

PATHFINDER[®]

PLAYER COMPANION[™]



RANGED TACTICS TOOLBOX

RANGED WEAPONS ARSENAL

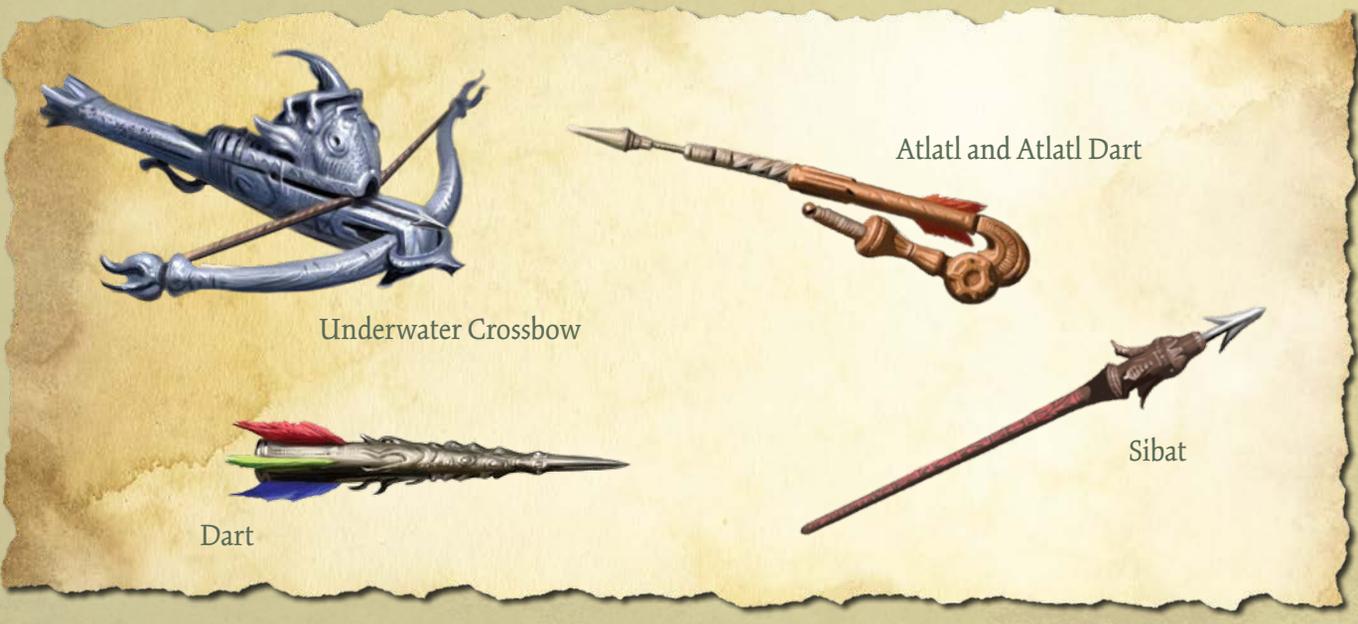
Many ranged weapons exist in the Pathfinder RPG, each filling a certain role and proving useful in different situations. The weapons below are all found in *Pathfinder RPG Ultimate Equipment*. New ranged weapons can be found on pages 18–19 of this book.

Simple Weapons

Weapon	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Blowgun	2 gp	1	1d2	×2	20 ft.	1 lb.	P	—
Dart	5 sp	1d3	1d4	×2	20 ft.	1/2 lb.	P	—
Heavy crossbow	50 gp	1d8	1d10	19–20/×2	120 ft.	8 lbs.	P	—
Javelin	1 gp	1d4	1d6	×2	30 ft.	2 lbs.	P	—
Light crossbow	35 gp	1d6	1d8	19–20/×2	80 ft.	4 lbs.	P	—
Sling	—	1d3	1d4	×2	50 ft.	—	B	—
Underwater heavy crossbow	100 gp	1d8	1d10	19–20/×2	120 ft.	8 lbs.	P	—
Underwater light crossbow	70 gp	1d6	1d8	19–20/×2	80 ft.	4 lbs.	P	—

Martial Weapons

Weapon	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Amentum	—	1d4	1d6	×2	50 ft.	1 lb.	P	Performance
Atlatl	2 gp	1d4	1d6	×2	50 ft.	2 lbs.	P	—
Chakram	1 gp	1d6	1d8	×2	30 ft.	1 lb.	S	—
Composite longbow	100 gp	1d6	1d8	×3	110 ft.	3 lbs.	P	—
Composite shortbow	75 gp	1d4	1d6	×3	70 ft.	2 lbs.	P	—
Hunga munga	4 gp	1d4	1d6	×2	15 ft.	3 lbs.	P	—
Longbow	75 gp	1d6	1d8	×3	100 ft.	3 lbs.	P	—
Pilum	5 gp	1d6	1d8	×2	20 ft.	4 lbs.	P	<i>Ultimate Equipment 34</i>
Poisoned sand tube	1 gp	Special	Special	—	—	1 lb.	—	<i>Ultimate Equipment 34</i>
Shortbow	30 gp	1d4	1d6	×3	60 ft.	2 lbs.	P	—
Sibat	2 gp	1d4	1d6	×3	10 ft.	2 lbs.	P or S	<i>Ultimate Equipment 37</i>
Tube arrow shooter	3 gp	1d3	1d4	×2	40 ft.	1/2 lb.	P	—





PATHFINDER

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On the Cover



Adowyn and Sajan take on an angry griffon using bow and bolas in this month's thrilling cover illustration by Geraud Soulie!

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Reference

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<i>Advanced Player's Guide</i>	APG	<i>Ultimate Equipment</i>	UE
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Magic</i>	UM
<i>Ultimate Combat</i>	UC		



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FOR YOUR CHARACTER

Focus Characters

This Pathfinder Player Companion highlights options that are specific to characters of the following classes, as well as elements that can apply to a wide array of characters.

Fighters

With a huge array of new combat feats (see the index on page 3), fighters have access to a wide variety of ranged options, including dangling from rope with their legs to use a bow (page 14) and firing a warning shot to demoralize their foes (page 11).

Monks

Often regarded as strictly close-quarters warriors, monk characters can throw off such shackles thanks to the huge assortment of rules options in this volume designed just for them, including the far strike monk archetype (page 9) and the Throw Back Arrows feat (page 9).

Rangers

Already practiced with the bow and arrow, rangers gain copious new options in this toolbox, including new ranger traps (page 15) as well as the toxophilite ranger archetype (page 11). New feats such as Ranged Disarm and Ranged Trip (pages 8–9) lend further versatility to these deadly archers.

Rogues

Whether skulking amid the shadows to scout behind enemy lines or sniping at foes from afar, rogues of all stripes can find something to hone their skills, including new rogue talents (page 7) and a slew of new special abilities (pages 26–27) with which to enchant their ammunition (page 24). Those with an abundance of splash weapons to hurl should check out the Lob Shot feat (page 10), while rogues more suited for the back of the battlefield may benefit from feats like Combat Advice (page 14).

For Every Character

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character you want to play in the Pathfinder Roleplaying Game, regardless of the character's focus, type, or background.

Feats

The feats in this book are invaluable aids to characters aiming to fight from a range, and can contribute to virtually any character concept. Whether you're slinging spells that veer around corners with Seeking Spell (page 13) or slinking around and expertly sniping from a prone position with Lie Low (page 10), the options in this book are sure to inspire awesome battles and foolproof tactics.

New Weapons

In addition to the index of ranged weapons on the inside covers, this volume includes a bundle of new types of ranged weapons such as the ninja-favored kunai, the rock-throwing stonebow, and the deadly crank crossbow (pages 18–19). Additionally, new ammunition such as barbed, incendiary, and pronged arrows (page 19) make for useful additions to your ranged arsenal.

New Tools

The new items and equipment on pages 20–21 are useful in many situations, but they can be total game-changers for those who use them creatively. Camouflage blankets, masterwork spyglasses, and contracting ropes are just some of these vital tools.

Questions to Ask Your GM

Asking your Game Master the following questions can help you get the most out of *Pathfinder Player Companion: Ranged Tactics Toolbox*.

- 1 What's the limit (if any) to the number of free actions per turn I can take, assuming I'm using these actions to reload a ranged weapon?
- 2 How do we want to handle tracking ammunition? Can I assume my character restocks on arrows and bolts whenever we're in town?
- 3 Will we be using any house rules for ranged combat?

New Magic

The latter half of this book contains a host of new magical gear for those with the coin or the means to create such useful objects. Ammunition like the *arrow of charming* and the *scouting cartridge* (pages 24–25) can put a halt to combat before it even starts, while weapons such as the *fiery bow of ashes* or the *trusty mage's crossbow* (pages 22–23) give you the edge when the fight has already begun. New ranged weapon special abilities (pages 26–27), wondrous items (pages 28–29), and spells (pages 30–31) all give characters a ton of new ranged options to play with.

Weapon Dissections

Explore the anatomy of crossbows, pistols, and bows with the illustrated guide to the most iconic ranged weapons in the game on pages 16–17.

DID YOU KNOW?

Paizo Creative Director James Jacobs originally invented the starknife as the holy weapon of Desna for his home campaign. When Paizo picked up Desna for Pathfinder's pantheon, she brought the starknife with her. It's also the only light throwing weapon in the game that does $\times 3$ damage on a critical hit!

Rules Index

The following new rules options are located on the indicated pages throughout this book.

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INTRODUCTION



Even before the peoples of Golarion learned to work metal, they wielded bows, slings, and spears to hunt and to protect themselves against primordial monsters as well as each other. Their techniques have evolved with their societies as warriors and scholars alike have developed new ranged weapons and honed their skills at dispatching foes from a distance. From Varisia's finely balanced starknives to Alkenstar's armor-piercing firearms, ranged weapons exemplify their creators' ingenuity while reflecting their history and combat strategies.

Every martial culture has discovered the benefits of fighting from range. From lone Ulfen hunters tracking wild game on the fringes of civilization to platoons of Molthuni archers launching volleys that blot out the sun, and from Keleshite wizards summoning distant fire to Red Mantis Assassins silently eliminating targets from shadows, any combatant can use distance to her advantage.

Though anyone can throw a rock or pull a trigger, becoming an expert sharpshooter takes years of training. Even those who prefer the blood and grit of melee combat would do well to make preparations against their rivals' ranged tactics. To this end, *Pathfinder Player Companion: Ranged Tactics Toolbox* provides new options and rules that complement ranged characters, and tips and tricks to make your combatant a force to be reckoned with at any distance.

Preparing for Ranged Combat

Before choosing how—or even whether—to attempt a fight from range, a wise combatant considers each factor that can affect the outcome of the battle.

Choose Your Weapon

Selecting the right weapon for a fight is important for any warrior, but ranged combatants must make several additional considerations. Will the fight be indoors or outdoors, and at what range will it occur? In outdoor combat or in large open spaces, projectile weapons are advantageous, as they have incredible range and deal reliable damage. Those who spend most of their time indoors or underground, however, may need only thrown weapons, which have a shorter range but are generally more versatile. In unusual environments, such as when underwater, specialized weapons or magical enhancements can help characters strike more effectively from a distance.

Dexterity is a ranged combatant's primary ability score, as its modifier is used to calculate ranged attack bonuses. Strength, however, should not be ignored; while crossbows, firearms, and alchemical weapons deal the same amount of damage regardless of their wielders' Strength, characters with high Strength scores can deal extra damage with composite bows, slings, and thrown weapons.

Weapon proficiencies often dictate a character's ranged weapon options. Spellcasters, especially druids and wizards, have few ranged weapon choices, but when spells and class features aren't available (particularly at low levels), a sling or a dagger may be one of the few attack options left, so they would be wise to invest in such weapons.

Ammunition

Without arrows, a bow is just a stick and piece of string. Characters should gauge their ammunition use and carry enough to last between supply runs. In a pinch, skilled adventurers can use skills like Craft (bows) to make their own arrows or bolts, or use the Gunsmithing feat to create bullets and black powder.

Having the right kinds of ammunition can be vital to survival. Specialized types of ammunition—such as flight arrows (*Pathfinder RPG Ultimate Equipment* 27), pronged arrows (see page 19), and alchemical arrows (*Pathfinder Player Companion: Alchemy Manual* 20) and cartridges (*Pathfinder RPG Ultimate Combat* 140)—provide even greater versatility on the battlefield. Cold iron ammunition is invaluable against daemons, demons, and fey, while alchemically silvered ammunition makes short work of devils and lycanthropes.

Thrown weapons are their own ammunition. Characters who rely on thrown weapons should carry at least three times as many as they can throw in a single round. Like with ammunition, having a variety of thrown weapons made of different materials or that deal different kinds of damage broadens the thrower's tactical utility.

How to Use This Book

Many of the options in this book are available to any character regardless of class or race, while some new rules may inspire characters willing to dedicate themselves to a specific path or style of ranged combat. Check out the For Your Character section on pages 2–3 for a guide to the rules elements and features in this book and how they pertain to different character concepts.

Ranged Tactics: The first half of this book covers everyday tips, specific tactics, and new rules options for a variety of ranged situations, including close-range (up to 60 feet away), mid-range (60–150 feet), and long-range (farther than 150 feet) tactics; ranged magic; and special tactics covering unusual circumstances. Each of these sections includes the following subsections.

General Tactics: From a helpful indexing of basic ranged rules found in the *Pathfinder RPG Core Rulebook* to tricks used by veteran Pathfinder RPG players, these pointers are invaluable to novice and experienced players alike.

Specific Tactics: These tactics suggest specific feats, class features, archetypes, and other rules elements that are useful for characters who frequently find themselves in ranged combat. Unlike general tactics, these character-specific options are available only to those who fulfill prerequisites and make specific choices during character creation or advancement.

CULTURAL RANGED WEAPONS

While many ranged weapons are ubiquitous throughout Golarion, some trace their origins to specific Inner Sea locales.

DOUBLE CROSSBOW (ABSALOM)

Large and complex, yet undeniably powerful, the double crossbow is a favorite in Absalom, the metropolis credited with its invention. Though various historical figures are credited as its architect, no one really knows who first combined two crossbows into a single weapon. The double crossbow is commonly seen in the hands of Absalom's city watch and mercenary guards, as well as the minotaurs and other beasts of the hinterlands. Difficult to craft and to wield, the double crossbow is rarely used outside the Isle of Kortos except among industrious followers of Abadar, who see no sin in improving upon their god's favored weapon.

FIREARM (ALKENSTAR)

Firearms were invented in Alkenstar, and though a few tinkerers are scattered across the Inner Sea region, the Grand Duchy remains the only reputable and reliable source for black powder weapons. Despite their efficacy, firearms are rare outside the Mana Wastes, perhaps due to the greater reliability of magic elsewhere or the protectionist policies Alkenstar enforces to maintain its monopoly. Though a variety of firearms can be found throughout the Grand Duchy's holdings, the pistol remains the most popular for its portability, ease of use, and relative affordability.

STARKNIFE (VARISIA)

Writings, paintings, and other relics depict native Varisians using starknives for ages. In recent centuries, the starknife has spread across Avistan, Garund, and Tian Xia thanks to Varisian wanderlust and the influence of the goddess Desna, who favors the starknife as her holy weapon. To those who use it, the starknife is more than a tool of violence—it represents Cynosure, the North Star and fabled realm of the goddess Desna, as well as crossroads on a trail and the compass rose on a map. Despite its widespread use and depiction in art, the starknife remains as much a symbol of the Varisian people as the harrow or the kapenia.

Feats: Each section includes several feats to improve your character's ranged combat prowess. Though most of these feats are for specific situations, many are useful in a variety of circumstances.

Rules Options: Finally, each tactics section includes new class options, such as rogue talents and magus arcana, or class archetypes designed for ranged combat.

Toolbox: The second half of this book presents new ranged weapons and ammunition, both mundane and wondrous, as well as tools, magic items, and spells to use from a distance, whether in or out of combat.



CLOSE-RANGE TACTICS

For ranged combatants, combat at distances of less than 60 feet can be their greatest challenge. Allies enter the fray and become inadvertent targets for missed shots, and the line between ranged and melee combat blurs as enemies move closer. Archers and slingers alike can better protect themselves and their allies by learning how and when to switch between ranged and melee weapons when the battle gets up close and personal.

General Tactics

Close-range fighting requires you to be quick on your feet and constantly adapt to fluidly changing circumstances.

Keep a Thrown Weapon Handy: While thrown weapons are generally useful only at close range, many also double as light melee weapons, and thus make excellent secondary weapons whether at range or in a grapple.

Switch to Melee Weapons: When all else fails, draw a melee weapon. Narrow passages or mobile opponents can make ranged combat impractical, or even impossible. Also, if you have a dagger or quarterstaff at hand, running out of ammunition or spells won't preclude further combat.

Take a 5-Foot Step: Often, the easiest way to delay a melee confrontation and avoid provoking attacks of opportunity is to take a 5-foot step before unleashing ranged attacks or spells.

Use Splash Weapons: Alchemical weapons allow anyone to deal energy damage or hinder multiple enemies at once. Such tools can be invaluable against foes with special resistances, such as alchemist's fire for trolls or holy water for incorporeal undead.

Specific Tactics

When a ranged character is forced into close-range combat, the following tactics can be invaluable.

Avoid Attacks of Opportunity: When a 5-foot step isn't effective or possible—such as when an opponent has extraordinary reach or the Step Up feat, or because of poor terrain—ranged combatants have other ways to avoid provoking attacks of opportunity when using ranged weapons. Feats such as Point-Blank Master^{APG}, Close-Quarters Thrower^{UC}, and Deft Shootist Deed^{UC} as well as the *nimble shot*^{UE} weapon special ability allow ranged combatants to make ranged attacks without provoking attacks of opportunity. The feats Stabbing Shot^{APG} and Sword and Pistol^{UC} combine melee and ranged attacks to deter such counterattacks. The Sling Flail^{UC} feat and the gunslinger's pistol-whip deed^{UC} allow characters to make melee attacks with ranged weapons, as does Catch Off-Guard in a pinch. Once per encounter, the Parting Shot^{APG} feat allows a character to make a ranged attack while withdrawing that doesn't provoke an attack of opportunity from the threatening opponent.

Don't Shoot Your Allies: Though they block your opponents, your allies can also block your shots. Feats such as Precise Shot and Improved Precise Shot reduce the penalties for firing into melee.

Take Point-Blank Shot: This feat, which provides a bonus at close ranges and is a prerequisite for many other ranged feats, is a must for any ranged combatant.

Throw Something: Characters can improve the effectiveness of thrown weapons with feats such as Charging Hurler^{UC}, Improved Charging Hurler^{UC}, Opening Volley^{UC}, and Two-Handed Thrower^{UC}. The feats Arc Slinger^{UC}, Distance Thrower^{UC}, and Far Shot all reduce the range penalties for thrown weapons. Throw Anything can turn just about any object into a thrown weapon, and negates the penalties for throwing improvised weapons. Barbarians who excel at throwing weapons, particularly those with the hurler^{APG} archetype, exchange fast movement for extended range, and all barbarians can take advantage of the hurling^{APG} rage powers and the Raging Hurler^{UC} feat.

Feats

The following new combat feats give ranged combatants more options at shorter distances and are available to all characters.

Concentrated Splash (Combat)

You can limit the splatter of your splash weapons to increase damage against your target.

Prerequisite: Precise Shot or Throw Anything.

Benefit: When you deal a direct hit to a creature with a splash weapon that normally also deals splash damage, you can choose to forgo dealing splash damage. If you do, the damage dealt to the target of the direct hit increases by 50%. This damage is multiplied on a critical hit.

This feat cannot be used with an alchemist's bombs^{APG}.

Directed Disarm (Combat)

A weapon you pull from one enemy's grip flies toward another enemy.

Prerequisites: Int 13, Combat Expertise, Greater Disarm, Improved Disarm, base attack bonus +11.

Benefit: Whenever you successfully use a combat maneuver to disarm an opponent, the disarmed weapon lands up to 15 feet away from its wielder, in the direction you choose. Alternatively, you can make a ranged attack as an immediate action with the disarmed weapon against another opponent, as long as the disarmed weapon is a light or one-handed weapon. If the weapon is not a thrown weapon, you take a -4 penalty on the attack roll. You take a -4 penalty on your attack roll if you do not have a free hand.

Relentless Shot (Combat)

You keep your aim steady on a downed foe.

Prerequisites: Point-Blank Shot, base attack bonus +6.

Benefit: When you successfully trip an opponent within 30 feet with a ranged attack, you threaten that opponent until your next turn. You can make attacks of opportunity against that opponent with ranged weapons. This effect ends if you attack another target or the opponent moves from its current square.

Normal: While wielding a ranged weapon, you threaten no squares and cannot make attacks of opportunity with that weapon.

Juggler (Bard Archetype)

Jugglers are masters of manipulating objects, most famously by keeping multiple objects in the air simultaneously. They often incorporate this talent into acting, comedy, or dance. Adventuring jugglers find their abilities translate well into the use of thrown weapons.

Weapon and Armor Proficiencies: A juggler is proficient with all simple weapons, plus martial thrown weapons. This replaces his normal weapon proficiencies. A juggler is not proficient with shields.

Fast Reactions (Ex): At 1st level, a juggler gains Deflect Arrows as a bonus feat. At 5th level, he gains Snatch Arrows as a bonus feat. The juggler doesn't need to meet the prerequisites for these feats. The juggler can use the ability granted by these feats an additional time each round at 11th level (with a -5 penalty on his second attack roll) and at 17th level (with a -10 penalty on his third attack roll). This ability replaces bardic knowledge and lore master.

Combat Juggling (Ex): At 2nd level, a juggler can hold and wield (in other words, "juggle") up to three items or weapons in his hands. The juggler must be able to hold and wield an object in one hand in order to juggle it. This ability doesn't grant the juggler additional attacks, though it does allow him to use different weapons as part of a full attack. As long as he is juggling fewer than three objects, the juggler is considered to have a free hand (for the purposes of drawing a weapon, using somatic components, using Deflect Arrows, and so on). At 6th level and every 4 levels thereafter, the maximum number of objects the juggler can juggle increases by one, to a maximum of seven objects at 18th level.

If the juggler is affected by any action or condition that would

require a concentration check while he is juggling, he must attempt a Sleight of Hand check to continue juggling and avoid losing concentration. The check's DC is the same as a concentration check, treating the spell level as twice the number of objects being juggled. If the juggler fails his Sleight of Hand check, he drops all juggled objects but one, determined randomly. This ability replaces versatile performance.

Evasion (Ex): At 2nd level, a juggler gains evasion, as the rogue class feature of the same name. At 12th level, he gains improved evasion, as the rogue advanced talent. This ability replaces well-versed and soothing performance.

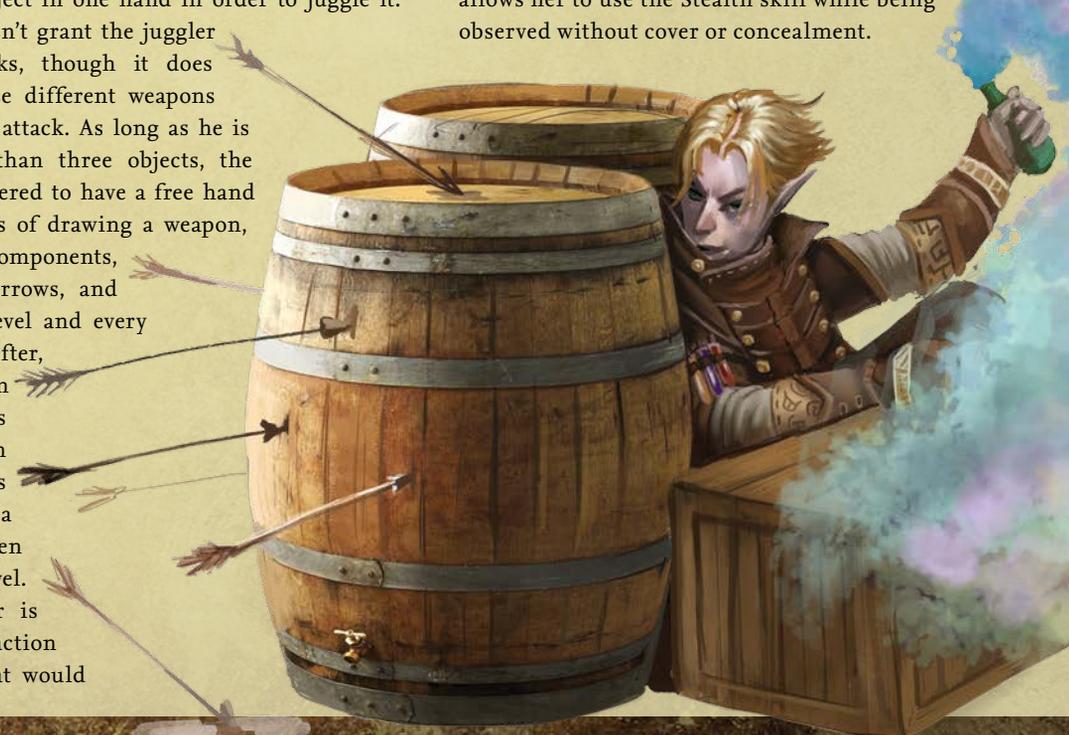
Rogue Talents

The following rogue talents complement rogues who specialize in ranged combat.

Bomber (Su): A rogue with this talent can make a number of bombs per day equal to her Intelligence modifier (minimum 1). These bombs act as alchemist's bombs (*Pathfinder RPG Advanced Player's Guide* 28), except they deal damage equal to the damage dealt by the rogue's sneak attack (the rogue doesn't add her Intelligence modifier to this damage).

Bomber's Discovery (Su): A rogue with this talent gains an alchemist's discovery that modifies a bomb. A rogue must have the bomber rogue talent to select this talent.

Without a Trace (Ex): When the rogue successfully uses evasion or improved evasion to avoid taking damage, she can attempt to hide as an immediate action. The rogue attempts a Stealth check with a -20 penalty, but gains a +1 bonus on her check for every die of damage the avoided attack would have dealt. The rogue can attempt this check even while being observed, as long as she has cover or concealment or an ability that allows her to use the Stealth skill while being observed without cover or concealment.



MID-RANGE TACTICS

Many ranged weapons are best used at distances between 60 and 150 feet from a target. At this distance, ranged combatants are far enough away to avoid being caught up in melee while close enough to avoid range penalties. Wilderness encounters often begin at this range.

General Tactics

To maintain an edge in mid-ranged combat, a skilled ranged combatant maintains a safe distance and takes advantage of the terrain.

Keep Your Distance: It's often better for ranged combatants to make fewer ranged attacks than to get caught in melee. Keep in mind that the

DC of Perception checks increases by 1 with every 10 feet of distance, which can quickly balance out a sniper's -20 penalty on Stealth checks for sniping.

Take Cover: Attacking from cover—whether you're behind trees, an arrow slit, a parapet, or the corner of a building—grants you extra defense against detection and ranged attacks. Remember that a low obstacle can provide cover as long as you're within 30 feet of it, and even just fighting from around a corner can grant you at least partial cover.

Use Obstacles and Terrain: Many opponents can close with you in melee in 1 or 2 rounds—unless something gets in their way. Whether in an army or an adventuring party, allying with melee combatants is often the best means of shielding ranged combatants from the thick of the conflict. Difficult terrain, low barriers, and deep water can slow pursuers long enough to allow for additional volleys, and firing from an elevated position not only makes it more difficult for foes to approach but also grants an offensive advantage.

Specific Tactics

Many rules options help make ranged characters potent forces at mid-range.

Avoiding Attacks: Feats such as Deflect Arrows, Lightning Stance, and Wind Stance can force incoming ranged attacks to miss. Class features like evasion and improved evasion can completely negate damaging effects that allow a Reflex save. The evasion ability is a feature of several classes, but any character can acquire it with a *ring of evasion*.

Fight from a Mount: Attacking from a combat-trained mount can greatly increase a ranged attacker's mobility. With a successful DC 5 Ride check, as a free action a rider can guide a mount in a way that leaves both hands free for reloading or shooting. With a successful DC 15 Ride check, you can use your mount as soft cover, while the Mounted Combat feat allows riders to negate attacks against their mounts. The Mounted Archery feat reduces penalties for attacking from a moving steed.

Feats

The following new combat feats are available to all characters to improve their mid-range combat abilities.

Several of the following feats have the new targeting type. If you are using the optional called shots rules (*Pathfinder RPG Ultimate Combat* 193), attacks made with targeting feats count as called shots for the purposes of abilities or effects that modify called shots, such as the Improved Called Shot feat from *Ultimate Combat*.

Ranged Disarm (Combat, Targeting)

A well-placed shot disarms your foe.



Prerequisites: Dex 13, Deadly Aim, base attack bonus +1.

Benefit: As a full-round action, you can attempt to perform a disarm combat maneuver with any ranged weapon at a –2 penalty. Add your Dexterity modifier to your CMB in place of your Strength modifier and apply range penalties to your combat maneuver check, doubling the penalties from range increments. If your target is more than 30 feet away, you take an additional –2 penalty. If the disarm attempt is successful, the target also takes damage as if you had made a successful attack with that weapon. You cannot be disarmed by failing this disarm attempt.

Ranged Trip (Combat, Targeting)

A shot to the leg causes your foe to fall prone.

Prerequisites: Dex 13, Deadly Aim, base attack bonus +1.

Benefit: As a full-round action, you can attempt to perform a trip combat maneuver with any ranged weapon at a –2 penalty. Add your Dexterity modifier to your CMB in place of your Strength modifier and apply range penalties to your combat maneuver check, doubling the penalties from range increments. If your target is more than 30 feet away, you take an additional –2 penalty. If the trip attempt is successful, the target also takes damage as if you had made a successful attack with that weapon. You can't be knocked prone by failing the trip attempt.

Throw Back Arrows (Combat)

When you catch arrows and other ranged ammunition, you can immediately hurl them at your enemies.

Prerequisites: Dex 17, Deflect Arrows, Improved Unarmed Strike, Snatch Arrows.

Benefit: When using the Snatch Arrows feat, you can throw a caught piece of ranged ammunition (such as an arrow, bolt, or sling bullet, but not a firearm bullet) as though it were a thrown weapon with a range increment of 20 feet (even though it isn't your turn). The thrown ammunition deals the normal amount of damage for its type plus your Strength modifier, and you don't take a penalty for throwing a weapon that isn't designed to be thrown. This attack provokes attacks of opportunity as normal.

You must have at least one hand free (holding nothing) to use this feat.

Trick Shooter (Combat)

Your uncanny aim allows you to disable your opponents without harming them.

Prerequisites: Dex 13, Deadly Aim, base attack bonus +1.

Benefit: You gain a +2 bonus on ranged combat maneuvers. When you attempt to perform a ranged combat maneuver, you can refrain from damaging the target at no penalty.

Far Strike Monk (Archetype)

Far strike monks are masters of thrown weapons, from shuriken to throwing axes to spears. The far strike school

views thrown attacks as an extension of unarmed strikes, and masters of this school can infuse thrown weapons with their ki.

Weapon and Armor Proficiency: In addition to the standard monk weapon proficiencies, a far strike monk is proficient with all thrown weapons.

Flurry of Blows (Ex): A far strike monk can make a flurry of blows as a full-attack action as long as he's attacking with thrown weapons. He can't make a flurry of blows with his unarmed attacks or any other weapons. A far strike monk's flurry of blows otherwise functions as the standard monk class feature.

A far strike monk can't use Rapid Shot when making a flurry of blows with a thrown weapon. This ability alters flurry of blows.

Bonus Feats: A far strike monk adds the following feats to his list of bonus feats at 1st level: Far Shot, Point-Blank Shot, Precise Shot, and any targeting feat. At 6th level, he adds the following feats: Improved Precise Shot, Parting Shot^{APG}, and Trick Shooter. At 10th level, he adds the following feats: Improvised Weapon Mastery and Pinpoint Targeting.

Fast Thrower: At 1st level, a far strike monk gains Quick Draw as a bonus feat, even if he doesn't meet the prerequisites. At 4th level, he gains Shot on the Run as a bonus feat, even if he doesn't meet the prerequisites. At 8th level, when using the Shot on the Run feat, he can make a second ranged attack with a –5 penalty at any point during his movement. At 15th level, he can make a third ranged attack with a –10 penalty at any point during his movement. This ability replaces Stunning Fist.

Invisible Blade (Ex): At 3rd level, when a far strike monk uses the Stealth skill to maintain his obscured location after sniping, he takes a –10 penalty on his Stealth check instead of –20. This ability replaces still mind.

Ki Pool (Su): At 4th level, in addition to the normal abilities of his ki pool, a far strike monk can spend 1 point from his ki pool to increase the range increment of a thrown weapon by 20 feet for 1 round.

Ki Missile (Su): At 5th level, a far strike monk can spend 1 point from his ki pool as a swift action to change the base damage dice of thrown weapons to that of his unarmed strikes. These weapons are also treated as *ki focus* weapons, allowing the monk to apply his special ki attacks to his thrown weapons as if they were unarmed strikes. This effect lasts until the beginning of his next turn. This ability replaces purity of body.

Trick Throw (Su): At 11th level, a far strike monk can infuse his thrown weapons with ki to hit targets that he might otherwise miss. By spending 1 point from his ki pool as a swift action, the far strike monk can ignore concealment. By spending 2 points, he can ignore total concealment or cover. By spending 3 points, he can ignore total cover, even throwing weapons around corners. The weapon must still be able to reach the target; for instance, a target inside a closed building with no open doors or windows cannot be attacked using Trick Throw. These effects last for 1 round. This ability replaces diamond body.



LONG-RANGE TACTICS

With more than 150 feet separating opposing sides, long-range combat is the undisputed domain of archers and spellcasters. Combat at this distance necessarily occurs in wide, open spaces: across deserts and plains, on the sea, and even in the sky. A force prepared for long-range combat can badly damage or even defeat their enemies before ever being exposed to danger.

General Tactics

Preparation is key when fighting from long range, and having the right equipment and know-how is critical to a successful skirmish.

Be Ready for Range: Not every battle begins at close enough range for charging into melee, and enemies may hide behind battlements, fly through the air, or emit a debilitating aura. Even characters optimized for melee combat should carry a ranged weapon with substantial range for these scenarios.

Keep a Low Profile: When using a crossbow or firearm, long-range combatants can drop prone to gain a +4 bonus to AC against ranged attacks (+6 with the Prone Shooter^{UC} feat). Melee combatants outside of charging range can use total defense while approaching an enemy to gain a +4 dodge bonus to AC (+6 with 3 or more ranks in Acrobatics).

Use Specialized Ammunition: Flight arrows^{UE} and iron-tipped distance arrows^{UC} travel farther than standard arrows but deal less damage. Other types of special ammunition (see pages 19 and 24–25) can add further flexibility to a combatant's arsenal.

Specific Tactics

When attacking from a distance of more than 150 feet, successful ranged combatants would do well to find ways to reduce range increment penalties, enhance their Perception checks, and conserve ammunition.

Minimize Penalties: Penalties for exceeding a weapon's range increments can be prohibitive at this distance. The Far Shot and Eagle Eyes^{APG} feats reduce range penalties for attack rolls and Perception checks, respectively. The *distance* weapon special ability doubles a weapon's range.

Use Magic Weapons: Save ammunition by using ammo with the *conserving*^{UE}, *endless ammunition*^{UE}, or *returning* magic weapon special abilities. Weapons with the *greater* or *lesser designating*^{UE}, *second chance*^{UE}, and *seeking* special abilities have improved odds of hitting a target. An *adaptive*^{UE} *composite bow* adjusts to its user's strength. Firearms can be enhanced with the *lucky*^{UE} and *reliable*^{UE} special abilities or loaded with *dry load*^{UE} ammunition.

Feats

The following new combat feats are built around long-range combat and are available to all characters.

Some of these feats are teamwork feats, which were first introduced in the *Pathfinder RPG Advanced Player's Guide*. In most cases, teamwork feats require allies to possess the same feat to gain the feat's benefit.

Covering Fire (Combat, Teamwork)

You distract your enemies with ranged attacks to protect your allies.

Prerequisite: Point-Blank Shot.

Benefit: You can use the aid another action with a ranged attack against an opponent, regardless of whether the opponent threatens an ally. Range penalties apply to this attack roll. Choose one ally when making the attack. If the attack is successful, that ally gains a +2 bonus to AC against that opponent's next attack, as long as the attack comes before the beginning of your next turn. All allies with this feat also gain this bonus against that opponent.

Exceptional Pull (Combat)

You have mastered techniques to get the most out of composite bows.

Prerequisites: Dex 13, Deadly Aim, base attack bonus +3.

Benefit: When you wield a ranged weapon that you are proficient with and that has a strength rating, add 2 to the weapon's strength rating. You don't take a penalty on attack rolls for having a Strength modifier lower than the strength rating of a weapon, provided you're proficient with that weapon.

Lie Low

You're even harder to see when prone than most are.

Benefit: If you have been prone since the end of your last turn, the penalty on Perception checks for others to notice you increases by 1 for every 20 feet between you and the observer, to a maximum increase of 5 at 100 feet. This stacks with the normal modifier for distance.

Lob Shot (Combat)

You can make a high, arcing shot to strike your opponents from above.

Prerequisites: Far Shot, Point-Blank Shot.

Benefit: While making a ranged attack, you can ignore any cover bonuses to AC, including total cover, unless the target also has cover from above, such as a roof or forest canopy. When using this feat, treat your target as if it were one range increment farther away. You can't use this feat unless you have headroom equal to at least half the attack's range.

Volley Fire (Combat, Teamwork)

You have trained to work in ranks of archers to rain arrows down upon your foes.

Prerequisite: Point-Blank Shot.

Benefit: You gain a +1 bonus on ranged attack rolls for each ally with this feat who made a ranged attack since the end of your last turn against a target within 15 feet of your target, to a maximum of +4. These allies don't provide cover against your attacks.

Warning Shot (Combat)

An intentional near-miss demonstrates your frightening skill at range.

Prerequisites: Point-Blank Shot, Precise Shot, Weapon Focus, proficiency with the selected weapon.

Benefit: As a standard action, you can make a ranged touch attack using a ranged weapon with which you have Weapon Focus. If successful, instead of dealing damage or applying any other effects of the attack, you may attempt an Intimidate check to demoralize the target as a free action. The target doesn't need to be within 30 feet, nor does it need to be able to see or hear you.

Primal Hunter (Barbarian Archetype)

Rather than exploding with anger, primal hunters focus their rage to strike distant targets. Though able to hold their own in melee, primal hunters specialize in using some of the oldest of ranged weapons: bows, slings, and spears.

Exceptional Pull: At 1st level, a primal hunter gains Exceptional Pull (see previous page) as a bonus feat, even if she doesn't meet the requirements. At 11th and 20th levels, the strength rating of weapons she wields increases by 1 (weapons without a strength rating are not affected). This ability replaces fast movement.

Focused Rage (Ex): While raging, a primal hunter gains a +2 bonus on attack rolls with ranged weapons. This bonus increases to +3 at 11th level and to +4 at 20th level. While raging, a primal hunter can attempt Stealth checks but doesn't gain a morale bonus on Will saves. This ability alters rage.

Rage Powers: The following rage powers complement the primal hunter archetype: deadly accuracy^{UC}, lethal accuracy^{UC}, reflexive dodge^{UC}, rolling dodge, sharpened accuracy^{UC}, surprise accuracy.

Toxophilite (Ranger Archetype)

While many rangers use bows and arrows, the toxophilite takes special pride in her skill at archery. The toxophilite emulates the sharpshooting rangers of legend, who could pin a fly to the wall with a single shot or split one arrow with another. A truly talented toxophilite can even shoot down an enemy's arrow while it's still in flight.

Arrow-Splitter (Ex): A toxophilite gains a +1 bonus on ranged attack rolls against creatures or objects two or more size categories smaller than her. The toxophilite's ranged attacks also deal full damage to objects instead of half damage. This ability replaces wild empathy.

Combat Style Feat (Ex): At 2nd level, a toxophilite must select one of two ranged combat styles to pursue: archery or crossbow^{APG}.

Intercept Arrow (Ex): At 3rd level, a toxophilite can ready a ranged attack to deflect a ranged weapon attack against her or an ally within 30 feet. To deflect the attack, the toxophilite makes an attack with a ranged weapon. If her attack roll is greater than the attacking opponent's roll, the opponent's initial attack automatically misses. For each size category the attacking creature is larger than the toxophilite, the toxophilite takes a -4 penalty on her attack roll. The toxophilite must declare the use of this ability after the attack is announced, but before the roll is made. Unusually massive ranged weapons, such as boulders or ballista bolts, and ranged attacks by firearms or generated by natural attacks or spell effects can't be deflected. This ability replaces endurance.

Improved Intercept (Ex): At 11th level, when the toxophilite takes a full-attack action with a ranged weapon, she can choose to forgo one of her attacks. If she does so, she can use her intercept arrow ability as an immediate action instead of a readied action at any time before her next turn. Her attack roll to intercept uses the same bonuses as the attack she chose to forgo during her previous action. This ability replaces quarry.

Greater Intercept (Ex): At 19th level, whenever a toxophilite successfully deflects an attack with her intercept arrow ability, she can redirect the attack against a target within 30 feet, using the intercepted attack's attack roll against the new target's AC. This ability replaces improved quarry.





RANGED MAGIC TACTICS

While bows and arrows can be a warrior's saving grace at range, spellcasters face an entirely different set of challenges when fighting from a distance. Thankfully, magic users also boast an impressive array of ranged combat options to close the gap and win the day.

General Tactics

Many spellcasters specialize in engaging foes from afar, both to avoid melee combat drawbacks (like attacks of opportunity and the challenge of using magic while grappled), and to fully exploit tactics that only spells and magical powers can create.

Exploit Proxies: Familiars, summoned monsters, eidolons, and animal companions can allow a character to engage enemies while maintaining a significant distance between herself and her foes. Even touch spells can be viable ranged combat options if a spellcaster can use another creature or a *spectral hand* spell to deliver it.

Fight from Extreme Range: Many spells, such as *demand*, *dream*, *nightmare*, *phantasmal revenge*^{APG}, and *sending*, can be used at extremely long range. Although such spells are rarely enough to defeat foes, they can allow a clever spellcaster to prepare for or initiate a fight while minimizing risk.

Pack Wands and Staves: While many spellcasters are proficient with only simple ranged weapons like crossbows, most can also use wands and staves loaded with ranged spells and effects. A spare *wand of magic missile* or *staff of fire* can help spellcasters inflict damage from a distance while reserving their most powerful magic for enemies who stray within range.

Use Unavoidable Effects: One of spellcasting's greatest advantages is its access to abilities that always work or are extremely hard to avoid. *Magic missile* is perhaps the best known of these spells, but many area spells and spells with partial effects such as *black tentacles*, *entangle*, and *silence* are similarly difficult to resist.

Specific Tactics

Spellcasters who fight at range often favor tactics that complement their natural strengths and preferred methods.

Learn Stone Call: This 2nd-level spell (*Pathfinder RPG Advanced Player's Guide* 247) deals damage across a large area with no saving throw or attack roll required, can hit numerous evasive—and even flying—opponents from more than 100 feet away, and creates difficult terrain that can slow approaching enemies.

Scry and Teleport: The combination of divination (scrying) and conjuration (teleportation) spells can make for a potent offensive option. Scrying can provide vital information about a foe's vulnerabilities and defenses before the spellcaster teleports in to strike at the most opportune moment—provided she carries off her plan before the scrying sensor is noticed.

Take Metamagic Feats: Numerous metamagic feats bolster a spellcaster's ability to fight from afar, including Reach Spell^{APG}, which can make even touch spells viable ranged options; Enlarge Spell, which is useful for augmenting long-range spells and many spells that have a nonstandard range type; and Selective Spell^{APG}, which can protect allies from area effects such as *fireball*.

Feats

The following new feats are available to all characters and can bolster spellcasters' ranged capabilities.

Channel Ray

You can focus your channeled energy on a single target.

Prerequisite: Channel energy class feature.

Benefit: When you channel energy, you can project a ray from your holy symbol instead of creating a burst. You must succeed at a ranged touch attack to hit an unwilling target; your target is then affected by the channeled energy as normal and receives a saving throw. You need not make an attack roll to affect a willing creature with the ray. The ray has a range of 30 feet per channel energy die, and its save DC is increased by 2.

Distant Spell Link

You can share spells and grant touch spells to your companion creature over a great distance.

Prerequisites: Enlarge Spell or Reach Spell^{APG}; animal companion, eidolon, familiar, or other allied creature with the share spells ability (*Pathfinder RPG Core Rulebook* 52).

Benefit: The range of your allied creature's share spells ability increases to close (25 feet + 5 feet for every 2 levels) as long as you have line of effect to the creature when you cast the shared spell. If your allied creature has the deliver touch spells ability, you can designate your allied creature as the spell's source when you cast a touch spell as long as you are within close range of it. The creature must still deliver the touch spell at its touch range.

Normal: You must be adjacent to your familiar to share spells with it or designate touch spells for it to deliver.

Proxy Summoning

Creatures you summon can act as proxies to deliver your spells to foes.

Prerequisites: Ability to cast conjuration (summoning) spells or a conjuration (summoning) spell-like ability, caster level 5th.

Benefit: Whenever you cast a touch spell while adjacent to a creature you summoned (including an eidolon), you can have the summoned creature carry the spell's charge. Once the spell is cast, you and any creature you summon gain the share spells ability (*Core Rulebook* 52). This feat doesn't qualify you for feats or

other rules options that require you to have an animal companion, familiar, or similar allied creature with the share spells ability.

Seeking Spell (Metamagic)

You can cast spells that bend around barriers to reach their intended destination.

Benefit: A seeking spell's range can bend around obstacles to reach the intended target. You can define the route yourself or unambiguously identify a target and allow the spell to determine its own path. However, the spell fails if it would have to travel farther than its maximum range to reach the identified target. A ranged attack roll made to deliver a seeking spell is not subject to cover or concealment. In order to benefit from this feat, the selected spell must have a range greater than touch and target one or more creatures, or it must require the caster to make a ranged touch attack. A seeking spell uses up a spell slot 2 levels higher than the spell's actual level.

Magus Arcana

The following new magus arcana are best suited to magi interested in ranged combat, such as myrmidarchs (*Pathfinder RPG Ultimate Combat* 56).

Dark Shifter (Su): The magus can expend 1 point from his arcane pool as a move action to change the target of an ongoing spell effect with the darkness descriptor. The new target must be within the spell's original range, and uses the magus's level as the effective caster level for the purpose of determining the maximum distance the effect can be moved from the magus. If the spell effect the magus is moving originated from another creature, the magus must succeed at a caster level check to reposition the effect (DC = 11 + the effect's caster level). Failure wastes the magus's move action, but doesn't expend the point from his arcane pool. The magus must be at least 6th level before selecting this arcana.

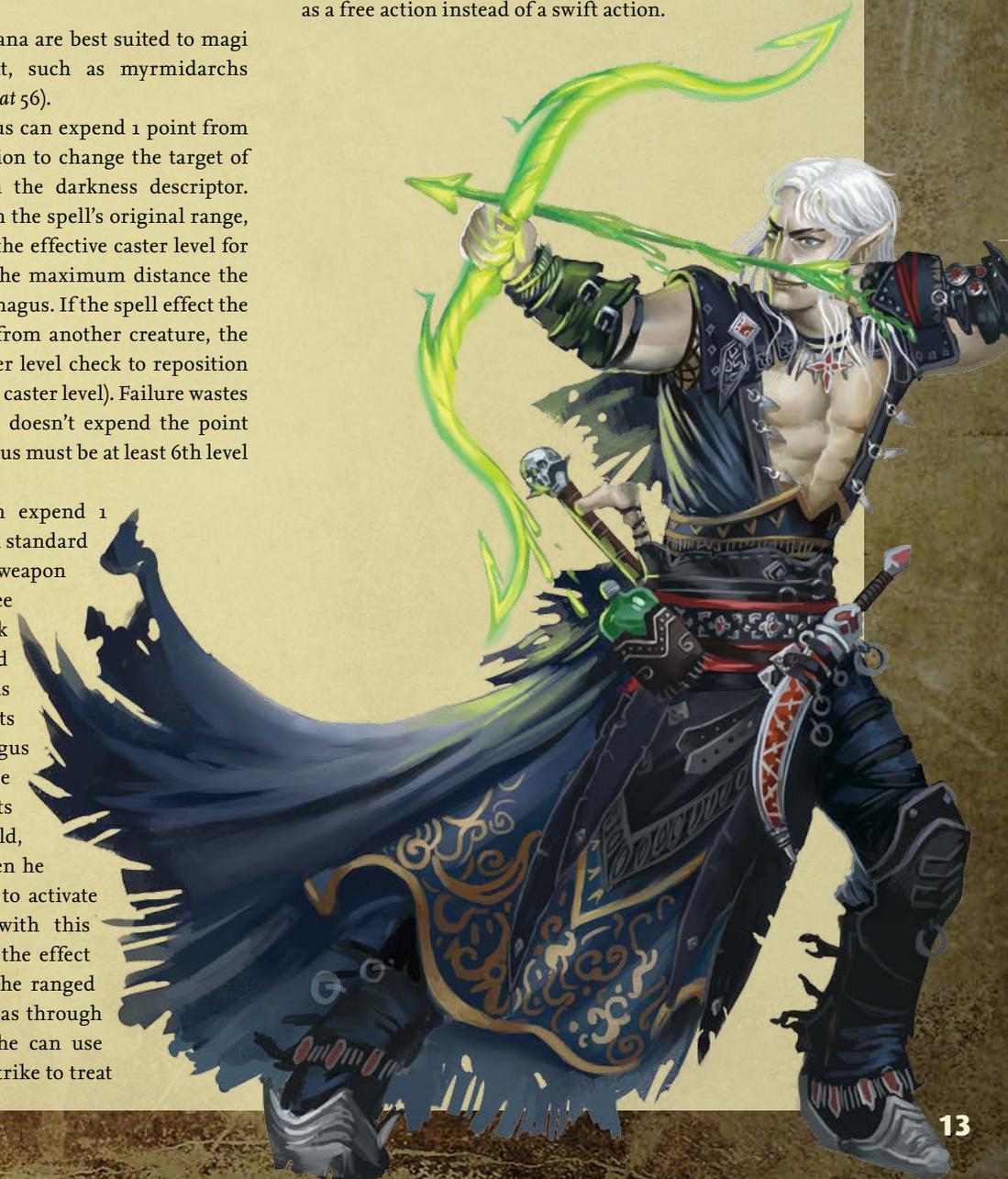
Pool Ray: The magus can expend 1 point from his arcane pool as a standard action to infuse a ranged weapon with elemental power. As a free action while making an attack roll with the infused ranged weapon, after the attack roll has been made but before the results are revealed by the GM, the magus can release the charge and cause his attack to deal 1d6 points of energy damage (acid, cold, electricity, or fire, chosen when he spends the arcane pool point to activate this ability). If he misses with this attack, the charge is lost and the effect is wasted. If the magus has the ranged spellstrike class feature (such as through the myrmidarch archetype), he can use this ability with ranged spellstrike to treat

it as its own ranged touch attack. At 6th level and every 3 levels thereafter, the amount of damage dealt by this attack increases by 1d6.

Ranger Trap: The magus learns a ranger trap (*Pathfinder RPG Ultimate Magic* 64). Additional ranger traps can be found on page 15. The magus must be at least 10th level before selecting this arcana.

Reach Magic: The magus can cast one spell per day as if it were modified by the Reach Spell^{APG} feat. This doesn't increase the spell's casting time or level.

Throwing Magus: Whenever the magus enhances his weapon using his arcane pool, he can spend 1 additional point from his arcane pool to add the *returning* and *throwing* abilities to the list of available weapon special abilities. When the magus throws a weapon enhanced by his arcane pool and hits a foe, he regains 1 arcane pool point. The magus can regain a number of arcane pool points per day equal to his Intelligence modifier in this way. If he throws his held weapon and draws another in the same round, he can enhance the newly drawn weapon with his arcane pool as a free action instead of a swift action.



SPECIAL TACTICS

An encounter's unusual circumstances can matter more than its range. In such an event, the most reliable path to success lies in understanding the situation better than your foes do.

General Tactics

Ranged combatants must carefully assess the situation before heading into a skirmish.

Avoid Meta-Tactics: With the GM's permission, consider describing spells' effects as they happen instead of naming them. Then NPCs must identify PCs' spells with Spellcraft the same way players identify NPCs' spells. This prevents the GM and players from letting out-of-game knowledge spoil in-game tactical advantages.

Hide and Deceive: Misdirection and confusion can be as deadly any arrow. By sowing false information with illusions (see Create Plausible Figments, below) or sending allies into the fray while hiding in ambush, characters can trick enemies into wasting precious resources or time to address false threats. Foes can't prepare for what they can't perceive, so obfuscating the battlefield in smoke or magical mist can be as important for offense as it is when defending.

Prepare the Battlefield: When a difficult confrontation looms, characters can alleviate the danger by reshaping the encounter before it even begins. Such preparation may include luring foes into terrain more advantageous to the party or altering the terrain itself with traps, strategic barriers, or environmental hazards. To successfully draw foes into a prepared battleground, characters need to place a lure that's inviting (but not suspiciously so) in a safe-looking location that's tactically poor for the invaders.

Specific Tactics

A prepared combatant who can transcend a battleground complication and use it against a foe can reap tremendous rewards in battle.

Build Magic Walls: Spells such as *wall of ice* or *stone shape* can quickly reshape a battlefield in the spellcaster's favor. Bottlenecks can divert foes away from vulnerable allies or divide groups of foes, and walls placed near spellcasters and other ranged combatants can provide cover, allow for Stealth checks, and protect against ranged attacks and area of effect spells.

Create Plausible Figments: Figments, particularly *minor image* and *programmed image*, are ideal distractions as long as the chosen image is plausible and prompts the target to waste time or resources such as spells or items. Tailor the figment to the situation—enemies are more likely to believe the image of a daunting monster summoned in the midst of a battlefield than the sudden appearance of a king. Cover and concealment can mask or enhance a figment's creation.

Turn Water into an Advantage: Foes who must cross water to get to you can make tempting targets, but if you're underwater, most ranged attacks don't work as intended. Mundane weapons such as underwater crossbows (*Pathfinder RPG Ultimate Equipment* 39–40) and magical weapons such as *cyclonic* projectiles (see page 26) and *frozen* crossbows (see page 22) can overcome the debilitating effects water imposes on ranged attacks, as can spells such as *air bubble* (*Pathfinder RPG Ultimate Combat* 222) that remove water from the fight. Adventurers outmatched by foes with superior ranged weaponry can likewise use water as cover to force foes to close to a more manageable range.

Feats

The following new feats can tip the scales in a ranged combatant's favor under the right circumstances.

Clinging Climber (Combat)

Using leverage and pure brawn, you can cling to a cliff, rope, or ladder with your legs to free both of your hands.

Prerequisites: Str 13, Climb 3 ranks.

Benefit: As a move action while climbing, you can cling to your climbing surface with your legs by succeeding at a Climb check (DC = the DC to climb the surface as a move action). If successful, you can make attacks with a two-handed ranged weapon and reload ranged weapons until you resume climbing. The GM may rule that this feat doesn't work on certain climbing surfaces.

Combat Advice

Your succinct words can aid an ally even in the heat of battle.

Benefit: As a move action, you can offer useful advice to an ally engaged in combat at just the right moment. Designate an enemy; your ally gains a +2 competence bonus on her next attack roll against that enemy. For your ally to benefit from this feat, you must be able to clearly see your ally and the designated enemy, and your ally must be able to hear you.

Expansive Trap Ability

Your ranger traps and land mines occupy a larger area.

Prerequisite: Ability to use ranger traps (*Pathfinder RPG Ultimate Magic* 64) or land mines (*Pathfinder Player Companion: Dungeoneer's Handbook* 23).

Benefit: You can designate any ranger trap or land mine you lay to occupy up to 4 contiguous squares of your choice. When the trap is activated, the effect is centered on whichever square the triggering creature first entered. If more than one square is entered simultaneously, choose at random.

Friendly Fire Maneuvers (Combat, Teamwork)

You and your teammates can anticipate one another's ranged attacks and stay out of each others' way.

Prerequisites: Point-Blank Shot, Precise Shot.

Benefit: Allies who also have this feat cannot provide soft cover to enemies, allowing you to make attacks of opportunity against an enemy even if those allies grant you soft cover against that foe's attacks. If an ally who also has this feat casts a spell that targets the area you are in as it allows a Reflex saving throw to avoid the effect (such as *fireball*), you gain a +4 dodge bonus on that saving throw.

Weathered Warrior (Combat)

You have a steady hand in any weather.

Prerequisite: Endurance.

Benefit: In areas of strong or severe wind (*Pathfinder RPG Core Rulebook* 439) or when affected by wind effects or spells that penalize ranged attacks, you take only half the ranged attack penalty. You can make ranged attacks in windstorm-level winds at a -4 penalty.

Normal: Strong and severe winds impose -2 and -4 penalties on ranged attack rolls, respectively. Making ranged attacks in windstorms is impossible.

New Ranger Traps

The following ranger traps are available through the Learn Ranger Trap feat (*Ultimate Magic* 153), the trapper ranger archetype (*Ultimate Magic* 64), or the ranger trap magus arcana (see page 13). Traps marked with an asterisk (*) add to or modify the effects of another trap; a character can add one of these trap types to any standard ranger trap; doing so costs 1 additional use of the trap ability.

BLUDGEONING TRAP (EX OR SU)

Effect The trap bludgeons the creature that triggers it. The trap makes an attack with a bonus equal to the ranger's character level + his Wisdom bonus. The triggering creature is denied its Dexterity bonus to AC if it was unaware of the trap. If the trap hits, it deals 1d6 points of bludgeoning damage for every 4 levels the ranger possesses (minimum 1d6). If it's an extraordinary trap, the ranger must provide an object suitable for dealing lethal bludgeoning damage, such as a large branch or heavy stone.

DECOY TRAP (SU)

Effect The trap creates a shadowy humanoid figment that appears to move away from the triggering creature or that follows a simple program of no more than 25 words defined by the ranger at the time when the trap is set. Unless programmed otherwise, the figment appears 60 feet away from the triggering creature or as close to that distance as possible, and then moves away toward the nearest exit, if any. The figment can move up to 60 feet per round. A viewer can attempt a Will save or a Perception check to disbelieve the illusion if she attacks it or otherwise interacts with it. The Will save DC to disbelieve the illusion is the same as the DC to avoid the trap; the DC of the

Perception check to disbelieve the illusion is equal to 5 + the DC to avoid the trap.

DIRTY TRICK TRAP* (EX OR SU)

Effect If the triggering creature fails its saving throw against the trap or is struck by the trap's attack, the trap also attempts a dirty trick combat maneuver (*Pathfinder RPG Advanced Player's Guide* 320) against the triggering creature. The type of dirty trick is chosen when the trap is created, and if it isn't possible or isn't applicable to the triggering creature, the combat maneuver is wasted. The trap's CMB for the dirty trick is equal to the ranger's level + his Wisdom modifier.

SUMMONED ALLY TRAP (SU)

Effect The trap summons a creature as *summon nature's ally I* with a caster level equal to the ranger's level - 3. This trap functions as *summon nature's ally II* at 8th level, *summon nature's ally III* at 11th level, and *summon nature's ally IV* at 14th level. The summoned creature or creatures appear in a location within the trap's range designated when the trap is set; if it's not possible for the creatures to appear in that location, they appear in the nearest unoccupied space. The ranger can choose a command of no more than 25 words when the trap is created; the creature or creatures follow those instructions, or otherwise attack the creature that triggered the trap.



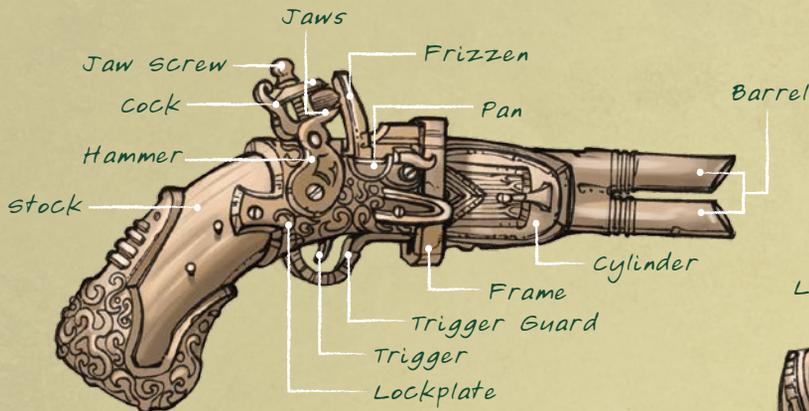


RANGED WEAPON DISSECTION

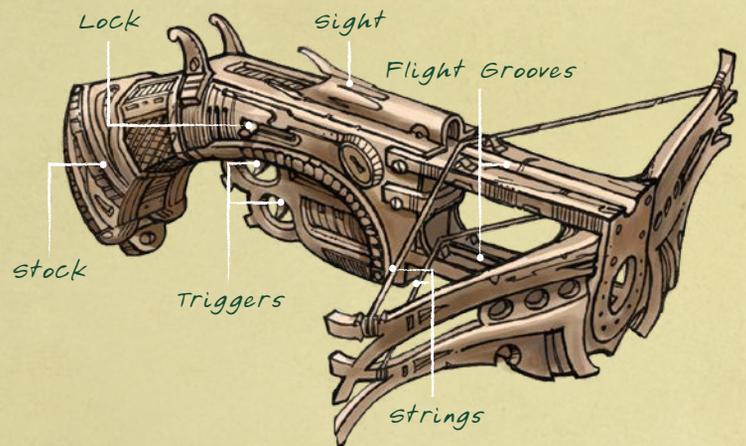
A practiced ranged tactician cuts an intimidating figure while slinging two hand crossbows at once, but you're not going to impress anybody if you don't know the difference between the locking lever and the lath. Now you won't get

caught calling your tiller a thingamabob or your frizzen a doodad, thanks to this handy illustrated guide to the anatomy of some of the most common ranged weapons used in the Pathfinder Roleplaying Game.

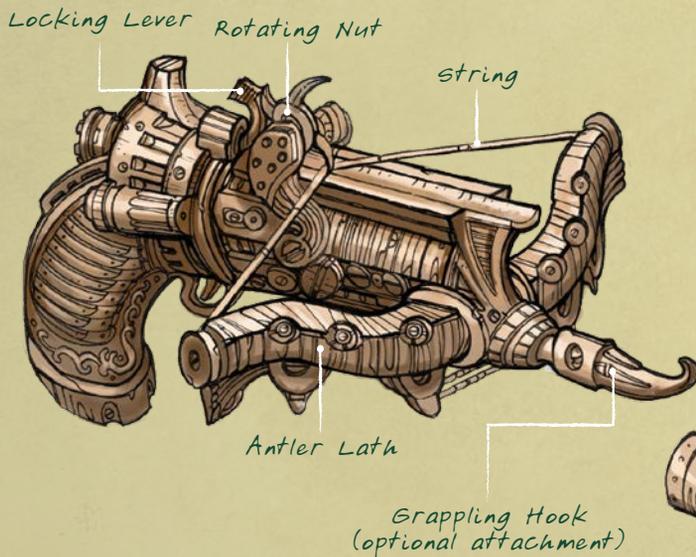
Double-Barrel Pistol



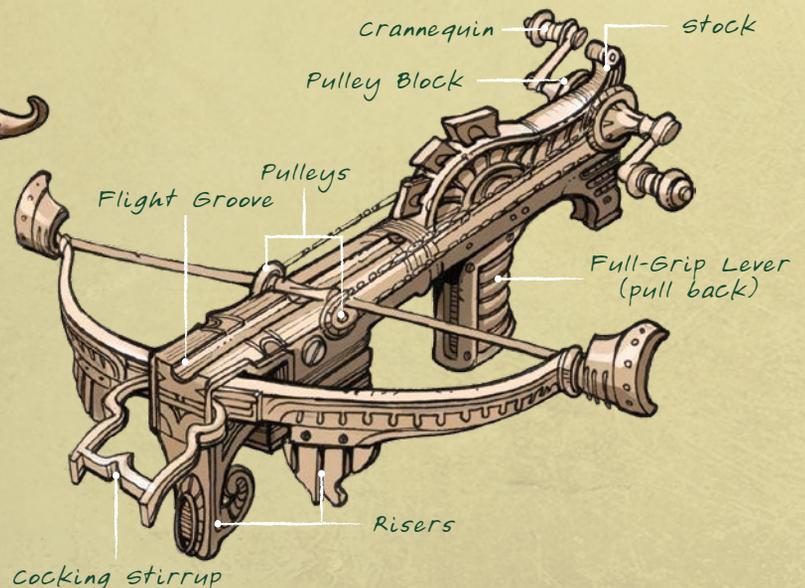
Double Crossbow



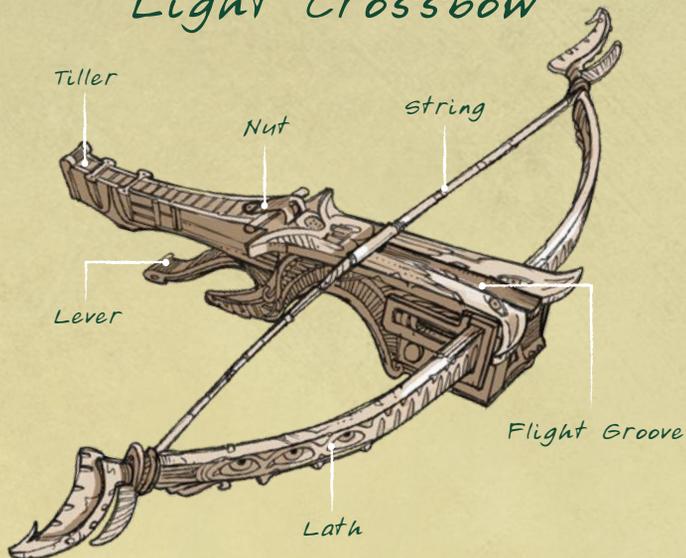
Hand Crossbow



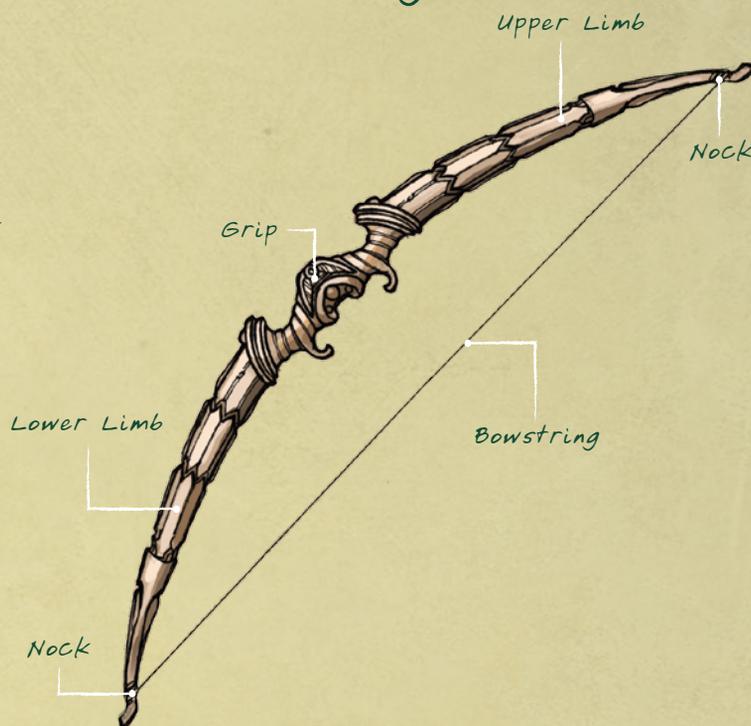
Heavy Crossbow



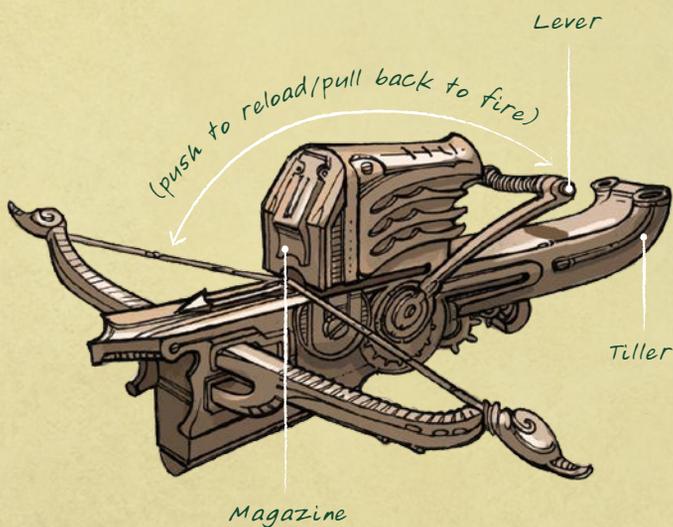
Light Crossbow



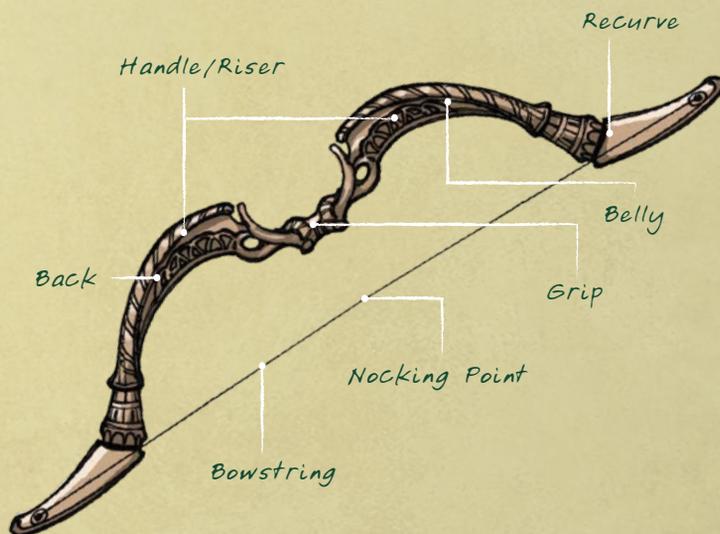
Longbow



Repeating Crossbow



Shortbow



WEAPON HISTORIES

While calling out the names of various parts of your crossbow isn't likely to come up often during gameplay, the terminology on this spread can provide players and GMs an exciting opportunity to add a bit of flavor to their games. Real-world history, folklore, and fiction are full of examples of custom-made weapons and weapon parts that play key roles in characters' adventures and can be mined for ideas in your own game. Maybe your bowstring is made of Tian silk you acquired during your journey into Minkai, or your crossbow groove is made of the finest Ustalavic silver to ensure maximum potency when firing silver bolts. Or perhaps you're searching for the master Alkenstar gunsmith whose maker's mark is carved into the stock of your pistol. However you characterize your weapon, its exact make can inform your character's past, present, and future in relation to her goals and the world around her.

RANGED WEAPONS

Though the most basic ranged weapons—bows, slings, and spears—are found throughout the world, every culture has its own inventive variations.

New Ranged Weapons

The following new ranged weapons are used around the Inner Sea.

Crank Crossbow, Heavy: This heavy crossbow has a winch mounted below the stock. Up to 50 feet of silk rope can be wound onto the winch as a full-round action that provokes attacks of opportunity. The wound rope can be

attached to a barbed bolt (see New Ammunition on page 19) or grappling bolt^{UE} as part of a loading action. After firing such a bolt, the wielder can use the winch to retract the rope or pull herself along the rope if the bolt is secure. When used with a barbed bolt, the winch provides a +2 bonus on grapple combat maneuver checks to pull the target toward you. When used with a grappling bolt^{UE}, the winch provides a +2 bonus on Climb checks.

Crank Crossbow, Light: This weapon functions as a heavy crank crossbow, except that its damage, critical, and range values are equivalent to those of a light crossbow. Its lighter construction means it provides only a +1 bonus on Climb checks and grapple combat maneuver checks to pull the target toward you.

Hurlbat: A hurlbat is a throwing axe made from a single piece of flat metal. Every extremity of the hurlbat is sharpened, including the point of the handle. You can wield the hurlbat as a melee weapon, but it's not designed for such use; you take a –1 penalty on melee attack rolls with the weapon, and you must succeed at a DC 15 Reflex save when making melee attacks to avoid cutting yourself on an edge and taking 1 point of slashing damage. You don't need to attempt this save while wearing heavy armor.

Knobkerrie: A knobkerrie, or iwisa, is carved from a single piece of hardwood with a shaft 2 to 4 feet long surmounted by a bulbous knob. The knobkerrie is a traditional hunting weapon among the Zenj people of the Mwangi, but it's also used as a symbol of authority. Many tribal elders use decorated knobkerries as scepters or canes. A knobkerrie is thrown end-over-end. If you are proficient, you gain a +1 bonus on ranged attack rolls with a knobkerrie against opponents using bucklers, light shields, or heavy shields. If you aren't proficient with a knobkerrie, treat it as a club.

Kunai: Crafted from a single piece of iron, a kunai has a leaf-shaped blade and a ring for a pommel. Adapted from the common trowel, the kunai has a thick blade that is sharpened only near the tip. Unlike finer weapons, the kunai can readily substitute for a crowbar or piton without being damaged in the process.

Spear-Sling: A spear-sling consists of a hollow tube with a loop of elastic material, such as rubber or sinew, attached to one end. The wielder draws a harpoon, javelin, shortspear, or spear through the tube, pulling the loop taut. Releasing the loop propels the shaft forward like a bow does an arrow. A harpoon, javelin, shortspear, spear, or other weapon shot from a spear-sling is treated as a projectile weapon instead of a thrown weapon, increasing its maximum range and allowing it to be used underwater. Using a spear-sling requires two hands. Loading a spear-sling is a standard action (a move action if the wielder has the Rapid Reload feat) that provokes attacks of opportunity.



Simple Weapons

Light Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Kunai	2 gp	1d3	1d4	×2	10 ft.	2 lbs.	B or P	—

Ranged Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Stonebow	35 gp	1d4	1d6	×2	50 ft.	4 lbs.	B	—

Martial Weapons

Ranged Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Hurlbat	8 gp	1d4	1d6	×3	10 ft.	2 lbs.	P and S	—
Spear-sling	50 gp	1d6	1d8	×3	See text	2 lbs.	P	See text
Throwing arrow cord	—	1d3	1d4	×2	60 ft.	—	P	—

Exotic Weapons

One-Handed Melee Weapon	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Knobkerrie	5 gp	1d4	1d6	×2	20 ft.	4 lbs.	B	See text

Ranged Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Crank crossbow, heavy	400 gp	1d8	1d10	19–20/×2	120 ft.	12 lbs.	P	—
Crank crossbow, light	250 gp	1d6	1d8	19–20/×2	80 ft.	6 lbs.	P	—

A spear-sling is made with a particular strength rating, like a composite longbow. Each point of Strength bonus granted by the sling's strength rating adds 50 gp to its cost. If you have a negative Strength modifier, apply it to damage rolls when you use a spear-sling.

Stonebow: A stonebow, or bullet crossbow, resembles a light crossbow except for the distinct U-shaped bend in the stock. Instead of bolts, the stonebow shoots sling bullets. The bow has two strings with a leather pocket between them to hold the bullet. Loading a stonebow is a move action (a free action if you have the Rapid Reload feat) that provokes attacks of opportunity.

You can shoot ordinary stones with a stonebow, but stones aren't as dense or as round as bullets. When using stones, you take a –1 penalty on attack rolls and deal damage as if the weapon were designed for a creature one size category smaller than you.

You can shoot, but not load, a stonebow with one hand, but doing so imposes a –2 penalty on your attack rolls. You can shoot a stonebow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for firing one-handed.

Throwing Arrow Cord: This simple fiber or leather cord has a knot at either end. One end is wound once around the notch of a throwing arrow (see New Ammunition, below). The cord runs taut along the shaft to the front of the arrow, where you hold the arrow to throw. The remainder of the cord wraps around your hand. The cord dramatically increases the throwing arrow's range. Attaching the cord to a throwing arrow is a move action that requires two hands and provokes attacks of opportunity. The Rapid Reload feat can be taken for throwing arrow cords, allowing you to load a throwing arrow as a free action.

New Ammunition

Item	Price	Weight
Barbed arrow (20)	2 gp	3 lbs.
Incendiary arrow (20)	10 gp	3 lbs.
Pronged arrow (20)	2 gp	3 lbs.
Throwing arrow	5 sp	1/2 lb.

The following types of ammunition are frequently used with ranged weapons both familiar and new.

Barbed Arrow: The head of a barbed arrow resembles that of a harpoon. When a barbed arrow is attached to a length of silk rope and fired from a bow, the arrow's range increment is reduced to 30 feet, but it gains the grapple special weapon quality (*Pathfinder RPG Ultimate Equipment* 22). Barbed bolts exist for crossbows.

Incendiary Arrow: A metal cage behind this arrow's point contains flammable material. You take a –1 penalty on attack rolls when firing incendiary arrows. You can light up to six incendiary arrows as a full-round action (a standard action if you use a tindertwig) that provokes attacks of opportunity. Once lit, the arrow burns for 2 rounds. A lit incendiary arrow deals an additional 1 point of fire damage. On a critical hit, the target must succeed at a DC 15 Reflex save or catch fire. Incendiary bolts exist for crossbows.

Pronged Arrow: Rather than narrowing to a single point, a pronged arrow has a wide face with two points resembling a crescent or V-shape. Originally used for hunting game, a pronged arrow deals damage as if one size category smaller, but you gain a +1 bonus on attack rolls against creatures or objects one or more size categories smaller than you.

Throwing Arrow: Too long to use in a bow, the throwing arrow has no nock at the tail. Instead, it has a notch ahead of the fletching where a throwing arrow cord can be attached (see above). If thrown without the use of a cord, treat a throwing arrow as a dart.

TOOLS AND EQUIPMENT

Some of the following items can be crafted through the use of Craft (alchemy) or Craft (traps)—the latter are marked with an asterisk (*). The Craft DCs for such items are listed on the table below.

Item Name	Price	Weight	Craft DC
Bell tripwire trap	2 gp	2 lbs.	15*
Camouflage blanket	12 gp	2 lbs.	—
Contracting rope	50 gp	5 lbs.	20
Ear trumpet, common	25 gp	2 lbs.	—
Ear trumpet, masterwork	100 gp	2 lbs.	—
Fire wheel firework	200 gp	1 lb.	25
Flight grapnel	50 gp	2 lbs.	—
Gabion	1 gp	2 lbs.	10*
Perfect ice (1 vial)	1,500 gp	—	25
Portable bolt trap	125 gp	9 lbs.	20*
Sentry mannequin, masterwork	80 gp	35 lbs.	—
Speaking trumpet	6 gp	2 lbs.	—
Spyglass, masterwork	4,000 gp	2 lbs.	—

BELL TRIPWIRE TRAP

PRICE 2 GP

WEIGHT 2 lbs.

This fine, 10-foot-long tripwire is attached to a loud bell and comes with pitons to fix the trap in place. The trap can be set across doorways, hallways, or narrow passes or between trees or rocks. Arming the trap properly takes 5 minutes; it can be set up in as little as 1 minute, but doing so reduces the DC to notice and disarm the trap by 5. The trap has the following statistics.

BELL TRIPWIRE TRAP

CR —

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** manual

Effect bell rings (Perception DC 0 to hear)

CAMOUFLAGE BLANKET

PRICE 12 GP

WEIGHT 2 lbs.

This large, coarse blanket covers a single square and has a multi-colored design that blends in with a specific environment type, such as underground, forests, or plains (see the ranger's Favored Terrains table on page 65 of the *Pathfinder RPG Core Rulebook* for a full list of environment types). A character covered by a camouflage blanket in that blanket's matching terrain has concealment. Such characters who are also prone gain a +2 circumstance bonus on Stealth checks. The bonus applies even when the covered character attempts a Stealth check to remain hidden after sniping with a projectile weapon.

CONTRACTING ROPE

PRICE 50 GP

WEIGHT 5 lbs.

This 50-foot length of silk rope is treated with alchemical reagents that give it a distinctly dusty odor. When any part of the rope is

touched to an open flame, it suddenly contracts to one-fifth its original length, pulling any creature or object attached to one side to within 10 feet of the other; if multiple creatures are moved into the same square, they fall prone in randomly determined adjacent squares. Because of the sudden jerk, a creature holding a contracting rope must succeed at a DC 10 Climb check to avoid dropping it as it contracts (unless it is knotted around the creature's waist, clamped in a locked gauntlet, or otherwise firmly attached to the creature). The rope fails to contract if it would pull more than 1,000 pounds horizontally or lift more than 250 pounds vertically. Once activated, the rope slowly unravels to its normal length over the course of 24 hours and can't be activated again until such time has passed.

EAR TRUMPET

PRICE VARIES

WEIGHT 2 lbs.

Common	25 GP
Masterwork	100 GP

This foot-long brass funnel amplifies sounds entering through the broad end for anyone listening at the narrow end. The listener gains a +2 circumstance bonus on sound-based Perception checks but must use one hand to hold the trumpet to the ear in order to gain the benefit. A masterwork ear trumpet's exquisite acoustic properties grant the listener a +4 circumstance bonus instead.

FIRE WHEEL FIREWORK

PRICE 200 GP

WEIGHT 1 lb.

Once its fuse has been lit, this hoop-shaped firework emits colorful sparks from a series of outward-angled wooden tubes. It can then be rolled along the ground or thrown as a splash weapon with a range increment of 30 feet. One round after being lit, a fire wheel firework explodes in a spectacular 5-foot-tall cylindrical blast with a 20-foot radius. All creatures in the area take 3d6 points of fire damage and are blinded for 1 minute (Reflex DC 16 halves damage, negates blindness).

FLIGHT GRAPNEL

PRICE 50 GP

WEIGHT 2 lbs.

This masterfully crafted grappling hook sports hinged flukes that collapse down to the sides of the hook's base. A collapsed flight grapnel is thrown like a dart (typically while attached to rope), and the flukes spring out only when it strikes a solid object. This makes the grappling hook more aerodynamic, though heavier. A flight grapnel acts as a grappling hook in all ways, except it's treated as a thrown weapon with a range increment of 20 feet.

GABION

PRICE 1 GP

WEIGHT 2 lbs.

This tough wickerwork cylinder is typically 3 feet tall and 2 feet wide. It has no top or bottom, and can be filled with about 10 cubic feet of earth, stone, or other heavy materials while standing upright to provide substantial cover. Filling a gabion with earth using a shovel generally requires 4 minutes of

work for a Medium character or 8 minutes of work for a Small character. One gabion provides cover for a Small character and might provide partial cover for a Medium character, at the GM's discretion. Two gabions together can provide cover to a Medium character, although if they aren't stacked atop each other, they can form only a low obstacle depending on the character's height.

Gabions can be made of different materials, but the type described here is one of the most common varieties.

PERFECT ICE

PRICE 1,500 GP
WEIGHT —

This vial contains a large snowflake that melts only at temperatures of 140 degrees Fahrenheit or above. Perfect ice is an alchemically engineered form of water that briefly converts any moisture it touches into a similar state. When a flask of perfect ice is opened or broken (such as by being thrown as a splash weapon), the snowflake within expands rapidly, forming a layer of ice and snow with a 60-foot radius along any nearby surface. Any living creature that touches an area of perfect ice or starts its turn in a space of perfect ice takes 4d6 points of damage from desiccation as some of the water in its body crystallizes (Fortitude DC 18 half). Creatures with the water subtype take half again as much damage (150%) and receive no saving throw. The ice crystals that form along flat surfaces are large and strong, and are treated as caltrops. The ice persists for 10 minutes, after which it vaporizes or reverts to a normal state for its temperature. To avoid the hazards of its large area of effect, many users propel the vial from a launching crossbow (*Pathfinder Player Companion: Adventurer's Armory 4*) or use similar means to extend their throwing range.

PORTABLE BOLT TRAP

PRICE 125 GP
WEIGHT 9 lbs.

This specialized heavy crossbow is hooked to a trip line that can be strung across any opening up to 10 feet wide, much like that of a bell tripwire trap (see above). When the line is tripped, the crossbow fires its bolt toward the space where the line was tripped. The crossbow must have line of effect to the target space for the trap to work. Placing a portable bolt trap requires 10 minutes of effort to properly calibrate the shot and conceal the line and crossbow. The trap can be placed in as little as 1 minute, but doing so imposes a -4 penalty on the crossbow's attack roll, and the DC of the Perception check to notice the trap is reduced by 4. The trap has the following statistics.

PORTABLE BOLT TRAP

CR 1/2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +10 ranged (1d10/19-20)

SENTRY MANNEQUIN, MASTERWORK

PRICE 80 GP
WEIGHT 35 lbs.

This sentry mannequin^{UE} is designed to seem more lifelike than its common counterpart. After 5 minutes of assembly and coverage with the included loose hood and baggy clothing,

this wire frame looks like a vigilant humanoid figure. It has pivoted joints with counterweights that move it in ways reminiscent of an alert guard every few rounds for 8 hours after it's set up. Creatures more than 30 feet from the mannequin must succeed at a DC 15 Perception check to realize it's not someone standing watch.

SPEAKING TRUMPET

PRICE 6 GP
WEIGHT 2 lbs.

This large animal horn is hollowed out to amplify sounds that enter through the narrow end. The DC of Perception checks to hear a speaker using a speaking trumpet is reduced by 5.

SPYGLASS, MASTERWORK

PRICE 4,000 GP
WEIGHT 2 lbs.

Objects viewed through a masterwork spyglass are magnified to four times their size. Characters using a masterwork spyglass take a -1 penalty on Perception checks per 40 feet of distance to the target (instead of per 20 feet as with a normal spyglass).





MAGIC RANGED WEAPONS

The following new magic weapons are useful to combatants who need an arcane edge at range.

Weapon	Price
<i>Secret crossbow</i>	4,400 gp
<i>Cavalryman's bow</i>	10,330 gp
<i>Bow of ashes</i>	11,400 gp
<i>Mage's crossbow</i>	18,335 gp
<i>Frozen crossbow</i>	25,700 gp
<i>Avalanche sling staff</i>	36,320 gp
<i>Thorn bow</i>	59,700 gp
<i>Skulking sniper's blowgun</i>	62,302 gp
<i>Shockwave blunderbuss</i>	87,300 gp
<i>Arrow splitter</i>	180,375 gp

ARROW SPLITTER		PRICE
		180,375 GP
SLOT none	CL 15th	WEIGHT 3 lbs.
AURA strong evocation		

This +5 *second chance*^{UE} *longbow* is made of supple willow that forever looks freshly carved. When the wielder hits a foe multiple times with the bow, the arrows land in the same spot, driving their way deeper. A creature struck by an arrow fired from an *arrow splitter* takes an additional 1d6 points of precision damage for each arrow fired from an *arrow splitter* that has struck the creature within the same round. For example, if a creature is struck by three arrows fired from an *arrow splitter* in the same round, the first arrow deals damage as normal, the second arrow deals an additional 1d6 points of precision damage, and the third arrow deals an additional 2d6 points of precision damage.

CONSTRUCTION REQUIREMENTS	COST
	90,375 GP

Craft Magic Arms and Armor, *ricochet shot*^{UC}, *sonic thrust*^{UM}

AVALANCHE SLING STAFF		PRICE
		36,320 GP
SLOT none	CL 9th	WEIGHT 3 lbs.
AURA moderate conjuration		



Three times per day, the wielder of this +3 *halfling sling staff* can launch a stone (not a sling bullet) that explodes in mid-flight to create a *stone call*^{APG} effect centered on the target square.

CONSTRUCTION REQUIREMENTS	COST
	18,320 GP

Craft Magic Arms and Armor, *stone call*^{APG}

BOW OF ASHES		PRICE
		11,400 GP
SLOT none	CL 8th	WEIGHT 3 lbs.
AURA moderate conjuration		

This +1 *adaptive*^{UE} *flaming composite longbow* is made of a single piece of petrified wood that appears to have been burnt black but is magically sturdy. When the wielder pulls the bowstring while within 5 feet of a flame at least as large as a lit torch, the bow

generates and nocks an arrow of rock-hard ash. Attacks made with an ash arrow deal damage as a normal bow but ignore concealment miss chances from smoke, ash, dust, fog, and other airborne particles (though the wielder still risks targeting the wrong square when trying to shoot at foes with total concealment). The ash arrow crumbles to nothing 1 round after leaving the bow.

CONSTRUCTION REQUIREMENTS	COST
	5,900 GP

Craft Magic Arms and Armor, *fireball* or *flame blade*, *warp wood*

CAVALRYMAN'S BOW		PRICE
		10,330 GP
SLOT none	CL 8th	WEIGHT 2 lbs.
AURA moderate conjuration		

This +2 *shortbow* is etched with equine imagery. Whenever the bow is fired from a mount, the wielder's mount gains a +2 deflection bonus to its AC until the start of the wielder's next turn.

CONSTRUCTION REQUIREMENTS	COST
	5,330 GP

Craft Magic Arms and Armor, *shield of faith*, *warp wood*

FROZEN CROSSBOW		PRICE
		25,700 GP
SLOT none	CL 8th	WEIGHT 8 lbs.
AURA moderate conjuration		



When this +2 *frost repeating heavy crossbow* is empty and underwater, pulling the reloading lever as a free action creates and loads a bolt of solid ice. The icicle bolt and its wielder ignore all penalties for using a ranged

weapon underwater. The icicle bolt deals an amount of cold damage equal to that of a normal bolt and melts 1 round after leaving the crossbow.

CONSTRUCTION REQUIREMENTS	COST
	13,200 GP

Craft Magic Arms and Armor, *freedom of movement*, *icicle dagger*^{UM}

MAGE'S CROSSBOW		PRICE
		18,335 GP
SLOT none	CL 8th	WEIGHT 4 lbs.
AURA moderate transmutation		



This +2 *light crossbow* is made of silver that never needs to be polished. A *mage's crossbow* is especially effective against creatures with spell resistance. Against such creatures,

the weapon's effective enhancement bonus increases to +3, and it deals an additional 1d6 points of damage. Whenever the wielder casts a spell that requires him to make a ranged touch attack (such as a ray) while he has the crossbow in hand, he gains a bonus on his ranged attack roll equal to the crossbow's enhancement bonus against the target creature. If the spell hits, the caster also applies this bonus to the caster level check to overcome the target's spell resistance (if any) and on the spell's damage roll (if any).

CONSTRUCTION REQUIREMENTS	COST 9,835 GP
Craft Magic Arms and Armor, Spell Penetration, <i>summon monster I</i> , <i>true strike</i>	

SECRET CROSSBOW		PRICE 4,400 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint illusion		

This +1 *hand crossbow* seems to hide itself and leaps from hiding when needed. It grants a +5 competence bonus on Sleight of Hand checks made to conceal it and doesn't take longer to draw when concealed.

CONSTRUCTION REQUIREMENTS	COST 2,400 GP
Craft Magic Arms and Armor, <i>invisibility</i>	

SHOCKWAVE BLUNDERBUSS		PRICE 87,300 GP
SLOT none	CL 18th	WEIGHT 8 lbs.
AURA strong evocation		

Whenever the wielder fires pellets from this +2 *sonic boom* (see page 27) *blunderbuss*^{UE}, she attempts a free combat maneuver check to trip each creature struck by the pellets. The wielder uses the *shockwave blunderbuss's* Combat Maneuver Bonus of +20 for these trip attempts. The wielder doesn't provoke attacks of opportunity for these trip attempts and doesn't risk knocking herself prone.

CONSTRUCTION REQUIREMENTS	COST 44,800 GP
Craft Magic Arms and Armor, <i>reverse gravity</i> , <i>shout</i>	

SKULKING SNIPER'S BLOWGUN		PRICE 62,302 GP
SLOT none	CL 8th	WEIGHT 1 lb.
AURA moderate illusion		



A *skulking sniper's blowgun* is crafted of fine hardwood that shifts color between brown and dark green under different lights. The wielder of this +3 *distance greater sniping* (see page 27) *blowgun* isn't automatically detected by tremorsense, blindsense, blindsight, or similar supernatural senses while she's attempting to move unnoticed. Creatures with these abilities must attempt a Perception check opposed by the wielder's Stealth check to notice the wielder. Such a creature gains a +10 bonus on this Perception check if the wielder is within half the maximum range of the sense ability. The wielder can still be detected by other senses (such as vision, hearing, or smell) as normal.

CONSTRUCTION REQUIREMENTS	COST 31,302 GP
Craft Magic Arms and Armor, <i>clairaudience/clairvoyance</i> , <i>greater invisibility</i> , <i>invisibility</i> , <i>silence</i>	

THORN BOW		PRICE 59,700 GP
SLOT none	CL 9th	WEIGHT 8 lbs.
AURA moderate conjuration		

This +2 *lesser designating*^{UE} *composite longbow* (+3 Str) has a bowstring that resembles a thorny vine. Once per day as a standard action, the wielder can prick her finger on the vine and



fire an arrow at a creature or square to cause the arrow to become a *wall of thorns* centered on the struck creature or object. When the wielder is targeting a square, treat that as a ranged attack against AC 5. The wielder can choose how the *wall of thorns* is oriented.

CONSTRUCTION REQUIREMENTS	COST 30,200 GP
Craft Magic Arms and Armor, <i>instant enemy</i> ^{APG} , <i>wall of thorns</i>	



MAGIC AMMUNITION

Those who want a variety of magical attacks at their disposal can purchase different types of magical ammunition.

Ammunition	Price
<i>Splitting bolt</i>	346 gp
<i>Dizzying bullet</i>	496 gp
<i>Vulnerability bolt</i>	496 gp
<i>Mute dart</i>	566 gp
<i>Reporting cartridge</i>	566 gp
<i>Scouting cartridge</i>	566 gp
<i>Boulder bullet, lesser</i>	806 gp
<i>Phase arrow</i>	916 gp
<i>Venomous whisper dart</i>	1,446 gp
<i>Boulder bullet</i>	1,966 gp
<i>Arrow of charming</i>	2,886 gp
<i>Boulder bullet, greater</i>	4,006 gp
<i>Tenacious atlatl dart</i>	29,101 gp

ARROW OF CHARMING		PRICE
		2,886 GP
SLOT none	CL 8th	WEIGHT 1/20 lb.
AURA moderate enchantment		
	When this +3 <i>arrow</i> strikes a creature, it explodes in a small cloud of red dust and deals nonlethal damage. The creature struck must succeed at a DC 16 Will save or be charmed by the wielder as <i>charm monster</i> . Alternatively, the user can inscribe the name of another creature into the arrow shaft; in this case, the arrow's victim instead becomes charmed by the named creature on a failed save. Inscribing the arrow takes 10 minutes.	
CONSTRUCTION REQUIREMENTS		COST 1,446 GP
Craft Magic Arms and Armor, <i>charm monster</i>		

BOULDER BULLET		PRICE
		varies
<i>Lesser boulder bullet</i>		806 GP
<i>Boulder bullet</i>		1,966 GP
<i>Greater boulder bullet</i>		4,006 GP
SLOT none	CL varies	WEIGHT 1/2 lb.
AURA moderate or strong transmutation		
	A <i>boulder bullet</i> appears to be a magical sling bullet when held, but it is actually a shrunken piece of catapult ammunition. A <i>boulder bullet</i> expands rapidly when launched from a sling or sling staff, increasing in size and dealing greater base damage depending on the version used. This doesn't affect the bullet's range or any of the normal mechanics for using a sling bullet, though the <i>boulder bullet</i> is treated as siege weapon ammunition for the purposes of wind effects and similar penalties. Similarly, if a <i>boulder bullet</i> is launched and misses its target, roll 1d8 to determine the adjacent square in which it lands. Once it has	

been thrown and has expanded, a boulder bullet loses its magic and remains boulder-sized thereafter.

Lesser Boulder Bullet (CL 10th): A *lesser boulder bullet* is a +1 *sling bullet* that expands to the size of light catapult ammunition, increasing its base damage to 4d6.

Boulder Bullet (CL 14th): A *boulder bullet* is a +2 *sling bullet* that expands to the size of standard catapult ammunition, increasing its base damage to 6d6.

Greater Boulder Bullet (CL 18th): A *lesser boulder bullet* is a +3 *sling bullet* that expands to the size of heavy catapult ammunition, increasing its base damage to 8d6.

CONSTRUCTION REQUIREMENTS	COST
<i>Lesser boulder bullet</i>	406 GP
<i>Boulder bullet</i>	986 GP
<i>Greater boulder bullet</i>	2,006 GP

Craft Magic Arms and Armor, *shrink object*

DIZZYING BULLET		PRICE
		496 GP
SLOT none	CL 5th	WEIGHT 1/2 lb.
AURA faint evocation		
	This +1 <i>sling bullet</i> makes a faint rattling noise when shaken. When it strikes a creature, the creature must succeed at a DC 13 Fortitude save or become stunned for 1 round.	
CONSTRUCTION REQUIREMENTS		COST 251 GP
Craft Magic Arms and Armor, <i>sound burst</i>		

MUTE DART		PRICE
		566 GP
SLOT none	CL 5th	WEIGHT —
AURA faint illusion		
This ivory +1 <i>blowgun dart</i> emits a <i>silence</i> effect that envelops the space of the creature or object it strikes, up to a maximum radius of 20 feet. If a creature is struck, it can resist the <i>silence</i> with a successful DC 13 Will save.		
CONSTRUCTION REQUIREMENTS		COST 286 GP
Craft Magic Arms and Armor, <i>silence</i>		

PHASE ARROW		PRICE
		916 GP
SLOT none	CL 5th	WEIGHT 1/20 lb.
AURA faint transmutation		
When this translucent +2 <i>arrow</i> is fired, it becomes ethereal until it enters the target's space. A <i>phase arrow</i> ignores cover of all kinds, including total cover, and can be fired at a target even if the wielder doesn't have line of effect. However, if the wielder cannot see or otherwise pinpoint the target, she risks attacking the wrong space, and even if she attacks the right space, the target still has total concealment against the attack (granting a 50% miss chance).		
CONSTRUCTION REQUIREMENTS		COST 461 GP
Craft Magic Arms and Armor, <i>blink</i>		

REPORTING CARTRIDGE		PRICE 566 GP
SLOT none	CL 5th	WEIGHT —
AURA faint divination		

This +1 *paper alchemical cartridge* contains a bullet and is marked with a symbol of an ear. When fired from a firearm, a *reporting cartridge* allows the wielder to temporarily transfer her sense of hearing to the location where the bullet lands. Until she dismisses the effect by rubbing her ears as a move action, the wielder can hear as *clairaudience* from the square in which the bullet landed, regardless of whether it hit its mark.

CONSTRUCTION REQUIREMENTS	COST 286 GP
Craft Magic Arms and Armor, <i>clairaudience/clairvoyance</i>	

SCOUTING CARTRIDGE		PRICE 566 GP
SLOT none	CL 5th	WEIGHT —
AURA faint divination		

This +1 *paper alchemical cartridge* contains a bullet and is marked with an open eye. When fired from a firearm, a *scouting cartridge* allows the wielder to temporarily transfer his sense of sight to the location where the bullet lands. Until he dismisses the effect by rubbing his eyes as a move action, the wielder can see as *clairvoyance* from the square in which the bullet landed, regardless of whether it hit its mark.

CONSTRUCTION REQUIREMENTS	COST 286 GP
Craft Magic Arms and Armor, <i>clairaudience/clairvoyance</i>	

SPLITTING BOLT		PRICE 346 GP
SLOT none	CL 5th	WEIGHT 1/10 lb.
AURA faint evocation		

When this +1 *bolt* hits a foe, it deals damage as normal and then splits in two, creating two smaller bolts. Each of these smaller bolts flies toward another target within 30 feet of the initial enemy struck. A single *splitting bolt* can thus strike up to three targets. The smaller bolts use the same attack roll result as the original *splitting bolt* and the same damage dice, though the damage for each bolt is rolled separately. Neither the attack roll nor the damage of the smaller bolts can be affected by any special abilities of the wielder or crossbow.

CONSTRUCTION REQUIREMENTS	COST 176 gp
Craft Magic Arms and Armor, <i>chain lightning</i>	

TENACIOUS ATLATL DART		PRICE 29,101 GP
SLOT none	CL 7th	WEIGHT 2 lbs.
AURA moderate abjuration		

This +1 *returning atlatl dart*^{UE} is not destroyed when used as ammunition for an atlatl. Its *returning* special ability functions even if it is fired as ammunition. Like all atlatl darts, a *tenacious atlatl dart* can be thrown; if it is thrown, it is treated in all ways as a javelin. Two times per day, when the dart successfully strikes a foe who is benefiting from an abjuration spell or ability, the atlatl automatically attempts a dispel check against that effect, as *dispel magic*, before returning to the wielder as normal.

CONSTRUCTION REQUIREMENTS	COST 14,701 GP
Craft Magic Arms and Armor, <i>dispel magic, telekinesis</i>	

VENOMOUS WHISPER DART		PRICE 1,466 GP
SLOT none	CL 5th	WEIGHT —
AURA faint enchantment		

The wielder of this gleaming purple +2 *blowgun dart* can whisper while loading the dart to imbue it with a *suggestion*. When the dart strikes a creature, the target must succeed at a DC 14 Will save or forget the sting of the dart and hear the words of the *suggestion* as if they were whispered in her ear.

CONSTRUCTION REQUIREMENTS	COST 736 GP
Craft Magic Arms and Armor, <i>modify memory, suggestion</i>	

VULNERABILITY BOLT		PRICE 496 GP
SLOT none	CL 5th	WEIGHT 1/10 lb.
AURA faint necromancy		



If poison is applied to this sickly yellow +1 *bolt*, any hit point damage, ability damage, or ability drain dealt by the poison increases by 1 each round for the poison's duration.

CONSTRUCTION REQUIREMENTS	COST 251 GP
Craft Magic Arms and Armor, <i>pernicious poison</i> ^{UM}	





RANGED WEAPON SPECIAL ABILITIES

The following new weapon special abilities can be added to magic weapons with an enhancement bonus of +1 or higher.

Some of these special abilities refer to a ranged attack's trajectory or ammunition's path. Unless otherwise noted, these terms refer to the straight line that can be traced from the point at which a ranged weapon is launched to the point where it lands or hits a target or solid object. At the GM's discretion, certain obstacles or circumstances may mitigate or negate the effects of a magic weapon special ability that affects creatures based on the path of the ranged weapon or its ammunition.

Special Ability	Base Price Modifier ¹
<i>Sniping</i> ²	+1,875 gp
<i>Spell hurling</i> ³	+1 bonus
<i>Veering</i>	+1 bonus
<i>Sniping, improved</i> ²	+7,500 gp
<i>Cyclonic</i> ⁴	+2 bonus
<i>Dazzling</i> ⁵	+2 bonus
<i>Glitterwake</i>	+2 bonus
<i>Sniping, greater</i> ²	+16,875 gp
<i>Sonic boom</i> ⁵	+3 bonus
<i>Tailwind</i>	+3 bonus
<i>Interfering</i>	+5 bonus

¹ Add to the enhancement bonus of Table 15-8 on page 468 of the *Pathfinder RPG Core Rulebook* to determine the total market price.

² Only projectile weapons can have this special ability.

³ Only thrown weapons can have this special ability.

⁴ Projectile weapons with this ability bestow this power upon their ammunition.

⁵ Only firearms and firearm ammunition can have this special ability.

CYCLONIC	PRICE +2 BONUS
AURA faint conjuration	CL 12th

This special ability can be placed only on ranged weapons or ammunition. A *cyclonic* weapon or piece of ammunition feels as though it were surrounded by gentle winds pulling it in all directions. When the wielder makes a ranged attack with a *cyclonic* weapon, a sheath of whirling air surrounds the weapon or the ammunition fired and prevents the attack from being impaired by wind, water, and other liquid or gaseous environmental factors.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, <i>air bubble</i> ^{UC}	

DAZZLING	PRICE +2 BONUS
AURA faint evocation	CL 8th

This special ability can be placed only on firearms or firearm ammunition. Whenever a *dazzling* weapon is fired, it emits

an explosive flash that dazzles all foes adjacent to the bullet's path or within or adjacent to the cone of a scatter shot. This condition lasts a number of rounds equal to the weapon's enhancement bonus.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, <i>flare burst</i> ^{APG}	

GLITTERWAKE	PRICE +2 BONUS
AURA strong conjuration	CL 12th



This special ability can be placed only on ranged weapons. Three times per day as a swift action, the wielder can activate a *glitterwake*

weapon to cause her next ranged attack with the weapon to scatter a wake of glittering dust. The dust clings to the target struck and all creatures within 10 feet of the attack's trajectory, and all creatures affected by the dust take a -20 penalty on Stealth checks while the dust persists. The dust also outlines invisible creatures and objects as *glitterdust*. Creatures in the area of glittering dust when the attack is made are dazzled unless they succeed at a DC 13 Will save. The dust lasts a number of minutes equal to the weapon's enhancement bonus.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, <i>glitterdust</i>	

INTERFERING	PRICE +5 BONUS
AURA strong transmutation	CL 18th

This special ability can be placed only on ranged weapons. The wielder can make attacks of opportunity with an *interfering* weapon as if he threatened all spaces within the weapon's first range increment or 30 feet, whichever is closer. However, the wielder cannot make multiple ranged attacks of opportunity with an *interfering* weapon against a creature that moves out of multiple threatened spaces within range using a single move action, even if the wielder has Combat Reflexes or other effects that allow multiple attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST +5 bonus
Craft Magic Arms and Armor, <i>litany of warding</i> ^{UC}	

SNIPING	PRICE +1,875 GP
AURA faint illusion	CL 5th

This special ability can be placed only on projectile weapons. Most *sniping* weapons are dull-colored and marked with symbols of death. The wielder of a *sniping* weapon gains a +5 competence bonus on Stealth checks to remain hidden after sniping with it.

CONSTRUCTION REQUIREMENTS	COST +937 GP
Craft Magic Arms and Armor, <i>invisibility, silence</i>	

SNIPING, GREATER	PRICE +16,875 GP
AURA strong illusion	CL 15th

This special ability functions as *sniping*, except the wielder gains a +15 competence bonus on Stealth checks to remain hidden after sniping with the weapon.

CONSTRUCTION REQUIREMENTS	COST +8,437 GP
Craft Magic Arms and Armor, <i>invisibility, silence</i>	

SNIPING, IMPROVED	PRICE +7,500 GP
AURA moderate illusion	CL 10th

This special ability functions as *sniping*, except the wielder gains a +10 competence bonus on Stealth checks to remain hidden after sniping with the weapon.

CONSTRUCTION REQUIREMENTS	COST +3,750 GP
Craft Magic Arms and Armor, <i>invisibility, silence</i>	

SONIC BOOM	PRICE +3 BONUS
AURA moderate evocation	CL 8th

This special ability can be placed only on firearms and firearm ammunition. Attacks with a *sonic boom* weapon deal an additional 1d6 points of sonic damage to the target and 1d6 points of sonic damage to all creatures adjacent to the bullet's path within one range increment of the wielder, or adjacent to the cone of a scatter shot. Creatures that take sonic damage from the boom must succeed at a DC 16 Fortitude save or be deafened for 1 minute.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, <i>shout</i>	

SPELL HURLING	PRICE +1 BONUS
AURA moderate evocation	CL 8th

This special ability can be placed only on melee weapons that are designed to be thrown. If the wielder has the spellstrike class feature (such as from levels in the magus class), he can throw a *spell hurling* weapon to deliver a touch spell. If the *spell hurling* weapon hits, the touch spell targets the creature or object struck (if possible). Regardless of whether the weapon hits, any remaining touches with that spell are harmlessly discharged.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>spectral hand</i> , creator must have the spellstrike class feature	

TAILWIND	PRICE +3 BONUS
AURA moderate evocation	CL 12th

This special ability can be placed only on ranged weapons. Whenever a *tailwind* weapon is used to make a ranged attack, the weapon or its projectile is pushed along by a powerful tailwind that fills its space. This tailwind acts similarly to the *gust of wind* spell, except it has an instantaneous duration and doesn't affect creatures. However, it can still extinguish unprotected flames and accomplish anything a sudden burst of wind could. The tailwind negates range penalties to the weapon's attack until it reaches the end of the wind's range

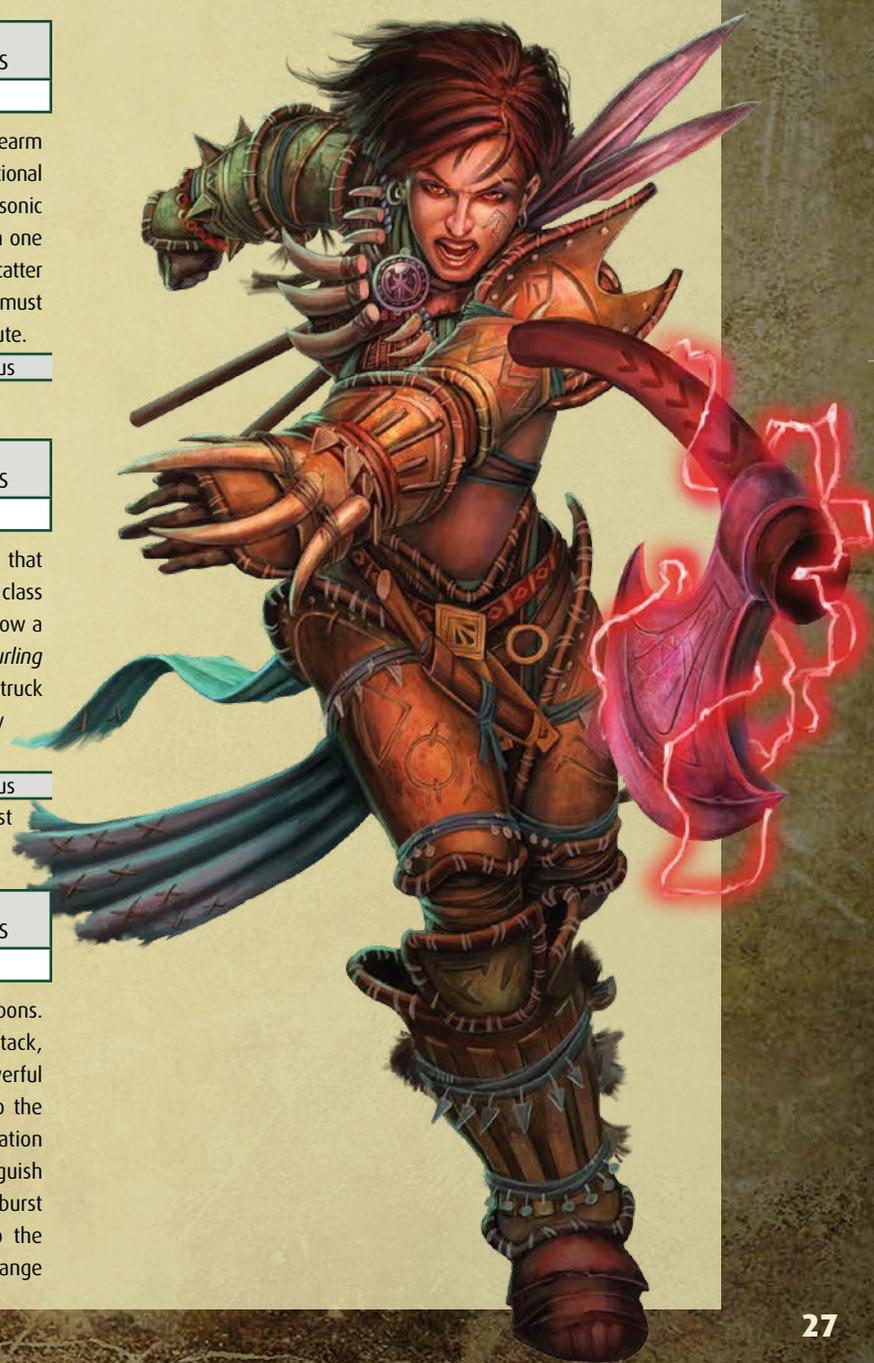
(60 feet); each whole range increment beyond 60 feet applies a penalty to the attack as normal.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, <i>gust of wind</i>	

VEERING	PRICE +1 BONUS
AURA faint evocation	CL 5th

This special ability can be placed only on ranged weapons. *Veering* weapons feature feathers or carved images of wings or winged creatures in their construction. Attacks with a *veering* weapon ignore a target's bonus to AC from partial cover and reduce the target's bonus to AC from cover and soft cover by 2. A *veering* weapon bestows no benefit against targets with total cover.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, <i>magic missile</i>	





WONDROUS ITEMS

When feats, class abilities, and spells aren't enough, a well-placed wondrous item intended for ranged combat can prove indispensable to those on the outskirts of battle.

Wondrous Item	Price
<i>Swarm bullet</i>	700 gp
<i>Ranged piton</i>	800 gp
<i>Alchemist's atlatl</i>	1,500 gp
<i>Entangling aiguillette</i>	2,000 gp
<i>Silver nocking point</i>	3,150 gp
<i>Assassin's sight</i>	5,250 gp
<i>Ring of far strike</i>	6,000 gp
<i>Sandals of interception</i>	8,000 gp
<i>Shadow fletching</i>	8,000 gp
<i>Assassin's sight, greater</i>	12,250 gp
<i>Tuned bowstring</i>	18,000 gp

ALCHEMIST'S ATLATL		PRICE 1,500 GP
SLOT none	CL 1st	WEIGHT 2 lbs.
AURA faint transmutation		

This wooden atlatl resembles a handheld, lever-controlled catapult. One end sports a shaft covered in carvings of alchemical formulae, and the other is a roughly carved bowl. The user can place an alchemical splash weapon, such as a flask of acid or alchemist's fire, in the bowl. This is a move action that provokes an attack of opportunity. When the splash weapon is launched from the *atlatl*, its range is doubled. Magic items (including an alchemist's bombs) aren't affected by an *alchemist's atlatl*.

CONSTRUCTION REQUIREMENTS	COST 750 GP
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Craft Wondrous Item, *longshot*^{UC}

ASSASSIN'S SIGHT		PRICE 5,250 GP
SLOT none	CL 5th	WEIGHT 4 lbs.
AURA faint divination		

This black telescopic sight is made of lusterless metal and features a thick glass lens. It can be mounted on the stock of a light or heavy crossbow, but not a hand crossbow. An *assassin's sight* allows the wielder to make ranged sneak attacks from greater distances than normal. This sight has two settings: 0–30 feet and 30–60 feet. A character using a crossbow equipped with an *assassin's sight* can make sneak attacks against foes within the selected range. For example, by setting the range to 30–60 feet, a character can make sneak attacks against creatures only if they are between 30 and 60 feet of the wielder; attacks against targets closer than 30 feet or farther than 60 feet would not count as sneak attacks, even if they met all the other requirements for making a sneak attack. Setting the range on an *assassin's sight* is a full-round action that provokes attacks of opportunity.

CONSTRUCTION REQUIREMENTS	COST 2,625 GP
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Craft Wondrous Item, *locate weakness*^{UC}, *true strike*

ASSASSIN'S SIGHT, GREATER		PRICE 12,250 GP
SLOT none	CL 9th	WEIGHT 2 lbs.
AURA moderate divination		



A *greater assassin's sight* is similar to the standard *assassin's sight*, but it has a noticeably sleeker design and provides its wielder greater range. It has three settings: 0–30

feet, 30–60 feet, and 60–90 feet. In addition, setting the range on a *greater assassin's sight* is a standard action (though it still provokes attacks of opportunity). Finally, a *greater assassin's sight grants* a +4 competence bonus on attack rolls to confirm critical hits within the set range.

CONSTRUCTION REQUIREMENTS	COST 6,125 GP
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Craft Wondrous Item, *locate weakness*^{UC}, *true strike*

ENTANGLING AIGUILLETTE		PRICE 2,000 GP
SLOT shoulders	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		

This length of prickly green vine is woven into a living aiguillette worn around the shoulder. Once per day as an immediate action when the wearer is struck by a melee attack, she can compel the vine to uncoil and wrap around the attacker, causing the attacker to become entangled (Reflex DC 13 negates). An entangled creature cannot move from its space. At the start of the entangled creature's turn, it can attempt a new saving throw against the *entangling aiguillette*, though the DC increases by 1 for each round the creature fails its save (to a maximum of 16 after 3 rounds). The entangled creature can also untangle itself as a move action by succeeding at a DC 13 Strength or Escape Artist check. The *entangling aiguillette's* owner cannot move while entangling a creature, but can release an entangled creature as a free action.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
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Craft Wondrous Item, *entangle*

RANGED PITON		PRICE 800 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint transmutation		



This pointed metallic piton bears a ring the size of a gold piece. A ranged piton is sized and designed so that it can be launched as easily as an arrow. When fired from a bow as a standard action at an object or empty square,

the wielder makes a ranged attack against AC 5 to determine whether the piton hits the intended target. Range penalties apply as normal. On a hit, the piton attaches to the point struck, cleaving to vertical and horizontal surfaces alike. An attached *ranged piton* can be recovered only by speaking a command

word while pulling on the piton's ring. Light rope, such as silk rope, can be threaded through the piton's ring before it is fired to rapidly place rope lines.

CONSTRUCTION REQUIREMENTS	COST 400 GP
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Craft Wondrous Item, *spider climb*

RING OF FAR STRIKE		PRICE 6,000 GP
SLOT ring	CL 8th	WEIGHT —
AURA moderate transmutation		

This unassuming black ring changes color to a silver pearlescent sheen when held near a fire. Once per day as a standard action, the wearer can make a melee weapon attack or unarmed strike attack against any opponent within 30 feet. The wearer must be otherwise capable of performing the attack to use this ability.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
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Forge Ring, *mage hand*, *spectral hand*

SANDALS OF INTERCEPTION		PRICE 8,000 GP
SLOT feet	CL 13th	WEIGHT 1 lb.
AURA strong abjuration		

These simple wooden sandals allow their wearer to step in the way of danger to protect her allies. Three times per day as an immediate action, the wearer can take a 5-foot step to move into the path of a ranged attack and treat herself as the target of the ranged attack that passes through her square for the purposes of Deflect Arrows, Snatch Arrows, Missile Shield^{APG}, and other feats and abilities that allow her to deflect ranged attacks. If she lacks a feat or ability that would allow her to deflect the ranged attack, the wearer is instead simply struck by the attack regardless of the attack roll's result or her AC. The wearer can't take a 5-foot step during the turn after using this ability.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
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Craft Wondrous Item, Deflect Arrows, *deflection*^{APG}

SHADOW FLETCHING		PRICE 8,000 GP
SLOT head	CL 5th	WEIGHT —
AURA faint conjuration		



These small black feathers appear to have been stripped off an arrow and crafted into a token. By braiding a *shadow fletching* into her hair, a character can imbue herself with the magic of the Shadow Plane.

Three times per day by touching the fletching as a swift action in an area of dim light or darkness, the wearer can enshroud her next ranged attack in shadowy extraplanar energy. As long as the wearer makes this attack before the end of her turn, the target of the attack is denied its Dexterity bonus to AC as if the attacker were invisible. This doesn't affect creatures with low-light vision, darkvision, or any ability that allows them to see invisible creatures.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
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Craft Wondrous Item, *gloomblind bolts*^{ARG}, creator must be a fletching

SILVER NOCKING POINT		PRICE 3,150 GP
SLOT none	CL 1st	WEIGHT —
AURA faint transmutation		

This small silver cylinder is no bigger than a pinhead and is engraved with an Elven aphorism that roughly translates to "unhindered flight." A *silver nocking point* can be attached to the string of any bow or crossbow. When using a weapon equipped with a *silver nocking point*, a character can treat penalties for wind conditions as though they were one step less severe. For example, a character firing a ranged projectile in severe wind conditions would fire at a ranged penalty of -2 instead of -4. Magical wind effects that would normally deflect the projectile (such as *fickle winds*^{UM}) instead impose only a -8 penalty on the attack roll.

CONSTRUCTION REQUIREMENTS	COST 1,575 GP
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Craft Wondrous Item, *true strike*

SWARM BULLET		PRICE 700 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate conjuration		

This small brass cylinder is inscribed with a symbol of a honeycomb, and a faint buzzing sound can be heard from within. A *swarm bullet* can be loaded into a weapon with the scatter weapon quality, such as a blunderbuss^{UE}, as though it were ammunition. When fired, the weapon produces a wasp swarm that immediately moves to attack the nearest living target in a 15-foot cone. The wasp swarm acts on the shooter's turn each round, pursuing the closest living creature for 3 rounds or until it's destroyed. Should the weapon misfire while loaded with a *swarm bullet*, the swarm instead angrily emerges from the weapon and pursues the wielder.

CONSTRUCTION REQUIREMENTS	COST 350 GP
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Craft Wondrous Item, *vomit swarm*^{APG}

TUNED BOWSTRING		PRICE 18,000 GP
SLOT none	CL 7th	WEIGHT —
AURA moderate illusion		



This faintly glowing bowstring is twined from the hair of a lillend. When strung on a bow, a *tuned bowstring* also functions as a masterwork stringed instrument, granting the wielder

an enhancement bonus on Performance (string) checks equal to the bow's enhancement bonus (if any). A *tuned bowstring* produces a perfect note with every arrow fired by its wielder, allowing a character with the bardic performance class feature to maintain a performance in combat without expending rounds of bardic performance as long as she fires at least one arrow each round. Activating a bardic performance or switching to a different performance still costs a round of bardic performance.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
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Craft Wondrous Item, *exquisite accompaniment*^{UM}, creator must have the bardic performance class feature

RANGED SPELLS

Spells offer myriad ranged tactics to spellcasters willing to learn them. Whether hurling magical arrows at foes, enchanting the ammunition of allies' ranged attacks, or healing fellows from afar, spellcasters specializing in ranged combat can take advantage of the following new spells.

AUGMENTING WALL

School evocation [see text]; **Level** magus 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect 20-ft.-high wall of energy whose area is up to one 10-ft. square/level

Duration 1 round/2 levels (see text)

Saving Throw none (object); **Spell Resistance** no (object)

You create a wall of faintly shimmering elemental energy. Upon casting the spell, choose either acid, cold, electricity, or fire. The spell gains the chosen descriptor, and any thrown weapons or ammunition that pass through the *augmenting wall* as part of a ranged attack deal 1d6 points of energy damage of the specified type in addition to their normal damage. The wall has no effect on melee weapons or items not thrown as part of an attack.

As you cast the spell, you can limit the wall so that it only affects ranged weapons passing through it in the direction of your choice. Doing so halves the spell's duration.

BLOODY ARROWS

School necromancy; **Level** antipaladin 3, inquisitor 3, magus 3, ranger 3, shaman 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one willing creature

Duration 1 round/level

Saving Throw none (harmless); **Spell Resistance** no (harmless)
Whenever this spell's target hits a creature with a ranged weapon that successfully deals piercing or slashing damage, the struck creature takes 1 point of bleed damage. Unlike most bleed damage, the bleed damage dealt by the subject of this spell is cumulative up to an amount equal to 1/2 your caster level (to a maximum of 5 points of bleed damage at 10th level).

CALM AIR

School abjuration [air]; **Level** druid 4, sorcerer/wizard 5, summoner 4

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area cylinder (5-ft./level radius, 40 ft. high)

Duration 10 minute/level (D)

Saving Throw none (object); **Spell Resistance** no (object)

This spell calms the air and disperses fog, dust, and other particles. The wind force in the area is reduced in strength by one step per 4 caster levels (to a minimum wind force of light) and clouds are dispersed, although parts of nonmagical clouds that extend beyond the area are not affected. If a magical cloud or wind's point of origin is inside the area of a *calm air* spell, the whole effect is suppressed; otherwise, only the part inside the area is suppressed. Suppression still counts against the duration of a wind or cloud effect. Magical wind and cloud effects are suppressed only if you succeed at a caster level check (DC 11 + effect's caster level). You can move the *calm air* effect by concentrating as a standard action.

CONVERSING WIND

School transmutation [air]; **Level** bard 4, sorcerer/wizard 4

Duration 1 hour/level (D)



This spell functions as *whispering wind*, except it can carry responses and doesn't end after delivering its first message. After the wind completes its initial message, it waits for 1 round, then copies what it hear, and returns at the same speed and by the same route. It delivers what it heard to the location where the spell was originally cast. The wind continues back and forth in this way until the duration ends or the spell is dismissed.

RAIN OF ARROWS

School conjuration (creation); **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, M (a quiver full of 20 arrows worth 1 gp)

Range long (400 ft. + 40 ft./level)

Effect 15-ft.-radius cloud of arrows

Duration instantaneous

Saving Throw Reflex halves; **Spell Resistance** no

You point your finger and conjure a cloud of magical arrows that rain down on any creatures and objects in the indicated area. You must have line of sight to the intended area. The arrows deal 1d6 points of piercing damage per caster level (maximum 20d6) to each creature and object in a 15-foot radius centered on the targeted square or intersection.

If the arrows used as a material component are all made of the same material (such as cold iron), the arrows created by the spell are also made of that material.

TELEKINETIC VOLLEY

School transmutation; **Level** magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Targets up to one touched object per level weighing up to 5 lbs. each

Duration 1 round/level or until discharged (D)

Saving Throw none (object); **Spell Resistance** no (object)

The touched items levitate in your space. When you cast the spell and once per round thereafter, you can launch one item at a target of your choice as a standard action. The ranged attack is made as if you had thrown the item unless it's ammunition for a weapon, in which case the attack is made as if fired from a heavy crossbow (if a bolt), a halfling sling staff (if a sling bullet), a blowgun (if a blowgun dart), a composite longbow with a +2 Strength rating (if an arrow), an atlatl^{UE} (if an atlatl dart), or a pistol^{UE} (if a firearm bullet^{UE}). A firearm pellet^{UE} launched by the spell functions as a shuriken.

When you launch ammunition with this spell, you don't take a penalty on your attack rolls for lacking proficiency with the ammunition's weapon; you do, however, take the usual -4 penalty for throwing an improvised weapon if you launch an item not intended to be used as a weapon. The attack roll uses your caster level in place of your base attack bonus and your Intelligence or Charisma modifier (whichever is higher) in place of your Dexterity modifier. Range increment and proficiency penalties apply as normal. The attack has an effective Strength bonus, if applicable, equal to the higher of your Intelligence and Charisma modifiers. The spell is discharged when all touched items have been launched.

SUMMONED CREATURES WITH RANGED ATTACKS

The following creatures can be summoned with a *summon monster* or *summon nature's ally* spell (at the GM's discretion) so you can bring their ranged attacks to bear against your foes and make use of their special abilities in ranged combat. For more information, refer to the individual monster's entry in the *Pathfinder RPG Bestiary*.

Summon Monster II

Giant spider

Summon Monster III

Lantern archon

Summon Monster IV

Hell hound

Mephit

Summon Monster V

Bralani (azata)

Xill

Summon Monster VI

Erinyes (devil)

Lillend (azata)

Succubus (demon)

Summon Monster VII

Bebilith

Vrock (demon)

Summon Monster VIII

Barbed devil

Hezrou (demon)

Summon Monster IX

Ghaele (azata)

Nalfeshnee (demon)

Trumpet archon

Summon Nature's Ally I

Mite

Summon Nature's Ally II

Giant spider

Summon Nature's Ally IV

Mephit

Satyr

Summon Nature's Ally V

Cyclops

Ettin

Manticore

Summon Nature's Ally VI

Hill giant

Stone giant

Summon Nature's Ally VII

Fire giant

Frost giant

Summon Nature's Ally VIII

Cloud giant

Summon Nature's Ally IX

Pixie (w/*irresistible dance* and sleep arrows)

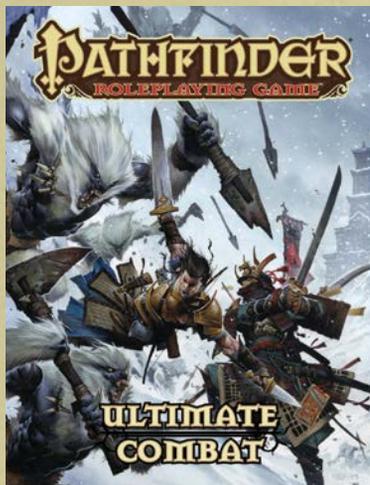
Storm giant

NEXT MONTH!

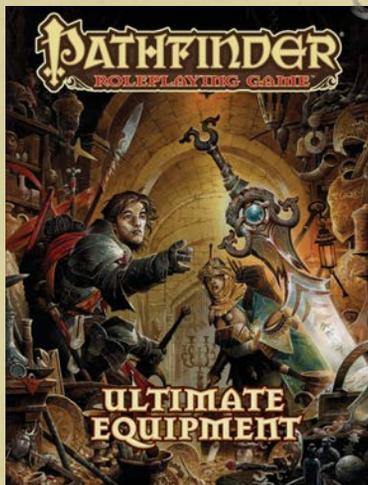
The bigger they are, the harder they fall! With *Pathfinder Player Companion: Giant Hunter's Handbook*, you'll be toppling titans, confounding ettins, and burying hill giants in style. This action-packed Player Companion empowers your adventurer with all-new goliath-slaying feats, spells, magic items, traits, and character options, plus tips and tactics to outlast even the most forceful adversaries. *Giant Hunter's Handbook* is the perfect accessory for players of the Giantslayer Adventure Path!

Would You Like to Know More?

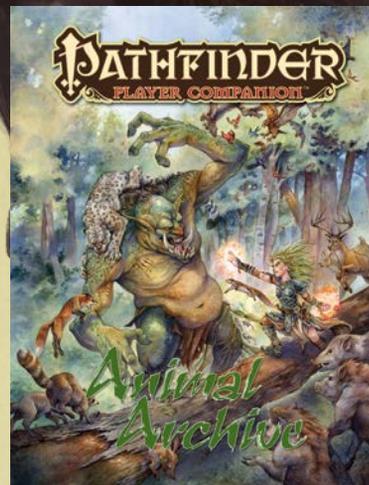
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Make a ranged combatant who lives up to the name! Whether you're firing arrows or bullets, the gunslinger class and the 80 character archetypes in *Pathfinder RPG Ultimate Combat* will help you find your mark!



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Adventurers gain a wealth of ranged tactics with the addition of a familiar or animal companion ally. Make sure your bestial buddy stands up to the test with the new options in *Pathfinder Player Companion: Animal Archive*.



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RANGED WEAPONS ARSENAL (CONTINUED)

Exotic Weapons

Weapon	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bolas	5 gp	1d3	1d4	×2	10 ft.	2 lbs.	B	Nonlethal, trip
Boomerang	3 gp	1d4	1d6	×2	30 ft.	3 lbs.	B	Ultimate Equipment 24
Double crossbow	300 gp	1d6	1d8	19–20/×2	80 ft.	18 lbs.	P	Ultimate Equipment 26
Flying Blade	40 gp	1d10	1d12	×3	—	12 lbs.	S	Performance, reach
Halfling sling staff	20 gp	1d6	1d8	×3	80 ft.	3 lbs.	B	—
Hand crossbow	100 gp	1d3	1d4	19–20/×2	30 ft.	2 lbs.	P	—
Kestros	1 gp	1d6	1d8	×3	50 ft.	1 lb.	P	—
Lasso	1 sp	—	—	—	—	5 lbs.	—	Ultimate Equipment 35
Net	20 gp	—	—	—	10 ft.	6 lbs.	—	Ultimate Equipment 35
Repeating hand crossbow	800 gp	1d3	1d4	19–20/×2	30 ft.	4 lbs.	P	Ultimate Equipment 35
Repeating heavy crossbow	400 gp	1d8	1d10	19–20/×2	120 ft.	12 lbs.	P	Ultimate Equipment 35
Repeating light crossbow	250 gp	1d6	1d8	19–20/×2	80 ft.	6 lbs.	P	Ultimate Equipment 35
Rope dart	1 gp	1d3	1d4	×2	20 ft.	—	P	Blocking, distracting, monk
Shuriken (5)	1 gp	1	1d2	×2	10 ft.	1/2 lb.	P	Monk
Snag net	30 gp	—	—	—	10 ft.	10 lbs.	P	Trip, Ultimate Equipment 37
Throwing shield	+50 gp	1d4	1d6	×2	20 ft.	—	B	Performance, trip





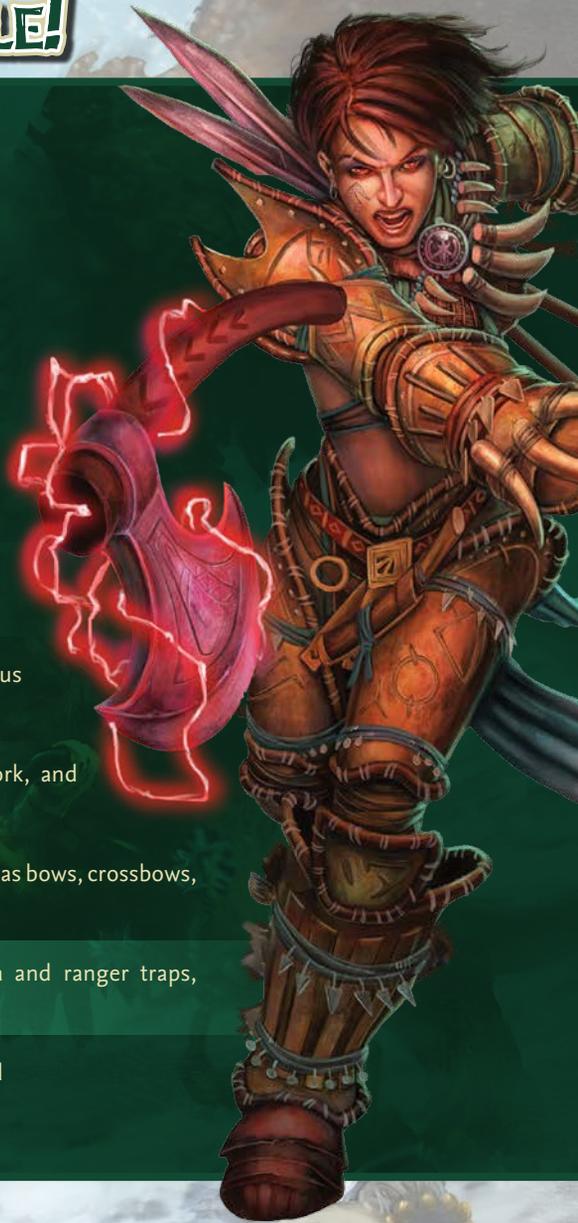
LAUNCH INTO THE HEART OF BATTLE!

Command the battlefield from afar with *Ranged Tactics Toolbox*! The fresh new tips, tricks, and tactics in this volume enable your Pathfinder RPG character to perform a huge variety of daring deeds from a distance—whether you're launching fearsome warning shots at distant foes, hurling axes that swirl with cyclonic energy, or shooting your bow while clinging to a rope with your legs.

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- ▶ Tips on how best to fight in ranged combat, including suggestions for specific rules options that can give you the edge as well as tactics available to all characters.
- ▶ Dozens of new magic ranged weapons, weapon special abilities, ammunition, and wondrous items to fling at your foes or protect you from distant attackers.
- ▶ Over 20 new feats to bolster your combat prowess at range, including combat, teamwork, and metamagic feats.
- ▶ An illustrated guide that provides terminology for various parts of iconic ranged weapons such as bows, crossbows, and pistols.
- ▶ Tons of new spells, equipment, weapon types, character options such as magus arcana and ranger traps, and much, much more!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



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