

# MISSING MAGIC: EASTERN WEAPONS™

**For the Pathfinder Roleplaying Game.** A collection of 63 new and magical weapons inspired by Eastern cultures. Requires the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Ultimate Combat*.



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## NEW WEAPONS

The following weapons are additions to those available in the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Ultimate Combat*.

### BAG NAKH (TIGER CLAWS)

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 8 gp; **Weight** 3 lbs.

#### DESCRIPTION

The bag nakh is a strap or glove fitted with spikes fitted along the inside of the hand. When using the bag nakh, an opponent cannot use a disarm action to disarm the character. An attack with the bag nakh is considered an armed attack.

A monk using a bag nakh fights with his unarmed base attack bonus, including his more favorable number of attacks per round, along with other applicable modifiers.

### BLOWGUN, GREATER

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 5 gp; **Weight** 2 lbs.

#### DESCRIPTION

The greater blowgun fires blowgun darts (slightly smaller than the throwing variety) and can also deliver poisons.

### CHAKRAM

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 15 gp; **Weight** 2 lbs.

#### DESCRIPTION

The chakram is a throwing disk about 1 foot in diameter. The outer rim is sharpened.

### CHIJIRIKI

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 8 gp; **Weight** 8 lbs.

#### DESCRIPTION

The chijiriki is a double weapon allowing attacks with the spear end or whip opponents with the chain end to entangle as a chain.

Because the chain end can wrap around an opponent's leg or limb, it can be used to

make trip attacks. If the character becomes tripped with their own trip attempt, they can drop the chijiriki to avoid being tripped.

### DAIKYU

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 75 gp; **Weight** 3 lbs.

#### DESCRIPTION

As *longbow* as described in the *Pathfinder Roleplaying Game Core Rulebook*, with the following exception: If you have the *weapon finesse (daikyu)* feat, you can use the bow while mounted at +4 to the attack roll while your mount is moving at double speed or faster.

### DAI TSUCHI

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 12 gp; **Weight** 5 lbs.

#### DESCRIPTION

See *warhammer* in the *Pathfinder Roleplaying Game Core Rulebook*.

### DAO

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 15 gp; **Weight** 4 lbs.

#### DESCRIPTION

The dao is a heavy sword with a slight curve and a single edge. Often the last few inches of the back edge sharpened as well to allow for an effective.

### DAO, DADAO

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 75 gp; **Weight** 8 lbs.

#### DESCRIPTION

The dadao is a two-handed version of the dao.

### DEER HORN KNIVES

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 3 gp; **Weight** 1 lbs.

#### DESCRIPTION

The deer horn knives, or “crescent moon knives”, are bladed weapons consisting of two steel crescents crossing lengthwise. This crossing produces four curved, antler like points. The knives are usually used in pairs.

A monk using the deer horn knives fights with his unarmed base attack bonus, including his more favorable number of attacks per round, along with other applicable modifiers.

### FIGHTING STICKS

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** --; **Weight** 2 lbs.

#### DESCRIPTION

These batons are often made from bamboo or other hardened materials. When used in pairs, the fighting sticks can deliver quick strikes that can incapacitate most targets.

A monk using the fighting sticks fights with his unarmed base attack bonus, including his more favorable number of attacks per round, along with other applicable modifiers. In addition, the monk can use the fighting sticks as if he had the *two weapon fighting* feat.

### FUKIMI-BARI (MOUTH DARTS)

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 1 gp; **Weight** -- lbs.

#### DESCRIPTION

These are needlelike darts that are typically made of metal that are concealed in the mouth and then spit at opponent. The effective range of the fukimi-bari is extremely short, and they do little damage. Up to three darts can be spit per attack, but only at the same target.

The Strength modifier to damage is *not* applied when using the fukimi-bari.

The cost and weight listed is for one mouth dart.

### JIAN

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 15 gp; **Weight** 4 lbs.

#### DESCRIPTION

This double-edged sword is akin to the *longsword* as described in the *Pathfinder Roleplaying Game Core Rulebook* with the following exception:

A monk using the jian fights with his unarmed base attack bonus, including his more favorable number of attacks per round, along with other applicable modifiers.

### KAWANGA

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 10 gp; **Weight** 3 lbs.

#### DESCRIPTION

A kawanga is a length of light chain with a weight at one end and a sharp grappling hook on the other. It can be whipped around quickly, striking with blows from either end. One end can also be swung out as to entangle an opponent.

The kawanga can be used as a double weapon *or* as a reach weapon. Unlike other weapons with reach, it can be used against an adjacent foe. In this case, only one end of the weapon will cause damage. It cannot be used as a double weapon *with* reach.

Because the chain can wrap around an opponent's leg or limb, it can be used to make trip attacks. If the character becomes tripped with their own trip attempt, they can drop the chain to avoid being tripped.

When using the kawanga, you get a +2 bonus on Combat Maneuver Checks to trip or disarm an enemy.

The *weapon finesse* feat can be used to apply the Dexterity modifier instead of the Strength modifier to attack rolls with the chain.

A kawanga can also be used as a climbing tool. It is the equivalent of a 10' rope with a grappling hook attached.

### KUSARI-FUNDO

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 5 gp; **Weight** 5 lbs.

#### DESCRIPTION

The kusari-fundo or 'manriki-gusari' is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung out to entangle an opponent.

The chain can be used as a double weapon.

When using the kusari-fundo, you get a +2 bonus on Combat Maneuver Checks to trip or disarm an enemy.

The *weapon finesse* feat can be used to apply the Dexterity modifier instead of the Strength modifier to attack rolls with the chain.

### KUSARI-GAMA

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 10 gp; **Weight** 3 lbs.

#### DESCRIPTION

The kusari-gama is a length of chain with a *kama* (as described in the *Pathfinder Roleplaying Game Core Rulebook*) at one end.

The kusari-gama can be used as a double weapon *or* as a reach weapon. Unlike typical weapons with reach, it can be used against an adjacent foe. In this case, only one end of the weapon will cause damage. It cannot be used as a double weapon *with* reach.

When using the kusari-gama, you get a +2 to CMB on checks to trip or disarm an enemy.

### LAJATANG

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 90 gp; **Weight** 7 lbs.

#### DESCRIPTION

The lajatang is a double weapon with crescent-shaped bladed on either end.

A monk using a lajatang fights with his unarmed base attack bonus, including his more favorable number of attacks per round, along with other applicable modifiers.

When using the lajatang, you get a +2 bonus on Combat Maneuver Checks to trip an enemy.

### NAGAMAKI

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 9 gp; **Weight** 12 lbs.

#### DESCRIPTION

A nagamaki is a pole arm similar to the naginata, but somewhat shorter. It *does not* have reach. It is commonly used by mounted samurai.

### NEEDLES, BLOWGUN

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 1 gp; **Weight** -- lbs.

#### DESCRIPTION

These 2-inch-long iron needles are sold in a small wooden case of 2. A full case is so light that its weight is negligible. The tips of the needles are often coated with poison.

The price and weight listed are for 20 needles.

### NEKODE

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 5 gp; **Weight** 2 lbs.

#### DESCRIPTION

A nekode is a strap or glove fitted with spikes in the palm. It is a favored weapon and climbing tool of ninja.

When using a nekode, an opponent cannot use a disarm action to disarm the character. An attack with a nekode is considered an armed attack.

A monk using a nekode fights with his unarmed base attack bonus, including his more favorable number of attacks per round, along with other applicable modifiers.

Using a pair of nekodes while climbing gives a +1 circumstance bonus on Climb checks, this bonus does not stack with the bonuses given by the climber's kit.

### NINJA-TO

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 200 gp; **Weight** 4 lbs.

#### DESCRIPTION

A ninja-to is a short sword similar to the wakizashi and is the standard sword of the ninja. The scabbard of the ninja-to is a multipurpose tool. It is open at both ends allowing it to be used as a blowpipe for various powders or poisons. It is also stiff

and strong allowing it to be used as the rung of a ladder or even as a make-shift club.

### ONO

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 20 gp; **Weight** 12 lbs.

#### DESCRIPTION

As greataxe described in the *Pathfinder Roleplaying Game Core Rulebook*.

### PATA

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 20 gp; **Weight** 2 lbs.

#### DESCRIPTION

As longsword in the *Pathfinder Roleplaying Game Core Rulebook* with the following exceptions:

Because the sword his forged within a gauntlet instead of a hilt, the weapon cannot be wielded two-handed.

When using the pata, an opponent cannot use a disarm action to disarm the character.

### QIANG

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 15 gp; **Weight** 6 lbs.

#### DESCRIPTION

This spear has a leaf shaped blade and red horse-hair tassel lashed just below. The tassel serves a tactical purpose, and is not simply for decoration. During combat, the addition of the tassel aids in blurring the vision of the opponent, allowing you to immediately make a feint (as a free action).

As the *yari* (below), the qiang can do either piercing or slashing damage. It also can be braced for more damage as *spear* in the *Pathfinder Roleplaying Game Core Rulebook*.

### SANG KAUW

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 95 gp; **Weight** 10 lbs.

#### DESCRIPTION

The sang kauw is a double weapon with spear points at both ends and either a buckler or another crescent guard in the

middle of the staff portion. The buckler (or blade) in the middle of the weapon gives a character a +1 shield bonus to Armor Class if they attack with only one end of the sang kauw in a round.

### SASUMATA

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 8 gp; **Weight** 8 lbs.

#### DESCRIPTION

The sasumata or “spear fork” is another pole arm designed to capture opponents. The user who hits a Small or Medium-sized opponent with a sasumata can immediately initiate Combat Maneuver Check to grapple as a free action. If the *grapple* succeeds, the opponent is immediately pinned.

The sasumata has reach, but cannot be used against adjacent opponents.

### SHIKOMI-ZUE

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 100 gp; **Weight** 3 lbs.

#### DESCRIPTION

This weapon, favored by ninja and other stealthy warriors, is a stout wooden quarterstaff, but with a quick twist or press of a hidden button, a spear head springs from one end making it into a *short spear* as described in the *Pathfinder Roleplaying Game Core Rulebook*.

### SODEGARAMI

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 4 gp; **Weight** 5 lbs.

#### DESCRIPTION

The sodegarami, or “sleeve-tangler”, is a specialized weapon use to catch and entangle an opponent. The weapon has multiple barbed heads, facing forwards and backwards. The pole is sturdy hardwood with sharp metal barbs or spines attached to metal strips on one end to keep the person being captured from grabbing the shaft. It is normally used to hook and catch the clothing of an opponent.



When making an attack in this fashion, you can immediately initiate Combat Maneuver Check to grapple as a free action.

The sodegarami has reach, but cannot be used against adjacent opponents.

### TANTO

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 2 gp; **Weight** 1 lbs.

#### DESCRIPTION

As dagger in the *Pathfinder Roleplaying Game Core Rulebook*.

### TESSEN

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 30 gp; **Weight** 1 lbs.

#### DESCRIPTION

Similar to the *fighting fan*, this weapon appears to be nothing more than a beautiful fan; however the vanes of the fan are crafted from steel and is primarily used as bludgeoning weapon.

When used offensively, it can be used as a make-shift *club* as described in the *Pathfinder Roleplaying Game Core Rulebook*. When used defensively, it offers a +1 dodge bonus to AC. The tessen can only be used for offense *or* defense during the combat round. You can choose to use the tessen for either offense or defense at the beginning of each round.

### THREE-SECTION STAFF

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 10 gp; **Weight** 6 lbs.

#### DESCRIPTION

This weapon is composed of three sections of wood of equal lengths joined by chain, leather, or rope.

A monk using a three-section staff (for which he must take the *weapon focus* feat) fights with his unarmed base attack bonus, including his more favorable number of attacks per round, along with other applicable modifiers.

When using the three-section staff, you get a +2 bonus on Combat Maneuver Checks to trip an enemy.

### THROWING SPIKE

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 5 gp; **Weight** .5 lbs.

#### DESCRIPTION

These are sharp metal spikes that are only a few inches long. These weapons are also known as 'sleeve darts,' because they can be easily concealed. When looking for the concealed throwing spikes, the DC should be increased by +10 provided the sleeves concealing the spikes are loose.

The price and weight listed are for 3 spikes.

### TIGER HOOK SWORD

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 15 gp; **Weight** 4 lbs.

#### DESCRIPTION

These weapons have a blade similar to a long sword, though with a prong or hook (similar to a shepherd's crook) near the tip. The hilt guards are often in the style of butterfly swords. These swords are often used in pairs and require the *Weapon Focus (hook sword)* feat to use correctly.

The backs of the hook swords can be used as long swords. The hooks of the swords can be used to trip opponents. You get a +2 bonus on Combat Maneuver Checks to trip an enemy. The end of the hilt is usually sharpened into a dagger (and therefore can be used as a double weapon). The choice to use the hook swords as a double weapon must be declared at the beginning of the combat round.

When used as a single weapon, the crescent guard can be used for blocking *or* slashing. When used defensively, the crescent guard provides a +1 dodge bonus to AC.

When used as a double weapon, the two swords can be linked together providing a weapon with reach that can be used to slash at a target or trip an opponent.

## WIND AND FIRE WHEELS

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 50 gp; **Weight** 2 lbs.

### DESCRIPTION

Much like the chakram (above), the wind and fire wheels are flat metal rings which can be used in melee or thrown. They are approximately 15" in diameter and one quarter of the ring is padded as the grip. The rims of the wind and fire wheels have protruding flame-styled blades. They are meant to be used in pairs.

When using the wind and fire wheels, you get a +2 bonus on Combat Maneuver Checks to disarm an enemy.

A monk using a the wind and fire wheels can strike with his unarmed base attack bonus, including his more favorable number of attacks per round, along with other applicable modifiers.

When fighting defensively while wielding the wind and fire wheels, the user gets an additional +1 dodge bonus for each wheel wielded (to a maximum number of the number of arms that the defender has).

## YARI

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 15 gp; **Weight** 6 lbs.

### DESCRIPTION

The yari is a spear characterized by a flat metal blade at the tip much like a dagger. It can do either piercing or slashing damage. It also can be braced for more damage as *spear* in the *Pathfinder Roleplaying Game Core Rulebook*.

## YUMI

**Aura** no aura (non-magical); **CL** --  
**Slot** none; **Price** 100 gp; **Weight** 3 lbs.

### DESCRIPTION

As composite longbow in the *Pathfinder Roleplaying Game Core Rulebook* with the following exceptions:

This great bow is over 6 feet in length, often surpassing the height of the archer. They

are traditionally made by laminating bamboo, wood, and leather. The grip is asymmetrical (about two thirds of the distance from the upper tip).

The effective range increment for the yumi is 150 feet.

Small or Tiny-sized characters cannot use the yumi.

## MAGIC WEAPONS

The following magical Eastern weapons draw upon spells listed in *Pathfinder Roleplaying Game Ultimate Combat*.

### BLOWGUN, NEVERENDING +1

**Aura** moderate conjuration; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 4,150 gp; **Weight** 1 lbs.

### DESCRIPTION

The blowgun is a long tube through which you fire needles. A needle can deliver poisons of either contact or injury type.

When this blowgun is being used, the user will never run out of ammunition. It must be loaded as normal, but each round there is always one more needle or dart in the wielder's pouch.

See the spell abundant ammunition in *Pathfinder Roleplaying Game Ultimate Combat*.

### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *abundant ammunition*; **Cost** 2,075 gp

### BUTTERFLY SWORD

#### OF KINETIC REVERBERATION +2

**Aura** moderate transmutation; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 16,170 gp; **Weight** 1 lbs.

### DESCRIPTION

The butterfly sword is a short, heavy weapon often used in pairs. A monk using a butterfly sword fights with his unarmed base attack bonus, including his more favorable number

of attacks per round, along with other applicable modifiers.

When an attacker makes a successful to hit roll against the wielder of this weapon, the wielder can choose to automatically deflect. In doing so the wielder forfeits their attack that round, but damage rolled by the attacker is directed back to the attacker's weapon. This may cause the attacker's weapon to break or shatter.

See Common Armor, Weapon, and Shield Hardness and Hit Points in the Pathfinder Roleplaying Game Core Rulebook, and the spell kinetic reverberation in Pathfinder Roleplaying Game Ultimate Combat.

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#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *kinetic reverberation*; **Cost** 8,085 gp

### CROSSBOW, REPEATING, LONGSHOT +1

**Aura** moderate transmutation; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 4,550 gp; **Weight** # lbs.

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#### DESCRIPTION

This is a heavy repeating crossbow as described in the *Pathfinder Roleplaying Game Core Rulebook*, except that it has a +10 bonus to range.

See the spell longshot in Pathfinder Roleplaying Game Ultimate Combat.

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#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *longshot*; **Cost** 2,275 gp

### DAI TSUCHI OF UNWILLING FLIGHT +3

**Aura** moderate evocation; **CL** 7<sup>th</sup>  
**Slot** none; **Price** 36,150 gp; **Weight** 5 lbs.

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#### DESCRIPTION

On a successful hit, the wielder of this weapon can choose to knock a target back 25 feet with a wave of telekinetic energy rather than doing damage. A target can choose to

make a DC 17 Will save to avoid knockback and take the damage instead.

See the spell telekinetic charge in Pathfinder Roleplaying Game Ultimate Combat.

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#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *telekinetic charge*; **Cost** 18,075 gp

### DAIKYU OF RELOADING HANDS +2

**Aura** moderate conjuration; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 16,225 gp; **Weight** 3 lbs.

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#### DESCRIPTION

Once per round, this weapon reloads itself with conjured ammunition. If you have the *weapon finesse (daikyu)* feat, you can use the bow while mounted at +4 to the attack roll while your mount is moving at double speed or faster.

See the spell reloading hands in Pathfinder Roleplaying Game Ultimate Combat.

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#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *reloading hands*; **Cost** 8,100 gp

### DARTS, BLOWGUN, UNERRING +2

**Aura** moderate transmutation; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 16,150 gp; **Weight** --

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#### DESCRIPTION

These darts are somewhat smaller than throwing darts and can carry poison. They have a critical range of 17-20, and have a x3 modifier to critical damage.

See the spell unerring weapon in Pathfinder Roleplaying Game Ultimate Combat.

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#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *unerring weapon*; **Cost** 8,075 gp

### EMEI PIERCERS OF PRECISION +3

**Aura** moderate divination; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 36,150 gp; **Weight** --

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#### DESCRIPTION

These emei daggers are meant to be used in pairs. Each shaft can be mounted to a detachable ring that is typically worn on the



middle finger. As the twin daggers spin around they give you get a +2 bonus on Combat Maneuver Checks to use feint against an enemy.

Whenever you confirm a critical hit with this weapon, roll twice and take the best result.

See the spell locate weakness in Pathfinder Roleplaying Game Ultimate Combat.

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#### DESCRIPTION

**Requirements** Craft Magic Arms and Armor, *locate weakness*; **Cost** 18,075 gp

### FIGHTING FAN OF BROW GASHING +2

**Aura** moderate necromancy; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 16,150 gp; **Weight** --

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#### DESCRIPTION

This weapon appears to be nothing more than a beautiful fan, however the vanes of the fan are crafted from steel and the tips are sharpened.

This weapon inflicts gruesome head wounds to the target. In addition to normal damage, a target struck by this weapon takes an additional 2 points of bleed damage each round. This continues until the wound is stabilized or healed. On the 5<sup>th</sup> round, the target is blinded by the blood from the wound getting into their eyes.

When wielding this fighting fan, users also get a +2 circumstance bonus to perform a *feint* Combat Maneuver.

See the spell brow gasher in Pathfinder Roleplaying Game Ultimate Combat.

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#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *brow gasher*; **Cost** 8,075 gp

### JUTTE OF CERTAINTY +2

**Aura** transmutation; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 16,150 gp; **Weight** 1 lbs.

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#### DESCRIPTION

The jutte is similar to the *sai* (as described in the *Pathfinder Roleplaying Game Core*

*Rulebook*) with the exception that it has only has only one hook rather than two.

The wielder of this weapon gains a +4 competence bonus on Acrobatics and Climb checks, a +4 bonus to CMB, and immune to the disarm maneuver.

See the spell certain grip in Pathfinder Roleplaying Game Ultimate Combat.

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#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *certain grip*; **Cost** 8,075 gp

### KATANA OF VENGEANCE +5

**Aura** moderate transmutation; **CL** 9<sup>th</sup>  
**Slot** none; **Price** 100,200 gp; **Weight** 6 lbs.

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#### DESCRIPTION

The katana is a masterwork sword that grants a +1 bonus on the attack rolls. For a samurai character, a katana is more than just a sword – it's a part of their honor, heritage, and soul. It is a very personal item and cannot be used by others without the honor of the character being slighted. If a stranger touches the scabbard, it is considered an insult, to draw the blade out without permission is not only an insult to the samurai, but to the sword.

At the start of combat, the wielder of this weapon selects one target. On a successful hit, the target immediately feels pain more acutely. All attacks made against the target gain a +5 bonus to damage. This effect ends when the target is dead or the wielder of the weapon disengages from combat. Only one target can be designated for this vengeance at a time.

See the spell litany of vengeance in Pathfinder Roleplaying Game Ultimate Combat.

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#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *litany of vengeance*; **Cost** 50,100 gp

### KATAR OF THUNDER +4

**Aura** moderate evocation; **CL** 9<sup>th</sup>

**Slot** none; **Price** 64,150 gp; **Weight** 1 lbs.

#### **DESCRIPTION**

When this weapon strikes a target it booms as a clap of thunder. The target must make a DC 19 Fortitude save or be *deafened* and *confused* for one round.

See the spell litany of thunder in Pathfinder Roleplaying Game Ultimate Combat.

#### **CONSTRUCTION**

**Requirements** Craft Magic Arms and Armor, *litany of thunder*; **Cost** 32,075 gp

### **KAMA OF DEBILITATING PORTENT +4**

**Aura** moderate enchantment; **CL** 9<sup>th</sup>  
**Slot** none; **Price** 64,150 gp; **Weight** 2 lbs.

#### **DESCRIPTION**

When struck by this weapon, the target is surrounded by a green glow that lasts for 9 rounds. During that time, the target must make a DC 19 Will save whenever they make an attack or cast a spell that does damage. If the save, they do damage as normal, but if they fail their attack only does 1/2 damage.

See the spell debilitating portent in Pathfinder Roleplaying Game Ultimate Combat.

#### **CONSTRUCTION**

**Requirements** Craft Magic Arms and Armor *debilitating portent*; **Cost** 32,075 gp

### **KUKRI OF TRACKING +3**

**Aura** moderate divination; **CL** 11<sup>th</sup>  
**Slot** none; **Price** 36,150 gp; **Weight** 2 lbs.

#### **DESCRIPTION**

By concentrating for one round, the wielder of this weapon can determine if a familiar, well-known creature is within a 20 mile radius, and in what direction.

See the spell find quarry in Pathfinder Roleplaying Game Ultimate Combat.

#### **CONSTRUCTION**

**Requirements** Craft Magic Arms and Armor, *find quarry*; **Cost** 18,075 gp

### **LANCE, TAR POOL +3**

**Aura** moderate transmutation; **CL** 11<sup>th</sup>  
**Slot** none; **Price** 36,160 gp; **Weight** 10 lbs.

#### **DESCRIPTION**

By touching the tip of this lance to the ground, a 20 radius area is transformed into hot tar. Creatures in that area take 5d6 points of fire damage. They must also make a DC 20 Reflex save or become entangled. A trapped creature takes an additional 2d6 points of damage per round.

See the spell tar pool in Pathfinder Roleplaying Game Ultimate Combat.

#### **CONSTRUCTION**

**Requirements** Craft Magic Arms and Armor, *tar pool*; **Cost** 18,080 gp

### **METEOR HAMMER OF HOSTILE LEVITATION +3**

**Aura** moderate transmutation; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 36,160 gp; **Weight** 10 lbs.

#### **DESCRIPTION**

The meteor hammer is a much like the *kusari-fundo* consisting of one or two weighted heads connected by a rope or chain. Using a meteor hammer involves swinging it around your body to build up speed before releasing one of the heads to strike at your opponent.

Since this meteor hammer has two heads, one could be used offensively, and the other could be used for defense. When used in this fashion the double headed meteor hammer is a double weapon and offers a +1 dodge bonus to AC.

This meteor hammer can perform a *disarm*, *grapple*, or *trip* maneuver instead of attacking without incurring an attack of opportunity. A creature struck by this double-weighted weapon must make a DC 17 Will save or begin to levitate a few inches off the ground. This cuts movement by half and imposes a -4 penalty to CMD. Because the target is unstable, they also suffer a -2 penalty to attack rolls.

See the spell hostile levitation in Pathfinder Roleplaying Game Ultimate Combat.

---

**CONSTRUCTION**

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**Requirements** Craft Magic Arms and Armor, *hostile levitation*; **Cost** 19,080 gp

### MONK'S SPADE OF VENGEFUL FATE +5

**Aura** moderate evocation; **CL** 15<sup>th</sup>  
**Slot** none; **Price** 100,170 gp; **Weight** 12 lbs.

---

**DESCRIPTION**

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This monk's spade is a double weapon with a sharpened spade head on one end of the shaft and a crescent blade on the other.

A monk using this monk's spade fights with his unarmed base attack bonus, including his more favorable number of attacks per round, along with other applicable modifiers.

When struck by this weapon, the target is surrounded by a glowing red aura for 15 rounds. During that time, when the target tries to attack or cast a spell, they must make a DC 25 Fortitude save. If the save succeeds, they take their action as normal. If they fail, they lose their action and take 4d6 points of electrical damage.

See the spell jolting portent in Pathfinder Roleplaying Game Ultimate Combat.

---

**CONSTRUCTION**

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**Requirements** Craft Magic Arms and Armor, *jolting portent*; **Cost** 50,085 gp

### NAGINATA OF IMMOLATION +2

**Aura** moderate evocation; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 16,185 gp; **Weight** 9 lbs.

---

**DESCRIPTION**

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The naginata has reach. The character can strike opponents 10 feet away with it, but it cannot be used against an adjacent foe.

When struck by this weapon, the target bursts into flame and takes an additional 3d6 points of fire damage. For the following 4 rounds, the target takes 1d6 points of fire

damage. Only one creature can be affected by this ability at a time.

See the spell spontaneous immolation in Pathfinder Roleplaying Game Ultimate Combat.

---

**CONSTRUCTION**

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**Requirements** Craft Magic Arms and Armor, *spontaneous immolation*; **Cost** 8,095 gp

### NINE-RING BROADSWORD OF TACTICAL ACUMEN +2

**Aura** moderate enchantment; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 16,165 gp; **Weight** 4 lbs.

---

**DESCRIPTION**

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The nine-ring broadsword is a heavy chopping weapon with nine rings attached to the back edge. These rings serve a tactical purpose, and are not simply for decoration. During combat, the addition of the rings allows you to make a disarm attempt (as a free action).

This weapon grants an additional +1 insight bonus to attack rolls whenever the wielder is subject to an attack roll modifier in combat. This applies not only to positive modifiers, such as for flanking, but mitigates negative modifiers for things like the wielder being prone or entangled.

See the spell tactical acumen in Pathfinder Roleplaying Game Ultimate Combat.

---

**CONSTRUCTION**

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**Requirements** Craft Magic Arms and Armor, *tactical acumen*; **Cost** 8,080 gp

### NUNCHAKU OF MIRROR STRIKING +2

**Aura** moderate transmutation; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 16,150 gp; **Weight** 2 lbs.

---

**DESCRIPTION**

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When the wielder of this weapon is flanked, attacks per round can be doubled and split between two of the flanking attackers. If both targets are hit, roll damage once and

split it between the two; if only one target is struck, roll damage normally.

See the spell mirror strike in Pathfinder Roleplaying Game Ultimate Combat.

---

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *mirror strike*; **Cost** 8,075 gp

#### SAI OF MADNESS +3

**Aura** moderate enchantment; **CL** 12<sup>th</sup>

**Slot** none; **Price** 36,150 gp; **Weight** 1 lbs.

---

#### DESCRIPTION

When struck by this weapon, the target must make a DC 22 Will save or become confused. The target can make this save once per round. Once the save is made, the effect ends.

See the spell litany of madness in Pathfinder Roleplaying Game Ultimate Combat.

---

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *litany of madness*; **Cost** 18,075 gp

#### SAINGHAM, RICOCHETING +2

**Aura** moderate evocation; **CL** 5<sup>th</sup>

**Slot** none; **Price** 16,150 gp; **Weight** 1 lbs.

---

#### DESCRIPTION

This weapon allows the wielder to make multiple attacks very quickly. On a successful hit with this weapon, the wielder can quickly withdraw and thrust again at an adjacent target. The base attack bonus for the second attack is the same, but does not benefit from any magical enhancements or other special qualities.

See the spell ricochet shot in Pathfinder Roleplaying Game Ultimate Combat.

---

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *ricochet shot*; **Cost** 8,075 gp

#### SHURIKEN, FIERY +2

**Aura** moderate conjuration; **CL** 5<sup>th</sup>

**Slot** none; **Price** 16,150 gp; **Weight** --

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#### DESCRIPTION

This shuriken bursts into flame when thrown, and does an additional 1d8 points of fire damage to a target on a successful to hit roll.

See the spell fiery shuriken in Pathfinder Roleplaying Game Ultimate Combat.

---

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *fiery shuriken*; **Cost** 8,075 gp

#### TANTO OF HOSTILE JUXTAPOSITION +3

**Aura** moderate conjuration; **CL** 9<sup>th</sup>

**Slot** none; **Price** 36,150 gp; **Weight** 1 lb.

---

#### DESCRIPTION

On a successful to hit roll, the wielder of this weapon can designate the target as this subject if its special ability. During combat, the wielder can then teleport and trade places with the target. This can be done to gain tactical advantage, or to place shift spells or attacks directed at the wielder onto the target. Once the teleport switch is made, this ability cannot be used again for the remainder of the combat.

See the spell hostile juxtaposition in Pathfinder Roleplaying Game Ultimate Combat.

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#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, hostile juxtaposition; **Cost** 18,075 gp

#### TETSUBO OF MOLTEN GLASS +3

**Aura** moderate transmutation; **CL** 7<sup>th</sup>

**Slot** none; **Price** 36,170 gp; **Weight** 10 lbs.

---

#### DESCRIPTION

This great club is constructed out of heavy wood, or made entirely from iron, with iron spikes or studs on one end. One or both ends of the wooden type clubs could be sheathed in iron.

This weapon can be used to strike the ground and turn a 20-foot radius area into molten glass. Those in the area must make a DC 17 Reflex check or take 3d6 points of fire damage and become entangled; if they make

the save, they take half damage and are not entangled.

See the spell *obsidian flow* in Pathfinder Roleplaying Game Ultimate Combat.

---

#### CONSTRUCTION

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**Requirements** Craft Magic Arms and Armor, *obsidian flow*; **Cost** 18,085 gp

### TIGER FORK OF TWISTED SPACE +2

**Aura** moderate transmutation; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 16,150 gp; **Weight** 8 lbs.

---

#### DESCRIPTION

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When using this tiger's fork, you may attempt a *disarm* maneuver without incurring an attack of opportunity.

The wielder of this weapon can choose to activate its power in lieu of making an attack. By spinning it about, the wielder creates distortions in space, making him immune to attacks; any attacks made against the wielder will strike a nearby random target instead.

See the spell *twisted space* in Pathfinder Roleplaying Game Ultimate Combat.

---

#### CONSTRUCTION

---

**Requirements** Craft Magic Arms and Armor, *twisted space*; **Cost** 8,075 gp

### TONFA OF SPEED +2

**Aura** moderate transmutation; **CL** 9<sup>th</sup>  
**Slot** none; **Price** 16,150 gp; **Weight** 1 lb.

---

#### DESCRIPTION

---

The tonfa or 'ratchet baton,' is a short club with a handle on the top. It is typically used in pairs. A monk using a tonfa fights with his unarmed base attack bonus, including his more favorable number of attacks per round, along with other applicable modifiers.

When fighting defensively while wielding this tonfa, the user gets an additional +1 dodge bonus for each tonfa wielded (to a maximum number of the number of arms that the defender has).

If the wielder's standard action in a combat round is a melee attack with this weapon, on their move action they gain a +20 bonus to speed (reduced +10 if wearing Medium or Heavy armor) and do not provoke attacks of opportunity while moving.

See the spell *burst of speed* in Pathfinder Roleplaying Game Ultimate Combat.

---

#### CONSTRUCTION

---

**Requirements** Craft Magic Arms and Armor, *burst of speed*; **Cost** 8,075 gp

### URUMI OF OPPORTUNITY +3

**Aura** moderate transmutation; **CL** --  
**Slot** none; **Price** 36,170 gp; **Weight** 1 lb.

---

#### DESCRIPTION

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Also known as a "coiled sword", this is a flexible weapon that can be curled around your waist and pulled out at a moment's notice.

The blade or blades are typically razor-sharp and bad news for anyone standing in the vicinity of the person wielding the coiled sword. If an enemy is looking for the coiled sword while worn as part of your clothes, the DC for Perception checks should be increased by +10.

The wielder of this urumi can make up to 2 additional attacks of opportunity per round. See the spell *litany of warding* in Pathfinder Roleplaying Game Ultimate Combat.

---

#### CONSTRUCTION

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**Requirements** Craft Magic Arms and Armor, *litany of warding*; **Cost** 18,085 gp

### WAKIZASHI, WARDING +2

**Aura** moderate abjuration; **CL** 5<sup>th</sup>  
**Slot** none; **Price** 16,185 gp; **Weight** 2 lbs.

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#### DESCRIPTION

---

The wakizashi is a masterwork sword that grants a +1 bonus on the attack rolls. A masterwork weapon's bonus to attack *does not* stack with an enhancement bonus to attack.



Typically the wakizashi is part of a matched set with a katana. For samurai, the pair (daisho) is an import part of their honor. Samurai rarely use the wakizashi in combat, except for those who have invested in the *two-weapon fighting* feat. Its most prominent use is in the ritual of suicide (seppuku). Noble non-samurai may carry a wakizashi without a katana.

This particular wakizashi was create for use by noble spellcasters. Upon the utterance of a command word, this weapon floats above your head and automatically parries melee

attacks made against you. Used this way, it is defensive only and cannot make attacks. It does free up the wielder to cast spells without the need to cast defensively or incur attacks of opportunity.

See the spell warding weapon in Pathfinder Roleplaying Game Ultimate Combat.

#### CONSTRUCTION

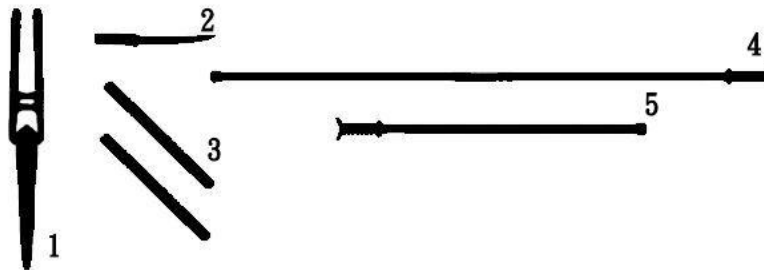
**Requirements** Craft Magic Arms and Armor, *warding weapon*; **Cost** 8,090 gp

## WEAPON STATISTICS

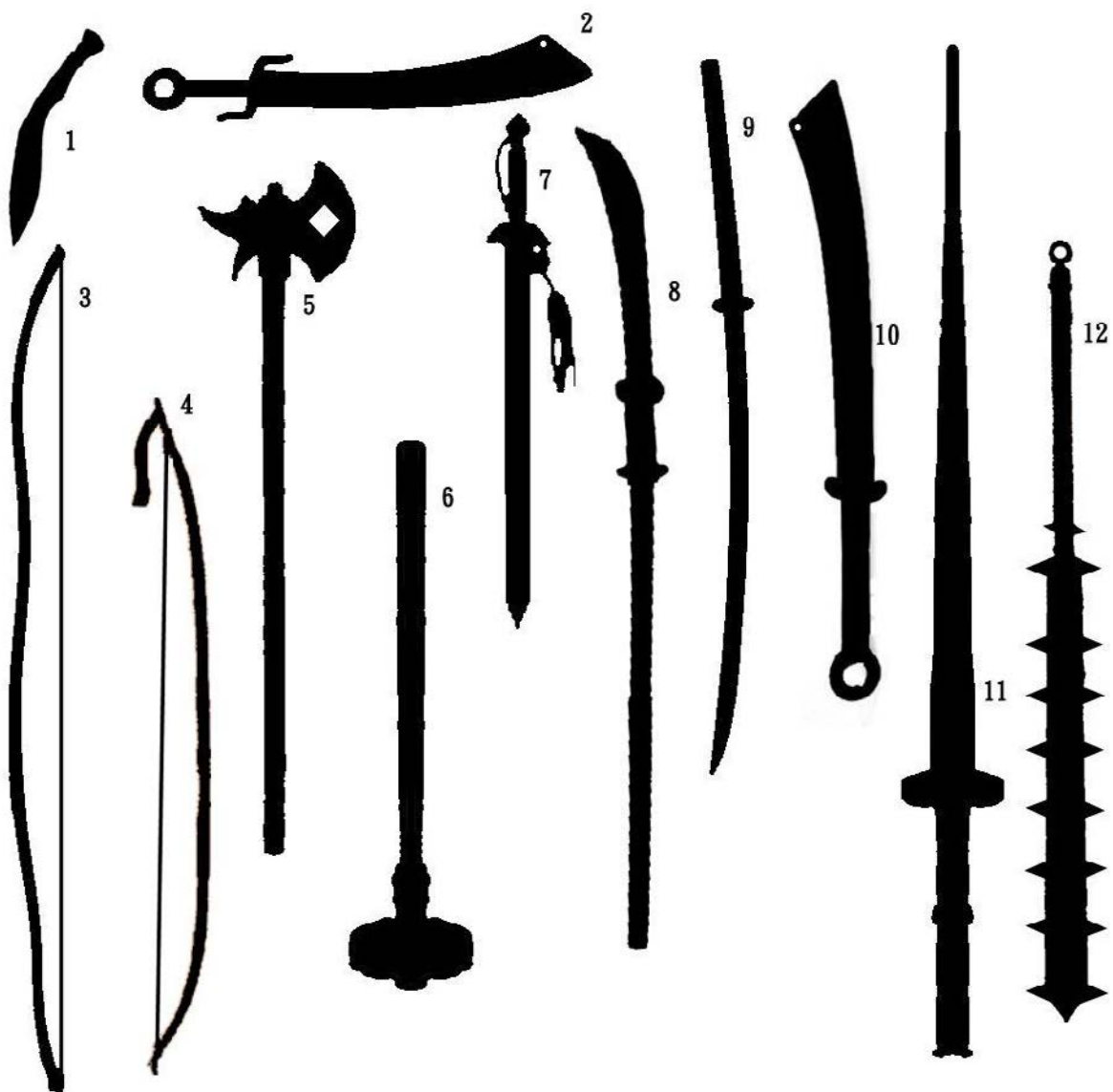
SIMPLE WEAPONS								
Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Katar	2 gp	1d3	1d4	x3	--	1 lbs.	P	--
Tanto	2 gp	1d3	1d4	19-20/x2	10 ft.	1 lbs.	P or S	--
One-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Fighting Sticks	--	1d4	1d6	x2	10 ft.	2 lbs.	B	monk
Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Needles (20)	1 gp	--	--	--	--	--	--	see text
Blowgun, Greater	5 gp	1d2	1d3	x2	10 ft.	4	P	--

MARTIAL WEAPONS								
One-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Dai Tsuchi	12 gp	1d6	1d8	x3	--	5 lbs.	B	--
Dao	15 gp	1d4	1d6	18-20/x2	--	4 lbs.	P or S	--
Jian	15 gp	1d6	1d8	x2	--	4 lbs.	S	monk
Two-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Dadao	75 gp	1d6	2d4	18-20/x2	--	8 lbs.	S	--
Nagamaki	9 gp	1d6	2d4	x3	--	12 lbs.	P or S	brace, trip
Ono	20 gp	1d10	1d12	x3	--	12 lbs.	S	--
Tetsubo	5 gp	1d8	1d10	x2	--	8 lbs.	B	--
Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Daikyu	75 gp	1d6	1d8	x3	100 ft.	3 lbs.	P	see text
Yumi	100 gp	1d6	1d8	x3	150 ft.	3 lbs.	P	--



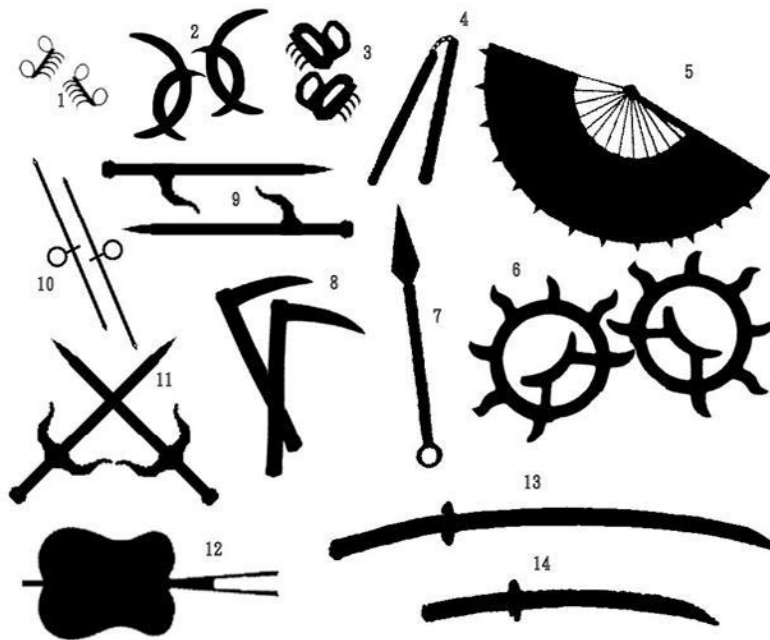
1. Katar; 2. Tanto; 3. Fighting Sticks; 4. Blowgun (Greater); 5. Blowgun



1. Kukri; 2. Dao; 3. Yumi; 4. Daikyu; 5. Ono; 6. Dai Tsuchi;  
7. Jian; 8. Nagamaki; 9. Naginata; 10. Dadao; 11. Lance; 12. Tetsubo

EXOTIC WEAPONS								
Unarmed Attacks	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Darts, Fukimi-Bari	1	1d2	x2	--	--	--	P	see text
Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bag Nakh (Tiger Claws)	8 gp	1d4	1d6	x2	--	3 lbs.	P or S	monk
Deer Horn Knives	3 gp	1d3	1d4	x2	--	1 lbs.	P or S	monk
Nekode	5 gp	1d3	1d4	x2	--	2 lbs.	P	monk
Tessen	30 gp	1d4	1d6	x2	--	1 lbs.	B	see text
Wind and Fire Wheels	50 gp	1d4	1d6	x2	10 ft.	2 lbs.	P or S	disarm, monk

One-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Ninja-To	200 gp	1d4	1d6	19-20/x2	--	4 lbs.	P or S	see text
Pata	20 gp	1d4	1d6	18-20/x2	--	2 lbs.	P	--
Shikomi-Zue	100 gp	1d4	1d6	x2	20 ft.	3 lbs.	B or P	see text
Tiger Hook Sword	15 gp	1d6	1d8	x3	--	4 lbs.	S or P	double, trip, see text
Two-Handed Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Chijiriki	8 gp	1d4/1d3	1d6/1d4 x2	--	6 lbs.	B or P	double, trip	
Kawanga	10 gp	1d2/1d2	1d3/1d3 x2	--	3 lbs.	B or S	double or reach, disarm, trip	
Kusari-Fundo	5 gp	1d4/1d4	1d6/1d6 x2	--	5 lbs.	B	double, disarm, trip	
Kusari-Gama	10 gp	1d4/1d3	1d6/1d4 x2	--	3 lbs.	B or S	double or reach, disarm, trip	
Lajatang	90 gp	1d6/1d6	1d8/1d8 x2	--	7 lbs.	S	double, monk, trip	
Qiang	15 gp	1d6	1d8 x3	20 ft.	6 lbs.	S or P	brace, see text	
Sang Kauw	95 gp	1d6/1d6	1d8/1d8 x3	--	10 lbs.	P	double	
Sasumata	8 gp	1d3	1d4 x2	--	8 lbs.	B	grapple, reach	
Sodegarami	4 gp	1d3	1d4 x2	--	5 lbs.	B	grapple, reach	
Three-Section Staff	10 gp	1d4/1d4	1d6/1d6 x2	--	6 lbs.	B	double, monk, trip	
Yari	15 gp	1d6	1d8 x3	20 ft.	6 lbs.	S or P	brace	
Ranged Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Chakram	15 gp	1d4	1d6	18-20/x2	30 ft.	2 lbs.	S	monk
Throwing Spike (3)	5 gp	1d3	1d4 x2	20 ft.	.5 lbs.	P		



1. Bag Nakh; 2. Deer Horn Knives; 3. Nekode; 4. Nunchaku; 5. War Fan; 6. Wind and Fire Knives; 7. Siangham; 8. Kama; 9. Jutte; 10. Emei Daggers; 11. Sai; 12. Tessen; 13. Katana; 14. Wakizashi

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