



HYLDARF'S FANG

HYLDARF'S FANG

ITEM 15

UNIQUE

EVOCATION

FIRE

MAGICAL

POISON

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

This +2 *greater striking hand cannon* was fashioned from the tooth of the tor linnorm Hyldarf by a gunsmith who sought the title of linnorm king. The weapon deals an additional 2d6 fire damage on a successful Strike, plus 3d10 persistent fire damage on a critical hit. Fire damage dealt by this weapon (including persistent fire damage and damage from Hyldarf's Venom) ignores the target's fire resistance.

Activate **◆◆◆** command, envision; **Frequency** once per day; **Effect** You gain the magic of a linnorm for a brief time. For 1 minute, you gain the effects of *fly*, *freedom of movement*, and *true seeing* as well as fire resistance 20.

Activate **◆** Interact; **Frequency** Once per minute; **Effect** You soak your shot in the fluid of the fang, imbuing it with Hyldarf's venom. The next Strike you make with Hyldarf's Fang before the end of your next turn delivers the venom to the target.

Hyldarf's Venom (fire, injury, poison) **Saving Throw** DC 34; **Maximum Duration** 3 rounds; **Stage 1** 3d6 fire damage and sickened 1; **Stage 2** 6d6 fire damage and sickened 2.



IRIS OF THE SKY

IRIS OF THE SKY

ITEM 6

UNIQUE
EVOCATION
MAGICAL

Price 240 gp

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

When this +1 *striking jezail* misfires, you take 5 persistent fire damage. The weapon constantly glows and burns with a brilliant intensity. The firearm has since belonged to an extensive string of users and been replicated several times, though each wielder of the weapon, whether the original or one of its copies, has eventually ended up as a charred husk, slain by fire in battle or unusual accidents that no one could quite explain except, perhaps, the efreet.

Activate **◆** **envision**; **Frequency** once per minute; **Effect** You focus the solar energy housed in the ruby to release a gout of solar flame instead of a bullet. Make a Strike with the *iris of the sky*. All damage from this Strike is fire damage and the target takes an additional 1d6 fire damage and 1d6 persistent fire damage.

Activate **◆◆** **command**, **envision** (fortune); **Frequency** once per minute; **Effect** You make a wish into the *iris of the sky*, yearning for it to strike true, and then fire. Strike against a foe with the *iris*, rolling the attack roll twice and taking the better result. If the attack is a failure, you take 5 persistent fire damage.



MOUNTEBANK'S PASSAGE

MOUNTEBANK'S PASSAGE

ITEM 15

UNIQUE**CONJURATION****MAGICAL**

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

This +2 *greater striking flintlock pistol* can be used to create a pair of connected portals.

Activate **◆** Interact; **Requirements** the *mountebank's passage* isn't loaded; **Effect** You pull the soapstone trigger. Choose a vertical surface within 120 feet. A beam of white energy crackles to the vertical surface and creates a white portal on that surface. Any creature who moves through the white portal comes out through the *mountebank's passage's* black portal, if one exists on the same plane. Using this activation causes any previous white portal to disappear, even if you don't create a new portal; otherwise, the portal lasts until your next daily preparations.

Activate **◆** Interact; **Requirements** the *mountebank's passage* isn't loaded; **Effect** You pull the onyx trigger. Choose a vertical surface within 120 feet. A beam of black energy crackles to the vertical surface and creates a black portal on that surface. Any creature who moves through the black portal comes out through the white portal, if one exists on the same plane. Using this activation causes any previous black portal to disappear; otherwise, the portal lasts until your next daily preparations.



REAPER'S GRASP

REAPER'S GRASP

ITEM 11

UNIQUE **EVIL** **MAGICAL** **NECROMANCY**

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

Whenever this +2 striking arquebus slays a sapient creature, a portion of that creature's soul is drawn into the weapon, and another skull is added to the mosaic, to a maximum of 10 souls. Creatures whose souls are protected by outside forces, such as a lich's soul cage, are immune to this effect, though the process, while painful, does not prevent the soul from going to the afterlife or being resurrected.

Activate ♦ envision (evil); **Requirements** There's at least one soul stored in the *reaper's grasp*; **Effect** Choose a soul stored in the weapon. The next Strike you make with the *reaper's grasp* before the end of your turn deals additional negative damage equal to twice the level of the creature whose soul you chose. Using this ability releases the chosen soul, and a skull on the mosaic fades away.

Activate ♦ envision (evil); **Requirements** There's at least one soul stored in the *reaper's grasp*; **Effect** Choose a stored soul. You gain temporary Hit Points equal to three times the level of the creature whose soul you chose, which last until the end of your next turn. Using this ability releases the chosen soul, and a skull on the mosaic fades away.



ROWAN RIFLE

ROWAN RIFLE

ITEM 16

UNIQUE

ENCHANTMENT

MAGICAL

PRIMAL

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

One of the legendary star guns, the *Rowan Rifle* is a +2 *greater fearsome speed greater striking* advanced firearm with a range of increment of 300 feet. It deals 1d8 fire damage and has the backstabber, concussive, and fatal d12 traits. As a star gun, the *Rowan Rifle* runs on magic, and doesn't use ammunition or black powder. The *Rowan Rifle's* enchantments prevent it from causing harm to a creature with the fey trait; any attempt to shoot a fey with it results in an automatic misfire. If the *Rowan Rifle's* wielder is fey, or if they were specifically given the *Rowan Rifle* by a fey creature who recognized them as a worthy champion, they can use the activations described in *Guns & Gears* 166.



TIGER'S CLAW

TIGER'S CLAW

ITEM 11

RARE

ILLUSION

PRIMAL

Price 1,400 gp

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

This +2 *striking fearsome dueling pistol* (*Advanced Player's Guide* 260) is made from tigerwood, with the head of a tiger as the muzzle and a claw shaped bayonet. The flintlock sparks thrown by this weapon take the shape of pouncing tigers and the firearm's report sounds like a tiger's growl.

This firearm's bullets deal slashing damage instead of piercing and add an additional 1d6 persistent bleed damage on a critical hit. This persistent bleed damage causes tiger-claw-shaped wounds to appear on the target.

Activate ➡➡ **envision**; **Frequency** once per day; **Effect**

You capitalize on the fears your firearm engenders, terrifying your foes. Make a ranged Strike with this firearm against a target. If you successfully deal damage to your target, the target is also affected by a 4th-level *phantasmal killer* with a spell DC of 28. While *phantasmal killer* typically takes the shape of the target's worst fear, this effect always appears to the target in the form of a majestic and ferocious tiger.



PISTOL OF WONDER

PISTOL OF WONDER

ITEM 13

RARE

CHAOTIC

EVOCATION

MAGICAL

Price 3,000 gp

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

This +2 *greater striking flintlock pistol* can be activated to produce a variety of unusual effects.

Activation **◆◆** command, Interact; **Effect** Choose a creature within 60 feet and roll a percentile die on the table in *Guns & Gears* 167 to determine the pistol's effect. If an entry lists a spell, the pistol Casts that Spell at the indicated level (or at its lowest level, if no level is listed). You make any decisions for a spell cast by the pistol unless otherwise indicated, except that it must only target the creature you chose, or the creature you chose must be the center of the spell's area, if it has an area but no targets. The only exception to the limitation on targeting is if the effect specifically states it targets you. If the spell's range is less than 60 feet, increase the range to 60 feet.

Any spell DC required is DC 29, and any spell attack roll required is +21. If the pistol casts a spell on you, you don't get a saving throw or any other defense against it. Once activated, the pistol can't be activated again for 1d4 hours.



AROMATIC

AMMUNITION

AROMATIC AMMUNITION

ITEM 2

ALCHEMICAL

CONSUMABLE

Price 5 gp

Ammunition any

Activate ◆ Interact

The components of this ammunition emit a strong smell when combined during its activation. A creature hit by an activated aromatic ammunition gains a distinct odor for up to 1 hour or until the scent is washed off (requiring at least a gallon of water and 10 minutes of scrubbing). Any creatures within 30 feet smell the target, allowing even those with a weak sense of smell to detect its presence, and all creatures gain a +1 item bonus to Track the affected creature for as long as it has the odor. A creature that has imprecise or precise scent doubles the range at which they can detect the target using their scent compared to the normal range of their scent.



AWAKENED METAL SHOT

AWAKENED METAL SHOT

ITEM 17+

UNCOMMON

CONSUMABLE

EVOCATION

MAGICAL

Ammunition round

Activate ◆ Interact

These bullets are formed from a liquefied high-grade precious metal and enchanted to unlock that metal's true potential. Each version has a different special effect.

Type *awakened cold iron shot*; **Level** 17; **Price** 2,300 gp

The shot is a high-grade cold iron bullet. The awakened cold iron attempts to disrupt enchantments the target placed on others' minds. You can name a creature you believe to be enchanted by your target or allow the shot to choose an enchanted creature randomly. On a hit, the shot attempts to counteract the enchantment the target is using to manipulate that creature's mind. The counteract level is 9, and the counteract modifier is +27. If you fail (but don't critically fail) the counteract check against a demon or fey, you get a success instead. If you hit a demon or fey with no active enchantment effects on other creatures, the target is stupefied 1 for 1 minute instead.

For additional types of *awakened metal shot*, see *Guns & Gears* 168.



BLACK POWDER

BLACK POWDER

ITEM 0+

UNCOMMON

ALCHEMICAL

CONSUMABLE

Ammunition round

Activate ♦ Interact

Black powder is a volatile and explosive alchemical substance commonly used in the production of firearm munitions. Black powder becomes inert and useless when wet and must be kept in a sealed, water-tight container.

Type dose or round; **Level** 0; **Price** 1 cp

The smallest unit of black powder that still has a simple use, a dose can be a simple package paper parcel around black powder or it can be packaged with a metal bullet or pellet to be used as ammunition. When ignited with a fuse or exposed to direct flame, a dose of black powder explodes. This isn't powerful enough to deal damage but makes a loud sound and could trigger further explosions. A fuse for a dose can be created with a few twists of paper and causes the dose to explode the round after it's lit.

For additional units of black powder, see *Guns & Gears* 169.



DREAMING ROUND

DREAMING ROUND

ITEM 14

UNCOMMON

CONSUMABLE

ENCHANTMENT

INCAPACITATION

MAGICAL

MENTAL

SLEEP

Price 900 gp

Ammunition round

Activate  command

When an activated *dreaming round* damages a creature, it induces drowsiness. The creature must attempt a DC 30 Fortitude save or suffer the effects described in *Guns & Gears* 169.



ERODING BULLET

ERODING BULLET

ITEM 5

UNCOMMON

ACID

ALCHEMICAL

CONSUMABLE

Price 22 gp

Ammunition round

Activate ◆ Interact

Eroding bullets cast a faint green glow, and smell like the sickly-sweet organic gases that rise from corpses. Handling an eroding bullet without gloves deals 1 point of acid damage and leaves the putrid scent coated on your fingers. Upon Striking an enemy, the glass casing inside the bullet bursts, releasing a splattering of bubbling green acid that coats the target. The target takes 2d6 persistent acid damage in addition to the damage normally dealt by the attack.



EXSANGUINATING

AMMUNITION

EXSANGUINATING AMMUNITION ITEM 4+

ALCHEMICAL

CONSUMABLE

Ammunition any

Activate ♦ Interact

This ammunition includes a small reservoir of a tacky red substance that coats the ammunition when you activate it. The substance makes a creature bleed more freely. For 1 minute after you deal damage to a creature with an activated exsanguinating ammunition that creature gains the listed weakness to persistent bleed damage. In addition, the DC of any flat checks to end persistent bleed damage increases from 15 to 17 (from 10 to 12 when receiving particularly effective assistance) for the duration.

Type exsanguinating ammunition; **Level** 4; **Price** 15 gp

The target gains weakness 1 to persistent bleed damage.

Type greater exsanguinating ammunition; **Level** 8; **Price** 80 gp

The target gains weakness 3 to persistent bleed damage.

Type major exsanguinating ammunition; **Level** 12; **Price** 360 gp

The target gains weakness 5 persistent bleed damage.



FAIRY BULLET

FAIRY BULLET

ITEM 7

UNCOMMON

CONJURATION

CONSUMABLE

FEY

MAGICAL

Price 65 gp

Ammunition round

Activate ◆◆ command, envision

These bullets are seaweed-green, refract light like an emerald, and are covered in a thin film of gray-green powder. When fired, a *fairy bullet* creates an effect that functions as the *glitterdust* spell in a line between you and your target. This line can be no more than 60 feet long, so if the target is more than 60 feet away from you, the line simply ends after reaching its maximum distance. Since the *fairy bullet* is fired before the *glitterdust* can reveal the target, the effects don't affect the flat check for the attack roll with the *fairy bullet*.



FEATHER TOKEN

FEATHER TOKEN

ITEM 1+

CONJURATION

CONSUMABLE

MAGICAL

Usage held in 1 hand; **Bulk** –

Activate ➤ Interact

One of the more popular and commonly used tools of adventurers across Golarion are feather tokens (Core Rulebook 570). Several forms of feather token can be purchased as ammunition by raising their item level by 2 and doubling the Price, replacing their normal activation requirement with a Strike from a ranged weapon and appearing in a space within that weapon's range. While not all feather tokens are suitable for use in this way, the chest, holly bush, ladder, swan boat, and tree tokens have all been converted into ammunition at one time or another. While these utilitarian devices are not suitable for direct offense in combat (a feather token fired into an occupied space fails to deploy and is wasted), they are incredibly useful for providing cover where none existed previously, making a quick escape, or coordinating an innovative heist.



GLUE BULLET

GLUE BULLET

ITEM 4

UNCOMMON

ALCHEMICAL

CONSUMABLE

Price 16 gp

Ammunition round

Activate ◆ Interact

These cartridges are filled with sticky clear glue. When a glue bullet hits, a syrupy webbing coats the target and sticks to the ground or a nearby surface, hindering their movement. The target takes a -10-foot circumstance penalty to its Speeds for 2d4 rounds, or until it Escapes against a DC of 18. On a critical hit, the target is also immobilized until it Escapes.



METEOR SHOT

METEOR SHOT

ITEM 7+

UNCOMMON CONSUMABLE EVOCATION FIRE MAGICAL SPLASH

Ammunition round

Activate ◆ Interact

This craggy stone ammunition is warm to the touch. When you fire an activated *meteor shot*, it explodes into a small swarm of meteors as it reaches its target, scorching nearby creatures and littering the ground with rubble. In addition to the weapon's normal damage, the *meteor shot* deals fire damage and the ground in the area becomes difficult terrain.

In addition, the Strike gains the following critical failure effect.

Critical Failure The weapon misfires.

Type *meteor shot*; **Level** 7; **Price** 70 gp

The ammunition deals 3d6 fire damage in a 5-foot emanation around the target (DC 23 basic Reflex save).

Type *greater meteor shot*; **Level** 12; **Price** 400 gp

The ammunition deals 6d6 fire damage in a 10-foot emanation around the target (DC 29 basic Reflex save).

Type *major meteor shot*; **Level** 17; **Price** 3,000 gp

The ammunition deals 9d6 fire damage in a 20-foot emanation around the target (DC 37 basic Reflex save).



SILENCING SHOT

SILENCING SHOT

ITEM 11

CONSUMABLE

ILLUSION

MAGICAL

Price 300 gp

Ammunition any

Activate ◆ envision

This shimmering, golden-hued ammunition never makes any sound. A creature hit by a *silencing shot* is subject to the effects of a 4th-level *silence* spell (DC 25).

Craft Requirements Supply one casting of *silence* at 4th level.



STEPPING STONE

SHOT

STEPPING STONE SHOT

ITEM 7+

UNCOMMON

CONSUMABLE

MAGICAL

TRANSMUTATION

Ammunition round

Activate ◆ envision, Interact

When you fire an activated *stepping stone shot*, the shot creates a series of supports in a line that creatures can walk on as if solid ground. The line can ascend or descend at a 45-degree angle. The discs support any amount of weight, but don't otherwise pose any sort of obstacle. They crumble to dust if anything attempts to move or otherwise manipulate them. A creature can use a two-action activity, which has the manipulate trait, to Stride up to its speed on the stones while causing them to crumble behind it. The maximum length of the line depends on the type of ammunition. However, the line also can't extend beyond the maximum distance for a Strike from your firearm (usually six times the firearm's range increment).

Type *stepping stone shot*; **Level** 7; **Price** 65 gp

The stones reach up to 100 feet, and they last up to the end of your next turn if no one collapses them.

Type *greater stepping shot*; **Level** 10; **Price** 185 gp

The stones reach up to 250 feet, and they last up to 1 minute if no one collapses them.



TRUSTWORTHY ROUND

TRUSTWORTHY ROUND

ITEM 3

CONSUMABLE

DIVINATION

MAGICAL

Price 9 gp

Ammunition any

Activate ◆ command

This ammunition was developed in Dongun Hold to minimize casualties to friendly fire, and is always marked by a burnished copper head or tip so it can be easily identified. Before you can fire a *trustworthy round*, you must call out a target. You don't need to specify a name; the target could be "The angry tiger attacking our group on the left." The round will only hit the specified target and will turn to gossamer dust midair if it misses the intended target or comes into contact with anything else; this also prevents abilities that redirect attacks. The round doesn't have any capabilities beyond your own to determine whether someone is who you think they are, so you can't use it to determine a disguised creature's identity. If you specify a target of "Selyiel" and shoot someone disguised as Selyiel who you thought was Selyiel, the attack will still hit, whereas if you were about to hit a disguised Selyiel who you didn't recognize to be Selyiel, the round would dissolve.



EARPLUGS

These small pieces of cloth and stuffing have been crafted to dramatically muffle sound and easily slide into and out of the ear canals of humanoid creatures. You can insert or remove earplugs from your ears or a willing creature's ears with a single Interact action using one hand. They take a -2 circumstance penalty to all auditory Perception checks but also gain a +2 circumstance bonus to saving throws against auditory effects.

Price	1 sp
--------------	------

Bulk	—
-------------	---

Hands	1
--------------	---



CAMOUFLAGE SUIT & SUPERB CAMOUFLAGE SUIT

This lightweight mesh suit is designed to help you blend in seamlessly with the environment. You can prepare the suit for use within your current environment by using an exploration activity that takes at least 10 minutes, but sometimes longer if the materials are hard to find or the environment is unusual enough to warrant additional difficulty in preparing camouflage that can blend with it consistently. A suit prepared in this manner grants you a +1 item bonus to Stealth checks while you attempt to Hide or Sneak in the specific environment it has been prepared for. The suit remains usable in this manner until you rest for the night, though it doesn't grant the benefit whenever you aren't in the appropriate environment.

Price	10 gp
Bulk	L
Hands	—

A superb camouflage suit is fashioned from especially well-blended materials and gives you a +2 item bonus to the check instead of a +1 item bonus.

Price	140 gp
Bulk	L
Hands	—



CONCEALED HOLSTER

This leather holster is crafted to better hide small firearms from view. Only firearms designed for use in one hand are small enough to disguise with this holster. You gain a +1 item bonus to Stealth checks and DCs to hide or conceal a firearm or hand crossbow in this holster.

Price	25 gp
Bulk	L
Hands	—



FIREARM CLEANING KIT

This kit contains cleaning cloth, oil, small steel brushes, and other minor tools necessary for proper cleaning and maintenance of a firearm. Without a firearm cleaning kit, you can't perform the necessary tasks during your daily preparations to ensure that your firearm isn't at risk of misfiring under normal use conditions.

Price	1 sp
Bulk	L
Hands	2



PRACTICE TARGETS

While gunslingers have many methods for practicing their aim, these sturdy paper targets are excellent for tracking a gunslinger's progress over time, keeping score of how close they came to hitting the most vital spots. These targets are also used in situations where more detailed accuracy must be recorded, such as firearm competitions. Practice targets can appear in many shapes and sizes and usually come in packs of 10 held in protective cases made of heavy cloth or light leather.

Price	2 sp
Bulk	L
Hands	—



SILENCER

One of the more prolifically used devices developed in the infamous Alkenstar Gunworks, these small firearm components are capable of muffling most of the weapons' explosive sound when fired. Without a silencer, a firearm's shot makes a loud and distinctive bang, which can easily be heard through doors and thin walls, but firearms equipped with silencers only make a quiet noise when fired. Due to engineering constraints, a silencer can't be attached to any firearm with the scatter trait. Attaching a silencer to a firearm takes 1 minute, and the silencer is consumed the first time a shot is fired through it.

Price 1 sp

Bulk L

Hands 1



WATERPROOF FIREARM CARRYING CASE

This buttoned, leather case protects a firearm and up to 6 rounds of ammunition from being damaged by water or other environmental effects.

Price	2 sp
--------------	------

Bulk	L
-------------	---

Hands	2
--------------	---



GUNNER'S BANDOLIER

GUNNER'S BANDOLIER

ITEM 3

UNCOMMON CONJURATION INVESTED MAGICAL

Price 60 gp

Usage worn; **Bulk** L

This incredibly spacious bandolier can hold up to 4 one-handed crossbows or firearms that take no more than 1 action to completely reload (typically meaning that weapons with the capacity or repeating traits won't fit in the bandolier's holsters). A *gunner's bandolier* can be etched with runes as though it were a ranged weapon. When you invest the *gunner's bandolier*, you can attune it to each of the 4 weapons holstered in it.

Activate ➤ **envision**; **Effect** You empower one of the attuned weapons in the bandolier, granting it the runes etched onto the *gunner's bandolier* and removing the runes from any previously drawn weapon. Then, you Interact to draw the weapon.

Activate ➤➤➤ **envision**; **Effect** All weapons that were attuned to the bandolier when you invested it, not including any weapons you're currently wielding, return to the bandolier, and one of the returned weapons is automatically reloaded.



IMMACULATE HOLSTERS

IMMACULATE HOLSTERS

ITEM 3

UNCOMMON

CONJURATION

INVESTED

MAGICAL

Price 52 gp

Usage worn; **Bulk** L

This pristine leather belt is made of treated and polished black leather with silver fittings; it features a pair of matching leather holsters that can each fit a one-handed firearm or hand crossbow.

Activate ◆◆◆ envision; **Frequency** once per day; **Effect** Up to two firearms currently holstered in the *immaculate holsters* are instantly cleaned and oiled, protecting them from accidental misfires (though not misfires caused as a result of using a feat or ability). The holstered weapons are also reloaded with non-magical 0-level ammunition appropriate to a weapon of their type; if a firearm has multiple chambers, such as a slide pistol, each empty chamber is loaded. *Immaculate holsters* can't reload the cartridge of a repeating weapon.



LUCKY DRAW

BANDOLIER

LUCKY DRAW BANDOLIER

ITEM 9+

UNCOMMON

CONJURATION

INVESTED

MAGICAL

Usage worn; **Bulk** L

This bandolier contains a standard-sized Harrow deck. For the greater version, see *Guns & Gears* 180.

Activate  Interact; **Frequency** once per day;

Effect You draw a card from the bandolier and Interact to load the card into a gun or crossbow you're wielding that requires 1 action to reload. The drawn card immediately transforms into magical ammunition with a type depending on the drawn card's suit, and a new copy of that card returns to the deck, ready to be drawn again. Either draw a card from the Harrow deck or roll 1d6 to determine the suit of the card. The result determines the type of magical ammunition the card becomes, as per the table below. Magical ammunition created this way lasts 10 minutes or until you fire it, whichever comes first.

Type lucky draw bandolier; **Level** 9; **Price** 700 gp



DARKVISION SCOPE

DARKVISION SCOPE


ITEM 5+

DIVINATION

MAGICAL

Usage attached to firearm or crossbow (scope); **Bulk** L

These scopes, popular with snipers and other sneaky sharpshooters who ply their trade in the dead of night, incorporate clouded crystals with magical properties into their design. While relatively useless under normal lighting conditions, these crystals can help bring things into focus when used in dim light. The scope is then given an enchantment to enhance these properties for use in darkness. The scope grants you a +1 item bonus to Perception checks involving sight in areas of dim light visible through the scope (as well as in areas of darkness, if the scope has been activated).

Activate  Interact; **Effect** You gain darkvision until the beginning of your next turn, as long as you continue to look through the scope.

Type *darkvision scope*; **Level** 5; **Price** 160 gp

Type *greater darkvision scope*; **Level** 15; **Price** 5,500 gp

The item bonus is +2 and activating the scope grants greater darkvision until the beginning of your next turn, as long as you continue to look through the scope.



MAGNETITE SCOPE

MAGNETITE SCOPE

ITEM 9+

MAGICAL **TRANSMUTATION**

Usage attached to firearm (scope); **Bulk** L

More of a field projector than a scope, this small cylinder of magnetite has been enchanted to spread and accelerate the shrapnel of a scatter weapon further than the weapon's natural capabilities. Furthermore, some of the floating magnetite inside the scope's structure can help you when attempting to determine the your allies' locations. The *magnetite scope* grants you a +2 item bonus to Survival checks to Sense Direction when using the scope to assist you in navigating. This scope can only be attached to firearms with the scatter trait.

Activate **◆** Interact; **Effect** The next Strike you make this round with the gun to which the scope is attached has its scatter radius increased by 5 feet.

Type *magnetite scope*; **Level** 9; **Price** 800 gp

Type *greater magnetite scope*; **Level** 17; **Price** 16,000 gp

The item bonus is +3, and activating the scope increases the scatter radius by 10 feet.



MAGNIFYING SCOPE

MAGNIFYING SCOPE


ITEM 3+

DIVINATION

MAGICAL

Usage attached to firearm or crossbow (scope); **Bulk** L

These scopes use magically enhanced lenses to extend the range of your weapon and help spot distant foes. The scope grants you a +1 item bonus to visual Perception checks to Seek creatures through the scope.

Activate  Interact; **Effect** While gazing through the scope, you zoom in on your targets to make it easier to hit them at a distance. You increase the range increment of the weapon to which the scope is attached by 5 feet until the beginning of your next turn or until you're no longer wielding the weapon, whichever comes first.

Type *magnifying scope*; **Level** 3; **Price** 70 gp

Type *greater magnifying scope*; **Level** 9; **Price** 800 gp

The item bonus is +2, and activating the scope increases the range increment by 10 feet.

Type *major magnifying scope*; **Level** 17; **Price** 16,000 gp

The item bonus is +3, and activating the scope increases the range increment by 20 feet.



SCOPE OF LIMNING

SCOPE OF LIMNING


ITEM 10

MAGICAL **TRANSMUTATION**

Price 900 gp

Usage attached to firearm (scope); **Bulk** L

The dwarven gunsmiths of Dongun Hold originally created these scopes to help them clear out vermin in underground areas. This scope captures the sound that echoes off a creature hit by the firearm and transforms it into light, illuminating the target for all to see.

Activate  Interact (auditory, light, transmutation);

Effect If your next Strike from the weapon to which the scope is attached hits a creature, the sound of the impact transforms into light, causing the creature to glow until the end of your next turn. A visible creature can't be concealed while they glow. If a creature is invisible, they're concealed while glowing, rather than being undetected. Because the effect requires a solid impact, incorporeal creatures are unaffected unless the bullet can deal force damage or has the effects of the *ghost touch* property rune.



SCOPE OF TRUTH

SCOPE OF TRUTH

ITEM 13

DIVINATION

MAGICAL

Price 3,000 gp

Usage attached to firearm or crossbow (scope); **Bulk** L

The *scope of truth* is a bit bigger than most to accommodate larger lenses, which have been magically prepared with tiny shards from crystal balls to reveal the truth. The scope grants you a +2 item bonus to Perception checks made to Seek in areas you can see through the scope.

Activate ➡➡ **Interact**; **Frequency** Once per day; **Effect** For the next 10 minutes, you can see things through the scope as they actually are. The GM rolls a secret counteract check with a +20 counteract modifier and a counteract level of 7 against any illusion or transmutation in the area, but only for the purpose of determining whether you see through it, not to end the spell or effect. For instance, if the check succeeds against a polymorph spell, you can see the creature's true form, but you don't end the spell.



GUNNER'S SADDLE

GUNNER'S SADDLE

ITEM 2

UNCOMMON

Price 20 gp

Usage worn saddle; **Bulk** 2

Developed by marauders from the Mana Wastes, this clockwork saddle comes with a retractable weapon mount that can be used as a tripod to stabilize a weapon with the kickback trait. Just like a normal tripod, you Interact to deploy the tripod to stabilize the firearm, and then again to retract the tripod to move it. The saddle uses complex hydraulics to protect the steed from the firearm's recoil.



IMMOVABLE TRIPOD

IMMOVABLE TRIPOD

ITEM 10

UNCOMMON


MAGICAL

TRANSMUTATION

Price 700 gp

Bulk 1

This copper tripod with an *immovable rod* at its core is a perfect example of engineering ingenuity applied to magic items, adapting the eccentric power of an *immovable rod* for the pragmatic use of stabilizing weapons without the need for solid ground on which to stabilize them. In addition to extraplanar and aquatic environments, these devices have seen use by flying and climbing snipers who would otherwise have no way to mitigate their weapons' fierce kickback.

Activate  **Interact**; **Effect** You deploy the tripod and press a button to lock it into place via the *immovable rod*, allowing you to deploy the tripod in midair, underwater, or anywhere else where you don't have a solid horizontal surface available. If you Activate the tripod by pushing the button again, you release and retrieve the tripod. While anchored, the tripod can be moved only if 8,000 pounds of pressure are applied to it or if a creature uses Athletics to Force Open the tripod with a DC of 40 (though most intelligent creatures can just push the button to release the tripod).



PORTABLE WEAPON MOUNT

PORTABLE WEAPON MOUNT ITEM 1+

UNCOMMON

Bulk 1

Powerful firearms like the arquebus were originally used to defend fortifications or ships, mounted on casements or pintles to steady their aim and offset their recoil. More mobile means of stabilizing firearms were developed as guns began to spread across the Inner Sea. The standard tripod takes an Interact action to deploy using one hand.

Type monopod; **Level 1**; **Price 2 sp**

Monopods are lighter and can be deployed with a single hand using the same action as drawing the firearm. They still require an Interact action to retrieve. Monopods are less stable than a tripod, and firing a kickback weapon from a monopod without the necessary Strength reduces the penalty to a -1 circumstance penalty instead of removing it entirely.

Type tripod, shielded; **Level 3**; **Bulk 5**; **Price 50 gp**

A shielded tripod resembles a squat shield on a tripod. You can deploy and retrieve a shielded tripod with an Interact action, as normal, but while a shielded tripod is in your square, you can use the Take Cover action to gain standard cover behind the tripod's shield. You can't use this cover to Hide or Sneak, as normal for times when your cover still leaves your position obvious.



AIR CARTRIDGE FIRING SYSTEM

AIR CARTRIDGE FIRING SYSTEM ITEM 4

UNCOMMON

Price 75 gp

Usage attached to firearm (firing mechanism); **Bulk** –

Air cartridge firing mechanisms use a container of compressed air affixed to a sealed system that releases the air in a small burst to propel ammunition, and they're the default used in Arcadian air repeaters. Any firearm can be modified to replace its normal firing mechanism with an air cartridge firing system, allowing the weapon to be fired underwater or in other conditions that would normally prevent the ignition of black powder. The air cartridges lack much of the propulsive power of black powder, however, imposing a -10-foot penalty to the attached firearm's range increment. Weapons with the kickback trait don't gain that trait's benefits when using an air cartridge firing system. Attaching an air cartridge firing system takes one hour, though this time can overlap with the standard time required to maintain and clean your firearm to prevent misfires.



BLAZONS OF SHARED POWER

BLAZONS OF SHARED POWER ITEM 3+

EVOCATION **INVESTED** **MAGICAL**

Usage worn and attached to two weapons (see below);
Bulk -

Blazons of shared power come in sets of three. When you invest the blazons, you wear one of the three on your chest, and you attach the others to a pair of one-handed weapons, choosing one as the primary weapon and one as the secondary weapon. These weapons can be either melee weapons or ranged weapons. As long as you're wielding both the primary weapon and the secondary weapon, the secondary weapon gains the benefit of the fundamental runes on the primary weapon. A weapon can only have a single *blazon of shared power* attached to it at a time.

Type *blazons of shared power*; **Level** 3; **Price** 52 gp

Type *greater blazons of shared power*; **Level** 11; **Price** 1,350 gp

A set of *greater blazons of shared power* also replicates property runes from the primary weapon, so long as the secondary weapon meets all the prerequisites for a given rune and isn't a specific weapon. The secondary weapon gains the benefits of those runes. All of its own runes are suppressed. When you invest the blazons, you can elect for them to transfer only fundamental runes.



BREECH EJECTORS

BREECH EJECTORS

ITEM 3

UNCOMMON

CONSUMABLE

Price 10 gp

Usage attached to firearm (firing mechanism); **Bulk** –

These spring-loaded inserts can be fitted into the breech of a double-barreled firearm over the course of 10 minutes or during the firearm's daily maintenance. After the weapon is fired, the ejectors hasten the reloading process by ejecting the spent detritus from the fired rounds. This allows you to reload both barrels of the double-barreled weapon as a single Interact action the next time you reload the weapon as long as you do so before the end of your next turn. However, the ejectors are consumed in the process, and you must spend the time to insert a new set to gain the benefit again.



LARGE BORE MODIFICATIONS

LARGE BORE MODIFICATIONS ITEM 5

UNCOMMON

Price 120 gp

Usage attached to firearm; **Bulk** 1

These modifications include a heavier stock and larger replacement barrel designed to increase the stopping power of firearms. Large bore modifications can only be applied to firearms with the kickback or scatter traits, and attaching large bore modifications takes 1 hour, though this time can overlap with the standard time required to maintain and clean your firearm to prevent misfires.

When you attach large bore modifications to a kickback weapon, the circumstance bonus to damage granted by the kickback trait increases from 1 to 2 additional damage and the Strength requirement to fire the weapon without penalty increases to 18.

When you attach large bore modifications to a weapon with the scatter trait, the radius of the scatter effect increases by 5 feet, but the weapon imposes a -2 penalty on attack rolls if the wielder's Strength score is less than 14. If the weapon has both the kickback and scatter traits, apply both sets of modifications with the Strength requirement raised to 18 to avoid penalties when firing.



UNDERWATER

FIRING MECHANISM

UNDERWATER FIRING MECHANISM ITEM 9

UNCOMMON**MAGICAL****Price** 600 gp**Usage** attached to firearm (firing mechanism); **Bulk** –

This device replaces the attached firearm's normal firing mechanism (normally, most of the guns in this chapter use a flintlock or matchlock firing mechanism). When the firearm's wielder fires the weapon, a small rune etched on a piece of stone affixed inside the mechanism releases a magical spark that's propelled through the firing mechanism and into the firearm, launching its bullet. An *underwater firing mechanism* allows the attached firearm to be fired underwater or in other conditions that would normally prevent the ignition of black powder. Attaching an *underwater firing mechanism* to a firearm takes 1 hour, though this time can overlap with the standard time required to maintain and clean your firearm to prevent misfires.



ADAPTIVE COGWHEEL

ADAPTIVE COGWHEEL

ITEM 2

CONSUMABLE


MAGICAL

TALISMAN

TRANSMUTATION

Price 5 gp

Usage affixed to a firearm; **Bulk** -

Activate  envision; **Requirements** You're wielding the affixed firearm.

This tiny copper gear is attached to the side of a firearm with a matching bolt or pin. When you activate it, the affixed weapon magically transfigures itself into the form of any simple or martial firearm to which you have access, harmlessly ejecting any contained ammunition in the process. Any runes or attached items present on the affixed weapon remain active unless incompatible with its new form, in which case they're suppressed for the duration of the transformation. The effect lasts until the beginning of your next turn.



ADMONISHING BAND

ADMONISHING BAND

ITEM 4

CONSUMABLE

ENCHANTMENT

MAGICAL

TALISMAN

Price 20 gp

Usage affixed to a firearm; **Bulk** -

Activate ◆ envision; **Requirements** You're trained in Intimidation.

This wide strip of treated lizard hide is wrapped around the grip or stock of the affixed weapon, augmenting the unease that your gunshot creates. When you activate it, you fire your gun into the air with the effects of Warning Shot (page 112). If you already have the Warning Shot feat, the target doesn't become temporarily immune to your Demoralize, potentially allowing you to Demoralize them again.



ENERGIZED CARTRIDGE

ENERGIZED CARTRIDGE

ITEM 4

CONSUMABLE


MAGICAL

TALISMAN

TRANSMUTATION

Price 20 gp

Usage affixed to a firearm or crossbow; **Bulk** -

Activate  envision; **Trigger** You attempt an attack roll with the affixed firearm or crossbow; **Requirements** You're trained in use of the affixed firearm or crossbow.

This simple brass shell casing contains trace amounts of alchemical ingredients and is usually attached to the underside of the affixed weapon's barrel. When activated, it causes the ammunition fired from the affixed weapon to transform into your choice of acid, cold, electricity, or fire, dealing damage of the appropriate energy type instead of its usual damage as well as 1d6 persistent damage of the same type on a critical hit.



GHOSTSHOT WRAPPING

GHOSTSHOT WRAPPING

ITEM 11

CONSUMABLE

ILLUSION

MAGICAL

TALISMAN

Price 300 gp

Usage affixed to a ranged weapon; **Bulk** -

Activate ◆ envision; **Trigger** You attempt a ranged Strike with the affixed weapon while hidden or undetected.

This long strip of linen is tightly wound around the barrel of the affixed firearm or the grip of a bow. When activated, the talisman's magic dampens the sound of the triggering shot, rendering it completely silent, and additionally skews the angle of the shot, so it appears to come from a different location and direction than your actual position. You don't become automatically observed to any creatures due to making the triggering Strike.



GOBLIN-EYE ORB

GOBLIN-EYE ORB

ITEM 5

CONSUMABLE


DIVINATION

MAGICAL

TALISMAN

Price 24 gp

Usage affixed to a weapon; **Bulk** -

Activate  envision; **Trigger** You attempt a Strike with the affixed firearm or crossbow against an enemy that's concealed or hidden to you; **Requirements** You're an expert with the affixed firearm or crossbow and an expert in Perception.

This colorful marble dangles from a leather thong wrapped around the affixed weapon. When you activate the band, for the triggering Strike, you don't need to attempt a flat check due to the enemy being concealed or hidden to you.



INDOMITABLE

KEEPSAKE

INDOMITABLE KEEPSAKE

ITEM 3+

ABJURATION


CONSUMABLE

FORTUNE

MAGICAL

TALISMAN

Usage affixed to armor; **Bulk** –

Activate  envision; **Trigger** You're critically hit by a firearm attack.

This talisman usually takes the form of a small sentimental object carried in a pocket or attached to the inside of a piece of armor. When you activate it, it slows the attack, and you reduce the damage from the triggering critical hit by 10, as the attack destroys the talisman. This effect only reduces the additional damage from a critical hit; it can't reduce the damage below the amount it would deal on a normal hit.

Type *indomitable keepsake*; **Level** 3; **Price** 12 gp

Type *greater indomitable keepsake*; **Level** 9; **Price** 120 gp

When you activate a *greater indomitable keepsake*, you reduce the damage from a firearm critical hit by 20 instead of reducing it by 10.

Type *major indomitable keepsake*; **Level** 15; **Price** 1,200 gp

When you activate a *major indomitable keepsake*, you reduce the damage from a firearm critical hit by 30 instead of reducing it by 10.



PEACEMAKER

PEACEMAKER

ITEM 6

ABJURATION

CONSUMABLE

MAGICAL

TALISMAN

Price 35 gp

Usage affixed to a weapon; **Bulk** -

Activate ◆ envision, manipulate; **Requirements** Your last action was an Interact action to stow the affixed firearm or crossbow.

This ragged piece of white cloth is wrapped around the grip, stock, or haft of the affixed weapon. When you activate the talisman, you gain the effects of a *sanctuary* spell (DC 20) lasting for 1 minute. If you draw the affixed firearm, the effect ends immediately and the talisman crumbles.



PERSISTENT LODESTONE

PERSISTENT LODESTONE

ITEM 7

CONJURATION


CONSUMABLE

MAGICAL

TALISMAN

Price 55 gp

Usage affixed to a firearm with a reload of 1; **Bulk** -

Activate  envision; **Trigger** You miss on a ranged Strike with the affixed weapon using an ordinary 0-level piece of ammunition.

This small magnetite block is attached to the barrel of the firearm by a thin metal wire drilled through a hole in its center. When you activate the lodestone, the ammunition from your missed shot is immediately recalled to your firearm, allowing you to fire again without reloading.



SHRIEKING SKULL

SHRIEKING SKULL

ITEM 12

AUDITORY **CONSUMABLE** **ENCHANTMENT** **MAGICAL** **TALISMAN**

Price 400 gp

Usage affixed to a firearm or crossbow; **Bulk** -

Activate **◆** envision; **Requirements** You're an expert in Intimidation and the affixed weapon is loaded.

This dried skull of a snake is mounted atop the firearm's barrel or affixed to a crossbow's stock. When activated, the skull crawls onto the ammunition loaded in the affixed weapon. If you Strike with the weapon before the end of your turn, the skull lets out a bloodcurdling scream as the ammunition approaches its target. Regardless of whether the Strike is a success, the screaming skull allows you to attempt to Demoralize the target as well as each enemy within 30 feet of the target.



SNIPER'S BEAD

SNIPER'S BEAD

ITEM 4+

CONSUMABLE


MAGICAL

TALISMAN

TRANSMUTATION

Usage affixed to a two-handed firearm or crossbow;

Bulk -

Activate  **envision**; **Trigger** You attempt a ranged Strike with the affixed weapon before rolling; **Requirements** You're a master with the affixed weapon.

This plain wooden bead dangles from a string attached to the stock of the affixed weapon. When you activate the bead, its magic greatly lessens the effect of distance on your triggering attack.

Type *sniper's bead*; **Level** 4; **Price** 16 gp

You take no range increment penalty on your attack, as long as the attack is against a target within the affixed weapon's first two range increments.

Type *greater sniper's bead*; **Level** 10; **Price** 160 gp

You take no range increment penalty on your attack, as long as the attack is against a target within the affixed weapon's first four range increments.

Type *major sniper's bead*; **Level** 16; **Price** 1,600 gp

You take no range increment penalty on your attack, even if the target is all the way out to the weapon's sixth range increment. As normal, you still can't hit a target more than six range increments away.



SILVER TRIPOD

SILVER TRIPOD

ITEM 1

CONJURATION **CONSUMABLE** **FORCE** **MAGICAL** **TALISMAN**

Price 3 gp

Usage affixed to a firearm with the kickback trait; **Bulk**

Activate ➤ envision

This tiny, silver facsimile of a weapon tripod is usually attached to the underside of the affixed weapon's barrel. When activated, it creates an invisible construct of magical force that attaches to the weapon and automatically stabilizes it in any location, even in midair. The effect lasts for 1 minute or until you Dismiss it. The effect also ends immediately if you let go of the affixed weapon. The affixed weapon cannot be moved while this effect is active.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. **Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. **Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. **Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. **Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. **Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. **Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. **Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. **Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. **Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Guns Deck © 2022, Paizo Inc. Author: Michael Sayre.