

# INSTRUCTIONS



The *Pathfinder Magic Armaments Deck* includes one card for each armor, weapon, and shield from the Crafting and Treasure chapter of the *Pathfinder Core Rulebook*, plus one card for each precious material and rune. Multiple cards are provided for *magic armor* and *magic weapon*, since those items appear frequently in play.

Armor, shields, and weapons in this deck include the statistics for the base item for ease of reference during play. For items that also incorporate precious materials or runes, simply refer to the cards for those materials and runes to determine the items' abilities.

The myriad types of magical items give their powerful boons in different ways. Some function automatically, while others need to be activated, and still others need to be invested. The full rules for magical items begin on page 531 of the *Core Rulebook*.

**(Continued on back)**



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# ADAMANTINE ARMOR

ITEM 12+

## UNCOMMON

**Usage** worn armor; **Bulk** varies by armor

Adamantine armor has a shiny, black appearance and is amazingly durable.

**Type** standard-grade adamantine armor (Hardness 14, HP 56, BT 28); **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include adamantine worth at least 200 gp + 20 gp per Bulk.

**Type** high-grade adamantine armor (Hardness 17, HP 68, BT 34); **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include adamantine worth at least 16,000 gp + 1,600 gp per Bulk.

## COLD IRON ARMOR

ITEM 5+

**Usage** worn armor; **Bulk** varies by armor

Cold iron armor sickens certain creatures that touch it. A creature with weakness to cold iron (such as most demons and fey) that critically fails an unarmed attack against a creature in cold iron armor becomes sickened 1. A creature with weakness to cold iron is sickened 1 as long as it wears cold iron armor.

**Type** low-grade cold iron armor (Hardness 9, HP 36, BT 18); **Level** 5; **Price** 140 gp + 14 gp per Bulk; **Craft Requirements** The initial raw materials must include cold iron worth at least 70 sp + 7 sp per Bulk

**Type** standard-grade cold iron armor (Hardness 11, HP 44, BT 22); **Level** 11; **Price** 1,200 gp + 120 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 150 gp of cold iron + 15 gp per Bulk.

**Type** high-grade cold iron armor (Hardness 14, HP 56, BT 28); **Level** 18; **Price** 20,000 gp + 2,000 gp per Bulk; **Craft Requirements** The initial raw materials must include cold iron worth at least 10,000 gp + 1,000 gp per Bulk.



## DARKWOOD ARMOR

ITEM 12+

### UNCOMMON

**Usage** worn armor; **Bulk** varies by armor

Darkwood armor is 1 Bulk lighter than normal (or light Bulk if its normal Bulk is 1, with no effect on armor that normally has light Bulk). It's easier to wear than normal wood armor, reducing the Strength score necessary to ignore its check penalty by 2 and reducing its Speed penalty by 5 feet. (There are no types of wood armor in the *Core Rulebook*.)

**Type** standard-grade darkwood armor (Hardness 7, HP 28, BT 14); **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include darkwood worth at least 200 gp + 20 gp per Bulk.

**Type** high-grade darkwood armor (Hardness 10, HP 40, BT 20); **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include darkwood worth at least 16,000 gp + 1,600 gp per Bulk.

# DRAGONHIDE ARMOR

ITEM 12+

## UNCOMMON

**Usage** worn armor; **Bulk** varies by armor

Dragonhide armor is immune to one damage type based on the type of dragon it is made from.

- **Black or copper** acid
- **Blue or bronze** electricity
- **Brass, gold, or red** fire
- **Green** poison
- **Silver or white** cold

Wearing armor made from dragonhide also grants you a +1 circumstance bonus to your AC and saving throws against attacks and spells that deal the corresponding damage type.

**Type** standard-grade dragonhide armor (Hardness 7, HP 28, BT 14); **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include dragonhide worth at least 200 gp + 20 gp per Bulk.

**Type** high-grade dragonhide armor (Hardness 11, HP 44, BT 22); **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include dragonhide worth at least 16,000 gp + 1,600 gp per Bulk.



# ELVEN CHAIN

ITEM 13+

UNCOMMON

**Usage** worn armor; **Bulk** 1

Elven chain is a chain shirt made of mithral (*Core Rulebook* 579) that glitters in even the faintest light. It grants a +2 item bonus to AC and has no check penalty.

Created by elven artisans employing ancient crafting techniques, elven chain is exceptionally quiet. Unlike other chain shirts—even other mithral chain shirts—elven chain does not have the noisy trait. This suit of armor can be etched with runes like any other mithral chain shirt.

**Elven Chain** (light armor; uncommon, flexible)

**AC Bonus** +2; **Dex Cap** +3; **Check Penalty** -0;

**Strength** 10; **Bulk** L

**Type** standard-grade elven chain (Hardness 9, HP 36, BT 18); **Level** 13; **Price** 2,500 gp; **Craft**

**Requirements** The initial raw materials must include mithral worth at least 3,125 sp.

**Type** high-grade elven chain (Hardness 12, HP 48, BT 24); **Level** 20; **Price** 52,000 gp; **Craft**

**Requirements** The initial raw materials must include mithral worth at least 26,000 gp.



## MITHRAL ARMOR

ITEM 12+

### UNCOMMON

**Usage** worn armor; **Bulk** varies by armor

Mithral armor is 1 Bulk lighter than normal (or light Bulk if its normal Bulk is 1, with no effect on armor that normally has light Bulk). It's easier to wear than normal metal armor, reducing the Strength score necessary to ignore its check penalty by 2 and reducing its Speed penalty by 5 feet.

**Type** standard-grade mithral armor (Hardness 9, HP 36, BT 18); **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include mithral worth at least 200 gp + 20 gp per Bulk.

**Type** high-grade mithral armor (Hardness 12, HP 48, BT 24); **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include mithral worth at least 16,000 gp + 1,600 gp per Bulk.



## ORICALCUM ARMOR

ITEM 20

**RARE**

**Usage** worn armor; **Bulk** varies by armor

Orichalcum armor can be etched with four magic property runes instead of three due to the magical empowerment of orichalcum. If you are wearing armor made of orichalcum, the armor grants you insights into the future, granting you a +1 circumstance bonus to initiative rolls.

**Type** high-grade orichalcum armor (Hardness 18, HP 72, BT 36); **Level** 20; **Price** 55,000 gp + 5,500 gp per Bulk; **Craft Requirements** The initial raw materials must include orichalcum worth at least 27,500 gp + 2,750 gp per Bulk.

## SILVER ARMOR

ITEM 5+

**Usage** worn armor; **Bulk** varies by armor

Silver armor sickens certain creatures that touch it. A creature with weakness to silver that critically fails an unarmed attack against a creature in silver armor becomes sickened 1. A creature with weakness to silver is sickened 1 as long as it wears silver armor.

**Type** low-grade silver armor (Hardness 5, HP 20, BT 10); **Level** 5; **Price** 140 gp + 14 gp per Bulk; **Craft Requirements** silver worth at least 70 sp + 7 sp per Bulk

**Type** standard-grade silver armor (Hardness 7, HP 28, BT 14); **Level** 11; **Price** 1,200 gp + 120 gp per Bulk; **Craft Requirements** The initial raw materials must include silver worth at least 150 gp + 15 gp per Bulk.

**Type** high-grade silver armor (Hardness 10, HP 40, BT 20); **Level** 18; **Price** 20,000 gp + 2,000 gp per Bulk; **Craft Requirements** The initial raw materials must include silver worth at least 10,000 gp + 1,000 gp per Bulk.

# MAGIC ARMOR

ITEM 5+

**ABJURATION** | **INVESTED** | **MAGICAL**

**Usage** worn armor; **Bulk** varies by armor

Magic armor has been etched with fundamental runes. The Prices here are for all types of armor. You don't need to adjust the Price based on the specific armor. These armors are made of standard materials, not precious materials like mithral.

**Type** +1 armor; **Level** 5; **Price** 160 gp; **Effect** Increase the armor's item bonus to AC by 1.

**Type** +1 resilient armor; **Level** 8; **Price** 500 gp; **Effect** Increase the armor's item bonus to AC by 1 and gain a +1 item bonus to saves.

**Type** +2 resilient armor; **Level** 11; **Price** 1,400 gp; **Effect** Increase the armor's item bonus to AC by 2 and gain a +1 item bonus to saves.

**Type** +2 greater resilient armor; **Level** 14; **Price** 4,500 gp; **Effect** Increase the armor's item bonus to AC by 2 and gain a +2 item bonus to saves.

**Type** +3 greater resilient armor; **Level** 18; **Price** 24,000 gp; **Effect** Increase the armor's item bonus to AC by 3 and gain a +2 item bonus to saves.

**Type** +3 major resilient armor; **Level** 20; **Price** 70,000 gp; **Effect** Increase the armor's item bonus to AC by 3 and gain a +3 item bonus to saves.

# MAGIC ARMOR

ITEM 5+

**ABJURATION** **INVESTED** **MAGICAL**

**Usage** worn armor; **Bulk** varies by armor

Magic armor has been etched with fundamental runes. The Prices here are for all types of armor. You don't need to adjust the Price based on the specific armor. These armors are made of standard materials, not precious materials like mithral.

**Type** +1 armor; **Level** 5; **Price** 160 gp; **Effect** Increase the armor's item bonus to AC by 1.

**Type** +1 resilient armor; **Level** 8; **Price** 500 gp; **Effect** Increase the armor's item bonus to AC by 1 and gain a +1 item bonus to saves.

**Type** +2 resilient armor; **Level** 11; **Price** 1,400 gp; **Effect** Increase the armor's item bonus to AC by 2 and gain a +1 item bonus to saves.

**Type** +2 greater resilient armor; **Level** 14; **Price** 4,500 gp; **Effect** Increase the armor's item bonus to AC by 2 and gain a +2 item bonus to saves.

**Type** +3 greater resilient armor; **Level** 18; **Price** 24,000 gp; **Effect** Increase the armor's item bonus to AC by 3 and gain a +2 item bonus to saves.

**Type** +3 major resilient armor; **Level** 20; **Price** 70,000 gp; **Effect** Increase the armor's item bonus to AC by 3 and gain a +3 item bonus to saves.

# MAGIC ARMOR

ITEM 5+

**ABJURATION** **INVESTED** **MAGICAL**

**Usage** worn armor; **Bulk** varies by armor

Magic armor has been etched with fundamental runes. The Prices here are for all types of armor. You don't need to adjust the Price based on the specific armor. These armors are made of standard materials, not precious materials like mithral.

**Type** +1 armor; **Level** 5; **Price** 160 gp; **Effect** Increase the armor's item bonus to AC by 1.

**Type** +1 resilient armor; **Level** 8; **Price** 500 gp; **Effect** Increase the armor's item bonus to AC by 1 and gain a +1 item bonus to saves.

**Type** +2 resilient armor; **Level** 11; **Price** 1,400 gp; **Effect** Increase the armor's item bonus to AC by 2 and gain a +1 item bonus to saves.

**Type** +2 greater resilient armor; **Level** 14; **Price** 4,500 gp; **Effect** Increase the armor's item bonus to AC by 2 and gain a +2 item bonus to saves.

**Type** +3 greater resilient armor; **Level** 18; **Price** 24,000 gp; **Effect** Increase the armor's item bonus to AC by 3 and gain a +2 item bonus to saves.

**Type** +3 major resilient armor; **Level** 20; **Price** 70,000 gp; **Effect** Increase the armor's item bonus to AC by 3 and gain a +3 item bonus to saves.

# MAGIC ARMOR

ITEM 5+

**ABJURATION** | **INVESTED** | **MAGICAL**

**Usage** worn armor; **Bulk** varies by armor

Magic armor has been etched with fundamental runes. The Prices here are for all types of armor. You don't need to adjust the Price based on the specific armor. These armors are made of standard materials, not precious materials like mithral.

**Type** +1 armor; **Level** 5; **Price** 160 gp; **Effect** Increase the armor's item bonus to AC by 1.

**Type** +1 resilient armor; **Level** 8; **Price** 500 gp; **Effect** Increase the armor's item bonus to AC by 1 and gain a +1 item bonus to saves.

**Type** +2 resilient armor; **Level** 11; **Price** 1,400 gp; **Effect** Increase the armor's item bonus to AC by 2 and gain a +1 item bonus to saves.

**Type** +2 greater resilient armor; **Level** 14; **Price** 4,500 gp; **Effect** Increase the armor's item bonus to AC by 2 and gain a +2 item bonus to saves.

**Type** +3 greater resilient armor; **Level** 18; **Price** 24,000 gp; **Effect** Increase the armor's item bonus to AC by 3 and gain a +2 item bonus to saves.

**Type** +3 major resilient armor; **Level** 20; **Price** 70,000 gp; **Effect** Increase the armor's item bonus to AC by 3 and gain a +3 item bonus to saves.


# BREASTPLATE OF COMMAND

ITEM 10+

**ENCHANTMENT** **INVESTED** **MAGICAL**

**Usage** worn armor; **Bulk** 2

This +1 *resilient breastplate* is made from shining bronze with reinforcing golden panels in the shape of lions' heads and grants a commanding aura. You gain a +2 item bonus to Diplomacy checks, but you take a -2 item penalty to Stealth checks to Hide and Sneak and Deception checks to Impersonate.

**Activate**  command; **Frequency** once per day;

**Effect** You grant allies within 100 feet a +2 status bonus to saves against fear effects for 1 minute. When you activate this ability, each affected ally who's frightened reduces their frightened value by 1.

**Breastplate** (medium armor) **AC Bonus** +4; **Dex Cap** +1; **Check Penalty** -2; **Speed Penalty** -5 feet; **Strength** 16; **Bulk** 2; **Group** plate

**Type** *breastplate of command*; **Level** 10; **Price** 1,000 gp

**Type** *greater breastplate of command*; **Level** 18; **Price** 22,000 gp

The armor is a +2 *greater resilient breastplate*. The item bonus and penalty increase to +3 and -3, respectively.



# CELESTIAL ARMOR

ITEM 13

**DIVINE** **GOOD** **INVESTED** **TRANSMUTATION**


**Price** 2,500 gp

**Usage** worn armor; **Bulk** 1

This suit of +2 *resilient chain mail* is made of fine white links of a strange and slightly translucent pale metal, and the sleeves and skirt are fashioned into smaller trails that resemble feathers. Unlike normal chain mail, *celestial armor* has no Speed reduction, its armor check penalty is 0, and its Bulk is 1.

You gain a +1 circumstance bonus to AC and saving throws against fiends. You appear radiant while you wear the armor, giving you a +2 item bonus to Diplomacy checks against all creatures except fiends.

If you aren't good, you are drained 2 while wearing *celestial armor*; see page 557 of the *Core Rulebook*.

**Activate**  command; **Frequency** once per day;

**Effect** The armor sprouts glowing wings that grant you a fly Speed of 30 feet. The wings shed bright light in a 40-foot radius (and dim light to the next 40 feet). The wings fade away after 10 minutes.

**Chain Mail** (medium armor; flexible, noisy) **AC Bonus** +4; **Dex Cap** +1; **Check Penalty** -2; **Speed Penalty** -5 ft.; **Strength** 16; **Bulk** 2; **Group** chain

**Craft Requirements** You are good.



# DEMON ARMOR

ITEM 13

**DIVINE** **EVIL** **INVESTED** **NECROMANCY**

**Price** 2,500 gp

**Usage** worn armor; **Bulk** 4

Crafted from black iron, this crude suit of +2 *resilient full plate* is designed to make you look like a horned demon, with your face peering out of the screaming maw of the beast.

While wearing the armor, you can attack with the helmet's horns. They are a martial melee weapon with the effects of a +2 *weapon potency* rune. They deal 2d8 piercing damage and have the deadly d12 trait. On a critical hit with the horns, the target must attempt a DC 30 Fortitude save against the *Abyssal plague* disease (*Core Rulebook* 316). The horns can't be etched with any runes.

If you aren't evil, you're drained 2 and can't recover from this condition while wearing *demon armor*.

**Activate** ➤➤ command; **Frequency** once per day; **Effect** You cast *dimension door*.

**Full Plate** (heavy armor; bulwark) **AC Bonus** +6; **Dex Cap** +0; **Check Penalty** -3; **Speed Penalty** -10 ft.; **Strength** 18; **Bulk** 4; **Group** plate

**Craft Requirements** You are evil; supply one casting of *dimension door*.

# DRAGONPLATE

ITEM 16

UNCOMMON | EVOCATION | INVESTED | MAGICAL

**Price** 10,000 gp

**Usage** worn armor; **Bulk** 4

This suit of +2 *greater resilient dragonhide full plate* makes you look like a fearsome dragon.

**Activate** ⇨⇨ Interact; **Frequency** once per day;

**Effect** You unleash a bout of dragon breath with a shape, damage type, and saving throw corresponding to the type of dragon used to make the armor (shown on the table below). The breath weapon deals 14d6 damage; each creature in the area must attempt a DC 36 basic save.

Dragon Type	Breath Weapon (Save)
Black or copper	30-ft. line of acid (Reflex)
Blue or bronze	30-ft. line of electricity (Reflex)
Brass	30-ft. line of fire (Reflex)
Green	15-ft. cone of poison (Fortitude)
Gold or red	15-ft. cone of fire (Reflex)
Silver or white	15-ft. cone of cold (Reflex)

**Full Plate** (heavy armor; bulwark) **AC Bonus** +6; **Dex Cap** +0; **Check Penalty** -3; **Speed Penalty** -10 ft.; **Strength** 18; **Bulk** 4; **Group** plate

**Craft Requirements** The initial raw materials must include 1,250 gp of dragonhide.

# ELECTRIC EELSKIN

ITEM 10

**INVESTED** **MAGICAL** **TRANSMUTATION**

**Price** 950 gp

**Usage** worn armor; **Bulk** 1

Shining, slippery eelskin covers the plates of this +1 resilient greater slick leather armor. The armor gives you the ability to breathe water and grants you a +2 item bonus to Athletics checks to Swim and Stealth checks you attempt in the water.

**Activate** **◆◆** command, Interact; **Frequency** once per hour; **Effect** You cast a 2nd-level *shocking grasp* with a DC of 29.

**Leather** (light armor) **AC Bonus** +1; **Dex Cap** +4; **Check Penalty** -1; **Strength** 10; **Bulk** 1

**Craft Requirements** Supply one casting of *shocking grasp*.

# GHoul HIDE

ITEM 6

UNCOMMON INVESTED MAGICAL NECROMANCY

Price 220 gp

Usage worn armor; Bulk 2

Stitched together from pieces of ghoulish skin, this suit of +1 *hide armor* grants you a +1 item bonus to saving throws against disease and paralysis and makes you immune to the paralysis of ghouls. *Ghoul hide* with a *resilient* rune increases the *resilient* rune's item bonus to saving throws against disease and paralysis by 1 (maximum +4).

*Ghoul hide* hisses with sibilant hatred at the touch of elves. When worn by a creature with the elf trait, the armor gains the noisy trait.

**Hide** (medium armor) **AC Bonus** +3; **Dex Cap** +2; **Check Penalty** -2; **Speed Penalty** -5 ft.; **Strength** 14; **Bulk** 2; **Group** leather

# IMPENETRABLE SCALE

ITEM 17

UNCOMMON ABJURATION INVESTED MAGICAL

**Price** 12,800 gp

**Usage** worn armor; **Bulk** 3

Made of overlapping, lustrous black scales of standard-grade adamantine, this +2 *greater resilient fortification adamantine scale mail* seems to momentarily thicken at the point of impact when hit. Whenever the armor's *fortification* rune successfully turns a significant foe's critical hit into a normal hit, one of the scales on the armor turns violet. You gain resistance to physical damage equal to the number of violet scales, to a maximum of 8.

At dawn each day, all the violet scales return to normal.

**Scale Mail** (medium armor) **AC Bonus** +3; **Dex Cap** +2; **Check Penalty** -2; **Speed Penalty** -5 ft.; **Strength** 14; **Bulk** 2; **Group** composite

**Craft Requirements** The initial raw materials must include 1,600 gp of adamantine.

# MAIL OF LUCK


ITEM 13

**DIVINATION** **INVESTED** **MAGICAL**

**Price** 2,600 gp

**Usage** worn armor; **Bulk** 3

This suit of +2 *resilient splint mail* has a large, green gemstone inset in a prominent location.

**Activate**  **envision**; **Frequency** once per day; **Trigger** You are hit with an attack, but damage hasn't been rolled yet; **Effect** The attacker must reroll the attack roll and use the worse result. This effect has the misfortune trait.

Activating the armor causes the gemstone to turn gray and become inert. You cannot activate the armor again until the stone returns to its original green color. The gem turns green again after 1 week or when a significant foe critically succeeds at an attack roll targeting you. (If an enemy rolls a critical success at an attack against you and you force the attacker to reroll that critical success, that critical success does not recharge the *mail of luck*.) See page 558 of the *Core Rulebook*.

**Splint Mail** (heavy armor) **AC Bonus** +5; **Dex Cap** +1; **Check Penalty** -3; **Speed Penalty** -10 ft.; **Strength** 16; **Bulk** 3; **Group** composite

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## MOONLIT CHAIN

ITEM 7

**DIVINATION** | **INVESTED** | **MAGICAL**

**Price** 360 gp

**Usage** worn armor; **Bulk** 2

This +1 *silver chain shirt* has a collar adorned with stitched images of the phases of the moon. You can see in moonlight as though you had low-light vision.


**Activate** ◆ Interact; **Frequency** once per day;

**Effect** You touch the stitched image of the new moon on the armor's collar and suppress the dazzled condition for 1 minute.

**Chain Shirt** (light armor; flexible, noisy) **AC Bonus** +2; **Dex Cap** +3; **Check Penalty** -1; **Strength** 12; **Bulk** 1

**Craft Requirements** The initial raw materials must include 33 gp of silver.

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# PLATE ARMOR OF THE DEEP

ITEM 15

UNCOMMON ABJURATION INVESTED MAGICAL

Price 6,500 gp

Usage worn armor; Bulk 4

This suit of +2 *greater resilient full plate* is decorated with swirling, ornate motifs of waves and fish scales. While wearing it, you take no Speed reduction or check penalty from armor when Swimming, gain a +2 item bonus to Athletics checks to Swim, can breathe underwater, and can speak Aquan.

**Full Plate** (heavy armor; bulwark) **AC Bonus** +6; **Dex Cap** +0; **Check Penalty** -3; **Speed Penalty** -10 ft.; **Strength** 18; **Bulk** 4; **Group** plate



# RHINO HIDE

ITEM 9

**INVESTED** **MAGICAL** **TRANSMUTATION**

**Price** 700 gp

**Usage** worn armor; **Bulk** 2

This +1 *resilient hide armor* is made from rhinoceros hide. It has an armor check penalty of -1 instead of -2. When you use the Sudden Charge class feat while wearing this armor, your Strike deals an additional 1d8 damage.

**Hide** (medium armor) **AC Bonus** +3; **Dex Cap** +2; **Check Penalty** -1; **Speed Penalty** -5 ft.; **Strength** 14; **Bulk** 2; **Group** leather

**Craft Requirements** The initial raw materials must include 320 gp of rhinoceros hide (a common material).



# ADAMANTINE

**MATERIAL 8+**

**UNCOMMON** **PRECIOUS**

Mined from rocks that fell from the heavens, adamantine is one of the hardest metals known. It has a shiny, black appearance, and it is prized for its amazing resiliency and ability to hold an incredibly sharp edge.

**Type** adamantine chunk; **Price** 500 gp; **Bulk** L

**Type** adamantine ingot; **Price** 5,000 gp; **Bulk** 1

**Type** standard-grade adamantine object; **Level** 8;  
**Price** 350 gp per Bulk

**Type** high-grade adamantine object; **Level** 16; **Price**  
6,000 gp per Bulk

Adamantine Items	Hardness	HP	BT
<b>Thin Items</b>			
Standard-grade	10	40	20
High-grade	13	52	26
<b>Items</b>			
Standard-grade	14	56	28
High-grade	17	68	34
<b>Structures</b>			
Standard-grade	28	112	56
High-grade	34	136	68



# COLD IRON

MATERIAL 2+

## PRECIOUS

Cold iron weapons are deadly to demons and fey.

**Type** cold iron chunk; **Price** 10 gp; **Bulk** L

**Type** cold iron ingot; **Price** 100 gp; **Bulk** 1

**Type** low-grade cold iron object; **Level** 2; **Price** 20 gp per Bulk

**Type** standard-grade cold iron object; **Level** 7; **Price** 250 gp per Bulk

**Type** high-grade cold iron object; **Level** 15; **Price** 4,500 gp per Bulk

Cold Iron Items	Hardness	HP	BT
<b>Thin Items</b>			
Low-grade	5	20	10
Standard-grade	7	28	14
High-grade	10	40	20
<b>Items</b>			
Low-grade	9	36	18
Standard-grade	11	44	22
High-grade	14	56	28
<b>Structures</b>			
Low-grade	18	72	36
Standard-grade	22	88	44
High-grade	28	112	56



# DARKWOOD

**MATERIAL 8+**

**UNCOMMON** **PRECIOUS**

A darkwood item's Bulk is reduced by 1 (or to light Bulk if its normal Bulk is 1, with no effect on an item that normally has light Bulk). The Price of an item made of darkwood is based on the item's normal Bulk, not its reduced Bulk for being made of darkwood.

**Type** darkwood branch; **Price** 500 gp; **Bulk** L

**Type** darkwood lumber; **Price** 5,000 gp; **Bulk** 1

**Type** standard-grade darkwood object; **Level** 8; **Price** 350 gp per Bulk

**Type** high-grade darkwood object; **Level** 16; **Price** 6,000 gp per Bulk

<b>Darkwood Items</b>	<b>Hardness</b>	<b>HP</b>	<b>BT</b>
<b>Thin Items</b>			
Standard-grade	5	20	10
High-grade	8	32	16
<b>Items</b>			
Standard-grade	7	28	14
High-grade	10	40	20
<b>Structures</b>			
Standard-grade	14	56	28
High-grade	20	80	40

# DRAGONHIDE

MATERIAL 8+

**UNCOMMON** **PRECIOUS**

The hide and scales of a dragon can be used to Craft any item normally made of ordinary leather or hide. Dragonhide varies in color from blue to glittering gold, depending on the dragon it came from. Due to the scales' resiliency, it can also be used to Craft armor usually made out of metal plates (such as a breastplate, half plate, and full plate), allowing such armor to be made without metal. Dragonhide objects are immune to one damage type, depending on the type of dragon (**black or copper** acid; **blue or bronze** electricity; **brass, gold, or red** fire; **green** poison; **silver or white** cold).

**Type** standard-grade dragonhide object; **Level** 8;  
**Price** 350 gp per Bulk

**Type** high-grade dragonhide object; **Level** 16; **Price** 6,000 gp per Bulk

Dragonhide Items	Hardness	HP	BT
<b>Thin Items</b>			
Standard-grade	4	16	8
High-grade	8	32	16
<b>Items</b>			
Standard-grade	7	28	14
High-grade	11	44	22



# MITHRAL

**MATERIAL 8+**

**UNCOMMON** **PRECIOUS**

Mithral weapons are treated as if they were silver for the purpose of damaging creatures with weakness to silver. A mithral item's Bulk is reduced by 1 (or to light Bulk if its normal Bulk is 1, with no effect on an item that normally has light Bulk). The Price of a mithral item is based on the item's normal Bulk, not its reduced Bulk for being mithral.

**Type** mithral chunk; **Price** 500 gp; **Bulk** L

**Type** mithral ingot; **Price** 5,000 gp; **Bulk** 1

**Type** standard-grade mithral object; **Level** 8; **Price** 350 gp per Bulk

**Type** high-grade mithral object; **Level** 16; **Price** 6,000 gp per Bulk

Mithral Items	Hardness	HP	BT
<b>Thin Items</b>			
Standard-grade	5	20	10
High-grade	8	32	16
<b>Items</b>			
Standard-grade	9	36	18
High-grade	12	48	24
<b>Structures</b>			
Standard-grade	18	72	36
High-grade	24	96	48



# ORICALCUM

MATERIAL 17+

**RARE** **PRECIOUS**

The most rare and valuable skymetal, orichalcum is coveted for its incredible time-related magical properties. This dull, coppery metal isn't as physically sturdy as adamantine, but orichalcum's time-bending properties protect it, granting it greater Hardness and Hit Points. If an orichalcum item takes damage but isn't destroyed, it repairs itself completely 24 hours later.

**Type** orichalcum chunk; **Price** 1,000 gp; **Bulk** L

**Type** orichalcum ingot; **Price** 10,000 gp; **Bulk** 1

**Type** high-grade orichalcum object; **Level** 17; **Price** 10,000 gp per Bulk

Orichalcum Items	Hardness	HP	BT
<b>Thin Items</b>			
High-grade	16	64	32
<b>Items</b>			
High-grade	18	72	36
<b>Structures</b>			
High-grade	35	140	70



# SILVER

MATERIAL 2+

## PRECIOUS

Silver weapons are a bane to creatures ranging from devils to werewolves.

**Type** silver chunk; **Price** 10 gp; **Bulk** L

**Type** silver ingot; **Price** 100 gp; **Bulk** 1

**Type** low-grade silver object; **Level** 2; **Price** 20 gp per Bulk

**Type** standard-grade silver object; **Level** 7; **Price** 250 gp per Bulk

**Type** high-grade silver object; **Level** 15; **Price** 4,500 gp per Bulk

Silver Items	Hardness	HP	BT
<b>Thin Items</b>			
Low-grade	3	12	6
Standard-grade	5	20	10
High-grade	8	32	16
<b>Items</b>			
Low-grade	5	20	10
Standard-grade	7	28	14
High-grade	10	40	20
<b>Structures</b>			
Low-grade	10	40	20
Standard-grade	14	56	28
High-grade	20	80	40





# ARMOR POTENCY

RUNE 5+

**ABJURATION** **MAGICAL**

**Usage** etched onto armor

Magic wards deflect attacks. Increase the armor's item bonus to AC by 1. The armor can be etched with one property rune.

You can upgrade the *armor potency* rune already etched on a suit of armor to a stronger version, increasing the values of the existing rune to those of the new rune. You must have the formula of the stronger rune to do so, and the Price of the upgrade is the difference between the two runes' Prices.

**Type** +1 *armor potency*; **Level** 5; **Price** 160 gp; **Craft Requirements** You are an expert in Crafting.

**Type** +2 *armor potency*; **Level** 11; **Price** 1,060 gp; **Craft Requirements** You are a master in Crafting.

Increase the armor's item bonus to AC by 2, and the armor can be etched with two property runes.

**Type** +3 *armor potency*; **Level** 18; **Price** 20,560 gp; **Craft Requirements** You are legendary in Crafting.

Increase the armor's item bonus to AC by 3, and the armor can be etched with three property runes.

# RESILIENT

RUNE 8+

**ABJURATION** **MAGICAL**

**Usage** etched onto armor

*Resilient* runes imbue armor with additional protective magic. This grants the wearer a +1 item bonus to saving throws.

You can upgrade the *resilient* rune already etched on a suit of armor to a stronger version, increasing the values of the existing rune to those of the new rune. You must have the formula of the stronger rune to do so, and the Price of the upgrade is the difference between the two runes' Prices.

**Type** *resilient*; **Level** 8; **Price** 340 gp

**Type** *greater resilient*; **Level** 14; **Price** 3,440 gp

The armor grants a +2 item bonus to saving throws.

**Type** *major resilient*; **Level** 20; **Price** 49,440 gp

The armor grants a +3 item bonus to saving throws.



# STRIKING

RUNE 4+

**EVOCATION** **MAGICAL**

**Usage** etched onto a weapon

A *striking* rune stores destructive magic in the weapon, increasing the weapon damage dice it deals to two instead of one. For instance, a +1 *striking dagger* would deal 2d4 damage instead of 1d4 damage.

You can upgrade the *striking* rune already etched on a weapon to a stronger version, increasing the values of the existing rune to those of the new rune. You must have the formula of the stronger rune to do so, and the Price of the upgrade is the difference between the two runes' Prices.

**Type** *striking*; **Level** 4; **Price** 65 gp

**Type** *greater striking*; **Level** 12; **Price** 1,065 gp

The weapon deals three weapon damage dice.

**Type** *major striking*; **Level** 19; **Price** 31,065 gp

The weapon deals four weapon damage dice.

# WEAPON POTENCY

RUNE 2+

**EVOCATION** | **MAGICAL**

**Usage** etched onto a weapon

Magical enhancements make this weapon strike true. Attack rolls with this weapon gain a +1 item bonus, and the weapon can be etched with one property rune.

You can upgrade the *weapon potency* rune already etched on a weapon to a stronger version, increasing the values of the existing rune to those of the new rune. You must have the formula of the stronger rune to do so, and the Price of the upgrade is the difference between the two runes' Prices.

**Type** +1 *weapon potency*; **Level** 2; **Price** 35 gp; **Craft Requirements** You are an expert in Crafting.

**Type** +2 *weapon potency*; **Level** 10; **Price** 935 gp; **Craft Requirements** You are a master in Crafting. The item bonus to attack rolls is +2, and the weapon can be etched with two property runes.

**Type** +3 *weapon potency*; **Level** 16; **Price** 8,935 gp; **Craft Requirements** You are legendary in Crafting. The item bonus to attack rolls is +3, and the weapon can be etched with three property runes.

# ANTIMAGIC

RUNE 15

UNCOMMON ABJURATION MAGICAL

**Price** 6,500 gp

**Usage** etched onto armor

This intricate rune displaces spell energy, granting you a +1 status bonus to saving throws against magical effects.

**Activate** ☞ command; **Frequency** once per day;

**Trigger** A spell targets you or includes you in its area; **Effect** The armor attempts to counteract the triggering spell with the effect of a 7th-level *dispel magic* spell and a counteract modifier of +26.

**Craft Requirements** Supply one casting of *dispel magic*.



# ENERGY-RESISTANT

RUNE 8+

**ABJURATION** | **MAGICAL**

**Usage** etched onto armor

These symbols convey protective forces from the Elemental Planes. You gain resistance 5 to acid, cold, electricity, or fire. The crafter chooses the damage type when creating the rune. Multiple energy-resistant runes can be etched onto a suit of armor; rather than using only the highest-level effect, each must provide resistance to a different damage type. For instance, a *+2 acid-resistant greater fire-resistant breastplate* would give you acid resistance 5 and fire resistance 10.

**Type** *energy-resistant*; **Level** 8; **Price** 420 gp

**Type** *greater energy-resistant*; **Level** 12; **Price** 1,650 gp

You gain resistance 10 to the specified damage type.

# ETHEREAL

RUNE 17

UNCOMMON ABJURATION MAGICAL

**Price** 13,500 gp

**Usage** etched onto armor

An *ethereal* rune replicates armor on the Ethereal Plane.

**Activate** ◆ command; **Frequency** once per day;

**Effect** You gain the effects of an *ethereal jaunt* spell. This doesn't require concentration and lasts for 10 minutes or until you choose to return to material form as a free action.

**Craft Requirements** Supply a casting of 9th-level *ethereal jaunt*.



# FORTIFICATION

RUNE 12+

**ABJURATION** | **MAGICAL**

**Usage** etched onto medium or heavy armor

A *fortification* rune wards against the most deadly attacks. Each time you're critically hit while wearing the etched armor, attempt a DC 17 flat check. On a success, it becomes a normal hit. This property thickens the armor, increasing its Bulk by 1 and the Strength required to reduce its penalties by 2.

**Type** *fortification*; **Level** 12; **Price** 2,000 gp

**Type** *greater fortification*; **Level** 18; **Price** 24,000 gp

The flat check DC is 14.





# GLAMERED

RUNE 5

**ILLUSION** **MAGICAL**

**Price** 140 gp

**Usage** etched onto armor

This armor can be disguised with a mere thought.

**Activate** ◆ envision; **Effect** You change the shape and appearance of this armor to appear as ordinary or fine clothes of your imagining. The armor's statistics do not change. Only a creature that is benefiting from *true seeing* or a similar effect can attempt to disbelieve this illusion, with a DC of 25.




# INVISIBILITY

RUNE 8+

**ILLUSION** **MAGICAL**

**Usage** etched onto light armor

Light seems to partially penetrate this armor.

**Activate**  command; **Frequency** once per day;

**Effect** Whispering the command word, you become invisible for 1 minute, gaining the effects of a 2nd-level *invisibility* spell.

**Type** *invisibility*; **Level** 8; **Price** 500 gp

**Type** *greater invisibility*; **Level** 10; **Price** 1,000 gp

You can activate the armor up to three times per day.

**Craft Requirements** Supply one casting of *invisibility*.



# SHADOW

RUNE 5+

## MAGICAL TRANSMUTATION

**Usage** etched onto light armor

Armor with this rune becomes hazy black. You gain a +1 item bonus to Stealth checks while wearing the armor.

**Type** *shadow*; **Level** 5; **Price** 55 gp

**Type** *greater shadow*; **Level** 9; **Price** 650 gp

The item bonus is +2.

**Type** *major shadow*; **Level** 17; **Price** 14,000 gp

The item bonus is +3.

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**SLICK**

**RUNE 5+**

**MAGICAL** **TRANSMUTATION**

**Usage** etched onto armor

This property makes armor slippery, as though it were coated with a thin film of oil. You gain a +1 item bonus to Acrobatics checks to Escape and Squeeze.

**Type** *slick*; **Level** 5; **Price** 45 gp


**Type** *greater slick*; **Level** 8; **Price** 450 gp

The item bonus is +2.

**Type** *major slick*; **Level** 16; **Price** 9,000 gp

The item bonus is +3.

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# ANARCHIC

RUNE 11

**CHAOTIC** **EVOICATION** **MAGICAL**

**Price** 1,400 gp

**Usage** etched onto a weapon without an *axiomatic* rune

An *anarchic* rune is jagged and asymmetrical, channeling chaotic energy. A weapon with this rune deals an additional 1d6 chaotic damage against lawful targets. If you are lawful, you are enfeebled 2 while carrying or wielding this weapon.

When you critically succeed at a Strike with this weapon against a lawful creature, roll 1d6. On a 1 or 2, you deal double minimum damage; on a 3 or 4, double your damage normally; on a 5 or 6, you deal double maximum damage.

**Craft Requirements** You are chaotic.



# AXIOMATIC

RUNE 11

**EVOCATION** **LAWFUL** **MAGICAL**

**Price** 1,400 gp

**Usage** etched onto a weapon without an *anarchic* rune

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Complex and symmetrical, an *axiomatic* rune imbues a weapon with lawful energy. A weapon with this rune deals an additional 1d6 lawful damage against chaotic targets. If you are chaotic, you are enfeebled 2 while carrying or wielding this weapon.

When you critically succeed at an attack roll with this weapon against a chaotic creature, instead of rolling, count each weapon damage die as average damage rounded up (3 for d4, 4 for d6, 5 for d8, 6 for d10, 7 for d12).

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**Craft Requirements** You are lawful.

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# CORROSIVE

RUNE 8+

**ACID** **CONJURATION** **MAGICAL**

**Usage** etched onto a weapon

Acid sizzles across the surface of the weapon. When you hit with the weapon, add 1d6 acid damage to the damage dealt. In addition, on a critical hit, the target's armor (if any) takes 3d6 acid damage (before applying Hardness); if the target has a shield raised, the shield takes this damage instead.

**Type** *corrosive*; **Level** 8; **Price** 500 gp

**Type** *greater corrosive*; **Level** 15; **Price** 6,500 gp

The acid damage dealt by this weapon ignores the target's acid resistance. Increase the acid damage dealt to armor or a shield on a critical hit to 6d6.

# DANCING

# RUNE 13

UNCOMMON EVOCATION MAGICAL

**Price** 2,700 gp

**Usage** etched onto a melee weapon

A *dancing* weapon flies and strikes your foes.

**Activate** ➤➤ command, Interact; **Effect** You Release the weapon to fight the last enemy you attacked, or the nearest enemy to it if your target has been defeated. At the end of your turn each round, the weapon can Fly up to its fly Speed of 40 feet, and then can either Fly again or Strike one creature within its reach.

While activated, a *dancing* weapon makes Strikes with an attack modifier of +24 plus its item bonus to attack rolls. It uses the weapon's normal damage but has a +0 Strength modifier. The weapon's abilities that automatically trigger on a hit or critical hit still function, but the weapon can't be activated or benefit from any of your abilities while dancing.

Each round, when the weapon finishes using its actions, attempt a DC 6 flat check. On a failure, the activation ends. The weapon falls to the ground and can't dance for 10 minutes.

See page 583 of the *Core Rulebook*.





## DISRUPTING

RUNE 5+

### MAGICAL NECROMANCY

**Usage** etched onto a melee weapon

A *disrupting* weapon pulses with positive energy, dealing an extra 1d6 positive damage to undead. On a critical hit, the undead is also enfeebled 1 until the end of your next turn.

**Type** *disrupting*; **Level** 5; **Price** 150 gp

**Type** *greater disrupting*; **Level** 14 (uncommon),  
**Price** 4,300 gp

Increase the extra damage to 2d6. On a critical hit, instead of being enfeebled 1, the undead creature must attempt a DC 34 Fortitude save with the following effects. This is an incapacitation effect.

**Critical Success** The creature is enfeebled 1 until the end of your next turn.

**Success** The creature is enfeebled 2 until the end of your next turn.

**Failure** The creature is enfeebled 3 until the end of your next turn.

**Critical Failure** The creature is destroyed.

## FLAMING

RUNE 8+

CONJURATION FIRE MAGICAL

**Usage** etched onto a weapon

This weapon is empowered by flickering flame. The weapon deals an additional 1d6 fire damage on a successful Strike, plus 1d10 persistent fire damage on a critical hit.

**Type** *flaming*; **Level** 8; **Price** 500 gp

**Type** *greater flaming*; **Level** 15; **Price** 6,500 gp

Increase the persistent damage on a critical hit to 2d10. Fire damage dealt by this weapon (including the persistent fire damage) ignores the target's fire resistance.



# FROST

RUNE 8+

**COLD** **CONJURATION** **MAGICAL**

**Usage** etched onto a weapon

This weapon is empowered with freezing ice. It deals an additional 1d6 cold damage on a successful Strike. On a critical hit, the target is also slowed 1 until the end of your next turn unless it succeeds at a DC 24 Fortitude save.

**Type** *frost*; **Level** 8; **Price** 500 gp

**Type** *greater frost*; **Level** 15; **Price** 6,500 gp

The save DC is 34. Cold damage dealt by this weapon ignores the target's cold resistance.



# GHOST TOUCH

RUNE 4

**MAGICAL** **TRANSMUTATION**

**Price** 75 gp

**Usage** etched onto a melee weapon

The weapon can harm creatures without physical form. A *ghost touch* weapon is particularly effective against incorporeal creatures, which almost always have a specific vulnerability to *ghost touch* weapons. Incorporeal creatures can touch, hold, and wield *ghost touch* weapons (unlike most physical objects).



# GRIEVOUS

# RUNE 9

## ENCHANTMENT MAGICAL

**Price** 700 gp

**Usage** etched onto a weapon

Attacks with this weapon gain an additional critical specialization effect.

**Axe** You damage a third creature; same restrictions.

**Bow** The Athletics check to get free is DC 20.

**Brawling** The target takes a -4 circumstance penalty to its save.

**Club** You can knock the target up to 15 feet away.

**Dart** The base persistent bleed damage becomes 2d6.

**Flail** You move the target 5 feet. You can't move it away from you, but you can move it in another direction of your choice.

**Hammer** You can also knock the target 5 feet away from you.

**Knife** The target takes a -5-foot status penalty to its Speed while it has the persistent bleed damage.

**Pick** The extra damage from the critical specialization effect increases to 4 per weapon damage die.

**Polearm** You can move the target up to 10 feet.

**Shield** You can knock the target up to 10 feet away.

**Sling** The target also takes a -10-foot status penalty to its Speed for 1 round if it fails the save.

**Spear** The clumsy condition lasts for 2 rounds.

**Sword** The target is flat-footed until the end of your next turn.



## HOLY

## RUNE 11


**EVOCATION** **GOOD** **MAGICAL**

**Price** 1,400 gp

**Usage** etched onto a weapon without an *unholy* rune

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*Holy* weapons command powerful celestial energy. A weapon with this rune deals an extra 1d6 good damage against evil targets. If you are evil, you are enfeebled 2 while carrying or wielding this weapon.

**Activate**  command; **Frequency** once per day; **Trigger** You critically succeed at an attack roll against an evil creature with the weapon; **Effect** You regain HP equal to double the evil creature's level. This is a good, positive, healing effect.

---

**Craft Requirements** You are good.



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# KEEN

RUNE 13

UNCOMMON MAGICAL TRANSMUTATION

**Price** 3,000 gp

**Usage** etched onto a piercing or slashing melee weapon

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The edges of a *keen* weapon are preternaturally sharp. Attacks with this weapon are a critical hit on a 19 on the die as long as that result is a success. This property has no effect on a 19 if the result would be a failure.

# RETURNING

RUNE 3

**EVOCATION** **MAGICAL**

**Price** 55 gp

**Usage** etched onto a thrown weapon

When you make a thrown Strike with this weapon, it flies back to your hand after the Strike is complete. If your hands are full when the weapon returns, it falls to the ground in your space.





# SHIFTING

# RUNE 6

## MAGICAL TRANSMUTATION

**Price** 225 gp

**Usage** etched onto a melee weapon

With a moment of manipulation, you can shift this weapon into a different weapon with a similar form.

**Activate** ◆ Interact; **Effect** The weapon takes the shape of another melee weapon that requires the same number of hands to wield. The weapon's runes and any precious material it's made of apply to the weapon's new shape. Any property runes that can't apply to the new form are suppressed until the item takes a shape to which they can apply.



# SHOCK

RUNE 8+

**ELECTRICITY** **EVOCATION** **MAGICAL**

**Usage** etched onto a weapon

Electric arcs crisscross this weapon, dealing an extra 1d6 electricity damage on a hit. On a critical hit, electricity arcs out to deal an equal amount of electricity damage to up to two other creatures of your choice within 10 feet of the target.

**Type** *shock*; **Level** 8; **Price** 500 gp

**Type** *greater shock*; **Level** 15; **Price** 6,500 gp

Electricity damage dealt by this weapon ignores the target's electricity resistance (and the other creatures' on a critical hit).



# SPEED

RUNE 16

**RARE** **MAGICAL** **TRANSMUTATION**

**Price** 10,000 gp

**Usage** etched onto a weapon

Attacks with a *speed* weapon are supernaturally swift. While wielding a *speed* weapon, you gain the quickened condition, but you can use the additional action granted only to make a Strike with the etched weapon.

# SPELL-STORING


# RUNE 13


**UNCOMMON** **ABJURATION** **MAGICAL**

**Price** 2,700 gp

**Usage** etched onto a melee weapon

A *spell-storing* rune creates a reservoir of eldritch energy within the etched weapon. A spellcaster can spend 1 minute to cast a spell of 3rd level or lower into the weapon. The spell must have a casting of 2 actions or fewer and must be able to target a creature other than the caster. The spell has no immediate effect—it is instead stored for later. See page 585 of the *Core Rulebook*.

**Activate**  command; **Requirements** On your previous action this turn, you hit and damaged a creature with this weapon; **Effect** You unleash the stored spell, using the target of the attack as the target of the spell. This empties the spell from the weapon and allows a spell to be cast into it again. If the spell requires a spell attack roll, the result of your attack roll with the weapon determines the degree of success of the spell, and if the spell requires a saving throw, the DC is 30.

**Activate**  command; **Effect** Harmlessly expend the stored spell. This frees the weapon to have a new spell cast into it.



# THUNDERING

RUNE 8+

**EVOCATION** **MAGICAL** **SONIC**

**Usage** etched onto a weapon

This weapon lets out a peal of thunder when it hits, dealing an extra 1d6 sonic damage on a successful Strike. On a critical hit, the target has to succeed at a DC 24 Fortitude save or be deafened for 1 minute (or 1 hour on a critical failure).

**Type** *thundering*; **Level** 8; **Price** 500 gp

**Type** *greater thundering*; **Level** 15; **Price** 6,500 gp

The save DC is 34, and the deafness is permanent. Sonic damage dealt by this weapon ignores the target's sonic resistance.

# UNHOLY


RUNE 11

**EVIL** **EVOCATION** **MAGICAL**

**Price** 1,400 gp

**Usage** etched onto a weapon without a *holy* rune

An *unholy* rune instills fiendish power into the etched weapon. A weapon with this rune deals an additional 1d6 evil damage when it hits a good target. If you are good, you are enfeebled 2 while carrying or wielding this weapon.

**Activate**  command; **Frequency** once per day;

**Trigger** You critically succeed at an attack roll against a good creature with the weapon;

**Effect** The target takes persistent bleed damage equal to 1d8 per weapon damage die of the etched weapon.

**Craft Requirements** You are evil.

# VORPAL

RUNE 17

**RARE** **EVOCATION** **MAGICAL**

**Price** 15,000 gp

**Usage** etched onto a slashing melee weapon

Originally created as a means of slaying the legendary jabberwock, *vorpal* weapons prove equally effective against nearly any foe with a head.

**Activate** ☞ envision (death, incapacitation); **Trigger**

You roll a natural 20 on a Strike with the weapon, critically succeed, and deal slashing damage.

The target must have a head; **Effect** The target must succeed at a DC 37 Fortitude save or be decapitated. This kills any creature except ones that don't require a head to live. For creatures with multiple heads, this usually kills the creature only if you sever its last head.

# WOUNDING

RUNE 7

**MAGICAL** **NECROMANCY**

**Price** 340 gp

**Usage** etched onto a piercing or slashing melee weapon

Weapons with *wounding* runes are said to thirst for blood. When you hit a creature with a *wounding* weapon, you deal an extra 1d6 persistent bleed damage. On a critical hit, it instead deals 1d12 persistent bleed damage.





# RUNESTONE

ITEM 1

**CONSUMABLE** **MAGICAL**

**Price** 3 gp

**Usage** held in 1 hand; **Bulk** L

This flat piece of hard stone is specially prepared for etching a magical fundamental rune or property rune. You can etch only one rune upon a stone. Once the stone is etched, it gains the magic school trait of the rune etched upon it. When a rune is transferred from the *runestone* to another object, the *runestone* cracks and is destroyed. The Price listed is for an empty stone; a stone holding a rune adds the Price of the rune.



# ADAMANTINE SHIELD

ITEM 8+

## UNCOMMON

**Usage** varies by shield

Adamantine shields are particularly sturdy, and when used for a shield bash, they are adamantine weapons. Bucklers grant a +1 circumstance bonus when raised; shields grant a +2 circumstance bonus when raised.

**Type** standard-grade adamantine buckler; **Level** 8;  
**Price** 400 gp; **Bulk** L; **Craft Requirements**  
adamantine worth at least 50 gp

The shield has Hardness 8, HP 32, and BT 16.

**Type** standard-grade adamantine shield; **Level** 8;  
**Price** 440; **Bulk** 1; **Craft Requirements**  
adamantine worth at least 55 gp

The shield has Hardness 10, HP 40, and BT 20.

**Type** high-grade adamantine buckler; **Level** 16;  
**Price** 8,000 gp; **Bulk** L; **Craft Requirements**  
adamantine worth at least 4,000 gp

The shield has Hardness 11, HP 44, and BT 22.

**Type** high-grade adamantine shield; **Level** 16;  
**Price** 8,800 gp; **Bulk** 1; **Craft Requirements**  
adamantine worth at least 4,400 gp

The shield has Hardness 13, HP 52, and BT 26.



## COLD IRON SHIELD

ITEM 2+

**Usage** varies by shield

When used for a shield bash, these are cold iron weapons. Bucklers grant a +1 circumstance bonus when raised; shields grant a +2 circumstance bonus when raised. See page 586 of the *Core Rulebook* for Craft Requirements entries.

**Type** low-grade cold iron buckler; **Level** 2; **Price** 30 gp; **Bulk** L

The shield has Hardness 3, HP 12, and BT 6.

**Type** low-grade cold iron shield; **Level** 2; **Price** 34 gp; **Bulk** 1

The shield has Hardness 5, HP 20, and BT 10.

**Type** standard-grade cold iron buckler; **Level** 7; **Price** 300 gp; **Bulk** L

The shield has Hardness 5, HP 20, and BT 10.

**Type** standard-grade cold iron shield; **Level** 7; **Price** 340 gp; **Bulk** 1

The shield has Hardness 7, HP 28, and BT 14.

**Type** high-grade cold iron buckler; **Level** 15; **Price** 5,000 gp; **Bulk** L

The shield has Hardness 8, HP 32, and BT 16.

**Type** high-grade cold iron shield; **Level** 15; **Price** 5,500 gp; **Bulk** 1

The shield has Hardness 10, HP 40, and BT 20.

## DARKWOOD SHIELD

ITEM 8+

### UNCOMMON

**Usage** varies by shield

Darkwood shields are 1 Bulk lighter than normal (or light Bulk if their normal Bulk is 1, with no effect on a shield that normally has light Bulk). See page 586 of the *Core Rulebook* for Craft Requirements entries.

**Type** standard-grade darkwood buckler; **Level** 8; **Price** 400 gp; **Bulk** L

The shield has Hardness 3, HP 12, and BT 6.

**Type** standard-grade darkwood shield; **Level** 8; **Price** 440 gp; **Bulk** L

The shield has Hardness 5, HP 20, and BT 10.

**Type** standard-grade darkwood tower shield; **Level** 8; **Price** 560 gp; **Bulk** 3

The shield has Hardness 5, HP 20, and BT 10.

**Type** high-grade darkwood buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L

The shield has Hardness 6, HP 24, and BT 12.

**Type** high-grade darkwood shield; **Level** 16; **Price** 8,800 gp; **Bulk** L

The shield has Hardness 8, HP 32, and BT 16.

**Type** high-grade darkwood tower shield; **Level** 16; **Price** 11,200 gp; **Bulk** 3

The shield has Hardness 8, HP 32, and BT 16.

# DRAGONHIDE SHIELD

ITEM 8+

## UNCOMMON

**Usage** varies by shield

Dragonhide shields are each immune to one damage type based on the type of dragon it's made from.

- **Black or copper** acid
- **Blue or bronze** electricity
- **Brass, gold, or red** fire
- **Green** poison
- **Silver or white** cold

When raised, bucklers grant a +1 circumstance bonus, and shields grant a +2 circumstance bonus.

**Type** standard-grade dragonhide buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** dragonhide worth at least 50 gp

The shield has Hardness 2, HP 8, and BT 4.

**Type** standard-grade dragonhide shield; **Level** 8; **Price** 440 gp; **Bulk** 1; **Craft Requirements** dragonhide worth at least 55 gp

The shield has Hardness 4, HP 16, and BT 8.

**Type** high-grade dragonhide buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** dragonhide worth at least 4,000 gp

The shield has Hardness 5, HP 20, and BT 10.

**Type** high-grade dragonhide shield; **Level** 16; **Price** 8,800 gp; **Bulk** 1; **Craft Requirements** dragonhide worth at least 4,400 gp

The shield has Hardness 7, HP 28, and BT 14.

# MITHRAL SHIELD

ITEM 8+

## UNCOMMON

**Usage** varies by shield

Mithral shields are 1 Bulk lighter than normal (or light Bulk if their normal Bulk is 1, with no effect on a shield that normally has light Bulk). Used for a shield bash, they are treated as silver weapons. When raised, bucklers grant a +1 circumstance bonus, and shields grant a +2 circumstance bonus.

**Type** standard-grade mithral buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** mithral worth at least 50 gp

The shield has Hardness 3, HP 12, and BT 6.

**Type** standard-grade mithral shield; **Level** 8; **Price** 440 gp; **Bulk** L; **Craft Requirements** mithral worth at least 55 gp

The shield has Hardness 5, HP 20, BT 10.

**Type** high-grade mithral buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** mithral worth at least 4,000 gp

The shield has Hardness 6, HP 24, and BT 12.

**Type** high-grade mithral shield; **Level** 16; **Price** 8,800 gp; **Bulk** L; **Craft Requirements** at least 4,400 gp of mithral

The shield has Hardness 8, HP 32, and BT 16.

# ORICALCUM SHIELD

ITEM 17+

**RARE**

**Usage** varies by shield

Orichalcum shields' time-bending properties are particularly useful for keeping them intact. The first time each day an orichalcum shield would be destroyed, it is instead left with 1 Hit Point and the broken condition. When raised, bucklers grant a +1 circumstance bonus, and shields grant a +2 circumstance bonus.

**Type** high-grade orichalcum buckler; **Level** 17; **Price** 12,000 gp; **Bulk** L; **Craft Requirements** orichalcum worth at least 6,000 gp

The shield has Hardness 14, HP 56, and BT 28.

**Type** high-grade orichalcum shield; **Level** 17; **Price** 13,200 gp; **Bulk** 1; **Craft Requirements** orichalcum worth at least 6,600 gp

The shield has Hardness 16, HP 64, and BT 32.



## SILVER SHIELD

ITEM 2+

**Usage** varies by shield

When used for a shield bash, these are silver weapons. Bucklers grant a +1 circumstance bonus when raised; shields grant a +2 circumstance bonus when raised. See page 587 of the *Core Rulebook* for Craft Requirements entries.

**Type** low-grade silver buckler; **Level** 2; **Price** 30 gp; **Bulk** L

The shield has Hardness 1, HP 4, and BT 2.

**Type** low-grade silver shield; **Level** 2; **Price** 34 gp; **Bulk** 1

The shield has Hardness 3, HP 12, and BT 6.

**Type** standard-grade silver buckler; **Level** 7; **Price** 300 gp; **Bulk** L

The shield has Hardness 3, HP 12, BT 6.

**Type** standard-grade silver shield; **Level** 7; **Price** 340 gp; **Bulk** 1

The shield has Hardness 5, HP 20, and BT 10.

**Type** high-grade silver buckler; **Level** 15; **Price** 5,000 gp; **Bulk** L

The shield has Hardness 6, HP 24, and BT 12.

**Type** high-grade silver shield; **Level** 15; **Price** 5,500 gp; **Bulk** 1

The shield has Hardness 8, HP 32, and BT 16.



# ARROW-CATCHING SHIELD


ITEM 11

**ABJURATION** **MAGICAL**

**Price** 1,350 gp

**Usage** held in 1 hand; **Bulk** 1

This remarkable wooden shield (Hardness 10, HP 60, BT 30, +2 circumstance bonus) is carved with images of overlapping fletched arrows.

**Activate**  Interact; **Frequency** once per minute;

**Trigger** A ranged weapon Strike targets a creature within 15 feet of you when you have this shield raised, and the attacker has not yet rolled their attack; **Effect** The triggering Strike targets you instead of its normal target. If it hits, you gain the effects of the Shield Block reaction.



# DRAGONSLAYER'S SHIELD

ITEM 9

**UNCOMMON** **ABJURATION** **MAGICAL**

**Price** 670 gp

**Usage** held in 1 hand; **Bulk** 1

A *dragonslayer's shield* is a steel shield covered with dragonhide from a certain type of dragon, which distinguishes each shield from the others. While raised, this steel shield (Hardness 8, HP 32, BT 16, +2 circumstance bonus) grants its circumstance bonus to Reflex saves against area effects (as well as to AC, as normal).

While you hold the shield, it also grants you a +2 circumstance bonus to Will saves against a dragon's frightful presence ability. The shield has resistance 10 against the damage type corresponding to the type of dragon whose hide was used in its creation (**black or copper** acid; **blue or bronze** electricity; **brass, gold, or red** fire; **green** poison; **silver or white** cold); this applies after reducing the damage for Hardness, so when you use Shield Block, the *dragonslayer's shield* takes 18 less damage from attacks of that damage type. You can use Shield Block against attacks that deal damage of that type.

**Craft Requirements** The initial raw materials must include at least 30 gp of dragonhide.

# FLOATING SHIELD

ITEM 11+

**UNCOMMON** **MAGICAL**

**Usage** strapped to 1 hand; **Bulk** L

A *floating shield* is usually carved with wing motifs. This buckler (Hardness 6, HP 24, BT 12, +1 circumstance bonus) can protect you on its own.

**Activate** **◆** Interact; **Frequency** once per day; **Effect**

The shield magically releases itself and floats off your arm into the air next to you, granting you its bonus automatically, as if you had Raised the Shield. Because you're not wielding the shield, you can't use reactions such as Shield Block with the shield, but you gain its benefits even when using both of your hands. After 1 minute, the shield drops to the ground, ending its floating effect. While the shield is adjacent to you, you can Interact to grasp it, ending its floating effect early.

**Type** *floating shield*; **Level** 11; **Price** 1,250 gp

**Type** *greater floating shield*; **Level** 16; **Price** 9,000 gp

You can activate the shield any number of times per day.

# FORCE SHIELD

ITEM 9

UNCOMMON EVOCATION FORCE MAGICAL

**Price** 650 gp

**Usage** held in 1 hand; **Bulk** L

The edges of this elaborately engraved steel shield (Hardness 8, HP 32, BT 16, +2 circumstance bonus) bear tiny glass tiles set in mosaic patterns.

**Activate** ◆ command; **Frequency** once per day;

**Effect** The shield surrounds you with a bubble of force that protects you from harm, granting you resistance 5 to physical damage for 1 minute. The activation ends if you cease holding the shield.

# FORGE WARDEN

ITEM 10


UNCOMMON ABJURATION MAGICAL

**Price** 975 gp

**Usage** held in 1 hand; **Bulk** 1

The religious symbol of Torag, the forge god—an ornate hammer of dwarven construction—adorns the face of this reinforced steel shield (Hardness 10, HP 24, BT 12, +2 circumstance bonus). The shield is a religious symbol of Torag.

You and any adjacent allies have fire resistance 5 while you have the shield raised. When used for a Shield Block, the *forge warden* rings out like the hammer strike of a blacksmith, and the symbol glows as if lit by the fires of a furnace.

**Activate**  command (fire); **Trigger** You use the *forge warden* to Shield Block an adjacent creature's attack and the shield takes damage; **Effect** The attacking creature takes 2d6 fire damage.



# INDESTRUCTIBLE SHIELD

ITEM 18

**RARE** **ABJURATION** **MAGICAL**

**Price** 24,000 gp

**Usage** held in 1 hand; **Bulk** 1

An *indestructible shield* is a high-grade adamantine shield (Hardness 13, HP 90, +2 circumstance bonus) that can withstand just about any damage. It can be damaged only by a *disintegrate* spell (roll damage as if against a creature that failed its save) or by an artifact tied to destruction, such as a *sphere of annihilation*.

**Craft Requirements** The raw materials must include at least 4,400 gp of adamantine.



# LION'S SHIELD

ITEM 6

**CONJURATION** **MAGICAL**

**Price** 245 gp

**Usage** held in 1 hand; **Bulk** 1

This steel shield (Hardness 6, HP 36, BT 18, +2 circumstance bonus) is forged into the shape of a roaring lion's head. The lion's head functions as +1 *striking shield boss* that can't be removed from the shield.

**Activate** ➤ Raise a Shield; **Frequency** once per day; **Effect** You animate the lion's head. You Raise the Shield and make a melee Strike with it as part of the same action. The shield's biting maw is a martial melee weapon that deals 2d6 piercing damage and has the deadly 1d6 trait; it can't be enhanced by runes. The shield remains animated for 1 minute, during which time you can Strike with it each time you Raise the Shield, as well as with a Strike action.

**Shield Boss** (attached to shield) **Damage** 1d6 B;  
**Hands** 1; **Group** shield

# REFLECTING SHIELD


ITEM 18

UNCOMMON ABJURATION MAGICAL

**Price** 18,000 gp

**Usage** held in 1 hand; **Bulk** L

This high-grade silver buckler (Hardness 6, HP 24, BT 12, +1 circumstance bonus) is polished to a mirrorlike sheen. While you have the shield raised, you gain its circumstance bonus to saving throws against spells that target you (as well as to AC).

**Activate**  command; **Frequency** once per day;

**Trigger** You are targeted by a spell; **Requirements**

The *reflecting shield* is raised; **Effect** You attempt to reflect the spell on its caster, with the effects of a 9th-level *spell turning* with a counteract modifier of +40.

**Craft Requirements** Supply one casting of *spell turning*, and the initial raw materials must include at least 2,750 gp of silver.





# SPELLGUARD SHIELD

ITEM 6

**ABJURATION** **MAGICAL**

**Price** 250 gp

**Usage** held in 1 hand; **Bulk** 1

This shield bears eldritch glyphs to guard against magic. While you have this steel shield (Hardness 6, HP 24, BT 12, +2 circumstance bonus) raised, you gain its circumstance bonus to saving throws against spells that target you (as well as to AC).



# SPINED SHIELD

ITEM 7


**EVOCATION** **MAGICAL**

**Price** 360 gp

**Usage** held in 1 hand; **Bulk** 1

Five jagged spines project from the surface of this steel shield (Hardness 6, HP 24, BT 12, +2 circumstance bonus). The spines are +1 *striking shield spikes*. When you use the Shield Block reaction with this shield, the spines take the damage before the shield itself does. When the shield would take damage (after applying Hardness), one spine snaps off per 6 damage, reducing the damage by 6. The shield takes any remaining damage. When there are no spines left, the shield takes damage as normal.

When all the spines are gone, you lose the ability to attack with them until the spines regenerate the next day.

**Activate**  Interact; **Effect** You shoot one of the shield's spines at a target. A fired spine uses the spikes' statistics, but it is a martial ranged weapon with a range increment of 120 feet.

**Shield Spikes** (attached to shield) **Damage** 1d6 P;  
**Hands** 1; **Group** shield



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**STURDY SHIELD**

**ITEM 4+**

**ABJURATION** **MAGICAL**

**Usage** held in 1 hand; **Bulk** 1

With a superior design and excellent craftsmanship, this steel shield has higher Hardness than its non-magical counterparts, making it harder to break and destroy. Bucklers grant a +1 circumstance bonus when raised; shields grant a +2 circumstance bonus when raised.

**Type** minor; **Level** 4; **Price** 100 gp

The shield has Hardness 8, HP 64, and BT 32.

**Type** lesser; **Level** 7; **Price** 360 gp

The shield has Hardness 10, HP 80, and BT 40.

**Type** moderate; **Level** 10; **Price** 1,000 gp

The shield has Hardness 13, HP 104, and BT 52.

**Type** greater; **Level** 13; **Price** 3,000 gp

The shield has Hardness 15, HP 120, and BT 60.


**Type** major; **Level** 16; **Price** 10,000 gp

The shield has Hardness 17, HP 136, and BT 68.

**Type** supreme; **Level** 19; **Price** 40,000 gp

The shield has Hardness 20, HP 160, and BT 80.

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# ADAMANTINE WEAPON

ITEM 11+

## UNCOMMON

**Usage** varies by weapon; **Bulk** varies by weapon

Adamantine weapons have a shiny black appearance and cut through lesser items with ease. They treat any object they hit as if it had half as much Hardness as usual, unless the object's Hardness is greater than that of the adamantine weapon.

**Type** standard-grade adamantine weapon (Hardness 10, HP 40, BT 20); **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of adamantine + 17.5 gp per Bulk

**Type** high-grade adamantine weapon (Hardness 13, HP 52, BT 26); **Level** 17; **Price** 13,500 gp + 1,350 gp per Bulk; **Craft Requirements** at least 6,750 gp of adamantine + 675 gp per Bulk

## COLD IRON WEAPON

ITEM 2+

**Usage** varies by weapon; **Bulk** varies by weapon

Cold iron weapons deal additional damage to creatures with weakness to cold iron, like demons and fey.

**Type** low-grade cold iron weapon (Hardness 5, HP 20, BT 10); **Level** 2; **Price** 40 gp + 4 gp per Bulk; **Craft Requirements** at least 20 sp of cold iron + 2 sp per Bulk

**Type** standard-grade cold iron weapon (Hardness 7, HP 28, BT 14); **Level** 10; **Price** 880 gp + 88 gp per Bulk; **Craft Requirements** at least 110 gp of cold iron + 11 gp per Bulk

**Type** high-grade cold iron weapon (Hardness 10, HP 40, BT 20); **Level** 16; **Price** 9,000 gp + 900 gp per Bulk; **Craft Requirements** at least 4,500 gp of cold iron + 450 gp per Bulk



## DARKWOOD WEAPON

ITEM 11+

### UNCOMMON

**Usage** varies by weapon; **Bulk** varies by weapon

Darkwood weapons are as dark as ebony, with a slight purple tint. A darkwood weapon's Bulk is reduced by 1 (or to light Bulk if its normal Bulk is 1, with no effect on a weapon that normally has light Bulk).

**Type** standard-grade darkwood weapon (Hardness 5, HP 20, BT 10); **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of darkwood + 17.5 gp per Bulk

**Type** high-grade darkwood weapon (Hardness 8, HP 32, BT 16); **Level** 17; **Price** 13,500 gp + 1,350 gp per Bulk; **Craft Requirements** at least 6,750 gp of darkwood + 675 gp per Bulk



# MITHRAL WEAPON

ITEM 11+

## UNCOMMON

**Usage** varies by weapon; **Bulk** varies by weapon

Mithral weapons are slightly lighter than silver. A mithral weapon is 1 Bulk lighter than normal (or light Bulk if its normal Bulk is 1, with no effect on a weapon that normally has light Bulk).

**Type** standard-grade mithral weapon (Hardness 5, HP 20, BT 10); **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of mithral + 17.5 gp per Bulk

**Type** high-grade mithral weapon (Hardness 8, HP 32, BT 16); **Level** 17; **Price** 13,500 gp + 1,350 gp per Bulk; **Craft Requirements** at least 6,750 gp of mithral + 675 gp per Bulk

## ORICALCUM WEAPON

ITEM 18

**RARE**

**Usage** varies by weapon; **Bulk** varies by weapon

Orichalcum weapons can have four magic property runes instead of three. Due to orichalcum's temporal properties, etching the *speed* weapon property rune onto an orichalcum weapon costs half the normal Price (though transferring the rune to a weapon made of another material requires you to first pay the remaining Price and then pay the cost to transfer).

**Type** high-grade orichalcum weapon (Hardness 16, HP 64, BT 32); **Level** 18; **Price** 22,500 gp + 2,250 gp per Bulk; **Craft Requirements** at least 11,250 gp of orichalcum + 1,125 gp per Bulk



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## SILVER WEAPON

ITEM 2+

**Usage** varies by weapon; **Bulk** varies by weapon

Silver weapons deal additional damage to creatures with weakness to silver, like werewolves, and ignore the resistances of some other creatures, like devils.

**Type** low-grade silver weapon (Hardness 3, HP 12, BT 6); **Level** 2; **Price** 40 gp + 4 gp per Bulk; **Craft Requirements** at least 20 sp of silver + 2 sp per Bulk

**Type** standard-grade silver weapon (Hardness 5, HP 20, BT 10); **Level** 10; **Price** 880 gp + 88 gp per Bulk; **Craft Requirements** at least 110 gp of silver + 11 gp per Bulk

**Type** high-grade silver weapon (Hardness 8, HP 32, BT 16); **Level** 16; **Price** 9,000 gp + 900 gp per Bulk; **Craft Requirements** at least 4,500 gp of silver + 450 gp per Bulk



# MAGIC WEAPON

ITEM 2+

**EVOCATION** **MAGICAL**

**Usage** held in 1 hand

A *magic weapon* is etched with fundamental runes. The Prices here are for all types of weapons; you don't need to adjust the Price based on the specific weapon. These weapons are made of standard materials, not precious materials like cold iron.

**Type** +1 *weapon*; **Level** 2; **Price** 35 gp; **Effect** +1 item bonus to attack rolls

**Type** +1 *striking weapon*; **Level** 4; **Price** 100 gp; **Effect** +1 item bonus to attack rolls and one extra damage die

**Type** +2 *striking weapon*; **Level** 10; **Price** 1,000 gp; **Effect** +2 item bonus to attack rolls with the weapon and one additional damage die

**Type** +2 *greater striking weapon*; **Level** 12; **Price** 2,000 gp; **Effect** +2 item bonus to attack rolls with the weapon and two extra damage dice

**Type** +3 *greater striking weapon*; **Level** 16; **Price** 10,000 gp; **Effect** +3 item bonus to attack rolls with the weapon and two extra damage dice

**Type** +3 *major striking weapon*; **Level** 19; **Price** 40,000 gp; **Effect** +3 item bonus to attack rolls with the weapon and three extra damage dice

# MAGIC WEAPON

ITEM 2+

**EVOCATION** **MAGICAL**

**Usage** held in 1 hand

A *magic weapon* is etched with fundamental runes. The Prices here are for all types of weapons; you don't need to adjust the Price based on the specific weapon. These weapons are made of standard materials, not precious materials like cold iron.

**Type** +1 *weapon*; **Level** 2; **Price** 35 gp; **Effect** +1 item bonus to attack rolls

**Type** +1 *striking weapon*; **Level** 4; **Price** 100 gp; **Effect** +1 item bonus to attack rolls and one extra damage die

**Type** +2 *striking weapon*; **Level** 10; **Price** 1,000 gp; **Effect** +2 item bonus to attack rolls with the weapon and one additional damage die

**Type** +2 *greater striking weapon*; **Level** 12; **Price** 2,000 gp; **Effect** +2 item bonus to attack rolls with the weapon and two extra damage dice

**Type** +3 *greater striking weapon*; **Level** 16; **Price** 10,000 gp; **Effect** +3 item bonus to attack rolls with the weapon and two extra damage dice

**Type** +3 *major striking weapon*; **Level** 19; **Price** 40,000 gp; **Effect** +3 item bonus to attack rolls with the weapon and three extra damage dice

# MAGIC WEAPON

ITEM 2+

**EVOCATION** **MAGICAL**

**Usage** held in 1 hand

A *magic weapon* is etched with fundamental runes. The Prices here are for all types of weapons; you don't need to adjust the Price based on the specific weapon. These weapons are made of standard materials, not precious materials like cold iron.

**Type** +1 *weapon*; **Level** 2; **Price** 35 gp; **Effect** +1 item bonus to attack rolls

**Type** +1 *striking weapon*; **Level** 4; **Price** 100 gp; **Effect** +1 item bonus to attack rolls and one extra damage die

**Type** +2 *striking weapon*; **Level** 10; **Price** 1,000 gp; **Effect** +2 item bonus to attack rolls with the weapon and one additional damage die

**Type** +2 *greater striking weapon*; **Level** 12; **Price** 2,000 gp; **Effect** +2 item bonus to attack rolls with the weapon and two extra damage dice

**Type** +3 *greater striking weapon*; **Level** 16; **Price** 10,000 gp; **Effect** +3 item bonus to attack rolls with the weapon and two extra damage dice

**Type** +3 *major striking weapon*; **Level** 19; **Price** 40,000 gp; **Effect** +3 item bonus to attack rolls with the weapon and three extra damage dice

# MAGIC WEAPON

ITEM 2+

**EVOCATION** **MAGICAL**

**Usage** held in 1 hand

A *magic weapon* is etched with fundamental runes. The Prices here are for all types of weapons; you don't need to adjust the Price based on the specific weapon. These weapons are made of standard materials, not precious materials like cold iron.

**Type** +1 *weapon*; **Level** 2; **Price** 35 gp; **Effect** +1 item bonus to attack rolls

**Type** +1 *striking weapon*; **Level** 4; **Price** 100 gp; **Effect** +1 item bonus to attack rolls and one extra damage die

**Type** +2 *striking weapon*; **Level** 10; **Price** 1,000 gp; **Effect** +2 item bonus to attack rolls with the weapon and one additional damage die

**Type** +2 *greater striking weapon*; **Level** 12; **Price** 2,000 gp; **Effect** +2 item bonus to attack rolls with the weapon and two extra damage dice

**Type** +3 *greater striking weapon*; **Level** 16; **Price** 10,000 gp; **Effect** +3 item bonus to attack rolls with the weapon and two extra damage dice

**Type** +3 *major striking weapon*; **Level** 19; **Price** 40,000 gp; **Effect** +3 item bonus to attack rolls with the weapon and three extra damage dice

# MAGIC WEAPON

ITEM 2+

**EVOCATION** **MAGICAL**

**Usage** held in 1 hand

A *magic weapon* is etched with fundamental runes. The Prices here are for all types of weapons; you don't need to adjust the Price based on the specific weapon. These weapons are made of standard materials, not precious materials like cold iron.

**Type** +1 *weapon*; **Level** 2; **Price** 35 gp; **Effect** +1 item bonus to attack rolls

**Type** +1 *striking weapon*; **Level** 4; **Price** 100 gp; **Effect** +1 item bonus to attack rolls and one extra damage die

**Type** +2 *striking weapon*; **Level** 10; **Price** 1,000 gp; **Effect** +2 item bonus to attack rolls with the weapon and one additional damage die

**Type** +2 *greater striking weapon*; **Level** 12; **Price** 2,000 gp; **Effect** +2 item bonus to attack rolls with the weapon and two extra damage dice

**Type** +3 *greater striking weapon*; **Level** 16; **Price** 10,000 gp; **Effect** +3 item bonus to attack rolls with the weapon and two extra damage dice

**Type** +3 *major striking weapon*; **Level** 19; **Price** 40,000 gp; **Effect** +3 item bonus to attack rolls with the weapon and three extra damage dice

## BLOODLETTING KUKRI

ITEM 6

UNCOMMON MAGICAL NECROMANCY

**Price** 240 gp

**Usage** held in 1 hand; **Bulk** L

This +1 *striking kukri* has a crimson blade that shimmers eerily in bright light. On a critical hit, the kukri deals 1d8 persistent bleed damage. If the target didn't already have persistent bleed damage when you scored the critical hit, you also gain 1d8 temporary Hit Points.

**Kukri** (uncommon weapon; agile, finesse, trip)

**Damage** 1d6 S; **Bulk** L; **Hands** 1; **Group** knife

# CATERWAUL SLING

ITEM 5

**EVOCATION** **MAGICAL**

**Price** 155 gp

**Usage** held in 1 hand; **Bulk** L

Made of shiny brown leather, this +1 *striking sling* has a single white thread interwoven into its cord.

**Activate** **◆◆** Interact (sonic); **Frequency** once per day; **Effect** You pull the white thread free, then whirl the sling in circles at high speed. It lets out an ear-piercing wave of sound. Each creature in a 30-foot cone takes 4d6 sonic damage (DC 21 basic Fortitude save). Any creature that fails is deafened for 1 round, or 1 hour on a critical failure.

**Sling** (simple weapon; propulsive) **Damage** 1d6 B; **Range** 50 ft.; **Reload** 1; **Bulk** L; **Hands** 1; **Group** sling



# DAGGER OF VENOM


ITEM 5

**MAGICAL** **NECROMANCY** **POISON**

**Price** 150 gp

**Usage** held in 1 hand; **Bulk** L

The serrated blade of this +1 *striking dagger* has a greenish tinge, and the hilt is sculpted to look like the head of a serpent about to strike. When you critically succeed at an attack roll with the *dagger of venom*, the target becomes sickened 1 unless it succeeds at a DC 19 Fortitude save. This is a poison effect. In addition, you can activate the dagger to poison a creature with a more potent poison.

**Activate**  Interact; **Frequency** once per day;

**Trigger** You damage a creature with the *dagger of venom*; **Effect** You poison the creature you hit with dagger venom.

**Dagger Venom** (poison); **Saving Throw** DC 21 Fortitude; **Maximum Duration** 4 rounds. **Stage 1** 1d8 poison damage and enfeebled 1.

**Dagger** (simple weapon; agile, finesse, thrown 10 ft., versatile S) **Damage** 1d4 P; **Bulk** L; **Hands** 1; **Group** knife



# DWARVEN THROWER

ITEM 13

**EVOCATION** **MAGICAL**

**Price** 2,750 gp

**Usage** held in 1 hand; **Bulk** 1

This +2 *striking warhammer* is inlaid with precious metals and decorated with geometric patterns in a dwarven style. If you're a dwarf, a *dwarven thrower* functions for you as a +2 *greater striking returning warhammer* with the *thrown 30 feet* trait, and your attacks with the hammer deal 1d8 additional damage against giants.

**Warhammer** (martial weapon; shove) **Damage** 1d8  
B; **Bulk** 1; **Hands** 1; **Group** hammer



# FIGHTER'S FORK

ITEM 3

## MAGICAL TRANSMUTATION

**Price** 50 gp

**Usage** held in 1 or 2 hands; **Bulk** 1

This +1 *trident*, usually engraved with a decorative pattern resembling fish scales, is a common weapon among warriors of aquatic ancestries.

**Activate** ◆ Interact; **Effect** You extend or shorten the trident's haft. When extended, the trident requires two hands to wield and gains the reach trait, but loses the trident's normal thrown trait.

**Trident** (martial weapon; thrown 20 ft.) **Damage** 1d8 P; **Bulk** 1; **Hands** 1; **Group** spear



# FLAME TONGUE

ITEM 13+

**EVOCATION** **FIRE** **MAGICAL**

**Usage** held in 1 hand; **Bulk** 1

This +2 *greater striking flaming longsword* has an ornate brass hilt and a blade shaped like stylized flames. When wielded, the blade projects illumination resembling shimmering firelight, emitting dim light in a 10-foot radius.

**Activate** **◆◆** command, Interact; **Effect** You cast a 7th-level arcane *produce flame* cantrip from the sword, using your melee attack modifier with *flame tongue* as your spell attack modifier.

**Longsword** (martial weapon; versatile P) **Damage** 1d8 S; **Bulk** 1; **Hands** 1; **Group** sword

**Type** *flame tongue*; **Level** 13; **Price** 2,800 gp

**Type** *greater flame tongue*; **Level** 17; **Price** 13,800 gp

This is a +3 *greater striking greater flaming longsword*. When you activate the sword to cast *produce flame*, the spell is 9th level.

**Activate** **◆** command; **Frequency** once per day; **Effect** A 10-foot emanation of flame radiates from the *greater flame tongue* for 1 minute. All weapon and unarmed attacks by you and your allies within the area gain the effect of the *flaming* property rune.

# FROST BRAND



ITEM 16

**COLD** **EVOCATION** **MAGICAL**

**Price** 10,000 gp

**Usage** held in 2 hands; **Bulk** 2

The blade of this +2 *greater striking greater frost greatsword* appears to be nothing but icy shards. The *frost brand* automatically extinguishes non-magical fires in a 20-foot emanation. While wielding it, you gain fire resistance 5.

**Activate**   command, Interact; **Effect** You swing the *frost brand* into the area of an ongoing magical fire, and the blade attempts to counteract the fire with a counteract modifier of +27. If it fails, it can't attempt to counteract the same fire again.

**Greatsword** (martial weapon; versatile P) **Damage** 1d12 S; **Bulk** 2; **Hands** 2; **Group** sword

# GLOOM BLADE

ITEM 9

**EVOCATION** **MAGICAL**

**Price** 700 gp

**Usage** held in 1 hand; **Bulk** L

As black as coal, this blade grows more potent in darkness. While in bright light, it functions as a +1 *shortsword* and doesn't appear to radiate a magic aura to *detect magic* or similar spells unless the spells are 4th level or higher.

In dim light or darkness, the *gloom blade* becomes a +2 *striking shortsword*. Whenever you use the *gloom blade* to attack a creature you're undetected by, you deal 1d6 additional precision damage.

To upgrade the *gloom blade's* fundamental runes, start with the base +1 *shortsword*, but if you improve it beyond a +2 *striking shortsword*, the runes apply in dim light or darkness as well.

**Shortsword** (martial weapon; agile, finesse, versatile S) **Damage** 1d6 P; **Bulk** L; **Hands** 1; **Group** sword



# HOLY AVENGER

ITEM 14

UNCOMMON DIVINE EVOCATION LAWFUL GOOD

Price 4,500 gp

Usage held in 1 hand; Bulk 1

The crossbar of this +2 *greater striking holy cold iron longsword* is styled to look like angel wings. If you are evil, you are enfeebled 2 while carrying or wielding this weapon.

**Activate** ➤➤ command, Interact; **Frequency** once per hour; **Effect** You command the sword and point it at a creature you can see. The sword casts *detect alignment* to detect evil, but this targets only the selected creature instead of detecting in an area.

**Paladin Wielder** If you're a champion of the paladin cause, you also gain the following benefits.

- When you critically hit an evil creature with the *holy avenger*, the creature is slowed 1 and enfeebled 2 for 1 round.
- You can activate the sword once per day as a single action to cast *dispel magic* on a creature you hit (*Core Rulebook* 601).

**Longsword** (martial weapon; versatile P) **Damage** 1d8 S; **Bulk** 1; **Hands** 1; **Group** sword

**Craft Requirements** See *Core Rulebook* page 601.


# LUCK BLADE

ITEM 17+

**RARE** **DIVINATION** **FORTUNE** **MAGICAL**

**Usage** held in 1 hand; **Bulk** L

Luck and good fortune bless the wielder of this +3 *greater striking shortsword*. Luck blades are crafted in a variety of styles, but their hilts or blades always incorporate symbols of luck, such as clovers, horseshoes, fish, ladybugs, or other symbols.

**Activate**  **envision**; **Frequency** once per day;

**Trigger** You miss on a Strike with the *luck blade*;

**Effect** Reroll the triggering attack roll and use the new result. This is a fortune effect.

**Shortsword** (martial weapon; agile, finesse, versatile S) **Damage** 1d6 P; **Bulk** L; **Hands** 1; **Group** sword

**Type** *luck blade*; **Level** 17; **Price** 15,000 gp

**Type** *wishing luck blade*; **Level** 19; **Price** 30,000 gp

Some *luck blades* contain one *wish* when crafted.

You can cast this spell as an arcane innate spell

while wielding the *luck blade*, expending the spell.

A spellcaster who can cast *wish* can place another

*wish* into the blade by spending 8,000 gp and 4

days of downtime. A *wishing luck blade* can hold

no more than one *wish* at a time.

**Craft Requirements** Supply a casting of *wish*.





# MATTOCK OF THE TITANS

ITEM 19

**UNCOMMON** **EVOCATION** **MAGICAL**

**Price** 36,000 gp

**Usage** held in 2 hands; **Bulk** 16

This 15-foot-long adamantine digging tool is far too big for even a Large creature to wield, though if you're a Small or larger creature, you can wield it while wearing a *belt of giant strength*, as if it were sized for you and had 2 Bulk. The GM might also allow you to wield the mattock if you have some other means of wielding oversized weapons, such as if you are a Large barbarian with the giant instinct or are a Huge creature. When used as a weapon, the *mattock of the titans* has the statistics of a +3 *greater striking keen adamantine greatpick*.

While you're wielding the *mattock of the titans*, you gain a +3 item bonus to Athletics checks and can use it to dig through earth or stone; see page 602 of the *Core Rulebook*.

**Activate** **◆◆** Interact; **Frequency** once per day; **Effect** You dig with the mattock to non-magically replicate the effects of an *earthquake* spell.

**Greatpick** (martial weapon; fatal d12) **Damage** 1d10 P; **Bulk** 2; **Hands** 2; **Group** pick

**Craft Requirements** See *Core Rulebook* page 602.

# OATHBOW


ITEM 11

**DIVINATION** **MAGICAL**

**Price** 1,300 gp

**Usage** held in 1 hand; **Bulk** 2

Carved of flexible, white wood with ornate, twisting designs along its surface, this +2 *striking composite longbow* appears to have been made by elves.

**Activate**  command; **Effect** You swear an oath to destroy one creature you can see. For the next 7 days or until that creature is slain, your attacks with the bow against that creature deal 1d6 additional damage, and you gain a +2 circumstance bonus to Survival checks to Track that creature. Your critical hits against the target gain the bow's critical specialization effect (*Core Rulebook* 283); if they would already do so, they instead increase the DC of the Athletics check to Escape when critically hit to DC 20.

Once you've activated the bow, you can't activate it again for 7 days. If you kill the creature you've sworn an oath against, you need to wait only 10 minutes before you can activate it again.

**Composite Longbow** (martial weapon; deadly d10, propulsive, volley 30 ft.) **Damage** 1d8 P; **Range** 100 ft.; **Reload** 0; **Bulk** 2; **Hands** 2; **Group** bow

# RETRIBUTION AXE

ITEM 3

**ENCHANTMENT** **MAGICAL**

**Price** 60 gp

**Usage** held in 2 hands; **Bulk** 2

The blade of this +1 *greataxe* bears a design of a human skull. Whenever a creature damages you with an attack, the skull changes its appearance to look like the face of that creature. You gain a +2 circumstance bonus to your next damage roll against that creature before the end of your next turn. Because the face reshapes each time you're damaged, you get the additional damage only if you attack the creature that damaged you most recently.

**Greataxe** (martial weapon; sweep) **Damage** 1d12 S;  
**Bulk** 2; **Hands** 2; **Group** axe

# SKY HAMMER


ITEM 20

**RARE** **EVOCATION** **MAGICAL**

**Price** 70,000 gp

**Usage** held in 1 hand; **Bulk** 1

The sturdy, steel head of this +3 *major striking flaming shock orichalcum warhammer* is shaped like a blazing comet.

**Activate**  command; **Trigger** Your attack roll with the *sky hammer* is a critical success; **Effect** A 6th-level arcane *fireball* spell explodes, centered on the *sky hammer*. The spell DC is 45. You are immune to the *fireball*'s effect, though your allies are not.

**Warhammer** (martial weapon; shove) **Damage** 1d8 B; **Bulk** 1; **Hands** 1; **Group** hammer

**Craft Requirements** Supply a casting of *fireball* (6th level), and the initial raw materials must include 12,375 gp of orichalcum.

# STORM FLASH

ITEM 14+

**ELECTRICITY** **EVOCATION** **MAGICAL**

**Usage** held in 1 hand; **Bulk** 1

This +2 *greater striking shock rapier* has a golden blade, and miniature electric arcs flash across its guard while it's wielded.

**Activate** **◆◆** command, envision; **Frequency** once per day; **Effect** You cast a 6th-level *lightning bolt* (DC 33).

**Activate** **↻** command; **Frequency** once per 10 minutes; **Trigger** An electricity effect targets you or a creature within 10 feet of you, or has you or a creature within 10 feet in its area; **Effect** You try to divert the electricity off course, to be absorbed by *storm flash*. Choose one eligible creature and roll a melee attack roll against the effect's DC. If you succeed, the chosen creature takes no electricity damage from the triggering effect.

**Rapier** (martial weapon; deadly d8, disarm, finesse)

**Damage** 1d6 P; **Bulk** 1; **Hands** 1; **Group** sword

**Type** *storm flash*; **Level** 14; **Price** 4,000 gp

**Type** *greater storm flash*; **Level** 18; **Price** 21,000 gp

This is a +3 *greater striking greater shock rapier*, and it casts an 8th-level *lightning bolt* (DC 38).

# TWINING STAFF


ITEM 6

## MAGICAL TRANSMUTATION

**Price** 250 gp

**Usage** held in 1 or 2 hands; **Bulk** – to 2

Appearing to be just a small, flat disc made of twigs, this item can grow and shrink.

**Activate**  Interact; **Effect** You cause the twigs to rapidly grow or contract, reshaping into a +1 *striking staff*, a +1 *striking bo staff*, or its disc form. In its disc form, it has negligible Bulk and must be held in one hand to be activated. In the other forms, it has the same Bulk as a normal weapon of its type. You can switch your grip as part of the activation.

When you expand the item, you can use the force of the expansion to High Jump or to try to Force Open a door or the like by wedging the disc into a gap before activation. The staff makes the Athletics check with a +15 modifier.

**Staff** (simple weapon; two-hand d8) **Damage** 1d4 B;  
**Bulk** 1; **Hands** 1; **Group** club

**Bo Staff** (martial weapon; monk, parry, reach, trip)  
**Damage** 1d8 B; **Bulk** 2; **Hands** 2; **Group** club