

+2 Impervious Spell Casting Short Sword

- A +2 weapon (sized for a medium character/resizes to fit wearer if held in close contact for 24 hours or more) of exceptional quality, enchanted with a +2 to hit and damage. In addition to the standard magic weapon bonuses, this weapon also provides a couple of special options.
- The sword itself is impervious/immune to any attack form other than physical blows. i.e. it cannot be damaged or destroyed by fire, cold, lightning, etc.
- The sword learns spells! The sword learns one Wizard spell that it can cast each week. The spell is chosen at random (with the DMs assistance) at the beginning (just after midnight) of the week (it may be advisable to have this added to your campaign calendar so that you can be reminded in game when it's time to for the sword to learn a new spell). Remember: The weeks are 10 days long in "Rob's World!". Once the spell is learned, it may be cast up to (10 - Level) times during the week. No more than one spell may be cast in any one day.
- Example: If the sword learns a 10th level spell, the sword may cast that spell once during the week. If the sword learns a 1st level spell, then the sword may cast that spell once per day for ten days.
- The sword is considered to be a 18th level caster for any purposes that might apply.
- The sword itself can only cast the spell upon command of the wielder. A standard action is required to 'cast' the spell, and casting while in combat could provoke an attack of opportunity as you stand relatively still and mentally will the sword to cast a spell.

Item level: 16th; Body Slot: – (held); Caster lvl: 18th; Aura: Powerful (DC 18) evocation/'variable'; Activation: –/standard

Weight(lb.): 3

Value(gp): 20,000gp