

Magical Weapons

There are two ways to determine or generate a magic weapon for the Legend Weaver Game. The first is to roll on the pre-generated weapon lists (not done yet, sorry). The second is to start from scratch and roll the weapon using the weapon generation tables found here.

Generating A Weapon From Scratch

There are two methods for generating a magic weapon from scratch. The first way quickly generates your basic magic weapon (no fancy stuff). The second way can still result in a very plane magic weapon, with an equal chance of producing a very powerful weapon. What it is most likely to produce is a weapon that is somewhere between the two extremes.

Method 1:

Roll once on each of the following tables:

Table 1

Table 2 (unless told otherwise by table 1)

Table 4 (using dice as determined by table 1 or 2)

This will tell you who can use the weapon, and what the weapon is. Once you know this, you check Table 3, to determine the dice used in table 5 and 6. Table 5 and 6 lets you find the actual damage bonus the weapon will have. You ignore the last column in table 4 and do not roll the percentile (Table 7 Chance). Once you have rolled on tables 5 and 6 you will have the weapons damage bonus and the weapon will be done at this point.

Method 2:

Do the following:

Roll on Table 2

Check the group's synergy level on Table 3 and roll percentile to see if you roll on table 7 or table 4.

The last column in table three lists the chance that you will determine the weapon by rolling on table 7 rather than table 4. If you make the roll, roll the dice indicated in table 2 (third column) on table 7. If you do not make the roll, then you roll the indicated dice on table 4. If rolling on table four, the weapon is pretty much finished. If rolling on table 7, you will be assigning weapon powers as determined by the dice rolls.

Who was the weapon built for?		
Table 1		
Dice Roll (1d100)	Who Can Use	
1-90	Anyone Can Use	Roll on Table 2
91-93	Fighting Focus only	Roll on Table 2
93-95	No Focus only	Roll on Table 2
95-97	Skill Focus only	Roll on Table 2
98-100	Magic Focus only	The only weapons made specifically for magic users are wood only weapons. Skip the roll on Table 2 and roll 1d3 on Weapon Table 3

Type of Weapon		
Table 2		
1d100	Type of Weapon	Roll
01-12	Wood Weapon	1d3
13-30	Mace or Mace Like Weapon	1d6+3
31-43	Misc. Weapon	1d4+9
44-61	Axe or Axe Like Weapon	1d4+13
62-79	Bladed Weapon (sword like)	1d10+17
80-85	Bows / Crossbows / Arrows and Bolts	1d6+27
86	Firearms	1d6+33
87-98	Thrown Weapons	1d4+39
99-100	Group Formation Weapons	1d6+43

This table tells you what dice to roll on table 4 or table 7.

Highest Expected Weapon Synergy Bonus In the Group		
Table 3		
Synergy	Dice Roll	Table 7 Chance
<18+0	1d4	5%
< 18+10	1d6	10%
< 18+20	1d8	15%
< 18+30	1d10	20%
< 18+40	1d12	30%
< 18+50	1d6+1d8	40%
< 18+60	2d8	50%
< 18+70	1d8+1d10	60%
< 18+80	2d10	70%
< 18+90	1d10+1d12	80%
18+91 or higher	2d12	90%

Dice Roll:
This is the dice you will roll on table 4 and table 5 to determine the weapon's damage bonus. Note that arrows and bolts only roll on table 6. Bows, Crossbows and Gunpowder weapons roll only on table 5.

Table 7 Chance:
This is the chance that you will use Table 7 when generating the magic weapon. If you roll less than or equal to the percentage given in this table, you will have a weapon with special powers.

Weapon List	
Table 4	
Use 1d50 or as directed by Table 1	
Roll	Weapon
1	Choose from next 2 or re-roll.
2	Club
3	Staff
4	Choose from next 5 or re-roll.
5	Mace, one handed
6	Mace, two handed
7	Morning Star
8	Mall
9	Mall, Great
10	Choose from next 3 or re-roll.
11	Lance
12	Spear (hand held)
13	Claw, Battle
14	Choose from next 3 or re-roll.
15	Ax, One Handed
16	Ax, Two Handed
17	Halberd (single)
18	Choose from next 9 or re-roll.
19	Dagger
20	Proto Swords
21	Sword, Bastard
22	Sword, Katana
23	Sword, Long
24	Sword, Saber or Cutlass, roll high / low for which weapon
25	Sword, Scimitar
26	Sword, Short
27	Sword, Two Handed
28	Choose from next 5 or re-roll.
29	Bow (Long) or Bow (Horse) roll high / low for which weapon
30	Bow (Normal) or Bow (Short) roll high / low for which weapon
31	Arrows or Bolts, roll high low for which
32	Cross Bow (mechanical)
33	Cross Bow (Normal)
34	Choose from next 5 or re-roll.
35	Arquebus
36	Flintlock
37	Hand Gun
38	Musket (matchlock)
39	Musket: refined version
40	Choose from next 3 or re-roll.
41	Ax, 1h, Thrown
42	Dagger (thrown)
43	Spear (Javelin)
44	Choose from next 5 or re-roll
45	Bill (group formation)
46	Spear (group formation)
47	Glaive (group formation)
48	Halberd (group formation)
49	Pike or Pole Ax (group formation) (high/low for which)
50	Pick any weapon on the list or re-roll.

Bonus Damage			
Table 5			
If you roll on this table, you have the option to roll on table 8 If you roll a bonus on this table you do not have to roll on table 4			
Dice Roll	Weapon Bonus	Cost	Retail
1	+ 0	N/A	N/A
2	+ 0	N/A	N/A
3	+ 0	N/A	N/A
4	+ 1d4	800	2400
5	+ 1d4	800	2400
6	+ 1d6	1400	4200
7	+ 1d6	1400	4200
8	+ 1d8	2000	6000
9	+ 1d8	2000	6000
10	+ 1d10	2600	7800
11	+ 1d10	2600	7800
12	+ 1d12	3200	9600
13	+ 1d12	3200	9600
14	+ 1d6+1d8	4100	12300
15	+ 1d6+1d8	4100	12300
16	+ 2d8	5000	15000
17	+ 2d8	5000	15000
18	+ 1d8+1d10	6000	18000
19	+ 1d8+1d10	6000	18000
20	+ 2d10	7500	22500
21	+ 2d10	7500	22500
22	+ 1d10+1d12	10000	30000
23	+ 1d10+1d12	10000	30000
24	+ 2d12	20000	60000

Bonus Damage			
Table 6			
If you roll a bonus on this table you do not have to roll on table 5			
Dice Roll	Weapon Bonus	Cost	Retail
1	+ 0	N/A	N/A
2	+ 0	N/A	N/A
3	+ 0	N/A	N/A
4	+ 1	500	1500
5	+ 1	500	1500
6	+ 1	500	1500
7	+ 2	800	2400
8	+ 2	800	2400
9	+ 2	800	2400
10	+ 3	1400	4200
11	+ 3	1400	4200
12	+ 3	1400	4200
13	+ 4	2000	6000
14	+ 4	2000	6000
15	+ 4	2000	6000
16	+ 5	2600	7800
17	+ 5	2600	7800
18	+ 5	2600	7800
19	+ 6	3200	9600
20	+ 6	3200	9600
21	+ 6	3200	9600
22	+ 7	4100	12300
23	+ 7	4100	12300
24	+ 8	5000	15000

Dice Roll

Table 4 determines the dice you use on Tables 5 and 6.

Weapon bonus

This is the damage bonus the weapon gets. Table 5 produces a Rolled bonus (i.e., 1d6 to damage) while Table 6 produces a straight adjustment to the normal damage rolled by the character (i.e., +5 to the character normal damage dice for the weapon). Most weapons can have a damage bonus from one or both tables (see the boxed information below for restrictions).

Bows, Crossbows and Gunpowder Weapons roll on table Six Only!

Arrows and Bolts Use table Five Only!

Cost

This is the Cost of Materials if a character wishes to make a Magic Weapon

Retail

This is the normal cost the magic weapon will sell for (what the character's will buy the weapon for, if they are lucky enough to find a magic weapon for sale).

Bonus Damage Table

If you have a damage bonus from table 5, you will be directed to roll on table 8 to see what type of extra damage the weapon does. This roll can be skipped if you like since it may add a level of complexity to the weapon that you do not want to bother with (this is explained after the table).

Bonus Damage Table	
Table 8	
Roll (1d100)	Extra Damage is From
1-82	Straight Damage Bonus to the Weapon
83-84	Acid
85-87	Cold
88-89	Electrical
90-92	Fire
93-94	Magical
95	Negative Energy (*)
96-97	Poison
98	Positive Energy (**)
99-100	Sound

(*) Negative Energy only works versus creatures that are of pure good Alignment and are not considered natural to the earthly plane (i.e., angles). A weapon with this type of damage bonus is intelligent.

(**) Positive Energy only works versus creatures that are of pure evil alignment and are not considered natural to the earthly plane (i.e., devils, demons and undead). A weapon with this type of damage bonus is intelligent.

A straight damage bonus is added to the normal damage done by the weapon. All other types of damage bonus are rolled separately. This damage does not take place unless the target takes damage from the initial blow (the damage done by the WTKA and character's TKA dice roll). It is assumed that the armor does not affect the bonus damage roll, however, the target does get a separate WR dice roll against the damage bonus. This means that the target gets a APV and WR dice roll on the weapons initial damage and a WR dice roll on its damage bonus.

Weapon List

Table 7

 Use 1d50 or as directed by *Table 1*

Roll	Weapon	Roll on	Notes / Special Instructions
1	Choose from next 2 or re-roll.		
2	Club	Roll on Table 22	
3	Staff	Roll on Table 22	40% chance of a weapon that has a Magic Focus. Even if the weapon has a magic focus, you roll on Table 22.
4	Choose from next 5 or re-roll.		
5	Mace, one handed	Roll on Table 18	
6	Mace, two handed	Roll on Table 18	
7	Morning Star	Roll on Table 18	
8	Mall	Roll on Table 18	
9	Mall, Great	Roll on Table 18	
10	Choose from next 3 or re-roll.		
11	Lance	Roll on Table 20	
12	Spear (hand held)	Roll on Table 20	
13	Claw, Battle	Roll on Table 20	25% chance for a roll on Table 13
14	Choose from next 3 or re-roll.		
15	Ax, One Handed	Roll on Table 12	15% chance of the weapon having a Fighting Focus. If the weapon has a fighting focus, roll on Table 22, rather than table 13.
16	Ax, Two Handed	Roll on Table 12	
17	Halberd (single)	Roll on Table 12	
18	Choose from next 9 or re-roll.		
19	Dagger	Roll on Table 13	25% chance of the weapon having a Fighting Focus. If the weapon has a fighting focus, roll on Table 21, rather than table 13.
20	Proto Swords	Roll on Table 13	
21	Sword, Bastard	Roll on Table 13	
22	Sword, Katana	Roll on Table 13	
23	Sword, Long	Roll on Table 13	
24	Sword, Saber or Cutlass, roll high / low for which weapon	Roll on Table 13	
25	Sword, Scimitar	Roll on Table 13	
26	Sword, Short	Roll on Table 13	
27	Sword, Two Handed	Roll on Table 13	
28	Choose from next 5 or re-roll.		
29	Bow (Long) or Bow (Horse) roll high / low for which weapon	Roll on Table 14	There is only a 20% chance to roll on table 11 if you roll a magic Arrow or Bolt.
30	Bow (Normal) or Bow (Short) roll high / low for which weapon	Roll on Table 14	Please note that in regards to damage, Arrows and Bolts roll on table 6 and that Bows and Crossbows roll damage on Table 5.
31	Arrows or Bolts	Table 11 (20% chance)	
32	Cross Bow (mechanical)	Roll on Table 14	
33	Cross Bow (Normal)	Roll on Table 14	
34	Choose from next 5 or re-roll.		
35	Arquebus	Roll on Table 16	
36	Flintlock	Roll on Table 16	
37	Hand Gun	Roll on Table 16	
38	Musket (matchlock)	Roll on Table 16	
39	Musket: refined version	Roll on Table 16	
40	Choose from next 3 or re-roll.		
41	Ax, 1h, Thrown	Roll on Table 19	
42	Dagger (thrown)	Roll on Table 19	
43	Spear (Javelin)	Roll on Table 19	
44	Choose from next 5 or re-roll		
45	Bill (group formation)	Roll on Table 17	Very few Group formation weapons are magical (it is just too expensive to outfit an entire unit with magic weapons. To represent this, the greatest damage bonus that can be on a group formation weapon is +2 and or +1d4.
46	Spear (group formation)	Roll on Table 17	
47	Glaive (group formation)	Roll on Table 17	
48	Halberd (group formation)	Roll on Table 17	
49	Pike or Pole Ax (group formation) (high/low roll for which)	Roll on Table 17	
50	Pick any weapon on the list or re-roll.		

Alignment Specific Powers			
Table 10			
Roll 1d4	Power (alignment)	Ingredient Cost	Cost to Buy
1	Dam Living Dead (g)	3500	10500
2	Dam Soul (e)	5500	16500
3	Dam Undead (g)	4500	13500
4	Lay to Rest (g)	2500	7500

(g) Good (e) Evil (n) Neutral (ng) Neutral Good and (ne) Neutral Evil

Coming to this table gives the weapon an alignment. It also means the weapon is intelligent and will have a purpose.

Arrows and Bolts			
Table 11			
Roll 1d20	Affect / Power	Ingredient Cost	Cost to Buy
1	Arc Lightning (a/b)	600	1800
2	Ball Lightning (a/b)	600	1800
3	Chain Lightning (a/b)	750	2250
4	Cone of Cold (b)	600	1800
5	Energy Bolt (b)	450	1350
6	Fire Bolt (b)	500	1500
7	Fire Arrow (b)	450	1350
8	Fireball (a)	750	2250
9	Frost Bolt (b)	400	1200
10	Globe of Fire (a)	600	1800
11	Grapple (a/b)	100	300
12	Lightning Bolt (b)	600	1800
13	Message (a/b)	75	225
14	Multi Shot Arrow (a)	700	2100
15	One Shot (a)	200	600
16	Paralyse (a)	650	1950
17	Radiate Silence (a/b)	125	375
18	Sphere of Darkness (a/b)	125	375
19	Sphere of Light (a/b)	50	150
20	Stun (b)	150	450

(a) Is Arrow only, (b) is Bolt only and (a/b) is Arrow or Bolt

If the item being rolled indicates Arrow or Bolt then 50%/50% chance of either.

Axe and Axe Like Weapons			
Table 12			
Roll 1d100	Where to roll		
1-74	No additional power		
75-79	Roll 1d10+90 twice on this table		
80-84	Roll 1d10+90 on this table plus Take one roll on table 20 (any weapon powers)		
85-88	Roll 1d10+90 on this table plus Take one roll on table 10 (alignment specific)		
89	Roll on the table 15 (curse)		
90	Roll 1d10+90 on this table plus Roll on table 15 (curse)		
-	Affect / Power	Ingredient Cost	Cost to Buy
91	Berserker	2500	7500
92	Cause Fear	3000	9000
93	Cause Terror (*)	4500	13500
94	Convert Fire to Damage (*)	4000	12000
95	Immunity to Terror	3000	9000
96	Increase Power (*)	3500	10500
97	Great Swing (*)	3000	9000
98	Max Damage	5500	16500
99	Quick Attack	2500	7500
100	Throw Weapon	2500	7500

(*) Can only be given to a 2-handed weapon

Blade Weapons			
Table 13			
Roll 1d100	Where to roll		
1-59	No additional power		
60-64	Roll 2d10+80 twice on this table		
65-69	Roll 2d10+80 on this table plus Take one roll on table 21 (fighting focus)		
70-74	Roll 2d10+80 on this table plus Take one roll on table 20 (any weapon powers)		
75-79	Roll 2d10+80 on this table plus Take one roll on table 10 (alignment specific)		
80	Roll on the table 15 (curse)		
81	Roll 2d10+80 on this table plus Roll on table 15 (curse)		
-	Affect / Power	Ingredient Cost	Cost to Buy
82-83	Absorb electrical damage	3000	9000
84-85	Absorb Spell	4500	13500
86	Berserk	3000	9000
87	Berserker Rage (*) (cursed)	60000	Special
88	Blade Wall	4500	13500
89	Bond to Owner	7500	22500
90	Charge Weapon	4000	12000
91	Change Weapon Shape	1500	4500
92	Cut Glyph	2000	6000
93	Cut Stone	3500	10500
94	Deflect Missile	4500	13500
95	Find Direction	1000	3000
96	Fire Wall	3500	10500
97	Ghost Weapon	6500	19500
98	Glue (*) (cursed: 2-handed blade only)	60000	Special
99	Plane of Fire	4500	13500
100	Weaken Opponent	4000	12000

(*) If you roll one of the two cursed powers on the table, the weapon is cursed. There is a 50% chance that the weapon will have one additional (non-cursed) power from the table. Roll 2d10+80 until you get a non-cursed result.

Bows / Crossbows			
Table 14			
Roll 1d100	Where to roll		
1-89	No additional power		
-	Affect / Power	Ingredient Cost	Cost to Buy
90-93	Extend Range	3500	10500
94-96	Fast Reload (c)	5000	15000
97-100	Hit Missile (b)	4000	12000

(b) Bow only (c) Crossbow only

Curses			
Table 15			
Roll 1d8	Affect	Ingredient Cost	Cost to Buy
1	Attract Point Magic	60000	Special
2	Attack Wielder	60000	Special
3	Berserker Rage	60000	Special
4	Cowardice	60000	Special
5	Owner Damage	60000	Special
6	Weak	60000	Special
7	Weaken Intellect	60000	Special
8	Whither Limb	60000	Special

Firearms			
Table 16			
Roll 1d100	Affect / Power	Ingredient Cost	Cost to Buy
1-88	No Additional Power		
89-90	Sure Shot	4500	13500
91-92	Magic Bullet	6500	19500
93-94	Body Slam	4000	12000
95-96	Follow the First	4500	13500
97-98	Expanding Bullet	6500	19500
99-100	Weaken Armour	4500	13500

Group Formation Weapons			
Table 17			
Roll 1d100	Affect / Power	Ingredient Cost	Cost to Buy
1-99	No Additional Power		
100	Resist Fear	700	2100

Mace or Mace Like Weapons			
Table 18			
Roll 1d100	Where to roll		
1-74	No additional power		
75-79	Roll 1d8+92 twice on this table		
80-84	Roll 1d8+92 on this table plus Take one roll on table 20 (any weapon powers)		
85-88	Roll 1d8+92 on this table plus Take one roll on table 10 (alignment specific)		
89	Roll on the table 15 (curse)		
90	Roll 1d8+92 on this table plus Roll on table 15 (curse)		
-	Affect / Power	Ingredient Cost	Cost to Buy
93	Dispel Magic	3000	9000
94	Flash	2500	7500
95	Force Door	3500	10500
96	Heat Armour	4000	12000
97	Shake Earth	6500	19500
98	Shatter	4000	12000
99	Shock Wave	6500	19500
100	Stun Opponent	4000	12000

Thrown Weapons			
Table 19			
Roll 1d100	Affect / Power	Ingredient Cost	Cost to Buy
1-96	No Additional Power		
97-98	Mist Weapon	4500	13500
99-100	Return to Wielder	4500	13500

Powers For any Weapon			
Table 20			
Roll 1d100	Affect / Power	Ingredient Cost	Cost to Buy
01-02	Blood Bond	4500	13500
03-05	Bond to Owner (*)	6500	19500
06-14	Catch Magic	7500	12500
15-24	Change Size	2500	7500
24-35	Change to Any Weapon	2000	6000
36-40	Come to Owner	3000	9000
41-64	Heal Wielder	2500	13500
65-69	Radiate Light	2500	7500
70-84	Tight Hold	2000	6000
85-90	Weapon Throw	3500	10500
90-100	Clarity of Purpose	4500	13500

(*) This weapon is Intelligent.

Wood Weapons			
Table 22			
Roll 1d100	Where to roll		
1-74	No additional power		
75-79	Roll 1d10+90 twice on this table		
80-84	Roll 1d10+90 on this table plus Take one roll on table 21 (any weapon powers)		
85-88	Roll 1d10+90 on this table plus Take one roll on table 10 (alignment specific)		
89	Roll on the table 15 (curse)		
90	Roll 1d10+90 on this table plus Roll on table 15 (curse)		
-	Affect / Power	Ingredient Cost	Cost to Buy
91	Glyph Passage	3500	10500
92	Hold Animal At Bay	2500	7500
93	Magic Resistance	6000	18000
94	Protect Soul	7500	22500
95	Protect User	6000	18000
96	Radiate Sunlight	5500	16500
97	Repel Animals	3000	9000
98	Scare Animals	3000	9000
99	Summon Animal	3500	10500
100	Whirlwind	6000	18000

Special Powers: Fighter Focus			
Table 21			
Roll 1d10	1d10	Ingredient Cost	Cost to Buy
1-2	Bravery	3500	10500
3	Clarity of Action	4000	12000
4	Continuous Damage	6500	19500
5	Defence Adjustment	4000	12000
6	Deflect Magic	5000	15000
7	Fast Attack	4000	12000
8	Fighting Weapon	5500	16500
9	Spin	9000	27000
10	Transfer Damage	6000	18000

If you end up with a weapon from this table, you have a weapon that will only work for a character with a Fighting Focus.

Size of the Magic Item

Magic items are normally a bit more forgiving when it comes to the size of the creature that can make use of them. Roll 1d20 on the table below for an idea on who can use them.

Roll	Strength
01-15	Any Size
16-17	0.25 to 1.25
18-19	0.75 to 2.00
20	1 to 3

Notice that human size can use them all! (Pays to be human). The only magic items that cannot be used by humans are ones that were never intended to be used by humans (i.e. fairly specialized items).

Intelligent Weapons

There is a chance that a weapon will be intelligent. Some powers will only be present if the weapon is intelligent. If a weapon is intelligent, then it will generally have a like or a hatred of something.

Chance to Have an Intelligent Weapon

- Each power the weapon has +5%
- Each point of damage bonus or potential damage bonus +1%

This means that a weapon with 2 powers and a damage bonus of 2d6+4 has a 26% chance of being intelligent.

If a weapon is intelligent, there is a chance it will have a like or dislike (or both). Roll 1d20 on the table below.

Roll

01-14	No Like or Dislike
15-18	Dislike only
19	Like only
20	Both a like and dislike.

Dislike Only

Roll on table 30 (or pick one of the entries) to find out what the weapon dislikes. The weapon's damage bonus and any special powers are useable only when fighting the disliked creature.

Like Only

Roll on table 30 (or pick an entry) to find out who or what the weapon likes. The weapons damage bonus and any special powers are only useable if the weapon likes the wielder.

Like and Dislike

Roll twice on table 30 (or pick two entries). The weapon has a like towards one of the entries (the first picked or rolled) and a dislike towards the second entry. This means that the weapon's combat bonus and special powers will only work if the wielder is on its like list and then only if the creature being fought is on its dislike list.

Multiple Likes and Dislikes

It is possible for a weapon to have multiple likes and dislikes. If this is the case, then you should add likes and dislikes from Table 30 as you feel is appropriate to the weapon you are making.

Creature Table	
Table 30	
Dice Roll 1d100	Creature Type
01-05	Animals
06-09	Birds
10-11	Constructs
12-13	Devils
14-15	Demons
16-19	Dragons
20	Evils
21	Fighters
22-25	Fish
26	Goods
27-30	Giants
31-35	Living dead
36	Magic Users
37-42	Magical Animals
43-48	Magical Bird
49-54	Magical Fish
55-59	Magical Reptiles
64-74	Monsters
75	Neutrals
76	Neutral Goods
77	Neutral Evils
78	Priests
79-84	Reptiles
85	Souled Creatures
86-91	Soulless Creatures
92-97	Undead
98-100	Weapon users

Communication

Intelligent weapons are normally given a voice. Although saying it is a voice is not totally accurate since it has no lungs or mouth. The bottom line: those with ears can hear the weapon. The normal distance that the weapons voice will carry to is 30 feet, if shouting this is extended to 90 feet. If a weapon wishes to be quiet and whisper, its voice will carry from 1 to 10 feet (makes you think of the weapon that would tell the character to get real close just to shout in his ear).

The language of choice for a weapon is common. This is not a hard fast rule. A weapon can be given any language you wish.

In regards to talking to a weapon, a weapon will normally only hear the creature actually holding it by the hilt (saves getting confused).

A very few weapons are given the ability to telepathically communicate to their wielder. These weapons are very rare (see the section **Optional Weapon Powers**, Page 32 for more information on this).

Most weapons can speak only when being held or in someone's hand. This saves having the weapon sitting

on a table rambling to itself as the ages pass... see **Optional Weapon Powers**, Page 32 for the optional power of letting weapons speak anytime they wish.

Weapon Command Words

If a special power has to be activated or invoked, then it is done so by the wielder speaking a Command Word. The weapon must be able to hear this command word, meaning that silence spells or area of effects will prevent a character from activating some of the special powers his or her weapon may have (i.e., those that do not work on a continual basis or those that require a command word to activate).

Characters Versus Weapons

Intelligent weapons are independent entities. What control they have over their outside environment has been given to them by their creator. This means that a weapon is not going to be able to control its wielder or hurt its wielder unless someone gives it this power. By the same token, just because you have a weapon in your hand does not mean you can brow beat it into doing what you want (activating its special powers).

An intelligent weapon has a certain amount of control over its powers and abilities. For weapons that have no likes or dislikes, the normal state of affairs for the weapon is that its damage bonus is turned on and its powers are available for use by the character. For weapons that have likes and dislikes, these powers are normally turned off and can only be activated by the weapon when the appropriate conditions exist (i.e., it likes druids, so its powers are turned on when a druid is wielding it).

Very Old Weapons

Weapons are intelligent, can learn and remember and can exist for thousands of years. This is good and bad. Realize that just because a weapon can learn and remember things, it would probably have about as much memory of its childhood as you would, given a thousand years passage of time (i.e., not a great deal). Things the weapon did not like (i.e., the long dark stretches in a box) might well stand out in the weapon's mind and dominate its thought processes).

You normally do not have to worry about a weapon that has likes and dislikes, just play it as it is listed. Just realize that someone who makes a weapon gives the weapon its personality. The personality is duplicated from a nearby source, so it is possible to give the weapon the personality of any living creature (now, just think about that for a sec). You do not kill the creature when you do this, which means that would could graph an Orc's personality onto a Paladins weapon if you really wanted (though why

you would is beyond me... but it is possible). A weapon that cannot be used or cannot be used by its intended client is pretty much useless and would probably not be built. I say probably because it is always possible for someone to build a weapon with the intention of producing an un-useable weapon (it is the letter of the contract rather than the spirit of the contract type of thing).

This means that it is possible for a weapon to be at odds with its wielder. When this happens, the only recourse normally open to the weapon is to withhold its combat bonuses and special powers. This is not something that would be done on a whim by most weapons. It is a serious act of defiance to its wielder.

Changing personalities

Part of being intelligent is the ability to adapt and change. This means that a weapon's personality could change. This change would be very slow and would take a very long time, but it is possible.

How The Weapon Sees The World

For obvious reasons a weapon will not see the world as a character sees the world. The weapon has no eyes. It is not able to see little details, or the facial expressions of the wielder's opponents. The weapon will see the world only in regards to what it was made to see. For example, a weapon that was created to slay dragons will feel the world about in terms of moving / not moving dragons and other objects. It will not be aware of detail or subtleties. The table with a dozen magic potions becomes part of the same indistinct mass that is not a dragon. Keep this in mind when a character begins questioning an intelligent weapon.

As Legend Weaver it is up to you to determine how much any given weapon will know. The weapons should not become a source of easy, instant information unless there is a specific reason for it being such (i.e., its previous owner made it memorize the directions to the dragon saying it would only ever get to slay one if it new where to find one).

Identifying Weapons

Identifying magic items can be hard at times. The character must pass three checks when trying to identify a magic weapon. The first is against the character's Arcana skill; the second is against the character's research skill. The third is rolled against the level of library / lab being used by the character to do the work. In this instance, the character needs both a library and lab to do the work; one or the other by itself will not allow the character to identify the item.

A normal skill check is used against the character own Arcana and Research skills. For the third check, the character must roll 1d10 and roll under the level of the library or lab (whichever is lower) to successfully identify the item.

To give an Example:

Merle has access to a level 7 library / level 5 lab. He has 18+7 in each of his Arcana and Research skills. This means he must roll 18 or less on both his Arcana and Research skills and a 5 or less on a d10 (for the library / lab check). If he makes all three rolls he then identifies the item.

If the character fails any of these checks, he or she can use luck to make a re-roll (only one re-roll is allowed per check).

Paying for Weapons Identification

Like potions, the normal going cost of identifying weapons is for the identifier to get one out of each five weapons that he or she identifies. This is not a set in stone price and may be negotiated by the character.

This is a bit tougher than potions, since magic weapons will not normally be identified in bulk. This means that the characters must have at least 2 weapons to be identified. If this is the case, then the magic user will give one of the two weapons back to the characters. As more weapons are brought in for identification, the magic user would have his choice of keeping his or her first pick, or giving it back to the character's in preference to a new weapon that has been brought in. This assumes a certain level of honesty on the part of the magic user and the group bringing in things to be identified.

Identifying Cursed Weapons

The bad news is that there is a very small chance that you can identify a cursed weapon. The whole idea of a cursed weapon is that the person does not know it is cursed (its one of those things where you actually want someone to use the weapon for awhile or there is no real point in having the thing made).

To take into account just how difficult a cursed weapon is to identify, you have to roll a 1 on one of the skill checks. If the weapon is cursed, the character will know.

Skills for Making Magic Weapons

The item creation process is fairly straightforward. The magic user must make a magic balm. Once made, you take the balm and completely cover the item you want to enchant. Once coated, the balm soaks into the item and the weapon becomes magical.

The skills required to make magic weapons are:

- Arcana (AS)
- Determination (AS)
- Education (LS)
- Herbalist (AS)
- Research (AS)
- Weapon Smith (LS) or Wood Smith (LS)

The Weapon or Wood Smith skill is only needed if the character wishes to make the weapons he or she will magic.

Skill Cost to Make Magic Weapons		
Table 31		
Cost	Library	Skill Cost
<1000	1	2d4
<2000	2	1d4+1d6
<3000	3	2d6
<5000	4	1d6+1d8
<8000	5	2d8
<13000	6	1d8+1d10
<21000	7	2d10
<34000	8	1d10+1d12
<55000	9	2d12
55000+	10	2d20

Cost

This is the cost of the ingredients that went into making the weapon (i.e., if you had a cost of 4500 talons then you would be on the <6000 row of the table; a cost of 7500 would put you on the <8000 row on the table. **Please Note; you always use the total cost of ingredients when making a magic weapon. The basic cost on the table is modified if you are making stronger versions of the power.**

Library

The character must have access to a Library and an equal level lab/workshop to perform the work. The final modified cost of ingredients is used to determine the required level of the library and workshop.

Skill Cost

The adventure skills required to make a magic weapon are, Arcana, Determination, Herbalist, and Research. You need the bonus synergy that comes with these skills. Since skill synergy bonus comes back at a rate that is equal to the character's natural healing rate, it means that there is a crimp on cranking out the magic weapons. When the weapon is made roll the amounts indicated. If you have the points to cover the cost, then success is automatic. If you are shy then roll against the appropriate skill adding one to the dice for each point you are short. Any failed roll means the weapon is not made.

Special Powers: Number of Uses

Normally, special powers contained in weapons are useable once per day, although some do work on a continual basis. The write-up on the power will normally say if how often and for how long a power will last once used.

If the character is going to make magic weapons, then he or she can make weapons whose power is useable more than once a day. If this is done, then, like potions, the cost of making the weapon, in money and skill outlay is increased. First, the number of uses per day is listed below.

The Number of uses is shown below on the standard d20 table (if you get the urge and have to roll).

Roll	# Of Uses	Modifier
01-15	1/day	No Modifier
16-17	2/day	* 2
18-19	3/day	* 3
20	4/day	* 4

Of Uses: this is the number of time a weapons power may be used in a given day. Note the default is once per day (all table pricing is based on this being the case).

Modifier: This number is multiplied by the cost of ingredients to make the weapon, and by what the weapon is worth to buy. It also modifies the skill required to make the weapon (more on this below).

Cost of Modifiers

When the item has a modifier to its cost, the modifier determines how much extra synergy bonus is required to make the item. The item can have up to two modifiers (one for how strong the affect is and one for the number of times the power may be used in a

given day). The following shows the extra cost to the synergy bonus based on the modifier.

Added Cost to Synergy Bonus

Modifier	Addition Skill Cost
* 2	+1d8
* 3	+1d10
* 4	+1d12

Making the Weapon

Once the balm is made, it must be applied to a weapon that has never seen battle (normally referred to as a virgin weapon). If a weapon is used in battle then for each battle it sees there is a 10% chance that the magic balm will work on the weapon.

As an optional rule, you may still require that a character make an Arcana skill check to apply the balm to the magic weapon. This skill check could be re-rolled should the character fail on the first skill attempt (which means that the chance to ruin the weapon is very small).

Time Taken to Make a Weapon

Making a magic weapon is a very time intensive process. As a rule of thumb, for each level of library/lab, it takes a week of time. This means that if the weapon requires a level 3 library/lab, then it would take the character 3 weeks. If the character is interrupted or disturbed during this process, he or she must make an immediate skill check on all required skills (Arcana, Determination, Herbalist, and Research) to take up the work were he or she left off (why do you think mages hate interruptions!).

Example of Making a Weapon

Celeste wishes to make the following magic weapon:

Long Sword

Damage bonus 1d8+4
Heal Wielder 2/day for 2d8
Deflect Missile

The Damage bonus comes from tables (the 1d8) and table 6 (the +4). Each bonus carries a cost of 2000 Talons (4000 talons total).

The Heal Wielder comes from table 20 (Powers for Any Weapon) and carries a cost of 2500 talons. Looking at this powers write up we find that it is useable once per day. However, the base amount that can be healed is 2d4. If we make the weapon heal 2d8 we have a *3 modifier. If we have it cast twice day we have a further *2 modifier. This means that the base cost is $2500 *2 *3 = 15,000$ Talons total.

Deflect Missiles power comes from table 13 and carries a cost of 4500 (Powers for Bladed Weapons). Looking up the description of this power we see that it works on a continuous basis so there is no further modifier to the base cost.

This means that the total base cost of making this magic weapon is: 23,500. I reproduce a part of table 31 below for convenience. Based on the cost of the weapon, I can see it will require a level 8 library / lab.

Skill Cost to Make Magic Weapons		
Table 31		
Cost	Library	Skill Cost
<21000	7	2d10
<34000	8	1d10+1d12

In addition to the base cost in money, the weapon will have a base skill cost (in synergy bonus) of 1d10+1d12. In determining the skill cost for making the weapon we have to take into account the modifiers from the Heal Wielder power. I reproduce the table below to show the modifiers.

Added Cost to Synergy Bonus

Modifier	Addition Skill Cost
* 2	+1d8
* 3	+1d10
* 4	+1d12

The Heal Wielder power has a *2 and a *3 modifier. This means that the skill cost is up by +1d8 and +1d10. This means that the total cost in each of the four adventuring skills is $1d8+2d10+1d12$. This will be a very expensive weapon to make, both in terms of money and skill.

To put it all together, this weapon will cost the character 23,500 talons to make, it will require a level-8 lab and will take 8 weeks to complete the work. Finally, the weapon will cost the character 1d8+2d10+1d12 synergy bonus in each of the four skills.

Arcana (AS)
Determination (AS)
Herbalist (AS)
Research (AS)

Making the Skill Checks

The following table shows the actual skills Celeste has as well as her dice rolls when seeing how much synergy the weapon costs her to make.

Celeste's skill levels and rolls:

Legend Weaver: The Making of Heroes, Magic Weapons

Skill	Skill Level	Cost Roll (1d8+2d10+1d12)
Arcana (AS)	18+25	10
Determination (AS)	18+27	21
Herbalist (AS)	18+18	24
Research (AS)	18+30	22

Celeste is shy in regards to the Herbalist Skill (she rolls a 24 and only has 18 points in synergy bonus for the Herbalist Skill). She decides to use luck to re-roll this. On the re-roll she comes up with a 20, better, but still 2 points shy. Being shy, she must now do a skill check versus her Herbalist Skill adding 2 to the dice roll (the amount she was short). If the final adjusted number is 18 or less, she has made the weapon. If it is 19 or more, she may use her luck to retake the roll, knowing that if she fails the re-roll, the weapon is ruined.

In all this, Celeste will still have to make (Weapon Smith life skill) or have someone make the sword and she will require the Education Life skill. But other than that, this is the basic process.

Interruptions

Making a magic weapon is a tough balancing act requiring a great depth of knowledge. The magic user is combining hundreds of ingredients creating a perfect balance that allows a little bit of the magic that made the universe slip into the item he is making. Any interruption in the work requires an immediate set of skill checks to see if the work is ruined (the magic user can retake the rolls using luck, but even this may fail). This is the reason mages hate having their work interrupted. A misplaced call can ruin an item.

Making Cursed Items

Cursed items are always very hard to make. Cursed weapons are no exception. Some of the reason for this is that you do not want people knowing that are under the affects of a curse until they have suffered for a bit.

You need a level 10 library/lab to make any cursed item. In addition, the base cost is 60,000 talons (cursed items are notoriously expensive). Generally, a character will only want to make a cursed item if he or she is asked to (by someone with a whole lot of money).

Ingredient Rarity and Selling Magic Items

If you wish, you may use the rules listed under Potion Creation when it comes to Ingredient Rarity and selling the items made by the character.

Weapon Powers (listed)

The following is an alphabetical listing of weapon powers. This list will continue to grow as I think of appropriate powers.

Absorb Electrical Damage

This power works on a continual basis. However, the weapon must be pulled and the character must be in combat (meaning it will not work if the character is surprised). When in affect, any lighting bolt or electrical discharge aimed at the characters front half (including ball lightning) will be sucked into and absorbed by the weapon. This means that once surprise is over and combat really gets going, the character is immune from all electrical based magic so long as the magic comes in from his front quarter and is not delivered via touch.

Absorb Spell

The power may be invoked once per day. Once invoked, this power will last for the entire battle. The power will protect the character from the next damage-based spell cast at the weapon's wielder. The protection is only granted if the weapon is in hand and the battle is raging (it will not work if the character is surprised).

Arc Lightning (Arrows and Bolts)

You will normally find 2 of these arrows or bolts at a time.

You must fire either two of these arrows or two of these bolts (must be two of the same type). Make note and remember where the first missile lands. When the second missile hits, a bolt of energy is generated that travels from the first arrow or bolt to the second arrow or bolt. All creatures between the two arrows or bolts are hit by the electrical discharge. The distance between the two points can be up to 25 feet (two and a half inches on the game table).

If you embed the arrow or bolt into a creature, then you have to roll to see if it sticks (35% chance). If it does not stick, then no lightning bolt is generated (you cant just throw the arrows on the ground and generate a bolt). If you do fire the bolt or arrow into a creature, then that creature will not be affected by the electrical discharge, when that discharge is generated.

The damage done by the electrical discharge is dependent on how powerful the magic is that went into making the item. The missiles Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The damage done by the electrical discharge, normal APV and WR dice rolls apply.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Attract Point Magic (cursed)

When the weapon is pulled and the character engaged in combat, he or she becomes the target of every point based spell cast by the enemy. In addition, damage spells cast at the character do automatic maximum damage (do not roll for damage).

Attack Wielder (cursed)

During any given battle there is a 10% chance of this curse being invoked. When invoked the weapon will wrench itself free of the wielders hand and begin to execute attacks against the wielder. The weapon attacks with an 18+12 synergy level. Regardless of what the weapon is, it has a defense adjustment of 2 once the curse is invoked (+9 to the character's dice roll that tries to hit it). Part of this is the fact that you are not trying to hit someone holding the weapon, but the weapon itself (in a way that will damage it). The number of wounds the weapon has to take (before it will stop attacking) is a function of the strength of the curse. Wounding the weapon stops the weapon from making further attacks until the curse is invoked again (i.e., it is used in another fight).

The number of wounds the weapon will take to end its attack.

Roll	Wounds	Modifier
01-15	2d20	No Modifier
16-17	20+2d20	* 2
18-19	40+2d20	* 3
20	60+2d20	* 4

Wounds: The damage that can be taken by the weapon to put an end to its attacks.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Ball Lightning (arrow or bolt)

You will normally find 1d3 of these arrows or bolts at a time. When fired, this missile will travel 10+1d20 feet and will then turn into a ball of electrical energy. The ball lightning will move towards the largest metal object (10 feet per combat round), starting with plate armor and working its way down to swords and even to daggers (on the rare chance that the largest chunk of metal in the area is a dagger). Normal APV and WR dice rolls apply versus the lightning damage. The ball will dissipate in 3d4 combat rounds if it has not discharged. The strength of the electrical discharge is determined by the strength of the magic that went into making the affect.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: This is the number of wounds done to the target when the ball of lightning discharges. APV and WR dice rolls apply

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Berserk

This power may be invoked once each 24 hours.

This is a very powerful spell affect. Once invoked, it lasts for 1d6+2 combat rounds. During those combat rounds, the character makes normal to-hit rolls but is able to roll all damage dice twice and apply the greater amounts to the target as damage.

Berserker

This power may be invoked once each 24 hours.

This is a more powerful, potentially more dangerous version of Berserk. When this power is invoked, it lasts for up to 3d4 combat rounds. When invoked, the character wielding the weapon goes into a berserk killing rage. The character still decides whom or what he wants to fight (a good thing), but is unable to make use of a shield or his weapons Defense Adjustment (DA). This means that the character will drop a shield (if using one) and will not use his weapon in his defense (do not apply the weapons DA to the opponent).

For this the character is able to roll his or her to-hit dice and damage dice twice each, applying the results that are the most favorable.

Berserker Rage (cursed)

This power has a 1 in 10 chance of showing up each time a character enters battle. When it is invoked, the character goes crazy with blood lust. The character makes all to hit and damage rolls twice, applying the results that result in the greatest damage to the opponent. The character will not use any type of defensive skills (the character ignores his weapon's DA) and will go so far as to drop any shield he may be using. Lastly, the character will always pick targets randomly from all those he or she sees (friend and foe). Once the character has picked a target, he or she will engage it, and will continue to fight it until he dies, it dies, or the curse magic ends. The curse can only end after all hostiles have dropped or run away. After this, there is a 5% cumulative chance per round that the character will regain control and will stop fighting.

Blood Bond

When this power is built into the weapon it will mean that the weapon is built for one specific person and only that person can make use of its powers. If a weapon with power is found it is useless to the group (so don't put it in unless there is a good reason). On the plus side, a character may be able to produce the weapon for himself or another group member (given the correct skills).

Benefits of the blood bond

The greatest single benefit of the blood bond is that the only character that can make use of the powers or abilities of such a weapon is the weapon owner. If the weapon is picked up by anyone else the weapon becomes dead (non-magical); none of its powers or bonuses will work for the character.

Blade Wall

This power is useable once per day. When invoked, the character releases the weapon during battle. When this is done, the weapon will split into a hundred spinning slashing versions of itself and completely fill a section of corridor 10 feet to the side. Any creature trying to get through this spinning slashing wall of death, takes 1d6 attacks from the spinning blades. The blades have the same to-hit chance as the character (but do not get the character's TKA damage bonus). When a creature tries to move through the wall, roll randomly to see which side he or she is attacked from. The blades suffer the same to-hit adjustments as the character would if attacking from

that side. The character's APV and WR dice rolls apply against the damage done by the blades.

The blade wall will last for 3d4 combat rounds. After this, the blades will re-combine and the weapon teleports back into the hand of the character. If some force or affect prevents the teleport affect, or if the character is holding another weapon or object, the blade will not teleport and will fall harmlessly to the ground

While the blade wall is in affect, there is only a 25% chance that point or AoE magic will make it through the blade wall to the other side.

Body Slam

This power is put on a weapon and is useable once per day. When invoked, the character must make a successful to hit against the target. The Targets RS rating can be no larger than 3 times the RS rating of the character. If this is the case, then the target may be knocked over and stunned by the attack. The chance of being knocked over and / or stunned is equal to the damage done by the attack, rolled on a d20. Roll for each separately.

To give an example, Gronk decides to invoke the power, fires his gun and actually manages to hit the target. Gronk rolls 17 points of damage against the target of which 7 are negated by the targets armor and WR rolls. This means that there is a 10 in 20 chance that the target will be knocked over and a 10 in 20 chance that the target will be stunned for one combat round.

Bond to Owner

This weapon will normally have an owner. If its previous owner is dead or if it has spent more then 10 years out of the hand of its owner, then it does not have an owner.

If this weapon has an owner, its magic will only work for the character that owns it. If it does not have an owner, it will flip out of, swing around and try to cut the hand of any character that tries to pick it up. When it does this, it will cut the character unless the character can make a React or Escapist skill check (the character may not realize that he or she wants to have the weapon cut him). Once the weapon has drawn blood, the character will see the blood on the blade. The Legend Weaver should then roll percentile to see if the weapon likes the character. The chance that it will depends on the following.

Character is proficient in this weapon +20%

Character has Fighter Focus +30%

Character has No Focus +20%

Character has a Skill Focus	+10%
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If the weapon likes the character, then the character will see his or her blood soak into the blade of the weapon. If the weapon does not like the character, the character will see the blood bead, to roll off the blade.

As has been mentioned before, any powers or abilities including damage bonuses and such will only work for the character the blade likes (i.e., takes as its owner). This power is normally associated with non-cursed intelligent weapons; so if you give the weapon, this power, roll on the appropriate tables.

Bravery

When this weapon is held the character cannot suffer any affects from spells that cause fear and terror. If any such spell or spell affect is used on the character, the character is assumed to have passed any associated dice roll to prevent the affect.

Catch Magic

This power works on a continual basis. It only functions when the weapon is in hand and the character is not surprised. The weapon has a chance to catch or intercept any point based magic spell directed at the character. The weapon cannot intercept or stop AoE magic but only single target magic directed at the character and only if the character is able to see it coming (the magic must be directed at the character's front half). The chance to negate a spell is decreased by a percentage chance equal to twice the spells level.

The base chance of the weapon intercepting and canceling out the magic is a function of the strength of the magic that went into making the weapon.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	32%	No Modifier
16-17	44%	* 2
18-19	56%	* 3
20	68%	* 4

Strength: The chance of the weapon catching the incoming spell (and negating its affect).

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Cause Fear

This weapon power may be invoked once per day. When invoked, the power may cause the target of the attack to feel fear. The target of the attack receives a Spell Resistance dice roll. Add to the dice roll the actual damage done by the weapon on the round the power is used. This means that if the target takes an actual 8 points of damage from the weapon, on the round the power is used, then the dice roll is made at +8 to the roll. Note that a high synergy level in Spell Resistance may negate the entire or a large part of the penalty.

If this roll is made, then the target suffers no ill affects from the power. If the target fails its roll it must roll its damage dice twice and apply the lesser of the two sets of rolls when fighting the character wielding the weapon.

Cause Terror (2 handed weapon only)

This power is useable once per day. To invoke the power, the wielder must be in battle and not surprised. Once invoked, the weapon's wielder radiates a visage of pure death and destruction. The character's current opponent must make a Spell Resistance dice roll. If the character's current opponent makes the roll, then nothing happens. If the opponent fails the roll, then it must roll all of its to hit and damage dice twice and apply the results that are the most favorable to the character holding the weapon. The power will last until the end of battle but will only ever affect one opponent at a time (and once an opponent makes his or her save, it will not affect a another opponent until the first is dead).

Chain Lightning (arrow or bolt)

You will normally find 1d3 of these arrows or bolts at a time.

When this bolt or arrow is fired at a target, it will strike the target and not do damage (in the normal sense). What it will do is turn into a lightning bolt. Once in bolt form, the target will take damage (normal WR and APV dice rolls apply). The Bolt will then travel up to 10 feet (1 inch on the gaming table) and hit a second target. It will continue to do this until the bolt is out of energy. Each time it hits a new target, the lightning loses one dice. The bolts starting dice is a function of how powerful the magic was that went into making the arrow or bolt.

The Strength of the bolt or arrow is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d8	No Modifier
16-17	3d8	* 2
18-19	4d8	* 3
20	5d8	* 4

Strength: The number of starting dice the bolt or arrow has when fired.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Change Size

A weapon with this power will change its size to comfortably (and properly) fit the hand of any creature or character that wields it.

Change to Any Weapon

This power may be used at any time. When this power is invoked the wielder may tell the weapon to change its shape. The weapon can become any weapon. The only restrictions to this, is that melee weapons remain melee weapons and cannot change into missile weapons. In addition, Bows, Crossbows and Gunpowder weapons each have their own category (i.e., a gunpowder weapon that can change can only change into another type of gunpowder weapon).

Change Weapon Shape

This power may be used at any time. When this power is invoked the wielder may tell the weapon to become another bladed weapon (i.e., a long sword becomes a short sword). The size rating of the weapon can be made to change (i.e., it can be made to fit the hand of any sized creature). The weapon retains its new form until ordered to change again.

Charge Weapon

This power works on a continual basis to build an electrical charge within the weapon. Once the battle starts, the charge takes 1d6 combat rounds to build. Once it has built, it will discharge into the current opponent if the weapon's wielder can score a hit upon that opponent. If the character fails to make his to hit roll, then the charge is lost.

The strength of the charge is dependent upon the strength of the magic that went into the weapon.

The damage done by the discharge is added to the normal damage roll of the weapon (it is bonus damage if does not receive a separate APV or WR dice roll).

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d4	No Modifier
16-17	2d6	* 2
18-19	2d8	* 3
20	2d10	* 4

Strength: The bonus electrical damage done by the discharge.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Clarity of Action

While this weapon is in hand the character cannot be stunned during combat. The weapon must be out and the character actually fighting (a surprised character can be stunned).

Clarity of Purpose

The character cannot be controlled by outside forces while he or she has the weapon in hand and is engaged in combat. The weapon must be in hand and the battle started for this power to work (it will not work if the character is surprised).

Come to Owner

The weapon considers the individual to pull it from a scabbard or to wield it last in battle to be its owner. The weapon will return to the owner's hand so long as it is within the line of the sight of the owner and the owner wants it back into his or her hand. This means that if the weapon is dropped or otherwise taken from the owner, the owner can have the weapon return to him or her. The weapon will return at the end of the combat round, so no attacks are possible before the next round begins. The weapon returns to its owner by flying through the air and into his or her hand (so it will not work if something is in the owners hand). The weapon does not travel fast enough to damage things between it and its owner, although, if it hits an object set between it and the character it will stop and fall to the ground.

Cone of Cold (bolt)

You will normally find one or two of these bolts at a time. When this bolt is fired from a crossbow, it shatters to a million slivers. The slivers hit and do freezing damage to anything in a cone shaped area. The cone will extend out to the weapon's point blank

range (half its normal range figure) and will be 20 feet across at its end.

Those on the edge of the area can make a React or Escapist skill check to avoid the area. Those caught inside the cone receive their normal WR and APV dice rolls. The damage done in the cone depends on the strength of the magic that made the item.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The number of wounds done to those inside the area.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Continuous damage

This power may be used once per day. When used, the affect remains active for 3d4 combat rounds.

When used, a blow from the weapon will do damage to the target on the round following the attack as well as normal damage on the round of the attack. The targets normal APV and WR dice rolls apply on the round of the attack but only the targets WR dice roll applies against the damage done on the following round.

The amount of damage done on the following round is a function of how powerful the magic is that went into making the weapon.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The number of wounds done on the following combat round (as the wound continues to fester and bleed).

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill

cost when making the weapon. See the section **Making Magic Weapons** for more information.

Convert Fire to Damage (2 handed weapon only)

This power works on a continual basis. For this affect to work the weapon must be out of its sheath and the character must be in battle (won't work if the character is standing there surprised). Once the battle is raging (or at least the character has gotten off his tuff and has started to do things) the weapon will afford the character with a certain level of protection against fire-based damage. Anytime the character is the target of fire based damage spell (point based spells, not Area of Effect (AoE) spells) the sword will suck up the fire as damage potential on its next hit (meaning the character takes no damage). Someone that is not on the character's side must cast the Fire based spell and if the character misses his or her next attempt to hit an opponent, the damage bonus is lost.

The damage bonus is equal to the damage the spell would have done on the character. This means that if the character is hit with a spell that would do 3d10 fire damage on him, then that is the bonus to his own damage roll, if he hits the target. The damage delivered through the weapon is not fire damage; it is bonus to the weapons own damage roll (so the target does not get a separate APV or WR roll versus the extra damage).

Cowardice (cursed)

In any given battle, there is a 1 in 10 chance that the character will suffer the affects of this curse. Once invoked the character feels fear and terror to the point that it affects his or her ability to fight. This means that the character must make all his to-hit and damage rolls twice and apply the least favorable results to the opponent.

Cut Glyph

When this weapon is in hand, the wielder can see glyph magic. Not only that, but the weapon may be used to cut through and destroy / disrupt glyph magic. When used to destroy a glyph there is a 1 in 10 chance that the glyph will be discharged into the sword wielder. The sword allows the wielder to know that the glyph is present but not what the glyph will do when discharged. In addition, you must have a proficiency in the weapon in order to use its power.

Cut Stone

This power is useable once a day for 4d6 combat rounds. Once invoked, the weapon will be able to cut through solid stone as if it were butter. It will not work on magical stone although if used on a creature

that is made of stone, it will completely negate the creature's normal WR dice roll.

Damn Living Dead

This weapon has a chance to outright kill the living dead (see boxed text below for more information on the Living Dead). Only those of Good alignment may invoke the powers associated with this weapon (Good only, not Neutral Good). The power may be invoked once per day and when it is, it remains active for 3d4 combat rounds. Each time the character hits and does damage to a Living Dead creature, he or she rolls to determine if the blow kills the creature outright. The target of the attack does receive a Spell Resistance dice roll to avoid the affects.

The chance that the weapon will kill outright a Living Dead creature is a function of the strength of the magic that went into making the weapon.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: this is the chance of the weapon killing the target outright should it do damage to the target (target still gets a spell resistance dice roll).

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

There is a subtle difference between The Undead and the Living Dead.

The term “The Undead” is used to describe any type of creature that remains active in the earthly plane after its host body has stopped to function. It is used to include such creatures as Skeletons, Zombies, Vampires, Ghosts, Ghouls and other apparitions.

The Living Dead is a term used to describe a very specific type of Undead. The Living Dead still make use of the bodies they had while alive, it's just that those bodies no longer function as they did in life (i.e., the flesh has fallen off, the heart no longer beats). Creatures such as Skeletons, Zombies, Mummies, Vampires, and Ghouls are classed as the Living Dead. The term Living Dead does not include ghosts or similar apparitions (specters, wraiths, poltergeists, etc).

Dam Soul (pure evil only)

This power may be used once per day and once invoked it remains active for 3d4 combat rounds. This power only works for those of pure evil alignment (not neutral evil) and is only useable by a creature that does not have a soul.

Each time a character or creature with a soul picks up or takes hold of this weapon, he or she must check to see if they die. The chance to die is the same chance the weapon has of killing any creature with a soul and is based on the strength of the magic that went into making the weapon.

The chance to kill a creature outright is rolled each time the weapon actually scores damage against the target. The target of the affect receives a Spell Resistance dice roll to avoid the affect.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	10%	No Modifier
16-17	20%	* 2
18-19	30%	* 3
20	40%	* 4

Strength: this is the chance of the weapon killing the target outright should it do damage to the target (target still gets a spell resistance dice roll).

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Dam Undead

This weapon has a chance to outright kill the living dead (see boxed text under the *Dam Living Dead* entry for more information on the Living Dead and the Undead). Only those of Good alignment may invoke the powers associated with this weapon (Good only, not Neutral Good). The power may be invoked once per day and when it is, it remains active for 3d4 combat rounds. Each time the character hits and does damage to an undead creature, he or she rolls to determine if the blow kills the creature outright. The target of the attack does get a spell resistance dice roll to avoid the affect.

The chance that the weapon will kill outright an undead creature is a function of the strength of the magic that went into making the weapon.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	10%	No Modifier
16-17	20%	* 2
18-19	30%	* 3
20	40%	* 4

Strength: this is the chance of the weapon killing the target outright should it do damage to the target (target gets a spell resistance dice roll to avoid the affect).

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Defense Adjustment

When this power is given to a weapon, its DA is changed by one. This means that if the weapon's DA is a 7, it becomes a 6. If it is a 6, it becomes a 5 (and so on). This power can only be given once to a weapon.

Deflect Magic

This power works on a continual basis. It only functions when the weapon is in hand and the character is not surprised. The weapon has a chance to intercept and deflect any point based magic spell directed at the character. The weapon cannot intercept or deflect AoE magic but only single target magic directed at the character and only if the character is able to see it coming (the magic must be directed at the character's front half).

When the weapon is deflecting a spell, it is turning the spell and sending it off to another target. The character rolls the deflection chance twice, once to see if the weapon deflects the incoming spell and the second to see if the spell will hit a target of the character's choice. The target of the character's choice must be no further away than the distance the spell traveled to the character and must be in the character's line of sight (front half). This means that the character could deflect a spell back onto the original caster (if he or she makes the rolls)

The chance of the weapon intercepting and deflecting a spell is a function of the strength of the magic that went into making the weapon.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: The chance of the weapon deflecting the incoming spell (and of the deflected spell then hitting a target of the character's choice).

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Deflect Missile

This power works on a continual basis. However, the weapon must be drawn and the battle engaged for it to work (means the character cannot be surprised). The power will allow the character to use the weapon to Deflect incoming missile fire. The missile fire must be aimed at the character and must be coming in from the character's front arc (can't deflect a missile aimed at your back). When being used, the character makes an attack against the incoming missiles. The character is making the attack against a point target (+12 to the dice roll) and is able to make the attack even if making a normal attack versus a melee opponent. The only restriction on this is that the normal attack and the attempt to deflect a missile cannot happen on the same combat instance (you can do one or the other but not both).

Dispel Magic

This power may be used once per day. When used, the weapons wielder must make a successful hit against the target. When this hit takes place, the

power dispels any magic bonus associated with the targets armor, unless the target of the attack can make a successful Spell Resistance dice roll. If successful, the affect lasts until the end of battle.

Energy Bolt (bolt only)

You will normally find 1d2 of these bolts. When this bolt is fired from a crossbow, it turns into a bolt of pure magical energy. The target of the bolt receives a spell resistance dice roll. If the target makes the roll then it takes no damage from the bolt. Those targets that fail the roll take damage from the bolt, with no way to lessen or avoid the damage (APV and WR dice rolls do not apply). The damage done by the Energy Bolt is a function of how strong the magic was that went into making the bolt.

The missles Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The damage done by the bolt if it hits the target.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Expanding Bullet

This power is usable once per day. If the power is used to fire the weapon at a target whose RS rating is larger than the character's RS rating, then the bullet will grow in size as it approaches the target. If the bullet hits the target it will do damage equal to 25% of the targets (full normal) wound total. The targets WR and APV dice rolls do not apply against this damage, however, the target gets to make either a React or Escapist skill check to avoid the bullet if the bullet approaches from the targets front half (i.e., the target is able to see the bullet coming).

Extend Range (bows and crossbows)

When this power is given to a bow or crossbow, its base range figure is double normal. This means that the weapons maximum and point blank range are also double normal.

Fast Attack

This power may be invoked once per day. When it is invoked, it will remain in affect for 3d4 combat rounds. While in affect, the character rolls his weapon's Attack Rank dice twice and applies the lower of the results to the attack (a point of luck or other type of re-roll allows the character to re-roll both sets of rolls). Once all attacks for that combat round have been rolled, there is a straight 50% chance that the character will get one additional attack on the last combat instance of the round. This only allows the character to roll his attack rank dice twice in a given combat round, it does not actually change the character attack rank rating.

Fast Reload (crossbow only)

When this power is given to a crossbow, the time it takes to re-load the crossbow is reduced. This means that a Mechanical crossbow can fire once each 2 combat rounds (fire on round one, reload on round two and fire again on round three). The rate of fire for a Normal Crossbow is 1 bolt per combat round. In the case of a normal crossbow, the Attack rank for loading and firing the bolt on the same round is 24/2d12.

Fear

This weapon power may be invoked once per day. When invoked, the power may cause the target of the attack to feel fear. The target of the attack receives a Spell Resistance dice roll. Add to the dice roll the actual damage done by the weapon on the round the power is used. This means that if the target takes an actual 8 points of damage from the weapon, on the round the power is used, then the dice roll is made at +8 to the roll. Note that a high synergy level in Spell Resistance may negate the entire or a large part of the penalty.

If this roll is made, then the target suffers no ill affects from the power. If the target fails its roll it must add +4 to the attack dice to-hit rolls. The fear lasts until the end of battle and is not negated by a high synergy bonus in the weapon being used.

Fighting Weapon

This power is useable once per day. When this power is used, the character releases the weapon into the air. The weapon will spend the next 2d4+2 combat rounds fighting any opponent the character desires. The only restriction is that the opponent must be one of those that are in melee with the character (i.e., fighting toe to toe with the character). This means that the character could let the weapon go and have it fight someone that is attacking from behind the

character. While the weapon was fighting the character's rear opponent, the character could pull another weapon and continue to attack the opponent to his or her front.

The weapon attacks as if the character were actually wielding it; complete with the character's TKA and WDA dice rolls. In addition, the character will know when the weapon is about to return to normal and will be able to sheth his or her current weapon to allow the weapon to come back into his hand at the end of the combat round.

Find Direction (bladed weapon only)

When this power is given to a weapon, throwing the weapon into the air will mean that the blade of the weapon points due north when the weapon lands.

Fire Arrow (arrow only)

You will normally find 1d2 of these arrows at a time. This arrow starts to burn the instant it is released from the bow. Should the arrow do damage against any creature or target then the fire associated with the arrow will do an extra 2d6 damage. Only those that are immune to fire damage or carry protection that is used specifically versus fire damage have a way to negate this bonus damage (this damage is bonus damage to damage already done). This means that if the arrow hits and does 1 point of damage to the target, the target takes +2d6 damage (with no APV or WR dice rolls versus this extra damage unless the target has some specific protection against fire damage).

Fireball (arrow)

You will normally find 1d2 of these arrows at a time. The arrow turns into a small fireball when it hits the target. The target does not really have a way to avoid the arrow unless he or she has the ability to deflect arrows in flight. Once hit, the arrow explodes into a ball of fire. Damage from the arrow is based on the fire and is not based on what the arrow or bows normal damage would be. Damage is 4d6. As the fire spreads out into a ball, those on the edge of the area of effect (AoE) get a React or Escapist skill check to avoid the damage completely. Those caught in the area of effect still receive their normal WR and APV dice rolls.

The radius of the fireball is dependent on the strength of the arrow. The strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	5'	No Modifier
16-17	10'	* 2
18-19	15'	* 3
20	20'	* 4

Strength: The radius of the fireball, normal APV and WR dice rolls apply.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Fire Bolt (bolt only)

1d2 of these bolts will normally be found. When this Bolt is fired from a crossbow, its turns into fire. It has the normal range of a bolt but will do damage as based on the strength of the magic that made the bolt.

The missiles Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	4d6	* 2
18-19	5d6	* 3
20	6d6	* 4

Strength: The damage done by the fire bolt when it hits the target, normal APV and WR dice rolls apply.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Flash

This power may be used once per day. The attack rank when using this affect is 2d8. When the character makes use of this affect, he or she forgoes his normal attacks on that combat round. When used, the character smashes the weapon onto the ground. The weapon emits a powerful burst of light that can blind all enemies within 20 feet of the wielder unless they can make a Spell Resistance dice roll. The affect is magical in nature and will not affect creatures or characters fighting on the character's side. Those blinded by the flash loose all remaining attacks on the round they are blinded as well as any remaining attacks on the following round. While blind, the creatures are considered helpless.

Follow the First

This power may be used once per day. It is only ever used if the character has already hit the target in the previous round of combat (i.e., has already shot the target). Once the character has hit the target, he or she may invoke this power. The character attacks the same target and must make a successful to hit roll against it. If the character can do this, the bullet hits the target in the exact same spot as the previous bullet and the target does not get a WR or APV dice rolls to negate the damage done by this second bullet.

Force Door

This power may be used once per day. To use it, the character lifts the weapon and brings it down onto any type of door. A one handed weapon will open a door or chest that is stuck. A two handed weapon will open any locked door or chest. The weapon cannot be used to open a magically locked or held door or chest.

Frost Bolt (bolt)

1d2 of these bolts will normally be found. When this Bolt hits a target it delivers freezing damage into the target, in addition to the regular damage done by the bolt. Roll the frost damage separately from the bolts normal damage. The target receives its normal APV and WR dice rolls against each set of damage dice. Remember that some creatures are susceptible to cold-based damage (i.e., the Nagis is slowed by it). The frost damage done by the bolt is a function of the strength of the magic that went into making the bolt.

The missiles Frost Damage Roll is determined on the table below (roll 1d20).

Roll	Bonus	Modifier
01-15	3d6	No Modifier
16-17	4d6	* 2
18-19	5d6	* 3
20	6d6	* 4

Bonus: The damage bonus done by the frost bolt when it hits the target, normal and separate APV and WR dice rolls apply against this bonus damage.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Ghost Weapon

This power may be used once per day. When invoked, it will last for 3d6 combat rounds. Once invoked, the weapon's blade becomes insubstantial.

As you go from the weapons hilt to the tip of its blade, the weapon turns from being corporeal to non-corporeal. This means that the weapon can be used and will do full damage on non-corporeal beings. While the weapon's power is being used, the weapon's blade will not do damage to corporeal beings.

Globe of Fire (arrow)

Normally, 1d2 of these arrows will be found. When this arrow is fired from a bow, it does not act like a normal arrow but rather, will turn into a large globe of burning fire that rolls forward. The distance the globe will roll is equal to the normal range figure for the bow. The globe is 5 feet across and will do burn damage to all it rolls or runs over. Creatures in the globe's path may make a React or Escapist skill check (character chooses which) to avoid the globe. Normal APV and WR dice rolls apply versus the damage done by the globe. The damage done by the globe is a function of the strength of the magic that went into making the arrows.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The number of wounds done by the burning globe. Normal APV and WR dice rolls apply.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Glyph Passage

This power is useable once per day. When this power is invoked the weapon must be placed inside the boundaries of any glyph. The glyph will become inactive so long as the weapon remains within its area. This means that the character or the character's group may pass through the glyph in safety.

Glue (cursed) (2 handed bladed weapons only)

This curse takes one of two forms (it is either one or the other so you have to decide which curse is on the weapon).

The first is that the weapon glues itself to its scabbard or container at the most inopportune time.

This means that the big honkin two-handed sword glues itself to the character's back, just when he goes to pull it for the battle. Smaller swords will glue themselves into their scabbards, resulting in half damage if they are used in battle anyway.

The second form of the curse is one of the few weapon curses that lasts longer than one battle. When it is finally invoked, the weapon glues itself to the character's hands. It will come free given time, but this can be anywhere between a day and a month later.

Each version of the curse has a 1 in 10 chance of activating in a given battle.

Grapple (arrow or bolt)

When this arrow or crossbow bolt is fired, it will stick hard into either stone or wood. It will leave a trail of smoke when fired. If it is fired into wood or stone, the smoke trail it leaves behind will solidify into a rope. The rope will carry any creature or set of creatures whose combined RS rating is 5 or less.

Great Swing (2 handed weapon only)

The character may invoke this power once per day. Once invoked, the power lasts for 2d4 combat rounds. When it is invoked the weapons wielder may make a to hit roll against each and every opponent in base-to-base contact with him (normal melee damage applies to each one hit). The weapons wielder must still make successful to hit rolls against those he is attacking.

Heal Wielder

This power is useable once per day. When invoked the weapon will heal the weapon's wielder. The wounds are returned to the character at the end of the current combat round (so the character must survive the round to gain benefit of the power). The number of wounds returned to the character is a function of the strength of the magic that went into making the item.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d4	No Modifier
16-17	2d6	* 2
18-19	2d8	* 3
20	2d10	* 4

Strength: The number of wounds restored by invoking the weapon's power.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what

the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Heat Armour

This power may be used once per day. It is only useable against solid metal armor (banded, scale, plate). When invoked, the wielder of the weapon must score a hit against the opponent. Once the hit is scored, the targets armor will be affected by the spell. The result of this heating is that the armor's wearer will take heat damage on subsequent rounds. The damage roll is equal to the Armors total APV dice roll (so if it enchant's metal armor that is 1d12+1, the round to round damage taken will be 1d12+1). The target of the damage still receives a WR dice roll but not his normal APV dice rolls since it is the armor he or she is wearing that is doing the damage. Once the affect is in place, it will continue to damage the wearer of the armor for 3d4 combat rounds.

Hit Missile (bow only)

When a bow has this power, it is possible for the user of the bow to hit an arrow or crossbow bolt that is in flight. To do this, the character must have the arrow notched and be ready to fire. The magic in the bow allows the wielder to make the shot although the incoming missile or bolt is still considered a point target (meaning it is hard to hit: +12 to the to-hit dice roll). A high synergy level in the bow being used cannot negate this penalty, although the user may be able to use his synergy bonus in the bow skill to make the point shot (rather than rolling against the basic skill), check the write up in the main manual on the actual bow being used).

Hold Animal At Bay

This power may be used once per day. It may be used to hold a single animal at bay. It will not work if the animal is under attack and will stop working if the animal is attacked. The affect will work on any animal so long as it is not magical in nature (i.e. a giant badger is still considered a normal animal, a chimera is considered a magical animal). If the affect is allowed to run its course, then the animal will wander away (without incident) after 4d6 combat rounds (never to bother the group again).

Immunity to Terror

When this weapon in hand and the character is engaged in battle (and not currently surprised) the character is immune to the affects of fear and terror. Any time the character must make any type of roll associated with Fear and Terror, he or she is assumed to have made the roll.

Increase Power (2 handed weapon only)

When this weapon is in hand and the battle is raging (i.e., the character is not standing about surprised) the power of the weapon will come into play. For each round of combat the character's Power Rating increases by one point (up to a maximum increase of 50%). This has the added effect of adding +1 to the character WR and TKA dice rolls. The increase to the character's WR and TKA dice rolls is done at 1 point per combat round to a maximum increase of 50%. This means that if the character's TKA dice roll were 1d8, the greatest increase would be 1d8+4.

Lay to rest

This power will only manifest itself if the wielder is of Good alignment (will not work for Neutral Goods). Any creature that is killed by this weapon cannot be raised as a Living dead or as an Undead. If a Living Dead or Undead is slain using this weapon, then that creature is permanently dead (i.e., the vampire stays dead).

Lightning Bolt (bolt only)

You will normally only ever find one of these. This crossbow bolt turns into a lightning bolt when fired from a crossbow. So long as the target of the shot is in range, everyone and everything between the shooter and the target may suffer damage from the lightning bolt. Creatures caught by the bolt may make a React or Escapist skill check to avoid the damage. APV and WR dice rolls still apply for those that suffer damage from the lightning bolt. Damage is a function of how strong the magic was that went into making the bolt.

The damage done by the lightning bolt is determined on the table below (roll 1d20).

Roll	Damage Roll	Modifier
01-15	3d8	No Modifier
16-17	4d8	* 2
18-19	5d8	* 3
20	6d8	* 4

Damage Roll: The damage done by the lightning bolt. The player may choose to make either a React or Escapist skill check to avoid the damage. APV and WR dice rolls apply.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Magic Bullet

This power may be used once per day. When used, the character must make a successful to hit against a target. If the target takes damage, then the bullet will leave the targets body (doing damage again) and may hit another nearby target (randomly determined). The character must make a successful to hit roll against the second target. If the character makes the to hit roll, the second creature hit by the bullet takes damage from the shot as well.

Magic Resistance

This power works on a continual basis so long as the weapon is in the character's hand and the battle has actually started (does not work when the character is surprised). The power has the ability to prevent any spell in which the character must make a Spell Resistance dice roll. This gives the character an additional roll that is taken before the spell resistance dice roll is made. The strength of the power determines the chance of the power disrupting the spell.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	30%	No Modifier
16-17	40%	* 2
18-19	50%	* 3
20	60%	* 4

Strength: The chance the weapon will disrupt the spell.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Max Damage

This weapon power may be used once per day. It may be invoked at any time by the weapon's wielder so long as he does so before the to-hit roll is made. Should the user score a successful hit against his opponent, he does not need to roll damage dice. It is assumed that the character rolled the maximum amount possible. This is on the weapon's normal damage roll. If the weapon has magic damage bonus, the character must roll percentile. If the roll is 50% or less then all associated magical damage is maxed out as well.

Message (arrow or bolt)

1d6 of these arrows or bolts are normally found. Before this arrow or bolt is fired, the character tells it a message and who the message is for. It may then be fired via a normal bow or crossbow. Nothing will happen until the correct individual is near the arrow or bolt (after it has been fired). When this happens, a small mouth will appear and deliver the message. A well-known story tells of how a Bowman got close enough to the enemies general to shot him with such an arrow. The message on the arrow informed the general that the battle had seemed to take a turn for the worse.

Mist Weapon

When a weapon has this power, then the weapon may be thrown at a target without fear of hitting those standing between the character and the target. The character must still be able to see the target (or at least a portion of it). When thrown the weapon will become mist like in appearance and will pass through intervening characters and their equipment. It will not pass through walls or the solid furnishings that are found in an area.

Multi Shot Arrow (arrow)

You will normally find one of these arrows at a time. When this arrow is fired from a bow it will break into 1d3 arrows (yes, there is a 1 in 3 chance for no additional arrows). Treat each arrow as separate, meaning you have to make a to-hit roll with each arrow. The target gets a separate APV and WR dice rolls versus each arrow. When fired, all the arrows will hit the same target (if you can make the to hit rolls).

One Shot (arrow)

When this arrow is fired, the character rolls his to hit and damage dice twice and is able to take the results that are most favorable to him or her. The two rolls taken together are considered a single roll so if the character wishes, he or she may use a point of luck to re-roll a bad result (i.e., if he or she rolls the to hit dice twice but still fails to hit the target).

Owner Damage (cursed)

Owner damage is the amount of damage the weapon will inflict upon its own wielder. The owner of the weapon may take damage each time he or she uses the weapon and does one or more points of damage onto an opponent. The chance of the curse kicking in is 1 in 10 in any given fight. Once the curse has kicked in, there is a chance that every hit will do damage back to the character. The character receives

a spell resistance dice roll against the damage but does not receive his or her APV or WR dice rolls against it. The damage roll is based on the strength of the weapon.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	2d6	No Modifier
16-17	2d8	* 2
18-19	2d10	* 3
20	2d12	* 4

Strength: The number of wounds taken by the wielder of the weapon. The wielder receives a Spell Resistance dice roll against the damage but not his or her APV or WR dice rolls.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

As is normal for a cursed weapon, there is really no way for the character to know where the damage is coming from. If the Legend Weaver wishes, he or she may roll versus the character's Sixth Sense skill to see if the character gets a feeling that the weapon is responsible for the damage.

Paralyze (arrow)

This arrow must do one or more points of damage in order to have an affect on the target. If the target does take damage, then it gets a Spell Resistance dice roll to avoid the affects of the arrow. Whatever damage is done by the arrows is added to the dice roll when the saving throw is made. In addition to this, if the fail is saved, then the target is partially paralyzed and suffers a penalty equal to the damage done by the arrow. Finally, the penalty lasts for a number of rounds equal to the damage done by the arrow.

As an example, Gronk fires an arrow at a dragon. The arrow hits the dragon and does 6 points of damage. The dragon must make a spell resistance dice roll at +6 on the dice (a high synergy bonus will help to cancel out some or all of this penalty). If the dragon fails the saving throw, it suffers a 6 point penalty on all skill rolls for the next 6 rounds. Again, a high synergy level in a skill will help to offset this penalty.

Plane of Fire

This power can normally be used once per day. When invoked the weapons blade slices through the air, leaving a trail of fire. This fire extends out from the

cut (in the shape of a cone) to a distance of 20 feet. The cone is 10 feet across at its far end. All those in the area will be hit by the cone unless they can make either a React or Escapist skill check (players choose which skill they will check against).

The amount of damage done by the fire is function of the strength of the magic that went into the weapon.

The Strength of the affect is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The damage done to those hit by the fire, normal APV and WR dice rolls apply.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Protect Soul

When the weapon holds this power, it will instantly shelter the character's soul upon death. The weapon cannot hold the soul for long, no more than an hour or so, but so long as the soul is being held and protected by the weapon, raising the character from the dead will not cost the character any soul points.

For the power to be affective, the weapon must be close to the character when the character is raised. The weapon is unable to protect the character from soul drain or similar spell affects.

Protect User

This affect works on a continual basis. When the weapon has this affect in place, then the weapons Defense Adjustment is one better than normal. This means that if the weapon has a normal defense adjustment of 5, it would be 4 with this affect in place.

Quick Attack

This power may be used once a day. When it is used, the weapon has the following attack rank dice for that combat round, 8/2d4. Although this should be obvious, this power is normally given to slow weapons.

Radiate Light

This power works on a continual basis but (luckily) can be turned on or off as willed by the weapons wielder. The weapon can be ordered to radiate light to 30 feet.

Radiate Silence (arrow or bolt)

You will normally find 1d2 of these arrows or bolts at a time. When this arrow or bolt hits an object, it releases a silence spell. This means that no sound will emanate or be heard by anyone or anything that is within 20 feet of impact (including the bolt or arrow hitting the target). The sphere of silence lasts for 3d4 combat rounds. Note that this does not affect spell casting. Although a spell may often have a motion and word associated with it, these are not actually necessary to cast the spell.

Radiate Sunlight

This affect may be used once per day. When it is used, the weapon will emit sunlight. Undead that take damage from direct sunlight will take damage from this light. The light lasts for 2d6 combat rounds. The Radius on the area of effect is a function of the strength of the magic used in the making of the item.

The affects Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	10'	No Modifier
16-17	20'	* 2
18-19	30'	* 3
20	40'	* 4

Strength: The Radius of affect of the light (i.e., 20' equals 2 inches on the gaming table).

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Repel Animals

When a weapon holds this power, it sets up a field that repels animals. If an animal is choosing whom to attack, it will not choose the weapon's wielder if there is another choice. There are some restrictions to this. If the weapons wielder is in melee against the animal, it will not leave to find a new opponent. An animal will fight all of the people in its current melee group; it will just fight the character wielding this weapon last.

When an animal does face the weapons wielder, it does to at an extra penalty to its to hit dice rolls (a penalty that is negated through the use of a high synergy level). The strength of this penalty is a function of how powerful the magic is that went into the weapon.

The affects Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	+2	No Modifier
16-17	+3	* 2
18-19	+4	* 3
20	+5	* 4

Strength: The added penalty to the animal's to-hit rolls when attacking the weapon's wielder.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Resist Fear

The weapons wielder is immune to spells and affects that cause fear (but not terror). If the character is required to make a dice roll against these affects, he or she is considered to have made the roll and passed the check.

Return to wielder

When a weapon has this power, it will return to the wielder's hand at the end of the round in which it was thrown (it's a really tough weapon to throw away). The wielder cannot throw the weapon and then use it to get a melee attack on the round it was thrown. By the same token, the weapon cannot be used in defense on the round it was thrown. The wielder may want to keep in mind that the weapon will return to his hand at the end of the current combat round (if you have another weapon in hand at the time, both weapons are destroyed).

Scare Animals

This power is useable once per day. The caster must invoke the power and actually hit the animal with the weapon (will not work on magical animals). This attack will do no damage when it is used, but if the target creature fails its Spell Resistance dice roll, it will run away never to return.

Shake Earth

This power is useable once per day. When this power is invoked the user must forgo his normal attack and

slam the weapon onto the ground. The attack rank on this action is 2d10. Once done, a shockwave spreads out from the weapon. Anyone or anything that is between 10 and 40 feet from the weapons wielder, must make a React or Balance skill check or fall over (character chooses which skill to check against). Those that fall over loose all remaining attacks on the current round and must spend the entire next round getting back onto their feet.

Shatter

This power works on the weapon on a continual basis. It is used to destroy stonewalls (i.e. it will destroy all created stone walls since they tend to be thin enough). When used, it takes but a single blow to destroy a wall. The power will either shatter the wall (breaking it into thousands of tiny pieces) or do nothing to it (if the wall is to thick). The power will allow the character to shatter stone doors so long as they are not magiced. The thickness of the wall the weapon will shatter is a function of the weapons strength.

The power's Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	4"	No Modifier
16-17	6"	* 2
18-19	8"	* 3
20	10"	* 4

Strength: The thickness of the wall the weapon is able to shatter.

Modifier: This number is multiplied by the cost of ingredients to make the weapon and by what the weapon costs to buy. It also modifies the skill cost when making the weapon. See the section **Making Magic Weapons** for more information.

Shock Wave

This power is useable once per day. When it is used, the character forgoes his or her normal attack and instead, slams the weapon onto the ground (attack rank of 16/2d8). The power of the weapon travels through the ground emerging and damaging a single target within 30 feet of the attacker (ignoring all those between the attacker and the target of the attack). The damage done by the attack is a function of the power of the affect.

The powers Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	3d8	* 2
18-19	3d10	* 3
20	3d12	* 4

Strength: The number of wounds done to the target of the attack. Normal WR and APV values apply.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the skill required to make the potion. See the section **Making Potions Pastes and Salves** for more

Sphere of Darkness (arrow or bolt)

You will normally find 1d2 of these arrows or bolts. When this arrow hits, it creates a sphere of darkness. This magical darkness will suppress light from natural sources but not magical sources. Any sources of magical light will cancel it out. But by the same token, it will cancel out any source of magical light. The radius on the sphere is 30 feet (three inches on the gaming table). The sphere of darkness lasts for 4d6 combat rounds.

Sphere of Light (arrow or bolt)

You will normally find 1d2 of these arrows or bolts. When this arrow hits, it creates a sphere of light. This magical light will negate normal darkness. The sphere of light instantly cancels out any source of magical darkness. But by the same token, magical darkness will instantly cancel out the Sphere of Light. The radius on the sphere is 30 feet (three inches on the gaming table). The sphere of light lasts for 4d6 combat rounds.

Spin

When the weapon possesses this power, it is impossible to attack the wielder's back. The power allows the user to instantly spin and meet every attack as a frontal or side attack. The only time an attack can get through to the wielders back is if there are four opponents on the character and the front and back opponent strike the character in the same combat instant. The current back opponent will makes his / her or its attack against the character's back.

Stun (crossbow bolt)

You will normally find 1d2 of these crossbow bolts. For them to work, the bolt must do at least one point of damage on the target. If the bolt does a single point of damage then its magic is released and the target must make a Spell Resistance dice roll or be stunned

for the remainder of the current combat round plus the next combat round.

Stun Opponent

This power may be used once per day. When used, the character must score a hit on the target. When this is done, the character must make a Spell Resistance dice roll or be stunned for the remainder of the current combat round and the entire following combat round. The Spell Resistance dice is rolled, adding in the actual damage done by the blow (this penalty is negated through a high synergy bonus in the Spell Resistance stat).

Summon Animal

This power may be used once per day. This power will summon one animal from the surrounding area to fight for the weapon's wielder. To make use of it, animals must be listed on the area's wandering monster encounter tables. The power will not work inside the walls of a city or castle or in any type of underground works (i.e., dungeons, caverns etc.). Determine the animal randomly from the encounter tables. The summons may be made in the normal course of battle and will not disrupt the character's attack rank (although the weapon does have to be in hand to make the summons). Once summoned, the animal will appear in 2d3 combat rounds and will remain until the end of battle.

Sure Shot

This power is usable once per day. When it is invoked, the character may fire the weapon and rolls his to hit dice twice, applying the most favorable results (a re-roll allows the character to re-roll both sets of rolls). On weapons that force the character to re-roll a hit, this cancels out that re-roll.

Throw Weapon

When a weapon has this power, the weapon's wielder may throw the weapon at any target up to 30 feet away. The weapon returns to the targets hand at the end of the next combat round. If the character has another weapon in his or her hand, then the weapon returns to its normal position on the character belt (or ground if it does not have a normal position on the character's belt).

Tight Hold

When a weapon has this power, its wielder need never fear dropping the weapon or having the weapon taken from his hand for any reason. The only way for the character to loose his or her weapon is to want to let go of it.

Transfer Damage

This power is invoked once per day. When invoked, it remains active for 3d4 combat rounds. When the power is active you want to keep track of the damage done to the character (from hostile sources) in the previous combat round. The sword will take half this damage and add it as damage bonus in the current combat round. For the sword to deliver the damage, it must hit the opponent. If it fails to do this, then the damage bonus is lost.

To give an example, Gronk takes 12 actual wounds in combat round one. In combat round two his sword gets an additional +6 to its damage roll but only if Gronk can actually land a blow on his opponent. Gronk does and is able to add +6 to his damage roll for combat round two. Also, during round two, Gronk takes 9 points of damage. If he makes a hit against his opponent in combat round three he will be able to add 4 points to the damage roll (round the damage figure down). If he or she misses all his to hit rolls, then there is no damage bonus for that round.

Only one hit per round gets the damage bonus. So even if Gronk hit his opponent multiple times, it is only the first hit that gets the damage bonus.

Wall of Fire

This power may be used once per day. When the power is invoked and the weapon slices through the air, it leaves behind a wall of fire that equals the width of the blade. By swinging the weapon, the character can build a wall of fire that will fill a corridor (10 feet wide by 10 feet high). This takes one complete combat round. Once built, the firewall will remain for 3d6 combat rounds. While in existence, you cannot see through the firewall and anything passing through it will take fire damage. The amount of damage you take is a function of the strength of the magic that went into making the weapon.

The powers Strength is determined on the table below (roll 1d20).

Roll	Strength	Modifier
01-15	3d6	No Modifier
16-17	4d6	* 2
18-19	5d6	* 3
20	6d6	* 4

Strength: The number of wounds done to any creature that passes through the firewall. Normal WR and APV rolls apply.

Modifier: This number is multiplied by the cost of ingredients to make the potion, and by what the potion is worth to buy. It also modifies the

skill required to make the potion. See the section Making Potions Pastes and Salves for more

Weak (cursed)

There is a 1 in 10 chance per battle that this curse will be invoked, when invoked, the character will loose his WR and TKA dice rolls (they go to zero).

Weaken Armor

This power may be used once per day. When it is used, the character shoots his weapon at a target in the normal manner. If the bullet hits the target, the character makes the normal To Wound dice roll against the Target. However, the target takes no damage from the actual shot. Rather, the targets armor suffers a penalty equal to the number of wounds that would have been inflicted on the target. This penalty lasts until the end of battle.

Weaken Intellect (cursed)

There is a 1 in 10 chance that this curse will be invoked in any given battle. When invoked, the character becomes confused, unable to tell who is on his side and who is against him. The net result of the curse is that the character must pick his targets randomly and will engage friendly units for 1d6 combat rounds before clueing into the fact that they are friendly units. Even once the character has clued in, he must pause for a round and must again pick a target at random (so he may end up on the same person).

Weaken Opponent

This power may be used once per day. Once invoked, the character must hit the creature he wishes to affect with the power. This need not be done on the round the power is invoked, but if done, and a creature is not hit during the current battle, the power is wasted.

Once a hit is scored, the target must make a Spell resistance dice roll adding an amount to the roll equal to the damage done by the blow (this penalty is negated through a high synergy level in the Spell Resistance stat). If the roll is failed, then the target TKA is halved for the remainder of battle (roll as normal but then half the result).

Weapon Throw

This is put onto a melee weapon only. It makes the weapon into a missile weapon, meaning you can throw the weapon and have your normal chance to-hit and damage (no need to roll the to-hit and damage dice twice). The weapon does not return after the throw so the character must take care that it not thrown into something that is probably going to run

away with it (10% chance of it sticking and not coming out of a target that is running away).

Whirlwind

This power is useable once per day. When used, the wielder must score a hit on the target. When a hit is scored, the target gets a Spell Resistance dice roll to avoid the affects of the spell. This roll is made, adding an amount that is equal to the damage done by the weapons blow.

If the saving throw is failed, the target of the attack is surrounded by a powerful whirlwind. Nothing can attack the creature surrounded by the whirlwind but then the creature cannot attack anything outside the whirlwind. This includes melee, missile and spells. The affect lasts for 3d4 combat rounds.

Wither Limb (cursed)

In any given battle there is a one in ten chance that this curse will rear its ugly head. When it takes affect, one of the character's arms will wither to a short useless stub and will remain as such until the end of battle. If the character is using a two-handed weapon he must pull a new single-handed weapon or roll his to-hits and damage dice twice, applying the least favorable results. Any shield (and associated powers) end up on the ground useless.

Optional Weapon Powers

Below is listed several types of optional weapon powers. These should be added to weapons at the discretion of the Legend Weaver.

Control Wielder

This power can result in a battle of wills between the weapon and the controller. Basically, the weapon attempts to control the wielders actions, if and when the wielder disagrees or performs an action that is not to the weapon's liking. This is done in the form of a control spell. The character must make a Spell Resistance Dice roll to avoid the affects of the spell. If the weapon has a straight damage bonus, then this is added to the characters Spell Resistance dice roll (i.e., if the weapon does 2d6+5 damage then the character must add 5 to the dice roll... a high synergy level in Spell Resistance will negate this penalty).

Weapons that have the control Wielder option will be able to use the power 1d3 times per day. The control spell has a duration of 4d6 combat rounds.

Generation Weapon

This weapon is a family heirloom. It has been in the family and will always be in the family. The weapon reacts as a non-magical piece of metal until someone of the right lineage picks it up.

Linked weapons

One weapon of a multi weapon set. The weapons are linked and will not work at full strength until one person owns and carries all the weapons in the set.

When weapons are linked the Legend Weaver must roll a set of powers that are available when all the weapons are present.

Speak Anytime

This weapon is able to speak aloud. It can carry on a conversation with anyone, at anytime, whether or not it is in hand or lying on a table.

Telepathic

The weapon is able to read the thoughts of its wielder and project its own thoughts into the mind of the wielder. This means that the wielder may hold a complete conversation with the weapon and not speak a word. For this power to work, the weapon must be held in hand (i.e., the character holds the weapons hilt).

Optional Rule for Telepathic Weapons: The Secret Word

The wielder of a Telepathic weapon just has to think the proper word and the weapon will make use of its special powers. This means that the powers of this weapon cannot be blocked by a silence spell since the desire to use the power does not have to be spoken aloud.

Potential Powers

Once I have thought of enough (or enough people have written in with suggestions) I will add any listed here to the weapon tables.

Screaming arrow. The arrow hits a wall or object and lets out an ear-shattering scream. Can stun all who hear for one combat round unless a react roll is made.

Web Arrow

The arrow is shot at a flying target. The target is still considered a fast target (?) so the character may have difficulty in hitting it. When it hits the target, the arrow does no damage, but rather, tries to engulf the target's wings in sticky webs. The target must have no greater than 3 times the RS rating of the character or creature firing the weapon. The target gets a React or Escapist skill check to avoid the webs created by the arrow (character chooses which skill to check against). If the skill check is made, then the target avoids the webs. If the target fails the check, then the webs engulf the target's wings making flight impossible. The target will fall out of the sky, taking full and normal fall damage. The webs have a small affect on combat (+2 to all combat dice rolls) and completely stops winged flight. Once made, the webs must be removed (they will not just go away). It will take the character 1d4 combat rounds to remove them if the character has a knife or 3d4 combat rounds if they must be broken and torn by hand.