

Table of Contents

Click Links for Each Ancestry to View Detailed Weapon Descriptions



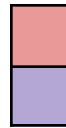
[Azarketi](#)

[Orc](#)



[Catfolk](#)

[Ratfolk](#)



[Hobgoblin](#)

[Shoony](#)



[Kobold](#)

[Tengu](#)

Melee									
Name	Category	Group	Traits (all are Uncommon)	Dmg	Hds	Range	Rld	Bulk	Price
Coral Cudgel	Martial	Club	Aquadynamic ¹ , Azarketi	1d8 B	1	-	-	1	8 sp
Sea Spine	Martial	Spear	Aquadynamic, Azarketi, Thrown 30 ft.	1d6 P	1	-	-	1	8 sp
Crescent Moon	Martial	Knife	Catfolk, Deadly d6, Parry, Two-hand d10	1d6 S	1	-	-	2	4 gp
Razor Rake	Martial	Polearm	Backstabber, Catfolk, Deadly d8, Reach	1d8 S	2	-	-	2	1 gp
Battlement Breaker	Martial	Polearm	Concussive, Hobgoblin, Reach, Shove	1d8 B	2	-	-	2	5 sp
Whelp Whip	Martial	Flail	Finesse, Hobgoblin, Nonlethal, Reach, Tow, Training	1d4 S	1	-	-	1	6 sp
Snap Tooth	Martial	Sling	Brace, Deadly d6, Finesse, Kobold, Reach	1d6 P	1+	-	-	1	2 gp
Crusher Gauntlet	Martial	Brawling	Grapple, Orc	1d8 B	1	-	-	1	1 gp
Ramming Boss	Martial	Shield	Hefty 14, Orc, Trip, Versatile P	1d6 B	1+	-	-	L	2 gp
Hurling Wrench	Martial	Hammer	Finesse, Ratfolk, Thrown 20 ft.	1d6 B	1	-	-	L	5 sp
Scamper Claw	Martial	Knife	Climbing, Finesse, Ratfolk, Razing, Trip	1d6 S	1	-	-	L	9 sp
Combat Trowel	Martial	Club	Agile, Finesse, Shoony, Trip, Versatile S	1d4 B	1	-	-	L	1 gp
Spade Blade	Martial	Sword	Backswing, Shoony, Shove, Trip, Versatile B	1d6 S	1	-	-	1	3 gp
War Excavator	Martial	Hammer	Razing, Shoony, Trip	1d10 B	2	-	-	2	5 gp
Hurricane Fan (Melee)	Martial	Sword	Critical Fusion, Finesse, Tengu	1d4 S	1	-	-	1	10 gp
Sky Lash (Melee)	Martial	Sword	Critical Fusion, Deadly d8,	1d6 S	2	-	-	2	10 gp

			Finesse, Tengu, Versatile P						
--	--	--	-----------------------------	--	--	--	--	--	--

Ranged									
Shell Shooter	Martial	Firearm	Aquadynamic, Azarketi, Fatal Aim d10, Modular B, P or S	1d6 P	1	90 ft.	1	2	10 gp
Pouch Bow	Martial	Bow	Agile, Catfolk, Deadly d6, Propulsive	1d6 P	1+	40 ft.	0	L	8 gp
Torch Cannon	Martial	Firearm	Hobgoblin, Razing, Scatter 5 ft.	1d8 P +1d4 F	2	20 ft.	1	2	8 gp
Double-Cross Bow	Martial	Bow	Backstabber, Concealable, Deadly d6, Double Barrel, Kobold	1d6 P	1	30 ft.	1	L	6 gp
Dragon's Claw	Advanced	Firearm	Capacity 3, Kobold, Scatter 5 ft.	1d6 P	1	30 ft.	1	1	10 gp
Belkzen Ballista	Martial	Bow	Concussive, Kickback, Orc, Volley 30 ft.	1d10 P	2	200 ft.	1	3	3 gp
Gulch Gun	Martial	Firearm	Backstabber, Concealable, Concussive, Fatal d10, Ratfolk	1d6 P	1	20 ft.	1	L	6 gp
Reel Rifle	Advanced	Firearm	Kickback, Ranged Trip, Shoony, Tow ²	1d8 P	2	40 ft.	1	2	8 gp
Hurricane Fan (Ranged)	Martial	Firearm	Combination, Concussive, Scatter 5 ft., Tengu	1d6 P	1	20 ft.	1	1	10 gp
Sky Lash (Ranged)	Martial	Firearm	Combination, Concussive, Fatal d10, Tengu	1d6 P	2	60 ft.	1	2	10 gp
Storm Render	Martial	Firearm	Concussive, Forceful, Kickback, Tengu	1d8 P	2	150 ft.	1	2	8 gp

¹ **Aquadynamic Trait Expansion** This equipment is designed for use underwater, with streamlined design and buoyant materials used in strategic places.

- **Armor** You don't apply the armor's check penalty to Acrobatics or Athletics checks in water or similar liquids.
- **Weapon** You don't take the normal circumstance penalty to attacks made while underwater with this weapon, nor do piercing ranged attacks traveling through water have their range increments halved.

² **Tow (Weapon Trait)** when you successfully Strike, Grapple or Trip a creature using a weapon with the tow trait, you can immediately spend an action to attempt to pull a creature

towards you. This uses the Shove action, except the target is pulled toward you rather than pushed away, and you may not Stride as part of it.

Additional Equipment

Snapclaw [Specific Magic Weapon]

Item 7

Azarketi | Evocation | Magical | Uncommon

Price 350 gp

Usage Held in 2 hands; Bulk 1

A snapclaw is a *+1 striking* weapon designed by azarketi weaponsmiths to emulate the supersonic claw action of the snapping shrimp. It is a specific type of firearm that deals 1d8 sonic damage. It has the fatal d12 and kickback traits, with a range increment of 150 feet and reload 1. Rather than using any type of ammunition, the snapclaw fires incredibly high speed projectiles by plunging water into its firing mechanism, then jetting it out with incredible force. Due to its unique construction, the snapclaw can only be fired while within water.

On a critical hit with a snapclaw, the target struck must make a Fortitude save against your class DC or become deafened for 1 round. The snapclaw does not apply critical specialization effects.

Activate ♦♦ **Interact** (evocation, magical); **Effect** the snapclaw charges up to release a devastating sonic burst. Make a ranged Strike with the snapclaw. On a hit, the creature struck and all other creatures within 10 feet of it must make a Fortitude save against your class DC against the effects of *sound burst*. If you critically succeed on your Strike against the initial target, they use the outcome of one degree of success worse than what they roll.

Sawed Barrel [Customization]

Item 4

Price 60 gp; Bulk L

Usage Attached to a one-handed firearm (barrel)

Traits Uncommon

Originally crafted by ysoki gunslingers for close-quarters warren combat, “sawed-off” barrels sacrifice a firearm’s range for improved targeting flexibility. Sawed barrels are installed over the course of an hour, and can only be applied to one-handed firearms as the shorter length interferes with the ability to wield longer weapons.

A weapon with a sawed barrel gains the ability to benefit from flanking provided the wielder is adjacent to their target, but has its range increment halved.

Air Cartridges [Ammunition]

Item 0

Price 1 sp (price for 10) **Bulk** L

Category Martial **Group** Firearm

Cartridges of compressed air commonly used with pneumatic weapons.

Torch Nails [Ammunition]

Item 0

Price 1 sp (price for 5) **Bulk** L

Category Martial **Group** Firearm

Modified phalanx piercer bolts coated with flammable residue.

Azarketi

Coral Cudgel

Price 8 sp; **Damage** 1d8 B; **Bulk** 1

Hands 1

Category Martial

Group Club; **Traits** Aquadynamic, Azarketi, Uncommon

Crafted from porous but sturdy coral, this club travels more swiftly than steel beneath the waves- a trait that has been known to catch unwelcome intruders from the surface by surprise.

Sea Spine

Price 8 sp; **Damage** 1d6 B; **Bulk** 1

Hands 1

Category Martial

Group Spear; **Traits** Aquadynamic, Azarketi, Thrown 30 ft, Uncommon

The sea spine most often finds use in the hands of azarketi hunters deep within the ocean. Sea spines are typically crafted from extremely thin pieces of coral and tipped with the nose of a swordfish allowing them to glide through the water with ease.

Shell Shooter

Price 10 gp; **Damage** 1d6 P; **Bulk** 2

Hands 1; **Range** 90 ft; **Reload** 1

Category Martial

Group Firearm; **Traits** Aquadynamic, Azarketi, Fatal Aim d10, Modular B/P/S, Uncommon

Ammunition Air Cartridges (10 rounds)

The shell shooter is a firearm designed for underwater environments first and foremost, and makes use of a pneumatic firing system rather than black powder to launch its projectiles. A shell shooter's firing mechanism is specially suited to accept sturdy sea shells of different shapes and sizes making it a highly adaptable weapon.

Snapclaw [Specific Magic Weapon]

Item 7

Azarketi | Evocation | Magical | Uncommon

Price 350 gp

Usage Held in 2 hands; Bulk 1

A snapclaw is a *+1 striking* weapon designed by azarketi weaponsmiths to emulate the supersonic claw action of the snapping shrimp. It is a specific type of firearm that deals 1d8 sonic damage. It has the fatal d12 and kickback traits, with a range increment of 150 feet and reload 1. Rather than using any type of ammunition, the snapclaw fires incredibly high speed projectiles by plunging water into its firing mechanism, then jetting it out with incredible force. Due to its unique construction, the snapclaw can only be fired while within water.

On a critical hit with a snapclaw, the target struck must make a Fortitude save against your class DC or become deafened for 1 round. The snapclaw does not apply critical specialization effects.

Activate ♦♦ **Interact** (evocation, magical); **Effect** the snapclaw charges up to release a devastating sonic burst. Make a ranged Strike with the snapclaw. On a hit, the creature struck and all other creatures within 10 feet of it must make a Fortitude save against your class DC against the effects of *sound burst*. If you critically succeed on your Strike against the initial target, they use the outcome of one degree of success worse than what they roll.

Air Cartridges [Ammunition]

Item 0

Price 1 sp (price for 10) Bulk L

Category Martial Group Firearm

Cartridges of compressed air commonly used with pneumatic weapons.

Catfolk

Crescent Moon

Price 4 gp; **Damage** 1d6 B; **Bulk** 2

Hands 1

Category Martial

Group Knife; **Traits** Catfolk, Deadly d6, Parry, Two-hand d10, Uncommon

The crescent moon sports two opposing claw-like blades joined by a long hilt. Traditionally catfolk warriors wield the crescent moon one-handed while fighting aggressively- making quick, unpredictable slashes- and two-handed while fighting defensively- inflicting grievous wounds when their opponent's defenses slip.

Pouch Bow

Price 8 gp; **Damage** 1d6 B; **Bulk** L

Hands 1+; **Range** 40 ft; **Reload** 0

Category Martial

Group Bow; **Traits** Agile, Catfolk, Deadly d6, Propulsive, Uncommon

The pouch bow is a reflex bow that is notably compact and quick to draw, without compromising draw strength compared to other bows of similar make. The pouch bow is also known as a "belly bow", for its ability to be worn about a user's waist while unstrung in a specialized harness. Catfolk rangers most often wear this harness during long periods of travel by mount, where the belly bow can be quickly restrung and ready for fire.

Razor Rake

Price 1 gp; **Damage** 1d8 B; **Bulk** 2

Hands 2

Category Martial

Group Polearm; **Traits** Backstabber, Catfolk, Deadly d8, Reach, Uncommon

This long polearm is topped with an array of five razor-sharp claws perpendicular to the haft. It is said the razor rake originated from the use of common garden rakes in catfolk peasant rebellions, however little evidence of a specific origin is known today.

Hobgoblin

Battlement Breaker

Price 5 sp; **Damage** 1d8 B; **Bulk** 2

Hands 2

Category Martial

Group Polearm; **Traits** Concussive, Hobgoblin, Reach, Shove, Uncommon

This exceptionally long weapon is most often found in the hands of hobgoblin militaries where it is used to knock defenders from positions of high ground. It requires considerable strength to lift and wield effectively, but in the right hands its spiked head and long reach make it an effective tool for pummeling hard-to-reach foes.

Torch Cannon

Price 6 gp; **Damage** 1d8 P + 1d4 F; **Bulk** 3

Hands 2; **Range** 20 ft; **Reload** 1

Category Martial

Group Firearm; **Traits** Hobgoblin, Razing, Scatter 5 ft, Uncommon

Ammunition Torch Nails (5 rounds)

The torch cannon is a firearm designed by hobgoblin alchemical scientists for deployment in acts of total warfare. It fires wide spread clusters of nails coated in flammable residue well-suited to puncturing and setting alight small fortifications. The weapon's ignitor must be activated first before it can deal the listed fire damage by using an Interact action, after which it will remain ignited for 10 minutes. As the listed fire damage is bonus damage, equipment and effects which modify or scale off of damage dice only reference the piercing damage die.

Whelp Whip

Price 6 sp; **Damage** 1d4 S; **Bulk** 1

Hands 1

Category Martial

Group Flail; **Traits** Finesse, Hobgoblin, Nonlethal, Reach, Tow, Training, Uncommon

Used primarily by hobgoblin military disciplinary and training officers, the whelp whip is deployed on low ranking soldiers and combat mounts alike. Military recruits quickly learn to keep in line after their first time being swiftly dragged back into formation by a whelp whip.

Torch Nails [Ammunition]

Item 0

Price 1 sp (price for 5) **Bulk** L

Category Martial **Group** Firearm

Modified phalanx piercer bolts coated with flammable residue.

Kobold

Double-Cross Bow

Price 6 gp; **Damage** 1d6 P; **Bulk** 1

Hands 1; **Range** 30 ft; **Reload** 1

Category Martial

Group Bow; **Traits** Backstabber, Concealable, Deadly d6, Double Barrel, Kobold, Uncommon

Ammunition Bolts

This complex, compact crossbow features two bow arms affixed to the top and bottom of a central frame. The frame can be quickly flipped over with the activation of a switch, allowing two shots to be fired in rapid succession. It was designed by kobolds as a way to unleash a swift surprise attack- against foe or friend alike.

Dragon's Claw

Price 6 gp; **Damage** 1d6 P; **Bulk** L

Hands 1; **Range** 20 ft; **Reload** 1

Category Advanced

Group Firearm; **Traits** Capacity 3, Kobold, Scatter 5 ft, Uncommon

Ammunition Firearm Ammunition (10 rounds)

The dragon's claw is a clever modification of the more common dragon mouth pistol. It features three flared barrels which can be rotated along the weapon's central axis, similarly to a pepperbox. The most ornate dragon's claws are typically crafted as gifts for kobold patrons and bear intricate designs of draconic scales, wings or even eyes.

Snap Tooth

Price 2 gp; **Damage** 1d6 P; **Bulk** 1

Hands 1+

Category Martial

Group Sling; **Traits** Brace, Deadly d6, Finesse, Kobold, Reach, Uncommon

The snap tooth is a devious ambush weapon that is akin to a slingshot in its construction. Rather than firing a projectile however, the wielder draws back a sharp tooth attached at the middle of a leather sling which springs out at high velocity and bounces back to the wielder.

Orc

Crusher Gauntlet

Price 1 gp; **Damage** 1d8 B; **Bulk** 1

Hands 1

Category Martial

Group Brawling; **Traits** Grapple, Orc, Uncommon

A crusher gauntlet is composed of many layers of overlapping heavy steel plates. The fingers of the gauntlet are difficult to move, but as such are well suited to locking around a creature or object due to their inflexibility.

Ramming Boss

Price 2 gp; **Damage** 1d6 B; **Bulk** L

Hands 1+

Category Martial

Group Shield; **Traits** Hefty 14, Orc, Trip, Uncommon, Versatile P

This heavy orc shield attachment consists of a thick spiked plate and an additional bar affixed to the side of the shield to be held for support. Some say this was originally born from a misunderstanding of the phrase “the best offense is a good defense”, however its design has proven reliable by orc barbarians and the like. A ramming boss cannot be attached to a shield that already has the hefty trait.

Belkzen Ballista

Price 3 gp; **Damage** 1d10 P; **Bulk** 2

Hands 2; **Range** 200 ft; **Reload** 1

Category Martial

Group Bow; **Traits** Concussive, Kickback, Orc, Uncommon, Volley 30 ft.

The belkzen ballista is an high-power crossbow that earns its name from its frequent use in warfare against the Whispering Tyrant. It was developed by the orcs of the Hold of Belkzen to suit the natural strength of many of its rangers.

Ratfolk

Gulch Gun

Price 6 gp; **Damage** 1d6 P; **Bulk** L

Hands 1; **Range** 20 ft; **Reload** 1

Category Martial

Group Firearm; **Traits** Backstabber, Concealable, Fatal d10, Ratfolk, Uncommon

Ammunition Firearm Ammunition (10 rounds)

This pistol was designed to compliment the close-quarters nature of combat in ysoki darklands warrens, being light and deadly with little concern for long range accuracy. The weapon earned its name from ysoki mercenaries who prefer it when fighting in tight tunnels and crevices.

Hurling Wrench

Price 5 sp; **Damage** 1d6 B; **Bulk** L

Hands 1

Category Martial

Group Hammer; **Traits** Finesse, Ratfolk, Thrown 20 ft, Uncommon

Originally an oversized wrench made for oversized ysoki contraptions, this tool also happens to be well-balanced as a throwing weapon and is a favorite of ysoki tinkers.

Scamper Claw

Price 9 sp; **Damage** 1d6 S; **Bulk** L

Hands 1

Category Martial

Group Knife; **Traits** Climbing, Finesse, Ratfolk, Razing, Trip, Uncommon

Worn over the hand as a gauntlet with oversized metal claws, scamper claws are favored by ysoki for being effective combat implements while retaining their ability to traverse walls or gulleys. As they are designed to sink into hard surfaces like stone or wood, scamper claws are also efficient at rending apart such materials.

Ratfolk Weapon Familiarity

Feat 1

Traits Ratfolk

You are trained with alchemical bombs, shortbows and shortswords. In addition, you gain access to all uncommon ratfolk weapons. For the purpose of determining your proficiency, martial ratfolk weapons are simple weapons and advanced ratfolk weapons are martial weapons.

Ratfolk Weapon Genius

Feat 5

Traits Ratfolk

Prerequisites Ratfolk Weapon Familiarity

Whenever you critically hit using a ratfolk weapon or one of the weapons listed in Ratfolk Weapon Familiarity, you apply the weapon's critical specialization effect.

Ratfolk Weapon Expertise

Feat 13

Traits Ratfolk

Prerequisites Ratfolk Weapon Familiarity

Your skill with the weapons of your heritage is ever growing. Whenever you gain a class feature that grants you expert or greater proficiency in certain weapons, you also gain that proficiency rank in all weapons you are trained in from Ratfolk Weapon Familiarity.

Shoony

Combat Trowel

Price 1 gp; **Damage** 1d4 B; **Bulk** L

Hands 1

Category Simple

Group Hammer; **Traits** Agile, Finesse, Shoony, Trip, Uncommon, Versatile S

This small spade is a favored weapon of shoony for its dual use as a digging tool and weapon.

Spade Blade

Price 3 gp; **Damage** 1d6 S; **Bulk** 1

Hands 1

Category Martial

Group Hammer; **Traits** Backswing, Shoony, Shove, Trip, Uncommon, Versatile B

This large shovel of shoony craft is specially designed for combat. Shoony warriors have developed a technique of swinging the weapon with its cutting edge first, then following back with the flat blade.

War Excavator

Price 5 gp; **Damage** 1d12 B; **Bulk** 2

Hands 2

Category Martial

Group Hammer; **Traits** Razing, Shoony, Trip, Uncommon

This massive digging implement is the preferred weapon for the shoony “excavator” combat technique, in which the wielder drives the blade under their opponent’s feet, knocking them down, and smacking them into the ground.

Reel Rifle

Price 8 gp; **Damage** 1d8 P; **Bulk** 2

Hands 2; **Range** 40 ft; **Reload** 1

Category Advanced

Group Firearm; **Traits** Kickback, Ranged Trip, Shoony, Tow, Uncommon

Ammunition Air Cartridges (10 rounds)

This bizarre weapon was invented by an eccentric shoony crafter following a visit to the Inner Sea Science Expo in Absalom. Not unlike a portable harpoon launcher, the reel rifle fires a sharp fishing hook attached to a reinforced cable wound into the rifle's spool. A typical reel rifle makes use of a pneumatic firing mechanism rather than using a black powder charge.

Tow (Weapon Trait) when you successfully Strike or Trip a creature using a weapon with the tow trait, you can as you can immediately spend an action to make an Athletics check against the targeted creature's Fortitude DC. On a success, the creature is pulled 5 feet closer to you. This action has the attack trait.

Tengu

Hurricane Fan

Price 9 gp **Bulk** 1

Hands 1

Category Martial

Melee Configuration

Damage 1d4 S; **Group** Sword

Traits Combination, Critical Fusion, Finesse, Tengu, Uncommon

Ranged Configuration

Damage 1d6 P; **Group** Firearm

Range 20 ft; **Reload** 1

Ammunition Firearm Ammunition (10 rounds)

Traits Combination, Concussive, Scatter 5 ft, Tengu, Uncommon

The blades of this complex tengu gale blade are angled slightly more narrowly than those of its standard counterpart, and fixed between them are four small dragon mouth firearm mechanisms. The dragon mouths are rigged together to fire all at once in a fantastic, if inaccurate volley.

Sky Lash

Price 10 gp **Bulk** 2

Hands 2

Category Martial

Melee Configuration

Damage 1d6 S; **Group** Sword

Traits Combination, Critical Fusion, Deadly d8, Finesse, Tengu, Uncommon, Versatile P

Ranged Configuration

Damage 1d6 P; **Group** Firearm

Range 40 ft; **Reload** 1

Ammunition Firearm Ammunition (10 rounds)

Traits Combination, Concussive, Fatal d10, Tengu, Uncommon

The sky lash is a fusion of a katana and a flintlock musket. It is considered to be among the most difficult of swords a tengu warrior can master, and represents a significant evolution in the art of tengu swordplay.

Storm Render

Price 8 gp; **Damage** 1d8 P; **Bulk** 2

Hands 2; **Range** 150 ft; **Reload** 1

Category Martial

Group Firearm; **Traits** Concussive, Forceful, Kickback, Tengu, Uncommon

Ammunition Firearm Ammunition (10 rounds)

The storm render is said to part the heavens with a crack like thunder, and is deadliest when striking twice. It is favored by tengu sharpshooters for its ability to take a foe down, and ensure they remain that way.

Wind God

Item 20

Artifact | Evocation | Magical | Unique

Usage Held in 2 hands; **Bulk** 2

The *Wind God* is a *+3 major striking greater shock silver sky lash* forged by a legendary ancient Tengu blacksmith as a gift to the personal champion of Hei Fang. It is said to have the power to command the very heavens, calling storm and rain at its wielder's bidding.

The *Wind God* can store three charges. It can be charged at the start of each day by performing a 10 minute ritual in which you summon a localized thunderstorm that strikes the blade with lightning once, then dissipates. Alternatively, the *Wind God* can be charged by a casting of *draw the lightning* of at least 5th level or higher.

Activate (1 minute) Envision (evocation, magical); **Effect** Clouds gather in the sky and it begins to rain in a 500 ft burst above you for one hour.

Activate ♦ Interact (evocation, magical); **Requirements** The *Wind God* is charged; **Effect** you draw the *Wind God* from its saya, releasing a wave of crackling energy. Creatures within three contiguous adjacent squares take 6d8 electricity damage.. This consumes one charge from the *Wind God*.

Activate ♦♦ Command (evocation, magical); **Requirements** The *Wind God* is charged; **Effect** You slash the air unleashing a torrent of air. You cast *gust of wind*. This does not consume a charge.

Activate ☞ **Command** (evocation, magical); **Trigger** You critically succeed a melee Strike with the *Wind God*; **Requirements** The *Wind God* is charged and its ranged configuration is loaded; **Effect** You fire the ranged configuration, casting *lightning bolt* at 7th level. The foe struck with the triggering attack must be within the area of the spell. This consumes a charge from the *Wind God*.