

CALL TO ARMS ARCHER'S ARSENAL



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Aldrex lifted his old spyglass towards the hillside in the hopes that he would finally catch a glimpse of the soldiers that he had tracked for three days. At last, as the shadows lengthened in the wake of the setting sun, he spotted the rising wisps of smoke along the side of the forested steep some half mile away. Through the looking glass he observed the guardsmen that the king had sent to protect his mark. Amid the heavily armed and armored soldiers sat his target, and from the look of things the prospect of getting near enough to drive a sword through the wicked baron's chest seemed an impossible task. It was then that Aldrex drew his long bow. The delicately balanced weapon settled into his grip, the weight and feel of the weapon as familiar to him as the comforting sound of his lost wife's voice, a comfort which the baron had taken from him six years ago. As he notched an arrow and readied for the shot he whispered a small prayer that his shot be true. Along the length of his bow a light began to rise, the silver blue hue soon enveloped both weapon and archer. It was then that Aldrex let lose his shot. It was only moments later that the soldier's encampment erupted into chaos. Each of the men arguing as to who would be held responsible for allowing the single arrow which had so cleanly pierced the baron's heart.

A true archer knows of the rich heritage of the tools and weapons in which he employs. Throughout each culture's history, the development of the bow and arrow as a weapon of war has engaged the ingenuity of each race. The materials for making these weapons have been experimented with, and as a result many different designs have developed, each in accordance to the specific purpose to which the weapon was built for. Presented in the following pages are a selection of new weapons, both magical and mundane, and items designed to enhance the arsenal of any archer.

BOWS

Aldbriar's Bow

Martial Weapon	4 lbs.	64,825 gp
Aura: Moderate Conjunction		CL 7th

This supple bow is made from a piece of pale oak wood which is covered with the growth of small green sprigs along its length.

DMG	CRIT	RANGE	TYPE
1d4 / 1d6	x3	60 ft.	P

SPECIAL: Made from the donated wood of a still living treant of great power, this bow is blessed to never run short of ammunition. Aldbriar's bow is a +2 composite short bow (+2 Strength) constructed from a pale colored oak. Aldbriar's bow creates a nonmagical arrow each time the bow is drawn back to fire. The arrows are standard nonmagical arrows, but they can only be fired from Aldbriar's bow. Arrows which are not fired wither into nothing within one round.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, minor creation
Cost: 32,413 gp

Bladed Bow

Exotic Weapon	6 lbs.	120 gp
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Along one end of this weighted long bow there lies a combat ready blade mounted, its metal edge honed to the sharpness of a razor.

DMG	CRIT	RANGE	TYPE
1d6 / 1d8	x3	100 ft.	P / S

SPECIAL: An innovation in bow-design, this weapon takes the form of a longbow with a thin but well-sharpened blade at one end. This weapon is intended to give archers a defensive weapon when forced to enter into the midst of melee combat. The addition of the blade makes this bow heavier than other designs.

Bow of Horsemanship

Martial Weapon	2 lbs.	18,525 gp
Aura: Moderate Conjunction		CL 3rd

This short bow is broader, thicker, and well balanced than most of its kind. Along its length the images of galloping horses are intricately carved.

DMG	CRIT	RANGE	TYPE
1d4 / 1d6	x3	60 ft.	P

SPECIAL: The magical properties imbued in this +2 composite short bow (+2 Strength) makes it easier to use when mounted. Shots fired from the Bow of Horsemanship while mounted incur only a -1 penalty on attacks if the wielder's mount takes a double move. Shots fired while the wielder's mount is running take only a -2 penalty on attacks.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, phantom steed
Cost: 9,525 gp

Bowstaff

Martial Weapon	4 lbs.	10,975 gp
Aura: Strong Transmutation		CL 15th

This weapon is made of a dull black wood, as you hold it in your hands it seems to faintly pulse.

DMG	CRIT	RANGE	TYPE
QUATERSTAFF			
1d4 / 1d6	x2	-	B
LONGBOW			
1d6 / 1d8	x3	100 ft.	P

SPECIAL: As a move action, the wielder can change will this thin, flexible +2 quarterstaff into a +2 longbow or back again. Both of the weapon's forms perform exactly like a magic weapon of the selected type.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, polymorph
Cost: 5,975 gp

Footbow

Martial Weapon	7 lbs.	175 gp
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This massive and outsized weapon shares much in common with the longbow, but is even larger, with some stretching over nine feet.

DMG	CRIT	RANGE	TYPE
1d8 / 1d10	x3	150 ft.	P

SPECIAL: Commonly used by defenders upon higher ground, the footbow may only be fired whilst the character is prone. Sitting down, the character places his feet in two stirrups and then notches an arrow, drawing it up to his chin before releasing. Two hands and two feet are required to fire the footbow, though creatures of large-size or greater may use it as a normal longbow. A move-equivalent action is required to reload this weapon. The footbow has an exceptional range, but requires a great deal of practice to fire accurately.

Heaven's Light

Martial Weapon	4 lbs.	40,375 gp
Aura: Moderate Evocation		CL 9th

This longbow is made of elegantly carved ivory and shines with an luminous golden radiance.

DMG	CRIT	RANGE	TYPE
1d4 / 1d6	x3	60 ft.	P

SPECIAL: On command, this +2 longbow radiates a golden light out to 60 feet as the daylight spell. Each arrow shot from this bow sheds light as the spell. There is no limit to the amount of times that the bow itself can radiate light, but the light shed by each arrow shot from the bow lasts only 10 minutes.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, light, daylight
Cost: 20,375 gp

CALL TO ARMS

Hunter's Bow

Martial Weapon	3 lbs.	20,175 gp
Aura: Moderate Evocation (force)		CL 9th

This silver-white weapon is decorated with dozens of animal motifs. Runic elven phrases describing various heroic kills run along its haft and glow a faint blue when it is wielded.

DMG	CRIT	RANGE	TYPE
1d6 / 1d8	x3	100 ft.	P

SPECIAL: This weapon is a ceremonial item made by elven hands, and meant to be used in sacred hunts. When the call to arms is sounded it is used as a weapon of war. A Hunter's Bow acts as a +3 longbow but upon command, three times per day, the archer can cause any arrow knocked on its string to flying unerringly towards its target, trailing sparks of magical energy. Each of these shots provides the wielder a +5 competence bonus to the attack roll. In addition to the attack bonus, these arrows deal an extra 1d4+1 points of force damage. The force effect can strike ethereal creatures even if the physical arrow deals no damage.

CONSTRUCTION

Requirements: Craft Magic Arms and Armour, magic missile

Cost: 10,275 gp

Mau's Mounted Bow

Martial Weapon	6 lbs.	120 gp
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These extremely long bows are almost 7ft. Tall and are designed to be used from horseback.

DMG	CRIT	RANGE	TYPE
1d8 / 1d10	x3	110 ft.	P

SPECIAL: These weapons allow a warrior to fire his arrows from a long distance while still retaining a great power upon impact. Though useless from the ground, in the hands of an archer trained to fight from horseback these bows are an extremely potent force on the battlefield. If a warrior is forced to this bow while standing, rather than mounted, he suffers a -4 circumstance penalty on all attack rolls and may only fire a single arrow each round.

Midnight Bow

Martial Weapon	3 lbs.	18,300 gp
Aura: Faint Illusion		CL 9th

This short bow feels cold to the touch, the truth of its features remain a mystery to you, as they are forever enveloped in a shroud of darkness

DMG	CRIT	RANGE	TYPE
1d4 / 1d6	x3	60 ft.	P

SPECIAL: This magical +1 shortbow sheaths any arrows fired from it in a shadowy black light. The true power of this weapon becomes apparent the first time that it is used in darkened conditions. When used in an area of low light, shots fired from the bow are silenced, making no noise and inflicted an additional 1d6 damage. While in areas of darkness this damage is increased to 2d6 points of damage upon a successful hit.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, magic weapon, silence

Cost: 9,150 gp

Mighty Striking

Martial Weapon	4 lbs.	26,675 gp
Aura: Faint Transmutation		CL 9th

This weapon is thicker and heavier than a normal bow of its type, but it feels well balanced.

DMG	CRIT	RANGE	TYPE
1d4 / 1d6	x3	60 ft.	P

SPECIAL: Made of thick but flexible wood, this +3 composite short bow (+4 Strength) allows its wielder to put all of his strength into a shot. While using the bow of mighty pulling, the wielder may take a swift action to pull the bow. This allows the wielder to apply twice his Strength modifier to damage on the next single shot with the bow, provided that shot occurs within 1 round of the pull action.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, bull's strength

Cost: 13,375 gp

Shielding Bow

Martial Weapon	7 lbs.	50,700 gp
Aura: Strong Abjuration		CL 14th

This delicately balanced long bow settles snugly into your grip as a blue-gray hue shimmers surrounds the haft of the weapon.

DMG	CRIT	RANGE	TYPE
1d6 / 1d8	x3	100 ft.	P

SPECIAL: The magical properties imbued into this +2 mighty composite longbow (+3 Strength) protect its wielder when enemies are near. The guardian bow provokes an attack of opportunity only from the target of its attack. If someone fires the guardian bow while surrounded by enemies, only the foe shot at may take an attack of opportunity, even if other opponents threaten it's wielder.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, shield

Cost: 25,700 gp

Unicorn Bow

Martial Weapon	3 lbs.	102,900 gp
Aura: Strong Transmutation		CL 15th

Made from an unknown creamy-white wood resembling ivory, this unique weapon has a faint likeness of a unicorn's head along its outer curve.

DMG	CRIT	RANGE	TYPE
1d6 / 1d8	x3	100 ft.	P

SPECIAL: The unicorn bow is a beautiful +2 distance mighty composite longbow (+ 4 Strength bonus). When the bow is held or worn over the bearers back, it acts as an amulet of proof against detection and location. Two times per day, the wielder can add the brilliant energy special ability to any arrow shot from the bow.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, Craft Wondrous Item, clairaudience/clairvoyance, continual flame, gaseous form, nondetection

Cost: 54,900 gp

CROSSBOWS

Crossbow, Inevitability

Simple Weapon	5 lbs.	18,335 gp
Aura: Strong Divination		CL 15th

The stock and rest of this light crossbow are covered in carvings, each resembling a slightly different eye.

DMG	CRIT	RANGE	TYPE
1d6 / 1d8	19-20 / x2	80 ft.	P

SPECIAL: If a bolt from this +1 light crossbow misses, the wielder's next shot, if aimed at the same target, gains an additional +1 insight bonus on the attack roll. If the second shot misses, the insight bonus increases to +2. As long as the wielder continues to fire at the same target and continues to miss, subsequent shots gain a bigger insight bonuses, increasing by +1 each time, up to a maximum of +5. This sequence of shots must occur on consecutive rounds; if a round passes without the wielder shooting at the same target, the crossbow's insight bonus reverts to +0.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, true strike
Cost: 9,335 gp

Crossbow, Mauling

Simple Weapon	12 lbs.	18,700 gp
Aura: Moderate Transmutation		CL 7th

This heavy crossbow is covered with runes, and the intricate stone stock has been carved to resemble the head of a hammer.

DMG	CRIT	RANGE	TYPE
1d10 / 1d12	19-20 / x4	120 ft.	P

SPECIAL: Because of its increased size, this +2 heavy crossbow deals 1d12 points of damage on a successful hit. This increase in size does not affect the time it takes to load the crossbow. Furthermore, a mauling crossbow's critical multiplier is increased to x4.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, bull's strength
Cost: 9,700 gp

Crossbow, Repeating

Exotic Weapon	16 lbs.	250 gp
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This oversized crossbow has a large drum attached to the underbelly of the weapon.

DMG	CRIT	RANGE	TYPE
1d8 / 1d10	19-20 / x2	80 ft.	P

SPECIAL: The repeating crossbow holds five crossbow bolts. While it holds bolts, the crossbow can be shot according to a character's normal number of attacks without reloading. Loading a new casing of five bolts is a full-round action that provokes attacks of opportunity.

Crossbow, Siege

Exotic Weapon	24 lbs.	250 gp
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Often called the portable ballista, this massive crossbow is a weapon of awesome power.

DMG	CRIT	RANGE	TYPE
2d6 / 2d8	19-20 / x2	150 ft.	P

SPECIAL: Impossible for a human to operate without resting it upon a solid surface or using the fold-away tripod on its underside, the siege crossbow is the weapon of choice to intimidate an enemy, for its massive bolts can make a mockery of the heaviest of armor. Loading a siege crossbow takes a full-round action, which provokes an attack of opportunity. Targets of a siege crossbow do not receive an armor or shield bonus to their Armor Class when attacked with this weapon.

Crossbow, Sniper's

Exotic Weapon	7 lbs.	350 gp
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Mounted atop this steel crossbow rests a small brass scope.

DMG	CRIT	RANGE	TYPE
1d6 / 1d8	19-20 / x2	80 ft.	P

SPECIAL: A crossbow specifically designed to boost the ability of a rogue to deliver a punishing sneak attack at long range, the sniper's crossbow incorporates a stock-mounted telescope and simple targeting sight that allows a rogue to zero in on an opponent's vital points from a long distance. When using the sniper's crossbow, a rogue may make sneak attacks from up to 60 feet away from his target. A character without the required proficiency with this weapon may use it as a normal light crossbow, but gains no benefit from the scope.



ARROWS

Armour Piercing

Ammunition	3 lbs.	20 gp (20)
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These arrows have a long narrow metal point instead of the broader arrowhead commonly used with most arrows.

SPECIAL: This far smaller impact area allows these arrows to punch through metal armor with ease. The wielder of armor-piercing arrows gains a +1 bonus to all attack rolls against any targets that have an armor bonus of any kind.

Barbed

Ammunition	3 lbs.	10 gp (20)
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This arrowhead is adorned with wickedly sloping blades which hook back towards the shaft to form jagged barbs.

SPECIAL: With vicious, curved, back-hooks lining the head, this arrow causes a great deal of pain and damage when removed as it digs into flesh. A barbed arrow hitting a target has a 50% chance of wedging in. If this occurs, the arrow will cause an additional 1d3 points of damage upon removal, unless a DC 15 Heal check is made per each arrow that the target was struck with.

Broad

Ammunition	4 lbs.	5 gp (20)
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The tip of this short arrow bears a wide bladed arch, and is much heavier than other arrows of its kind.

SPECIAL: This arrow has a broader head than a normal arrow, making it heavier and able to deal more damage when it hits. It deals 1d8 hit points of damage when fired from a shortbow and 1d10 when fired from a longbow. The increased weight subtracts 10 feet from the weapon's range increment.

Burrowing

Ammunition	- lbs.	247 gp
Aura: Faint Necromancy		CL 4th

A barely perceptible dark glow surrounds the wickedly barbed arrowhead.

SPECIAL: Once this +1 arrow strikes its target, the weapon embeds itself deep inside the wound. A burrowing arrow must be removed from the wound with a Heal check DC 12 before natural healing can occur. On a failed heal check this removal deals a further 1d8 points of damage to the target. If the target receives magical healing, the burrowing arrow immediately deals 1d8 points of damage as the magic forces it out of the wound.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, inflict light wounds
Cost: 124 gp

Cartridge, Repeating Crossbow

Cartridge	1 lbs.	1 gp
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This large metal drum contains five round crossbow bolts

SPECIAL: This circular drum contains five normal sized crossbow bolts. An internal spring mechanism replaces bolts in the firing chamber once shot, auto-reloading the next ammunition.

Cockatrice

Ammunition	- lbs.	3,353 gp
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Aura: Strong Transmutation	CL 11th
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These arrows are made from a petrified wood and tipped with what looks to be dirty chicken feathers.

SPECIAL: In addition to the damage dealt by this +1 arrow, a cockatrice arrow causes the target to make a Fortitude save (DC 19) to be turned to stone as per the flesh to stone spell. Targets that do not have flesh are unaffected. Cockatrice arrows are fletched with the feathers from the creature of the same name. The arrow is destroyed when the magic is activated and cannot be reused.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, flesh to stone
Cost: 1,677 gp

Crossbow, Siege Bolts

Cartridge	9 lbs.	25 gp (20)
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These large iron bolts measure 2ft.in length and are designed for siege weapons.

SPECIAL: These large bolts come in a crate of 20

Disintegration

Ammunition	- lbs.	3,307 gp
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Aura: Strong Transmutation	CL 11th
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The tip of this black iron arrow is inscribed with glowing red runes.

SPECIAL: When this arrow strikes a target, the target must succeed on a Fortitude save (DC 19) or vanish as though struck with a disintegrate spell. Like the spell, the arrow can be used to disintegrate nonliving matter as well as creatures. A creature that makes a successful saving throw takes 5d6 points of damage. The arrow is consumed in the attack.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, disintegrate
Cost: 1,657 gp

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Durable

Ammunition	3 lbs.	21 gp (20)
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The head and shaft of this arrow is wrapped in thin resin strips.

SPECIAL: These arrows are tightly wrapped in strands of some kind of alchemical glue. Durable arrows don't break due to normal use, whether or not they hit their target; unless the arrow goes missing, an archer can retrieve and reuse a durable arrow again and again. Durable arrows can be broken in other ways (such as deliberate snapping, hitting a fire elemental, and so on). If crafted with magic (such as bane), the magic only lasts for one use of the arrow, but the nonmagical arrow can still be reused or imbued with magic again.

Entangling

Ammunition	- lbs.	57 gp
Aura: Moderate Transmutation		CL 6th

This arrow is composed from a tangle of twisted vines braided together while its pointed tip is a piece of sharpened quartz.

SPECIAL: This ammunition is a +2 arrow that, upon hitting its mark, grows and twists in a tangle of wood, trapping its target. The target must make a Reflex save (DC 15) or suffer a -2 penalty to attack rolls, a -4 penalty to Dexterity and can only take a partial action. The target can take a full-round action to try to escape with a Strength or Escape Artist check (DC 20).

CONSTRUCTION

Requirements: Craft Magic Arms and Armour, entangle
Cost: 32 gp

Eyes

Ammunition	- lbs.	1,047 gp
Aura: Moderate Divination		CL 10th

The fletching of this arrow is adorned with the images of brightly colored eyes.

SPECIAL: When fired, this +1 arrow allows its wielder to see through a magical gem located behind the bladed tip. The gem behaves exactly like an Arcane Eye spell cast by a 10th-level sorcerer, except that the effect remains affixed upon the arrow. Once activated, the wielder must concentrate to use the magical gem, which lasts for 10 minutes. If the arrow lodges in a moving object, the effect moves with it. Neither the arrow nor the gem provide any illumination of their own. The arcane eye ability functions only once. If an arrow of eyes is recovered intact after firing, it then only functions as a standard +1 arrow.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, arcane eye
Cost: 527 gp

Fire

Ammunition	1/2 lbs.	15 gp
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The smell of lamp oil assaults you senses as you inspect this strange arrow.

SPECIAL: Fire arrows are specially constructed devices, designed to stay alight even in the midst of wind and rain through the use of a broad head and a small internal reservoir of oil. A fire arrow will remain alight for 1d6 rounds after it has been ignited and will deal an additional 1d4 points of fire damage each round it remains in contact with the target. One struck the target way expend a move action to remove the burning arrow to prevent the additional fire damage each round. The range increment of any bow launching a fire arrow is reduced by 20 feet, due to the extra weight of the missile.

Fishing

Ammunition	3 lbs.	4 gp (20)
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A long, thin silk line is attached the end of each of these arrows.

SPECIAL: Sometimes used in combat to attach thin lines to targets, the fishing arrow has small, barbed hooks and waterproofed fletchings to allow fishermen to easily catch fish just beneath the surface of water. Each arrow has 50 feet of line attached to its tail, which will support up to 30 pounds in weight.

Flesh Bane

Ammunition	- lbs.	647 gp
Aura: Moderate Conjuration And Necromancy		CL 9th

This black-shafted arrow has a wrapping of dark red sinew which binds the arrowhead to the shaft.

SPECIAL: Firing this arrow is sufficient to activate its magic properties. A cursed arrow functions as a +2 human bane arrow. In addition, whenever the arrow deals damage to a target, the arrowhead burrows beneath the target's flesh. The target receives a -2 penalty on attack rolls, Reflex saves, and Concentration checks while the arrow remains lodged in her flesh. The target can take a standard action to remove the arrow. The burrowing property does not affect constructs, oozes, or undead.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, bestow curse, summon monster I
Cost: 327 gp

Flight

Ammunition	1 lbs.	3 gp (20)
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These long arrows have oversized fletchings and weigh almost nothing.

SPECIAL: A far lighter arrow than many are used to, flight arrows are lightly constructed in order to give them much greater ranges. The range increment of any bow using flight arrows is increased by 30 feet. However, each arrow will only cause 1d4 damage if fired from a shortbow, or 1d6 damage from a longbow.

CALL TO ARMS

Footbow Arrows

Ammunition	6 lbs.	5 gp (20)
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These large arrows are made especially for the Footbow

SPECIAL: These long arrows come in a bundles of 20

Game

Ammunition	4 lbs.	4 gp (20)
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The ends of these arrows take the form of a steel ball and are used when harvesting trophy animals.

SPECIAL: Game arrows have blunt, heavy tips designed to stun small prey rather than completely destroy it. The game arrow counts as a bludgeoning weapon and deals subdual damage only. However, the range increment of the bow it is fired from is halved, due to the unpredictable flight characteristics of the arrow.

Glory

Ammunition	- lbs.	500 gp
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Aura: Strong Conjunction And Evocation **CL 12th**

This long arrow is the color of ivory and inscribed along its length in tiny gold lettering are prayers to the gods

SPECIAL: An arrow of glory is a +3 evil outsider bane arrow. Whenever it strikes a creature, it explodes in bright white light, dazzling all creatures within 20 feet for 1d6 rounds unless they succeed on a DC 20 Fortitude save. In addition to the normal bane effects, if an evil outsider is struck and fails its Fortitude save they become blinded for 1d6 rounds instead of dazzled.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, radiance

Cost: 246 gp

Heavy Armor Piercing

Ammunition	4 lbs.	50 gp (20)
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This arrow has a long needle like tip studded with small notches.

SPECIAL: Long, thin and extremely strong, this arrowhead is designed to pierce heavy armor. Causing less damage than a standard arrowhead, these arrows have ability to drive through the thick protection offered by heavy armor makes it invaluable against foes upon the battlefield. When used against a foe wearing heavy armor this arrow type provides a +2 to attack rolls.

Ice

Ammunition	- lbs.	253 gp
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Aura: Strong Transmutation

CL 12th

These frost covered steel shafted arrows have tips made from a piece of shinning blue ice.

SPECIAL: Fashioned by the arctic races, these +1 cold arrows are made from magically created ice crystals. These fantastic arrows have the wounding ability. If ice arrows are exposed to temperatures above 50 degrees for more than 1 hour, their icy arrowheads melt into uselessness.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, chill metal

Cost: 172 gp

Iron eater

Ammunition	- lbs.	327 gp
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Aura: Moderate Transmutation

CL 7th

These arrows have the coloring of rust upon their stone points.

SPECIAL: These +1 arrows have stone arrowheads. In addition to normal damage, when a target wearing nonmagical metal armor or carrying a nonmagical metal shield is struck by an Iron eater arrow, one item (determined randomly) has its AC protection value reduced by 1d6 points. Any item which is reduced to +0 AC value is completely rusted away and is destroyed. A ferrous creature struck by an Iron eater arrow suffers and additional 3d6+7 points of damage (no save). The arrow is destroyed when the magic is released an cannot be reused.

CONSTRUCTION

Requirements: Craft magic Arms and Armor, rusting grasp

Cost: 163 gp

Razor Leaf

Ammunition	5 lbs.	25 gp (20)
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The tip of this short arrow bears a wide bladed arch, and is much heavier than other arrows of its kind.

SPECIAL: Wide-bodied and razor-sharp, razor leaf arrows rarely penetrate deep into the body but are well-known for creating long, ugly lacerations when striking a target. It deals 1d10 damage when fired from a shortbow and 1d12 when fired from a longbow. When used against a target with any form of armor bonus, the wielder suffers a -2 penalty to his attack rolls. The increased weight of these arrows subtracts 20 feet from the weapon's range increment.



Smokescreen

Ammunition	1/2 lbs.	50 gp
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This arrow's tip bears a small tube of dark gray fluid from which there dangles a wax coated wick.

SPECIAL: The smokescreen arrow must be lit before it is fired. Lighting one is a standard action. One round after it is lit, this non-damaging explosive emits a cloud of smoke in a 10-foot radius that persists for 1d3+6 rounds. Windy conditions reduce the duration by five rounds. Visibility within the smoke is limited to two feet and everything within the cloud is considered to have concealment. Smokescreen arrows reduce the range increment of any bow they are fired from by 20 feet, due to the additional weight of the tip.

Thunder

Ammunition	1/2 lbs.	25 gp
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The head of this gray arrow is shaped like a small bell.

SPECIAL: Similar to a thunderstone, the thunder arrow has a blunted point that creates a deafening bang when it strikes a hard surface. Creatures within a 5 ft. burst of the missile's impact must make a Fortitude save (DC 15) or becomes deafened for 1d4 rounds. Thunder arrows reduce the range increment of any bow they are fired from by 20 feet due to the additional weight of the tip.

Whistling

Ammunition	2 lbs.	10 gp (20)
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Often used for signaling in the midst of battle, or as warnings by sentries, whistling arrows emit a distinctive, high-pitched sound when fired, by funneling air through channels in the head of the arrow

SPECIAL: The noise is easily audible to any within 60 feet of the flight path of the arrow and requires a perception check at DC 10 to be heard up to 500 feet. Whistling arrows do only 1d4 points of damage when fired at a target, due to their much lighter construction.

Wight

Ammunition	- lbs.	2,560 gp
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Aura: Strong Necromancy **CL** 17th

This black-shafted arrow is adorned with white fletching and feels uncomfortably cold to the touch.

SPECIAL: This arrow looks to be a standard +1 arrow, but once fired it reveals its true form as a an invisible brilliant energy projectile which bestows two negative levels rather than dealing normal damage.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, energy drain, gaseous form, invisibility

Cost: 1,230 gp

QUIVERS

Lupin Bane Quiver

Equipment	1 lbs.	28,200 gp
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Aura: Moderate Conjunction **CL** 7th

Along the surface of this dark leather quiver are studs of solid silver.

SPECIAL: A lupin bane quiver appears to be a typical quiver capable of holding a score of arrows. However, each night with the setting of the sun the quiver automatically replenishes itself with arrows such that they are always full. The arrows which these particular quivers produce are made of alchemical silver. Once an arrow is taken from the quiver, it must be used within 1 round or it vanishes.

CONSTRUCTION

Requirements: Craft Wondrous Item, magic weapon, minor creation

Cost: 14,100 gp

Quiver of Ignition

Equipment	1 lbs.	12,250 gp
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Aura: Moderate Conjunction **CL** 9th

Stylized flame motifs cover the edges of this red leather quiver.

SPECIAL: These quivers are comfortably warm to the touch and hold 20 arrows. Up to 5 times a day the owner can cause an arrow which is drawn from the quiver to become imbued with the Flaming weapon property. On a successful strike with one of these arrows, the arrow deals its normal damage (plus an extra +1d6 fire damage from the flaming property) and also causes the creature struck to make a Reflex save (DC 15) or suffer Burn. Those who fail this Reflex save catch fire, taking an additional 1d6 fire damage for an additional 1d4 rounds at the start of each its turns. A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

CONSTRUCTION

Requirements: Craft Wondrous Item, major creation

Cost: 11,125 gp

Quiver of True Strike

Equipment	1 lbs.	431 gp
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Aura: Faint Divination **CL** 3rd

This hard leather quiver has a large ivory medallion laced into the center of its form.

SPECIAL: Once per day, as an arrow is drawn from this quiver, the owner can imbue the weapon with the benefits of a True strike spell as a swift action.

CONSTRUCTION

Requirements: Craft Wondrous Item, true strike

Cost: 215 gp

CALL TO ARMS

Quick Shot Quiver

Equipment	1 lbs.	5 gp
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Constructed of supple leather, this quiver is engraved with the images of a gazelle.

SPECIAL: This V-shaped quiver holds 20 arrows and straps to an archer's back. The unique design allows the archer to retrieve his arrows quickly, granting him a +1 competence bonus to his initiative checks if his first action in combat is to attack in that round using his bow.

Oiled Bowstring

Equipment	- lbs.	5 gp
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A length of expertly crafted bowstring.

SPECIAL: During the rainy seasons, archers must take special care of their bows. The bow's body is treated with ironwood balm, and the string is replaced by oiled bowstring. In addition to the reduced maintenance needs, this bowstring increases the range increment of any bow or composite bow by 20 feet.

ACCESSORIES

Bow Sling

Equipment	- lbs.	1 gp
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A simple leather strap which is attached to the bows grip.

SPECIAL: The bow sling is a simple attachment that may be added to any longbow or shortbow. Consisting of little more than a cured leather strap attached to an archer's hand, the sling will stop a bow from being accidentally dropped. A character with a bow sling gains a +4 circumstance bonus to his cmd against rolls made to him being disarmed of his bow.

Crossbow Shield

Equipment	50 lbs.	100 gp
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This massive shield comes complete with two iron rods attached to its underbelly to form a tripod.

SPECIAL: Similar to a tower shield, this device can be attached to the front of a crossbow to form a protective tripod. This not only shields the archer but also stabilizes the weapon for a more accurate shot. Setting up the crossbow shield requires three rounds, after which it provides the user with the protection of a tower shield along with a +1 circumstance bonus to all attacks made with the crossbow. Once the shield is set up, the wielder can leave it in place and perform other actions while still receiving the protection of the shield. The crossbow shield's wielder could, for example, set up the shield and then release his hold on it to cast a spell and suffers no penalty for doing so. If the shield is set up and not being actively controlled by a wielder, however, it can be knocked over by anyone on the other side with a standard action. A view hole in the shield allows the wielder to see targets on the other side but is also large enough for the wielder to be targeted by spells.

Armor Check -10

Spell Failure 50%

Gripping Powder

Equipment	1/2 lbs.	2 gp
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Inside of a small bag rests a fine powder made from ground ashes.

SPECIAL: This substance helps archers keep their hands dry and their grip firm while firing their weapons. When this powder is applied as a move action, the archer gains its benefits until the end of his next round. While in effect, this powder grants the archer a bonus of +1 to all attacks. The cost of the gripping powder provides the enough powder for three applications.



ARCHER'S ARSENAL



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