



RIDICULOUSLY LARGE WEAPONS



52-IN-52

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RIDICULOUSLY LARGE WEAPONS

Let's face it, some aliens are big. Like, really, really big. Others can fire lasers from their eyes while flying, breathe fire, or lob chunks of rubble the size of small trucks at your head. And against such opponents, sometimes you want a big weapon. Not just a two-handed weapon, or a cryopike 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 tripod mount, 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 rocket-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 faster-than-light travel, 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 the aesthetics of 10-foot-long swords doesn't, then by all means turn the *giant-buster fusion* into just a typical weapon fusion you can slap on any melee weapon without altering its size, 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, weapons with the *infinite staff fusion* becomes just a normal-scale bludgeoning weapons that have two sections at the ends that can fire off and return, and the *siege bow fusion* forms weapons that expand into "exploded" views so they can shoot monstrous ranged attacks.

Nothing really changes here except the visuals.

TYPICAL MAGIC WEAPON FUSIONS

You can just say all the ridiculously oversized weapon fusions are normal magic weapon fusions, 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 *hoverdisk*).

RIDICULOUSLY LARGE WEAPONS

THE LARGE WEAPON FUSIONS

These are the most common ridiculously oversized weapon fusions. Each describes how big a weapon it is applied to becomes. 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 [5TH-LEVEL FUSION]

Any melee weapon

A *giant-buster weapon* 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 striking surface with 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*, weapon you gain 15 foot reach, but cannot use it for attacks of opportunity (its simply too slow for any reaction, in fact). If it is not already unwieldy, it gains the unwieldy weapon special property, and deals additional damage equal to $\frac{1}{2}$ its item level (minimum +1). If the weapon does not already have boost or variant boost, it gains the variant boost weapon property (useable an unlimited number of times per day), but rather than gain extra damage die when boosted it does additional damage equal $\frac{1}{3}$ half its item level (minimum +1).



Creatures of Huge or larger size that take -4 on the first melee attack they make 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. Thrown attacks that do not have the explode special property, be they from giants, siege weapons or other sources, are similarly at -4 on attacks against you because of your ability to parry with your *giant buster*.

INFINITE STAFF [7TH-LEVEL FUSION]

Any bludgeoning melee weapon

Any weapon augmented with the *infinite staff* fusion 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 ornately carved along the weapon's length with depictions of animals in monastic fighting uniforms, and come to be tipped at each striking surface with a brass-clored metallic cap.

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. This does not extend your official reach for any other purpose than when you take an attack or full attack action. Such weapons 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.

If any creature or object is between you and your target when you make a melee attack at range, it must attempt a Dexterity save. On a failed save, it takes 1d4 damage, +1/2 the *infinite staff weapon's* item level, 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 reroll on any Acrobatics check to keep your feet on tightropes and other narrow surfaces or slippery terrain such as ice.

SIEGE BOW

Any ranged weapon that targets KAC [5th-level Fusion]

The *siege bow weapon fusion* is one of the oldest fusions to still see use in the modern era. Originally

designed to allow typical bows and slings be used in siege combat, it is still popular with some military groups (who sometimes refer to it as the *siege cannon fusion*). A weapon with the *siege bow fusion* becomes a massively overlong weapon. While the handle and stock are scaled normally to allow it to be held by a Medium creature, other elements can run up to ten feet from the user such as very long barrels, oversized magazines, and huge scopes.

It takes a full action to prepare to fire a *siege bow weapon*. You then can fire it as an action on your next turn, but you must do this before you move. If you move after preparing the weapon but before firing it, the preparations are undone and the weapon can no longer be fired. You can only hold a *siege bow weapon* in a prepared state for a number of rounds equal to your Strength bonus (minimum 0 rounds, in which case you must fire it the round after you prepare it or it becomes unprepared). You double the range increment and dice of damage a *siege bow weapon*, and it always has the unwieldy weapon special property.

In addition to its extreme range and heavy damage, *siege bow weapons* are penetrating.

TOWER GREATSHIELD [9TH-LEVEL FUSION]

Any riot shield

A riot shield with the *tower great shield fusion* is not just a big shield. It becomes 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.

A *tower great shield* is nine feet high and four feet wide, and 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 it's normal shield bonus to AC. Such a character can also take a move action to take cover behind the crenellations, gaining the riot shield's higher shield bonus to AC against one attacker. If you are carrying a *tower great shield*, you also gain its normal bonus to AC,

but you cannot position it to gain its greater bonus against a specific target. If you are carrying it while someone is in it you can only move at half your speed and take a -2 penalty to all Dexterity-based ability checks and skill checks.

When not being carried or used in combat, a *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 (thought 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.

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