



Adamantine Long Sword{SM-B32}

This ultrahard metal adds to the quality of a weapon or suit of armor. Weapons fashioned from adamantine have a natural ability to bypass hardness when sundering weapons or attacking objects, ignoring hardness less than 20.

- Found on a dead body under Foxglove Manor.
- Adamantine weapons and ammunition have a +1 enhancement bonus on attack rolls, but not on damage rolls.

Aura: None

Price: 3,015gp

Damage(M): 1d8

Critical: 19-20/x2

Weight: 4 lb.

Damage Type: Slashing