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RIDICULOUSLY LARGE WEAPONS



ROGUE
GENIUS
GAMES

52-IN-52

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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RIDICULOUSLY LARGE WEAPONS

Let's face it, some monsters are big. Like, really, really big. Others can fire spikes from their tails while flying, breathe fire, or lob spells at you when you are too far away to do much but shake a fist at them. And against such monsters, sometimes you want a big weapon. Not just a two-handed weapon, or a pike that's designed to be used in military formations, but an *oversized* weapon. And sometimes? Sometimes when your enemies are the kinds of foes that seem ridiculously dangerous, and to oppose them you need a *ridiculously oversized* weapon.

HOW BIG IS TOO BIG?

This product is about putting weapons into the hands of characters that are just bigger than realism allows. We're not in the realm of the pole axe, svärdstav, and zweihander. No, these are things so big that they just do not work without delving into the fantastical, magical, and mythological. And as a result, no matter how balanced or functional or cool these items may be, some people won't want to play in games that include them.

And that's okay. It's like orange dragons. It's not about balance or logic. It's about what you do and don't want in your games.

There is a specific flavor to ridiculously oversized weapons, and it's not for everyone. This isn't really a question of power balance or rules, but of tone. It's as much an aesthetic as anything else, often inspired by anime and similar media sources. That doesn't make it a good thing or a bad thing. It's just a thing, but one that says a bit about the style and norms of your campaign world. If you like the idea of the 6-foot-tall hero with a 7-foot-long hammer resting on her shoulder, ridiculously oversized weapons can be a fun addition some characters can get into. If you prefer to stick as closely to reality as you can when adding magic and flying combustion-exhaling lizards (or, at least, have preferences as to what unrealistic things you highlight), then this product and its offerings may not be for you.

CUTTING THINGS DOWN TO SIZE

Because this product is very specifically not about making weapons that just do the most damage, it's possible to take all the ideas presented here and just shrink them down. Yes, that violates the whole point of this product, but that's okay. The *real* point of any game product is to give GMs and players tool to have fun with, so if the ideas here appeal to you, and if the aesthetics of 10-foot-long swords doesn't, then by all means turn the *giant-buster sword* into a *giant-buster emblem*, and don't look back!

Here are some specific ideas for reduced-scale options, that don't require any rules changes.

FLOATING WEAPONS

Rather than just being huge versions of typical weapons, you could have all the ridiculously oversized weapons represent deconstructed weapons, with only parts of them at the distances needed to make them work. For example, the *infinite staff* becomes just a normal-scale staff that has two sections at the ends that can fire off and return, and the *siege bow* is a handle, with a long bowstring that floats along beside you and on which you can load ballista bolts.

Nothing really changes here except the visuals.

TYPICAL MAGIC WEAPONS

You can just say all the ridiculously oversized weapons are normal magic weapons, that have the supernatural properties described but with no size differential. In this case the *tower great shield* essentially creates a mobile defense platform of energy (like an armored *floating disk*).

WEAPON EMBLEMS

Instead of having these be specific magic items at all, they could be emblems that are placed on existing weapon (or in the case of the *tower great shield*, a shield), granting them the listed powers. The weapons with such emblems might grow in

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size when actually used to make attacks, or might just gain the abilities as typical magic weapons.

You could also use this option if you want to give a group a ridiculously oversized weapon, but not force any specific character to take it as treasure. If you paladin uses a sword, and your barbarian a club, a *giant-buster weapon emblem* could turn either weapon into a *giant-buster*, allowing the characters to choose for themselves who wants a massively overbig melee option.

An *infinite dagger* might be less classic than an *infinite staff*, but it doesn't really change how these abilities function.

THE WEAPONS THEMSELVES

These are the most common ridiculously oversized weapons, though different weapons of a similar type with the same magic imbuelements could exist.

It's worth noting that, except as specified in each entry, these weapons are not unusually difficult to wield, and do not do extra damage to their great size.

GIANT-BUSTER SWORD

Aura strong transmutation CL 9th

Slot none; **Price** 16,000 gp; **Weight** 10 lbs.

The *giant-buster sword* is specifically designed and enchanted to allow Medium humanoids to go toe-to-toe (or, more relevantly, blade-to-blade) with larger foes. Often, MUCH larger foes. A typical *giant-buster sword* is an enormous +1 *greatsword* with a straight blade and a sharply angled tip (scaled for Huge creatures), a long unornamented handle (scaled for Medium creatures, and thus often looking a bit spindly when compared to the blade), and little else.

When fighting with a *giant-buster sword*, you can use it to make a melee attack against any foe within 15 feet of you, but your reach does not extend for purposes of making attacks of opportunity (the weapon is simply too large and unwieldy to



make attacks at anything greater than your natural reach). If you score a critical hit on a creature that is Medium or smaller, you knock that target prone.

Creatures of Huge or larger size take a -5 penalty on their first melee attack against you each round, because of your ability to block and parry their oversized weapons with your own while maintain a (relatively) minute area for them to strike at. Flung rocks, be they from giants, siege weapons or other sources, are similarly take a -5 penalty on attacks against you because of your ability to parry with your giant buster.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *giant form*; **Price** 8,000 gp

INFINITE STAFF

Aura strong transmutation **CL** 9th

Slot none; **Price** 11,000 gp; **Weight** 2 lbs.

This +1/+1 *quarterstaff* seems impractically long all the time, its length ranging from x2- x3 the height of its wielder. But it also bends, flexes, and even shrinks as needed to fit through any space its wielder goes without ever catching on anything or getting stuck. They are almost always made of rattan wood, which is ornately carved along its length with depictions of animals in monastic fighting uniforms, tipped at each end with a brass or steel endcap.

An *infinite staff* allows you to make melee attacks at a range of up to 60 feet, by extending itself out to that distance when you make an offensive maneuver. Such staves often seem to be able to extend much, much farther, but are so wobbly and inaccurate past 60 feet that no use can be made of this additional distance. You cannot make attacks of opportunity at this range however, as the moment for such attacks comes and goes before the staff can extended to the appropriate length.

If any creature or object is between you can your target when you make a melee attack at range, it must attempt a DC 17 Reflex save. On a failed save, it takes 2d4 damage as the *infinite staff* strikes a glancing blow on it before warping around it and proceeding to its end target.

Any round you do not make an attack with the *infinite staff* you can instead use it to help maintain

your balance, gaining a +5 circumstance bonus to Acrobatics checks to keep your feet on tightropes and other narrow surfaces or slippery terrain such as ice.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *plant shape*; **Price** 5,500 gp

SIEGE BOW

Aura strong transmutation **CL** 15th

Slot none; **Price** 21,000 gp; **Weight** 12 lbs.

A *siege bow* is a form of massively oversized +1 *longbow*. While the handle of the bow is near the bottom, to allow it to be held by a Medium creature, the top of the bow is a spectacular ten feet higher, and it is designed to fire five-foot long javelin-sized arrows.

It takes a full-round action to draw the bow. You then can fire it as a standard action on your next turn, but you must do this before you move. If you move after loading the *siege bow* but before firing it, the tension you built is lost and you must reload the bow. You can only hold a *siege bow* loaded for a number of rounds equal to your Strength bonus (minimum 0 rounds, in which case you must fire it the round after you load it or it becomes unloaded). You triple the dice of damage a *siege bow* does, and triple all numeric bonuses you add (as opposed to bonus dice, which are not multiplied), and double its range increment. For example if you use Vital Strike (or any feat that has Vital Strike as a prerequisite) with a siege bow, you gain additional dice equal to its base longbow dice, rather than its tripled value.

In addition to its extreme range and heavy damage, structures are not immune to attacks from siege bows (as many are to normal non-siege weapon attacks), it ignores half the hardness of walls, buildings, and structures.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *gravity bow*, *telekinesis*; **Price** 10,500 gp

TOWER GREAT SHIELD

Aura strong transmutation **CL** 11th

Slot none; **Price** 37,000 gp; **Weight** 50 lbs.

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The *tower great shield* is not just a big shield. It is a tower. A small, but actual tower. Strapped to your arm. To carry.

Yep. We'll give you a moment to let that sink in.

The *tower great shield* is a nine foot-high, four-foot wide, +2 tower shield. A Small or Medium creature carrying it takes up the footprint of a Large creature. It's only three feet deep, but does have room for a door, small stairwell, and crenelated platform at the top. It also has straps for your arm (otherwise, how would you carry it?), and a small base that magically alters itself to allow the tower to be set down on any surface a creature can walk on (rather than having to climb or swim across).

A Medium or smaller creature can enter the tower great shield and fight from it, gaining a +2 shield bonus to AC. If you are carrying the *tower great shield*, gain its normal AC value. If you are carrying

it while someone is in it you can only move at half your move speed and apply its armor check penalty to all Dexterity-based ability and skill checks.

When not being carried or used in combat, the *tower great shield* can fold out its walls and drop down tent cloth from them, becoming a comfortable 15-foot-square pavilion able to easily house 10 Medium creatures. It has flooring, bunks and benches that fold out of the walls, the door still works (though the tent walls can also easily be cut through), and a firepit that vents smoke up through the top and away from those in the pavilion. However, nothing can be left in the *tower great shield* for it to be folded back up into its shield form.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *shield*, *tiny hut*, *wall of stone*; **Price** 18,500 gp

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