



# Buck-A-Batch Magic Weapons



 *Deeasz, 2007*

For use with the 4th Edition  
**DUNGEONS  
& DRAGONS**  
ROLEPLAYING GAME  
Requires the use of the D&D Player's Handbook, Monster Manual, and  
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

# Buck-A-Batch Magic Weapons

For 4<sup>th</sup> Edition Dungeons & Dragons

Writing/Layout     ♦     Matt Kline  
Editing                ♦     Sam Kessler

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Lvl	Name	Price (gp)	Category
2	Disabling Weapon +1	520	Any melee
2	Hunter's Defense +1	520	Any melee
2	Intimidator +1	520	Axe, Hammer, Heavy Blade
2	Rooting Bow +1	520	Bow
2	Targeting Weapon +1	520	Any ranged
3	Fortifying Blade +1	680	Axe, Heavy Blade, Light Blade
3	Luckstealer Weapon +1	680	Any melee
3	Sundering Weapon +1	680	Axe, Hammer, Heavy Blade
5	Avenging Blade +1	1,000	Heavy Blade, Light Blade
5	Bloodlust Blade +1	1,000	Axe, Heavy Blade, Light Blade
5	Echostrike Weapon +1	1,000	Any melee
5	Grounding Weapon +1	1,000	Any ranged
5	Shattershard Weapon +1	1,000	Axe, Heavy Blade, Light Blade
6	Feystep Weapon +2	1,800	Any melee
6	Feystrike Weapon +2	1,800	Any melee
6	Stormstrike Weapon +2	1,800	Axe, Hammer, Heavy Blade
7	Disabling Weapon +2	2,600	Any melee
7	Hunter's Defense +2	2,600	Any melee
7	Intimidator +2	2,600	Axe, Hammer, Heavy Blade
7	Rooting Bow +2	2,600	Bow
7	Targeting Weapon +2	2,600	Any ranged
8	Arcstrike Bow +2	3,400	Bow
8	Assassin Step +2	3,400	Light Blade
8	Deathchill Weapon +2	3,400	Any melee
8	Deathscorch Weapon +2	3,400	Any melee
8	Fortifying Blade +2	3,400	Axe, Heavy Blade, Light Blade
8	Luckstealer Weapon +2	3,400	Any melee
8	Routing Blade +2	3,400	Axe, Heavy Blade
8	Sunburst Weapon +2	3,400	Flail, Hammer, Mace
8	Sundering Weapon +2	3,400	Axe, Hammer, Heavy Blade
8	Tethershot Bow +2	3,400	Bow
8	Venomthorn Bow +2	3,400	Bow
10	Avenging Blade +2	5,000	Heavy Blade,
10	Bloodlust Blade +2	5,000	Axe, Heavy Blade, Light Blade
10	Echostrike Weapon +2	5,000	Any melee
10	Grounding Weapon +2	5,000	Any ranged
10	Shattershard Weapon +2	5,000	Axe, Heavy Blade, Light Blade
11	Concussive Weapon +3	9,000	Flail, Hammer, Mace
11	Feystep Weapon +3	9,000	Any melee
11	Feystrike Weapon +3	9,000	Any melee

Lvl	Name	Price (gp)	Category
11	Stormstrike Weapon +3	9,000	Axe, Hammer, Heavy Blade
12	Disabling Weapon +3	13,000	Any melee
12	Hunter's Defense +3	13,000	Any melee
12	Intimidator +3	13,000	Axe, Hammer, Heavy Blade
12	Rooting Bow +3	13,000	Bow
12	Targeting Weapon +3	13,000	Any ranged
13	Arcstrike Bow +3	17,000	Bow
13	Assassin Step +3	17,000	Light Blade
13	Deathchill Weapon +3	17,000	Any melee
13	Deathscorch Weapon +3	17,000	Any melee
13	Fortifying Blade +3	17,000	Axe, Heavy Blade, Light Blade
13	Luckstealer Weapon +3	17,000	Any melee
13	Routing Blade +3	17,000	Axe, Heavy Blade
13	Sunburst Weapon +3	17,000	Flail, Hammer, Mace
13	Sundering Weapon +3	17,000	Axe, Hammer, Heavy Blade
13	Tethershot Bow +3	17,000	Bow
13	Venomthorn Bow +3	17,000	Bow
15	Avenging Blade +3	25,000	Light Blade
15	Bloodlust Blade +3	25,000	Axe, Heavy Blade, Light Blade
15	Echostrike Weapon +3	25,000	Any melee
15	Grounding Weapon +3	25,000	Any ranged
15	Shattershard Weapon +3	25,000	Axe, Heavy Blade, Light Blade
16	Concussive Weapon +4	45,000	Flail, Hammer, Mace
16	Feystep Weapon +4	45,000	Any melee
16	Feystrike Weapon +4	45,000	Any melee
16	Stormstrike Weapon +4	45,000	Axe, Hammer, Heavy Blade
17	Disabling Weapon +4	65,000	Any melee
17	Hunter's Defense +4	65,000	Any melee
17	Intimidator +4	65,000	Axe, Hammer, Heavy Blade
17	Rooting Bow +4	65,000	Bow
17	Targeting Weapon +4	65,000	Any ranged
18	Arcstrike Bow +4	85,000	Bow
18	Assassin Step +4	85,000	Light Blade
18	Deathchill Weapon +4	85,000	Any melee
18	Deathscorch Weapon +4	85,000	Any melee
18	Fortifying Blade +4	85,000	Axe, Heavy Blade, Light Blade
18	Luckstealer Weapon +4	85,000	Any melee
18	Routing Blade +4	85,000	Axe, Heavy Blade
18	Sunburst Weapon +4	85,000	Flail, Hammer, Mace
18	Sundering Weapon +4	85,000	Axe, Hammer, Heavy Blade
18	Tethershot Bow +4	85,000	Bow
18	Venomthorn Bow +4	85,000	Bow
20	Avenging Blade +4	125,000	Heavy Blade,

Lvl	Name	Price (gp)	Category
20	Bloodlust Blade +4	125,000	Axe, Heavy Blade, Light Blade
20	Echostrike Weapon +4	125,000	Any melee
20	Grounding Weapon +4	125,000	Any ranged
20	Shattershard Weapon +4	125,000	Axe, Heavy Blade, Light Blade
21	Concussive Weapon +5	225,000	Flail, Hammer, Mace
21	Feystep Weapon +5	225,000	Any melee
21	Feystrike Weapon +5	225,000	Any melee
21	Stormstrike Weapon +5	225,000	Axe, Hammer, Heavy Blade
22	Disabling Weapon +5	325,000	Any melee
22	Hunter's Defense +5	325,000	Any melee
22	Intimidator +5	325,000	Axe, Hammer, Heavy Blade
22	Rooting Bow +5	325,000	Bow
22	Targeting Weapon +5	325,000	Any ranged
23	Arcstrike Bow +5	425,000	Bow
23	Assassin Step +5	425,000	Light Blade
23	Deathchill Weapon +5	425,000	Any melee
23	Deathscorch Weapon +5	425,000	Any melee
23	Fortifying Blade +5	425,000	Axe, Heavy Blade, Light Blade
23	Luckstealer Weapon +5	425,000	Any melee
23	Routing Blade +5	425,000	Axe, Heavy Blade
23	Sunburst Weapon +5	425,000	Flail, Hammer, Mace
23	Sundering Weapon +5	425,000	Axe, Hammer, Heavy Blade
23	Tethershot Bow +5	425,000	Bow
23	Venomthorn Bow +5	425,000	Bow
25	Avenging Blade +5	625,000	Light Blade
25	Bloodlust Blade +5	625,000	Axe, Heavy Blade, Light Blade
25	Echostrike Weapon +5	625,000	Any melee
25	Grounding Weapon +5	625,000	Any ranged
25	Shattershard Weapon +5	625,000	Axe, Heavy Blade, Light Blade
26	Concussive Weapon +6	1,125,000	Flail, Hammer, Mace
26	Feystep Weapon +6	1,125,000	Any melee
26	Feystrike Weapon +6	1,125,000	Any melee
26	Stormstrike Weapon +6	1,125,000	Axe, Hammer, Heavy Blade
27	Disabling Weapon +6	1,625,000	Any melee
27	Hunter's Defense +6	1,625,000	Any melee
27	Intimidator +6	1,625,000	Axe, Hammer, Heavy Blade
27	Rooting Bow +6	1,625,000	Bow
27	Targeting Weapon +6	1,625,000	Any ranged
28	Arcstrike Bow +6	2,125,000	Bow
28	Assassin Step +6	2,125,000	Light Blade
28	Deathchill Weapon +6	2,125,000	Any melee
28	Deathscorch Weapon +6	2,125,000	Any melee

Lvl	Name	Price (gp)	Category
28	Fortifying Blade +6	2,125,000	Axe, Heavy Blade, Light Blade
28	Luckstealer Weapon +6	2,125,000	Any melee
28	Routing Blade +6	2,125,000	Axe, Heavy Blade
28	Sunburst Weapon +6	2,125,000	Flail, Hammer, Mace
28	Sundering Weapon +6	2,125,000	Axe, Hammer, Heavy Blade
28	Tethershot Bow +6	2,125,000	Bow
28	Venomthorn Bow +6	2,125,000	Bow
30	Avenging Blade +6	3,125,000	Heavy Blade,
30	Bloodlust Blade +6	3,125,000	Axe, Heavy Blade, Light Blade
30	Echostrike Weapon +6	3,125,000	Any melee
30	Grounding Weapon +6	3,125,000	Any ranged
30	Shattershard Weapon +6	3,125,000	Axe, Heavy Blade, Light Blade

### Arcstrike Bow Level 8+

*This crackling bow can unleash a lightning attack against foes you've previously damaged.*

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

**Weapon:** Bow

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 lightning damage per plus.

**Power (Daily ⚡ lightning):** Minor Action. Select a number of creatures up to your weapon's enhancement bonus who you've previously damaged with attacks from this weapon during the encounter. The creatures are dealt 1d6 + the weapon's enhancement bonus in lightning damage.

*Level 13 or 18:* 2d6 + the weapon's enhancement bonus in lightning damage.

*Level 23 or 28:* 3d6 + the weapon's enhancement bonus in lightning damage.

### Assassin Step Level 8+

*Each life you take with this weapon brings you one step closer to your true target.*

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

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls.

**Critical:** Ongoing 5 poison damage (save ends)

*Level 18 or 23:* Ongoing 10 poison damage (save ends)

*Level 28:* Ongoing 15 poison damage (save ends)

**Power (At Will):** Free Action. Use this ability when an attack with this weapon reduces a creature to zero hit

points or less. Shift a number of spaces equal to half the weapon's enhancement bonus rounded up towards an enemy creature.

### Avenging Blade Level 5+

*This blade fights on after you've fallen.*

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

**Weapon:** Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 per plus, +1d10 per plus if an ally had their hit points reduced to zero or less during this encounter.

**Power (Daily):** Immediate Reaction. Use this ability if a creature's attack reduces you to zero hit points or less during an encounter. The weapon becomes charged with a number of melee basic attacks equal to the weapon's enhancement bonus. If the creature that fell you ends its next turn or any of its following turns in a square adjacent to you, you may spend a charge to make a melee basic attack against it as though you were conscious. Unspent charges remain until you regain conscious or until the end of the encounter.

### Bloodlust Blade Level 5+

*This blade longs for the taste of blood.*

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

**Weapon:** Axe, Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 per plus, +1d8 per plus if target is bloodied.

**Power (Daily):** Free Action. Make a melee basic attack with the weapon against a bloodied target within 3 squares of you. If this attack reduces the target to zero hit points or less you regain 5 hit points.

*Level 15 or 20:* Power becomes an encounter power; Regain 10 hit points.

*Level 25 or 30:* Regain 15 hit points.

### Concussive Weapon Level 11+

*A critical attack with this weapon strikes with staggering force.*

Lvl 11	+3	9,000gp	Lvl 21	+5	225,000gp
Lvl 16	+4	45,000gp	Lvl 26	+6	1,125,000gp

**Weapon:** Flail, Hammer, Mace

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 thunder damage per plus.

**Power (Encounter ⚡ Thunder):** Immediate Reaction. Use this ability after making a critical hit against a target. All enemies within 3 squares of your target are dealt 1d6+ the weapon's enhancement bonus in thunder

damage and are pushed 1 space away from the creature your attack targeted.

*Level 21 or 26:* 2d6+ enhancement bonus in thunder damage; creatures pushed 2 spaces.

### Deathchill Weapon Level 8+

*A creature struck with this weapon becomes gripped in an icy cold aura.*

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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 cold damage per plus.

**Property:** Add half your weapon's enhancement bonus rounded up to any cold damage creatures you've previously damaged during this encounter take from other sources.

**Power (Daily ♦ Cold):** Immediate Reaction. Use this ability after dealing damage to a creature with this weapon during combat. The creature gains vulnerable 5 cold at the start of its next turn. This vulnerability lasts for a number of turns equal to half your weapon's enhancement bonus rounded up.

*Level 18 or 23:* Vulnerable 10 cold.

*Level 28:* Vulnerable 15 cold.

### Deathscorch Weapon Level 8+

*A creature struck with this weapon becomes gripped in a sweltering aura.*

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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 fire damage per plus.

**Property:** Add half your weapon's enhancement bonus rounded up to any fire damage creatures you've previously damaged during this encounter take from other sources.

**Power (Daily ♦ Fire):** Immediate Reaction. Use this ability after dealing damage to a creature with this weapon during combat. The creature gains vulnerable 5 fire at the start of its next turn. This vulnerability lasts for a number of turns equal to half your weapon's enhancement bonus rounded up.

*Level 18 or 23:* Vulnerable 10 fire.

*Level 28:* Vulnerable 15 fire.

### Disabling Weapon Level 2+

*Creatures damaged by this weapon temporarily lose their skill in battle.*

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
Lvl 7	+2	2,600gp	Lvl 22	+5	325,000gp
Lvl 12	+3	13,000gp	Lvl 27	+6	1,625,000gp

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus and weapon's encounter power is recharged if it has already been spent.

**Power (Encounter):** Free Action. Use this power prior to making an attack with this weapon. If the attack is successful the target can only make basic attacks until the end of their next turn.

### Echostrike Weapon Level 5+

*A ghostly afterimage of a previous attack deals additional damage to your enemy.*

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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus and weapon's daily power is recharged if it has already been spent.

**Power (Daily):** Immediate Reaction. You may use this ability after making a non-critical attack against a creature. Record the amount of damage dealt. The next time the creature takes damage it is dealt an additional number of points equal to the recorded amount.

### Feystep Weapon Level 6+

*This shimmering weapon gains power as you travel by teleporting or phasing.*

Lvl 6	+2	1,800gp	Lvl 21	+5	225,000gp
Lvl 11	+3	9,000gp	Lvl 26	+6	1,125,000gp
Lvl 16	+4	45,000gp			

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus. +1d8 damage per plus if you used a power which caused you to teleport or phase during this encounter.

**Power (Daily):** Free Action. You may use this power during a turn in which you moved by teleporting or phasing. Your weapon becomes charged until the end of your next turn. During this time a successful hit with this weapon deals an additional 1w and teleports the target to an empty space of your choice up to 3 squares away from its starting position.

### Feystrike Weapon Level 6+

*This weapon deals additional damage to creatures that have recently traveled by teleporting or phasing.*

Lvl 6	+2	1,800gp	Lvl 21	+5	225,000gp
Lvl 11	+3	9,000gp	Lvl 26	+6	1,125,000gp

Lvl 16 +4 45,000gp

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus. +1d8 damage per plus if the target used a power which caused it to teleport or phase during this encounter.

**Power (Encounter):** Free Action. You may use this power if a creature within 5 squares of you moves by teleporting or phasing. You mark the creature. A successful attack against this creature deals an additional 1w and teleports the creature to an empty space of your choice up to 3 squares away from its starting position.

### Fortifying Blade

Level 3+

*The magic in this blade can be used to strengthen your resistance or defense as well as your attack.*

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

**Weapon:** Axe, Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus and the weapon regains a lost plus.

**Power (Encounter):** Minor Action. Use this ability to add a +1 bonus to your AC. This bonus lasts until the end of the encounter. Each time you use this power the weapon loses one of its pluses.

**Power (Daily):** Immediate Reaction. Use this ability when hit by an attack that targets your fortitude. You may add a number of points to your fortitude defense up to your weapon's current enhancement bonus. For each point you add your weapon loses a plus. These bonus fortitude points remain until the end of the encounter.

### Grounding Weapon

Level 5+

*Flying creatures struck by projectiles shot from this weapon have a hard time staying in the air.*

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

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus.

**Power (At Will):** Free Action. Use this power when you make a successful attack on a creature with the flying ability while it is on the ground. The creature loses its flying ability until the end of its next turn (save ends).

**Power (Daily):** Free Action. Use this power when you hit a creature while it is flying. The creature's flying ability becomes crippled for a number of turns equal to your weapon's enhancement bonus. While crippled the creature must spend half its flying movement rate descending and suffers a -2 penalty to its attacks and

defenses. A creature that is forced to land as a result of this effect remains grounded until the crippling effect ends.

### Hunter's Defense

Level 2+

*This weapon learns how to better defend you against creatures you've recently fought.*

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
Lvl 7	+2	2,600gp	Lvl 22	+5	325,000gp
Lvl 12	+3	13,000gp	Lvl 27	+6	1,625,000gp

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus. +1d8 damage per plus against a creature type your weapon's attuned to.

**Power (Daily):** Free Action. Use this ability after you reduce a creature's hit points to zero or less. Your weapon becomes attuned to this creature type.

**Power (Encounter):** Immediate Reaction. Use this ability when attacked by a creature type your weapon is attuned to. You gain a bonus to your AC equal to your weapon's enhancement bonus defending against this attack. You must have this weapon readied to gain the bonus.

### Intimidator

Level 2+

*This weapon is proud of its recent kills and your opponents can sense it.*

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
Lvl 7	+2	2,600gp	Lvl 22	+5	325,000gp
Lvl 12	+3	13,000gp	Lvl 27	+6	1,625,000gp

**Weapon:** Axe, Hammer, Heavy Blade

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus and weapon's daily power is recharged if it has already been spent.

**Power (Daily):** Free Action. Use this ability after you successfully reduce a creature's hit points to zero or less. You gain an item bonus equal to half your weapon's enhancement bonus rounded up to your intimidate skill checks until the end of the encounter.

### Luckstealer Weapon

Level 3+

*Creatures struck by this weapon seem to have a harder time defending against other forms of attack.*

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

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus and weapon's daily power is recharged if it has already been spent.

**Power (Daily):** Free Action. You may use this ability after damaging a creature with this weapon. The next attack

that targets the creature's Fortitude, Reflex, or Will gains a bonus equal to half your weapon's enhancement bonus rounded up.

### Rooting Bow Level 2+

*Arrows fired from this bow remember their roots.*

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
Lvl 7	+2	2,600gp	Lvl 22	+5	325,000gp
Lvl 12	+3	13,000gp	Lvl 27	+6	1,625,000gp

**Weapon:** Bow

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus.

**Power (Encounter):** Free Action. Use this ability after hitting an enemy with an arrow fired from this weapon. The target becomes immobilized and covered with a bark-like layer. The bark-like layer grants a number of temporary bonus points to the target's AC equal to the weapon's enhancement bonus. Each time the target is hit the temporary AC bonus is reduced by 1. The immobilization and bark-like layer lasts for a number of turns equal to the weapon's enhancement bonus, until the temporary AC bonus is reduced to zero, or the end of the encounter; whichever comes first.

### Routing Blade Level 8+

*A critical hit from this weapon could change the course of battle.*

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

**Weapon:** Axe, Heavy Blade

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d8 damage per plus.

**Power (Encounter):** Free Action. Use this ability after scoring a critical hit against a target. All enemies are pushed a number of spaces away from you equal to half the weapon's enhancement bonus rounded up.

### Shattershard Weapon Level 5+

*Pieces of this weapon tend to stay behind in targets it's struck, dealing additional damage.*

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

**Weapon:** Axe, Heavy Blade, Light Blade

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus and the weapon regains a lost plus.

**Power (Encounter):** Free Action. Use this ability after successfully dealing damage to a creature with this weapon to deal an additional 1w damage + the weapon's enhancement bonus to it at the start of its

next turn. Each time you use this power the weapon loses one of its pluses.

### Stormstrike Weapon Level 6+

*Those who fight you are fighting a living storm.*

Lvl 6	+2	1,800gp	Lvl 21	+5	225,000gp
Lvl 11	+3	9,000gp	Lvl 26	+6	1,125,000gp
Lvl 16	+4	45,000gp			

**Weapon:** Axe, Hammer, Heavy Blade

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d4 lightning damage and +1d4 thunder damage per plus.

**Power (Daily ♦ Lightning, Thunder):** Free Action. Use this power when you hit a creature with a melee attack. All damage dealt to it is considered thunder and you push the creature 1 square. Next make a ranged basic attack against another target up to 5 squares away. If you succeed the target takes 1d6 + the weapon's enhancement bonus in lightning damage.

*Level 16 or 21:* 2d6+ the weapon's enhancement bonus in lightning damage.

*Level 26:* 3d6+ the weapon's enhancement bonus in lightning damage.

### Sunburst Weapon Level 8+

*Each strike made with this glowing weapon releases a burst of searing light.*

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

**Weapon:** Flail, Hammer, Mace

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 radiant damage per plus.

**Property:** When dealing damage to a creature the weapon's enhancement bonus is dealt as radiant damage.

**Power (Encounter ♦ Radiant):** Free Action. Use this power when you hit a creature with a melee attack. All damage dealt to it is considered radiant. Each enemy creature adjacent to it is dealt radiant damage equal to half the weapon's enhancement bonus rounded up.

### Sundering Weapon Level 3+

*Armor has a hard time dealing with blows from this weapon.*

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

**Weapon:** Axe, Hammer, Heavy Blade

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus. If target is wearing non-magical armor the Armor Bonus it grants is reduced by 1.

**Power (Daily):** Free Action. Use after hitting a creature wearing non-magical armor. Their armor becomes damaged and the Armor Bonus it grants is reduced by 1. Each additional successful attack you make against this creature reduces their armor's Armor Bonus by another point. Armor cannot be reduced further than the Armor Bonus it grants, it is destroyed once it reaches zero. The weapon can only reduce an armor's Armor Bonus a number of times equal to the weapon's enhancement bonus.

### Targeting Weapon Level 2+

*Creatures struck by this weapon become easier to hit.*

Lvl 2	+1	520gp	Lvl 17	+4	65,000gp
Lvl 7	+2	2,600gp	Lvl 22	+5	325,000gp
Lvl 12	+3	13,000gp	Lvl 27	+6	1,625,000gp

**Weapon:** Any ranged

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus.

**Power (Encounter):** Free Action. Use after hitting a creature with a ranged attack from this weapon. The creature gains a -1 penalty to their AC when defending against ranged attacks for a number of turns equal to your weapon's enhancement bonus.

### Tethershot Bow Level 8+

*At times a crackling tow line of mystic energy follows arrows shot from this bow.*

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

**Weapon:** Bow

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 lightning damage per plus and creature is pulled 1 space towards you.

**Power (Encounter):** Free Action. Use this ability after successfully dealing damage to a creature with this weapon. You may pull the creature a number of spaces equal to half your weapon's enhancement bonus rounded up.

**Power (Daily):** Free Action. Use this ability after successfully dealing damage to a creature with this weapon. You deal an additional 1d6 lightning damage to the creature. Enemy creatures in spaces adjacent to the target are dealt 1d4 lightning damage.

*Level 18 or 23:* 2d6 lightning damage; 2d4 lightning damage to adjacent creatures.

*Level 28:* 3d6 lightning damage; 3d4 lightning damage to adjacent creatures.

### Venomthorn Bow Level 8+

*Thorns plucked from this vine covered bow instantly grow into deadly arrows.*

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

**Weapon:** Bow

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus.

**Power (Encounter):** Standard Action. Make a ranged basic attack at a target. Instead of firing an arrow you shoot one of the bow's thorns at a target. If it hits it deals normal arrow damage. The target also takes ongoing 5 poison damage and is weakened (save ends).

*Level 18 or 23:* Ongoing 10 poison damage and weakened (save ends).

*Level 28:* Ongoing 15 poison damage and weakened (save ends).

**Power (Daily):** Standard Action. Make a ranged basic attack against a number of targets equal to the weapon's enhancement bonus. You shoot thorns at each of these targets. They deal normal arrow damage if they hit and the targets take ongoing 5 poison damage (save ends).

*Level 18 or 23:* Ongoing 10 poison damage (save ends).

*Level 28:* Ongoing 15 poison damage (save ends).

The weapon illustration on the cover was created by Pawet Dobosz ©2007  
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## Arcstrike Bow

*This crackling bow can unleash a lightning attack against foes you've previously damaged.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 lightning damage per plus.  
**Power (Daily ⚡ Lightning):** Minor Action. Select a number of creatures up to your weapon's enhancement bonus who you've previously damaged with attacks from this weapon during the encounter. The creatures are dealt 1d6 + the weapon's enhancement bonus in lightning damage.  
*Level 13 or 18:* 2d6 + the weapon's enhancement bonus in lightning damage.  
*Level 23 or 28:* 3d6 + the weapon's enhancement bonus in lightning damage.

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## Assassin Step

*Each life you take with this weapon brings you one step closer to your true target.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** Ongoing 5 poison damage (save ends)  
*Level 18 or 23:* Ongoing 10 poison damage (save ends)  
*Level 28:* Ongoing 15 poison damage (save ends)  
**Power (At Will):** Free Action. Use this ability when an attack with this weapon reduces a creature to zero hit points or less. Shift a number of spaces equal to half the weapon's enhancement bonus rounded up towards an enemy creature.

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## Avenging Blade

*This blade fights on after you've fallen.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 per plus, +1d10 per plus if an ally had their hit points reduced to zero or less during this encounter.  
**Power (Daily):** Immediate Reaction. Use this ability if a creature's attack reduces you to zero hit points or less during an encounter. The weapon becomes charged with a number of melee basic attacks equal to the weapon's enhancement bonus. If the creature that fell you ends its next turn or any of its following turns in a square adjacent to you, you may spend a charge to make a melee basic attack against it as though you were conscious. Unspent charges remain until you regain conscious or until the end of the encounter.

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## Bloodlust Blade

*This blade longs for the taste of blood.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 per plus, +1d8 per plus if target is bloodied.  
**Power (Daily):** Free Action. Make a melee basic attack with the weapon against a bloodied target within 3 squares of you. If this attack reduces the target to zero hit points or less you regain 5 hit points.  
*Level 15 or 20:* Power becomes an encounter power; Regain 10 hit points.  
*Level 25 or 30:* Regain 15 hit points.

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## Concussive Weapon

*A critical attack with this weapon strikes with staggering force.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 thunder damage per plus.  
**Power (Encounter ✦ Thunder):** Immediate Reaction. Use this ability after making a critical hit against a target. All enemies within 3 squares of your target are dealt 1d6+ the weapon's enhancement bonus in thunder damage and are pushed 1 space away from the creature your attack targeted.  
*Level 21 or 26:* 2d6+ enhancement bonus in thunder damage; creatures pushed 2 spaces.

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## Deathchill Weapon

*A creature struck with this weapon becomes gripped in an icy cold aura.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 cold damage per plus.  
**Property:** Add half your weapon's enhancement bonus rounded up to any cold damage creatures you've previously damaged during this encounter take from other sources.  
**Power (Daily ✦ Cold):** Immediate Reaction. Use this ability after dealing damage to a creature with this weapon during combat. The creature gains vulnerable 5 cold at the start of its next turn. This vulnerability lasts for a number of turns equal to half your weapon's enhancement bonus rounded up.  
*Level 18 or 23:* Vulnerable 10 cold.  
*Level 28:* Vulnerable 15 cold.

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## Deathscorch Weapon

*A creature struck with this weapon becomes gripped in a sweltering aura.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 fire damage per plus.  
**Property:** Add half your weapon's enhancement bonus rounded up to any fire damage creatures you've previously damaged during this encounter take from other sources.  
**Power (Daily ✦ Fire):** Immediate Reaction. Use this ability after dealing damage to a creature with this weapon during combat. The creature gains vulnerable 5 fire at the start of its next turn. This vulnerability lasts for a number of turns equal to half your weapon's enhancement bonus rounded up.  
*Level 18 or 23:* Vulnerable 10 fire.  
*Level 28:* Vulnerable 15 fire.

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## Disabling Weapon

*Creatures damaged by this weapon temporarily lose their skill in battle.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 damage per plus and weapon's encounter power is recharged if it has already been spent.  
**Power (Encounter):** Free Action. Use this power prior to making an attack with this weapon. If the attack is successful the target can only make basic attacks until the end of their next turn.

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## Echostrike Weapon

*A ghostly afterimage of a previous attack deals additional damage to your enemy.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 damage per plus and weapon's daily power is recharged if it has already been spent.  
**Power (Daily):** Immediate Reaction. You may use this ability after making a non-critical attack against a creature. Record the amount of damage dealt. The next time the creature takes damage it is dealt an additional number of points equal to the recorded amount.

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## Feystep Weapon

*This shimmering weapon gains power as you travel by teleporting or phasing.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 damage per plus. +1d8 damage per plus if you used a power which caused you to teleport or phase during this encounter.  
**Power (Daily):** Free Action. You may use this power during a turn in which you moved by teleporting or phasing. Your weapon becomes charged until the end of your next turn. During this time a successful hit with this weapon deals an additional 1w and teleports the target to an empty space of your choice up to 3 squares away from its starting position.

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## Feystrike Weapon

*This weapon deals additional damage to creatures that have recently traveled by teleporting or phasing.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 damage per plus. +1d8 damage per plus if the target used a power which caused it to teleport or phase during this encounter.  
**Power (Encounter):** Free Action. You may use this power if a creature within 5 squares of you moves by teleporting or phasing. You mark the creature. A successful attack against this creature deals an additional 1w and teleports the creature to an empty space of your choice up to 3 squares away from its starting position.

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## Fortifying Blade

*The magic in this blade can be used to strengthen your resistance or defense as well as your attack.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 damage per plus and the weapon regains a lost plus.  
**Power (Encounter):** Minor Action. Use this ability to add a +1 bonus to your AC. This bonus lasts until the end of the encounter. Each time you use this power the weapon loses one of its pluses.  
**Power (Daily):** Immediate Reaction. Use this ability when hit by an attack that targets your fortitude. You may add a number of points to your fortitude defense up to your weapon's current enhancement bonus. For each point you add your weapon loses a plus. These bonus fortitude points remain until the end of the encounter.

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## Grounding Weapon

*Flying creatures struck by projectiles shot from this weapon have a hard time staying in the air.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus.

**Power (At Will):** Free Action. Use this power when you make a successful attack on a creature with the flying ability while it is on the ground. The creature loses its flying ability until the end of its next turn (save ends).

**Power (Daily):** Free Action. Use this power when you hit a creature while it is flying. The creature's flying ability becomes crippled for a number of turns equal to your weapon's enhancement bonus. While crippled the creature must spend half its flying movement rate descending and suffers a -2 penalty to its attacks and defenses. A creature that is forced to land as a result of this effect remains grounded until the crippling effect ends.

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## Hunter's Defense

*This weapon learns how to better defend you against creatures you've recently fought.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus. +1d8 damage per plus against a creature type your weapon's attuned to.

**Power (Daily):** Free Action. Use this ability after you reduce a creature's hit points to zero or less. Your weapon becomes attuned to this creature type.

**Power (Encounter):** Immediate Reaction. Use this ability when attacked by a creature type your weapon is attuned to. You gain a bonus to your AC equal to your weapon's enhancement bonus defending against this attack. You must have this weapon readied to gain the bonus.

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## Intimidator

*This weapon is proud of its recent kills and your opponents can sense it.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus and weapon's daily power is recharged if it has already been spent.

**Power (Daily):** Free Action. Use this ability after you successfully reduce a creature's hit points to zero or less. You gain an item bonus equal to half your weapon's enhancement bonus rounded up to your intimidate skill checks until the end of the encounter.

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## Luckstealer Weapon

*Creatures struck by this weapon seem to have a harder time defending against other forms of attack.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus and weapon's daily power is recharged if it has already been spent.

**Power (Daily):** Free Action. You may use this ability after damaging a creature with this weapon. The next attack that targets the creature's Fortitude, Reflex, or Will gains a bonus equal to half your weapon's enhancement bonus rounded up.

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## Rooting Bow

*Arrows fired from this bow remember their roots*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 damage per plus.  
**Power (Encounter):** Free Action. Use this ability after hitting an enemy with an arrow fired from this weapon. The target becomes immobilized and covered with a bark-like layer. The bark-like layer grants a number of temporary bonus points to the target's AC equal to the weapon's enhancement bonus. Each time the target is hit the temporary AC bonus is reduced by 1. The immobilization and bark-like layer lasts for a number of turns equal to the weapon's enhancement bonus, until the temporary AC bonus is reduced to zero, or the end of the encounter; whichever comes first.

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## Routing Blade

*A critical hit from this weapon could change the course of battle.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d8 damage per plus.  
**Power (Encounter):** Free Action. Use this ability after scoring a critical hit against a target. All enemies are pushed a number of spaces away from you equal to half the weapon's enhancement bonus rounded up.

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## Shattershard Weapon

*Pieces of this weapon tend to stay behind in targets it's struck, dealing additional damage.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 damage per plus and the weapon regains a lost plus.  
**Power (Encounter):** Free Action. Use this ability after successfully dealing damage to a creature with this weapon to deal and additional 1w damage + the weapon's enhancement bonus to it at the start of its next turn. Each time you use this power the weapon loses one of its pluses.

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## Stormstrike Weapon

*Those who fight you are fighting a living storm.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d4 lightning damage and +1d4 thunder damage per plus.  
**Power (Daily ⚡ Lightning, Thunder):** Free Action. Use this power when you hit a creature with a melee attack. All damage dealt to it is considered thunder and you push the creature 1 square. Next make a ranged basic attack against another target up to 5 squares away. If you succeed the target takes 1d6 + the weapon's enhancement bonus in lightning damage.  
*Level 16 or 21:* 2d6+ the weapon's enhancement bonus in lightning damage.  
*Level 26:* 3d6+ the weapon's enhancement bonus in lightning damage.

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## Sunburst Weapon

*Each strike made with this glowing weapon releases a burst of searing light.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 radiant damage per plus.  
**Property:** When dealing damage to a creature the weapon's enhancement bonus is dealt as radiant damage.  
**Power (Encounter ✦ Radiant):** Free Action. Use this power when you hit a creature with a melee attack. All damage dealt to it is considered radiant. Each enemy creature adjacent to it is dealt radiant damage equal to half the weapon's enhancement bonus rounded up.

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## Sundering Weapon

*Armor has a hard time dealing with blows from this weapon.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 damage per plus. If target is wearing non-magical armor the Armor Bonus it grants is reduced by 1.  
**Power (Daily):** Free Action. Use after hitting a creature wearing non-magical armor. Their armor becomes damaged and the Armor Bonus it grants is reduced by 1. Each additional successful attack you make against this creature reduces their armor's Armor Bonus by another point. Armor cannot be reduced further than the Armor Bonus it grants, it is destroyed once it reaches zero. The weapon can only reduce an armor's Armor Bonus a number of times equal to the weapon's enhancement bonus.

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## Targeting Weapon

*Creatures struck by this weapon become easier to hit.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 damage per plus.  
**Power (Encounter):** Free Action. Use after hitting a creature with a ranged attack from this weapon. The creature gains a -1 penalty to their AC when defending against ranged attacks for a number of turns equal to your weapon's enhancement bonus.

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## Tethershot Bow

*At times a crackling tow line of mystic energy follows arrows shot from this bow.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.  
**Critical:** +1d6 lightning damage per plus and creature is pulled 1 space towards you.  
**Power (Encounter):** Free Action. Use this ability after successfully dealing damage to a creature with this weapon. You may pull the creature a number of spaces equal to half your weapon's enhancement bonus rounded up.  
**Power (Daily ✦ Lightning):** Free Action. Use this ability after successfully dealing damage to a creature with this weapon. You deal an additional 1d6 lightning damage to the creature. Enemy creatures in spaces adjacent to the target are dealt 1d4 lightning damage.  
*Level 18 or 23:* 2d6 lightning damage; 2d4 lightning damage to adjacent creatures.  
*Level 28:* 3d6 lightning damage; 3d4 lightning damage to adjacent creatures.

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## Venomthorn Bow

*Thorns plucked from this vine covered bow instantly grow into deadly arrows.*

Weapon:	Level:	Bonus:	Value:

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus.

**Power (Encounter):** Standard Action. Make a ranged basic attack at a target. Instead of firing an arrow you shoot one of the bow's thorns at a target. If it hits it deals normal arrow damage. The target also takes ongoing 5 poison damage and is weakened (save ends).

*Level 18 or 23:* Ongoing 10 poison damage and weakened (save ends).

*Level 28:* Ongoing 15 poison damage and weakened (save ends).

**Power (Daily):** Standard Action. Make a ranged basic attack against a number of targets equal to the weapon's enhancement bonus. You shoot thorns at each of these targets. They deal normal arrow damage if they hit and the targets take ongoing 5 poison damage (save ends).

*Level 18 or 23:* Ongoing 10 poison damage (save ends).

*Level 28:* Ongoing 15 poison damage (save ends).

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These cards can be cut out and handed to players when they're awarded treasure.

DMs can add a random element to their treasure by shuffling the cards and letting the players pick one.

Or let the players use the cards as a wish list. They can select one to be awarded to them during the adventure.

Since there are several versions of each weapon the cards have spaces for the DM or players to fill in specific information about the armor.

The weapon, level, bonus, and value depends upon the type of weapon found.

The majority of cards also have enough blank space to record bits of information.

## Targeting Weapon

*Creatures struck by this weapon become easier to hit.*

Weapon:	Level:	Bonus:	Value:
SLING	7	+2	2,600 GP

**Enhancement:** Attack rolls and damage rolls.

**Critical:** +1d6 damage per plus.

**Power (Encounter):** Free Action. Use after hitting a creature with a ranged attack from this weapon. The creature gains a -1 penalty to their AC when defending against ranged attacks for a number of turns equal to your weapon's enhancement bonus.

REMEMBER TO APPLY PENALTY WHEN OTHER PLAYERS TARGET THE CREATURE THAT WAS HIT.

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