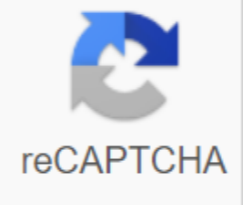




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## Pathfinder kingmaker weapons guide

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Melee Weapons[edit edit edit source] Medium base damage of weapon Large Base Damage Base Damage Small Base Damage Critical Damage Type of Damage Competition Weight Traits Cost Dagger 1d4 ? ? 1d3 19-20/x2 P Single light - 1 1 Punched dagger 1d4 ? ? 20/x3 P Simple light - 1 ? Mace Light 1d4 ? 20/x2 B Single light - 4 ? Sickle 1d6 ? 20/x2 S Single light - 2 ? Club 1d6 ? 20/x2 B Single one-handed - 3 1 Heavy Mace 1d8 ? 1d6 20/x2 B Single With one hand - 6 3 Shortspear 1d6 ? ? 20/x2 P Simple With one hand - 3 ? Longspear 1d8 ? 20/x3 P Simple Two hands 6 feet range 9 ? Quarterstaff 1d6 ? 1d4 20/x2 B Two-handed Simple - 4 ? Throw 1d8 ? 1d6 20/x3 P Two-handed Simple - 6 1 Trident 1d8 ? 1d6 20/x2 P Single one-handed - 4 4 Given 1d4 ? 1d3 20/x2 P Simple One-handed 20 ft range 0.5 1 Javelin 1d6 ? 1d4 20/x2 P Simple One-handed 30 ft range 2 ? Sling 1d4 ? 20/x5 B Single Single Hand 40 ft range 0.1 ? Light hammer 1d4 ? 20/x2 B Martial light - 2 ? Handaxe 1d6 ? 20/x3 S Martial light - 3 ? Kukri 1d4 ? 1d3 18-20/x2 S Martial light - 2 ? Light selection 1d4 ? 1d3 20/x4 P Martial light - 3 ? Short sword 1d6 ? 1d4 19-20/x2 S Martial Light - 2 3 Battleaxe 1d8 ? 20/x3 S Martial One hand - 6 ? Flail 1d8 ? 20/x2 B Martial One hand - ? 1d8 Long Sword ? 1d6 19-20/x2 S Martial One-handed - 4 4 Heavy Pick 1d6 ? 20/x4 P Martial One hand - 6 ? Rapier 1d6 ? 1d4 18-20/x2 P Martial One hand - 2 5 Scimitar 1d6 ? 1d4 18-20/x2 S Martial One-handed - 4 ? Starknife 1d4 ? 1d3 20/x3 P Martial One-handed - 3 24 Warhammer 1d8 ? 20/x3 B Martial one-handed - ? Bardiche 1d10 ? 19-20/x2 S Martial Range from 6 feet to two hands? ? 2d6 ground circuit breaker ? 1d10 20/x3 B Martial two-handed - 14 10 Falchion 2d4 ? 1d6 18-20/x2 S Martial two-handed - 8 19 Heavy Flail 1d10 ? 19-20/x2 B Martial two-handed - ? Glaive 1d10 ? 1d8 20/x3 S Martial Two hands 6 feet range 10 2 Greataxe 1d12 ? 1d10 20/x3 S Martial two-handed - 12 18 Greatsword 2d6 ? 19-20/x2 S Martial two-handed - 8 12 Greatclub 1d10 ? 20/x2 B Two-handed Simple - 8 ? Scythe 2d4 ? 1d6 20/x4 S Martial two-handed - 10 ? Kama 1d6 ? 20/x2 S Exotic light - 2 ? Sai 1d4 ? 20/x2 P Exotic Light - 1 ? Estoc 2d4 ? 18-20/x2 P Exotic with one hand - 4 ? Falcata 1d8 ? 19-20/x3 S Exotic with one hand - 4 ? Bastard Sword 1d10 ? 19-20/x2 S Exotic with one hand - 6 ? Dueling Sword 1d8 ? 19-20/x2 S Exotic with one hand - 3 ? Tongi 1d6 ? 19-20/x3 P Exotic with one hand - 4 ? Dwarf Waraxe 1d10 ? 20/x3 S Exotic with one hand - 8 ? Orc Double Axe 1d8/1d8 ? ? ? 20/x3 S Exotic Two Hands Double 15 15 Curved Blade Elf 1d10 ? 18-20/x2 S two hands - 7 ? Fauchard 1d10 ? 1d8 18-20/x2 S Exotic Two hands 6 feet range 10 ? Gnome 1d8/1d6 hooked hammer ? ? 1d6/1d3 20/x3, 20/x4 P Exotic Double 5 10 Two-bladed sword 1d8/1d8 ? ? ? 19-20/x2 S Exotic Double two-handed 10 ? Dwarf Urgosh 1d8/1d6 ? ? ? 20/x3 S Exotic Double two-handed 12 ? Everburning Torch 1d3+1 ? 20/x2 B/F Simple Light Splash Fire Damage 1 27 Nunchaku 1d6 ? ? ? 20/x2 B ? ? 0 Shields[edit source] CA Sanction Shield Arcane Failure Base Damage Critical Competition Damage Type Buckler Weight Traits +1 -1.5% M: ? L: ? S: ? B? Shield Light 5 1 Light Shield +1 -1.5% M: 1d3L: ? S: ? B 20/x2 Shield ? 6 2 Light spied shield +? -? % M: 1d4L: ? S: ? P 20 / x2 Shield ? ? ? Heavy shield +2 -2 15% M: 1d3L: ? S: 1d2 B 20/x2 Shield ? 15 5 Heavy Shield ? ? ? % M: 1d6L: ? S: ? P 20 / x2 Shield ? ? ?  Tower Shield 4 -10 50% M: ? L: ? S: ? B ? ? ?  Tower -2 to hit 45 7 weapons from a distance[edit source] Medium base damage of weapon Large base damage Base damage Small base damage Type of critical damage Type of damage of competition Size Of weight traits Weight Cost of the cross 1d8 ? 1d6 19-20/x2 P Simple two-handed 50ft range 4 9 heavy crossbow 1d10 ? 1d8 19-20/x2 P Single two-handed 50ft range 8 13 Shortbow 1d6 ? 20/x3 P Martial Two hands 40 feet range 2 8 Composite Shortbow 1d6 ? ? 20/x3 P Martial 40-foot 40-hand rangeComposite 2 50 Longbow 1d8 ? 1d6 20/x3 P Martial Two hands 50 feet range 3 19 Composite Longbow 1d8 ? 1d6 20/x3 P Martial Two hands 50 ft remoteComposite 3 100 Sling 1d4 ? 20/x2 B ? Two hands 40 ft rangeStrength 0.1 ? Sling Staff 1d8 ? 20/x3 B Exotic Two Hands 50 ft RangeStrength 3 ? Weapons in Conqueror: Kingmaker are covered on this page. Weapons include swords, wands, axes, firearms, etc. You can earn weapons through mission reward, enemy looting, or NPC purchase. The use of each weapon in Conqueror: King will depend on the mastery of the character used. Gun mastery is a feat in Conqueror: King. Feats can give your character various bonuses or allow them to perform all kinds of actions. There are three types of weapon competition: melee weapon weapon information Name Proficiency Group Critical Hit Reach Damage (resized) Cost purchase qualities Simple Club 20(x2) 2 ft Melee 1d6 (Bludgeoning) - 3 4 Dagger Simple 19-20(x2) 2 ft Melee 1d4 (Piercing) Fina, Light 1 4 Torch Everburning Simple 20(x2) 1d3 +1 Fire Light 1 27 Dagger Punched Simple 20(x3) 2 ft Melee 1d4 (Piercing) Delicacy, Light 1 ? Light Mace Simple 20(x2) 2 ft Melee 1d4 (Bludgeoning) Delicacy, Light 4 ? Sickle Simple 20(x2) 2 ft Melee 1d6 (Slashing) Finesse, Light 2 ? Trident Simple 20(x2) 2 ft Melee 1d8 (Piercing) ? 4 ? Simple Launch 20(x3) 2 ft Melee 1d8 (Piercing) ? 6 ? Quarterstaff Simple 20(x2) 2 ft Melee 1d6 (Bludgeoning) ? 4 ? Longspear Simple 20(x3) 6 ft Melee 1d8 (Piercing) ? 9 ? Shortspear Simple 2 ft Melee 1d6 (Piercing) ? 3 ? Maca pesada simple 20(x2) 2 ft cuerpo a cuerpo 1d8 (Bludgeoning) ? 6 ? Greatclub Simple 20(x2) 2 ft Melee 1d10 (Bludgeoning) ? 8 ? Kama Kama 20(x2) 2 ft Cuerpo a cuerpo 1d6 (Slashing) Delicadeza, Luz 2 ? Sai Exótico 20(x2) 2 ft Cuerpo a cuerpo 1d4 (Bludgeoning) Delicadeza, Luz 1 ? Estoc Exótico 18-20(x2) 2 ft Cuerpo a cuerpo 2d4 (Piercing) Delicadeza 4 ? Falcata Exótico 19-20(x3) 2 ft Cuerpo a cuerpo 1d8 (Slashing) ? 4 ? Espada Bastarda Exótica 19-20(x2) 2 ft Cuerpo a cuerpo 1d10 (Slashing) ? 6 ? Dueling Sword Exotic 19-20(x2) 2 ft Melee 1d8 (Slashing) Finesse 3 ? Tongi Exótico 19-20(x3) 2 ft Cuerpo a cuerpo 1d6 (Piercing) ? 4 ? Enano Waraxe Exótico 20(x2) 2 ft Cuerpo a cuerpo 1d10 (Slashing) ? 8 ? Orc doble hacha exótica 20(x3) 2 pies cuerpo a cuerpo 1d8 (Slashing) ? 15 ? Hoja curva de elfos exótico 18-20(x2) 2 pies cuerpo a cuerpo 1d10 (Slashing) delicadeza 7 ? Gnome Hooked Hammer Exotic 20(x3), 20(x2) 2 ft Melee 1d8/1d6 (Piercing) ? 5 ? Espada de dos palas exótica 19-20(x2) 2 pies cuerpo a cuerpo 1d8 (Slashing) ? 10 ? Kukri Martial 18-20(x2) 2 ft Cuerpo a cuerpo 1d4 (Slashing) Delicadeza, Luz 2 ? Light Pick Martial 20(x4) 2 ft Melee 1d4 (Piercing) Finesse, Luz 3 ? Shortsword Martial 19-20(x2) 2 ft Melee 1d6 (Slashing) Finesse, Luz 2 ? Battleaxe Martial 20(x3) 2 ft Melee 1d8 (Slashing) ? 6 ? Flail Martial 20(x2) 2 ft Cuerpo a cuerpo 1d8 (Bludgeoning) ? ? ? Longsword Martial 19-20(x2) 2 ft Cuerpo a cuerpo 1d8 (Slashing) ? 4 ? Heavy Pick Martial 20(x4) 2 ft Cuerpo a cuerpo 1d6 (Piercing) ? 6 ? Rapier Martial 18-20(x2) 2 ft Melee 1d6 (Piercing) Finesse 2 ? Scimitar Martial 18-20(x2) 2 ft Cuerpo a cuerpo 1d6 (Slashing) ? 4 ? Starknife Martial 20(x3) 2 ft Melee 1d4 (Piercing) Delicadeza 3 ? Warhammer Martial 20(x3) 2 ft Cuerpo a cuerpo 1d8 (Bludgeoning) ? ? ? Bardiche Martial 19-20(x2) 6 ft Melee 1d10 (Slashing) ? ? ? Earth Breaker Martial 20(x3) 2 ft Melee 2d6 (Bludgeoning) ? 14 ? Falchion Martial 18-20(x2) 2 ft Cuerpo a cuerpo 2d4 (Slashing) ? 8 ? Heavy Flail Martial 19-20(x2) 2 ft Cuerpo a cuerpo 1d10 (Bludgeoning) ? 0.1 ? Longbow Martial 20(x3) 50 ft Ranged 1d4 (Bludgeoning) ? 3 ? List of special properties of magic weapons of magic weapons: Name Description Agile weapons are unusually well balanced and responsive. A carrier with the weapon finesse feat can choose to apply their skill modifier to damage rolls with an agile weapon instead of its force modifier (whichever is higher). This damage modifier does not increase for two-handed weapons, but continues to reduce left-handed weapons. An anarchic anarchic weapon is infused with the power of chaos. It causes the weapon to align chaotically and therefore prevents the corresponding damage reduction. Deal an additional 2d6 damage against all legally aligned creatures. Larger corrosive weapon deals an additional 2d6 acid damage in a successful hit. The Highest Flame weapon is flamed to flame and deals an additional 2 damage in a successful hit. Frost's Major Ice Weapon is covered in a terrible icy cold that deals an additional 2d8 cold damage in a successful hit. The largest necrotic necrotic weapons are barbaric for all living things and deal 2d8 negative energy damage in a successful hit. The increased shock shock weapon is covered in crispy electricity that deals an additional 2 points of electricity damage in a successful hit. Higher speed When making a full attack, the carrier of a speed weapon can make two additional attacks with it. The attack uses the carrier's full base attack bonus, in addition to any appropriate modifiers for the situation. (This benefit is not cumulative with similar effects, such as a haste spell.) Heavy Strike Each time you score a critical hit with this weapon, your opponent is stunned for 1d4 rounds. Successful savings from Fortitude DC 17 reduce this to staggered for 1 round. These effects do not accumulate. Additional hits add up to the duration. Holy A sacred weapon is imbued with sacred power. This power causes the weapon to be well aligned and therefore prevents the corresponding damage reduction. Deal an additional 2d6 damage against all evil-aligned creatures. Waterproof The carrier of this weapon gets DR 5/piercing. Improved Critical Multiplier increases the critical multiplier of the weapon by one. Incinerate incinerating weapon locks in fire that deals an additional 2d6 fire damage in a successful coup. Acute Skill doubles the threat range of a weapon. This benefit does not stack with other effects that extend the threat range of a weapon. Lethal skill doubles threat threat of a gun. This benefit does not stack with other effects that extend the threat range of a weapon. Longshank Bane A bane weapon excels against certain enemies. Against a designated enemy, this weapon is designated against giants, humans, elves, orcs and other humanoid elves called longshank. Against a designated enemy, the weapon upgrade bonus is +2 better than its actual bonus. It also deals an additional 2d6 damage against those enemies. Seducer The bearer of this weapon gains a bonus of +4 to persuasion's skill controls. Blessed Weapon All critical hits are thrown at evil enemies are automatically successful. Breaker of Wills Creature hit by this dagger suffers a -3 penalty to Will saving throws for 1 minute. Brilliant Energy A brilliant energy weapon ignores non-living matter. Armor and Shield bonuses to AC (including upgrade bonuses for that armor) do not count against it because the weapon passes through the armor. (Dexterity, deviation, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm the undead, buildings, or objects. Composite This feature allows you to add your strength bonus to the damage with an arc. The corrosive corrosive weapon deals an additional 1d6 acid damage in a successful hit. Death Pack Each time you critically hit this weapon, you emit a wave of negative energy that deals 4d6 damage to everyone around you. Creatures that take negative energy damage receive a Will that saves 15 CC to halve the damage. This weapon's destructive critical modifier increases by 1. Deterioration of the deteriorating weapons is a barbarity for all living things and deals 3d6 energy damage in a successful coup. The elite skill carrier of this weapon performs ranged attacks as if they had shot-at-point feats and Accurate Shot. Upgrade +n Attacks with this weapon gets +n bonus upgrade on both attack and damage rolls. Extinguisher against Will->Wisps, the weapon weapon bonus is +4 better than your real bonus. Eye Gouger Every time you score a critical hit with this weapon, your opponent is permanently blinded. A successful Fortitude saves DC 15 reduces the duration of 1 round. Fire Gemstones This staff contains six charges that are replenished each day. By spending three charges the owner or can launch Fireball, and by spending two charges, he can throw Scorching Ray. The Flaming Flaming weapon is flamed and deals an additional 1d6 fire damage in a successful hit. The freezing weapon locks in a terrible icy cold that deals an additional 2d6 cold damage in a successful hit. Furious A furious weapon serves as a focus on the wrath of its bearer. When the carrier is furious or under the effect of an rage spell, the weapon's upgrade bonus is +2 better than normal. Ghost Touch An anarchic weapon is infused with the power of chaos. It causes the weapon to align chaotically and therefore prevents the corresponding damage reduction. Deal an additional 2d6 damage against all legally aligned creatures. Larger corrosive weapon deals an additional 2d6 acid damage in a successful hit. The Highest Flame weapon is flamed to flame and deals an additional 2 damage in a successful hit. Frost's Major Ice Weapon is covered in a terrible icy cold that deals an additional 2d8 cold damage in a successful hit. The largest necrotic necrotic weapons are barbaric for all living things and deal 2d8 negative energy damage in a successful hit. The increased shock shock weapon is covered in crispy electricity that deals an additional 2 points of electricity damage in a successful hit. Higher speed When making a full attack, the carrier of a speed weapon can make an additional attack with it. The attack uses the carrier's full base attack bonus, in addition to any appropriate modifiers for the situation. (This benefit is not cumulative with similar effects, such as a haste spell.) Force This feature allows you to add your strength bonus to damage with an arc. The critical multiplier's fortunes from this weapon's draw is x4 instead of x3. A Thunder weapon creates a calyphonous roar like thunder each time it hits a target, dealing an additional 1d6 sonic damage. Torpor Each time you score a hit with this weapon, your opponent is stunned for 1 round. A successful Fortitude DC 14 saved denies this. These effects do not accumulate. Additional hits add up to the duration. Ultrasound A Ultrasound creates a barely listening noise every time it hits a target, dealing an additional 2d6 sonic damage. Unfair advantage Every time the bearer of this weapon successfully gets a hit, the target must succeed in a Savings throw (DC 15) or be injected with acid that deals 2d4 damage each round for 3 rounds. A profane weapon is imbued with profane power. This power causes the weapon to be malignant and therefore prevents the corresponding damage reduction. Deal an additional 2d6 damage against all good-aligned creatures. Unstoppable This weapon ignores any damage reduction and immunities. Uncompromising The bearer of this weapon gets a bonus of +8 by saving casts against effects that affect the mind. Poisonous creatures hit by the Khandia must succeed in a DC 17 fortress-saving cast or be affected by the poison for 6 rounds. Poison deals 1d2 Wisdom damage and stuns a target for 1 round. Vicious When a vicious weapon hits an opponent, it creates a flash of disruptive energy that resonates between the opponent and the carrier. This energy deals an additional 2d6 damage to the opponent and 1d6 damage to the carrier. Bear God's Wrath Any creature struck by a critical hit, either from a natural attack or from this scimitar, becomes a lightning target, depending on the Call Lightning Strom spell (5d6 damage, 24 CC Reflex half). All natural attacks by both the carrier of this scimitar and the bearer's animal companion have a poignant and shocking modifier applied. If the carrier is wild in a bear or if his animal companion is a bear, the sonic and electrical damage of his attacks increases to 1d10. List of Magic Weapons: Type of Name Improve Properties Description Bass Bardiche Champion +5 East Deteriorating +5 bardiche deals 3d6 additional negative energy damage. Rod of Razors Bardiche +5 Keen This weapon is an acute adamantine halberd +5. As standard armor, up to five times a day, Rod can fire razors, dealing 20 d6 cut damage to all creatures in a 30-foot cone (DC27 half Reflex). Ravena Kiss Bastard Sword +5 This +5 Adamantine Bastard Sword grants its bearer the ability to cast damage spell 3 times a day as an 11th level cleric. Martyr's Blade Bastard Sword +5 AxiomaticHolyVicious This weapon is a vicious axiomatic sacred bastard sword of +5. Bastard Sword +4 This bastard sword +4 grants its bearer an upgrade bonus of +6 to Charisma, and a bonus of more than 2 luckys in Will Salvation throws. Unstoppable Bastard Sword Khandia +4 BeguilingImperviousUnyieldingVenomous This Khandia is a Bastard Sword +4 that gives its bearer a +4 bonus on persuasion, DR 5/piercing controls, and a +8 bonus on saving throws against mind-affecting effects. Creatures hit by the Khandia must succeed in a savings launch of DC 17 or be affected by the poison for 6 rounds. Poison deals 1d2 Wisdom damage and stuns a target for 1 round. Frost Unplugged Battle +3 Freeze This weapon is an icy battle axe +3. Earth's Wrath Battle Axe +3 This +3 battle axe gives its bearer the ability to launch an inspiring recovery twice a day. Serrator Serrator +2 This wounded battle axe deals 1 bleed damage when it hits a creature. Multiple stack bleeding effects. Bleeding creates tab bleeding damage at the beginning of their turns. Bleeding will continue until the target receives magic healing from leaf combat. A critical hit does not multiply bleeding damage. Creatures immune to critical hits are immune to the bleeding damage dealt by this weapon. Grim Finale Club +2 Necrotic Every time this necrotic club +2 gets a successful critical hit, it casts vampiric touch spell on its target. Every time the carrier unequips this weapon, he throws the finger out of their deaths. Composite Long Arch Hunter Blessing +5 CompositeHoly This composite long arc +5 gives its bearer a sacred bonus of +4 to



Skill. Longbow World's First Compound Handguard +5 Composite This Composite Longbow +5 has a critical range of 19-20. Each time a hit lands, the target lights up for 3 rounds, preventing it from using invisibility, inflating a penalty of -50 on stealth checks and a -4 to AC. Composite Mirror Arc Long Arc +5 Composite Each time the bearer of this compound long arc +5 uses it to attack an enemy, Mirror Arc also fires a reflection arrow at the same target. The Reflection Arrow is a ranged attack that deals 1d4+ half of the carrier's additional penetrating force damage. Watchman Composite Longbow +5 CompositeHoly This sacred compound long arc +5 gives its blind sense. Long Arc composed of grim long arc +3 composite This compound long arc +3 gives its carrier a bonus of +5 luck to stealth ability controls, and the ability to cast invisibility spell twice a day. Accursed Composite Longbow +1 CompositeHoly Tree Legacy This weapon is a composite long arc +1. Longbow Composite Metal Devourer +1 CompositeOversizedGreater Corrosive This +1 long arc deals 2d6 2d6 damage, and additional 2d6 acid damage, however, its clumsiness and weight impose a -2 penalty on the carrier's attack rolls. Lucky Longbow Composite Longbow +1 CompositeThe luck of the draw This weapon is a composite long arc +1. Whirlwind Composite Long Arch +2 Composite This compound long arc +2 grants its carrier an upgrade bonus +2 to dexterity, and the ability to summon an average air elemental once a day. Long Arch of Longbow Composite Erastil +1 Composite This long arc deals 1d4 additional damage to unsathed animals and creatures. Lurking Cat Composite Shortbow +4 CompositeSpeed This +4-speed composite short bow is decorated with a hunting cat carving. Grants its carrier the ability to summon 1d4+1 smilodons three times a day. Composite short arc Burning Eye +1 CompositeFlaming This +1 composite short arc gives its carrier the ability to cast flare burst spell three times a day. Dagger Sleep +5 Undead Bane This undead bane dagger +5 grants its carrier a +2 bonus to death effect DCs and savings pitches against them, and additional 1d6 positive positive offers positive Damage. Dagger Des cheat +3 Agile This agile dagger +3 has its range increased by 5 feet. Grants your carrier a bonus of more than 5 luck on all stealth skill checks, and the ability to cast scroll spell once a day. Edict Dagger +4 SpeedBreaker wills Each time this mitral speed dagger +4 miles gets a hit, it imposes a penalty of -3 on the target's will score for 1 minute. Dark Wind Dagger +4 This +4 dagger grants its carrier a bonus of +5 to stealth ability controls and increases stealth attack damage with any weapon 1d6 damage. Chaos Shard Dagger +2 This +2 dagger has the opportunity to confuse the enemy in one hit. Fragile Dagger +1 SpeedGhost Touch This Ghost Touch Dagger +1 gives its carrier the ability to cast curse spell (curse of weakness) once a day. Daga troublemaker +2 DestructiveAgileAnarchicFlaming This weapon is an agile anarchic dagger on fire +2. Arcane Protective Dagger +1 This +1 dagger grants its carrier a bonus of dodging +3 to AC and immunity to nauseating conditions. Dagger Duelist of Light +1 Shock This dagger +1 grants its carrier a bonus of +4 insight to Initiative rolls and +1 bonus to dodge AC. Attacks with it deal additional damage of 1d6 lightning bolts. Bloodhound Duel Sword +5 AgileSpeed This +5-speed agile duel sword has a critical range of 18-20. Each successful hit that lands on an enemy grants its carrier a stacking bonus +2 to all subsequent damage rolls with Hound against this enemy. Menace Dueling Sword +3 Brilliant Energy This +3 brilliant energy duel sword grants its carrier a bonus of +2 lucky sto CMD and a +2 lucky bonus to CMB. Arcane Enforcer Duel Sword +3 This +3 Duel Sword deals 1d6 additional damage. Sword of Duel Passion sword sword of sword sword +2 Agile This weapon is an agile duel sword +2. Royal Gift Duel Sword +3 Keen This weapon is an acute mourning sword +3. Lord Protector Dueling Sword +2 Loyal This +2 duel sword refuses to attack those its carrier swore to protect, imposing a -5 penalty to attack rolls against friendly targets. Dwarf War Axe of opportunistic Dwarf War Axe +1 speed This dwarf war axe +1 speed deals 9 additional damage on a successful critical hit and grants its carrier the ability to cast flare spells twice a day. Obliteration Ground Destroyer +5 Vicious Each time it breaks lands of more than 5 vicious throws a hit at an enemy, it applies a stacking penalty of -2 CA to the target. This penalty disappears once the battle is over. Bane of the Living Elven Curve Blade +5 Living This curved blade of more than 5 elves is a bane weapon against creatures of all kinds except undead and buildings. Each time you hit a critical hit, you have a chance to cast damage spell (DC22) on the target. Clarity Curved Blade of Elves +4 Magic Beast BaneGhost Tap This +4 touch ghost magic beast bane elven curved blade grants its bearer a bonus of more than 2 luckys to attack rolls. Lifestopper Estoc +4 SpeedKeen This +4 sharp speed stoc gives its wearer the ability Cast fatigue spell waves once a day Blinding Light Stoc +5 Improved Critical Multiplier This estoc +5 has a critical multiplier x3. Each time he gets a critical hit, he has a chance to blind the target. Abandoned Edge Slogan +2 Prophetic This weapon is a profane stoc +2. Laundry stoc +1 agile This weapon is an agile stoc +1. Fervent Edge Falcata +3 FuriousIncinerating This more than 3 furious bronze skirt gives its wearer the ability to cast just once a day. Falcata Decapitator +2 FuriousKeen This weapon is a sharp skirt +2. Oidium Falchion +5 UnholyAnarchic This anarchic falchion +5 taquily gives its wearer an upgrade bonus of +6 to the natural armor, but reduces his charisma score to 1. Beastreuder Falchion +2 Animal Bane This weapon is a bane skirt of +2 animals. Fury Legacy Falchion +2 Furious This weapon is a furious skirt +2. Mastery Fauchard +5 This +5 Fauchard grants its carrier a continuous effect of freedom of movement, immunity to stumbling and bull combat maneuvers, and an upgrade bonus of +5 to CMB. Each time the carrier successfully performs a combat maneuver, Mastery also deals damage to his target as if he had struck. Prince Snake Fauchard +3Structive Abrasive This corrosive tap +3 has a higher critical strike multiplier. Dark Bid Tap +3 Major Móbctico East +3 necrotic fauchard gives its carrier the ability to cast animated dead spell once a day. Tyrant Flail +5 Each time this +5 flail gets a hit, it applies a -1 stacking penalty to the target's AC, all savings throws, and CMD. Trope Petal Glaive +5 HolyUltrasound This sacred glacier +5 deals additional sonic damage of 2d6. It also grants its carrier the ability to cast Heroic Summon once a day as a 17th-level wizard. Great Dragon Axe +5 Dragon Bane This great dragon bane axe +5 grants its bearer the ability to cast Dragonkind III spells once a day. Large Winning Axe +5 This large axe +5 has a critical range of 19-20 and deals 10 additional damage for each hit. Lava Forged Axe +5 Flames Larger This large bleed axe +5 bles deals 2d8 additional damage. Grants your ability to cast a large elemental fire spell once a day. Greataxe Destroyer +5 AnarchicUnholyViciousImproved Critical Multiplier This specter speculating anquiyrctic barn of +5 has a critical multiplier x4. Great Retribution Axe +4 Magic Beast Bane This burning magic beast rooster spin gives its bearer the ability to cast eagle spell once a day. Greataxe Tempest +3 SpeedGreater Shock This great +3-speed shock axe to its carrier the ability to remove spell of paralysis twice a day. Frost Touch Greataxe +3 Fey BaneGreater Frost This fey granambre axe of +3 frost gives its bearer the ability to withstand the cold spell once a day. Heat of Battle Greataxe +3 Flaming This weapon is a large burning axe +3. Second execution +1 Undead Bane This weapon is a large +1 bane axe dead. Greataxe Extinguisher +2 Extinguisher This +2 greataxe works as a +6 weapon against Will-o'-Wisps. Great Capital Punishment Axe +5 AxiomaticKeen This weapon is a great axiomatic acute axiomatic axe +5. Trolleaper Barn Axe +1 Corrosive This large axe +1 deals 1d6 additional acid damage. Bloodthirsty Granclub +5 Vampiric This +5 Granclub deals additional negative energy damage 2d6 in one hit, and has a chance to cast vampiric touch on a critical hit. It can only be used by evil characters. Granclub Breaks Columns +3 UnholyKeen This +3 granclub grants its carrier immunity to boneshaker and boneshatter spells. It has an improved critical range of 19-20 (does not stack with other effects that improve the critical range). Each time you hit a critical hit, you have the opportunity to cast bone-in spells at the target. The Crusher Greatclub +2 Oversized This +2 granclub appears surprisingly light in your hand. Its size penalty for medium creatures is reduced to -2. Big Sword of Endless War +5 Vicious This weapon is a key sword of more than 5 vicious ones. Large Remaining Sword +5 This large burning sword deals additional divine damage 2d6 on hit. If your carrier is good, and your target is bad, deal additional divine damage 3d6 instead. Big Fast Strike Sword +4 This large shock sword +4 gives its carrier the ability to cast threshold strike spell once a day. Stonemason's Large Sword +2 Corrosive This large corrosive sword +2 gives its bearer the ability to throw pike stones twice a day. Big Fly Sword +1 Smallpox Resistance Bane VerminPoison This large sword +1 grants its carrier a bonus of +4 on all poison-saving throws, dealing additional damage of 1d8 against vermin. Stonecutter Handaxe +5 Construct Bane This +5 adamantite construction hand axe grants its DR 5/ pound carrier. Heavy Crossbow Elemental Squall +3 CorrosiveShockFlamingFrost This weapon is a heavy corrosive frost shock crossbow of +3. Breaker Heavy Crossbow Blur +1 Deceleration This +1 crossbow has a chance to slow down the enemy when hitting. Myth Hunter Heavy Crossbow +5 This heavy crossbow bar +5 deals 2d10 damage on hit. If your target has one of the following qualities: Huge size or gargantuan; 20 or more HD, it deals a single -2 penalty to the carrier's attack rolls, but adds 1d10 to damage each of the qualities the target has. The final heavy flar +5 AnarchicViciousUnstoppable This anarchic anarchic heavy flail deals divine rather than physical damage, avoiding any reduction in damage, stamina or immunity the goal can possess. Overthrow Heavy Flail +5 Speed If the wearer of this +5-speed flail has the journey feat, each round of the first successful hit lands also attempts to shoot the target. Heavy Mace Eradicator +4 Profane This +4 profane mace gives its carrier the ability to cast live spells to kill once a day. Heavy Mace Authority +5 +5 This heavy unholy mace +5 grants its carrier fire immunity and a +5 bonus on Persuasion's skill controls. In a successful hit, the target must succeed in the DC 21 Strength Check or be prenstructed for 1d4 rounds (2d6 fire damage) and be nauseous for 1 round. Heavy Mace alkaline mace +3 Corrosive This corrosive heavy mace +2 allows its carrier to drop an acid bomb three times a day. Acid bombs dropped from this mace deal 3d6+5 acid damage on a direct hit. Mace Heavy Sovereign +5 Each time the carrier of this heavy mace +5 successfully hits a new target for the first time, it grants them a stacking bonus +1 to AC, attack rolls and all savings throws until the end of the battle. Heavy Mace Deck +3 This heavy mace +3 deals 2d6 damage and grants its carrier the continuous effect of the freedom-of-movement spell. Caster Heavy Mace +2 Human Bane This weapon is a human bane morning star +2. Heavy Punishment Mall +4 This heavy sledgehammer +4 gets a bonus of +4 to the aggregate attack rolls of targets affected by the effects of Evil Crush or Mark of Justice. Skullcrusher Heavy Mace +2 Heavy Blow Each time this +2 heavy mace hits a critical hit, the target needs to succeed in a Fortress Savings Launch (DC 17) or get stunned for 1d4 rounds. If the save launch succeeds, the target is skidded for 1 round instead. Heavy Maca Carrier of Terror +2 This heavy mace +2 gives its carrier the ability to cast boneshaker spells twice a day. Kneesplitter Heavy Pick +2 Giant Bane This weapon is a giant heavy bane beak +2. Heavy Pick +1 Construct Bane Demolisher This weapon is an adamantin +1 construct construction. Heavy Tornado Eye Repeat Crossbow +3 Shock This repetitive shock light ostestation +3 grants its carrier a bonus of +2 Luck to Initiative, and the ability to cast summons medium-air elemental spell once a day. Monastic Kamasel +3 Eye Gouger This kama +3 has a chance to blind the opponent in a successful hit and grants its bearer the ability to cast cast orb spell twice a day. Persector Kama +2 Shock This shock kama +2 gives its carrier the ability to cast atroining drum spell once a day. Weasel East +5 kukri has a critical x3. Each time a creature is first hit during combat, it deals additional damage of 6d6. Cold Blood Kukri +4 AgileFreezing This weapon is a freeze-free Kukri +4. Burning Kukri +4 Incineration This weapon is a +4 incinerated Kukri Swift Injustice Kukri +4 East Sacrifice +4 Kukri deals 2 additional damage to help soul within the Ovinbaane can manipulate reality around its carrier, allowing them to cast a variety of mall spells from the Abjuration and Transmutation schools. Each round in combat the bearer of Ovinbaane risks falling under his influence and losing control over his actions. Each round that the carrier must succeed in a will-save launch (DC23) or begin attacking the nearest target. Each round then the carrier can make another savings launch to regain control. For each successful salvation cast against this influence, the DC of subsequent rescue throws is increased by 1 until the end of the fight. Giants Cemetery Big Bastard Sword +4 BarnFuriousGreater Frost This weapon is a bastard sword of more outdated +5 out of time. It does not impose the regular size penalty on the carrier. Badger Light Crossbow +5 AxiomaticRemove Rage This axiomatic light crossbow +5 ends the barbarian's wrath upon hitting. Escapist's Lightweight Crossbow +3 SpeedShock This +3-speed shock light crossbow gives its wearer the ability to cast dimension gate spell once a day. Planar Hunter Light Crossbow +3 Chaotic Outsider BaneEvil Outsider BaneGood Outsider BaneLawful Outsider BaneNeutral Outsider BaneBrilliant Energy +3 outsider bane bright energy light crossbow. Major Ate Light Crossbow +2 Destructive BlowCorrosive This corrosive light crossbow +2 deals an additional 1d6 acid damage in a successful hit and has a critical strike multiplier x3. Torpor Light Hammer +1 DestructiveToror This light hammer +1 has a critical range of 19-20/x3. In a successful critical hit you have the opportunity to stun the enemy. Malice Light Mace +5 Vicesity This vicious +5 mitral light mace has a critical range of 19-20/x2 and deals hit, cut, and piercing damage. Mace Road Man's Argument of Light +4 This light mace +4 gives its carrier a bonus of +5 morales to persuasion skill controls when used to intimidate. Deal additional 2d6 damage against frightened targets and 1d6 damage against shaken targets (these effects don't stack with each other). Mace of Violent Mischief Light +4 Each time this light mace +4 deals stealth attack damage, it increases by 1d6. Elemental Punisher Long Axe +5 Speed This +5-speed long arc deals electricity damage 1d6, 1d6 fire damage, 1d6 acid damage, and 1d6 sonic damage. It has a critical range of 19-20. Each time you get a hit, you get the chance to blindly target for 1d3 rounds (DC24). Nobleman's Fun Elite Skill +1 This long arc +1 gives its carrier the blank shooting effect and accurate shooting feats. Singing Edge Edge +3 Each time the carrier of this axis of more than 3 longspear is affected by thecardial performance, its upgrade bonus increases to +3, and grants its carrier a bonus of dodging +2 to AC. Dragonslayer Longspear +5 Dragon Bane This weapon is a longspear dragonbane +5. Redemptive's Long Sword +5 HolyDestructiveFlaming This burning long sword +5 has an improved critical multiplier. Grants its carrier the ability to cast transformation spells once a day. Longsword Value Light +5 SantoAxiomatic This sacred axiomatic long sword +5 gives its bearer the ability to cast scorching light spell as a 10th level cleric at will. Unethered Blade Long Sword +4 Shock This +4 Long Shock Sword grants its carrier a +4 bonus on savings throws against mind-affecting effects. Perfection Longsword +5 This +5 long sword grants its carrier an inherent bonus of +2 to AC, all savings throws, attack rolls, and skill controls. Eternal Servitude Sword Long Sword +1 Holy This weapon is a sacred long sword +1. Rageclaw+2 Furious Long Sword This weapon is a furious long sword of adamantin +2. Double Axe Orco Faterender +5 This weapon is a double axe +5/+5. Each time your first blade gets a hit, it sets the target for an execution. Each time the second blade hits a marked target, it removes the mark and deals an additional 1d10 + carrier force modifier damage. Silent Whispering Punch Dagger +5 Destructive Agile Garaño Shock This +5-impact agile dagger gives its carrier the ability to cast damage spell once a day. Prehistoric Dagger +4 Lethal Burstnecrotic This weapon is a necrotic burst strike dagger +4. Sharp Dagger +2 SpeedAgileSlowdownFrost Troublesooter This agile speed dagger +2 has the opportunity to slow down an enemy in a successful hit. Call Room +4 This +4 quarterstaff grants its carrier the ability to cast summoned Monster VIII spell twice a day, and glitterdust dust spell at will. Twin Serpents Quarterstaff +5 This +5 quarters of personnel deals strength damage. Each time their carrier casts force descriptor spells, they deal +2 damage per given. It also gives its carrier the ability to cast magic missile spells powered at will. Ruin Quarterstaff +5 Each time this +5 quarterstaff takes a hit, it deals additional 2d6 force damage. If the Ruin carrier is chaotic, it grants them a \$4 bonsécitie to spell out penetration. If the Ruin carrier is lawful, it grants them a +6 bonsécitie at the concentration controls. If the Ruin carrier is neutral, it grants them a +2 bons to spell penetration and a +3 bonus on the concentration. Black Raven staff +3 This +3 quarters of staff grants its carrier the ability to cast waves of fatigue spells three times a day, and an enfeeblement lightning spell at will. The Fearless Fourth +4 Aberration BaneFlaming This +4 brand new aberration bane grants its carrier a +3 morale bonus on Persuasion's skill controls when used to intimidate, and the to remove the paralysis spell once a day. Burnt Oak Vencuario +2 This +2 staff quarters gives its carrier the ability to cast fire serpent spell twice a day, and fiery hands spell at will. Lurking Cheetah Quarterstaff +1 Speed This +1 speed quarterstaff gives its carrier the ability to cast feather-pass spell three times a day. Rigid Oak Staff Quarterstaff +2 This +2 quarter staff grants its carrier a bonus of +4 morales to the Constitution, a +2 moral bonus on Stronghold saving casts, and the ability to withstand sonic spells twice a day. Crimson Counselor Quarterstaff +2 Precious FireStone This weapon is a +2-room staff. Will of the Disciple Trágulo +1 Axiomatic Aventus Strike This axiomatic superaculum +1 is capable of giving impressive heavy blows on the enemy. Black Salt Rapier +5 This vicious rapper +5 deals 2 damage to a random ability when hitting. You cannot reduce any skill scores below 7. Satisfaction Rapier +5 Anarchic Each time an enemy casts a hit on the bearer of this anarchic mitral rapper +5, they get a stacking bonus +2 for damage rolls until the end of the battle. Revelry Rapier +5 HolyAnarchic This anarchic rapper +5 grants its bearer the continuous effect of the freedom of movement spell and immunity to fear and death effect. Rotten Blade Knife +3 AgileCorrosive This agile +3 corrosive rapper grants its carrier resistance to 20 acid and the ability to cast poison spell to spit once a day. Grace Deadly Rapier +1 AgileKeenUnfair Advantage When this agile rapper +1 takes a hit, his target must succeed in a Fortress Savings Throw (DC 15) or be affected by the acid that deals 2d4 damage each round for 3 rounds. Vein Finder Rapier +3 Agile Each time this agile rapper +3 gets a hit, it causes the target to bleed by 1d6 HP per round. Bleeding will continue until the target receives magic healing or leaves combat. It also gives its carrier the ability to heal moderate spell wounds once a day. Blood Tears Sai +5 AgileKeen This agile +5 sharp sai has a chance to stun the opponent in a successful hit and grants its carrier the ability to cast spell sirocco once a day. Steel Wind Sai +3 Higher Speed This improved speed sai +3 grants its carrier 2 additional attacks per round. Heart Piercer Sai +3 Agile This agile sai +3 grants its carrier a bonus of more than 2 luckys on Initiative rolls. Each time you get a hit, it causes the target to bleed by 1d6 HP per round. Bleeding will continue until the target receives magic healing or leaves combat. Sword of the Merciful +5 Holy Each time this +5 sacred scimitar grants its target that is not good, it deals additional fire damage of 2d6. Grants your carrier the ability to cast massive healing spell once a day as a 17th-level cleric. Thundercrack Scimitar +5 Runic MagebladeAgileShock This weapon is an agile shock 8+ 5. Divine Intervention Scimitar +4 HolyFlaming East +4 +4 the burning scimitar grants its bearer the ability to cast divine power spell once a day. Thundering Thundering Claw of the Bear God Scimitar +4 Wrath of The Bear Is a +4 Shock Thundering Scimitar. Any creature hit by a critical hit from this natural attack by this scimitar or carrier becomes the target of lightning, depending on the Lightning Storm spell (5d6 damage, 24 DC Reflex half). All natural attacks by both the carrier of this scimitar and the bearer's animal companion have a poignant and shocking modifier applied. If the carrier is wild in a bear or if his animal companion is a bear, the sonic and electrical damage of his attacks increases to 1d10. Faithful companion Scimitar +4 This s+4 cutlass grants its carrier a bonus of +2 insight to attack rolls against flat-footed and flanked targets. Jolt Scimitar +3 Runic MagebladeShock This weapon is a +3 shock scsimitar. Scimitar Cutter +2 Idic Wizard Blade This weapon is a +2 scimitar. The Way Out Scythe +5 Undead BaneKeen This more than 5 undead bane scythes allows its bearer to cast neighborhood spell from death to will. Gitlounous Scythe +5 This scythe +5 heals its 1d4 HP carrier every time it sits successfully hits a living creature. Hand of the Scythe of Damnation +2 Death PackKeen This weapon is an acute scythe +1. Eternal Sudarcution +2 Arcane Inscriptions This weapon is a +2 scythe. True World Short Arc +5 Fey Bane This fey bane +5 short arc gives its carrier a bonus of +4 on all rescue casts against fey abilities. Whimsy Shortbow +3 Every time this short arc +3 gets a hit, it has a chance to throw horrible laughs at its target. BoneSpe &mp;4 This short spear +4 deals negative energy damage. Allslayer Short Sword +5 KeenUnstoppable This sharp short sword +5 deals divine rather than physical damage, avoiding any damage, stamina, or immunity the target may possess. It also gives its bearer the ability to cast spell of invisibility at will. Nature's Short Will Sword +2 Vermin Bane This +2 vermin short bane sword grants its bearer the ability to cast nature's ally spell once a day. Oath of the Sickle of Heaven +5 This sickle +5 deals electricity damage instead of physical damage. Each time its carrier casts a beam or calls the lightning storm spell, it becomes empowered, as if using the Play Spell feat. Oath of the Sickle of the Earth +5 This sickle +5 grants its bearer a shaky mound ability to grab his enemies. Chilly Midnight Sickle +3 Every time this cold iron sickle +3 gets a your goal has to succeed in a Fortress Savings Launch (DC 17) or suffer 1d4 dexterity damage. Avalanche Staff +3 StrengthFrost This +3 half-sling sling staff derals grants its carrier a morale bonus + 2 damage bonus, and an ability to cast stone call spell once a day. Carefree Hunter Sling Staff +2 East Force +2 +2 the cane grants its carrier a morale bonus of +2 to Skill, and a bonus of more than 5 luckys in Mobility's skill controls. Revenge of the branded slingshot +2 StrengthGiant Bane This weapon is a giant bane sling cane +2. Spear Utopia +5 HolyUndead Bane This sacred undead bane spear +5 grants its bearer a sacred bonus +3 to Initiative controls, and ability to cast spell of good hope three times a day. Venom Spear +5 Whenever this +5 spear lands a hit, its target has to succeed on a Fortitude saving throw (DC27), or become poisoned with a poison that deals 1d3 damage to Constitution, Strength and Dexterity per round, and affected by acid that deals 2d12 damage per round. Dark Forest Spear +4 Necromatic This necrotic spear +4 invokes a nice will-o'-wisp when a life ends. Dystopia Spear +2 Necrotic This necrotic spear +2 grants its carrier a morale bonus of +5 to all athletic controls, and the ability to cast inflict critical spell wounds three times a day. Longshank Bane Spear +1 Longshank Bar This weapon is a +1 longshank ban spear. Sunbeam Cast +2 Flaming This flamed spear +2 gives its carrier the ability to cast scorching light spell twice a day. Spied Defense Spear +1 This +1 Frost Spear grants its carrier a +1 shield bonus to AC, dealing an additional 1d3 cold damage. Black Star Starknife +5 Unholy Each time this carefree starknife +5 gets a critical hit, he has a chance to cast a spell of life, confusion or crushing despair on the target. Tangled Claws Starknife +4 Fey Bane Each time this more than 4 feybane starknife gets a hit, he has a chance to entangle the target. Endless Starknife +5 Holy Journey Each time this +5 holy starknife hits a hit, dazzles the target for 1d4 rounds, and has a chance to cast blindness spell (DC21) on it. Thwarter Tongi +5 Blessed WeaponSacrificial Blow avosa this sacrifice tongi +5 has a chance to stun evil-aligned creatures in critical hits and grants its bearer the ability to cast chain lightning spell once a day. Corrupt Tongi Destroyer +5 This weapon is a mitral tongi +5 Trident of Nature's Rage +5 This trident +5 deals additional damage 1d12 against aberrations, buildings, humanoids, outsiders and undead. In a successful hit, it makes the target vulnerable to electricity for 1 minute. Thunder Trident Linked +1 Shock This Shock Trident +1 gives its carrier the ability to cast lightning spell once a day as a 10th level magician. Twin Crystals Two-bladed sword +5 AgileKeen This sword of Agile +5 Agile Blades deals force damage instead of physical damage. Fireborn War hammer +4 Greater Flaming This burning war hammer +4 contains three small fire elements that can be summoned once a day. Preacher's Hammer of War +4 Holy This sacred war hammer +4 gives its bearer the ability to cast inspiring recovery spells once a day. Solid Hammer of War Strategy +5 +5 This Holy War hammer +5 gives its carrier the ability to move without causing opportunity attacks. Hammer of Chaos +4 Anarchic Each time this anarchic war hammer +4 strikes a critical hit, it applies the Chaos Skill Touch effect to the target. Touch of Chaos: You permeate the target of chaos. For the next round, each time they roll a d20, they must roll twice and take the less favorable result. Noble Hammer of War +3 This weapon is a +3 war hammer. Hammer of Hate Hammer of War +1 Giant Bane This +1 hammer of war is particularly efficient against the ancestral enemies of the dwarf race. Damage is increased by 1d6 against orcs and goblins, and by 2d6 against giants. Giant.

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