

added momentum if the attacker moved 15 feet or more in the move action directly preceding the attack.

Any slinger ammunition may be thrown by hand with a range increment of 5 feet but taking a -4 penalty to attack rolls.

- **Acidpot:** A hollow, clay, lead-lined sphere containing a potent acid. A direct hit causes 2d4 damage and 2 points of splash damage. Otherwise treat as usual for acid.
- **Firepot:** A hollow clay sphere filled with alchemist's fire that explodes on impact, causing 2d4 damage to whatever it hits directly and 2 points of splash damage. Otherwise treat as usual for alchemist's fire.
- **Iron Shot:** A simple, heavy ball of iron.
- **Moldpot:** A hollow clay pot filled with dangerous mold (yellow, brown, *etc.*). See that creature's description for the effects of this pot breaking and the radius over which it spreads, depending upon the mold type. Prices vary from 75 gp to 300 gp (at the GM's discretion).
- **Stone Shot:** A rounded, heavy stone.
- **Tiger's Teeth:** Appearing much like a discus shaped to have three curving blades sprouting from its center rather than being a single piece. An attack roll of a natural 1 requires a successful DC 12 Dexterity check, or the blades chew up the wicker cradle during the toss, fouling the weapon until repairs can be made (a DC 15 Craft (weaponsmithing) check).

Although the secret of making black powder and firearms has long since escaped the control of the Witch Hill goblins and Arkanolian dwarves, these two factions remain the most reliable sources of such weaponry. Not only is their quality far beyond that of any other manufacturer, their resources and skill allows them to craft more weapons and ammunition than anyone else in the same amount of time.

Black Powder Weapon Attributes

Although similar in many respects to other ranged weapons, black powder firearms and artillery have a number of extra attributes particular to them: penetration, a misfire range, and the need for a powder charge with every shot.

Penetration (Pen)

This adjustment applies to any AC modifier of the target provided by armor (natural or worn), shields, or any similar form of physical or force protection, representing the weapon's ability to do damage to the target despite the presence of armor. If the number is negative, subtract it from the target's armor, shield, or natural armor bonus. If the number is positive, add it to the subject's armor, shield, or natural armor bonus. Armor, shield, or natural armor bonuses cannot be decreased below their totals. For example, a penetration of -4 would reduce the effective AC modifier of a suit of chainmail from +5 to +1, but would only reduce a suit of hide armor from +3 to +0.

Magical spells or enchantments that provide physical (armor) protection, such as a +1 suit of armor, *barkskin*, or *mage armor*, are likewise affected by penetration, although enchantments and spells that grant bonuses of the deflection, luck, sacred (unless it is an enhancement bonus), morale, dodge, and similar sorts are not. Penetration also lowers an item's hardness against that particular attack by half the listed penetration.

Silvered Weapons

Any metal weapon may be plated with silver. Plating is necessary, as any weapon made of pure silver would not be durable enough to survive even a short battle. The demand for silvered weapons is obviously very high in a land like the Archduchy, where the threat from lycanthropes is a constant presence, and so even the smallest of weapon shops sell them. Prices are 10 times normal but the increase does not apply to the masterwork component of the cost.

Armor Usage in Spiros Blaak

No longer commonly used in military or civilian circles, heavy armor is mostly a holdover from a more primitive age. Many Sentinels and similar militant orders beholden to tradition continue to employ heavy armor when prolonged or intense combat is expected, but it is no longer the norm except amongst the older veterans. Instead, medium armors have become the mainstay of today's army and fighting brotherhoods, especially those preferring mounted combat.

Tower shields are likewise rarely used, except by specialized units and during siege actions, as their usefulness upon the field has become more limited since black powder weapons began to see more widely spread use.

Light armor continues, as ever, to be the most common type among the lay infantry and archer units, both due to the high level of mobility it provides and its low cost.

Black Powder Weapons

Misfire Range

All black powder firearms and artillery have a chance of misfiring each time they are used, due to the construction of the weapon and the capabilities of the user. If the unmodified, natural die roll in an attack is equal or less than a black powder weapon's misfire range, the attack automatically misses and a roll must be made on **Table 11-9: Firearm Misfire Results** for firearms or **Table 11-10: Artillery Misfire Results** for artillery to determine the results.

Black Powder Charges

Each entry in **Table 11-2: Black Powder Firearms** and **Table 11-4: Black Powder Artillery** lists the amount of black powder required to load the weapon. For hand-held weapons the charge varies from 1/8 ounce to 1 ounce depending on the weapon. For artillery the charge is 1/6 the rating of the gun, so a 6-pounder would require 1 pound of black powder to fire (whether loaded with solid shot, explosive shot, or canister), an 18-pounder would require 3 pounds of powder per shot, *etc.* Artillery pieces also need a separate priming charge. Wet black powder is unusable. Keep in mind people carrying black powder who are hit by fire attacks might have their ammunition detonate.

Range Increments

Unless otherwise stated, black powder firearms and artillery can shoot up to 10 range increments. Also, black powder artillery takes a -3 penalty to attack rolls per range increment rather than -2.

Oversized Weapons

These are weapons designed specifically for use by Large or larger creatures. They simply don't come any smaller, or if they did they would be missing the mass and size that makes them effective. Instead of comparing Small and Medium sizes in their statistics, oversized weapons compare Large and Huge sizes.

Table 11-2: Black Powder Firearms

	Cost	Dmg (S)	Dmg (M)	Critical	Range	Pen	Reload	Misfire	Charge ²	Weight ¹
Regular Firearms										
<i>Light Ranged Weapons</i>										
Pocket Pistol (.50)	125 gp	1d4	1d6	x2	10 ft.	+1	Move action	1	1/8 oz.	1/2 lb.
<i>One-Handed Ranged Weapons</i>										
Cavalry Pistol (.55)	175 gp	1d8	1d10	x3	25 ft.	-1	1 full round	1	1/4 oz.	2-1/2 lb.
Common Pistol (.50)	175 gp	1d8	1d10	x3	30 ft.	+0	1 full round	1	1/4 oz.	3 lb.
Mage Pistol (.22)	110 gp	1d3	1d4	x2	15 ft.	+1	Move action	2	1/8 oz.	1 lb.
Military Pistol (.55)	200 gp	1d8	1d10	19-20/x3	45 ft.	-1	1 full round	1	1/4 oz.	4 lb.
Precision Pistol (.44)	200 gp	1d6	1d8	x3	45 ft.	+0	1 full round	1	1/4 oz.	2 lb.
<i>Two-Handed Ranged Weapons</i>										
<i>Arkanoclian Eagle</i>										
Musket (.44)	2,100 gp	1d10	1d12	19-20/x3	400 ft.	-2	2 full rounds	1	1/4 oz.	7-1/2 lb.
Cavalry Carbine (.55)	300 gp	1f8	1d10	x3	75 ft.	-1	1 full round	1	1/2 oz.	6-1/2 lb.
Common Musket (.69)*	350 gp	1d10	1d12	x3	150 ft.	-1	1 full round	1	1/2 oz.	9-1/2 lb.
Dwarven Axe										
Musket (.69)*	500 gp	1d10/1d6	1d12/1d8	x3	75 ft.	-2	1 full round	1	1/2 oz.	12 lb.
Dwarven Volley										
Gun (.22)*	525 gp	1d3 ea.	1d4 ea.	x2	45 ft.	+0	1 full round	1	1/2 oz.	12 lb.
Fowling Piece (.69)*	300 gp	Varies	Varies	x2	25 ft.	+0	1 full round	1	1/2 oz.	7 lb.
Goblin Fang										
Gun (.22)*	600 gp	1d8	1d10	19-20/x4	115 ft.	-3	2 full rounds	2	1/2 oz.	6-1/2 lb.
Light Musket (.32)	275 gp	1d4	1d6	x2	115 ft.	+0	1 full round	1	1/2 oz.	6 lb.
Military Musket (.69)	380 gp	1d10	1d12	x3	250 ft.	-2	1 full round	1	1/2 oz.	10 lb.
Two-barrel Fowling Piece (.69)*	340 gp	Varies	Varies	x2	25 ft.	+0	1 full round	1	1/2 oz.	8-1/2 lb.
 Oversized Firearms										
<i>One-Handed Ranged Weapons</i>										
Hand Cannon, pistol (.90)*	360 gp	2d8	3d8	x2	75 ft.	-2	1 full round	1	1/2 oz.	5-1/2 lb.
<i>Two-Handed Ranged Weapons</i>										
Hand Cannon, musket (.90)*	450 gp	2d8	3d8	x3	300 ft.	-3	1 full round	1	1 oz.	16 lb.

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much. Oversized firearms do not come in sizes smaller than Large, and a Huge weapon weighs twice as much.

2 A small weapon uses half the amount of black powder to fire as the equivalent Medium firearm. Huge firearms require twice as much black powder to fire as do Large firearms.

* See the description of this weapon for special rules.

Note: Unless otherwise stated, all firearms are Piercing weapons. Shooting a firearm is a ranged attack, and Strength modifiers are not added to a firearm's damage.

Firearm Descriptions

Arkanoclian Eagle Musket (.44 caliber)

Sporting an extended barrel that has been meticulously bored hexagonally for greater range and accuracy, this weapon is favored by sharpshooters. The Eagle requires specially crafted bullets for an exacting fit, reducing ranged attack penalties to -1 per range increment. Firing a normal .44 bullet negates this reduction in range penalties but reduces the loading time to 1 full round. Length: 4 ft., 11 in.

Cavalry Carbine (.55 caliber)

Shorter and lighter than a typical military musket so it may more easily be used by cavalry, the carbine may be fired one-handed with only a -1 attack penalty and with penalties for full range increments being -3 rather than -2. Length: 2 ft. 11 in.

Cavalry Pistol (.55 caliber)

Sporting a shorter barrel for ease of use while mounted and to reduce the chance of it becoming entangled in its holster while being drawn at a gallop, the cavalry pistol is also favored by sailors. Length: 15 in.

Common Musket (.69 caliber)

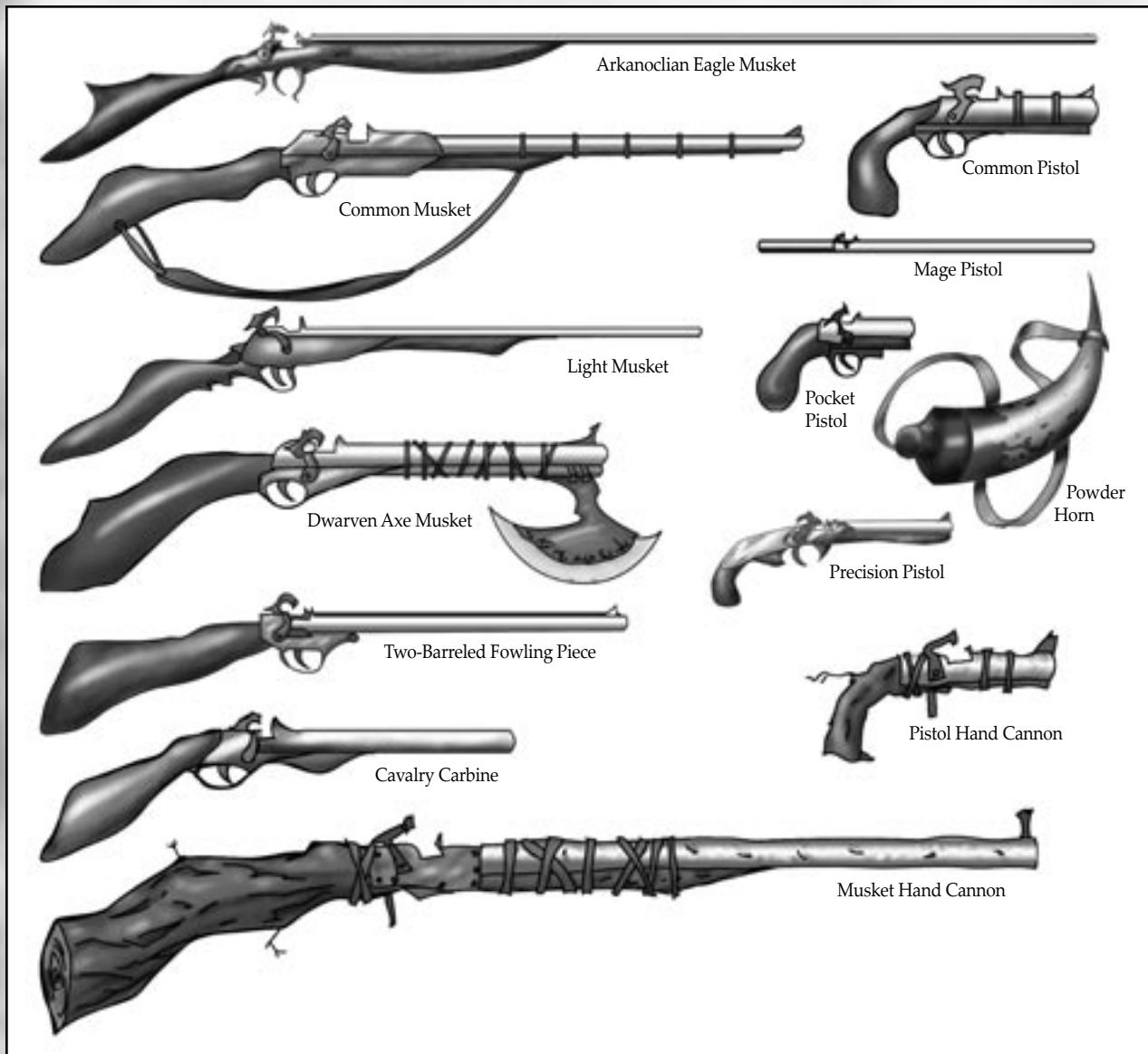
This is a simple, effective musket. It is designed for easy maintenance and production. It does not excel in any respect, nor is it deficient in any, thus its low cost and wide availability. Length: 4 ft. 8 in.

Common Pistol (.50 caliber)

Cheap to make and easy to maintain, this is the mainstay of those who seek firepower but can't afford anything better. Length: 20 in.

Dwarven Axe Musket (.69 caliber)

A heavy caliber musket with a battleaxe blade hanging from beneath the barrel, the dwarven axe musket is so ungainly that it requires its



own Exotic Weapon Proficiency or the user suffers penalties to attack with both the blade and the musket. Even with the proficiency there is still a -2 attack penalty with either the axe or musket, although the advantage becomes evident when an enemy closes upon a fire line armed with such weapons. The first damage listed is for the musket and the second for the axe. Length: 3 ft. 2 in.

Dwarven Volley Gun (.22 caliber)

The seven barrels of a dwarven volley gun fire simultaneously, creating a tight cone of musket balls extending out from the muzzle of the weapon. The width of the cone at a given distance from the firer is 1/10 its length; at 10 feet from the firer, the cone is 1 feet wide, and at 150 feet it is 15 feet wide. A separate attack roll must be made for each ball, with the seven attacks divided equally between all targets in the area around the primary target. If the width of the cone is less than the Space of the primary target, all attacks are made against him. Attacks on those other than the primary target suffer a -4 attack penalty. The reload and charge amounts are for each barrel. Use of this weapon requires an Exotic Weapon Proficiency. Length: 2 ft. 6 in.

Fowling Piece (.69 caliber)

Also called a bird gun, fowling pieces are wide-bore weapons designed to fire paper cartridges that burn up on firing, scattering

the dozens of tiny balls within to cover an area rather than firing a single large ball; this is especially useful for small, rapidly moving targets like game birds. A fowling piece makes an attack roll against anyone in a cone extending out from the muzzle of the weapon, inflicting 2d6 (S)/3d6 (M) damage to targets struck in the first range increment, 2d4 (S)/2d6 (M) to targets in the second, and 1d4 (S)/1d6 (M) to targets in the third or more, out to the weapon's maximum range.

The width of the cone at a given distance from the firer is half its length; at 10 feet from the firer, the cone is 5 feet wide, and at 150 feet it is 75 feet wide. Because the pellets spread out further the farther they travel, this weapon gains a +1 bonus to attack but suffers a +1 penetration penalty per range increment passed through, starting with the second.

In a pinch, a fowling piece can fire a .69 caliber bullet (1d10 (S)/1d12 (M) damage, X3 critical, 0 penetration, 75-foot range increment) or two or more smaller bullets, but with double the normal -2 penalty each range increment. Length: 4 ft. 3 in.

Goblin Fang Gun (.22 caliber)

While many musket makers or owners decorate their weapons, goblins do so more thoroughly than other races, covering the stock and slender barrel of their weapons with hideous carvings and

engravings. Aesthetics aside, the main difference between a fang gun and other muskets is that the barrel has been rifled to fire long, tapering darts called fangs rather than round bullets. Such weapons are rarely ever sold to non-goblins. Use of this weapon requires an Exotic Weapon Proficiency. Length: 2 ft. 6 in.

Hand Cannon, Musket (.90 caliber)

A musket sized for ogres or half-ogres. Creatures with less than Strength 14 suffer a -2 penalty to attack rolls with a hand cannon. Length: 6 ft. 8 in.

Hand Cannon, Pistol (.90 caliber)

A pistol sized for ogres or half-ogres. Creatures with less than Strength 14 suffer a -2 penalty to attack rolls with a hand cannon. Length: 2 ft. 6 in.

Light Musket (.32 caliber)

Used primarily by scouts and hunters, this musket is noticeably thinner and lighter than most muskets. The tradeoff is the lower caliber and reduced damage. Firing a light musket one-handed applies only a -1 penalty to attack rolls. Length: 3 ft. 9 in.

Mage Pistol (.22 caliber)

Designed specifically for use by spellcasters with little additional training required, a mage pistol appears as a wand with a small flintlock and safety-equipped stud for a trigger. Due to its simple and familiar use (you point it like a wand), this pistol does not require Firearms Proficiency for proper use. Unfortunately, this

fragile weapon has a higher misfire range than most firearms. Length: 10 in.

Military Musket (.69 caliber)

Relatively expensive, typically only officers or elite units are allowed these superior makes of the common musket. Length: 4 ft. 10 in.

Military Pistol (.55 caliber)

Relatively expensive, typically only officers or elite units are allowed these superior makes of the common pistol. Length: 21 in.

Pocket Pistol (.22 caliber)

This tiny weapon can be reasonably well hidden within one's hand or coat pocket. Such pistols are a favorite weapon of last resort among rogues, gamblers, and the nobility. Length: 6 in.

Precision Pistol (.44 caliber)

Used primarily for target shooting and duels of honor, precision pistols are accurate, elegant weapons. The light weight and superior craftsmanship of this pistol reduces penalties due to range increments to -1. Length: 16 in.

Two-Barreled Fowling Piece (.69 caliber)

This weapon functions the same as a normal fowling piece except it has two barrels that may be fired separately or simultaneously. Firing both barrels at once counts as a single attack roll, causes double the usual damage of a single shot, and enhances the penetration to -1. The reloading time is per barrel. Length: 4 ft. 3 in.

Firearm Accessory Weapons

These weapons are made to be attached to long firearms, such as muskets, although they can be placed upon a pole in a fix. There is a -2 penalty to attack with one if it isn't affixed to a firearm or pole.

Firearm Accessory Weapon Descriptions

Bayonet

When this dagger-sized blade is attached to the barrel beneath the muzzle of a musket or carbine, the bayonet transforms the firearm

into an improvised spear. The unbalanced weight at the tip of the firearm also causes a -1 penalty to attack when firing or stabbing. Musket-mounted bayonets may be set against charging opponents and an unattached bayonet may be used as a dagger.

Bayonet, Grand

A short sword-sized version of the regular bayonet, a grand bayonet is designed for use with Large firearms. If mounted on a Medium firearm, the extreme weight increases the penalty when firing or stabbing to -3. An unattached grand bayonet may be used as a short sword. In all other respects treat as a regular bayonet.

Black Powder Artillery

Cannon Ammunition

Although the goblins of Witch Hill and Arkanolian dwarves have developed more complicated and devious types of artillery ammunition, they are dramatically more costly and far less reliable than the common types below.

- **Solid Shot:** A simple, solid sphere that causes bludgeoning damage by virtue of its velocity and weight.
- **Explosive Shot:** Armed with a second fuse that requires an additional 1 oz. charge of black powder to prime, this hollow shot explodes on impact, damaging everything in its blast radius. Each artillery piece's blast radius is detailed in its description. Damage is half bludgeoning and half fire (see **Black Powder Explosions**, page @@, for more information).
- **Canister Shot:** This is an enclosed cylinder containing many musket balls that, when fired, burst out in a shredding cone.

Anyone within that cone suffers a separate attack roll (keeping in mind that intervening cover may very well be destroyed by the blast) at +2 per range increment traveled, starting with the first, due to the spread. The width of the cone at a given distance from the firer is half its length; at 10 feet from the firer, the cone is 5 feet wide, and at 50 feet it is 25 feet wide.

Canister shot damage is lowered by 1 die, to a minimum of 1 die, per range increment the scattered shot travels. The amount of powder listed is in total and all damage is piercing.

Artillery Descriptions

A garrison carriage (in fortifications or on shipboard) or fixed mount adds nothing to the overall length of a cannon, but a field carriage adds 50% to the gun's overall length.