

Forgeworks: Complex Weapons

A dagger with a innocuous groove in it. A sword that holds a pistol in it's hilt. A hammer that only the strongest can lift. These weapons are common in fiction (And some in real life), and this document has been created to bring these weapons to the game.

Complex weapons get their unique abilities from 'Modifiers'. 'Modifiers' are simply extra attributes or unique abilities that you can put onto your weapon. A modifier does not change the proficiencies required to use the weapon. But before you can put in a modifier, your weapon has to be designed to accommodate this. This is known as 'Complexity'. A weapon cannot hold more modifiers than it's complexity, and increasing the complexity takes time and increases the overall cost of the weapon. Below is a chart that lists out the costs for raising a weapon's complexity.

There are also modifiers known as 'Minor Complexities'. A minor complexity does not raise the complexity of the weapon, but a weapon cannot have more minor complexities than the complexity of the weapon.

Weapon Level	Base Price	Complexity Modifier ¹
<i>Complexity 1</i>	Masterwork	0%
<i>Complexity 2</i>	1,000gp	+10%
<i>Complexity 3</i>	2,000gp	+20%
<i>Complexity 4</i>	4,000gp	+30%
<i>Complexity 5</i>	6,000gp	+40%
<i>Complexity 6</i>	12,000gp	+50%

¹: If the weapon is enchanted, the Complexity modifier doubles

A modifier is a special attribute or weapon that can be put on a complex weapon. Each modifier has a base cost, and a level. The price for a modifier is it's **(Level)² x Base cost**. A modifiers level has no bearing on the complexity of a weapon -- Both a Forceful 1 and a Forceful 3 only take up one complexity slot, for example. Any weapon may only have one modifier of the same name at a time.

When determining the price of a weapon:

1. Pay for the cost of the weapon, to include any material cost (Spark steel, Adamantine)
2. Pay for the level of the Complexity.
3. Pay for each modifier. (A modifier costs it's (Level)² x Base cost)
4. Repeat Step 3 for each modifier, up to the level of the complexity.

5. Add in enchantment costs.
6. Increase the cost by the Complexity multiplier. If the weapon is enchanted, double the complexity modifier.
7. If you are upgrading a weapon instead of purchasing a new one, subtract the cost of the old weapon from the upgraded weapon. This becomes the final cost.

Modifiers

Effects marked with ↗ can be applied to ammunition

↗**Breakthrough** - Originally designed by human barbarians found in the southern jungles to be used against massive monsters, this modifier was repurposed to be used against the very barbarians who forged them. This modifier increases the impact of a weapon to help damage the vitals underneath. Each level of this modifier ignores 1 point of DR. Max 5 upgrades. [1,500gp Base]

Defensive - This weapon lends itself better to defensive fighting. Each level of this modifier reduces the penalty for fighting defensively by 1 (minimum 0). Max 2 levels. [1,500 base]

↗**Double Impact** - This modifier causes a second impact after the first, increasing the damage of the weapon. Whenever you make an attack against an enemy, as a free action, you may cause your weapon to deal an additional 1d6 points for this attack. Ammunition must take this action. After this modifier has been used, it takes a full-round action to reset this modifier. Each level of this modifier increases the damage by 1d6. Max 3 levels. [1,000gp base]

Entangling - This modifier is often found on man-catchers, armored gauntlets, or other weapons meant to help take opponents alive. Once a round, the wielder of this weapon may take a -2 to their attack rolls to make a free grapple maneuver on a successful attack (This action provokes if it would normally provoke). Each subsequent level reduces the penalty to make a free grab attempt by 1. Max 3 levels. [2,000 base]

Expanded Damage Type - A modifier that adds a secondary weapon damage type to a weapon. Popularized by undead hunters who dulled the back of their swords to deal with skeletons and zombies, without carrying two weapons. This modifier adds an additional damage type to the weapon. This type must be Piercing, Slashing, or bludgeoning. Minor Complexity. Max 1 upgrade. [50gp base]

Expanded Form - Adds one of the following weapon qualities to the weapon: Blocking, Brace, Deadly, Disarm, Distracting, Grapple, Nonlethal, Performance, Trip. Minor Complexity. Max 1 level. [700gp base]

Forceful - When used properly, this modifier increases the kinetic force of a weapon, making it easier to move enemies around. Once a round, the wielder of this weapon may take a -2 to their attack rolls to make a free drag, reposition, or bullrush maneuver on a successful attack (This action provokes if it would normally provoke). Each subsequent level reduces the penalty to make a free drag, reposition, or bullrush by 1. Max 3 levels. [2,000gp base]

Hardened - This modifier improves the durability of a weapon. Each level increases the hardness of the weapon by 2 and the HP of the weapon by 10. If a weapon with the Hardened modifier ever gains the Impervious weapon enchantment, the weapon becomes immune to a Rust Monster's Rust ability and similar effects. Max 5 levels. [200gp base]

Hollow - This modifier is a great boon for those who use poisons. Although this modifier changes more than just the handle, the empty handle for placing in vials of poison has become the iconic change for this modifier. A hollowed weapon can hold up to 1 dose of poison. Whenever you successfully hit a target, you may, as a free action, apply the poison to the target that you hit. You may only apply this free action if this weapon is in your hand. Only contact and injury poisons can be applied this way. Each level of this modifier beyond the first allows for the poison dose to be used one extra time. Thus, Hollow 2 only uses half a dose per application, and Hollow 3 uses ⅓ of a dose per application. Max 3 levels. [800gp Base]

↗**Honed** - Once a forging technique for edged weapons, this has expanded into melee weapons of all types. This modifier increases the weapon's critical threat range by one. This effect is applied after keen and similar effects. Max 1 upgrade. [10,000gp base]

Hooked - This weapon has been modified to have a hook on the end of the weapon. Once a round, you may take a -2 to your attack rolls to make a free trip attempt if you successfully hit your target (This action provokes if it would normally provoke). Each level reduces the penalty to make a free trip attempt by 1. Max 3 levels. [2,000 base]

Hyperdense Materials - A human forging technique that was rumored to have started under the influence of dwarves, alcohol, and the idea of 'What if we added in more metal?' Each level of this modifier increases the weight by 100% and the weapon damage step by 1. Max 4 levels. [1,000 Base]

↗**Jagged** - Thought to have come from obsidian weapons, this modifier creates an irregularity in the weapon's form. This modifier increases the critical hit multiplier by 1. Max 1 upgrade. [10,000gp base]

Lethal - Another simple improvement, often focused on making the deadly part of the weapon more, well, deadly. Each level increases the damage of the weapon by +1. Max 5 levels. [1,000gp base]

Masterwork+ - A simple improvement, often mundane forging techniques that simply just makes the weapon 'better'. Each level increases the attack of the weapon by +1. Max 4 levels. [1,000gp base]

Mono-molecular blade - A magically assisted forging technique that cuts through armor. Weapons with this modifier need to be sharpened constantly. Occasionally found on chefs knives. Each level of this modifier ignores up to 2 points of AC from armor, natural armor, or a shield that the target may have. Max 3 levels. [2,500 base]

Paired - A unique weapon modifier that allows two items to share the same enchantments. Each weapon must have the Paired modifier on it, but any enchantment one weapon gets, the other weapon also gets. This is often common with swords and shields, dual-wielding weapons, or double-headed weapons. For example: A +2 Scimitar with the Paired modifier would grant a second paired scimitar the +2 enhancement bonus. The user must still pay for the scimitar itself, and these weapons must remain within 30ft of one another. Max 1 level. [5,000gp base]

Patterned - This weapons composition consists of swirls and blends of similar, but differently colored metals. In addition to looking good, this modifier provides a +1 bonus to feint checks as the pattern distracts the victim. Max 5 levels. [500gp base]

Polished - This weapon is shiny like a mirror. It will never lose it's luster. Minor complexity. Max 1 level. [500gp base]

Protective design - A defensive addition to a weapon, this often comes in the form of a reinforced hand guard or a widened blade, oft used to catch and deflect attacks. Each level of this modifier increases the weight by 5% and grants the wielder of the weapon +1 shield AC (Or increases an existing shield AC by that amount). A weapon with this modifier also counts as a Shield for all intents and purposes. A person may only benefit from one protective design at a time. Max 3 upgrades. [1,000gp base]

Reinforced Frame - This modifier reinforces the weapon to allow the wielder to put greater strength behind their attacks without fear of breaking the weapon. This modifier adds 0.5x the user's strength to damage in addition to the normal amount. Max 1 upgrade. [10,000 base]

↗**Serrated**- This forging technique makes dozens of tiny ridges along the edge of a weapon, causing its cuts to rip and tear at the flesh. This inflicts painful wounds that bleed profusely. This modifier causes the weapons attacks to deal 1 point of bleed damage a hit per level of this modifier. This bleed damage does not stack. If the weapon has the Wounding enchantment, increase the amount of bleed damage by 2, and the bleed damage now stacks.. The bleeding can be stopped with a DC 15 heal check. Max 3 upgrades. [7,500gp base]

Split Damage - Built by devil smiths to help their mortal agents fight heavenly agents, this modifier allows for a weapon to split it's damage as evenly as possible amongst its base type, plus one additional type. When this modifier is taken, select a damage type from the following: Bludgeoning, Piercing, Slashing,

Fire, Cold, Acid, Electricity. The damage that this weapon deals is split evenly between its original types and the selected type. Max 1 upgrade. [1,000gp base]

Damage Overwrite - *A more extreme version of Split Damage, this modifier completely overrides the original damage type. If taken with the Split Damage modifier, this damage type is split with the Split Damage choice. This modifier uses the same list as Split damage. Max 1 upgrade. [1,000gp base]*

Transformation - *This modifier allows a weapon (Or a pair of weapons with the Paired modifier) to transform into another weapon type. This secondary weapon must be bought, and shares the Transformation modifier (That transforms back into the previous weapon). Each weapon has it's own modifiers that must be paid for. For example: A follower of the Twin Goddesses decides he will have a weapon that transforms. He decides it will be a sword that can be broken down into a bow. Both the sword and the bow must both have the Transformation modifier (and pay for it both times). Otherwise, the sword and the bow may have different modifiers or complexity. Transforming a weapon is a full-round action. Each level of this modifier reduces the action by 1 step (Full -> Standard -> Move -> Swift -> Special). A weapon with 5 modifiers in this no longer needs to change between modes. Max 5 levels.[500 base]*

Limitations

A Limitation is a unique minor complexity that limits a weapon. In return, this makes the weapon cheaper as a whole. When a Limitation is activated, the weapon functions normally usable until the Limitation deactivates. Limitations that are not active cause the weapon to be treated as Improvised weapons that deals 1d4 damage for a medium creature (or 1d3 if small).

A Limitation can be upgraded 4 times. Each level of the Limitation increases duration of the Limitation by (Limitation's Active time)*(Level of the Limitation). Thus, a level 1 Limitation is active for the duration listed, while a level 3 Limitation would be active for three times the duration. Each level of A Limitation decreases the amount of reduction A Limitation provides. Thus, a Fuel Limitation level 1 grants -10% reduction, while a Fuel Limitation Level 4 grants only 6% reduction.

Blood - *Originally founded by a Rega Snowbit, a gnome inventor, on the behest of a paladin order that frequently clashed with vampires. This Limitation prevents use of the modifier (or weapon) until it has been soaked in blood. The idea was that blood was a limited resource amongst vampires, and that they would be loathe to use these weapons against the Order. Unfortunately, both the gnome and the paladins failed to account that the vampires would just take blood by killing other people. This Limitation is now largely seen as a vampire's weapon. As a swift action, this weapon can be coated in the wielder's blood. The wielder chooses an amount of damage to take -- This damage is unmitigatable, and the Limitation becomes active for that many rounds. [-5%, no levels]*

Cursed - *This limitation is actually a collection of limitations that trade away the ability for one to defend themselves for the power that the blade has. Those who willingly accept the weapon also accept it's curse. These curses make no effort to hide themselves, and some even give off a malicious aura visible for all to see. Several curses are listed below; this isn't a comprehensive list, and players and GMs are encouraged to make their own. Unlike other limitations, Curses do not have levels, and are always weapon limitations. Activating a curse is a Free action, while suppressing a curse is a full-round action.*

Curse Effect	Cost reduction
Painful	-15%
Vulnerability	-20%
Berserk	-20%
Armor Crush	-15%
Rooted	-10%
Hemophilia	-15%

Hemophilia - Attacks made against you cause a point of bleed damage that stacks with all other bleed damage. The bleeding cannot be stopped until the curse is suppressed

Painful - All damage you take is increased by 50%

Vulnerability - All of your saves are reduced by your Character level/4 (Minimum 1)

Berserk - You cannot willingly shut off this curse without a Will save with a DC equal to $(10 + \frac{1}{2} \text{ your character level} + \text{Your highest attribute modifier})$. If there are no enemies left and this curse is still active, you must attack anyone else remaining, prioritizing the deadliest members first.

Armor Crush - You lose AC equal to $\frac{1}{2}$ your character level. (Minimum 1)

Rooted - All forms of your movement speed is reduced to 5ft. If you can teleport, you can only teleport 5ft. Any attempts to move you (Allied or otherwise) can only move you 5ft.

Divine - Similar to Magic Limitations, this requires a use of a swift action and a use of Channel Energy (Either positive or negative), Lay on Hands or Touch of Corruption, and lasts for 2 rounds per use per day spent. The type of energy needed is dictated by the Limitation when it is first applied to the weapon.
[-10%, -1.5% per level]

Fuel - The Limitation requires some sort of fuel to function. This can come in many forms, such as a liquid or an alchemical cartridge. This Limitation requires a swift action to load and increases the weight of the weapon by 10%. Fuel, if available for purchase, can be bought for 1 gold per round of use. More often than not, it must be crafted, which can be accomplished by a DC 15 craft check by someone with an appropriate feat for half price. One round of fuel weighs 0.05lbs. [-10%, -1.5% per level]

Magic - This Limitation requires some sort of magical energy to function. As a swift action, the holder may expend a spell slot to activate this Limitation for rounds equal to the level of the expended slot. A Magus, Arcanist, or a similar class with a point pool that refreshes daily may also expend these points for rounds equal to the number of points expended. [-15%, -1.5% per level]

Prayer - The second attempt at denying weapons to the vampires, this Limitation keeps a modifier or weapon locked until a wielder of the proper faith grasps the weapon and cites a prayer. To activate this Limitation, one must hold the weapon, and cite a prayer aloud. This is a full round action that can only be accomplished by an individual with the same faith (Or Alignment) as dictated by the Limitation when it is first applied to the weapon. [-5%, no levels]

Psionic - A Psionic limitation eats away at the psionic energy of an individual in order to fuel itself. Generally, these weapons are uncomfortable to hold by any sentient being, although only Psionic individuals know exactly why. A Psionic Limitation requires the user to spend up to her manifester level in power points, after which the weapon is 'Active' for a day. While this weapon is active, however, the individual who activated the weapon has her manifester level reduced by $(\text{Manifester level}/4)$ (Minimum

1). This cannot reduce an individual's manifester level below 1 Turning this limitation off is a full round action. [-15%]

Symbiote - This weapon is a living, semi-intelligent being. When activated, the Symbiote sends out tendrils to fuse the weapon with the wielder, and draws strength from the holder to power the weapon. Activating this is a free action, and at the end of combat, the weapon deactivates and you are fatigued for minutes equal to the number of rounds the weapon spent active. [-10%]

Advanced Modifiers

An Advanced Modifier is a modifier that has requirements before it can be placed on a weapon.

Bite - A symbiotic weapon gains the ability to bite foes. Once a round, whenever you make an attack with a weapon with this modifier, you may make an additional attack at your highest BAB that deals 1d4+str or dex mod points of damage (Whichever is higher). A successful attack that penetrates DR reduces the time you are fatigued by the Symbiote by 1 minute. This effect can stack. Max 1 level. [10,000gp Base] Requires: Symbiote Limitation.

Named - A name is a powerful thing -- Demons seek it, Spirits hide it, and for a weapon, this is one of the highest honors it can receive. While naming a weapon doesn't require anything but a simple engraving somewhere on the weapon, whatever forces at play simply make the weapon 'work' better. The weapon uses less materials, enchantments seem to take easier, and seemingly good luck comes to this weapon when it comes time to repair and to reforge it. A named weapon reduces the final costs to make it by 5%. Minor complexity. Max 1 level. Requires: Complexity 2, or at least a +1 bonus.

Third Impact - An improvement on the Double Impact, the Third impact segregates the mechanism of the Double Impact from the rest of the weapon, allowing it to function as though it were it's own weapon. A Third Impact weapon causes the Double Impact modifier to be treated as it's own weapon -- Thus, it can accept enchantments, special materials, modifiers, etc. This increases the weight of the weapon by 10%. Whenever the Double Impact modifier is activated, the Double Impact weapon applies its damage to the attack, along with any enchantments or modifiers it may have enchanted onto it. A double impact modifier can only go up to complexity 3, and cannot accept the Double Impact modifier, or any advanced modifiers that require the Double Impact modifier. Max 1 level. [10,000gp base] Requires: Double Impact modifier.

Quick Impact - A fix on the lengthy reload system of the Double Impact, this modifier reduces the reload of the Double Impact from a Full-round action to a Standard action. The second level of this modifier reduces it down to a Move action. Max 2 levels. [5,000gp base] Requires: Double Impact modifier.

Resistance Shred - Those who hunted monsters in groups often carried a weapon with this modifier to assist the weaker members of their group. On a successful attack, an individual may forgo doing damage to the monster to instead reduce the amount of DR the target of the attack by an amount equal to the level of the Breakthrough Modifier. This lasts for 3 rounds. Max 1 level. [10,000gp base] Requires: Breakthrough Modifier.

Spell Slicer - A legendary weapon whose name has been lost to time. This weapon allows for an individual to cut down an incoming spell. An individual may Brace their weapon as a readied action. If a spell is cast at them(Or, in the case of an area-of-effect spell, include them in the area), they may attempt to attack the spell in order to destroy it. A spell has an AC equal to 10 + the Spells level + the caster's casting mod, and HP equal to the caster's Casting Level. If the spell reaches 0 HP, it dissipates harmlessly, otherwise it's cast normally. An individual may also use this to break spells already in place, provided they can properly identify the spell. [10,000gp base]. Requires: Brace, Breakthrough, Mono molecular blade.

New feats

Signature Weapon

You own a weapon that is as integral to your legend as much as your deeds.

Benefit: You gain a Masterwork weapon (If you do not have one already), or a pair of masterwork weapons that are commonly used together (Such as a sword and shield); this weapon or these weapons are known collectively as your Signature Weapon. Alternatively, you may choose a weapon you already possess to become your Signature Weapon. You are always proficient in your Signature Weapon, and remain proficient in your Signature Weapon, even if the complexity rises or is transformed via magic or modifier. In addition, you can make an extra attack of opportunity each round with this/these weapon(s) that stacks with all other attacks of opportunity. Finally, you may always upgrade this weapon through enchantments or modifiers, regardless of skill.

If your weapon is ever destroyed, lost, or you are otherwise forcefully parted with it(such as being under duress or magic), you may gain a new signature weapon after a week and spending 8 hours familiarizing yourself with the weapon(s).

Blood Bound Blade

~~*You can summon a weapon that's made out of your blood.*~~

Requires: Con 13

~~You may engage in a ritual that allows you to summon a weapon made of your blood.~~

~~This ritual takes 1 minute to perform, where you must deal one damage to yourself to create an open wound, then violently shove the weapon you wish to bind to you into the wound, causing 2d4 points of Con damage to you. This damage can be healed normally. After the ritual is complete, the weapon is completely destroyed, and is now bound to you. You may also perform this ritual to upgrade the weapon as if it were a normal weapon, paying costs normally.~~

~~You are always proficient in your Blood Bound weapon. You can form the bound weapon out of your blood as a swift action by dealing 1 HP to yourself. This weapon appears readied in your hand. A ranged weapon is formed loaded and comes with enough blood for 50 shots before it needs to be reformed, although it must be reloaded normally. Should you lose this weapon (Disarmed, Sundered, dropping it), you must spend another swift action and a point of HP to reform it. A weapon thrown lasts long enough to deal damage before having to be reformed.~~

~~A bound weapon keeps all of it's features (Enhancements, modifications, etc). If a new weapon is bound, the old weapon is lost, along with any upgrades you may have performed on it. The weapon has a hardness of 10 and HP 5, unless upgraded with special materials as outlined above.~~

~~This is a Supernatural ability.~~

New trait

Complex Heirloom Weapon

You possess a weapon that has been passed down from generation to generation.

Benefit: You gain a Masterwork Weapon, or a pair of masterwork weapons that are commonly used together. You are proficient in this/these weapon(s), and remain proficient in this/these weapon(s), even if the complexity rises.

If your weapon is ever destroyed, lost, or you are otherwise forcefully parted with it(such as being under duress or magic), you may gain a new heirloom weapon after a week and a day.

New Materials

Material	Ammunition	Weapon	Light armor	Medium armor	Heavy armor
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Ashenite	+25 gp per	+2500 gp	+1000 GP	+2000 GP	+3000 GP
Winter Iron	+25 gp per	+2500 gp	+1000 GP	+2000 GP	+3000 GP
Surge Steel	+25 gp per	+2500 gp	+1000 GP	+2000 GP	+3000 GP
Venomite	+25 gp per	+2500 gp	+1000 GP	+2000 GP	+3000 GP
Celesteel	+25 gp per	+2500 gp	+1000 GP	+2000 GP	+3000 GP
Abyssium	+25 gp per	+2500 gp	+1000 GP	+2000 GP	+3000 GP
Gek Scales	-	-	-	-	-

Ashenite - A black metal that smells like ash. The metal retains heat at an unusual rate, and even the slightest amount of friction can make the metal painful to touch. Thus, most Ashenite weapons must be properly stored when not in use. A weapon made out of this material gains +1 fire damage to all attacks, while armor made of this material causes targets you grapple or are grappled by to take 1, 2, or 3 fire damage every turn for light, medium, and heavy armor respectively. Should an Ashenite weapon ever become enchanted with Flaming, this weapon instead increases Flaming's damage to 1d8. An Ashenite weapon that becomes enchanted with Fiery burst increases Fiery bursts' damage to 1d8 and the weapon deals an additional 1d10 fire damage on a crit.

Winter Iron - A blue-grey metal that drives heat away from it. As a result, it is always cold. Users should take care not to lick any object made of Frost Iron, as their tongues will stick to it. A weapon made of this material functions in the same as Ashenite, but instead deals cold damage, and increases Frost and Icy burst enchantments.

Surge Steel - This metal, once cooled, forms a lightning pattern in the metal. Just holding this metal makes one's hair stand on end. A weapon made of this material functions the same as Ashenite, but instead deals electric damage, and increases the Shock and Shocking Burst enchantments.

Venomite - Erroneously misnamed due to its lime green hue, the unique properties of Venomite turns the air around it into a corrosive substance. Thus, the metal is always slick. A weapon made of this material functions the same as Ashenite, but instead deals acid damage, and increase the Corrosive and Corrosive Burst enchantments.

Celesteel - Once believed to pieces of the Heavens, this silvery metal seems to always radiate a faint light. A weapon made of this material grants gains +1 sacred damage to all attacks. In addition, any light armor made of Celesteel grants the wearer DR 1/Evil, which increases to DR 2/Evil for medium and DR 3/Evil for heavy. A Celesteel weapon enchanted with the *Holy* or *Holy Burst* qualities changes the damage gained by those enchantments to Sacred.

Abyssium - Once normal steel that has been dipped into the black depths of the Abyss. When covered in blood, the material whispers comforting words of assurance with a woman's voice. A weapon made of this material grants gains +1 profane damage to all attacks. In addition, any light armor made of Abyssium grants the wearer DR 1/Good, which increases to DR 2/Good for medium and DR 3/Good for heavy. An Abyssium weapon enchanted with the *Unholy* or *Unholy Burst* qualities changes the damage gained by those enchantments to Profane.

Gek Scales - An animal prized for it's meat in the desert regions, the Gek is unique amongst reptiles in that it cares for it's young and feeds it milk. Combined with it's massive size and rather docile

temperament, the Gek has been raised used as a pack beast and a source of resources by nomadic tribes. A weapon (or armor) made of Gek bones, scales, hide, or claws have no special qualities.

New Special Weapon Feature

Unarmed: These weapons do not impede a user's ability to use their unarmed strikes. A user wielding an Unarmed weapon may consider themselves unarmed when it would benefit them (Such as attempting a Steal maneuver, a Monk's Unarmed Strike damage, being a light weapon, or a natural attack originating from that limb). They may hold other weapons, but lose the benefit of the Unarmed weapon while holding other weapons. Should an Unarmed weapon be enchanted or modified, it passes these enchants down onto the wielder's unarmed or natural attack (Should the natural attack be on the correct limb). The effect does not stack with an Amulet of Mighty Fists or similar effects.

New mundane weapons and items

Martial One handed melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Armored Fist</i>	15 gp	1d4	1d6	x2	-	4 lbs	B or S	Unarmed, See text
<i>Anchor, Light</i>	45 gp	1d6	1d8	19-20/x2	-	15 lbs	P or B	Trip
<i>Body Wraps</i>	5 gp	1d4	1d6	x2	-	-	B	Unarmed
<i>Weighted Sleeves, short</i>	50 gp	1d4	1d6	x2	-	7lbs	B	Unarmed, See text
<i>Weighted Sleeves, long</i>	-	1d6	1d8	19-20/x2	-	7lbs	B	Reach, See text
Martial Two handed melee	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>Anchor, Heavy</i>	60 gp	1d10	2d6	x3	-	25 lbs	P or B	Trip

Armored Fist: This weapon is a gauntlet that is designed to be worn over other armor (Although barehanded variations exist). This gauntlet, with clawed fingers and a protective cover extending up to the shoulder, allows the user to strike out at their enemies with their fists, without fear of retaliation against their body. Those with proper training (Exotic Weapon Proficiency: Armored Fist) can use the protective covering as a shield, granting the wielder a +1 shield AC and allowing the wielder to treat it as a shield. (This increases to +2 shield AC if wielding more than one Armored Fists). The price listed is for a single fist.

Anchor, Light: A light ship's anchor, modified to be able to fit in one hand. This can be modified with Anchor's chain.

Anchor, Heavy: A heavy ship's anchor, modified to be usable in two hands.

Body Wraps: Protective gear for those who go in without a weapon, these body wraps allow the user to strike with their full strength without harming themselves. Can be placed on the fists, feet, knees, elbows, etc. The price listed is for one limb.

Weighted Sleeves: When the Arcanocracy banned weapons to prevent the populace from rising up against them, those who opposed the Arcanocracy developed ways of using everyday objects into weapons to challenge their oppressive overlords. The Weighted Sleeve is one of many objects, in this case, a jacket, that was turned into a weapon. A Weighted Sleeve is a Jacket that has sleeves that are three times as long as needed, often layered with metal plates or spheres from the inside to increase the force of the impact. Weighted sleeves can be used in two ways: Short and Long. An individual may switch a sleeve from Short to Long as a move action, while moving from Long to short is a full-round action.

A short weighted sleeve has had the excess material doubled back, and back again, so that the jacket appears to be normal. While short, an individual can take a +10 circumstance bonus to conceal the jacket's weapon function. A long weighted sleeve has had the excess material unfurled, and thus can be used to strike enemies from afar.

The price listed is for the entire jacket, which contains two sleeves.

Anchor Chain: A chain that can be attached to an anchor, which would allow a particularly strong individual to swing it around. This chain causes the weapon to function as though it were a Meteor hammer, using the stats listed for the Anchor instead. Using it in this fashion requires Exotic Weapon Proficiency(Anchor with Chain). An anchor chain costs 50gp.

Enchantments/Magic items

Holy Burst

Price +3 bonus

Aura Strong **Evocation** **CL** 12th **Weight** -

Description

A *Holy Burst* weapon functions as a *Holy* weapon that also explodes with brilliant light upon striking a successful critical hit. The light does not harm the wielder. In addition to the extra damage that the *Holy* enchantment provides, a *Holy Burst* weapon deals an extra 1d10 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of damage instead, and if the multiplier is x4, add an extra 3d10 points of damage. This damage is only applied against creatures of evil alignment.

Even if the *Holy* ability is not active, the weapon still deals its bonus damage on a successful critical hit.

Construction

Requirements Craft Magic Arms and Armor, *Holy Smite*, Creator must be good; **Cost** +3 bonus

Unholy Burst

Price +3 bonus

Aura Strong Evocation CL 12th Weight -

Description

An *Unholy Burst* weapon functions as an *Unholy* weapon that also explodes with horrifying scream upon striking a successful critical hit. The scream does not harm the wielder. In addition to the extra damage that the *Unholy* enchantment provides, an *Unholy Burst* weapon deals an extra 1d10 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of damage instead, and if the multiplier is x4, add an extra 3d10 points of damage. This damage is only applied against creatures of good alignment.

Even if the *Unholy* ability is not active, the weapon still deals its bonus damage on a successful critical hit.

Construction

Requirements Craft Magic Arms and Armor, *Unholy Blight*, creator must be evil; **Cost** +3 bonus

Bottomless Quiver

Aura Moderate Conjuration **CL** 7th

Slot None **Price** 8,000+ gp; See text **Weight** 2 lbs.

Description

This quiver is often made with some sort of bone or metal outline, with an inlay of gold or other precious metals that depict many arrows, bolts, or more recently, bullets. This quiver must be keyed to a weapon by placing the weapon inside the quiver for at least 1 hour. This wondrous item has the capacity to produce an infinite amount of standard arrows, bullets, or bolts, but only for its keyed weapon. In addition, this quiver can also be upgraded over the course of a day by spending additional gold into the enchantment -- Money spent this way becomes a pool of gold that can be used to produce special ammunition.

Any arrow, bolt, bullet, or poison can be placed on a side pouch in the quiver, which disappears when the pouch is closed. From thereon out, that piece of ammunition can be duplicated by pulling it out of the main quiver compartment, subtracting its cost from the pool of gold mentioned above. This piece of ammo can only be used for its keyed weapon. A piece of ammo can also be coated in poison, in which case the poison is subtracted from the pool. After 8 hours of not being used, the pool of gold refreshes.

Construction

Requirements Craft Wondrous Item, Abundant Ammunition **Cost** 4,000 gp

Transference Vellum

Aura Minor Enchantment **CL** 3rd

Slot None **Price** 500gp; see text **Weight** 0.1 lbs.

Description

Originally designed to assist blacksmiths in reforging magical weapons, this magically treated leather, about the size of a dish rag, can be used to strip enchantments off of weapons (or armor), and move them to another weapon (or armor).

By spending a minute rubbing the leather amongst a magical armor or weapon, this leather will remove all weapon enhancement bonuses and weapon special qualities (Such as a *+1 bonus*, or a *Fiery burst* quality) and place it on itself. While the Transference Vellum is enchanted with these weapon qualities, these qualities are suppressed, but can be detected via a Detect Magic spell.

Once enchanted, the Transference Vellum can be turned over and rubbed onto a new set of non-magical, masterwork weapon or armor, transferring the bonus from the Vellum to the weapon or armor. This destroys the Transference Vellum in the process.

The Transference Vellum cannot be used to transfer weapon qualities to a weapon that already has them (Such as Vorpal to a Vorpal Sword) or to an item that cannot use it (Such as Vorpal to a potion of cure moderate wounds). Attempting to do this will transfer as much as possible, before being destroyed. This cannot raise a Weapon bonus over +5. This can only transfer permanent bonuses, and does not interact with spells such as Magic Weapon or a Magus Arcane Pool class feature. This does not work on artifacts.

Some cities carry Transference Vellum with pre-existing qualities on it, such as a +1 Flaming Transference Vellum. This is often priced at the weapon base price plus 500gp. For example, a +1 Flaming Transference Vellum would cost 8500gp.

Construction

Requirements Craft Wondrous Item, Memorize Page, Crafter's Fortune **Cost** 250gp

New stuff

Modifiers

Lightened - *This modifier reduces the weapon's frame and weight, making it easier to use. A weapon with this modifier has its damage dice reduced by 1 step, but can be used with the Weapon Finesse feat. Max 1 upgrade. [5,000 base]*

↗**Demolisher** - *Often found on weapons belonging to Barbarians, Siegemasters, and people who hate furniture, Demolisher weapons excel at destroying the inanimate. These weapons deal 2x damage to unattended objects and ignore the first 5 points of hardness that any of these objects may have. A demolisher weapon used in a sunder maneuver does not gain the damage multiplier, but gain the benefit of ignoring hardness. Each rank of this modifier increases the multiplier by 1 step and the amount of hardness ignored by 5. Max 4 upgrade. [1,000 base]*

Feats

Bound Blade

You can undergo a special ritual that allows you to bind weapons to your soul.

You may engage in a ritual that allows you to summon a weapon that you have bound to your soul. Listed below are several options that list out the Ritual, the Summoning, and the Perk. When you first obtain this feat, you must choose one of these options. You are always proficient in your bound weapon. Each ritual requires you to sacrifice a weapon, or a pair of commonly used weapons, in order to bind them to you. This always destroys the item. This ritual can be repeated again with gold or Transference Vellum in order to upgrade these weapons following normal crafting rules. When summoned, a weapon appears readied in your hand. A ranged weapon is summoned loaded, and comes with enough ammunition for 50 shots before it must be re summoned. A thrown weapon lasts for 1 round after it is thrown.

A bound weapon keeps all of it's features (Enhancements, modifications, etc). If a new weapon is bound, the old weapon is lost, along with any upgrades you may have performed on it. The weapon has a hardness of 10 and HP 5, unless upgraded with special materials as outlined above.

This is a Supernatural ability.

Blood Bound Blade

Ritual: This ritual takes 1 minute to perform, where the individual violently shoves a weapon into an open wound, causing 1 point of damage and 2d4 points of con damage. This damage may be healed normally.

Summoning: An individual may summon their weapon(s) by spending a free action to deal 1 point of damage to themselves. This weapon is made of the user's blood.

Perk: If the wielder ever becomes diseased or poisoned, their weapon transmits that disease or poison.

Exalted Blade

Ritual: This ritual takes an hour to complete, and must be ended when the sun reaches it's highest point in the sky. An individual must meditate and swear an oath to themselves to complete this ritual.

Summoning: An individual may summon their weapon(s) as a swift action. This weapon is seemingly made of light.

Perk: An individual may choose to deal non-lethal damage with their weapon(s) with no penalty.

Shadow Weapon

Ritual: This ritual takes one round to complete, but lowers the individual's will by 3 for one day. This ritual is completed by handing their weapon(s) over to their shadow while in a room with no light, which the shadow then takes.

Summoning: An individual may summon their weapon(s) as a swift action. While this weapon is summoned, the user casts no shadow.

Perk: A shadow weapon reforms itself on the start of the next turn after being thrown, disarmed, sundered, etc.

Blade Skill

Complex Soul

The soulknife may modify their weapon to have a complex weapon of value no greater than 5,000gp in modifiers. This blade skill may be taken multiple times, each time increasing the gold value to $(\text{Times taken})^2 \times 5,000\text{gp}$. Requires either Emulate Melee Weapon or Emulate Ranged Weapon blade skill.

Working!!!

Raise minimum damage?

Blood Bound Armor

~~You can harden your blood to be like that of armor.~~

Requires: Con 13

~~You may engage in a ritual that allows you to harden your blood and turn your body to armor..~~

~~This ritual takes 1 minute to perform, and is often done involuntarily, where one must carve a symbol into the chest of a willing or restrained individual and pour specially treated metal into the open wound, causing 2d4 points of Con damage to the individual. This~~

damage can be healed normally. After the ritual is complete, the metal is completely destroyed, absorbed into the blood of the wearer. You may also perform this ritual to upgrade the armor as if it were Medium armor, paying costs normally.

An individual who has undergone this ritual may activate the power of this ritual as a move action, causing their blood to surge with magic and metal, increasing their defensive capabilities at the expense of finesse. They may choose one of the following levels to alter themselves:

Light: ~~+3 Armor bonus to AC. 1 ACP. 20% Arcane Spell Failure.~~

Medium: ~~+6 Armor Bonus to AC. 4 ACP. 40% Arcane Spell Failure. +4 Maximum Dex~~

Heavy: ~~+9 Armor Bonus to AC. 6 ACP. 60% Arcane Spell Failure. +1 Maximum Dex.~~

Activating this feature is a move equivalent action, as is changing from each level. Decreasing the activation takes 1 minute of quiet meditation.

~~This is a Supernatural ability.~~

Decadent Palanquin

Aura Moderate Conjuration **CL** 7th

Slot None **Price** 56,000gp **Weight** 125 lbs.

Description

This palanquin is made of thick, light grain wood with gold trim, embedded with precious gems, and sports pure white silk to act as a privacy screen for the rider. This palanquin is magically enchanted, and never weighs more than 125 lbs., despite the weight of any riders or their items. It is big enough to comfortably seat four people, although it must be carried by two people of at least Strength 9, three people, one of which is at least Strength 9 and two of Strength 5, or 4 people of at least Strength 5. The magics of the Decadent Palanquin supplies two Unseen Servants, except for that they are visible, and are able to carry the Decadent Palanquin regardless of their strength score.

If the command word is spoken, the inside of the Decadent Palanquin magically expands into a 40' by 60' room furnished with silk curtains, soft rugs, artistic room dividers, throw pillows, a large bed with satin sheets, and even a bath that could easily be mistaken for a pool. The room always has fresh water, heated or cooled to preference. Many other items can be found in the many drawers that accentuate the room, such as fragrant soap, fine tea leaves, or nearly any other non, magical item worth less than 10gp. Should any of these items leave this room, they vanish.

Two silk curtains are the only entrance and exit to this room, leading to either side of the palanquin. They sport a simple clasp at the top and bottom, and if the curtains are closed with these clasps, the curtains hold together, acting as a very strong wooden door with an Arcane Lock placed upon them. Finally, the room also comes with two Unseen Servants, except that they are visible, and typically dressed to the fashion of the room.

When the command word is spoken again, the room begins to shrink, and after 1 round, all living beings are harmlessly shunted out of the room and placed adjacent to the palanquin. Other objects left in the room are harmlessly stored until the command word is spoken again.

Although these Decadent Palanquins are typically made to a human's fashion and senses, many variations exist; from stone carved, dwarven palanquins to dimly lit, spider themed drow palanquins.

Construction

Requirements Craft Wondrous Item, Secure Shelter, Unseen Servant **Cost** 28,000 gp