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A Hunting Trip

Jarel awoke to the cries of his annoyed prisoners. His dreams had been sweet with the anticipation of the reward, and these cruel poachers had stolen that from him, just like the deer they stole from the king. At least, that was Jarel's story. In truth, he suspected the three boys were farmers. But when he found them in the forest beside the fallen doe, he couldn't help but pick them like so many ripe apples.

"Are ya ever gonna feed us? We been walking for days and haven't had nothin' but scraps," said the largest one, with feigned courage. He was bulky, but still half a head shorter than Jarel. Built like an ox, but half as nimble. Tying him had been easy.

"Maybe when you learn some manners," Jarel hissed. He hated these whining peasants. If they were hungry, they should have kept quiet and passed out. Then he might stop to feed them more than bones. The more they talked, the more energy they had to waste, and the more he knew he had to break them.

The second-largest attempted to stand but was caught by the rope. He half-stood, half-leaned, on the tree and scowled. "When father gets here you'll be sorry".

"Boy, if you knew half the fathers I've gutted, you'd keep your damn mouth shut." Jarel sipped his wineskin. One swig left and he would need it if these annoying brats kept chattering. "But it is time for breakfast," He said as he grabbed his bow and began stringing it. "For me at least. I hear some quail." Jarel sniffed the air. Just trees and dirt were all he could smell, and only morning birds so far. That was good. Meant the dogs weren't on him yet, or he lost them at the river the day before.

Jarel finished stringing his bow, nocked an arrow and aimed at the little one. "You all stay put, or I'll feather a knee and drag you the rest o' the way."

"Where you taking us anyway?" grumbled the little one. He was braver than the other two, or else too dumb to be afraid.

"You'll see little one, you'll see." Jarel grinned. He made his way towards the sound of birds and away from the boy's whining retort of "I'm not little." The woods were sparser here, and it took him over two hundred paces to be sure he was out of sight. Peace and quiet here, except for the birds.

Jays were loudly squawking and the wide fir trees were blowing in the wind, hiding their movement. Jarel decided on ground game for the day. After following a short trail to a stream he waited, silently, for a long while before something twitched to his left. He turned, nocking an arrow, and took aim at an orange fox scurrying through the brush. It was no match for him.

Jarel took his prey and headed back to camp. He prepared his meal quickly, hungrier than he would have liked to be at this hour. He laughed. He wasn't starving like his companions, and welcomed roast fox. He hated salted meat and black bread but ate it when he had to. Hopefully this game would last him until he made it back to the guild and could celebrate his catching of "poachers." The slave market was booming these days, and he was in for a small fortune if they were as strong as they looked.

His cooking only agitated the boys more. Twice he threatened them to be quiet and twice they defied him. Perhaps the older ones had taken up the youngster's courage. If so, he might have to break some bones, or sharpen his dagger, to keep them down. But for all their begging they got no breakfast.

Getting them to walk was the easy part. He had done well starving them as much as he did. They

were too weak to fight, and the big one knew it. They followed, holding on to the hope that their father would come, as the little one reminded him every few minutes.

They pressed on all day. With autumn upon them, the cold wind was just starting up, and the day was slow going and difficult. Jarel's cloak was kept him warm enough, and he was used to the outdoor chills by now, but the boys were shivering. He wouldn't have cared much, but they were cold enough that it was starting to slow them down. He knew they wouldn't die of it, but he had to be quick to get to the guild. Tonight he might need more than a cooking fire.

That was dangerous too, of course. I they were close enough to feel the warmth, they were close enough to stick in a foot or kick out some coals. Neither would do, and he hadn't the rope to hog tie them all. Jarel pondered what to do during the long day. Stopping only to realize his hand had cramped gripping his bow.

The boys were silent after the third hour. They were learning to keep quiet, it seemed. All the better for Jarel to listen for dogs. The years had taught him caution, and to assume he was being tracked. It made for less mistakes, but slowed him down with unnecessary precautions. Every little stream he came to they walked through for a short way before continuing west. But he couldn't keep the boys going without water or food, so he even stopped to rest and drink when the sun was highest.

Jarel eventually settled on a cooking fire for the night. Hell, he might even feed the boys if they kept being good. In any case, he needed a good spot with dry wood. As it hadn't rained for a few days, it wasn't too much trouble finding enough for his purposes. So, after setting up camp and tying down the boys, he got a fire going and roasted the rest of the fox from that morning. Not a peep from the boys, they were exhausted. He waited until they were asleep to drink the last of his wine and lay down beneath the stars. Tonight, at least, he could be warm.

Dogs.

Their distant howling jolted Jarel to his feet, and he quickly began stringing his bow. How could they be so close so fast? The fire was down to cinders, and there was a light breeze upwind he could feel. He had been stupid not to check the wind before his fire. Cooking out here couldn't help but draw attention.

The boys were awake as well, all wide-eyed staring at him. "You li'l bastards! How long have they been on us?" No one spoke for a long moment until Jarel had his bow strung and leather armor secured. Then the little one, with fire in his belly and triumph in his voice, announced "Daddy's gonna get you now. I told you."

Jarel ran a thumb up the length of his short bow. The supple yew and leather grip calmed his heart. He pulled out a razor arrow, the nastiest arrow he had, and waved it towards the boys. "Boy, you're gonna watch your daddy die today: suffocating with one of these in his chest." The boys went silent at that.

Jarel shook loose his dagger and slid behind a tree, peeking around towards the sound of barking. He heard at least five dogs, maybe more. Bastard farmers must have roused all the hunters in the area. He needed a vantage point to scare them off. A couple quick kills would make it appear he wasn't alone and might delay them long enough for him to figure out what to do.

They were getting close, fast. He could hide, but that would surrender his prizes. When you have to clear your name, and redeem yourself to a criminal guild, a slip like this costs twice as much. Jarel snuck

up a short way and, when he saw the point man, fired two quick shots. Just one hit, but it was enough. It tore through the hunter's padded vest and he dropped, howling in pain.

Think quick Jarel. He grabbed a whistler and fired. Sometimes farmers like these were so dumb they followed the dogs that ran towards the whistling noise as the arrow disappeared into the forest. These ones, it turned out, were not, much to Jarel's disappointment, and their dogs didn't follow, either. Well-trained dogs were always trouble. When one came into view he took it down quickly. He could start a fire to drive them off, but that might burn the forest down and he didn't want that kind of attention. Damn, it sounded like a whole army coming at him. He moved back and looked for a suitable tree to climb. From on high he could pick them off, hopefully none of them were marksmen.

He took down two more men, and another dog, before retreating to a tall fir. The lowest branch was at least 20 feet up. Perfect. He set his rope to a grapple shot and fired. Luck was with him today, and it caught. He scrambled up to a thick branch with a good view. Straddling the branch, he could fire down at any who came close.

Don't congratulate yourself just yet, this isn't over yet, Jarel. Hiding wasn't an option at this point. Two more dogs ran straight to the base of the tree and signaled their find. Jarel took them down and waited for their master. He sat aiming when the leader came into view. A large man with a crossbow in one hand and large club in the other. Jarel took aim and fired, hoping to hit an eye.

The man was quick and caught the arrow with his club. He was using it as a shield, Jarel realized. Even so, the man couldn't fire and defend. So Jarel waited for him to set down his club and would get him then. He watched the man stop and raise his crossbow.

Does he mean to threaten me? No way he can make that shot! And I'll be able to make a good three shots while he's still reloading after the first miss.

Jarel heard a THUNK and his bow arm went limp. Another two and his legs lost their grip. *How was he firing so fast?* His fall was quick and painful, landing on a root, the blow leaving him gasping and unable to move. It was all he could do to turn and watch the hunting party close in. The man among them, clearly the leader, the one that blocked, stalked up with a face filled with purpose, duty, and rage. He lowered his crossbow, one-handed, at Jarel.

"That's the last time one o' you thieves touches one of the Datman boys."



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Introduction

Although they are more often seen in the hands of sidekicks and support members than the main character of any given fantasy story, the bow and arrow may actually be a more reliable occurrence in fantasy media than even the trusty longsword. It seems that every elf is born with a bow in his hands, and even parties without elves usually find at least one member with either a shortbow or a longbow amongst them.

Realistically, though, most fantasy stories don't go far enough in spreading the bow's use. A bow and arrow is an incredibly lethal weapon that allows its wielder to dole out death safely and silently from great distances, and they were instrumental in medieval warfare strategies throughout history, from the feared horse archers of the east, to the fabled skill of the English longbowman. Even beyond their use in war, the bow and arrow is an excellent tool for hunting (and is occasionally still used today for that purpose), and also makes for great sport, with archery competitions—from grand tournaments awarding the title of best archer in the realm, all the way to humble contests of "who can hit that apple first"—being a well-liked pastime by people of all classes.

It was not until the invention of the crossbow—an even deadlier weapon, which may be slower to load, but packs far more lethal power, able to punch through the best armor as though it were nothing, and requiring far less skill and training to use than longbows and shortbows—that there was even a consideration of other ranged weapons besides the bow and arrow. In fact, the crossbow proved so effective that, at one point, their use was banned by the pope, in the same way that modern-day moralists condemn the use of weapons like the atomic bomb. Despite this, however, the crossbow has not received quite the same amount of love in Pathfinder and similar games, most likely because it is harder to romanticize than the traditional bow and arrow.

This book is devoted to bows of all kinds, both the traditional bow and arrow and its oft-spurned cousin, the crossbow. In both cases, we seek to provide fun and exciting new abilities at all levels of play, from mundane alterations to ammunition all the way to mighty +5-equivalent abilities on par with the dreaded vorpal. In the specific case of crossbows, however, we also aim to make these oft-neglected weapons a bit more usable, so that they are not completely outstripped by longbows and shortbows, and that players who want to use crossbows need not be punished for doing so. Finally, we made sure to provide a little love for oft-forgotten ranged weapons like slings and darts where we could, as well.

The book is divided into three sections. The first provides new mundane weapons and mundane variants on various forms of ammunition. The second details 50 new special abilities for weapons, with a particular focus on special abilities designed for bows and other projectile weapons. Finally, the last section presents 10 specific weapons, each with unique mechanical abilities to go with a detailed physical description and background information.



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Table 1-1: Weapons Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Weight	Туре
Simple Weapons			149 m 1 1		SANTA TAK	
Crossbow, goliath	300 gp	1d10	2d6	19-20/X2	150 ft. 25 lbs.	Р
Tension crossbow, heavy	150 gp	1d8	1d10	19-20/x2	120 ft. 8 lbs.	Р
Tension crossbow, light	100 gp	1d6	1d8	19-20/x2	80 ft. 4 lbs.	Р
Martial Weapons				Mary Constant		
Longbow, compound	300 gp	1d6	1d8	x3	110 ft. 4 lbs.	Р
Shortbow, compound	250 gp	1d4	1d6	x3	70 ft. 3 lbs.	Р
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New Weapons

The following section provides a variety of new archery-related weapons, including new types of bows and crossbows, and a variety of new types of ammunition. They have been divided into two categories: weapons (for new bows and crossbows), and special ammunition (for new types of arrows, bolts, and darts).

Weapons

The following section presents a variety of new types of bows and crossbows. Table 1-1: Weapons summarizes the information on these weapons, and the entries below give more information about their special effects.

Compound Bow: A compound bow is a special kind of composite bow, whose structure is such that while it can still provide the benefits that a composite bow would ordinarily grant to a wielder with a high Strength score, it does not penalize wielders with low Strength scores as harshly. A character whose Strength modifier is less than the compound bow's strength rating suffers only half the normal penalty. The wielder still gains only so much bonus damage from the compound bow as her Strength would dictate, however. A compound bow counts as a composite bow of the same type for the purposes of proficiencies and feats (so a character with Weapon Focus [longbow] would gain the bonus from that feat when wielding a compound longbow).

Crossbow, Goliath: These massive crossbows can only be wielded in two hands, and are heavy enough and have enough recoil that any character wielding one that does not either have a Strength score of 14 or higher or have the goliath crossbow mounted on a stand or similar support suffers a -4 penalty to attack rolls made with the weapon. Loading a goliath crossbow is a full-round action that provokes attacks of opportunity.

Crossbow, Tension: A tension crossbow has additional cranks and levers which allow the wielder to apply additional force to the drawstring, firing off bolts with more power. As a move action, the tension crossbow's wielder can make a Strength check (DC 10 + the weapon's tension rating; the wielder can take 10 on this check). If the check succeeds, the extra tension is successfully applied, and the weapon is considered to be "prepped." If the check fails, nothing happens, and the action is wasted. A tension crossbow that is prepped has its range increment increased by 10 feet per point of tension rating, and deals an amount of additional damage equal to its tension rating.

A tension weapon that has been prepped remains so only until the next time it fires, after which it must be prepped again in order to retain the benefit. Further, the tension naturally loosens with time, so a tension weapon that has been prepped remains so for only one minute, even if it is not fired. Finally, a character with the Rapid Reload feat can attempt to prep the weapon as a free action as part of loading it (but, if the attempt fails, must spend a move action to prep it, as normal). You cannot take 10 on the check if you attempt to prep it as a free action, but if you fail, you can take 10 when you spend a move action to prep the weapon.

On top of the base price of a tension crossbow, such a weapon costs an additional amount equal to its tension rating squared x 100 gp (so a tension crossbow with a tension rating of 4 would cost an additional 1,600 gp). While it is theoretically possible to attain very high tension ratings, tension ratings higher than 5 are very rare indeed. A tension crossbow counts as a crossbow of the same type for the purposes of proficiencies and feats (so a character with Weapon Focus [heavy crossbow] would gain the bonus from that feat when wielding a tension heavy crossbow).

Special Ammunition

The following section presents various types of mundane ammunition which has some sort of special feature, whether it be an unusual shape, additional components, or something else that gives it a unique and different effect than mundane ammunition of its type. Some of the following special ammunition qualities can be applied to more than one type of ammunition: for example, it is possible to craft assassin's touch arrows, or assassin's touch bolts, or even assassin's touch darts. The following table provides the prices for each type of ammunition, and descriptions of their mechanical effects are included below.

The following special ammunitions are presented in alphabetical order.

Assassin's Touch: These deadly projectiles are constructed entirely from wood, glass, or another relatively fragile material, and feature a unique, hollow shaft. As their name implies, they are favored by assassins for their ability to conceal a second dose of poison within the hollowed-out shaft, which is delivered to the target on impact. Effectively, this allows a character to afflict a target with two doses of injury or contact poison per projectile. In such

Table 1-2: Special Ammunition				
Ammunition	Cost	Wt.		
Assassin's Touch (Arrow)	50 gp	ılb.		
Assassin's Touch (Bolt)	25 gp	ılb.		
Assassin's Touch (Dart)	20 gp	-		
Bladed Fletching	5 gp	2 lbs.		
Elvish Flight Arrow	3 gp	-		
Halfling Dart Bolt	2 gp	ılb.		
Heavy Quarrels	75 gp	3 lbs.		
Mechanical Broadhead	700 gp	2 lbs.		
Orcish Barbed Arrow	600 gp	1 lb.		
Orcish Fear Arrow	100 gp	ılb.		
Padded (Arrow)	5 gp	1 lb.		
Padded (Bolt)	3 gp	ılb.		
Razor Arrows	150 gp	1 lb.		
Recovery Point (Arrow)	3 gp	1 lb.		
Recovery Point (Bolt)	2 gp	1 lb.		
Sticky Shot (Arrow)	75 gp	1 lb.		
Sticky Shot (Bolt)	50 gp	1 lb.		
Target Point (Arrow)	100 gp	.5 lbs.		
Target Point (Bolt)	50 gp	.5 lbs.		
Target Point (Dart)	35 gp	6-12410		
Wind Resistant (Arrow)	25 gp	1 lb.		
Wind Resistant (Bolt)	12.5 gp	1 lb.		

1—The listed cost is for the standard number of projectiles of that type: 20 for arrows, 10 for bolts, and 10 for darts.

cases, the poison on the arrow's tip, if any, is applied to the target first, and then the poison concealed within the shaft itself. The poison concealed within the projectile's shaft must be added at the time of creation, cannot later be changed, and is not included in the price. Because these projectiles do not have metal components, and do not feature a proper arrowhead, attacks made using them suffer a -2 penalty on damage rolls (the minimum damage is still 1).

Bladed Fletching: These arrows do not feature that standard fletching made of feathers, but rather have small, aerodynamic metal blades which serve a similar purpose. The smooth metal is more efficient than the feathers, and as a result, these arrows are subject to only half the normal penalty for firing them at longer ranges (so an arrow with bladed fletching fired three range increments away would suffer only a -3 penalty to attack). This does not increase the maximum range the weapon can fire. These arrows have an unusually high amount of spin, however, and so can be difficult for the untrained to fire accurately: a character firing arrows with bladed fletching suffers a -4 penalty to the attack roll unless he has the Exotic Weapon Proficiency (bladed fletching arrows) feat.

Elvish Flight Arrows: Ammunition of this type is designed for exceptional range, and has been lightened to allow it fly greater distances. Elvish flight arrows effectively double the range increments of the weapon they are fired from. Because they are lighter than normal, elvish flight arrows deal damage as though they were fired from a bow of one size category smaller than normal, and because they have an unusually low amount of bend in their shaft, any attacks made using these arrows suffers a -2 penalty to hit.

Halfling Dart Bolt: These crossbow bolts are especially thick, and feature grooves which are molded to fit a set of fingers. In addition to being used as crossbow bolts, they can also be used as darts. When used as darts, treat them as darts of the appropriate size for whatever size of creature they would be appropriate for as crossbow bolts (despite the name, and the fact that they were first invented by halflings, these bolts have become popular enough to have been made for Medium-sized, and occasionally even larger, creatures).

Heavy Quarrels: These impressive, weighty bolts are capable of dealing incredible damage to their target, but their increased weight makes them less accurate at longer range. The critical multiplier of any weapon firing a heavy quarrel is increased by 1 (thus a heavy crossbow, which would ordinarily have a critical multiplier of x2, would have a critical multiplier of x3, instead). On the other hand, attacks made with heavy quarrels suffer twice the normal range penalties at each range increment.

Mechanical Broadhead: This type of arrowhead is much thinner and more pointed than most, and resembles a needle more than the traditional, triangular arrowhead. Two metal blades are hidden within this needle-like head, however, and are rigged to spring out upon impact, inflicting additional damage on the target. Such an arrow deals an additional 1d4 points of slashing damage on a successful hit. Mechanical broadhead arrows are expensive and difficult to make, but otherwise suffer no drawbacks when compared to traditional arrowheads.

Orcish Barbed Arrow: These dangerous arrows feature wickedly spiked and barbed heads designed to lodge into their victim and cause extreme suffering. A successful hit with an orcish barbed arrow causes the arrow to lodge into the target. As long as the arrow is lodged into the target, it causes blinding pain whenever the target moves, effectively granting the sickened condition. As a standard action, a character can attempt a Heal check (DC 15) to remove the arrow without further harm. If the check fails by less than 5, the character is not able to remove the arrow, but does not incur any further penalties. If the check fails by 5 or more, the arrow is removed, but the victim suffers 1 point of bleed damage (the same result occurs if the character removes the arrow without attempting a Heal check at all).

Orcish Fear Arrow: Made entirely from tin, these arrows feature curved "feathers" constructed from a lightweight alloy which cause the ammunition to spin with wild abandon in flight. Orcish fear arrows are always cut with a number of small openings in their shaft, which cause the spinning projectile to emit a loud whistle while in flight, which is clearly audible from a distance of up to 100 feet.

While these arrows are often used for signaling purposes, the true purpose of their noise is to instill fear in one's enemies: any creature within 30 feet of the arrow's flight path, other than the firer and his allies, must succeed on a Will save (DC 7) or become shaken for 1 round. This is a mind-affecting fear effect.

Because they are made entirely from metal, and intended to be intimidating more than accurate, an orchish fear arrow is notoriously difficult to aim with precision. Orcish fear arrows fired to a distance that is less than one full range increment of the firing weapon suffer a -4 penalty on the attack roll, and those fired to a distance beyond one full range increment can only hit on a natural 20, and are incapable of confirming a critical hit.

Padded: These projectiles have flat ends which are padded with various soft materials in order to cushion the target from taking excessive damage. Despite this precaution, there is still a considerable chance of the shaft pushing through the padding and wounding the target directly. Any attack made with a padded projectile has a 75% chance of dealing nonlethal damage, and a 25% chance of dealing their normal type. Only the projectile's physical damage (bludgeoning, slashing, or piercing) is affected: any additional damage, such as from the flaming weapon special ability, is not altered. Finally, it is impossible to deal sneak attack damage with a padded projectile.

Razor Arrows: Resembling an abnormally large arrow with a massive, steel-bladed head, razor arrows are a favorite ammunition amongst pragmatic warriors. Attacks made with razor arrows deal their damage as both piercing and slashing damage, instead of just piercing. Additionally, attacks made with razor arrows deal damage as though the projectile weapon firing them were one size category larger than it actually is (so a Medium-sized longbow firing razor arrows would deal 2d6 points of piercing and slashing damage on a successful hit, instead of 1d8 points of piercing damage). Because the arrows are oversized and top-heavy, they are difficult to fire, imposing a -2 penalty to attack rolls made with them, and reducing the range increment of any projectile firing them by half.

Recovery Point: The heads of these projectiles have various small catches and grooves designed to allow the projectile to become caught on grass, foliage, and other debris, and prevent it from becoming lost. Most projectiles of this type also feature particularly bright and colorful markings on their shaft and fletching. A recovery point arrow or bolt that misses its target has a 75% chance of being recoverable, instead of the normal 50% chance.

Sticky Shot: These unusual projectiles are not meant for combat, but rather to serve a number of utilitarian purposes. Through the application of complex alchemical processes, the heads of these arrows or bolts have been replaced by a special glue, which can adhere to nearly any surface. While they deal no damage to the target, they will adhere to any surface they strike, remaining stuck fast unless removed by extreme force (typically requiring a DC 18 Strength check, or wind speeds in excess of 60 mph). The glue can support up to 500 lbs. before losing integrity, but the projectile's shaft itself tends to be much weaker, meaning that only projectiles made from adamantine or similarly durable substances are suitable for tasks which will put much strain on them. Other common uses for these weapons include casting darkness or silence on them before firing them. A sticky shot projectile is never destroyed upon impact, but removing the arrow once it has adhered destroys the glue.

Target Point: The heads of these projectiles come to a more focused point than is usual for ammunition of their type, better concentrating the force of the blow, for more penetrating power. When fired on a character that has an armor bonus or natural armor bonus to AC, the attack roll is made with a +2 circumstance bonus. The projectiles are quite lightweight, however, and much narrower, so they tend to do less damage: a weapon firing a target point projectile deals damage as though it were one size category smaller than it actually is (so a Medium-sized longbow firing target point arrows would deal 1d6 points of piercing damage on a successful hit, instead of 1d8 points of piercing damage).

Wind Resistant: These projectiles have specially-crafted fletching that makes them more resistant to the wind. Any penalties to ranged attacks made with a wind resistant arrow or bolt treat the wind speed as one level lower than it actually is for the purposes of any penalties to ranged attacks due to wind speed.

Weapon Special Abilities

The following special abilities can be applied to weapons, and follow the same general rules and guidelines as the weapon special abilities found in the *Pathfinder Roleplaying Game Core Rulebook*.

Several of the weapon special abilities included here, such as arcing and slumber, refer to a weapon's enhancement bonus. Note that in these cases, the abilities are referring to the actual enhancement bonus of the weapon, not its effective enhancement bonus, and so special abilities that are priced as an enhancement bonus equivalent (such as flaming or holy) do not count for this purpose.

Many of the weapon special abilities included here have restrictions on what type of weapons they can be applied to, such as only being able to be applied to ranged weapons, or only applied to projectile weapons, or only ammunition, or in some cases as specific as only crossbows. Each special ability entry has a line detailing what sorts of weapons it can be applied to, which also explains whether or not projectile weapons confer the ability on their ammunition.

The following weapon special abilities are presented in alphabetical order

Acid Shot

An acid shot weapon is always tinged slightly green, betraying its magical nature. As a full-round action, the weapon's wielder can have it fire a special projectile made of pure acid. Treat this as a normal attack with the weapon, except that if the attack hits, it deals normal damage for the weapon, but without any modifiers (including the weapon's enhancement bonus, a Strength bonus on a composite longbow, or feats such as Deadly Aim), and all damage dealt this way is acid damage. Further, this acid persists for a number of rounds equal to the *acid shot* weapon's enhancement bonus, dealing the same amount of damage at the beginning of each of the target's turns (*for*

Table 2-1: Weapon Special Abilities Special Ability Price

Special Ability	Price
One-hander	+600 gp
Spotlight	+900 gp
Off-hand	+1,200 gp
Recoverable	+1,000 gp
Concealed shot	+3,000 gp
Archer's strength	+1 bonus
Bowstaff	+1 bonus
Conservative	+1 bonus
Eagle eye	+1 bonus
Icy breath	+1 bonus
Shadow shot, lesser	+1 bonus
Skyreaving	+1 bonus
Acid shot	+2 bonus
Archery	+2 bonus
Arcing	+2 bonus
Blind fire	+2 bonus
Equestrian	+2 bonus
Impactful force	+2 bonus
Ring of fire	+2 bonus
Safe shot	+2 bonus
Self-loading	+2 bonus
Shadow shot	+2 bonus
Trick shot	+2 bonus
Reaving shot	+18,000 gp
Charming	+3 bonus
Flame shot	+3 bonus
Lightning	+3 bonus
Marker	+3 bonus
Power shot	+3 bonus
Puncture shot	+3 bonus
Slumber	+3 bonus
Spell shot	+3 bonus
String shot	+3 bonus
Unerring Shot	+3 bonus
Animating shot	+4 bonus
Deadly shot	+4 bonus
Eyeseeker	+4 bonus
Piercing shot	+4 bonus
Pincushion	+4 bonus
Scatter shot	+4 bonus
Shadow shot, greater	+4 bonus
Spectral shot	+4 bonus
Spell slaying	+4 bonus
Stray shot	+4 bonus
Windborne	+4 bonus
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Exploding shot+5 bonusHeartseeking+5 bonusOpportune+5 bonusPenetrating shot+5 bonus	Marksman	+25,000 gp
Heartseeking+5 bonusOpportune+5 bonusPenetrating shot+5 bonus	Ethereal	+30,000 gp
Opportune+5 bonusPenetrating shot+5 bonus	Exploding shot	+5 bonus
Penetrating shot +5 bonus	Heartseeking	+5 bonus
	Opportune	+5 bonus
Twin shot += honus	Penetrating shot	+5 bonus
+5 001us	Twin shot	+5 bonus

example, Careth has a +2 acid shot composite longbow [+2 Str] and uses this ability. If his attack hits, it will deal 1d8 points of acid damage, and then at the beginning of the target's next two turns it will deal an additional 1d8 points of acid damage).

This ability can be used at will, but the wielder must wait at least one minute before he can use the ability again.

Acid shot can only be applied to projectile weapons.

Aura faint conjuration; **CL** 3rd; Craft Magic Arms and Armor, *acid arrow*; **Price** +2 bonus.

Animating Shot

An animating shot weapon empowers the projectiles it fires with a potent necromantic energy that causes those it slays to rise as undead. Humanoid creatures that are slain by an animating shot weapon rise as zombies in 1d4 rounds. These zombies obey the orders of whichever creature is currently wielding the animating shot weapon that created them, and that wielder can control a total number of Hit Dice of zombies in this way equal to 10 times the weapon's enhancement bonus (these Hit Dice of zombies do not count against the number of Hit Dice of undead that the character can control with animate dead or similar spells).

The zombies animated by this spell suffer from one weakness not common to most zombies; such creatures remain animated only so long as the projectile which slew them remains embedded in their corpse. If this projectile is removed (a feat which can be accomplished with the steal combat maneuver), the zombie immediately becomes a lifeless corpse.

Animating shot can only be applied to projectile weapons.

Aura strong necromancy; **CL** 12th; Craft Magic Arms and Armor, *animate dead*; Price +4 bonus.

Archery

A weapon with the archery special ability can be used to apply the benefits of certain feats. For the purpose of any feats the wielder of an archery weapon possesses, the archery weapon is treated as both a longbow and a shortbow, in addition to its actual weapon type (for example, Careth has a +2 archery crossbow and the Weapon Focus (light crossbow), Weapon Focus (longbow), and Many Shot feats. He can use the Many Shot feat in conjunction with the weapon, even though it cannot normally be used with crossbows, and he receives a total bonus of +1 from Weapon Focus, because even though he has Weapon Focus for both light crossbows and longbows, this bonus doesn't stack with itself for the purposes of this ability). This special ability does not change the damage the weapon deals, its range increment, its critical threat range or critical multiplier, or the type of action required to reload or fire the weapon directly, though it may do so through feats (such as the Improved Critical [shortbow] feat, for example).

Archery can only be applied to projectile weapons.

Aura moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, creator must have the Weapon Specialization feat for longbows or shortbows; **Price** +2 bonus.

Archer's Strength

An archer's strength bow adjusts its pull in order to match its wielder's strength. An archer's strength composite longbow or archer's strength composite shortbow is always treated as though its strength rating were equal to its wielder's Strength score. As a result, the wielder always adds his exact Strength modifier to damage rolls made with the weapon, and never suffers a penalty due to not having a high enough Strength score.

Archer's strength can only be applied to composite longbows and composite shortbows, though those weapons need not have a strength rating higher than o.

Aura faint transmutation; CL 3rd; Craft Magic Arms and Armor, *bull's strength*; Price +1 bonus.

Arcing

An arcing weapon can be used to fire a deadly bolt of lighting, which arcs between several nearby targets. As a full-round action, the arcing weapon's wielder can have it fire a special, arcing shot. Treat this as a normal attack with the weapon, except that if the attack hits, it deals normal damage for the weapon, but without any modifiers (including the weapon's enhancement bonus, a Strength bonus on a composite longbow, or feats such as Deadly Aim), and all damage dealt this way is electricity damage.

Further, if the first attack hits, the attack arcs to a secondary target; the attacker makes a new attack roll against the nearest living creature within 10 feet of the primary target. If this attack roll hits, it deals damage as described above, and may cause the weapon to arc again. A single arcing shot can hit a total number of targets equal to 1 + the weapon's enhancement bonus, and cannot hit the same creature twice. If two or more targets are equally distant, determine which target is affected randomly (for example, Careth has a +3 arcing light crossbow, and uses this ability. If his attack hits, it will deal 1d8 points electricity damage to his primary target, a goblin. It will then arc to strike the nearest creature to that goblin, a second goblin that was standing next him. It will deal 1d8 points of electricity damage to that goblin, then arc to the nearest creature. In this case, two creatures are tied for nearest: the goblin chieftain, and Robin, a rogue allied with Careth. The original goblin cannot be hit because it has

already been hit with this shot. It is randomly determined that the target is Robin, but the attack roll misses, and so no more creatures are hit).

This ability can be used at will, but the wielder must wait at least one minute before he can use the ability again.

Arcing can only be applied to projectile weapons.

Aura moderate evocation [electricity]; CL 11th; Craft Magic Arms and Armor, *chain lightning*; Price +2 bonus.

Blind Fire

A weapon with this special ability is exceptional at fighting foes that are partially obscured. Any attack made with a weapon with the *blind fire* special ability allows its attacker to reroll any miss chance rolls due to concealment, invisibility, or other conditions of poor visibility.

Blind fire can only be applied to projectile weapons.

Aura faint divination; **CL** 5th; Craft Magic Arms and Armor, *see invisibility* or creator must have the Blind Fight feat; **Price** +2 bonus.

Bowstaff

The *bowstaff* special ability transforms ranged weapons into versatile tools that can be used for both ranged and melee combat. Any projectile weapon with the *bowstaff* special ability can be used as a two-handed melee weapon, which deals 1d4 points of bludgeoning damage and has a critical multiplier of x2. A character wielding a *bowstaff* weapon threatens adjacent squares, and can make attacks of opportunity in this way (though only by using the melee version of the weapon).

A *bowstaff* weapon applies its enhancement bonus to both the melee and ranged versions of the weapon, and applies its weapon special abilities to whichever forms they are applicable for (for example, a +1 flaming disruption bowstaff longbow would gain the benefits of the flaming ability whether it was being used as a melee weapon or a ranged weapon, but would only gain the benefits of the disruption ability when being used as a melee weapon).

Feats such as Weapon Focus or Weapon Specialization apply to both the melee and ranged versions of a *bowstaff* weapon.

Bowstaff can only be applied to bows.

Aura faint transmutation; CL 1st; Craft Magic Arms and Armor, shillelagh; Price +1 bonus.

Charming

These weapons are enchanted to imbue projectiles they fire with a powerful enchantment effect. Applying this effect is a free action made as part of attacking with the weapon, though the wielder must decide to use the ability before making the attack roll, and, in the case of a miss, the effect is wasted. A creature struck by such an augmented projectile must succeed on a Will save (DC 10 + the weapon's enhancement bonus + the wielder's Charisma modifier) or immediately fall in love with the first creature he sees. If there are multiple creatures he could see, determine which one is seen first randomly.

The affects of falling in love in this way are identical to the *charm monster* spell, except that it is not a mind-affecting effect (although it is, instead, an emotion effect), the target does not gain a bonus to its saving throw due to being threatened or attacked, and the effect lasts indefinitely until dispelled, or until the affected creature comes into physical contact with the *charming weapon*. A *charming weapon* is capable of producing this effect a number of times per day equal to 3 + its enhancement bonus *Charming* can only be applied to projectile weapons.

Aura moderate enchantment [emotion]; CL 9th; Craft Magic Arms and Armor, *charm monster;* Price +3 bonus.

Concealed Shot

A concealed shot weapon's attacks are difficult to discern and trace, making them a favorite of ranged attackers. Such weapons are magically obscured in the air, making them more difficult to spot and seem to strike from a different direction. As a result, the penalty to Stealth roles made to hide while sniping when using such a weapon is reduced to -10.

> Concealed shot can only be applied to ranged weapons. Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

Aura faint illusion; CL 3rd; Craft Magic Arms and Armor, *blur*; Price +3,000 gp.

Conservative

Conservative weapons are beloved by those archers who rely on potent ammunition or have only limited supplies with which to work. If an attack made with a conservative weapon misses, the ammunition that was fired is magically teleported back to wherever the weapon's wielder keeps his ammunition (his quiver, bandoleer, or similar location). This occurs instantly and automatically, without any effort on the part of the wielder. This ability does not function in any area where a *dimension door* spell would not function.

Conservative can only be applied to projectile weapons.

Aura moderate conjuration (teleportation); **CL** 7th; Craft Magic Arms and Armor, *dimension door*; **Price** +1 bonus.

Deadly Shot

A deadly shot weapon allows its wielder to better be able to take advantage of enemies who expose themselves. For the purposes of attacks made with a deadly shot weapon, if the target is within 30 feet, and the target is currently being flanked by two or more of the wielder's allies, the wielder can apply any sneak attack damage he possesses to damage for that attack, as though he were one of the flanking characters.

Deadly shot can be applied to any ranged weapon.

Aura strong transmutation; **CL** 12th; Craft Magic Arms and Armor, *magic weapon*; **Price** +4 bonus.

Eagle Eye

A ranged weapon with the *eagle eye* special ability enhances its wielder's ability to aim at long distances. Instead of the normal penalties for attacking a target more than one range increment away, the wielder suffers a penalty of only -1 to the attack roll for every three range increments (so a target within two or even three range increments could be attacked at no penalty, and a target more than three range increments away, but less than six, could be attacked at a -1 penalty, and so on). *Eagle eye* has no effect on the weapon's maximum range.

Eagle eye can only be applied to ranged weapons. Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

Aura faint divination; CL 3rd; Craft Magic Arms and Armor, *true strike*; Price +1 bonus

Equestrian

A ranged weapon with the *equestrian* special ability is better able to be fired from horseback. Any attack made with such a weapon while the wielder is mounted does not suffer the usual penalties of attempting to make a ranged attack while mounted. Additionally, the equestrian special ability even allows the wielder to wield weapons that cannot normally be wielded while mounted (such as a longbow). In the latter case, attacks made with the weapon still incur a -2 penalty.

Equestrian can only be applied to ranged weapons.

Aura faint divination; **CL** 1st; Craft Magic Arms and Armor, *true strike*; **Price** +2 bonus.

Ethereal

A weapon with the ethereal special quality is capable of attacking across planar boundaries. An ethereal weapon can pass through the barrier between the material and ethereal planes, allowing a character on one of those planes to make attacks against creatures in the other. The attacker must declare before making his attack roll whether he is targeting a creature on another plane or not; the attack only crosses planar boundaries if the target is on another plane, and crosses the boundary immediately, so that any cover on the attacker's plane does not apply, but cover on the target's plane does. Creatures the attacker cannot see have total concealment against such attacks. When being used to attack a creature on another plane, the weapon is present in both planes, and can be seen, touched, and otherwise interacted with.

Ethereal can be applied to any weapon. Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

Aura strong transmutation; **CL** 13th; Craft Magic Arms and Armor, *ethereal jaunt*; **Price** +30,000 gp

Exploding Shot

An exploding shot weapon can charge projectiles it fires with potent magical energies which cause a powerful explosion upon impact. As a standard action, the wielder of an exploding shot weapon can have it fire a special exploding shot. If he does, then when the fired projectile hits, it explodes. This functions as the spell *fireball*, centered on the place that the projectile hits, except that the amount of damage the explosion deals is equal to 5d6 + 1d6 per point of enhancement bonus the weapon possesses, and the saving throw DC to resist the effect is equal to 10 + twice the weapon's enhancement bonus. If the attack hits its target, it still deals damage as normal, in addition to the explosion effect. Even if the attack misses its target, it still explodes on impact, possibly catching the target in the explosion.

Exploding shot can only be applied to projectile weapons.

Aura strong evocation [fire]; CL 15th; Craft Magic Arms and Armor, *fireball*; Price +5 bonus.

Eyeseeker

An eyeseeker weapon imbues its ammunition to magically lock on to the eyes of creatures its wielder attacks. Whenever a character confirms a critical hit with an eyeseeker weapon, he strikes one of the target's eyes, permanently destroying it. This causes the target to suffer a -4 penalty on sight-based Perception checks, and to suffer a 20% miss chance on all attacks, and finally a -2 penalty to AC, as it is harder to block or avoid attacks without depth perception. If the target only has one eye (or its other eye was already destroyed), it is blinded instead. If the target has more than 2 eyes, it suffers the above penalties when it is reduced to half its original number of eyes, and is blinded when it has no remaining eyes. Creatures without eyes are immune to this effect.

Eyeseeker can only be applied to projectile weapons.

Aura strong divination; **CL** 12th; Craft magic Arms and Armor, *true strike*; **Price** +4 bonus.

Flame Shot

A flame shot weapon is enchanted to

produce magical ammunition of pure fire energy, which it can fire as though it were a normal projectile of its type. Such ammunition deals the same amount of damage as a mundane projectile of its type, but all damage it deals is fire damage, instead of the normal type (this only applies to the physical damage the projectile would deal, such as piercing or slashing damage; if the *flame shot* weapon were also a *frost* weapon, the 1d6 cold damage supplied by the frost property would still be cold damage, for example). This ammunition can be created as a free action as part of firing the weapon. A *flame shot* weapon can still be loaded with regular ammunition, if desired.

Flame shot can only be applied to projectile weapons. While flame shot can be applied to firearms, it has a tendency to destabilize them, and such a firearm has its misfire chance increased by +4.

Variations on *flame shot* weapons exist which create projectiles that deal other energy types. Such a weapon that produces cold projectiles is called a *frost shot* weapon, and those that produce electric projectiles are commonly known as *shock shot* weapons.

Aura moderate evocation [fire]; **CL** 9th; Craft Magic Arms and Armor, *flame arrow*; **Price** +3 bonus.

Heartseeking

A heartseeking weapon magically imbues ammunition it fires to seek out the hearts of those its wielder attacks. As a free action, when a character successfully confirms a critical hit with a heartseeking weapon, he may choose to have the attack deal regular damage, instead of the damage it would deal on a critical hit. If he does, he can force the target to succeed on a Fortitude save (DC 10 + damage dealt) or die instantly. This ability can be used a number of times per day equal to the heartseeking weapon's enhancement bonus.

In the case of creatures without hearts (such as many aberrations and constructs), the

heartseeking weapon instead finds another crucial part of the target's anatomy, such as its brain, or, in the case of constructs, its power supply, etc. Only creatures that are not subject to critical hits are immune to this ability.

Heartseeking can only be applied to projectile weapons that deal piercing damage.

Aura strong divination; **CL** 18th; Craft Magic Arms and Armor, *true strike*; **Price** +5 bonus.

Icy Breath

An *icy breath* weapon is extremely cold to the touch, and causes discomfort to those who handle them without gloves or similar protection. As a standard action, the wielder of an *icy breath* weapon can use it to fire a special shot of cold energy. Such an attack deals no damage, but freezes liquids with a freezing point of -10 degrees Celsius or higher. This includes water and many other mundane liquids, and even includes most forms of lava.

A single such shot is sufficient to freeze one 5 foot-cube of liquid per point of enhancement bonus the weapon possesses. In all cases, the frozen area must be contiguous. Cubes of frozen material expand outward and down from the point of impact, so that the point of impact must be the center of the top face of the cube. Frozen material created in this fashion melts as appropriate for the current environment.

A creature that would be caught within the frozen area is harmlessly pushed to the nearest unoccupied and un-frozen square of liquid.

Icy breath can only be applied to ranged weapons. Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

Aura moderate evocation; **CL** 11th; Craft Magic Arms and Armor, *freezing sphere*; **Price** +1 bonus.

Impactful Force

An impactful force weapon strikes with such power that the target is physically knocked backwards. Whenever the wielder of an impactful force weapon damages a creature with that weapon, if the damage dealt by the attack is greater than the target's CMD, the target is forced back 5 feet, as though he were affected by the bull rush combat maneuver. For every 5 points by which the damage exceeds the target's CMD, he is pushed an additional 5 feet. Unlike the bull rush combat maneuver, the attacker cannot move with the target of this attack nor apply the benefits of any feats such as Improved Bull Rush or Greater Bull Rush that would modify the effects of a bull rush combat maneuver.

Impactful force can be applied to any weapon.

Aura faint evocation; **CL** 3rd; Craft Magic Arms and Armor, *gust of wind*; **Price** +2 bonus.

Lightning

A *lightning* weapon is magically enchanted to be able to fire bolts of pure lightning, instead of arrows. As a full-round action that provokes attacks of opportunity, a *lightning* weapon's wielder can fire a single arrow from the bow, which magically transforms into a lightning bolt as soon as it leaves the weapon. This functions as the spell *lightning bolt*, except that the amount of damage it deals is equal to 3d6 + 1d6 per point of enhancement bonus the weapon possesses, and the saving throw DC for half damage is equal to 10 + the weapon's enhancement bonus. A *lightning* bow's wielder may use this ability at will.

Lightning weapon can be applied to any projectile weapon.

Aura moderate evocation; **CL** 9th; Craft Magic Arms and Armor, *lightning bolt*; **Price** +3 bonus.

Marker

A marker weapon causes any creature hit with it to glow with a magic aura visible only to the weapon's wielder, which aids in aiming future attacks against that creature. Whenever the wielder of a marker weapon successfully damages a creature with it, he gains a +2 circumstance bonus to attack rolls made against that creature using that weapon. These bonuses stack, so if a character hits the same creature three times with a marker weapon, he would gain a +6 bonus to attack rolls against that creature with that weapon. This bonus can never exceed twice the enhancement bonus of the weapon, and if the wielder uses the weapon to damage another creature, or goes for a full minute without damaging the target, any accrued bonuses are lost, and the glowing aura fades to nothingness.

Marker can be applied to any weapon. Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

Aura moderate divination; **CL** 9th; Craft Magic Arms and Armor, *true strike*; **Price** +3 bonus.

Marksman

A marksman weapon is favored by characters willing to sacrifice magical ability in exchange for raw accuracy. As a full-round action, the wielder of a marksman weapon may focus and meditate to alter the magical properties of his weapon. This ability allows him to convert any special abilities (such as flaming or speed) into an equivalent enhancement bonus. If this would result in the weapon gaining an enhancement bonus greater than +5, then the weapon is treated as having that enhancement bonus for the purposes of overcoming damage reduction, and similar things, but the weapon cannot actually have its enhancement bonus to attack and damage increased beyond +5 in this way.

The wielder can restore some or all of the weapon's special abilities which have been converted this way as a full-round action. The wielder cannot use this ability to grant the weapon special abilities it does not possess, nor can he convert special abilities whose cost is not measured as an enhancement bonus.

Marksman can only be applied to projectile weapons.

Aura faint transmutation; **CL** 5th; Craft Magic Arms and Armor, greater magic weapon; **Price** +25,000 gp.

Off-hand

An off-hand weapon is designed to allow the wielder to fight with that weapon more effectively in one hand while using another weapon in a different hand. Any weapon with the off-hand special ability counts as a light weapon for the purposes of two-weapon fighting. This applies only to the main type of attack a weapon could make (so a heavy crossbow with the off-hand special quality would reduce the penalties to attack when two-weapon fighting when making ranged attacks, but not if it were used as an improvised melee weapon).

Offhand can be applied to any weapon.

Aura faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *haste*; **Price** +1,200 gp,

One-Hander

One-hander is a special ability which greatly enhances the wielder's ability to operate a crossbow in a single hand. Whenever the wielder makes an attack with a weapon that has this ability while using only one hand, he suffers only half the usual attack penalties for attacking with that weapon in this fashion (-1 for a light crossbow and -2 for a heavy crossbow). One- hander has no effect on any penalties occurred for two-weapon fighting. Crossbows still require two hands to load.

One-hander can be applied to any crossbow that imposes a penalty when wielded in one hand. **Aura** faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *shrink item*; **Price** +600 gp.

Opportune

An opportune weapon allows its wielder to better respond to openings in his opponents' defenses. The wielder of an opportune weapon is treated as threatening all squares within one range increment of the opportune weapon (so a character wielding an opportune longbow would threaten all squares within 100 feet), and can make attacks of opportunity with the weapon using the normal rules for attacks of opportunity. The only exception is that a creature leaving a square the wielder threatens is not treated as provoking an attack of opportunity for this purpose.

Opportune can be applied to any ranged weapon.

Aura strong transmutation; CL 15th; Combat Reflexes, Craft Magic Arms and Armor, *haste*; Price +5 bonus.

Penetrating Shot

A penetrating shot weapon fires projectiles with such force that they emerge from the other side of the target and continue on to potentially hit others. When making an attack with a penetrating shot weapon, instead of making a single attack roll against a specific target, its wielder may choose a straight line beginning from his square. If he does, he may then make an attack roll against the nearest target in that line, applying any penalties for cover and distance as appropriate. If the attack hits, it deals damage as normal and the projectile emerges from the other side and continues on to the next creature in that line. The wielder uses the result of his first attack roll, adjusted for any new penalties from cover or distance (the original target does not count as granting cover), and with an additional -4 penalty for each creature hit already with this attack, comparing the new result to the next target's AC. If the attack hits, the process continues, until an attack misses, or until the projectile reaches the weapon's

maximum range.

Penetrating shot can only be applied to projectile weapons that deal piercing damage.

Aura strong transmutation; **CL** 15th; Craft Magic Arms and Armor, *magic weapon*; **Price** +5 bonus.

Piercing Shot

A piercing shot weapon is capable of firing shots which are powerful enough to push through supernaturally tough hides or seemingly insurmountable armor. Whenever a character attacks with a *piercing shot* weapon, he may choose to make that shot a *piercing shot* as a free action. This decision must be made before the attack roll is made, and if the attack misses, that use of the ability is wasted. If the attack hits, it automatically bypasses any damage reduction that the target possesses, even damage reduction that cannot normally be bypassed. This ability can be used a number of times per day equal to 4 + the weapon's enhancement bonus.

Piercing shot can only be applied to projectile weapons that deal piercing damage.

Aura moderate transmutation; **CL** 9th; Craft Magic Arms and Armor, *magic weapon*; **Price** +4 bonus.

Pincushion

A *pincushion* weapon magically alters its projectiles to make them more cumbersome and difficult to remove. Whenever a projectile fired by a *pincushion* weapon hits a creature, the projectile remains stuck to the creature. Such projectiles can be removed as a move action. As long as the projectiles remain in the target, however, he suffers a -1 penalty to attack rolls, ability checks, saving throws, and skill checks. For every two projectiles stuck in the target beyond the first, this penalty increases by +1.

Pincushion can only be applied to projectile weapons that deal piercing damage.

Aura strong transmutation; **CL** 12th; Craft Magic Arms and Armor; **Price** +4 bonus.

Power Shot

A power shot weapon is capable of firing shots with incredible power. As a standard action, a character wielding a power shot weapon can have it unleash a single shot with incredible hitting power. If the attack hits, it deals triple the normal amount of damage. Extra damage dice (such as those from the *flaming* special ability or the sneak attack class feature) are not multiplied in this way, but bonuses from the weapon's enhancement bonus, a high Strength score, and similar damage bonuses are.

Additionally, if the attack hits, its wielder may roll a d20 and add the result to the total damage dealt by the attack. If the result is higher than the target's CMD, the target is automatically pushed back by the attack, as though the attacker had made a successful bull rush combat maneuver. As with a normal bull rush attempt, for every 5 points by which the result exceeds the DC, the attacker can push the target back an additional five feet. Unlike a normal bull rush attempt, the attacker cannot choose to move with the target. Finally, if the target is pushed at least five feet in this way, he is knocked prone at the end of his movement. This ability can be used a number of times per day equal to 3 + the weapon's enhancement bonus.

Power shot can only be applied to projectile weapons.

Aura moderate transmutation; **CL** 9th; Craft Magic Arms and Armor, *bull's strength*; **Price** +3 bonus.

Puncture Shot

A *puncture shot* weapon fires with such force that it quickly destroys the armor of those it is fired upon. The target of an attack made by a *puncture shot* weapon adds only half his armor bonus to AC against that attack. Further, projectiles fired by a *puncture shot* weapon automatically deal as much damage to the target's armor as they deal to the target (this is before applying any hardness the armor might possess).

> *Puncture shot* can be applied to any kind of crossbow, or to any kind of composite bow, but not to any other kind of weapon.

Aura moderate transmutation; CL 9th; Craft Magic Arms and Armor, magic weapon; Price +3 bonus.

Reaving Shot

Reaving shot is a special ability which can be applied to ammunition, and which allows the ammunition to draw upon a target's dying breath to keep from breaking. If an attack with a reaving shot weapon causes the target to be reduced to o or fewer hit points, then the weapon is not destroyed upon impact, and can be recovered. Reaving shot has no effect if the ammunition does not reduce the target to o hit points

or fewer, and it offers no protection against attempts to sunder the weapon, nor does it prevent other creatures from scavenging it before the attacker can.

Reaving shot can only be applied to arrows, bolts, and sling bullets.

Aura moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, *minor creation*; **Price** +18,000 gp per 50 pieces of ammunition.

Recoverable

Recoverable is a special property that can be applied to ammunition, which causes it to be less likely to break upon impact. A piece of ammunition with this special quality is never destroyed when it misses, and is only destroyed 50% of the time on a successful hit. A piece of ammunition which is not destroyed upon impact magically removes itself from the target, landing harmlessly in an adjacent square.

Recoverable can only be applied to arrows, bolts, darts, shuriken, and sling bullets.

Aura moderate transmutation; **CL** 7th; Craft Magic Arms and Armor, *stoneskin* **Price** +1,000 gp per 50 pieces of ammunition.

Ring of Fire

A ring of fire weapon can cause projectiles it fires to explode in a ring of flames. As a fullround action, the wielder of a ring of fire weapon can have it fire a special ring of fire shot. If the attack hits, it deals damage as normal, and additionally explodes, dealing 2d6 points of fire damage to each creature within 10 feet of the target, and causing them to catch on fire. A successful Reflex save (DC 13 + the weapon's enhancement bonus) halves this damage and prevents the creature from catching on fire. See the *Pathfinder Roleplaying Game Core Rulebook* for more information on catching on fire. Any ammunition fired in this way is destroyed and cannot be recovered.

This ability can be used at will, but the wielder must wait at least one minute between uses.

Ring of fire can only be applied to projectile weapons.

Aura faint evocation; CL 5th; Craft Magic Arms and Armor, *fireball*; **Price** +2 bonus.

Safe Shot

A safe shot weapon fires so quickly that its wielder's enemies cannot find an opening to strike. Any ranged attacks made with a weapon with the safe shot special ability do not provoke attacks of opportunity. The safe shot weapon special ability has no effects on other attacks of opportunity the weapon's wielder might provoke, such as from moving or from attempting to use the safe shot weapon as an improvised melee weapon.

Safe shot can only be applied to ranged weapons.

Aura faint transmutation; **CL** 3rd; Craft Magic Arms and Armor, *blink*; **Price** +2 bonus.

Scatter Shot

A scatter shot weapon is capable of creating powerful bursts of fire, launching dozens of projectiles with a single shot. As a standard action, the weapon's wielder can choose to have it fire a scatter shot. If he does, the scatter shot weapon fires a veritable wall of projectiles. Each creature in a 6o-foot cone starting at the wielder's square takes 5d8 + five times the weapon's enhancement bonus points of damage. A successful Reflex save (DC 10 + twice the weapon's enhancement bonus) halves this damage. A scatter shot weapon can use this ability a number of times per day equal to 3 + the weapon's enhancement bonus.

The projectiles fired with this ability are magically created by the weapon, and are all destroyed upon impact, regardless of whether they hit or not.

Scatter shot can be applied to any bow or crossbow.

Aura moderate conjuration (creation); CL 9th; Craft Magic Arms and Armor, *minor creation*; Price +4 bonus.

Self-Loading

A self-loading weapon has the unique benefit of automatically replenishing its ammunition after firing. Whenever a character makes an attack with a weapon that possesses this quality, a new piece of ammunition is transferred into the weapon from the attacker's person (such as his quiver, backpack, etc). This ammunition is identical to that which was just fired, if the wielder possesses any such ammunition. Should the attacker not possess any similar ammunition, the type of ammunition loaded into the weapon is determined randomly from among all the kinds of ammunition in the wielder's possession that the weapon is capable of firing.

In the case of firearms with the *self-loading* special ability, additional powder is also transferred into the weapon, if necessary. Furthermore, a *self-loading* weapon automatically and instantly resets any mechanical process of the weapon which would be necessary to fire it (such as the winch and string of a crossbow or the lock and primer on a firearm). This effectively allows the weapon's wielder to reload the weapon as a free action. A *self-loading* weapon can never load of clip of ammunition, such as those used by a repeating crossbow and certain advanced firearms.

Self-loading can only be applied to projectile weapons.

Aura faint conjuration; CL 1st; Craft Magic Arms and Armor, *unseen servant*; Price +2 bonus.

Shadow Shot

Shadow shot weapons are favorites of gamblers, tricksters, and of magicians, and transmute ammunition they fire into magical shadows. As a standard action, the weapon's wielder can cause it to wreath itself in shimmering shadow-stuff. While so affected, any projectiles the weapon fires are transformed into shadow projectiles. These projectiles exist only partially in the mortal realm, and are unhindered by armor or shields, requiring only a ranged touch attack to hit the target. Because a projectile fired by a *shadow shot* weapon is only partially real, there is a significant chance that a strike with one of these projectiles will be relatively harmless. This chance depends on the power of the *shadow shot* weapon, as outlined on the table below.

Shadow Shot	Chance to Deal	Price
Туре	Damage	Modifier
Lesser	20%	+1 bonus
	30%	+2 bonus
Greater	50%	+4 bonus

Even if the attack deals no damage, being shot with a *shadow shot* projectile has a tangible effect on the target's psyche: such a creature must succeed on a Will save (DC 13 + the weapon's enhancement bonus) or be shaken for one minute. This effect can never force the target to become frightened or panicked. The *shadow shot* effect can be dismissed as a standard action, in which case the weapon fires as normal.

Shadow shot can only be applied to projectile weapons.

Aura moderate illusion; **CL** 7th; Craft Magic Arms and Armor, *shadow conjuration;* **Price** varies (see above).

Skyreaving

Favored equally by hunters of both dragons and fowl, a *skyreaving* weapon is one of the most effective tools for a man on the ground to fight aerial creatures. Any attack made with a *skyreaving* weapon against a creature that is at least 10 feet off the ground deals an additional 2d6 points of damage.

Skyreaving can be applied to any ranged weapon.

Aura faint transmutation; **CL** 5th; Craft Magic Arms and Armor, *fly*; **Price** +1 bonus.

Slumber

A slumber weapon imbues any projectiles it fires with a powerful enchantment effect, potentially causing the target to fall asleep. Any creature hit by a projectile fired from a slumber weapon must succeed on a Will save (DC 10 + the weapon's enhancement bonus + the wielder's Charisma modifier) or immediately fall asleep. Slapping or wounding an affected creature will awaken it, but normal noise does not. Awakening a creature affected in this way is a standard action (an application of the aid another action). Creatures that have more Hit Dice than 6 + twice the slumber weapon's enhancement bonus are immune to this effect. This is a mind-affecting effect.

Slumber can only be applied to projectile weapons.

Aura moderate enchantment [mind-affecting]; CL 9th; Craft Magic Arms and Armor, *sleep*; Price +3 bonus.

Spectral Shot

A spectral shot weapon magically transforms its ammunition, causing it to become insubstantial to everything except its intended target. Armor and shield bonuses to AC do not count against attacks made by a *spectral shot* weapon, and any bonus to AC granted by cover of any kind is ignored as well (Dexterity, deflection, dodge, natural armor, and other bonuses to AC that do not represent physical objects other than the target still apply, as does any miss chance the target has from concealment or other effects).

Spectral shot can only be applied to projectile weapons.

Aura strong transmutation; **CL** 12th; Craft Magic Arms and Armor, *gaseous form, true strike*; **Price** +4 bonus.

Spell Shot

Similar to a *spell storing* weapon, these weapons allow the wielder to channel spells through their attacks with the weapon. Unlike *spell storing* weapons, however, *spell shot* weapons don't require that the spell be cast into the weapon ahead of time, instead allowing them to transfer the spell into the weapon's ammunition as part of an attack.

As a standard action, the wielder of a *spell shot* weapon can make a single attack with the weapon and expend a prepared spell of 3rd level or lower with a range of touch. If he does, and the attack hits, the target is also affected as though by the expended spell. If the attack misses, the spell is wasted.

Spontaneous spellcasters can also make use of this ability. In order to do so, they must expend an unused spell slot that they could use to cast a spell of 3rd-level or lower with a range of touch. They must also know a spell that meets those prerequisites, and declare which spell they are using before the attack roll is made.

Spell shot can only be applied to projectile weapons.

Aura moderate transmutation; **CL** 9th; Craft Magic Arms and Armor, *magic weapon*; **Price** +3 bonus.

Spell Slaying

A spell slaying weapon is enchanted with an aura that warps and unravels magical energies, and is a first-rate option for disrupting the efforts of enemy spellcasters. Whenever a character is dealt damage by a *spell slaying* weapon, that character's arcane spell failure chance increases by 10% for each point of enhancement bonus the weapon possesses (so a +4 spell slaying weapon would increase arcane spell failure by 40%). This spell failure chance applies to both arcane and divine spells, and lasts until the beginning of the wielder's next round.

Spell slaying can be applied to any weapon.

Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

Aura strong abjuration; **CL** 12th; Craft Magic Arms and Armor, *dispel magic*; **Price** +4 bonus.

Spotlight

As a standard action, the wielder of a spotlight weapon can have it fire a special shot which causes a brilliant globe of light to flare into being on the point of impact, hovering just inches above where the projectile struck its mark. This globe increases the light level within 30 feet by one step. If the target moves after this orb of light is created, it follows them, and retains its position relative to the target. This orb of light fades after 1 minute.

Spotlight can only be applied to ranged weapons. Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

Aura faint evocation [light]; **CL** 1st; Craft Magic Arms and Armor, *light*; Price +900 gp.

Stray Shot

A stray shot weapon is just as accurate as a normal weapon, but when it does miss, it has a much greater chance of hitting another target. Whenever a shot fired by a *stray shot* weapon misses its original target, do not determine where it hit in the normal method. Instead, the attacker may make a new attack roll at a -5 penalty against the enemy nearest to the target that he can see. If the new target is far enough away to be in a different range category, adjust the penalty to attack due to range appropriately. If there are no other enemies within sight, this ability is wasted.

If the second attack hits, it deals damage as normal. If it misses, there is no further effect.

Stray shot can only be applied to projectile weapons.

Aura strong divination; **CL** 12th; Craft Magic Arms and Armor, *true strike*; **Price** +4 bonus.

String Shot

A string shot weapon is magically enchanted to produce flexible, lightweight cords which trail from the end of any ammunition they fire. Whenever a character fires a shot with a string shot weapon, as a free action, he may have the weapon create a thin, trailing cord from the end of the projectile. These cords function like silk rope, except that they weigh only one pound per 50 feet of length, and do not hamper the flight of the projectile in any way. The magic of the weapon creates the cord as if from nothing, with the cord extending far enough to reach from the projectile back to the weapon. Once the shot lands (whether the attack is a hit or a miss) the cord is "set," and further movement of the projectile will not create more cord.

In the event of a successful hit, the wielder can grab hold of the trailing end of the cord and attempt to pull or drag the target. To do this, he must succeed on an opposed Strength check as a standard action. Success indicates that the target is pulled 5 feet towards the attacker (the attacker can choose to move with the target, or simply pull up slack on the rope, remaining in place). The target can remove the arrow as a move action and drop it, preventing himself from being pulled further. Alternatively, he can pull on the rope himself by making an opposed Strength check as above, although anyone who is not secured to the rope in some fashion (such as by being shot with an arrow) can simply drop it as a free action.

Additionally, as a standard action, the wielder can command the *string shot* weapon to fire a special net made of the same cord-like material. Treat this as attacking with a net, except that the range increment is the same as that of the firing weapon. This ability can be used a number of times per day equal to 3 + its enhancement bonus.

String shot can be applied to any bow or crossbow.

Aura moderate conjuration (creation); **CL** 9th; Craft Magic Arms and Armor, *web*; **Price** +3 bonus.

Trick Shot

A trick shot weapon is especially capable of feats of pinpoint accuracy, allowing for certain combat maneuvers to be performed at a range by firing a shot from this weapon. A trick shot weapon can be used to perform any of the following combat maneuvers at a range: disarm, overrun, or trip. Whenever the wielder makes an attack with the trick shot weapon, he can choose to perform one of the listed combat maneuvers, instead of dealing damage. Regardless of the type of combat maneuver used, the wielder must expend a piece of ammunition for each maneuver made.

Additionally, each of the following combat maneuvers functions slightly differently when performed in this fashion.

Dirty Trick: This maneuver can only inflict the blinded, dazzled, and shaken conditions.

Disarm: The disarmed weapon lands 5 feet away from the target, plus an additional 5 feet for every 5 points by which the wielder beats the target's CMD.

Trip: The target may choose to take damage from the attack, as normal, instead of becoming tripped.

Trick shot may only be applied to projectile weapons which deal piercing damage.

Aura moderate transmutation; **CL** 11th; Craft Magic Arms and Armor, *mage hand*; **Price** +2 bonus.

Twin Shot

A twin shot weapon magically duplicates any projectile fired from it, sending the duplicate projectile towards a different target. Whenever a character makes an attack roll with a *twin shot* weapon, he may choose a second target. If he does, he makes a single attack roll at a -2 penalty, but applies the results to each of the two targets' ACs (if the two targets are at different ranges, or other penalties apply, add them as appropriate). If one or both of the attacks hit, they do normal damage. This ability can be used in conjunction with both the Rapid Shot and Manyshot feats. The second target must always be different from the first target.

Twin shot can only be applied to projectile weapons.

Aura strong conjuration (creation); CL 15th; Craft Magic Arms and Armor, *minor creation*; Price +5 bonus.

Unerring Shot

An unerring shot weapon is capable of using powerful magic to guide its attacks directly to the target. As a standard action, the wielder of an unerring shot weapon can choose to fire a seeking shot with it. If he does, he need not make an attack roll: instead, he merely chooses a single creature he can see that is within the maximum range of the weapon, and the attack automatically hits. The attack deals damage as normal. The attacker should still make an attack roll to determine if the attack is a critical hit or not. The wielder cannot use any ability which would impose a penalty on his attack roll (such as Deadly Aim) as part of this attack. You can use this ability a number of times per day equal to 1 + the weapon's enhancement bonus.

Unerring shot can be applied to any ranged weapon. Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

Aura moderate divination; **CL** 9th; Craft Magic Arms and Armor, *true strike*; **Price** +3 bonus.

Windborne

A windborne weapon allows its wielder to make use of strong winds, and not only prevents such winds from interfering with the projectiles it fires, but actually uses them to make its shots more deadly. Any ranged attacks made with a windborne weapon suffer no penalties due to strong winds. Additionally, if there is wind blowing, any such ranged attacks gain a cumulative +1 bonus to attack and damage for each category of wind strength above light (so an attack made in windstorm level winds would gain a +4 bonus to attack and damage, while one made in tornado level winds would gain a +6 bonus to attack and damage).

Additionally, a *windborne* weapon can be used to affect the winds: this functions as the spell *control weather*, except as noted here. First, the ability requires only a standard action to use, and the change in weather takes effect after only one round. Second, the radius of the effect's area is equal to 100 feet per point of enhancement bonus the weapon possesses. Finally, the effect lasts for only 4d12 minutes. A *windborne* weapon can be made to use this ability once per day.

Windborne can be applied to any ranged weapon. Bows, crossbows, and slings crafted with this ability bestow this power upon their ammunition.

Aura strong evocation; CL 12th; Craft Magic Arms and Armor, control weather, *gust of wind*; Price +4 bonus.

Specific Weapons

The following specific weapons are, for the most part, generally available for player characters to purchase, or may be found as treasure in any number of ways, and while some of the items described were originally unique, one-of-a-kind items, it is possible to find replications which have similar magical properties. A physical description and background information is given for each weapon, but GMs should feel free to alter the specifics as they feel necessary.

Table 3-1: Specific Weapons	
Special Ability	Price
Scorpion's sting	9,900 gp
Bow of the master hunstman	20,200 gp
Elven arcanum bow	26,330 gp
Wings of silence	33,350 gp
Boulder-tosser	34,500 gp
Rainmaker	57,700 gp
Blessed bow of Saint Ulvin	78,375 gp
The lineman	99,150 gp
Bow of the horse lord	129,375 gp
Bow of storms	140,000 gp



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Blessed Bow of Saint Ulvin

This bow is supposedly made from the bones of the great Saint Ulvin, the patron saint of all who would battle the undead menace. It is especially deadly to those unholy creatures, and also grants its wielder some powers for fighting evil in other forms.

BLESSED BOW OF SAINT ULVIN

Aura strong necromancy; CL 15th Slot none; Price 78,375 gp; Weight 3 lbs. CONSTRUCTION

Requirements Craft Magic Arms and Armor, magic circle against evil, summon monster I, undeath to death; **Cost** 39,375 gp

Physical Description

The bow itself is made in three parts: the center of the bow is actually made of a highlypolished, very carefully carved bone. Affixed to this bone on either end are long, supple lengths of hand-crafted and polished poplar wood. The bow stands a full six feet in height, and features decorative red tassels on the top end. Upon close examination, the bow's string seems to be made from several stands of hair, carefully woven together, but despite this, it is just as sturdy and serviceable as any other bow string. The weapon has a calming effect on any who touch it, causing them to feel a strong sensation that they are being protected and watched over.

Special Abilities

In addition to functioning as a +2 undead bane longbow, the blessed bow of Saint Ulvin also has the power to potentially outright destroy any undead damaged with it. Whenever the blessed bow of Saint Ulvin's wielder confirms a critical hit on an undead creature, that creature must succeed on a Fortitude save (DC equal to the damage dealt) or be instantly destroyed.

Background

Saint Ulvin was a priest who lived in the small and secluded hamlet of Westvale. He served for most of his life as the mild-mannered and relatively unimposing local parish priest, living a life devoted to caring for his parishioners and tending to their spiritual well-being. However, when a powerful necromancer by the name of Tristain the Black took up residence in an abandoned tower not far from the town, and decided that Westvale would make an excellent source of bodies for his budding undead army, Ulvin rose to the challenge of protecting his flock.

Shortly before the necromancer's hoard of undead attacked the village, in the pre-dawn hours, Ulvin was awakened by a leak in the roof of the church, which happened to have opened right above his bed. Ulvin would later state that he was overcome with a strange and undeniable urge to mend the leak right away, even though he would normally have waited, but whatever the case he was awake and in an excellent position to see the shambling mob bearing down on his sleepy little town. He quickly raised the alarm and was able to gather the various townsfolk into the church before the undead arrived. Though the townsfolk barred the doors, it wasn't long before the continuous press of the undead was threatening to knock them down. When the huddled villagers began to panic, Ulvin calmed them, leading them in quiet prayer. As the undead finally battered down the door and entered the church, the walking corpses immediately burst into flame upon entering, and not a single one was able to make it to where the townsfolk waited. Ever since, Ulvin has been a patron saint to those who would battle or fight the undead.

After his death, Ulvin was enshrined beneath that very church in Westvale, and he remained there for some time, before a wandering paladin arrived, claiming he had received a vision of a great weapon against evil which could be found in the town. The villagers were confused, as they knew of no such weapon, but when he asked to to be allowed into the saint's tomb they agreed, and were astonished to find that, in the saint's sarcophagus, instead of his body, was this bow, which has gone on to be wielded by many heroes since that time.

It is believed that the bone and hair components of the bow are, in fact, bone and hair from the saint himself, and that they are the key to the bow's magical powers.

Boulder-Tosser

This sling may have a home-made appearance and be small enough for a child to wield, but any stones it tosses grow to fantastic size in the air, not returning to their original form until after they hit.

BOULDER-TOSSER

Aura moderate transmutation; CL 9th Slot none; Price 34,500 gp; Weight -CONSTRUCTION

Requirements Craft Magic Arms and Armor, stone shape ; Cost 17,400 gp

Physical Description

This slightly-oversized sling appears to have been knitted together from a dozen different fabrics, and its stitching bears the imagery of giants and other huge creatures tossing great boulders and even mountains through the air. When the sling is spun, the sound of it whistling through the air is somewhat more musical than most slings, and also much louder than a sling of its size should be. *Boulder-tosser* is faintly warm to the touch, in a comforting way that reminds one of home, and it smells faintly of stew.

Special Abilities

Boulder-tosser functions as a +2 sling, but it also has a few additional properties. First of all, any rock or bullet launched by boulder-tosser temporarily grows to an enormous size while in the air, returning to normal size only after it has hit its mark. As a result, boulder-tosser deals damage as though it were made for a creature

two size categories larger than its wielder (1d8 for Medium creatures, 1d6 for Small creatures). Finally, three times per day, boulder-tosser can be used to create a rolling boulder the wielder can control. This boulder has a diameter of 10 feet, hardness 8, weighs 300 lbs., and has a movement speed of 30 feet. The wielder can move the boulder mentally with a move action. If the boulder enters a space with a creature, that creature takes 5d6 points of bludgeoning damage. A successful Reflex save halves this damage. Either way, if the boulder still has movement left, it can continue moving, damaging further creatures in its path. If the wielder desires, the boulder can attempt to bull rush creatures it hits, carrying them along for the ride. It uses the wielder's CMB, with a +4 bonus. The boulder remains in this state for 1 minute before returning to the size of a pebble.

Background

According to legend, the first *bouldertosser* came about as the result of a bet between Jaffi Sharpeyes, a renowned halfling wanderer, and Thogor the Mean, a particularly nasty and stupid hill giant. Thogor had taken to extorting the halflings of the various nearby villages into providing him with obscene quantities of food, drink, and other luxuries in exchange for his "protection" from such dangers as having their village squashed by an angry hill giant.

When Jaffi Sharpeyes visited one of these towns in his wanderings, he decided to take it upon himself to deal with this Thogor. So he marched right up to the giant's cave, and he told the giant that he was going to leave all the halflings alone, and never bother them again. Thogor didn't care for this at all, and was about to smoosh Jaffi with his massive club, but Jaffi offered the giant a challenge: the two would compete at skipping stones on a lake, and if Jaffi beat the giant, then Thogor would leave the people of the region alone, but if Thogor beat Jaffi, then the people nearby would be forced to pay the giant twice what they currently were. Jaffi was, of course, a master rock-skipper, and so he was certain that the giant wouldn't have a hope of beating him.

However, when they arrived at the lake where they had agreed to have their contest, Thogor produced a massive sling from beneath his loincloth, and proceeded to search about for a suitably-sized slab of stone. Jaffi, thinking quickly, declared to the giant that they would each use a stone no larger than a chicken's egg, reasoning that such a stone would likely get trapped in the giant's massive sling.

The giant went first, and, much to Jaffi's chagrin, his magic sling transformed the rock into a boulder, which went clear across the lake in one go and gouged a great hole in the nearby mountainside.

At this point, Jaffi began to worry, as the townsfolk could not afford for him to lose the bet. But, thinking quickly, he tossed his stone. It skipped an impressive 47 times—the record in the area to this day—and landed neatly on the other side of the lake, still quite a ways short of the boulder. While the giant watched the stone, though, the halfling tossed another stone a few feet behind himself, and pointed it out to the giant, claiming that his toss had gone all the way around the world and come to land a few feet behind them. Thogor was dumb-founded, and agreed to leave the halflings alone. Jaffi immediately piped in that the bet had also been for the giant's sling, even though this was not the case, but the giant believed him, and Jaffi took the sling, which shrunk down to his size as he grasped it, as a prize.

Since then, many *boulder-tossers* have been made by various craftsmen, and the owners of most of these insist that it is the original that was once owned by the great Jaffi Sharpeyes.

Bow of Storms

This powerful longbow has long been the bane of tyrants and conquerors alike as its arrows call the very lightning from the sky to destroy the enemies of justice.

BOW OF STORMS

Aura strong evocation; CL 20th Slot none; Price 140,000 gp; Weight 3 lbs.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, call lightning storm, control water, control weather, lightning bolt ; **Cost** 70,450 gp

Physical Description

Carved from ash and yew, this bow features two copper caps at either end of the weapon. The shaft is carved subtly with writings in a multitude of languages, each reading "For freedom comes the storm." The bowstring has been soaked in the blood of frost giants and red dragons, giving it improbable strength. When fired, the bow roars merrily with the sound of a thunderclap, announcing a challenge to the wielder's foes, and proclaiming its allegiance. Any arrow which touches the string pulses and vibrates gently, and the scent of ozone hangs firm in the air around the weapon.

Special Abilities

This mighty longbow functions as a +4 arcing shocking composite longbow (+5 Str). In addition to its ordinary functions, the bow of storms has a number of unique powers which aid in its ability to fight tyranny. First, once per day, by firing an arrow into the open sky, the weapon can reproduce the effects of the spell call lighting storm (DC 15 + the wielder's Wisdom modifier). Second, by speaking a command word and loosing an arrow at a target, the user can create a bolt of lightning, as the spell lightning bolt (DC 13 + the wielder's Intelligence modifier) up to three times per day. Finally, once per week, by firing an arrow into a body of water, and then another straight into the air, and speaking a short prayer to a god of storms or weather (any deity which offers the storm or weather domains), the wielder may use both control water and control weather as spell-like abilities.

Background

The bow of storms was created by a long-forgotten storm god from the wood of two trees on a desolate and abandoned island in the center of a turbulent sea, and soaked in the blood of giants and dragons which oppressed the god's chosen people. Before his departure from the mortal realm, the storm god hurled the bow into a whirlwind and told his people that they would be able to retrieve it only when they had need of it.

In time the people forgot their god and grew soft and meek. In those days of lost faith, a great host of ogres came to enslave the people of that blasted land. It was in that hour of desperation, when the ogres were sailing to the people's isolated home, that a peasant of no particular note appeared riding a great whirlwind and hoisting high a bow. The peasant saw the approaching host and the people timidly cowering, ready for the coming of their fate. Seeing the misery on their faces, he went to the beach, raised the bow, and shot blindly at the approaching tyrants, shouting a defiance that hadn't been known in that land for generations. To the lad's surprise, a great thunder answered his shout, and the seas began to churn beneath the ogre's boats. Lightning flashed down from the sky, and the monstrous creatures were struck down to the man.

The people saw the power of the bow and grew covetous of the peasant's possession. Each of them demanded the weapon for their own, that they might go forth and conquer their neighbor. The peasant grew disgusted with the people and cast the bow into the sea rather than see it fall into the hands of the wicked people.

Under the sea, the weapon fell into the hands of a triton warrior, who used its power to save his kin from a wicked kraken. Seeing the strength of the weapon, he vowed to use it to use it to fight all the evils of the sea, and spent his career battling dark aquatic forces before eventually being devoured, along with the bow, by a turtle dragon.

Bow of the Horse Lord

Through the generations, this bow has found its way into the hands of countless raiders and warlords as they ride to conquest and plunder. Loosing arrows effortlessly from horseback and moving like lightning around the battlefield, the men who have wielded this bow are as armies unto themselves.

BOW OF THE HORSE LORD

Aura faint transmutation; CL 5th Slot none; Price 129,375 gp; Weight 2 lbs. CONSTRUCTION Requirements Craft Magic Arms and Armor,

expeditious retreat, scare ; Cost 64,875 gp

Physical Description

Handcrafted in antiquity, this short recurve bow is composed of the highest quality yew, polished to a shining finish. The string is horse hair of unknown age which never frays and magically repels water, allowing the bow to retain all of its integrity even in condition of harsh weather. When grasped, the bow vibrates as though eager to be fired and hums a desperate and violent tune.

Special Abilities

This +3 archer's strength equestrian composite shortbow (+3 Str) is more effective when fired from horseback, granting an additional +2 bonus to attack and damage while the user is mounted. Additionally, whenever the wielder of the *bow of the horse lord* succeeds on an attack while mounted, he may make a move action to have his mount move as a free action. Finally, whenever a creature who is not mounted suffers damage from the *bow of the horse lord* while its wielder is mounted, the target must succeed on a Will save (DC 15 + the wielder's Charisma modifier) or become frightened for 1 round.

Background

The first appearance of the bow of the

horse lord in recorded history was in the hands of the warrior Haraskin during the invasion of Emora by the Hakin in the 59th year of the reign of emperor Remium II, though where he got it remains a mystery. Though the empire had seemed invincible for so long, the sudden assault left the emperor's army in disarray and he soon found himself facing the possibility of defeat. Desperate to turn the tide of war and save his empire, Remium summoned a demon and offered the creature his soul if he would aid him in this war. The demon agreed, and soon after the pact was struck, Haraskin and a small group of horse nomads appeared from the north. The foreign men crashed down against the Hakin, raiding and harrying them constantly. It was said by the Hakin that the leader of these men was a god of war made flesh, whose bow shone like the sun and shouted a terrible calamity as he moved about the battlefield with inhuman speed, and even seasoned veterans ran screaming rather than face him. The tide of war soon turned as the mighty Hakin invasion force was routed time and time again by the horse archers from lands unknown. With the war's end, Haraskin was named a hero by Remium, and his people were granted lands and titles within the empire. In time, Haraskin was assassinated by imperial authorities fearing his growing popularity and influence. His body was buried in secret and the bow would be lost for 21 years.

At that time, the bow made an appearance again in Emora, this time in the hands of Gheorith the usurper, who claimed that he was given a vision from a god of war to seek the weapon of Haraskin and wage war against those that betrayed him. Gheorith rallied an army of malcontents and led a rebellion which killed the emperor, and Gheorith took the throne. His reign lasted only a short time, as he was eventually ousted from the capital by what was left of the imperial army. For the rest of his days, Gheorith raided and plundered Emora, sacking cities and killing thousands.

Eventually the Hakin returned, having studied the tactics of those who had defeated them, and having become master horse-archers themselves. Gheorith was slain by one of their captains, who presented the bow to his great chief Carteth as a trophy. With the bow in hand, and with an enemy already broken and war-torn, Carteth easily conquered Emora, and became its first Hakin king. Following Carteth's death, bloody civil conflicts between various Hakin tribes destroyed the once-united lands, and saw the bow, which had become a symbol of rulership among the Hakin, vanish into obscurity.

Bow of the Master Huntsman

These bows are carved from the antlers of great stags, and are gifts from Hyrfang, an ancient god of hunting and hunters. In addition to being able to take down even powerful game, the bow helps to find prey, and can be made more powerful by the blood of a kill.

BOW OF THE MASTER HUNTSMAN

Aura moderate transmutation; CL 9th Slot none; Price 20,200 gp; Weight 3 lbs. CONSTRUCTION

Requirements Craft Magic Arms and Armor, detect animals or plants, summon monster I, creator must have 5 ranks in the Survival skill; **Cost** 10,500 gp

Physical Description

This longbow is carved from a single massive antler, and has carefully been carved and polished down to resemble the shape of a normal bow, although at either end it still maintains a few faint nubs reminiscent of an antler's branches. Carved along the bow's length are crude pictograms depicting various tribal hunters, armed with spears and bows, taking down various animals, including elk, wolves, buffalo, and even mammoths. The bow smells faintly of pine forests and undergrowth. As long as it is held, its wielder can faintly hear the sound of drums, and, if he listens very closely, a primal, wordless chanting.

Special Abilities

In addition to functioning as a +1 animal bane composite longbow (+4 Str), the bow of the master huntsman has a number of other special abilities. First, it allows its wielder to detect animals at will. This ability functions as the spell detect animals or plants, except that it can only be used to find animals. Secondly, the wielder gains a +4 competence bonus on Perception and Survival checks made to spot and follow tracks in the wilderness. Finally, once per week, by washing the bow of the master huntsman in the blood of an animal that it was used to kill, the weapon's wielder can temporarily increase the weapon's enhancement bonus by +2. This increased enhancement bonus lasts for one day per three Hit Dice the animal possessed (minimum one day), and does not stack with itself.

Background

The bow of the master huntsman is closely associated with Hyrfang, a deity of hunting and huntsmen who was once widely worshipped, but has fallen into obscurity in the past few centuries. In his heyday, avatars of Hyrfang would regularly walk the world, and he would often engage in grand hunts, sometimes with his worshippers at his side, but just as often with them as his prey. In these days, however, the god does not have the power to appear for such frivolous purposes (or, according to some theologians, to appear at all), and so he is mostly known through these bows.

Each bow of the master huntsman is created as a gift by Hyrfang for a specific hunter. These hunters might be worshippers of the deity, as there are a few holdouts and cults that still offer worship to the god, but more often they are simply hunters who have, for whatever reason, come to Hyrfang's attention. Hyrfang arranges for the hunter to encounter a special test—usually this comes in the form of a unique animal, like a pure white or pure black hart, or wolf, which the hunter must overcome, but it can take other forms as well, such as trapping the hunter in a cave-in, or other natural hazards. In the event that the hunter succeeds at the challenge Hyrfang has set him to, he is granted one of these bows.

While Hyrfang does not require that those who wield his gifts offer him worship, many hunters who have an encounter with the god of the hunt do start offering the god some amount of their faith, even if they remain loyal to any others they might have worshipped. A few become devout and fanatic followers of Hyrfang, and devote the rest of their lives to hunting greater and more exciting prey.

If a hunter that has been bestowed a *bow of the master huntsman* later proves himself unworthy—such as by forsaking hunting, for example—Hyrfang always arranges to separate him from the bow, typically by sending various predators and other natural forces to slay the wielder. This is also true of any who come by the bows by other means, but only if they prove themselves unworthy. Hyrfang holds no ill will towards any who slay those who bear his gifts, as long as they are also worthy hunters or warriors.

Elven Arcanum Bow

These bows blend the elven passions of archery and magic in ways that no others can, and are especially prized by arcane archers. Even the most mundane of archers will benefit from its ability to change the type of energy damage it inflicts, however.

ELVEN ARCANUM BOW

Aura moderate evocation; CL 9th Slot none; Price 26,330 gp; Weight 2 lbs.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, call lightning or lightning bolt, and chill metal or ice storm, and flame blade, flame strike, or fireball, creator must be an arcane archer; **Cost** 13,330 gp

Physical Description

These curvy yew shortbows are examples of some of the finest elven artisan craftsmanship that can be found in this day and age. The wood is not carved, but rather appears to have been naturally grown into its current shape, including the raised bits of wood that form the images of ivy leaves running across the bow's surface. The bow has no string, but rather, with a command word, a thin wire of arcane energy reaches from one end of the bow to the other, forming a bowstring made of pure magic, which hums and crackles faintly. Arrows loosed from the bow are followed by streams of bright color, as they trail arcane energy with them in their flight.

Special Abilities

An elven arcanum bow functions as a +2 shortbow. Each day at dawn, the wielder may choose either the *flaming*, *frost*, or *shock* weapon special ability, and the elven arcanum bow gains that property for the rest of the day. If the bow's wielder has levels in arcane archer, he is able to better unlock the powers of the bow, and gains different benefits, instead. Such a character is treated as though he had two more levels in that class than he actually does for the purposes of the enhance arrows class feature. If this would increase the wielder's effective arcane archer class level to 11, he can choose to change the elemental, elemental burst, and aligned qualities granted by this class feature after 1 minute of meditation, instead of after eight hours of rest.

Background

An elven arcanum bow is a crowning achievement of the elven love of blending magic with other disciplines, such as archery, and these bows are especially prized by members of the arcane archer class, for whom it provides the most benefit. In general, elves tend to be very protective of the secrets of the elven arcanum bow, in the same way that they jealously guard the secrets of the arcane archer prestige class from non-elves. Many fear that if the bow were to fall into the hands of a particularly skilled mage, he could use it to reverse-engineer some of the secret techniques of that class. As such, many elves will go far out of their way to ensure that such a bow is not allowed to remain in the hands of non-elves for long.

It is said amongst the elves that the first elven arcanum bow was created by Ilvaren Stargem, whose father was the legendary Ertanis Stargem, the first elf and father of the elven races. Whereas his father preferred to blend his magic with the steel of a sword, Ilvaren was more peaceful at heart, and refused to master the sword, instead taking up the bow and becoming a hunter. His pacifistic ways did not survive the many wars which wracked the elves during his lifetime. According to legend, it was Ilvaren who demonstrated the value of the bow in warfare. where before his people had viewed it as a weapon suitable only for hunting. He also pioneered the blending of magic with bows, which led to the very first arcane archers.

Though myth states that the first *elven arcanum bow* was created when Ilvaren felled a shooting star from the sky and used its fiery-blue tail to create his bowstring, this seems almost certain to be false, and an example of the elven sense of poetry taking over the story.

Rainmaker

This powerful heavy repeating crossbow is capable of holding an unprecedented number of bolts, and can be reloaded more easily than most crossbows of its kind. Further, it can be used to unleash bursts of powerful and rapid fire.

RAINMAKER

Aura strong conjuration; CL 12th Slot none; Price 57,700 gp; Weight 12 lbs. CONSTRUCTION

Requirements Craft Magic Arms and Armor, *haste*, *rope trick*; **Cost** 29,200 gp

Physical Description

This impressive heavy crossbow is made of oak and steel. On one side of the firing mechanism, next to where the bolts are placed, is a pair of short, metal rods perhaps half an inch thick and two inches tall. When the loading button is pressed and the crossbow is reloaded, a shimmering screen of blue energy appears between these two rods and the bolt emerges from it, rolling into place. Although the majority of the weapon is undecorated, crafted for function, rather than form, these two rods, which form the border of a gateway to the extradimensional space where the bolts are stored, are often decoratively carved, usually topped with the shape of a skull, or a dragon's head, or some similarly fearsome visage.

Special Abilities

Widely regarded as the ultimate in repeating crossbows, a rainmaker functions as a +2 speed repeating heavy crossbow, and has a few additional features, as well. The wielder of a rainmaker is treated as being proficient with it, even if he would not normally be proficient with a repeating heavy crossbow. Additionally, a rainmaker can store up to 30 crossbow bolts in an extradimensional space, and can be reloaded from among this ammunition as a free action. Further, because the reload is performed by pressing a button instead of pulling a lever, a rainmaker can be reloaded with one hand, instead of two. Reloading the ammunition in the extradimensional space takes the same amount of time as it would any other repeating crossbow (a full-round action which provokes attacks of opportunity).

Finally, the rainmaker can also be used to fire with supernatural speed, beyond even what the best of mortal archers can achieve. When using the full-attack action, the wielder can choose to make an additional attack at the same base attack bonus for each attack he would normally be able to make (so a character with a base attack bonus of +11/+6/+1 would be able to make six attacks: two at +11, two at +6, and two at +1). Each of these attacks can be made against a different target, but no two targets can be more than 30 feet apart. Each attack roll is made separately.

Due to the fast rate of fire and power of the weapon, aiming while firing in this way is nearly impossible: each of the attacks suffers a -4 penalty, and the wielder cannot deal precision damage (such as sneak attack) with these attacks, nor does he gain the benefits of feats like Deadly Aim or Point-Blank Shot which provide bonuses to the attack's damage. These attacks can still score a critical hit, as normal. Additionally, any round that the rainmaker is used in this way, there is a 20% chance that the weapon jams afterward, and cannot be operated at all until it is unjammed (a full-round action that provokes attacks of opportunity and requires a successful DC 20 Disable Device or Knowledge [engineering] check).

Background

The rainmaker, unlike many magic weapons, is truly designed to be a weapon of war, rather than merely the weapon of a warrior. Its creator, a man named Sebastian Jarstead, was both an inventor and a knight, and sought to completely revolutionize the way that his kingdom went about waging war. He felt it was unwise to rely on the might of heroes and other warriors, and that instead of letting the battle hinge on such variables as "chosen ones" and "figures of destiny" with legendary blades and heroic values, the kingdom would be better if its safety were squarely in the hands of common people wielding efficient and deadly weapons.

As a result, he created the *rainmaker*, so named because it was supposed to make a deadly rain of crossbow bolts all on its own, which put very lethal power into the hands of common soldiers. While this proved absolutely devastating and tipped the balance of power in the region to highly favor Sebastian's native kingdom, it wasn't long before plans for the weapon leaked out, and other nations gained access to its destructive power. Sebastian was beyond delighted with the weapon, regardless, and it is said that his only regret, on his deathbed, was that he never found a way to make a non-magical version of the *rainmaker*, and that, as a result, the weapon could never truly be mass-produced.

Scorpion's Sting

These dark wood and silver hand crossbows are enchanted to enhance any poison applied to their bolts, and can also be called upon to provide poison of their own. They are a favorite of bounty hunters and kidnappers the world over, as well as some assassins.

SCORPION'S STING

Aura moderate transmutation; CL 9th Slot none; Price 9,900 gp; Weight 2 lbs. CONSTRUCTION

Requirements Craft Magic Arms and Armor, poison ; **Cost** 5,150 gp

Physical Description

The handle of this ornate hand crossbow is made of silver, and has been fashioned in the likeness of a scorpion's tail, with large, bulbous segments ending in a wicked point. The body of the weapon is made of wood, which has been painted a deep, midnight shade of bluish-purple. The actual bow of the weapon has also been carved, and made to resemble two long arms ending in the pincers of a scorpion.

Special Abilities

A scorpion's sting functions as a +1 hand crossbow. In addition, if a piece of ammunition which has been poisoned is fired from a scorpion's sting, the DC to resist that poison is increased by +2, and the poison requires one additional consecutive save to cure. Finally, three times per day, as a swift action, the weapon's wielder can have it magically apply a dose of poison to a bolt currently loaded into it. This poison can be any poison the wielder chooses, as long as the market price of one dose of the chosen poison does not exceed 200 gp.

Background

The scorpion's sting is a favored weapon amongst some assassins, allowing them to deliver a deadly poison at a range, and remain confident that the toxin will have its intended effect. The weapons are actually even more highly favored amongst bounty hunters, kidnappers, and men of similar employ, who use it to weaken their foes with Strength- or Dexterity-sapping poisons (or those poisons which case the target to fall into a medicated slumber). While some might prefer the enchantment on a larger weapon, most who use a scorpion's sting aren't overly concerned with using it to deal damage, and many of them switch to a secondary weapon after firing their first shot with it.

The first scorpion's sting is said to have been wielded by John Pitell, a master thief who went by the name of the Golden Scorpion. Pitell would use the crossbow to deliver a sleeping poison from the shadows to any guards or other onlookers, disabling them non-lethally before taking his prize. This method of silent infiltration was so successful that many other thieves commissioned similar crossbows in the hopes of having similar success. Many of these crossbows were decorated with other motifs (often spiders, or serpents) but for the most part they continued to be decorated—and associated—with scorpions, and despite the many copycats, no one has yet used the weapon to achieve the same level of fame and success as its originator.

There are rumors that Pitell received his crossbow from a drow, however, and that the dark elves have used such weapons for ages in their incessant infighting and political intrigues. These rumors may very well be true, but at the moment there is little direct evidence to support them beside the fact that drow favor both poisons and small crossbows.

The Lineman

This powerful crossbow appears to have seen many years of service. Despite its great size and unwieldy appearance, the bow is unnaturally light and appears to have been designed to be fired in one hand.

THE LINEMAN

Aura faint transmutation; CL 5th Slot none; Price 99,150 gp; Weight 2 lbs. CONSTRUCTION

Requirements Craft Magic Arms and Armor, greater magic weapon, shrink item; **Cost** 49,750

Physical Description

This crossbow appears to have seen better days: the wood is weathered and worn, and the intricate scrollwork etched into the metal portions has faded to near invisibility. Despite this, however, the weapon appears to be in excellent working condition, with all the functional parts moving with above-average efficiency. Dozens of names are carved into the stock, reading like a guest book of the weapon's previous owners. The bowstring appears to be nothing more than a thin steel wire, but it, like the worn wood, feels magically tough. When fired, the crossbow makes a satisfactory "thwak" sound as it automatically resets for the next shot.

Special Abilities

This +2 impactful force self-loading heavy crossbow is unnaturally light, weighing only 2 lbs., and can be fired in one hand without penalty. Additionally, the lineman counts as a light weapon for the purposes of two-weapon fighting. Finally, whenever a creature is hit with the lineman, it suffers a cumulative -1 penalty to AC and CMD for 1 round.

Background

The *lineman*, also called "the soldier's friend," was created by a battlemage by the name of Vorcial Harrison nearly 150 years ago to serve

as the personal weapon of James Datman, whose name was engraved in fancy script on the weapon's stock. James, who served in the royal Nemian army as an infantryman, carried the crossbow in no less than 35 separate engagements, where the ability to fight with a high rate of fire at extreme range, while still carrying one of the heavy tower shields favored by the Nemians, proved itself to be so effective that the combat style was adopted as standard practice for the entire Nemian infantry.

Upon his retirement from the service, James gifted the *lineman* to his son, who had chosen a career working for a mercenary band. Unlike his father, Jacob Datman had little taste for caution and chose to wield the *lineman* in one hand with a standard repeating crossbow in the other, allowing him to set down a tremendous amount of fire with a flare still legendary in the Red Helm mercenary company today. When he ran afoul of a local thieves' guild, the *lineman* was stolen from Jacob, to his great shame.

Unfortunately for the weapon's new owner, war broke out shortly thereafter, and the young Carlin Maxir found himself being pressed into service with nothing but the crossbow and prayer. Though he didn't survive the field long, another soldier eventually discovered the crossbow. The soldier found the crossbow to be so efficient that he made it his personal weapon, carving his name into the weapon's stock alongside those of the first two owners. Following the war, the weapon found its way into the armory of the Sortian Guards, where it became a favorite ranged weapon of frontline soldiers due to its ability to be wielded effectively, while still allowing the wielder to hold a sword. It was here that the tradition of carving one's name into the weapon really took off, and where it gained its nickname "the other lineman," eventually shortened to the lineman. Eventually the crossbow was seized by an enemy soldier, but the traditions continued and the lineman eventually found its way into the hands of hundreds of soldiers before being lost after the chaos of the Brighton Bridge Incident.

Wings of Silence

These midnight-black heavy crossbows are favored by assassins the world over for their ability to shoot silently, as well as to prevent their victims from crying out or raising an alarm. They are considered a mark of status amongst elite killers.

WINGS OF SILENCE

Aura moderate illusion (glamer); CL 9th Slot none; Price 33,350 gp; Weight 8 lbs. CONSTRUCTION

Requirements Craft Magic Arms and Armor, silence ; **Cost** 16,850 gp

Physical Description

This heavy crossbow is made of a dark metal, which gleams dully and sullenly in all but the palest of moonlights, in which case it seems to glisten eagerly. The bow component has been lovingly carved to resemble a pair of large, black wings, like those of a crow or raven, and is detailed down to the individual feather, making the bow seem almost alive when the light strikes it in just the right way. Its moving parts always seem to be well-oiled and operate smoothly, even without extensive care on the part of its wielder. Perhaps most impressive of all, the mechanisms that fire bolts from the crossbow are completely and utterly silent, and the bow's fire cannot be heard even on the most still of nights. Engraved on the crossbow's handle are the words "Death comes on silent wings."

Special Abilities

In addition to functioning as a +3 heavy crossbow, wings of silence have a number of other useful properties. As a standard action, the wielder of wings of silence can have it fire a special bolt which carries a magical silence with it. When the bolt hits, it creates an area of supernatural quiet, as the spell silence, centered on itself. When the bolt hits, it creates an area of supernatural quiet, as the spell silence, centered on itself. As a result, if it hits a creature, the silence spell will effectively be centered on that creature, and if it hits the ground or a wall, for example, the *silence* spell will effectively be centered on the place it hit. Finally, the wielder suffers only half the normal penalty on Stealth checks made to hide when using the sniping application of the Stealth skill.

Background

These crossbows have been closely associated with assassins ever since the creation of the very first *wings of silence*. While members of that profession are well known for being secretive, and it is difficult to say for certain, most scholars who interest themselves with the subject agree that the following version of this item's creation is the most likely to be accurate.

Long ago, in the city of Corsport, there was an infamous and daring rooftop-man who styled himself as a "gentleman thief," and who went by the title of the "Scarlet Shadow." This rogue made a special point of stealing from those who were not only wealthy, but also "had it coming," and most of his targets were either criminals themselves, or otherwise involved in immoral activities.

Eventually, however, the Scarlet Shadow stole from Gaius Rondalv, a temperamental merchant with ties to the thieves' guild, and, to make matters worse, he also seduced Gaius's wife, as well. Incensed at these insults, Gaius made it generally known to those who were interested that he would reward any man who could kill the Scarlet Shadow with no less than ten thousand gold crowns.

This generous sum was certainly enough to attract the interest of many of the city's assassins, but they all found, to their chagrin, that the Shadow was simply too good for them. He always seemed to see them coming or hear their approach, and would deftly dodge their attacks and flee. Eventually, Gaius became so vexed that he ordered a special crossbow made, which would make it impossible for the Scarlet Shadow to detect anyone approaching to make the kill. When it was complete, Gaius gifted this crossbow, the first *wings of silence*, to the head of the local assassin's guild, instructing him in no uncertain terms that it was only to be fired upon the Scarlet Shadow until the thief was dead, and afterwards could be used as the assassin saw fit. The assassin promptly used the crossbow to slay the merchant.

It is highly debated amongst scholars whether or not the Scarlet Shadow may have been either the head of the assassin's guild, or possibly even Gaius Rondalv himself. Many point out that being the head of the assassin's guild would give the Shadow the skills he would need, as well as the familiarity with the guild to detect and avoid assassination attempts. Others argue that Gaius had been the Scarlet Shadow in disguise the entire time, and was simply using the reward to make a show of how he could avoid any assassin, and otherwise bolster his own fame.

Whatever the case, the crossbow quickly caught on, and has been a favorite of assassins ever since.



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Archery at its Finest

While the bow and arrow is a staple of the fantasy genre—it seems that every elf, at least, is born with a bow already in his hands—it hasn't received that much love throughout the years. In the Pathfinder Roleplaying Game Core Rulebook, there are only 3 magic weapon special abilities that are restricted to ranged weapons (and one of those is only for thrown weapons), while there are 12 that are reserved for melee weapons. This book aims to shake things up a bit, with 50 brand new weapon special abilities, covering the entire range of prices from a mere 600 gp all the way up to no less than five +5-equivalent abilities. The book is focused on abilities specifically for projectile weapons, but there are numerous abilities that can be used on other kinds of ranged weapons, and even a few that can be applied to any weapon.

Take for example the animating shot property, which causes creature slain by the weapon to rise as zombie servants who obey the commands of the weapon's wielder. Or deadly shot, which allows the wielder to apply sneak attack to ranged attacks made with it, provided that his target is being flanked. What about the powerful +5-equivalent opportune weapon ability, which causes you to threaten all squares within one range increment and make attacks of opportunity for the purposes of everything but movement?

But the book isn't all about weapon properties, nor is it all about the bow and arrow. There are also a number of new mundane weapons and mundane ammunition. Consider the tension crossbow, which allows its wielder to ratchet it up to higher tension levels in order to deal more damage, and serves as a crossbowman's version of a composite bow (with its own unique twist). You'll also find arrows with bladed fletching, or narrow heads for greater puncturing power, or the infamous orcish fear arrows.

Finally, the book also contains 10 specific projectile weapons, each with an extensive background and history as well as a physical description, but also including a special ability unique to that weapon.

If you've ever used a ranged weapon before, and think you ever might again, don't miss out on this opportunity to take bows and crossbows to the next level with our creative, fun, and exciting enhancements to these beloved weapons.

