



INSTRUCTIONS



This deck includes the base versions of every firearm and magical firearm from *Pathfinder Guns & Gears*, as well as an array of supporting items, talismans, and other pieces of firearm-related equipment.

The full text for each weapon is provided whenever possible, though some longer or more complex magical weapons and items have been abbreviated and include a page reference to the full weapon description in *Guns & Gears*.

The full rules for weapons and weapon traits begin on page 278 of the *Core Rulebook*.

Design Lead Michael Sayre

Editing Addley C. Fannin and Patrick Hurley

Layout Emily Crowell and Sonja Morris

Illustration Gislaine Avila, Sol Devia, Raphael Madureira, Wayne Reynolds, Sebastian Rodriguez, Jessé Suursoo, Tom Ventre, and Benjamin Widdowson



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FORKED BIPOD

Developed by Alkenstar scouts who often don't have time to break down a tripod when beset by the chaotic mutant monsters of the Mana Wastes, this two-pronged stabbing weapon can be used as a bipod to stabilize a gun with potent kickback. A forked bipod can be deployed or retrieved for use as a melee weapon as an Interact action.

Price	3 sp
Damage	1d4 P
Bulk	L
Hands	1
Group	Spear
Weapon Traits	Agile, deadly d6, finesse



— KNUCKLE DUSTER —

This bit of hardened metal, favored by street toughs, is typically made of brass and features four finger holes so that it can sit atop the knuckles, adding extra power to a punch.

Price	3 sp
Damage	1d4 B
Bulk	L
Hands	1
Group	Brawling
Weapon Traits	Agile, free-hand, monk



BAYONET

This blade or spike can be attached to a crossbow or firearm but, unlike other attached weapons, can be wielded in one hand as its own weapon. When used as a separate weapon, it can't benefit from any runes or abilities that function only for attached weapons.

Price	2 sp
Damage	1d4 P
Bulk	L
Hands	1 or 2*
Group	Knife
Weapon Traits	Agile, attached to crossbow or firearm, finesse

*An attached bayonet or reinforced stock requires the same number of hands as the weapon it's attached to. A detached bayonet requires one hand.



REINFORCED STOCK

A reinforced stock is a weighted crossbow stock, firearm haft, or grip customized for striking in melee.

Price	2 sp
Damage	1d4 B
Bulk	L
Hands	1 or 2*
Group	Club
Weapon Traits	Attached to crossbow or firearm, finesse, two-hand d6

*An attached bayonet or reinforced stock requires the same number of hands as the weapon it's attached to. A detached bayonet requires one hand.



AIR REPEATER

A thin-barreled firearm that uses a container of pressurized air instead of black powder to propel small metal bullets from an attached cartridge, the air repeater has fallen out of common use in Arcadia due to its poor stopping power, though it's still used occasionally for casual hunting and sport shooting. The air repeater and its longer-ranged, two-handed variant are still valued by some for their ability to allow a shooter to fire multiple rounds without needing to stop to reload or crank to a new chamber. A typical air repeater magazine holds 6 pellets.

Price	5 gp
Damage	1d4 P
Range	30 ft.
Reload	0
Bulk	L
Hands	1
Group	Firearm
Weapon Traits	Agile, repeating



COAT PISTOL

This small pistol is easily concealed inside a jacket or some other article of clothing. Rarely kept as a primary weapon, coat pistols are equally favored by clever assassins and traveling Alkenstar aristocrats.

Price	6 gp
Damage	1d4 P
Range	30 ft.
Reload	1
Bulk	L
Hands	1
Group	Firearm
Weapon Traits	Concealable, concussive, fatal d8



FIRE LANCE

This amazingly simple projectile weapon is nothing more than a metal tube packed with black powder and a stopper, attached to the sharpened head of a javelin. A loaded fire lance can be wielded as a normal spear, though it requires an Interact action to regrip the weapon and hold it properly when switching from one use to another. Fire lances are most commonly found in Tian Xia, though occasionally one makes its way all the way to Avistan, typically in the hands of a Tien mercenary or caravan guard.

Price	5 gp
Damage	1d6 P
Range	10 ft.
Reload	2
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Fatal d10



FLINTLOCK MUSKET

The most commonly available of firearms in Alkenstar, the flintlock musket includes an external firing mechanism and an efficient and relatively compact frame. Though lacking the range and firing power of the arquebus preferred by Alkenstar and Dongun Hold's military members, the flintlock musket is popular among civilians for its ease of use.

Price	7 gp
Damage	1d6 P
Range	70 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Concussive, fatal d10



FLINTLOCK PISTOL

Though less accurate and powerful than a flintlock musket, the flintlock pistol is a preferred weapon of privateers thanks to its more compact size and affordability. Pirate captains often wear a brace of such pistols in a bandolier so they can draw and fire without stopping to reload.

Price	6 gp
Damage	1d4 P
Range	40 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Concussive, fatal d8



HAND CANNON

Popular among privateers and mercenaries in Goka, hand cannons are little more than a hardened tube with a handle and external ignition attached. A hand cannon can be used to fire almost anything that can be packed into its barrel. The wielder of a hand cannon can change the damage type granted by its modular trait as part of the same Interact action used to reload.

Price	5 gp
Damage	1d6 modular
Range	30 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Modular B, P, or S



LONG AIR REPEATER

Like the one-handed air repeater, this thin-barreled firearm uses a container of pressurized air instead of black powder to propel small metal pellets from an attached cartridge. The long air repeater has better range and ammo capacity than the one-handed variant, though it still lacks significant stopping power. A typical long air repeater magazine holds 8 pellets.

Price	9 gp
Damage	1d4 P
Range	60 ft.
Reload	0
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Repeating



ARQUEBUS

This is a long gun that offers more range than the average firearm, though the long barrel and ferocious kickback make the weapon particularly unsteady unless a tripod or other stand is used to stabilize it. The arquebus is one of the most commonly used long guns among the soldiers of Dongun Hold and Alkenstar.

Price	10 gp
Damage	1d8 P
Range	150 ft.
Reload	1
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Concussive, fatal d12, kickback



BLUNDERBUSS

This weapon fires pellets from a trumpet-shaped barrel, making it an excellent choice for hunting brush fowl or dealing damage within a short, broad area. Adventuring gunslingers often carry a blunderbuss to deal with swarms of vermin and similar threats.

Price	8 gp
Damage	1d8 P
Range	40 ft.
Reload	1
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Concussive, scatter 10 ft.



CLAN PISTOL

The tradition of dwarves displaying their clan affiliations with special clan daggers goes back millennia, but many of the dwarf clans of Dongun Hold have their own take on the tradition, with promising young gunsmiths claiming their adulthood by crafting a specialized personal firearm using the clan's unique smithing traditions. Losing or being forced to surrender their clan pistol is a terrible embarrassment for the dwarves that carry them.

Price	5 gp
Damage	1d6 P
Range	60 ft.
Reload	1
Bulk	L
Hands	1
Group	Firearm
Weapon Traits	Concussive, dwarf, fatal d10



DOUBLE-BARRELED MUSKET

This flintlock breech-loader has two side-by-side barrels. Though less accurate than a standard musket, a double-barreled musket offers versatility in firing options. Many of Alkenstar's famous shield marshals save their earnings to buy a double-barreled musket as their first personal firearm.

Price	11 gp
Damage	1d6 P
Range	60 ft.
Reload	1
Bulk	1
Hands	2
Group	Firearm
Weapon Traits	Concussive, double barrel, fatal d10



DOUBLE-BARRELED PISTOL

This flintlock pistol has two side-by-side barrels. Though less accurate than a standard pistol, a double-barreled pistol is a useful and versatile weapon. It's generally banned in areas where duels with pistols are relatively common, in much the same way that arriving at an aristocratic duel with a scattergun would be considered crass, at best.

Price	7 gp
Damage	1d4 P
Range	30 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Concussive, double barrel, fatal d8



DRAGON MOUTH PISTOL

Similar to the blunderbuss, a dragon-mouth pistol fires pellets from a flared barrel. Though less powerful than a blunderbuss, the dragon-mouth pistol is appreciated for its portability and one-handed design. Though the name was coined because of the destructive belch of this handheld scatter weapon, many gunsmiths craft dragon-mouth pistols with elaborate embellishments that resemble a stylized dragon's maw framing the barrel.

Price	9 gp
Damage	1d6 P
Range	20 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Concussive, scatter 5 ft.



DUELING PISTOL

Made for settling disputes when diplomacy fails, dueling pistols are finely crafted and made to fit easily into a holster or pocket. Noble and wealthy merchants in both Alkenstar and Dongun Hold often own matching pairs of dueling pistols in case they're called upon to address a challenge—though this practice has become increasingly rare in the modern age.

Price	12 gp
Damage	1d6 P
Range	60 ft.
Reload	1
Bulk	L
Hands	1
Group	Firearm
Weapon Traits	Concealable, concussive, fatal d10



HARMONA GUN

A favored weapon of monster hunters in Arcadia, the harmona gun is a large-bore long gun that fires a heavy, slow-moving round. The gun got its name due to the eerie similarity between the buzzing sound its oversized projectiles make flying through the air and the flight of a fey bird called a harmona.

Price	10 gp
Damage	1d10 B
Range	150 ft.
Reload	1
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Kickback



JEZAIL

Jezails are simple, efficient long guns developed in Casmaron that typically feature a custom stock and a flintlock firing mechanism. Though lacking the range and stopping power of an arquebus or the raw force of a harmona gun, the jezail is an elegant, well-balanced weapon suitable for a variety of combat situations. It's even possible to tuck it under one arm to fire a less accurate attack that uses only one hand.

Price	11 gp
Damage	1d8 P
Range	90 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Concussive, fatal aim d12



MITHRAL TREE

Neither mithral nor a tree, this long gun takes its name from the legends of the elves of Jinin and is most commonly found within that nation. An elegant weapon, a mithral tree does somewhat resemble a tree; its fanned stock and long, sweeping barrel reinforced with metal rings enable a wielder to parry melee attacks while moving back into safe firing range.

Price	9 gp
Damage	1d6 P
Range	150 ft.
Reload	1
Bulk	1
Hands	2
Group	Firearm
Weapon Traits	Concussive, elf, fatal d10, parry



PEPPERBOX

This weapon is a specialty of the smiths of Alkenstar. The pepperbox has three barrels that each hold a single shot, and the shooter can manually rotate the whole barrel assembly to align a loaded barrel with the firing mechanism.

Price	12 gp
Damage	1d4 P
Range	60 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Capacity 3, concussive, fatal d8



SLIDE PISTOL

Also known as a harmonica gun, this weapon is essentially a stock, trigger, and firing mechanism attached to a sliding brace of barrels that can each hold a round of ammunition.

Price	16 gp
Damage	1d6 P
Range	30 ft.
Reload	1
Bulk	2
Hands	1
Group	Firearm
Weapon Traits	Capacity 5, concussive, fatal d10



DWARVEN SCATTERGUN

A favored weapon of dwarf scouts from Dongun Hold, the dwarven scattergun is a powerful weapon designed to take advantage of a dwarf's sturdy frame. A dwarven scattergun fires a large paper cartridge stuffed with black powder and knuckle-sized lumps of metal, creating a devastating burst so destructive that a foolish dwarf might find themselves catching painful ricochets when firing at a too-close target. Some scatterguns are crafted with a clockwork firing tray that can quickly sort and load black powder and shot without needing a prepackaged cartridge, though this is largely an aesthetic feature with no real mechanical benefit.

Price	10 gp
Damage	1d8 P
Range	50 ft.
Reload	1
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Concussive, dwarf, kickback, scatter 10 ft.



FLINGFLENSER

A flingflenser is a goblin-designed weapon ending in an ovoid tube with a hatch and handle on the narrow end. A cluster of circular blades held together and attached to a black powder packet with a thin leather strap serves as ammunition and is loaded through the hatch before being fired with a flintlock or other external ignition mechanism. The flingflenser's sturdy design also places it among the more reliable goblin weapons.

Price	6 gp
Damage	1d6 S
Range	30 ft.
Reload	1
Bulk	1
Hands	2
Group	Firearm
Weapon Traits	Backstabber, fatal d10, goblin, scatter 5 ft.



BREATH BLASTER

BREATH BLASTER

ITEM 8+

UNCOMMON

EVOCATION

MAGICAL

Usage held in 2 hands; **Bulk** 2

A *breath blaster* is a +1 striking blunderbuss most commonly crafted from the trachea of a dragon.

A *breath blaster's* Strikes deal acid, cold, electricity, fire, or poison damage, depending on the dragon type, and it can be used like a normal blunderbuss. A *breath blaster* also can be activated to fire a line of energy in a 30-foot line or 15-foot cone, chosen when it's created.

Activate ♦♦ Interact (evocation, magical); **Frequency** once per minute; **Effect** You fire the *breath blaster*, dealing 4d6 damage of the appropriate type in the appropriate area. Creatures in the area must attempt a DC 24 basic Reflex save (or Fortitude save if the damage is poison).

Type *breath blaster*; **Level** 8; **Price** 500 gp

Craft Requirements The materials must include the trachea of a dragon or other creature with a breath weapon with the appropriate damage type and area.

For additional versions, see *Guns & Gears* 154.



DRAKE RIFLE

DRAKE RIFLE

ITEM 4

UNCOMMON

EVOCATION

MAGICAL

Price 100 gp

Usage held in 2 hands; **Bulk** 2

A *drake rifle* launches small bursts of empowered spittle instead of typical rounds of ammunition. A *drake rifle* is a +1 *weapon*. It's a distinct type of martial firearm that deals 1d10 damage with a range increment of 150 feet and reload 1. It deals acid, cold, electricity, fire, or poison damage, depending on the drake from which it was made. On a critical hit, the spittle clings to the target and it takes persistent damage of the same type as the weapon equal to 1d4 + the number of weapon damage dice. A *drake rifle* does not add critical specialization effects.

Activate ▶▶▶ Interact (evocation, magical); **Frequency** once per day; **Effect** You fire a large, specialized burst designed to hamper your foes. Make a ranged Strike with the *drake rifle*. As long as the Strike isn't a critical failure, the *drake rifle* deals 1 splash damage per weapon damage die to the target and creatures within 5 feet of the target. This splash damage is of the same type as its normal damage.

For additional effects, see *Guns & Gears* 155.

Craft Requirements The saliva glands of a drake that deals the appropriate damage type for the *drake rifle*.



GROWTH GUN

GROWTH GUN

ITEM 9

UNCOMMON

MAGICAL

TRANSMUTATION

Price 700 gp

Usage held in 1 hand; **Bulk** 2

A *growth gun* is a +1 striking hand cannon made from the regenerative flesh of a hydra, troll, or other similar creature. It has an attached flesh sac that slowly replenishes one shot each round and can be loaded like a normal round of ammunition. It fires regenerating gobbets of flesh, bone, or teeth, determined by the damage type selected for its modular trait. A *growth gun* can be fired underwater, though it's still limited by the selected damage type as normal.

Activate ◆◆ Interact (magical, transmutation); **Frequency** once per minute; **Effect** Make a ranged Strike. On a hit, the creature becomes covered in a mass of flesh that continues to grow on the target for a brief time. The creature becomes slowed 1 for 1 round, after which the growth withers and falls off.

Craft Requirements The initial raw materials must include the flesh of a creature with regeneration.



PETRIFICATION CANNON

PETRIFICATION CANNON

ITEM 15

UNCOMMON

MAGICAL

TRANSMUTATION

Price 6,500 gp

Usage held in 2 hands; **Bulk** 2

Built from the taxidermic body of a basilisk, a *petrification cannon* functions as a +2 greater striking double-barreled musket. A *petrification cannon* can be activated to fire a beam of energy that transforms flesh into stone.

Activate ➤➤ Interact (magical, transmutation);
Frequency once per hour **Effect** A beam of coiling energy leaps from the *petrification cannon* at a target within 60 feet. The target must attempt a Fortitude save against DC 34 with the effects of *flesh to stone*.

Craft Requirements The initial raw materials must include the body of a basilisk.



SCREECH SHOOTER

SCREECH SHOOTER

ITEM 9+

UNCOMMON

EVOCATION

MAGICAL

Usage held in 2 hands; **Bulk** 2

Built from the larynx of an owlbear or similar animal that possesses a screech special ability, a *screech shooter* is a special +1 *striking harmona gun* designed to fire terrifying blasts of sound. A *screech shooter* deals sonic damage but can otherwise be used like a normal harmona gun.

Activate ➤➤ Interact (emotion, enchantment, fear, magical, mental); **Frequency** once per hour **Effect** The *screech shooter* unleashes a frightening wail. All creatures in a 30-foot emanation from you must attempt a DC 25 Will save.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3 and fleeing for 1 round.

Craft Requirements The initial raw materials must include the larynx of a creature with a frightening screech. For higher level versions, see *Guns & Gears* 155.



SPIDER GUN

SPIDER GUN

ITEM 6+


UNCOMMON

EVOCATION

MAGICAL

Usage held in 2 hands; **Bulk** 2

A *spider gun* is a +1 striking weapon. It's a distinct type of martial firearm that deals 1d10 poison damage with a range increment of 30 feet and reload 1. On a critical hit, the venom clings to the target and they take persistent poison damage equal to 1d4 + the number of weapon damage dice. A *spider gun* does not add critical specialization effects.

Activate  Interact (conjunction, magical); **Frequency** once per round; **Effect** You fire webbing, covering a square within 30 feet for 1 minute. A covered square can be cleared by a single attack or effect that deals at least 5 slashing damage or 1 fire damage. The first time each turn a creature enters or uses a move action in the webbing, it must attempt an Athletics check or Reflex save against DC 20. On a success, it moves normally and clears away the webbing from any squares it enters this turn. On a failure, it treats squares of webbing as difficult terrain this turn, and on a critical failure, it's immobilized for 1 round or until it Escapes (DC 20) or destroys the webbing.

Type *spider gun*; **Level** 6; **Price** 250 gp

Craft Requirements The fangs and spinneret of a Large spider. For higher level versions, see *Guns & Gears* 156.



SPIKE LAUNCHER

SPIKE LAUNCHER

ITEM 6

UNCOMMON




EVOCATION

MAGICAL

Price 250 gp

Usage held in 1 or 2 hands; **Bulk** 2

A *spike launcher* is designed to launch large, spear-like projectiles. A *spike launcher* is a +1 striking weapon. It's a distinct type of martial firearm that deals 1d8 piercing damage. It has the backstabber, fatal aim d12, and kickback traits with a range increment of 120 feet and reload 2. It uses the critical specialization of the bow weapon group, rather than the firearm critical specialization.

Activate    Interact (evocation, magical); **Frequency** once per day; **Requirements** The *spike launcher* is loaded; **Effect** The *spike launcher* fires a volley of smaller spikes in a 10-foot burst centered anywhere within its range. Make a Strike with the *spike launcher* against each creature in the area. On a success, the spike causes the creature to take a -5-foot status penalty to their Speed. On a critical success, the creature becomes immobilized instead. In either case, the creature, or an adjacent creature, can use an Interact action to remove the spike and end the penalty or immobilized condition.

Craft Requirements Must include the tail of a manticore.



TENTACLE CANNON

TENTACLE CANNON

ITEM 7+

UNCOMMON

EVOCATION

MAGICAL

Usage held in 2 hands; **Bulk** 2

A *tentacle cannon* is a +1 striking weapon. It's a distinct type of martial firearm that deals 1d8 piercing damage. It has the capacity 5, concussive, and fatal d12 traits, a range increment of 30 feet, and reload 2.

Activate ♦♦ Interact (magical, transmutation); **Effect** You cause a tentacle to stretch out and attempt to grab a creature within 15 feet. The tentacle attempts to Grapple with a +13 bonus. It can attempt to Grapple any creature, regardless of size. On a success, the tentacle pulls the creature up to 10 feet directly towards you.

Activate ♦ Interact; **Requirements** The *tentacle cannon* has a creature grabbed; **Effect** You continue to keep the *tentacle cannon's* hold on one creature it has grabbed. Attempt another check to Grapple the creature with a +13 bonus.

Activate ♦♦ Interact; **Frequency** once per hour; **Effect** The cannon fires a spray of ink in a 15-foot cone with a DC 23 Reflex save. On a failure, the creature is covered in ink and becomes blinded for 1 round and dazzled for 1 minute or until it removes the ink.

For more information, see *Guns & Gears* 156.



SPOON GUN

SPOON GUN

ITEM 1

UNCOMMON

COBBLED

GOBLIN

Price 10 gp

Usage held in 1 hand; **Bulk** 1

No one's entirely certain who developed the spoon gun, but all authorities agree that it was probably a goblin. Essentially a terrible idea in firearm form, the spoon gun is a spring-powered hand cannon with a modified grip that uses miscellaneous knives, forks, chopsticks, and spoons as ammunition. Users typically upend the entire contents of their cutlery drawer into the gun, aim it in the general direction of the foe, and hope it hits something.

This hand cannon is a martial weapon, instead of a simple weapon. It has the scatter (5 feet) trait and uses cutlery or similar-sized objects as ammunition instead of bullets (enough cheap cutlery to fire ten shots costs 1 sp).



LIAR'S GUN

LIAR'S GUN

ITEM 7

UNCOMMON

COBBLED

MAGICAL

Price 360 gp

Usage held in 1 hand; **Bulk** L

This dubious weapon gets its name from the fact that it's typically crafted with multiple false barrels so that it's more difficult for enemies to predict the weapon's angle of fire from the four working barrels. Most of the time, this gun functions as a *+1 striking pepperbox* with capacity 4 instead of capacity 3, albeit one with a complicated loading mechanism involving rotating the barrels. In a pinch though, all four of the real barrels can be fired simultaneously.

Activate **◆◆** Interact; **Effect** Make up to four Strikes with the *liar's gun*. Each of the four Strikes must be against a different target within a 20-foot cone. You apply and increasing your multiple attack penalty for the four Strikes only after resolving all attacks. If the weapon misfires on any of these attacks, wait to apply the misfire until you resolve all of the attacks.



AXE MUSKET

This item, favored by firearm-using dwarves and barbarians, takes the form of a sturdy musket with an axblade attached near the muzzle.

Price	10 gp
Damage	1d6 P
Range	40 ft.
Reload	1
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Combination, concussive, fatal d10

Melee usage

Damage	1d8 S
Bulk	2
Hands	2
Group	Axe
Weapon Traits	Critical fusion, sweep



BLACK POWDER

KNUCKLE DUSTERS

This pair of knuckle dusters is fitted with an explosive charge of black powder within the hollowed spikes of the weapon and a firing mechanism you hold in your hand while in use.

Price	8 gp
Damage	1d4 P
Range	30 ft.
Reload	1
Bulk	L
Hands	1
Group	Firearm
Weapon Traits	Combination, concussive, fatal d8

Melee usage

Damage	1d4 B
Bulk	L
Hands	1
Group	Brawling
Weapon Traits	Agile, critical fusion



CANE PISTOL

This fashionable cane's handle hides a dueling pistol fired through the thin, painted cap at the bottom of the cane.

Price	8 gp
Damage	1d4 P
Range	30 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Combination, concussive, fatal d8

Melee usage

Damage	1d6 B
Bulk	1
Hands	1
Group	Club
Weapon Traits	Critical fusion, thrown 10 ft.



DAGGER PISTOL

This weapon, favored by rangers and other wilderness wanderers, takes the form of a stoutly built pistol with a dagger blade attached beneath the barrel and extending out past the muzzle.

Price	8 gp
Damage	1d4 P
Range	30 ft.
Reload	1
Bulk	L
Hands	1
Group	Firearm
Weapon Traits	Combination, concussive, fatal d8

Melee usage

Damage	1d4 P
Bulk	L
Hands	1
Group	Knife
Weapon Traits	Agile, critical fusion, finesse, thrown 10 ft., versatile S



GNOME AMALGAM MUSKET

Rumored to be the result of a gnomish dare to make a variant of a hooked hammer that's even more intricate and complex, this weapon adds a musket to the mix of an already overcomplicated device.

Price	10 gp
Damage	1d6 P
Range	40 ft.
Reload	2
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Combination, concussive, fatal d10, gnome

Melee usage

Damage	1d8 B
Bulk	2
Hands	2
Group	Hammer
Weapon Traits	Critical fusion, gnome, trip, versatile P



GUN SWORD

This weapon consists of a large sword with a powerful gun based on a harmona gun down the center. Vanguard and other characters who rely on both Strength and Dexterity enjoy the power and flexibility of a gun sword.

Price	13 gp
Damage	1d8 P
Range	50 ft.
Reload	1
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Combination, concussive, kickback

Melee usage

Damage	1d8 S
Bulk	2
Hands	2
Group	Sword
Weapon Traits	Critical fusion, versatile P



HAMMER GUN

This weapon, favored by dwarves and those who like smashing and shooting, takes the form of a stoutly built gun designed similarly to an arquebus with a hammer head built into the muzzle, decreasing kickback but limiting range.

Price	13 gp
Damage	1d6 P
Range	60 ft.
Reload	1
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Combination, concussive, fatal d10

Melee usage

Damage	1d8 B
Bulk	2
Hands	2
Group	Hammer
Weapon Traits	Critical fusion, shove



MACE MULTIPISTOL

At first glance this weapon looks like nothing more than an iron-bound club. But the top of the weapon features a latch that opens to reveal three rotating pistol muzzles concealed in the mace's head that can be fired and rotated using triggers built into the weapon's haft.

Price	13 gp
Damage	1d4 P
Range	20 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Capacity 3, combination, concussive, fatal d8

Melee usage

Damage	1d6 B
Bulk	1
Hands	1
Group	Club
Weapon Traits	Critical fusion, shove



PIERCING WIND

Favored by caravan guards who traverse the Mana Wastes, a piercing wind is similar to a jezail, in that you can carry it in one hand as long as the other hand's free, by holding it under one arm. Additionally, it's fitted with an underslung curved blade.

Price	15 gp
Damage	1d6 P
Range	40 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Combination, concussive, fatal aim d10

Melee usage

Damage	1d4 S
Bulk	1
Hands	1
Group	Sword
Weapon Traits	Critical fusion, finesse, forceful, sweep



RAPIER PISTOL

This elegant weapon is shaped similarly to a rapier with a pistol down the length of the blade.

Price	10 gp
Damage	1d4 P
Range	30 ft.
Reload	1
Bulk	1
Hands	1
Group	Firearm
Weapon Traits	Combination, concussive, fatal d8

Melee usage

Damage	1d4 P
Bulk	1
Hands	1
Group	Sword
Weapon Traits	Critical fusion, deadly d8, disarm, finesse



THREE-PEAKED TREE

A recently developed weapon created for an elven champion from Jinin, the three-peaked tree can be used as both a trident and a mithral tree. A three-peaked tree has a length of silken rope attached to the butt of its haft, allowing it to be quickly retrieved after thrown.

Price	12 gp
Damage	1d4 P
Range	60 ft.
Reload	1
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Combination, concussive, elf, fatal d8, parry

Melee usage

Damage	1d8 P
Bulk	2
Hands	2
Group	Spear
Weapon Traits	Critical fusion, elf, tethered, thrown 20 ft.



EXPLOSIVE DOGSLICER

An explosive dogslicer is a sneaky, explosive weapon that often brings perverse joy to the goblins who use them. At first glance, it appears to be a triple-bladed dogslicer with an oversized guard.

Price	10 gp
Damage	1d6 S
Range	20 ft.
Reload	1
Bulk	2
Hands	2
Group	Firearm
Weapon Traits	Backstabber, combination, goblin, scatter 5 ft.

Melee usage

Damage	1d6 S
Bulk	2
Hands	2
Group	Sword
Weapon Traits	Backstabber, critical fusion, finesse, goblin



ARBOREAL'S REVENGE

ARBOREAL'S REVENGE

ITEM 6

RARE

CURSED

MAGICAL

TRANSMUTATION

Usage held in 2 hands; **Bulk** 2

This +1 striking blunderbuss, *arboreal's revenge*, is a haunted firearm constructed from an arboreal. Perhaps a patient wielder could one day put the arboreal's spirit to rest, or at least come to terms with it, abating the drawbacks of the weapon while keeping its advantages.

When you first fire *arboreal's revenge*, the blunderbuss fuses with you, after which it's almost impossible to remove it from your possession with a *remove curse* or similar effect, like many cursed items. You gain weakness 5 to fire and the flat check for you to recover from persistent fire damage increases from 15 to 17, or from 10 to 12 if you receive appropriate help.

Whenever you wield *arboreal's revenge*, the wood handgrip sprouts roots which grow around your hand, binding both of your hands to the firearm. You gain a +4 circumstance bonus to your Reflex DC when defending against checks to Disarm you. However, you can't Release your grip on the blunderbuss until you forcibly tear off the roots, though they do allow you to move your hands enough (and only enough) to reload and fire the blunderbuss. Tearing off the roots takes 1 minute.

For more information on *arboreal's revenge*, see *Guns & Gears* 160.

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IMMOLATION CLAN

PISTOL

IMMOLATION CLAN PISTOL ITEM 10

RARE

CURSED

EVOCATION

FIRE

MAGICAL

Usage held in 1 hand; **Bulk** 1

This charred and blackened +2 *striking clan pistol* is coated in a thick layer of soot and grease and its retort sounds uncomfortably like a scream. An *immolation clan pistol* is always at risk of a misfire, and the flat check to avoid a misfire is DC 7 rather than DC 5. On a misfire, an *immolation clan pistol* releases a blast of concentrated fire, dealing 2d6 fire damage and 2d6 persistent fire damage to you.

An *immolation clan pistol* fuses with you when you first fire it. While you're fused with the *immolation clan pistol*, its pained spirit haunts your dreams, forcing you to relive its death. If you fired the *immolation clan pistol* that day, you are unharmed by these dreams. If you didn't fire the *immolation clan pistol* that day, but still possess it, you awaken fatigued. If you no longer possess the *immolation clan pistol*, the spirit of its dwarven smith is enraged by your neglect; you awaken fatigued and aflame, taking 2d6 persistent fire damage.

If you take the *immolation clan pistol* to the site of its creation and repair it, you might be able to break the curse. If the spirit is set free, this weapon becomes a +2 *greater striking flaming hand cannon* with no other abilities or curses.

For more information, see *Guns & Gears* 160-161.

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PACT-BOUND PISTOL

PACT-BOUND PISTOL

ITEM 10

RARE

CURSED

ENCHANTMENT

EVIL

FIRE

MAGICAL

Usage held in 1 hand; **Bulk** L

This +1 *striking fearsome dueling pistol* is a cursed weapon and a manifestation of an infernal contract sworn between the bearer of the weapon and the Archdevil Mephistopheles. The very act of firing the weapon is an acceptance of the contract's terms and causes the weapon to fuse to you. Thereafter, the weapon reappears in your possessions within 1 minute of you discarding it, and can't be destroyed or thrown away permanently, until the curse is removed.

Whenever you attack a living creature with the *pact-bound pistol*, text from the infernal contract is seared into your flesh, causing you to lose 1 Hit Point, or 2 Hit Points if the attack was a critical success. When the contract is fully scribed (see below), you no longer lose Hit Points when you attack a living creature. These burned phrases heal over as scars which can't be removed while you are fused to the weapon, although they can be covered and disguised.

Each time a creature dies within 1 hour of being damaged by a *pact-bound pistol*, that creature must attempt a DC 25 Will saving throw. On a failure, their soul is consigned to the Archdevil Mephistopheles.

For more details about the effects of this contract, see *Guns & Gears* 161.

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ANIMATE DREAMER

ANIMATE DREAMER

ITEM 15

RARE	CN	EVOCATION	INTELLIGENT	OCCULT
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Usage held in 2 hands; **Bulk** 2

Perception +26; precise vision 60 feet, imprecise hearing 30 feet

Communication telepathy (Common, and six other languages)

Skills Arcana +30, Deception +27, Diplomacy +27, Occultism +30

Int +6, **Wis** +4, **Cha** +4

Will +26

This marvelous +2 *greater striking spell-storing scattergun* gained a spark of sentience.

An *animate dreamer* is cunning, intelligent, and patient. It urges you to create a body for it and is willing to go to any lengths to see its goals come to fruition, including coercion, deception, and violence. An *animate dreamer* desires a permanent body. If you refuse to work towards creating or obtaining a body for the *animate dreamer*, it uses its *possession* ability to try and take control of you and use your body to find a permanent replacement for itself.

For more information, see *Guns & Gears* 161.



BOASTFUL HUNTER

BOASTFUL HUNTER

ITEM 3

RARE **LN** **EVOCATION** **INTELLIGENT** **PRIMAL**

Usage Held in 1 or 2 hands; **Bulk** 1

Perception +11; precise vision 30 feet, imprecise hearing 30 feet

Communication speech (Common)

Skills Nature +9, Performance +10, Survival +11

Int +0, **Wis** +2, **Cha** +3

Will +11

This +1 *jezail* deals 1d6 additional damage to animals. On a critical hit against an animal, the *boastful hunter* also deals 1d6 persistent bleed damage.

A *boastful hunter* heedlessly urges you to face off against increasingly strong creatures. If the *boastful hunter* goes one week without participating in a hunt against an animal of at least your level, it becomes bored. A bored *boastful hunter* complains incessantly and imposes a -1 item penalty to attack rolls against non-animal targets until it is used in combat against an animal of at least your level.

A *boastful hunter* blames any failed hunts on you, and considers blaming it to be a terrible insult.

For more information, see *Guns & Gears* 162.



DUCHY DEFENDER

DUCHY DEFENDER

ITEM 13

RARE

LG

CONJURATION

INTELLIGENT

OCCULT

Usage held in 2 hands; **Bulk** 1

Perception +26; precise vision 60 feet, imprecise hearing 30 feet

Communication speech (Common, Dwarven, Kelish, Osiriani)

Skills Diplomacy +23, Intimidation +23, Alkenstar Lore +25, Firearm Lore +25, Society +21

Int +2, **Wis** +5, **Cha** +4

Will +26

This +2 *flaming greater striking flintlock musket* was wielded by Ancil Alkenstar, founder of the Grand Duchy of Alkenstar. After Ancil's death, the weapon was passed down, per his own decree, not to his heirs but to the greatest defender of Alkenstar, as determined by the weapon's previous owner.

A *duchy defender* is a powerful weapon with a rigid personality. It follows the laws of Alkenstar to the letter, and fights in defense of its nation. If these two priorities ever clash, a *duchy defender* prioritizes the protection of Alkenstar and its citizens over following the laws themselves.

For more information, see *Guns & Gears* 162-163.



SUNKEN PISTOL

SUNKEN PISTOL

ITEM 8

RARE

CN

ARCANE

ENCHANTMENT

INTELLIGENT

Usage held in 1 hand; **Bulk** 1

Perception +12; precise vision 30 feet, imprecise hearing 30 feet

Communication speech (Common)

Skills Intimidation +19, Navigation Lore +14, Sailing Lore +14

Int +0, **Wis** +2, **Cha** +4

Will +16

A *sunken pistol* is imbued with the unfulfilled desires and insatiable greed of its previous wielder, a notorious pirate drowned at sea. Each shot fired from this *+1 striking dragon mouth pistol* is coated in a layer of salty ectoplasm and has the effects of a *ghost touch* rune. You can shoot the *sunken pistol* underwater, even when using black powder ammunition.

A *sunken pistol* urges you to amass a horde of treasure even a dragon would be proud of. In pursuit of treasure, a *sunken pistol* offers nautical and navigation advice, though it refuses such aid during less lucrative ventures. If you prove a profitable partner, the *sunken pistol* aids you in combat by Demoralizing your opponents.

For more information, see *Guns & Gears* 163-164.