# Geek Related's
# Gunpowder Weapons Of Golarion

## Contents

Gunpowder and firearms are a reasonably recent innovation in Golarion. Invented by the magic-free country of Alkenstar, these weapons are common within that country but only exported in limited numbers. Some sources for firearms are found outside Alkenstar but these are often a generation behind in technology and have much lower manufacturing capacity.

Firearms are a rarity in Golarion, but have spread quickly in more mobile circles – more and more ships are carrying firearms and mounting cannon for attack and defense, and their use has spread into some major trading ports – for example, the gendarmes of Riddleport and Absalom's guardsmen are frequently armed with muskets. The older matchlocks are more frequently used en masse; both Cheliax and Andoren field some units of arquebusiers. No regular forces still use culverins, but these older weapons show up as curiosities from place to place.

## Handguns

The current state of the art in personal firearms in Golarion is a smoothbore weapon with a wheellock firing mechanism. Earlier matchlocks, which required a lit match held in a "matchlock" to fire, and the even earlier hand culverins, which required manual application of a lit match, are still in circulation. Though most firearms come from the Gunworks of Alkenstar, there are skilled craftsmen in other locations that can and do build firearms. The smiths of Alkenstar have just developed snaplocks but have kept the innovation to themselves so far. More reliable and inexpensive flintlocks are doubtless not far behind. A couple individual artisans have made rifled hunting weapons, but these are still unique curiosities.

| Name | Cost | D (S) | D (M) | Crit | Range | Misfire | Shots | Weight | Type |
|------|------|-------|-------|------|-------|---------|-------|--------|------|
| *One-Handed Firearms* | | | | | | | | | |
| Pistol | 250 gp | 2d4 | 2d6 | x4 | 50 ft. | 1 | 1 | 3 lbs. | P |
| Blunderbuss pistol | 500 gp | 3d4 | 3d6 | 19-20/x2 | 10 ft. | 1-2 | 1 | 5 lbs. | B and P |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Double barreled pistol | 750 gp | 2d4 | 2d6 | x4 | 50 ft. | 1 | 2 | 4 lbs. | P |
| Holdout pistol | 350 gp | 2d4 | 2d6 | x4 | 20 ft. | 1 | 1 | 2 lbs. | P |
| Matchlock pistol | 200 gp | 2d4 | 2d6 | x4 | 40 ft. | 1 | 1 | 4 lbs. | P |
| *Two-Handed Firearms* | | | | | | | | | |
| Musket, short | 500 gp | 3d4 | 3d6 | x4 | 100 ft. | 1 | 1 | 8 lbs. | P |
| Musket, long | 750 gp | 3d4 | 3d6 | x4 | 150 ft. | 1 | 1 | 10 lbs. | P |
| Blunderbuss | 500 gp | 4d4 | 4d6 | 19-20/x2 | 20 ft. | 1-2 | 1 | 8 lbs. | B and P |
| Arquebus | 400 gp | 3d4 | 3d6 | x4 | 120 ft. | 1-3 | 1 | 12 lbs. | P |
| Culverin | 250 gp | 2d4 | 2d6 | x4 | 80 ft. | 1-3 | 1 | 15 lbs. | P |
| *Explosive Weapons* | | | | | | | | | |
| Bomb | 150 gp | 3d4/2d4 | 3d6/3d4 | x2 | 10 ft. | 1-2 | 1 | 1 lb. | B |
| Smoke bomb | 70 gp | | Smoke | - | 10 ft. | 1-2 | 1 | 1 lb. | - |
| Powder keg | 300 gp | | 8d6 | x2 | - | 1-2 | 1 | 20 lbs. | B and P |

**Firearm Proficiency:** The Exotic Weapon Proficiency (firearms) feat allows you to use all of the firearms presented here without penalty. A nonproficient character takes the standard –4 penalty on attack rolls with firearms and increases all misfire values by 4. Even though Exotic Weapon Proficiency (firearms) grants you proficiency with all firearms, when you take feats that modify a single type of weapon (such as Weapon Focus or Rapid Reload), you must still pick one type of firearm (such as musket or pistol) for those feats to affect.

**Reload**: All matchlock and wheellock weapons hold one shot per barrel and take two full round actions to load. Reloading takes two hands and provokes attacks of opportunity. The Rapid Reload feat can reduce this to one full round action.

**Inaccurate**: All smoothbore (non-rifled) firearms have an inherent -1 to hit penalty. Matchlock weapons incur an additional -1 penalty to hit due to the difficulty of keeping a good aim while manually matching the weapon. Manually matched weapons get yet another -1 penalty to hit on top of that (so, for example, a normal hand culverin has a -3 penalty to hit).

**Misfire**: If the natural result of your attack roll falls within a firearm's misfire value, your firearm misfires, even if you normally would have hit the target. Immediately roll 1d20. On a 1-5, the firearm is broken and the powder explodes out the breech, dealing the weapon's damage to you; on a 6-10, the firearm is broken; on an 11-15, the firearm is fouled; and on a 16-20, it simply doesn't go off and must be reloaded before use. A fouled firearm requires 2 full rounds to clear before it can be reloaded.

**Melee**: One-handed firearms may be used as saps and two-handed firearms as clubs in melee combat, but they are reasonably fragile and whenever you roll a natural 1 on the attack roll the weapon gains the broken condition. Pistols have a hardness of 10 and 10 hit points; long weapons have a hardness of 10 and 20 hit points.

**Loud and Smoky**: Firearms are not subtle weapons. They are extremely loud and are often startling to animals and men unfamiliar with their use. They also produce large amounts of smoke – the smoke from one shot dissipates quickly, but repeated shooting or engagements with large numbers of gunners can generate enough ambient smoke to provide concealment.

**Firing Conditions**: Firearms may be fired while prone. Rain or water makes them less likely to fire, effectively increasing the misfire chance by 1 but resulting only in the gun not going off. Guns can be loaded and carried in a ready position, but if stowed they become unloaded after one combat.

## Weapon Descriptions

### One Handed Firearms

**Pistol**: A single shot wheellock pistol.
**Pistol, Blunderbuss**: Also known as a dragon, this is a large wheellock pistol with a bell-shaped barrel.  A blunderbuss pistol's damage suffers a -2 penalty per range increment beyond the first.
**Pistol, Double Barrel:** This pistol has two parallel barrels; each barrel can be shot independently as a separate action, whereas both barrels can be shot at once with the same action. If both barrels are shot at once, they both must target the same creature or object, and the pistol becomes wildly inaccurate, taking a –4 penalty to each shot.
**Pistol, Holdout:** This is a smaller pistol that can be easily concealed.  There are no matchlock holdout pistols, they've only become possible with wheellock technology.
**Pistol, Matchlock**: The older matchlock pistols are less accurate, but also less expensive and are manufactured in places besides Alkenstar.

### Two Handed Firearms

**Musket, short**: A wheellock musket with a short barrel suitable for use in close quarters.
**Musket, long**: A wheellock musket with a 4 foot long barrel.  The long musket must be braced on something or else suffer a -2 penalty to hit.  Many such muskets come with a inherent pintle mount so that they can be braced while standing; it requires a move action to set up the pintle.
**Blunderbuss**: This is a heavy musket with a bell-shaped barrel, also called a musketoon. A blunderbuss' damage suffers a -2 penalty per range increment beyond the first.
**Arquebus:** The arquebus is a matchlock musket, usually with a more crossbow-style firing lever instead of the more modern trigger design of the wheellocks.
**Culverin:** The culverin, or hand cannon, is basically a steel tube with a hole in the side that allows the manual application of a burning match.

### Ammunition

Balls are 3 gp per 10, but there are no standard barrel sizes so they usually have to be custom cast or filed to fit by the buyer.   An ounce of gunpowder is needed to propel a bullet. Gunpowder is sold in small kegs (15-pound capacity, 20 pounds total weight, 300 gp each) and in water-resistant powder horns (2-pound capacity and total weight, 40 gp for a full powder horn).

### Masterwork Weapons

Masterwork firearms give a +1 to hit (effectively eliminating the inherent inaccuracy penalty) and gain a +4 bonus on misfire rolls.

### Explosives

**Misfire:** With explosive weapons there is a chance of misfire on a natural 1 as well; immediately roll 1d20. On a 1-5, the device explodes before you can throw it, dealing the weapon's splash damage to you; on a 6–10, the device doesn't go off on impact but will go off on a random initiative count next round; and on an 11–20, it simply fails to explode.

**Bomb**: A bomb, also known as a grenade, is thrown as a splash weapon. It requires one full round action to prepare and light. Once thrown, it explodes and does damage to everyone in a 5' radius from the target or target square. Bombs do 3d6 damage to objects and creatures in the directly targeted square and 3d4 splash damage to those in all surrounding squares.

**Smoke bomb**: A smoke bomb is thrown as a splash weapon, and puts out a 10' radius cloud of smoke equivalent to an *obscuring mist* spell. It requires one full round action to prepare and light. The smoke dissipates normally.

**Powder keg**: A keg of gunpowder can be turned into a bomb in place, usually by using a length of match for a fuse. This is tricky business and requires a DC 15 Profession: Engineer check to set correctly. Failing the check by less than 5 still results in an explosion, but 1d4 rounds sooner or later than intended. Failing the check by 5 or more means the bomb does not detonate as desired. Failing the check by 10 or more results in an immediate explosion. The keg does 8d6 points of damage to objects and creatures in the square it is set in and 1d6 less per 5' away from that square (for a total blast radius of 40').

# Cannon

Most field grade gunpowder-based siege engines are cast bronze, smooth bore, muzzleloading weapons, although some are breech-loading and older ones are constructed of iron bars welded and bound together with iron bands. Because they are expensive and rare, many cannons are ornately carved and decorated, and larger ones often have unique names, such as the Taldan bombard Worldbreaker and Alkenstar's Great Maw of Rovagug.

| Size (shot weight) | Cost | Damage | Weight | Crew | Range | Ready |
|---|---|---|---|---|---|---|
| 60 pound bombard | 40,000 gp | 15d10 | 10 tons | 10 | 2000 ft. | 10 |
| 42 pound serpentine | 16,000 gp | 12d10 | 4 tons | 6 | 600 ft. | 10 |
| 32 pound royal culverin | 8,000 gp | 10d10 | 3 tons | 5 | 600 ft. | 5 |
| 24 pound culverin | 6,000 gp | 9d10 | 2.5 tons | 5 | 600 ft. | 5 |
| 18 pound third culverin | 5,000 gp | 8d10 | 2 tons | 4 | 500 ft. | 4 |
| 12 pound demi-culverin | 4,000 gp | 7d10 | 1.5 tons | 4 | 500 ft. | 4 |
| 9 pound long nine | 3,500 gp | 6d10 | 1 ton | 4 | 500 ft. | 3 |
| 9 pound dragon | 3,000 gp | 6d10 | .5 tons | 3 | 300 ft. | 3 |

| | | | | | | |
|---|---|---|---|---|---|---|
| 4 pound falcon | 2,000 gp | 4d10 | 600 lbs. | 3 | 200 ft. | 2 |
| Swivel-gun murderer | 1,000 gp | 2d10/4d6 | 200 lbs. | 2 | 100 ft. | 1 |

**Size:** Cannon come in various sizes named after the size of the shot they fire. Naval and field cannon usually come in 4, 9, 12, 18, 24, and 32 pound varieties. In different places specific cannon types have specific names (demi-cannon, culverin, etc.), but practical naval men often just refer to them as, for example, "12-pounders." The smaller shipboard pieces are about 6 feet long; the larger about 9 feet.
The twelve pound demi-culverin is the most usual cannon found in use as field artillery or on ships other than the most expensive dedicated warships.
Larger pieces like the serpentine and bombard cannot be mounted on ships and are used for siege warfare and coastal defense.

**Damage**: Assuming solid shot, this is the damage done on a direct hit. Cannon (with the exception of swivel-guns) cannot effectively be aimed at a specific person, but instead are aimed at a specific area with the intent of damaging a structure.  Monsters that are size Huge or larger can be individually targeted (assuming they stay still for the several rounds needed to aim and fire the weapon).  When a cannon hits its target area, it only does its listed damage to that 10x10x10 part of the structure, not any creature there.  (On a natural 20, the cannon hits an unlucky person in that area dead on and does full damage to them as well.)

However, cannons often do splash damage.  If the cannon is using stone shot and firing into a stone environment (like most towns), this damage comes from stone fragments (slashing), or if the cannon is using any solid shot and firing into a wooden environment (like a ship or house), the damage comes from wooden shivers (piercing).  Anyone in the 10x10 target area must make a DC 15 Reflex save or else take ¼ the direct damage inflicted by the shot from the fragments.  For example, if a PC is hiding in a 10x10 wooden shack that is hit by a culverin inflicting 36 points of damage on the structure, he may take 8 points of fragment damage if he fails his save.

**Weight:** Armament weight counts towards the cargo tonnage of a ship.  Smaller cannon can be put onto wagons or carriages to move around a battlefield.

**Crew**: A certain number of men are required to operate a cannon at its optimal rate of fire. A cannon may be short-crewed by a crewman or two, halving its rate of fire, but cannot usually be operated with less than that because it requires a certain amount of manpower to move into place. All members of the crew must have at least one rank in Profession: Siege Engineer (or Artillerist, or Cannoneer, or whatever you want to call it) to operate it.

**Ready**: Cannons all require the listed number of full round actions to reload and then aim with a normal crew.  They must be re-aimed every time they are fired because their recoil moves them significantly out of place.  If they are operated with a smaller crew than the listed minimum, the time it takes to reload them is proportionally longer.

## Firing Cannon

**Proficiency**: All cannon require Profession: Siege Engineer (or Artillerist, or Cannoneer, or whatever you want to call it) to operate. A gunner uses their base attack bonus, Int bonus, and other modifiers for range, weather, vision, motion, etc. to determine their total attack bonus.

**Inaccurate**: All cannon have an inherent -4 to hit penalty due to the difficulty of aiming them precisely and being slow to maneuver.

**Misfire**: Whenever you roll a natural 1 on an attack roll made with a cannon, the cannon might misfire. The crew chief must immediately roll a Profession: siege engineer check at DC 15 (the rest of the crew may assist). A successful check indicates that the wad simply misfired and the cannon must be reloaded. A failure by up to 5 indicates that the cannon is fouled and requires 2 full rounds to clear before it can be reloaded. A failure by up to 10 means that the cannon gains the broken condition and requires repair before further use. A natural 1 on this check means that the cannon has exploded and does its full normal damage to everyone and everything within 10 feet.

**Weapon Descriptions**

**Bombard**: Very large caliber front-loading cannon used in sieges or castle defense. They fire massive pound stone balls. Bombards are too large for ships to carry. A variant of bombard that is used for indirect fire is called the mortars.
**Long nine:** A nine-pound gun constructed for range and accuracy, often used as a chase or stern gun on a sailing ship.
**Swivel-gun**: Swivel-guns, also colorfully known as "murderers," are comparatively small weapons designed for antipersonnel use that can be mounted on the ship's rails or other convenient locations. They have a short range and can be readily aimed at creatures. They can take a 1-2 pound solid shot but are usually filled with grapeshot. They do 2d10 damage to hard targets with solid shot, but when loaded with balls do 4d6 damage in a 10x10 square. A gunner applies their Dexterity bonus to hit instead of their Int bonus with a swivel-gun. Using a swivel gun still requires at least one rank in Profession: Siege Engineer.

**Ammunition**:
**Solid shot**: Stone or lead solid shot are the most common ordnance in cannon. Solid shot does the listed damage to hulls or creatures, but only deal ½ damage to sails and rigging.
**Chain shot**: Variants also exist of bar shot or langrage, this specialty shot is most effective against ship's rigging and similar soft targets; they do normal damage to rigging or creatures but deal ½ damage to buildings and ship hulls. This type of shot can only be used out to two range increments.
**Grapeshot**: Also known as canister shot; this does not do structural damage but targets creatures, doing a number of 6-sided dice of damage equal to the number of 10-sided dice the cannon deals with a normal shot to all creatures in a 10x10x10 area. Affected creatures may make a Reflex save (DC 10 + the number of dice of damage) for half

damage. It can also be used against rigging and other soft targets, doing ½ its damage. This type of shot can only be used at one range increment.

**Ammunition Costs**
Solid shot costs about 1 gp per pound, specialty shot costs 2 gp per pound. Gunpowder in bulk costs 20 gp per pound. In volume, it is supplied in 30-pound kegs (40 pounds total weight) for 600 gp. Crafting gunpowder requires a DC 25 Craft (alchemy) check. Cannon require half the weight of the shot in powder to fire (so a twelve-pounder needs six pounds of powder per shot).