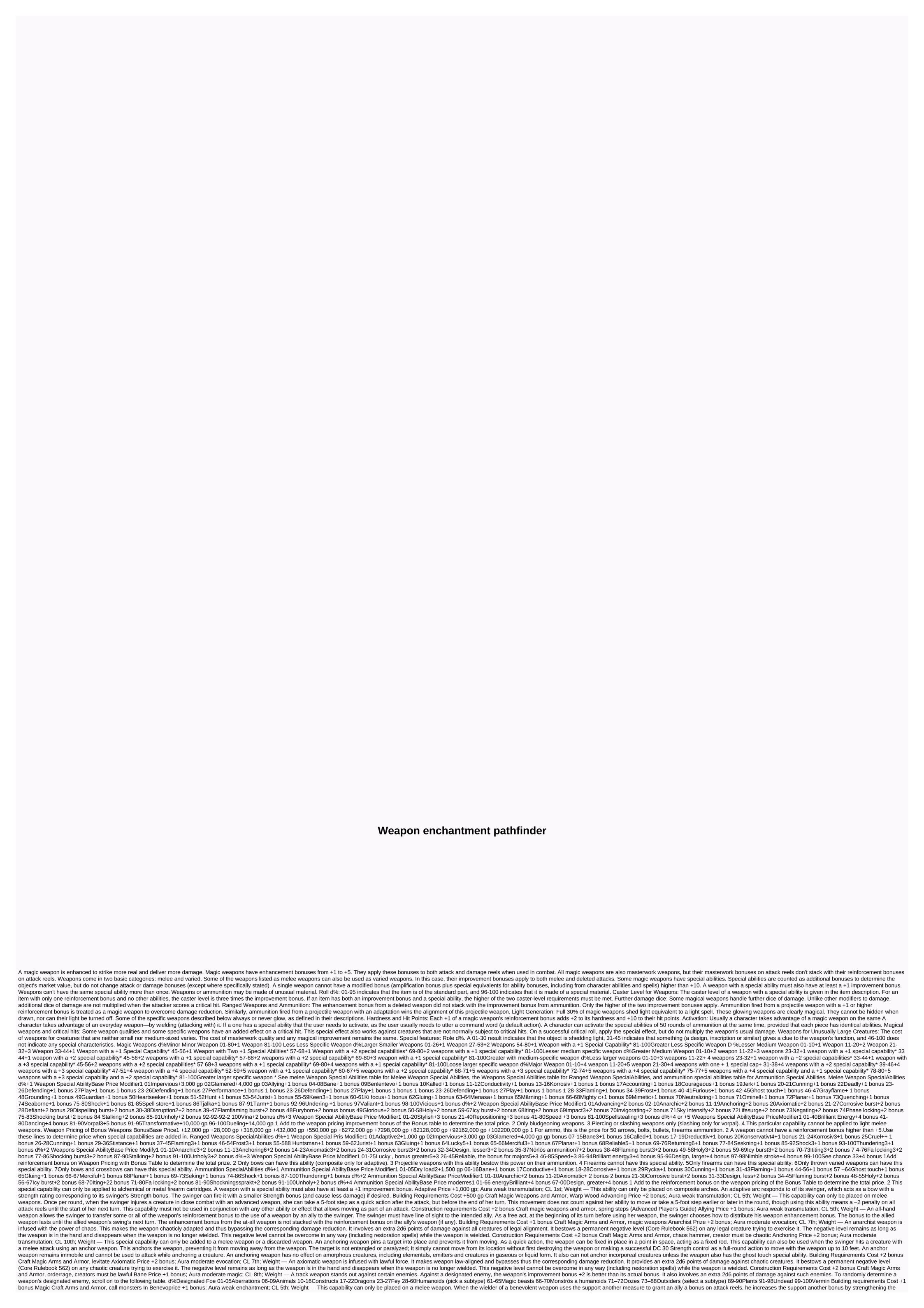
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bonus of the weapon. Building Requirements Cost +1 bonus Craft magic weapon has its significant part converted into light, although this does not modify the weight of the object. It always gives off light as a torch (20-foot radius). A
brilliant energy weapon ignores non-living matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count towards it The weapon passes through armor. (Dexterity, deflection, dodge, natural armor) do not count towards it The weapon passes through armor. (Dexterity, deflection, dodge, natural armor) do not count towards it The weapon passes through armor.
Requirements Cost +4 bonus Craft Magic Arms and Armor, gaseous, constant flame Called Price +1 bonus; Aura moderate magic; CL 9th; Weight — A called weapon can be teleported to the swinger's hand as a quick action that does not provoke bouts of possibility, even if the weapon is in the possession of another creature. This capability has a maximum
range of 100 meters, and effects that block teleportation prevent the return of a called weapon. A called weapon must be in the possession of a creature for at least 24 hours for this ability to function. Building Requirements Cost +1 bonus Craft Magic Arms and Armor, teleport Conductive Price +1 bonus; Aura moderate necromancy; CL 8th; Weight — A
leading weapon is able to channel the energy of a spell-like or supernatural ability that relies on a melee or deleted touch attack to hit its target (for example, from a priest's domain granted power, the wizard's alouch attack to hit its target (for example, from a priest's domain granted power). When the swinger makes a successful attack of the appropriate
type, he can choose to consume two uses of his magical ability to channel it through the weapon each round.) For example, a paladin who beats an undead opponent with
his leading greatsword can consume two uses of her put on her hands ability (a supernatural melee touch attack) to treat both greatsword injuries and injuries from a use of low on hands. This weapon's special ability can only be used once per round, and only works with magical abilities of the same type as the weapon (melee or ranged). Building
Requirements Cost +1 bonus Craft Magic Arms and Armor, Spectral Hand Preserve Price +1 bonus; Aura moderate magic; CL 7th; Weight — This ability cannot be placed on firearms. Only projectile weapons can be made to preserve. When the swinger misses with a varied attack, the fired ammunition teleports unharmed to its quiger, fall, or bag. If the
ammunition in question were to be destroyed for reasons other than simply being launched, such as an arrow that breaks apart in flight, this particular ability from working. Construction Requirements Cost +1 bonus Craft Magic
Arms and Armor, abundant ammunition (Ultimate Combat), dimension door Corrosive Price +1 bonus; Aura moderate evocation; CL 10th; Weight — At command, a corrosive weapon becomes slick with acid that an extra 1d6 points off damage to a successful hit. The acid won't hurt the swinger. The effect persists until another command is given. Building
Requirements Cost +1 bonus Craft Magic Arms and Armor, Acid Arrow A Corrosive Burst Price +2 bonus; Aura moderate evocation; CL 12th; Weight — A corrosive burst weapon acts as a corrosive burst weapon that explodes with burning acid upon striking a successful critical hit. The acid won't hurt the swinger. In addition to the extra acid damage from the
corrosive special ability, a corrosive burst weapon deals with an extra 1d10 points of acid damage on a successful critical hit. If the weapon's critical ability, a corrosive ability is not active, the weapon still treats its extra acid damage on a
successful critical hit. Construction requirements Cost +2 bonus Craft Magic Arms and Armor, acid arrowA Countering Price +1 bonus; Aura weak transmutation; CL 5th; Weight — A counter-combat weapon gives its swinger a +2 bonus to its combat maneuverdefense against combat maneuvers made to disarm or undertake this weapon. If the attempt fails,
the swinger can immediately attempt the same maneuver against the opponent without provoking the onslaught of possibilities. The swinger never risks dropping his weapon with a failed disarming maneuver when he counter can only be placed on
melee weapons. Construction requirements Cost +1 bonus Combat Reflexes, Craft magic weapons and armor, cat's grace Brave Price +1 bonus; Aura weak enchantment; CL 3rd; Weight — This special capability can only be added to a melee weapon. A brave weapon consolidates the swinger's courage and morality in battle. The swinger gets a moralbonus
on saving throws against fear equal to the weapon's improvement bonus (at least 1). Building Requirements Cost +1 bonus Craft Magic Arms and Armor, heroism, remove fear Awesome Price +1 bonus; Aura weak
necromancy; CL 5th; Weight — When the swinger strikes a creature that is scared, shaken, or panicked with a cruel weapon, that creature, he wins 5 temporary hit points that last for 10 minutes. Building Requirements Cost +1 bonus Craft Magic Arms and
Armor, cause fear, death knell Cunning Price +1 bonus; Aura moderate foregoing; CL 6th; Weight — This special ability allows a weapon to find chinks in an enemy's defense using the swinger receives a +2 bonus on the confirmation roll she has 5 or more ranks in a Skill of
knowledge related to the creature type of the target (such as Knowledge [plan] for an outside adversary). Building Requirements Cost +1 bonus Craft Magic Arms and Armor, true strike Dancing Price +4 bonus; Aura strong transmutation; CL 15th; Weight — As a standard action, a dancing weapon can lice to attack on its own. It fights for 4 rounds using the
base attack bonus of the one who solved it and then drops. While dancing, it can not make attacks of possibilities, and the activating nature of all maneuvers and effects as target objects. While dancing, the weapon shares the same space as
the activating character and can attack adjacent enemies (weapons with range can attack opponents up to 10 feet away). The dancing weapon accompanies the activating character has an uninhabited hand, she can grab it while attacking on her own as a free
action; When retrieved, the weapon can not dance (attack on its own) again for 4 rounds. This special capability can only be placed on melee weapons. Building Requirements Cost +4 bonus; Aura weak necromancy; CL 5th; Weight — This special ability can only be placed on melee
weapons that normally deal with nonlethal injuries, such as whips and sav. All injuries a deadly weapon dealing are normal (fatal) injuries. A whip (or similar weapon that normally cannot harm creatures with armor or natural armor. On command, the weapon
suppresses this capability until the swinger commands it to resume. Construction Requirements Cost +1 Bonus Craft Magic Arms and Armor, Add Light Wounds Defend Price +1 Bonus; Aura moderate abjuration; CL 8th; Weight — A defending weapon allows the swinger to transfer some or all of the weapon's reinforcement bonus to his AC as a bonus
stacking with everyone else. As a free action, the swinger chooses how the weapon's reinforcement bonus should be distributed at the beginning of his turn before using the weapons. Construction requirements Cost +1 bonus Craft Magic Arms and Armor, shield
or shield of faith Defiant Price +2 bonus; Aura strong abjuration; CL 10th; Weight — This special capability can only be placed on melee weapons. A defiant weapon helps his swinger survive in desperate conditions. It stays in her swinger's hand even if she is panicked, shocked or unconscious. She adds the weapon's improvement bonus as a bonus on
controls to stabilize when dying and on saving throws to ongoing such as illness, poison, and keeping person. If the swinger possesses Heroic Defiance, Heroic Recovery, Improved Great Fortitude, Improved Iron Will, or Enhanced Lightning Reflexes, she wins a number of additional daily uses equal to the weapon's enhancement bonus that can be used on
any of these exploits. Construction Requirements Cost +2 Bonus Craft Magic Weapons and Armor, Heroic Defiance, Break Spell, Stabilize Designated, Major Prize +4 Bonus; Aura of moderate enchantment; CL 12th; Weight — This special ability can only be placed on varied weapons or ammunition. Every time a varied weapon or ammunition with this ability
hits a creature, its magic designates the target. Allies receive a +4 morale bonus on melee attack reels and a +6 morale bonus on melee damage rolls towards the designated target for 1 round. Multiple successful shots fired on the same goal do not increase the bonuses or their duration. Construction requirements Cost +4 bonus Craft magic arms and armor,
instant enemy (Advanced Player's Guide) Appoint, Lesser price +2 bonus; Aura of moderate enchantment; CL 7th; Weight — This special ability can only be placed on varied weapons or ammunition. Every time a varied weapon or ammunition with this ability can only be placed on varied weapons or ammunition. Every time a varied weapon or ammunition with this ability can only be placed on varied weapons or ammunition.
melee damage rolls towards the designated target for 1 round. Multiple successful shots fired on the same goal do not increase the bonuses or their duration. Construction requirements Cost +2 bonus Craft magic weapons and armor, instant enemy (Advanced Player's Guide) Dispel Price +1 bonus; Aura strong abjuration; CL 10th; Weight — A dissipate
weapon features as a spell store weapon, but it may only store dissipate magic; However, the caster level check to dispel the winnings an extra bonus corresponding to the weapon's reinforcement bonus. This bonus also applies to a maguss dissipating strike Arcana or a barbarian's spell sunder or sunder spell combat control. Building Requirements
Cost +1 bonus Craft Magic Arms and Armor, dispel magic, the creator must be a caster of at least 10th level Dispel Burst Price +2 bonus; Aura strong abjuration; CL 12th; Weight — A dissipate weapon features as a dissipate weapon but can store dispelling magic or greater dispelling magic. In addition, these spells can be released as a free act when
the saviour of a dissipating burst weapon confirms a critical hit. When the swinger does so, the bonus to the control is made to disperse (including from dissipating burst weapon's critical multiplier (whichever is highest). If a dissipate burst weapon
confirms a critical hit while it currently does not store a dispelling magic or larger dispel magic spell, but if have either spell (or is a spontaneous caster able to throw either spell into the weapon as a quick action and then immediately discharge it into the case as a free action. Building Requirements Cost +2 bonus Craft Magic
Arms and Armor, greater dispel magic, creators must be a caster of at least 12th level Disruption Price +2 bonus; Aura strong magic; CL 14th; Weight — A jamming weapon is the bane of all the undead. Every undead creature that is fought in battle must succeed at a DC 14 Will save or be destroyed. A jamming weapon must be a bludgeoning melee
weapon. Construction requirements Cost +2 bonus Craft magic weapons and armor, heal Distance Price +1 bonus; Aura moderate foregoing; CL 6th; Weight — This special ability can only be placed on a distance weapon. A distance weapon has double range around of other weapons of its kind. Building Requirements Cost +1 bonus Craft magic weapons.
and armor, clairaudience/clairvoyance Dry load price +1,500 gp; Aura weak abjuration; CL 3rd; Weight — This weapon special ability can only be applied to alchemical or metal firearm cartridges. Dry load cartridges can be used to load weapons below the water's surface or in other airless environments, such as a vacuum. This special capability protects the
cartridge's contents as it is loaded into a firearm and creates a residual bubble of air surrounding that firearm, further protecting ammunition and having firearm swith this ammunition loaded into it to be fired in an airless environment. After the cartridge is charged, the air bubble lasts for 3 minutes or until the weapon is fired, whichever occurs first. A firearm
loaded with this ammunition still takes the -2 penalty on attack rolls when fired underwater for every 5 feet of water the bullet passes through, in addition to the normal penalties for that range. When burning a dry load cartridge underwater or in an airless environment, a misfire occurs resulting in a firearm explosion normally. The stated price is for 50 dry load
cartridges. Building Requirements Cost +750 gp Craft magic weapons and armor, air bubble (Ultimate Combat) Dueling Price +14,000 gp; Aura weak transmutation; CL 5th; Weight — This special capability can only be placed on melee weapons. A dueling weapon (which must be a weapon that can be used with weapon finesse feat) gives the swinger a +4
improvement bonus on initiative controls, provided the weapon is pulled and in hand when the Initiative check is made. It provides a +2 bonus on disarmcontrols and fine against the swinger. Construction requirements Cost +7,000 gp Craft Magic Weapons and Armor,
Cat's Grace Infinite Ammo Price +2 bonus; Aura moderate magic; CL 9th; Weight — Only bows and crossbows can be made into infinite ammunition weapon is rifled, a single non-magical arrow or bolt is spontaneously created by the magic, so that the weapon's swordsman
never have to load the weapon with ammunition. If the swinger tries to load the weapon with other ammunition, the created arrow or bolt disappears if it is removed from the weapon; it will
only remain if it is fired. Unlike normal bow and crossbow ammunition, these arrows and bolts are always destroyed when fired. Construction requirements Cost +2 bonus Craft Magic Arms and Armor, less creative Flaming Price +1 bonus; Aura moderate evocation; CL 10th; Weight — On command, a flaming weapon is sheathed in fire that deals with an extra
1d6 points of fire damage on a successful hit. The fire won't hurt the swinger. The effect persists until another command is given. Construction requirements Cost +1 bonus; Aura strong evocation; CL 12th; Weight — A flaming burst weapon acts as a flaming
weapon that also explodes with blazing upon striking a successful critical hit. The fire won't hurt the swinger. In addition to the extra fire damage on a successful critical hit. If the weapon's critical multiplier is ×3, add an extra 2d10 points of fire damage, and
if the multiplier is ×4, add an extra 3d10 points of fire damage. Although the flaming ability is not active, the weapon still treats its extra fire damage on a successful critical hit. Construction requirements Cost +2 bonus Craft Magic Arms and Armor and Fireball, flame blades, or flame strike Frost Price +1 bonus; Aura moderate evocation; CL 8th; Weight — After
command, a frost weapon is sheathed in a terrible, icy cold that provides an extra 1d6 points of cold damage on a successful hit. The cold won't hurt the swinger. The effect persists until another command is given. Building Requirements Cost +1 bonus Craft Magic Arms and Armor, chill metal or icestorm Furious Price +1 bonus; Aura of moderate
enchantment; CL 8th; Weight — This special capability can only be placed on melee weapons. A raging weapon serves as a focus of his swinger collapses or during the effect of a fury spell, the weapon's improvement bonus is +2 better than normal. If the wielding man has a fury power that gives a skill bonus while furious (such as
furious climbers, furious leaper, or furious leaper, or furious swimmers), the swinger gets an improvement bonus to this skill when the weapon is micludes +2 if the swinger collapses). Building Requirements Cost +1 bonus Craft Magic Arms and Armor, fury
Furyborn Price +2 bonus; Aura of moderate enchantment; CL 7th; Weight — This special capability can only be placed on melee weapons. A fury-born weapon draws power from the anger and frustration felt by the swinger as he fights enemies who refuse to die. Each time the swinger injures an opponent with the weapon, its +1 gain bonus increases when
you attack that opponent (to a maximum total gain bonus of +5). This extra improvement bonus goes away if the opponent dies, the swing uses the weapon to attack another creature, or 1 hour passes. Construction Requirements Cost +2 bonus Craft Magic Arms and Armor, Fury Ghost Touch Price +1 bonus; Aura moderate magic; CL 9th; Weight — A ghost
touch weapon is about damage normally against incorporeal creatures, regardless of its bonus. An incorporeal creature 50% reduction in injuries from bodily sources does not apply to attacks made against it with ghost touch weapons. The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon
against bodily enemies. Essentially, a ghost weapon is counted as both bodily or incorporeal. This special capability can only be placed on melee weapons and Armor, plane shift Glamered Price +4,000 gp; Aura moderate illusion; CL 10th; Weight — A glazed weapon may be
commanded to change its shape and appearance to take the shape of another object of a similar size. The weapon retains all its properties (including weight) when so disguised but does not exude magic. Only true see or similar magic reveals the true nature of a glamered weapon while in disguise. After a glazed weapon is used to attack, this special
capability is suppressed for 1 minute. Building Requirements Cost +2,000 gp Craft Magic Weapons and Armor, Disguise Yourself, Magic Aura Glorious Price +2 bonus; Aura moderate evocation; CL 5th; Weight — A radiant weapon shines with a dazzling light equal to a daylight spell when pulled. The swing er cannot suppress this light, although it may be
temporarily suppressed by any effect that may suppress daylight. A beaming weapon flashes with light, and all creatures that the swinger attacks in close combat are automatically dazzled until the beginning of the swinger's next turn. When an honorable weapon confirms a critical hit, the target is blinded until the beginning of the swinger's next turn. When an honorable weapon confirms a critical hit, the target is blinded until the beginning of the swinger's next turn.
negro); if the weapon's critical multiplier is greater than ×2, this blindness lasts 1 additional round per multiple during ×2. Only a melee weapon can have the honorable ability. Building requirements Cost +2 bonus Craft Magic Arms and Armor, blindness/deafness, daylight, Grayflame Price +1 bonus; Aura moderate transmutation; CL 6th; Weight — This
weapon responds to channeled positive and negative energy. When the swinger spends a quick action to channel energy through the weapon, it ignites with a strange gray flame that casts light like a torch, increases the weapon. This flame lasts
for 1 round for every d6 of damage or healing channeling normally gives. When loaded with positive energy, the flame is a silver-gray, good creatures immune to the weapon's extra damage, and the weapon counts as a good and silver weapon in order to evade damage reduction. When loaded with negative energy, the flame is an ash-gray, evil creatures are
immune to the weapon's extra damage, and the weapon counts as an evil and cold iron weapon in order to evade damage reduction. This special capability can only be placed on melee weapons Grounding Price +1 bonus; Aura weak
transmutation; CL 5th; Weight — This special capability can only be placed on melee weapons. A grounding weapon can safely touch electrically charged surfaces without damage. A person who wields a grounding weapon receives a 2-skill bonus on
saving throws against air- and electrical effects, and the weapon itself is immune to electrical damage. Building Requirements Cost +1 bonus; Aura moderate abjuration; CL 8th; Weight — This special capability can only be placed on melee weapons. A guardian weapon allows the
swinger to transfer some or all of the weapon's enhancement bonus to his savings casts as a bonus that stacks with everyone else. As a free action, the swinger chooses how the weapon's reinforcement bonus to his saving throws lasts until his next turn. Only the weapon's
own reinforcement bonus can be sacrificed, not any enhancement bonus provided by other effects such as a larger magic weapon spell. However, the sum of such effects is still reduced by the amount set aside to improve kickstones. If a weapon has both the defending and guardian abilities, allocating a single point of improvement bonus increases either AC
or save throws, but not both. Building Requirements Cost +1 bonus Craft Magic Arms and Armor, Resistance Heartseeker Price +1 bonus; Aura moderate necromancy; CL 7th; Weight — This special capability can only be placed on melee weapons. A heartseeker's weapon is pulled unsorily towards beating hearts. A heartseeker's weapon ignores miss
chance concealment against most living targets, although the attack must still target the right square. This particularly noted for lacking a heart. Building Requirements Cost +1 bonus Craft Magic Arms and Armor, death knell Holy Price +2
bonus; Aura moderate evocation; CL 7th; Weight —A sacred weapon is imbued with sacred power. This power makes the weapon good-adjusted and thus bypassing the corresponding damage reduction. It involves an extra 2d6 points of damage against all creatures of evil alignment. It bestows a permanent negative level on any evil creature trying to
exercise it. The negative level remains as long as the weapon is in the hand and disappears when the weapon is no longer wielded. Construction Requirements Cost +2 bonus Craft Magic Arms and Armor, sacred smite, creatormust be good
Huntsman Price +1 bonus; Aura moderate foregoing; CL 7th; Weight — A huntsman's weapon helps his swinger locate and capture guarries. When the weapon has been damaged in the past day. It also deals with 1d6 points of damage
the creatures the swinger has tracked with survival over the past day. Construction requirements Cost +1 bonus Craft Magic Arms and Armor, detecting animals or plants Icy Burst Price +2 bonus; Aura moderate evocation; CL 10th; Weight — An icy explosive weapon acts as a frost weapon that also explodes with frost upon a hit on a successful critical hit.
The frost won't hurt the swinger. In addition to the extra damage from the frost's ability, an icy burst weapon deals an extra 2d10 points of cold damage instead, and if the multiplier is ×4, add an extra 3d10 points. Even if the frost's ability is not active
the weapon still treats its extra cold damage on a successful critical hit. Building Requirements Cost +2 bonus Craft Magic Arms and Armor, chill metal or ice storm ignite Price +2 bonus; Aura strong evocation; CL 12th; Weight — A igniting weapon acts as a flaming weapon that also causes the target to catch fire (Core Rulebook 444) when striking it with a
successful critical hit. The target may not be a saving throw to avoid catching fire, but can make a save each round on turn to put out the fire. The flaming ability must be active for the weapon to set enemies on fire. Construction requirements Cost +2 bonus Craft Magic Arms and Armor, flame blade, flame strike, or fireball Impact Price +2 bonus; Aura
moderate transmutation; CL 9th; Weight — This special ability can only be placed melee weapons that are not light weapon were a size category larger. In addition, any bull rush combat maneuver swinger attempts while wielding the weapon wins a bonus
egual to the weapon's enhancement bonus; this includes all bull rush attempts, not just those where a weapon is used, such as Bull Rush Strike, Shield Slam, or Unseat. Construction requirements Cost +2 bonus Craft Magic Arms and Armor, bull strength, lead blade (Advanced Player's Guide), righteous power or giant shape In Impervious Price +3,000 gp;
Aura moderate transmutation; CL 7th; Weight — An impenetrable weapon is averted from injury and decay. A metallic weapon cannot rust and a wooden weapon rust rust and a wooden weapon rust and a wooden weapon rust rust and 
DC for an impenetrable weapon and the swing's combat defense against sunder maneuvers against impenetrable weapon's improvement bonus. Building Requirements Cost +1,500 gp Craft Magic Weapons and Armor, fabricate, make the full Bracing Price +2 bonus; Aura weak enchantment; CL 5th;
Weight — This special capability can only be placed on melee weapons. After an attack with this weapon drops a living enemy (kills it or drops it to negative hit points), the weapon infuses its swinger with force. If its swinger with force. If its swinger with force. If its swinger with force weapons infuses its swinger with force. If its swinger with force weapon infuses its swinger with force. If its swinger with force weapons infuses its swinger with force weapons were weapons were weapons were weapons weapons were weap
moral bonus on attack rolls and a 10 foot improvement bonus to any mode of movement possessed until the end of the swingnext turn. Construction Requirements Cost +2 bonus Craft magic weapons and Armor, good jump lawyer Price +1 bonus; Aura weak transmutation; CL 4th; Weight — When an inquisitor wielder uses her judgment class skills while
wielding a lawyer's weapon, it gives her an improvement bonus on her Perception controls and to CMD. The bonus is +1 on the first round of her sentence, increasing by +1 each round, to a maximum of +3 on the third and subsequent rounds. Building Requirements Cost +1 bonus Craft Magic Arms and Armor, owl wisdom Keen Price +1 bonus; Aura
moderate transmutation; CL 10th; Weight — This capability doubles the threat area of a weapon. Only piercing or slashing melee weapons can be keen. If you roll this special ability randomly for an inappropriate weapon, reroll. This benefit is not stacked with any other effects that extend the threat range of a weapon (like the keen edge spell or the enhanced
critical feat). Building Requirements Cost +1 bonus Craft Magic Arms and Armor, keen edge Ki Focus Price +1 bonus; Aura moderate transmutation; 8th; Weight — This special capability can only be placed on melee weapons. The magic weapon as if they
were unarmed attacks. These attacks include the monk's ki strike, quivering palm, and the Amazing Fist feat (including all the conditions that the monk Ki Intensify Price +2 bonus; Aura strong transmutation; CL 12th; Weight — The
weapon channels and amplifies the swing eras, allowing her to use her special ki-attacks through the weapon as if they were unarmed attacks. These attacks include the monk's ki strike, trembling palm, and the Amazing Fist feat. The save DC for KI abilities used by the weapon increases with half the improvement bonus of the weapon (minimum 1). After a
successful strike with a ki intensify weapon, the swinger can spend 1 ki point as a quick action to perform a combat maneuver to bull rush, disarm, move, or travel as a free action without provoking attacks of opportunity. Any bonuses or penalties for the weapon attack also apply to this combat control. The swinger cannot move from its space as part of the
selected maneuver. Only melee weapons can have ki intensify ability. It cannot be placed on an amulet of powerful fist or similar non-weapon objects. Weapons with the ki focus capability can be upgraded to ki intensify. Construction requirements Cost +2 bonus Craft Magic Arms and Armor, the creator must be a monk Lifesurge Price +2 bonus; Aura
moderate magic; CL 8th; Weight — This special capability can only be placed on melee weapons. A life surgery weapon increases and maintains the wielding wielding dening weight — This special capability damage, ability drains, and energy drain powers to the undead—
equal to the weapon's improvement bonus. In addition, whenever the swinger receives temporary hit points from any source, he adds the weapon's improvement bonus to these points are lost if the life surgery weapon is not exercised. In combat, the weapon's
critical threat zone against the undead doubles; this did not stack with the urgent special ability or Improved Critical. Whenever a life-surgical weapon confirms a critical multiplier of ×3, 3d8 if it is ×4); The swinger can choose to deal with this as damage
to an undead target or to absorb half that amount as healing, with the remaining positive energy dissipating. Building Requirements Cost +2 Bonus Craft Magic Arms and Channel Smite, cure serious wounds, death department, disturb undead Gluing Price +1 bonus; Aura weak evocation; CL 5th; Weight — When a underwear weapon swings, a pale glow
outlines it. On a successful strike against a creature affected by a means of magical concealment, invisibility and similar effects, whether from a spell, spell-like ability, or supernatural means, but not those provided by
extraordinary abilities. A liming weapon has no particular effect against creatures just hiding or hidden with non-governmental means, or those hidden by environmental conditions (even magical) such as darkness or fog. Building Requirements Cost +1 bonus Craft Magic Arms and Armor, faerie fire Lucky Price +1 bonus; Aura moderate transmutation; CL 8th;
Weight — This special ability can only be placed on one-handed or two-handed weapons. A lucky firearm has its own magical reservoir of gravel (see Ultimate Combat). Usually this gravel is stored within the marks of an engraving or in a trinket hanging from the weapon. Often these marks take the form of sacred symbols or fetishes, but such a reservoir can
take almost any form. This reservoir holds 1 gravel point, which is updated at the beginning of each day. Whether the wielder of a lucky firearm to roll an attack from it that would result in a misfire. When the swinger does so, she must take the second result
although this attack roll also results in a misfire. Construction requirements Cost +1 bonus Craft Magic Arms and Armor, heroism, creatormust be a gravel user Lucky, Greater price +3 bonus; Aura strong enchantment; CL 12th; Weight — This special ability can only be placed on one-handed or two-handed weapons. A larger lucky firearm is almost identical
to a lucky firearm, but its reservoir holds 3 gravel points instead of 1. A firearm cannot have both this special ability. Construction requirements Cost +3 bonus Craft Magic Arms and Armor, greater heroism, creators must be a gravel user Menacing Price +1 bonus; Aura moderate illusion; CL 10th; Weight — This special capability
can only be placed on melee weapons. A menacing weapon helps allies deal with flanked enemies. When the swing is next to a creature flanked by an ally, the flanking the creature. Construction Requirements Cost +1 bonus Craft
Magic Arms and Armor, phantasmal killer Merciful Price +1 bonus; Aura weak conjuration; CL 5th; Weight — A merciful weapon deals with a 1d6 points of injury, but all damage it deals is nonlethal nonlethal nonlethal nonlethal on command, the weapon suppresses this ability until told to resume it (allowing to deal with fatal injuries, but without any bonus damage from this
ability). Construction Requirements Cost +1 bonus Craft Magic Arms and Armor, cure light wounds Mighty Cleaving Price +1 bonus; Aura moderate evocation; CL 8th; Weight — This special capability can only be placed on melee weapons. A powerful fisp weapon allows a swinger using the Cleave feat to make another attack if the first attack hits, as long as
the next enemy borders on the first and also within range. This further attack cannot be against the first enemy. Construction Requirements Cost +1 bonus Craft Magic Weapons and Armor, Divine Power Mimetic Price +1 bonus; Aura weak abjuration; CL 5th; Weight — This special capability can only be placed on melee weapons. Each time the swinger
injures a creature using a mimetic weapon, he receives resistance 10 to an energy type that the creature is resistance to a given energy type, but not
with other sources of energy resistance. The creature's own resistance and immunity are not affected. Construction requirements Cost +1 bonus Craft magic weapon briefly reverses certain forms of damage reduction when it harms a
creature. Whenever a negating weapon injures an enemy with DR/chaotic, DR/good, DR/lawful, or DR/magic, it reduces the value of that damage reduction by 5 points for 1 round. For example, a +1 negating lance hitting a creature with DR 10/good and legally reduces the creature's DR to 5/good and legal. If the creature has a component to its
damage reduction other than the adjustment types listed above, that component is not affected. Thus, if the +1 negating lance above hits a demon with DR 10/good and cold iron, it would leave the demon with DR 10/good for 1 round. The effects of multiple negative weapons (or multiple hits from the same weapon) do not stack. This capability
can only be placed on melee weapons. Building Requirements Cost +2 bonus Craft Magic Arms and Armor, dispel chaos, evil, good, or law Neutralizing Price +1 bonus; Aura weak transmutation; CL 5th; Weight — This special capability can only be placed on melee weapons. A neutralizing weapon thrust in up to 1 gallon of nonmagical corrosive liquid turns it
into harmless water. When used against a creature of the Earth subtype, it involves an extra 1d6 points of damage. The swing of a neutralizing weapon receives a +2 skills bonus on saving throws against acid- and soil-based effects, and the weapon itself is immune to acid Building Requirements Cost +1 bonus Craft Magic Arms and Armor, clean food and
drink Nimble Shot Price +4 bonus; Aura moderate abjuration; CL 11th; Weight — This special ability can only be placed on varied weapons. A quick shot weapon does not provoke attacks of opportunity when fired. Construction requirements Cost +4 bonus Craft magic weapons and armor, bow spirit (Advanced Player's Guide) Nullifying Price +3 bonus; Aura
strong abjuration; CL 12th; Weight — This special capability can only be placed on melee weapon strikes a creature with spell resistance for a short time. Whenever the weapon strikes a creature with spell resistance for a short time. Whenever the weapon strikes a creature with spell resistance for a short time. Whenever the weapon strikes a creature with spell resistance for a short time.
event of a confirmed critical hit, its enchantment resistance is reduced by an amount equal to the weapon's critical multiplier. Multiple hits from a nullification weapon took off. Building Requirements Cost +3 bonus Craft Magic Arms and Armor, antimagic field Ominous Price +1 bonus; Aura weak evocation; CL 5th; Weight — This special capability can only be
placed on melee weapons. An ominous weapon tracks a shady haze behind each blow, and moans a menacing dirge in battle. An ominous weapon confirms a critical hit, the target is shaken in 1 minute (DC 13 Will negro); if the critical multiplier of
the weapon is greater than ×2, this condition lasts an additional 1 minute per multiple during ×2. A creature that gets the shaken state of an ominous weapon can't get that condition lasts an additional 1 minute per multiple during ×2. A creature that gets the shaken state of an ominous weapon can't get that condition lasts an additional 1 minute per multiple during ×2. A creature that gets the shaken state of an ominous weapon can't get that condition again from the same weapon for 24 hours.
abjuration; CL 7th; Weight — A combat weapon interferes with dimensional travel. A creature damaged by a phase locking weapon is affected as if by the dimensional anchor planar Price +1 bonus; Aura moderate magic; CL 9th; Weight — A planar Price +1 bonus Craft Magic Arms and Armor, dimensional anchor planar Price +1 bonus; Aura moderate magic; CL 9th; Weight — A planar Price +1 bonus Craft Magic Arms and Armor, dimensional anchor spell for the round 1. Building Requirements Cost +2 bonus Craft Magic Arms and Armor, dimensional anchor spell for the round 1. Building Requirements Cost +2 bonus Craft Magic Arms and Armor, dimensional anchor spell for the round 1. Building Requirements Cost +2 bonus Craft Magic Arms and Armor, dimensional anchor spell for the round 1. Building Requirements Cost +2 bonus Craft Magic Arms and Armor, dimensional anchor spell for the round 1. Building Requirements Cost +2 bonus Craft Magic Arms and Armor, dimensional anchor spell for the round 1. Building Requirements Cost +2 bonus Craft Magic Arms and Armor, dimensional anchor spell for the round 1. Building Requirements Cost +2 bonus Craft Magic Arms and Armor, dimensional anchor spell for the round 1. Building Requirements Cost +2 bonus Craft Magic Arms and Armor and 
weapon is effective against all types of extradimensional creatures, which can penetrate their resistance to physical harm. When used to attack outsiders, a planar weapon ignores 5 points of their damage reduction. Building Requirements Cost +1 bonus Craft Magic Arms and Armor, plane shift Quenching Price +1 bonus; Aura weak transmutation; CL 5th;
Weight — This special capability can only be placed on melee weapons. A extinguishing weapon thrust supine in a nonmagical fire of medium size or less extinguishing weapon gets a +2 skills bonus on saving throws effects, and the
weapon itself is immune to fire damage. Construction requirements Cost +1 bonus Craft Magic Weapons and Armor, chill metal Reliable Price +1 bonus; Aura moderate transmutation; CL 8th; Weight — This special ability can only be placed on firearms. A reliable firearm is enchanted so that it is less likely to jam than other firearms. This spell reduces the
misfire value of the affected firearm by 1 (at least 0). This decrease occurs after any increases are calculated for burning with a broken state, or for any other effect that may increase the misfire value of a firearm. Building Requirements Cost +1 bonus Craft Magic Arms and Armor, Cook Reliable, Bigger Price +3 bonus; Aura strong enchantment; CL 12th;
Weight — This special ability can only be placed on firearms. A larger reliable firearm is enchanted for being less prone to jam than other firearms. The greater reliable special capability reduces the misfire value of the affected firearm by 4 (at least 0). This decrease occurs after any increases are calculated for burning with a broken state, or for any other
effect that may increase the misfire value of a firearm. A firearm with the greater reliable special ability cannot have the reliable special ability. Building Requirements Cost +3 bonus Craft Magic Arms and Armor, make the full Repositioning Price +3 bonus; Aura of moderate enchantment; CL 10th; Weight — This special capability can only be placed on melee
weapons. A repositioning weapon gives the swinger a +2 improvement bonus on combat maneuver controls to move an enemy (Advanced Player's Guide 322). If the swinger confirms a critical hit with the weapon, he can try to move his opponent as a free action. These reposition attempts develop still attacks of possibilities as usual. A weapon cannot have
both anchoring and repositioning special abilities. Building Requirements Cost +3 bonus Craft Magic Arms and Armor, telekinesis Returning Price +1 bonus; Aura moderate transmutation; CL 7th; Weight — This special ability can only be placed on a weapon that can be discarded. A returning weapon flies through the air back to the creature that threw it. It
returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn). Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved then throw it, the weapon falls to the ground in the square from which it was thrown. Building Requirements Cost +1 bonus Craft
Magic Arms and Armor, telekinesis Seaborne Price +1 bonus; Aura moderate transmutation; CL 7th; Weight — This special capability can only be placed on melee weapon works easily in watery environments. With the weapon in hand, the swinger receives a bonus on Swim checks equal to twice as much improvement bonus. In
addition, the swinger does not take the normal penalties for attacking and damaging the rollers imposed by being underwater, as if he were subject to the spell of freedom of movement, touch of the sea (Advanced Player's Guide) Second Chance Price +4 bonus; Aura
moderate abjuration; CL 11th; Weight — This special ability can only be placed on arches. Once per round, when a shot to swerve and try to hit the target again. The arrow shot gets a second attack on the same attack bonus as the first attack it did.
Construction Requirements Cost +4 Bonus Craft Magic Arms and Armor, Ricochet Shot (Ultimate Combat) Seeking Price +1 bonus; Aura strong foreset; CL 12th; Weight — This special ability can only be placed on varied weapons. One seeks weapons veers against his target, denying any miss chances that would otherwise apply, such as from
concealment. The swinger still has to aim the weapon at the right square. Arrows accidentally shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby. Construction requirements Cost +1 bonus Craft Magic Weapons and Armor, true looks Shock Price +1 bonus; Aura moderate evocation; CL 8th; Weight — At
command, a shock weapon is mangled in crackling electricity that trades an extra 1d6 points of electricity that trades an extra 1d6 points of electricity won't hurt the swinger. The effect persists until another command is given. Construction Requirements Cost +1 Bonus Craft Magic Arms and Armor, Ring Flash or Flash Shocking Burst Price +2 Bonus; Aura
moderate evocation; CL 10th; Weight — A shocking explosive device acts as a stun gun that explodes with electricity upon a hit on a successful critical hit. The electricity won't hurt the swinger. In addition to the extra electrical damage from shock ability, a shocking burst weapon deals an extra 1d10 points of electrical damage on a successful critical hit. If the
weapon's critical multiplier is ×3, add an additional 2d10 point electric damage and if the multiplier is ×4, add another 3d10 points. Although the shock ability is not active, the weapon is still about its extra electrical damage on a successful critical hit. Construction requirements Cost +2 bonus Craft Magic Arms and Armor, call Flash or Flash Speed Price +3
bonus; Aura moderate transmutation; CL 7th; Weight — When you do a full-attack action, the stalker of a speed weapon can make an extra attack bonus, plus any modifiers suitable for the situation. (This benefit is not cumulative with similar effects, such as a haste spell.) Construction Needs Cost +3 Craft
Magic Arms and Armor, Hast Spell Store Price +1 bonus; Aura strong evocation and varies; CL 12th; Weight — A spell store weapon allows a spellcaster to store a single directional spell at up to the 3rd level of the weapon allows a spellcaster to store a single directional spell at up to the 3rd level of the weapon allows a spellcaster to store a single directional spell at up to the 3rd level of the weapon allows a spellcaster to store a single directional spell at up to the 3rd level of the weapon allows a spellcaster to store a single directional spell at up to the 3rd level of the weapon allows a spellcaster to store a single directional spell at up to the 3rd level of the weapon allows a spellcaster to store a single directional spell at up to the 3rd level of the weapon allows a spellcaster to store a single directional spell at up to the 3rd level of the weapon allows a spellcaster to store a single directional spell at up to the 3rd level of the weapon allows a spellcaster to store a single directional spell at up to the 3rd level of the weapon allows a spellcaster to store a single direction and a spell at up to the 3rd level of the weapon allows a spellcaster to store a single direction and a spell at up to the 3rd level of the weapon allows a spellcaster to store a single direction and a spell at up to the 3rd level of the weapon allows a spell at up to the 3rd level of the 3rd level 
it, the weapon can immediately cast the spell on that creature as a free action if the swinger wishes. (This particular ability is an exception to the general rule that casting a spell from an object takes at least as long as casting as spell normal.) Once the spell has been cast from the weapon, a spellcaster can cast any other directional spell at up to the 3rd level
in it. The weapon magically gives to the swinger the name of the spell that is currently stored in it. A randomly rolled spell stored in it already. This special capability can only be placed on melee weapons. A spell store weapon emits a strong aura of evocation of the school, plus the aura of the enchantment
currently stored. Construction Requirements Cost +1 bonus Craft Magic Arms and Armor, the creator must be a caster of at least 12th level Spellstealing Price +3 bonus; Aura strong foreset; CL 13th; Weight — This special capability can only be placed on melee weapons. A spellstealing weapon allows its swinger to suck protective magic from a target and
transfer it to himself. When the swinger rolls a critical threat to a target, she can refrain from confirming the critical hit and instead automatically learn which spells or magical effects, using spellstealing the weapon's caster level plus its
enhancement bonus, against a DC of 11+ the caster level of effect. If the control succeeds, the target immediately loses the benefits of that effect and the swing takes effect for 1 minute (or until the effect expires, whichever occurs first). If the spell weapon has a critical multiplier larger than ×2, the swinger may attempt to steal an additional spell effect per
additional multiple beyond ×2 (two effects for ×3, and so on). Construction requirements Cost +3 bonus Craft Magic Arms and Armor, greater arcane vision, limited desire Stalking Price +2 bonus; Aura moderate foregoing; CL 10th; Weight — The longer the swing of a stalking weapon studies a target, the more effective her strike. As a standard action, a
character wielding a stalking weapon can command it to study a creature, on a successful hit stalking weapons offers 1d6 points of bonus damage per consecutive round spent studying a target, up to one bonus dice dice to the stalking
weapon's reinforcement bonus. This bonus injury is precision damage and only applies to the first successful hit against that creature, or ends her turn more than 60 feet from the studied creature, the weapon loses all bonus damage dice against
the previously studied creature. Construction requirements Cost +2 bonus Craft Magic Arms and Armor, hunter's eye, true strike Upptining Price +1 bonus; Aura weak transmutation; CL 5th; Weight — This special capability can only be placed on melee weapons. A defrosting weapon thrust into a nonmagical frozen object of the Medium size or smaller ice
melts from it. When used against a creature with the cold subtype, it deals with an extra 1d6 points of damage. Building Requirements Cost +1 bonus Craft magic weapons and armor, heat metal Throwing
Price +1 bonus; Aura weak transmutation; CL 5th; Weight — This special capability can only be placed on melee weapon manufactured with this ability gets a series of steps of 10 meters and can be thrown by a swinger skilled in its normal use. Building Requirements Cost +1 bonus Craft Magic Arms and Armor, magic stone Thundering
Price +1 bonus; Aura weak necromancy; CL 5th; Weight – A thundering weapon creates a cacophonous roar that thunders whenever it hits a target with a successful critical hit. If the weapon's critical multiplier is ×3, add
an extra 2d8 points of sonic damage instead, and if the multiplier is ×4, add an extra 3d8 points of sonic damage. Topics treated critical hits of a thundering weapon must make a successful DC 14 Fortitude save or be deaf permanently. Building Requirements Cost +1 bonus Craft Magic Arms and Armor, Blindness/Deafness Transformative Price +10,000 gp.
Aura moderate transmutation; CL 10th; Weight — This special capability can only be placed on melee weapon of the same general form and manageability; the weapon's categorization as simple, belligean, or exotic is irrelevant. For
example, a Medium's transformative long word can take the form of any other Medium single-handed border combat weapon, such as a scimitar, flail or trident, but not a Medium greatsword). It can even take the form of comparable weapons of different size categories. For
example, a Small greatsword is a two-handed slashing weapon for a small character, but is a slashing weapon for a small character, which is very similar to a Medium longsword; a Small Transformative Great Sword can thus become an actual Medium longsword, useful by a Medium creature without the -2 penalty for using a weapon of the wrong size.
The weapon retains all its abilities, including reinforcement bonuses and special weapon abilities, except those prohibited by its current form. For example, a keen transformative weapon normally operates in the form of a piercing or slashing weapon, but cannot use the urgent special capability when in the form of a bludgeoning weapon. When unattended,
the weapon returns to its true form. Building Requirements Cost +5,000 gp Craft Magic Weapons and Armor, Major Creation Unholy power. This power makes the weapon evil-adapted and thus circumvents the corresponding damage reduction. It involves
an extra 2d6 points of damage against all creatures of good alignment. It gives a permanent negative level to any good creature trying to swing it. The negative level cannot be overcome in any way (including restoration spells) while the
weapon is wielded. Construction requirements Cost +2 bonus Craft Magic Arms and Armor, unholy depravity, creators must be evil Valiant Price +1 bonus; Aura weak foreset; CL 5th; Weight — This special capability can only be placed on melee weapons. When a cavalier wielding a valiant weapon targets an enemy with his challenge ability, the valiant
weapon deals an additional 1d6 points of damage against that enemy. The swinger receives a +2 bonus on combat control designed to disarm or underan a challenged enemy's weapon as well as a +4 bonus to his CMD against disarmament and sunder attacks from that enemy. Construction requirements Cost +1 bonus Craft Magic Weapons and
Armor, true strike Vicious Price +1 bonus; Aura moderate necromancy; CL 9th; Weight — This special capability can only be placed on melee weapons. When an evil weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the swinger. This energy deals an extra 2d6 points of injury to the opponent and
1d6 points of damage to the swinger. Construction requirements Cost +1 bonus Craft Magic Arms and Armor, enervation Vorpal Price +5 bonus; Aura strong necromancy and transmutation; CL 18th; Weight — This potent and dreaded ability allows the weapon to break the heads of those it strikes. On a roll of natural 20 (followed by a successful roll to confirm
the critical hit), the weapon breaks the opponent's head (if it has one) from his body. Some creatures, like many anomalies and all radiate, have no heads. However, most other creatures die when their heads are cut off. A vorpal weapon must be a slashing
melee weapon. If you roll this special ability randomly for an inappropriate weapon, reroll. Construction requirements Cost +5 bonus Craft Magic Arms and Armor, circle of death, keen edge Hurt price +2 bonus; Aura moderate evocation; CL 10th; Weight — This special capability can only be placed on melee weapons. A wound weapon deals 1 point of
bleeding injury when it hits a creature. Multiple hits from a wound weapon increase the bleeding wound. Bleeding creatures take the bleeding wounds at the beginning of their turns. Bleeding wound weapon increase the bleeding wounds at the bleeding woun
immune to critical hits are immune to the bleeding damage caused by this weapon. Building Requirements Cost +2 Bonus Craft Magic Arms and Armor, Bleed Bleed
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