(Ooh, Shiny! Long Arm of the Elf



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Bows and Crossbows

Arcane Arbalest

Aura strong transmutation; CL 12th; Slot - ; Price 46,500 gp; Weight 4 lbs.

DESCRIPTION

This +3 *light crossbow* features arcane scrollwork and other ornamentation designed to open the purse of the learned adventurer. Featuring an enhanced spell storing enchantment suite, the Arcane Arbalest can store any number of spells with a maximum collective spell level of six.

Once per round as a free action, the wielder may imbue a loaded bolt with one of the stored spells, thus transforming the loaded bolt into a delivery system for that spell. Creatures struck by an imbued bolt are affected by the spell. Ranged touch attack spells automatically hit and spells requiring Reflex saves get +2 to their DC; however, due to the nature of this weapon, spells using its imbue system cannot critically hit. Spell DCs are equal to that of the original caster of the spell into the Arbalest.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, *mnemonic enhancer, spellstaff, status*; Cost 33,250 gp, 1848 XP.

Boltspewer

Aura strong transmutation; CL 11th; Slot - ; Price 42,000 gp; Weight 12 lbs.

DESCRIPTION

This +1 *flaming frost shock heavy repeating crossbow* is renowned for its ability to just about load itself. The wielder is counted as having the rapid reload feat whenever he reloads this weapon.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *haste*; **Cost** 21,150 gp, 1668 XP.

Changeling's Embrace

Aura weak illusion; CL 5th; Slot - ; Price 4,000 gp; Weight 2 lbs.

DESCRIPTION

The form of this +1 hand crossbow shifts subtly, making it difficult to focus on. Whenever this weapon deals the killing blow to a humanoid enemy, the wielder is made to look exactly like the victim, as per the *disguise self* spell. A DC 14 Will save disbelieves.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *disguise self*; **Cost** 2,150 gp, 148 XP.













The Conservator

Aura moderate transmutation; CL 9th; Slot - ; Price 19,500 gp; Weight 3 lbs.

DESCRIPTION

This +2 composite longbow (Str bonus +3) has the ability to reduce, reuse, and recycle. Three times daily as a free action, the wielder can grant the next arrow fired by this weapon the *returning* ability for the duration of that attack.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, greater magic weapon; **Cost** 9,950 gp, 752 XP.

The Detonator

Aura strong evocation; CL 15th; Slot - ; Price 39,000 gp; Weight 8 lbs.

DESCRIPTION

This +3 heavy crossbow has been enchanted in such a way that it brings out the best in its ammunition, with best being defined as "most explosive". All energy damage effects present on ammunition fired from The Detonator, such as frost, flaming, and shock, deal damage in a 5' radius rather than simply to the enemy struck. Further, all burst energy damage effects, such as icy burst, deal damage in a 10' radius rather than simply to the enemy struck. A DC 17 Reflex save negates any energy damage dealt to creatures other than the primary target in this way.

Once per day, the wielder may declare a bolt to be overcharged. An overcharged bolt deals burst energy damage whether or not the enemy is critically struck.

Given the explosive nature of The Detonator, all bolts, including *returning* bolts, with energy damage or burst energy damage effects are completely annihilated upon striking a target.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, acid fog, chain lightning, cone of cold, delayed blast fireball, explosive runes; **Cost** 19,650 gp, 1548 XP.









Doubleshot Crossbow

Aura moderate conjuration; CL 9th; Slot - ; Price 10,000 gp; Weight 8 lbs.

DESCRIPTION

This +1 heavy crossbow has been imbued with potent conjuration magic and launches an additional *masterwork bolt* whenever it is fired. This additional bolt uses a separate attack roll at no penalty.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *major creation*; **Cost** 5,150 gp, 388 XP.

Hallway's Bane

Aura moderate transmutation; CL 9th; Slot - ; Price 24,000 gp; Weight 8 lbs.

DESCRIPTION

This +2 shortbow features glass baubles filled with quicksilver as ornamentation and is heavily enchanted with spells that promote sharpness. All arrows fired from this bow are considered *keen*. In addition, once per day as a standard action, the wielder may fire an arrow in such a way that it pierces through the bodies of foes in a straight line with a range of one range increment. Make an attack roll for each enemy along this line from nearest to farthest until an attack fails to hit.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, *keen edge*; **Cost** 12,150 gp, 948 XP.



Phalanx's Recurve

Aura moderate evocation; CL 9th; Slot - ; Price 14,000 gp; Weight 5 lbs.

DESCRIPTION

This +2 longbow deals an additional 1d4 force damage. In addition, the wielder may turn the bow sideways as a standard action, thus forming a +2 tower shield out of nothing but a thin, nearly-transparent wall of force. This shield grants proficiency in itself, but still gives the wielder -2 to hit, as is typical for tower shields.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *magic missile, wall of force*; **Cost** 7,150 gp, 544 XP.

Subterranean Slinger

Aura weak necromancy; CL 5th; Slot - ; Price 13,500 gp; Weight 6 lbs.

DESCRIPTION

This +*1 light repeating crossbow* tips every bolt it fires with Drow knockout poison.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, *poison*; **Cost** 6,900 gp, 528 XP.







<u>Swashbuckler's Shortbow</u> Aura moderate evocation; CL 9th; Slot - ; Price 22,000 gp; Weight 5 lbs.

DESCRIPTION

This +2 shortbow deals an additional 1d4 force damage. In addition, the wielder may turn the bow sideways as a standard action, thus forming a +2 *buckler* from the bow or a +1 *buckler* from the bow and a +1 *rapier* from a drawn arrow. The buckler has no armor check penalty and an arcane spell failure chance of 5%, while the rapier also deals 1d4 force damage.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *magic missile, wall of force*; **Cost** 11,150 gp, 868 XP.

Wandcraft Crossbow

Aura weak universal; CL 3rd; Slot - ; Price 3,000 gp; Weight 4 lbs.

DESCRIPTION

This +1 *light crossbow* contains a thin groove along its underside. A wand may be placed in this groove and can be activated as a standard action while holding the crossbow. Once placed into this groove, the wand cannot be removed until it is completely discharged.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor; **Cost** 1,650 gp, 108 XP.









Bolts and Arrows

Amorous Arrow

Aura weak enchantment; CL 3rd; Slot - ; Price 260 gp; Weight -

DESCRIPTION

This +2 arrow, chiefly put onto the open market by unscrupulous thugs who mug cherubs, causes those struck by it to be affected by the *suggestion* spell with the specific suggestion, "I suggest that you fall madly in love with me," where 'me' is the firer of the arrow. Hilarity tends to ensue if a DC 13 Will save is not made to negate.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, *suggestion*; **Cost** 210 gp, 4 XP.

<u>Arrope</u>

Aura moderate conjuration; CL 9th; Slot - ; Price 165 gp; Weight -

DESCRIPTION

When fired from a bow, this +*1 arrow* leaves a trail of hemp rope out to a maximum distance of 100 feet.

Upon striking an enemy, this arrow deals no damage, but instead initiates a grapple at a +10 bonus. If successful, the target is coiled up in rope and must make a DC 15 Escape Artist or Acrobatics check (depending on game played) to break free. While trapped in this manner, the victim cannot use his arms and is, therefore, unable to cast spells with a somantic component, unable to attack with weapons wielded in the hands, and unable to use his shield, if any. A monk's attacks are not hindered, as monks are still lethal with their legs.

Upon striking a suitable object, such as a tree limb or rocky outcropping, an Arrope ties a knot with a Use Rope check at a +10 bonus. (Given Use Rope has no official replacement in Pathfinder, please consult your Dungeon Master before use.)

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, *major creation*; **Cost** 103 gp, 5 XP.







<u>Blazing Bolt</u> Aura weak evocation; CL 5th; Slot - ; Price 305 gp; Weight -

DESCRIPTION

When fired, this +2 *bolt* erupts in a blaze of flame, dealing 1d4 points of fire damage to damage to all creatures within 5 feet of its flight path and 2d4 points of fire damage to any creature directly struck by it. A DC 16 Reflex save negates the damage dealt to creatures in its flight path.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *fireball*; **Cost** 193 gp, 9 XP.

<u>Coldsnap</u>

Aura moderate conjuration; CL 7th; Slot - ; Price 255 gp; Weight -

DESCRIPTION

This +*1 frost arrow* reduces the base land and air speeds of a struck creature by half for one round, rounded up. A DC 15 Fortitude save negates this slowing effect.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *sleet storm*; **Cost** 168 gp, 7 XP.

Dragonbane Arrow

Aura strong transmutation; CL 11th; Slot - ; Price 1280 gp; Weight -

DESCRIPTION

This +*4* arrow is the culmination of fifty years' work by a circle of druids who got sick and tired of a dragon torching their forest. Whenever this weapon strikes a creature with a breath weapon, if that breath weapon is currently available to the creature, the cooldown for the breath weapon is activated as if it had just used it. A DC 20 Will save negates.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *baleful polymorph*; **Cost** 960 gp, 26 XP.







<u>Fatespin Quarrel</u> Aura weak divination; CL 5th; Slot - ; Price 340 gp; Weight -

DESCRIPTION

This +1 bolt is cast from the used horseshoes of prize thoroughbreds, is tempered in water in which four-leaf clovers were steeped for seven days, and is blessed by a cleric of Farlanghn immediately after he wins a game of Craps. Whenever one of these bolts is fired upon an enemy that has been dealt damage by the same parent crossbow sometime in the past, all damage dice resolve at the same values as the most recent past damage roll. (In other words, if a base damage roll of 8 and a flaming damage roll of 5 were the last dice rolled for a +1 flaming heavy crossbow, the Fatespin quarrel will also deal 8 and 5.) If the above criteria are not met, damage is rolled normally.

Note that energy modifiers that are present on the most recent past bolt, but not the parent crossbow deal no damage because they are simply not present in this attack.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, *augury*; **Cost** 215 gp, 12 XP.

Fletched Wanderlust

Aura moderate conjuration; CL 8th; Slot - ; Price 860 gp; Weight -

DESCRIPTION

This +3 darkwood arrow is enchanted with an incredibly powerful transportation effect. Once fired, wherever this arrow lands, its firer travels via the *dimension door* spell. Given the limitations of *dimension door*, this cannot be used to travel between the planes.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *dimension door*; **Cost** 610 gp, 20 XP.

Fogshot

Aura weak conjuration; CL 5th; Slot - ; Price 280 gp; Weight -

DESCRIPTION

This +*2 bolt* shatters upon impact, filling a 20' radius with a dense, cloying mist similar to the *solid fog* spell.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *solid fog*; **Cost** 180 gp, 8 XP.











Harmonic Arrow

Aura moderate conjuration and evocation; **CL** 7th; **Slot** - ; **Price** 215 gp; **Weight** -

DESCRIPTION

This +*1* arrow has been lightly enchanted with every conceivable kind of arcane energy, dealing one point each of fire, cold, acid, electric, sonic, and force damage on hit.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, burning hands, magic missile, melf's acid arrow, ray of frost, shocking grasp; **Cost** 128 gp, 7 XP.

Omnimetal Ammunition

Aura moderate transmutation; CL 13th; Slot - ; Price 100 gp; Weight -

DESCRIPTION

This +1 bolt or +1 arrow is composed of a transmutational gunk in the shape of a bolt or arrow that temporarily mimics the properties of any metal to which it is touched. Drawing an omnimetal bolt or arrow and attuning it to a specific metal is a move action, or a free action with the Quick Draw feat. It remains in this attuned state for one minute before returning to its original, nondescript state.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, *limited wish*; **Cost** 70 gp, 1 XP.



Aura moderate transmutation; CL 9th; Slot - ; Price 190 gp; Weight -

DESCRIPTION

This +*1 bolt* is pocked and pitted, but still flies true. Whenever a creature wearing metal armor is struck by this weapon, he takes a -1 penalty to AC. This penalty can stack once for light armor, up to two times for medium armor, and up to three times for heavy armor.

Further, whenever an enemy made of metal, such as an iron golem, is struck by this weapon, it takes 1d8 points of damage as a localized area of its body rusts and corrodes.

Finally, whenever an enemy made of metal with an armor bonus to AC is struck by this weapon, it both loses AC and takes damage.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *rusting grasp*; **Cost** 115 gp, 6 XP.













Shattershaft

Aura moderate conjuration and evocation; CL 7th; Slot - ; Price 180 gp; Weight -

DESCRIPTION

This +2 *bolt* is laced with sonic spells that cast inward rather than outward. Upon striking any surface, a Shattershaft explodes in a shower of splinters with a radius of 5', which then take root and grow into sharp, wooden spines that follow the rules for caltrops.

CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, sound burst, plant growth; **Cost** 130 gp, 4 XP.

Quivers

Omnimetal Quiver

Aura strong transmutation; CL 13th; Slot - ; Price 5,500 gp; Weight 3 lbs.

DESCRIPTION

A quiver of Omnimetal arrows or bolts contains fifty shafts and is studded with small patches of silver, cold iron, adamantine, and mithril, thus allowing for easy attunement of the ammunition.

CONSTRUCTION REQUIREMENTS Craft Magic Arms and Armor, *limited wish*; **Cost** 4000 gp, 120 XP. **Quiver of Perpetual Enhancement, Lesser Aura** moderate transmutation; **CL** 7th; **Slot -** ; **Price** 2,000 gp; **Weight** 2 lbs.

DESCRIPTION

This simple leather quiver of Gnomish make is designed to enhance ammunition placed within it. When filled to capacity with 20 units masterwork ammunition, the user may close its flap and speak a command word in Gnomish, thus transforming all of the masterwork ammunition into +1 ammunition. This ability can be used twice per week. Note that all magic leaves the ammunition one minute after being drawn from the Quiver.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *magic weapon*; **Cost** 1,000 gp, 80 XP.

Quiver of Perpetual Enhancement

Aura moderate universal; CL 7th; Slot - ; Price 10,000 gp; Weight 2 lbs.

DESCRIPTION

This quiver functions in the same way as the Quiver of Perpetual Enhancement, Lesser, but it produces +1 ammunition that also carries one weapon special ability with a +1 cost modifier. *Returning* cannot be chosen.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *magic weapon, melf's acid arrow, ray of frost, scorching ray, shocking grasp*; **Cost** 5,000 gp, 400 XP.











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