

# Clever Uses For Common Items

## A Companion Supplement for Into the Armory

### New Uses for Old Weapons:

In addition to the descriptions given in the Pathfinder Roleplaying Game Core Rulebook, the following items possess the properties and options listed below. Note that in some cases a special feat or other requirement is necessary in order to make full use of the new properties.

#### Blowgun:

A character can use a blowgun to breathe while underwater, provided he is close enough to the surface for the other end of the blowgun to remain above water. The blowgun is typically fairly conspicuous when used in this fashion, however, and any character who succeeds on a DC 5 Perception check will notice the blowgun and realize what the character is doing. If the blowgun is surrounded by reeds, bamboo, or similar material, the DC increases to 25.

Additionally, a character who uses a blowgun to snipe, and who has at least 5 ranks in Stealth, takes only a -10 penalty on their subsequent stealth check, rather than the normal -20.

#### Dart:

A character with both the Rapid Shot and Weapon Focus (dart) feats can throw darts at an exceptional rate, and treat them as ammunition for the purpose of the time it takes to draw them.

Further, when making a full attack, the character can choose to make twice as many attacks as normal as long as all of those attacks are made with darts. If he or she does so, he takes a -4 penalty to all attacks he makes that round. This ability cannot be used in conjunction with the Rapid Shot feat or similar abilities.

#### Sheath:

Modified weapon sheaths are popular amongst assassins, scouts, and ninjas. For a small fee, a

character can have his or her weapon's sheath modified in one of the following ways (DMs may determine that sheaths for certain weapons cannot be modified in certain ways, based on the type of sheath and the modification in question).

- *Blowgun modification:* With a move action, sheaths with this modification can be transformed into fully functioning blowguns. 4gp
- *Club modification:* Sheaths with this modification are especially sturdy (and are often made of iron or steel) and have a grip which allows them to be easily wielded as weapons. Such sheaths function identically to a club, except that they count as a light weapon. 10gp

#### Shuriken:

Characters with the Weapon Focus (shuriken) feat learn that in addition to being a weapon, a shuriken makes an excellent way to distract their opponent from their real, more lethal, attack. When charging, they may choose to throw these weapons at their opponent as a distraction. This is part of the charge action and is not an attack, nor does it require an attack roll. Instead, the character may take a penalty to all of his or her attacks for the round (to a maximum penalty equal to the character's base attack bonus). The target must then succeed on a Reflex save (DC 10 + double the penalty the character took) or they are flat-footed against the charging character for the rest of the round.

### Unaddressed Item Costs:

The Pathfinder Roleplaying Game Core Rulebook neglects to mention the cost to add certain enhancements to certain categories of items (especially those that aren't either a weapon or a suit

**Table 1-1: Enhancing Miscellaneous Items**

Enhancement	Price
Adamantine	750 gp/lb
Animated	2,000 gp/lb
Energy Resistance	1,500 gp
Ghost Touch	500 gp/lb
Glamered	1,000 gp
Wild	20,000 gp

of armor). Though it's certainly a reasonable omission, there are nonetheless times where you might want your wand of fireballs to be ghost touch, or your spellbook to be bound in adamantine. None of the costs listed here should be used if a more relevant cost can be found elsewhere (for example, an amulet of mighty fists would count as a weapon for the purposes of being made ghost touch, and would use the cost used for weapons). In the case of items which weigh less than one pound and enhancements whose cost is determined by weight, the minimum price for the enhancement is the cost for one pound.

**Adamantine:**

Miscellaneous items made of adamantine have hardness 20 and ignore hardness less than 20. They do not overcome damage reduction over adamantine, however, because if they are capable of being used as a weapon they should use the standard price for weapons instead of the price for miscellaneous items.

**Animated:**

Animated miscellaneous items function like the shield special ability "animated", floating in the air next to their owner for up to four rounds before dropping. They do not take actions on their own, but will move with their owner.

**Energy Resistance:**

Only the item gains the energy resistance, it does not grant the energy resistance to the wielder (for example, a spellbook made resistant to fire would take 5 less fire damage when exposed to flames, but will not protect its owner if he or she happens to fall into lava).

**Ghost Touch:**

Miscellaneous items with the ghost touch enhancement can be worn or manipulated by incorporeal creatures as though they were incorporeal.

**Glamered:**

With a command, miscellaneous items which are glamered can be made to appear as though they are a different object of roughly the same dimensions. Any creature interacting with the glamered item is entitled to a DC 12 Will save to identify the illusion.

**Wild:**

Worn miscellaneous items with activated abilities (such as a helm of telepathy) still grant those abilities to their wearer if they are melded into the wearer because of a polymorph effect. The character must be wearing the item when the polymorph effect occurs in order for this enhancement to have any effect.



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