren: Hope, Sacrifice, Trust, Humility and Virtue, gifts he claimed from his deity.

Intelligent: The Lux Spiritus is Lawful Good; Int 10, Wis 16, Cha 16, Ego 16; languages: Common. It can communicate via telepath, and has hearing.

Standard Powers: The blade counts as having a +3 enhancement bonus and has both ghost touch special ability and the ability to act as a brilliant energy weapon 3 times a day.

Taming Sari: The Taming Sari is a legendary keris knife named after an Indonesian warrior. It was supposed to make its wielder invulnerable and figures in a few legends. One legend claims that a warrior named Hang Tuah used it to kill a traitor to the sultan; the traitor was actually Hang's childhood friend and Hang was so distraught over performing the task that he gave the Taming Sari back to the sultan. The version of the blade presented here incorporates some other powers attributed to mythical keris knives so the abilities are greater than historical, but fit into the myths surrounding a weapon with a rich history.

Requirements: The blade demands respect. The owner must regularly clean the blade and bathe it in oil. The owner must also clean and bathe it in a special ritual once every twelfth full moon. If the owner fails to live up to his responsibilities the blade ceases to grant benefits to him.

Intelligent: The Taming Sara is Lawful Neutral; Int 10, Wis 16, Cha 16, Ego 16; languages: Common. It can communicate via speech, can read, and has 60 ft. darkvision and hearing. The Taming Sari has deathwatch constantly active and 10 ranks in Spot and Listen.

Standard Powers: The blade counts as having a +5 enhancement bonus and has the ghost touch special ability.

Invulnerability: The wielder of the blade receives damage reduction 10/cold iron.

Warning: When the wearer is in danger the blade rattles in its sheathe. This prevents the owner from ever being surprised and grants a +2 insight bonus to Reflex saving throws.

Move Fire: By pointing the blade at a fire, then pointing the blade at another location, the wielder can transfer the fire to the other location. This takes a full round action and affects a fire that fall within a 30 foot radius spread; this can be used twice per day. The range for this power is 1,000 feet; thus the user must be within that distance of the fire and that distance of the target location. One story tells of the wielder using the blade to transfer the fire from a burning ship to the nearby shore. The target location must have flammable material.

SAMPLE WEAPONSMITH

The following weaponsmith is appropriate for use as an unusual encounter or NPC the characters could gain access to; his unique skills make him an asset, almost like a magic item, so you may wish to make the players do something to gain his trust.

THE BONE CARVER

The Bone Carver lives in the wilderness, ideally the forest or a swamp. He has a small hut beneath shadowed trees and carved posts hold the skulls of dead animals in a picket around his land. The hut itself is mostly grass and sloppily put together, but the doorway is carved from a single arch of bone—a whale's jaw—and elaborate carvings cover the surface. He doesn't go by a regular name but usually asks people to call him Carver.

Carver does not work with metal; there is no metal in his hut or on his property. He uses stone, marble, granite, and gemstone tools. He actually has a diamond tip for drilling and precise work. All the weapons he makes are crafted from bone, horn, and, less often, wood.

He can make masterwork versions of nearly any weapon, and he can make them from bone so that they work nearly as well as metal. Wooden weapons can be made of bone normally, don't cost anything extra, and work just as well as their wooden counterpart. Carver can craft simple metal weapons from bone and these work just like a metal weapon would; this adds 300 gp to the cost of the weapon in addition to any masterwork cost. Carver can also craft martial and exotic metal weapons from bone but these suffer a -1 penalty on attack and damage and cost an additional 750 gp; otherwise they work as well as their metal counterparts. The weapons Carver crafts can be made magical just like any other weapon, so long as they are also masterwork.

Carver himself plays up his mystery. He does not seem to use human or humanoid bones in his work but one can never really be sure. His hut has a constant bonfire going; he hangs bones near the fire letting the heat glaze and harden them. This makes the inside of the place like a furnace and he walks around in there wearing nothing more than a loin-cloth. He sweats profusely due to this and his hair hangs down in mats. Some people claim that he's actually a kind of hermit and the bone crafting is his method of achieving spiritual enlightenment.

Carver: Male Human Exp4/Wiz5: Medium Humanoid; HD 4d6+5d4+18; hp 50; Init + 2; Spd 30; AC 14 (Flatfooted: 12 Touch: 14); Atk dagger +7 melee (1d4+2, 19-20/x2), dagger +8 ranged (1d4+2, 19-20/x2); AL N; SV Fort + 6, Ref + 4, Will + 11; STR 12, DEX 14, CON 14, INT 14, WIS 13, CHA 8.

Skills: Alchemy + 10, Appraise + 8, Concentration + 14, Craft (Armorsmithing) + 4, Craft (Blacksmithing) + 4, Craft (Weaponsmithing) + 14, Disable Device + 3, Handle Animal + 2, Intimidate + 1, Spellcraft + 8, Use Magic Device + 8, Wilderness Lore + 10.

Feats: Armor Proficiency: light, Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Great Fortitude, Iron Will, Scribe Scroll, Simple Weapon Proficiency, Skill Focus: Craft (Weaponsmithing).

Spells Known (Wiz 4/4/3/1): 0 -- detect magic (x1), light (x1), mending (x1), open/close (x1), prestidigitation, ray of frost, read magic, resistance; 1st -- cause fear, identify (x1), jump (x1), mage armor (x1), magic weapon, spider climb, true strike (x1); 2nd -- blur (x1), bull's strength (x1), cat's grace (x1), continual flame, ghoulish touch, spectral hand; 3rd -- dispel magic, fireball (x1), haste, slow.
Possessions: +1 dagger of distance, bracers of armor (+2).

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