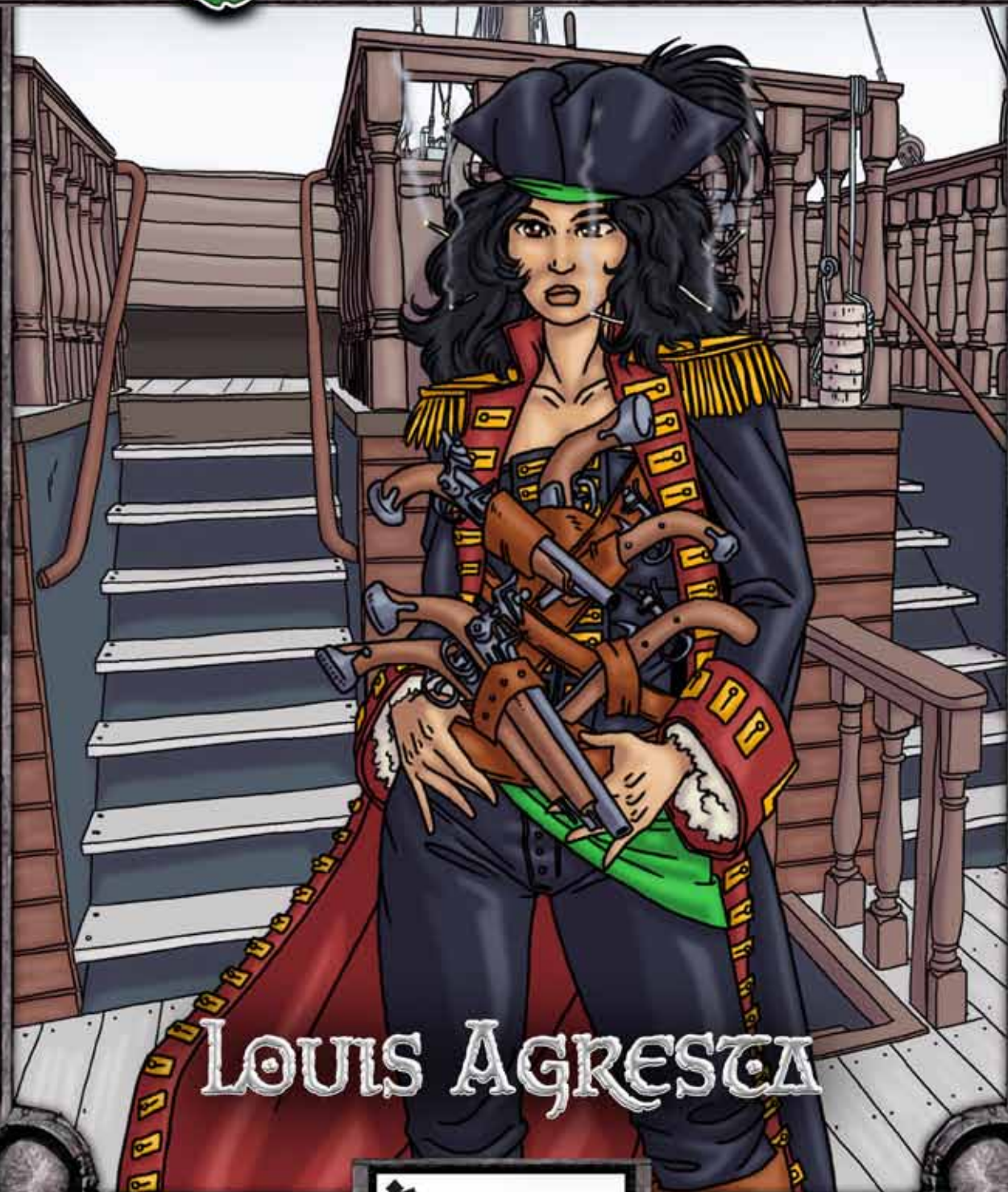


Super Genius Presents A BRACE OF PISTOLS



LOUIS AGRESTA

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

A BRACE OF PISTOLS

I hung from the side of my enemy's ship until the seawater drained from my leathers, back to the ocean. Timing the rocking waves, I pulled over the rail and slipped with a sodden thud to the deck, shivering. A quick glance showed no one about. Drawing my flintlocks, I slipped into the shadows to wait for my captain. My former captain. Even now the betrayal stung, saltwater on open wounds.

In the dark, the glyphs scratched into my pistol butts gleamed yellow, like sick moonlight. I could only hope they'd done what the old shaman promised and kept my powder dry. The once fine Dwarven scrollwork of my weapons felt greasy in my palms, slick with brine and sweat. We had much in common, these flintlocks and I. We shared a deadly purpose.

I heard him coming, boots clicking on ship timber. My captain always walked the deck just after sunset. 'Surveying the waves.' he called it.

From my hiding place I watched. Moonlight glinted off his polished hip boots. He sauntered past. Timing it, I stepped out and jammed my barrels in the small of his traitorous, velveteen back. "Not a sound, captain, or I'll blow holes in you the size of the sun."

He sighed. "Gentle."

"Don't call me that! I'm not your Gentle Moll any more. Not after you left me to die, you bastard! I took a new name on that island. Black Moll, Captain Black Mane to some. But you can call me death."

"No. I meant, gentle, please. You're crinkling my coat."

He always did think himself a wit. "Enough of that! I'll take my map back. Now."

No response. Just the relaxed stillness of his broad shoulders. I prodded him with my pistols. Still nothing. That was when I decided to kill him, tightened my fingers, and almost failed to see him move. He twisted aside, smacked my guns to the left. Ka-CRACK! Their fire lit the darkness, blinding us both, and I heard the shots lodge in wood. I had to move fast. He'd be on me with a blade, and the crew would investigate. I tugged my cutlass free, ready for his steel, still blinking in the after-glare. When I could see again, he

stood back a step, rapier saluting, plumed hat on his head. Waiting. As dashing and deadly as ever – the arsehole.

He smiled. "I'm much better than you with a blade."

"So it comes to this, does it?" I coughed in the clearing smoke.

"It does, wife. It does."

We crossed swords with a will, a blur and clang of steel. As we stamped and clashed on the deck I thought of the derringer hidden up my sleeve, and how best to use it to kill my husband. Fast.



Welcome to *A Brace of Pistols*, the first firearms-based product in the new Super Genius Presents line of books. Each of the products in this line is the strong vision of a single game designer, bypassing the normal planning, development, and revision process used for most Super Genius Games products. While we consider those processes to be a major part of maintaining a high level of compatibility, quality, and balance in our main product lines, we also know that sometimes a writer has a strong vision that doesn't exactly match the style of our company, or that the designer doesn't want to be diluted through normal development processes. In those cases, if we believe in the skill and vision of the designer, we now have the option of presenting their work without laying claim to it as part of one of our standard product lines.

While most Super Genius Games products are the carefully developed work of a team (even when there's only one designer, the input of the whole Super Genius staff is likely to have affected the product), Super Genius Presents are the editorial pages, the solo rants, and the soapboxes. As a company we're giving individual creators a chance to present their ideas more directly to the consumer. As commercial works we'll try to ensure such products are professionally produced and edited, but the tone, content, and voice are largely under the control of the authors.

THE AUTHOR

Louis Agresta is a well-known freelance game designer, a respected member of the game writer's guild known as the Werrecabbages, and a spokesman for the Iron GM gamemastering competition.

FLINTLOCKS IN FANTASY

Swashbuckling rings incomplete without the fiery retort of the pistol: the shower of sparks, the flash of powder, the reek of sulfur. No self-respecting pirate captain boards her enemy's ship without a rapier at her belt and a brace of flintlocks in her sash. The genteel highwayman halts the coach with his firearms out. Nobles, sleeves rolled up, turn at ten paces. Weapons crack, and they vanish behind simultaneous plumes of white smoke, their fates momentarily obscured.

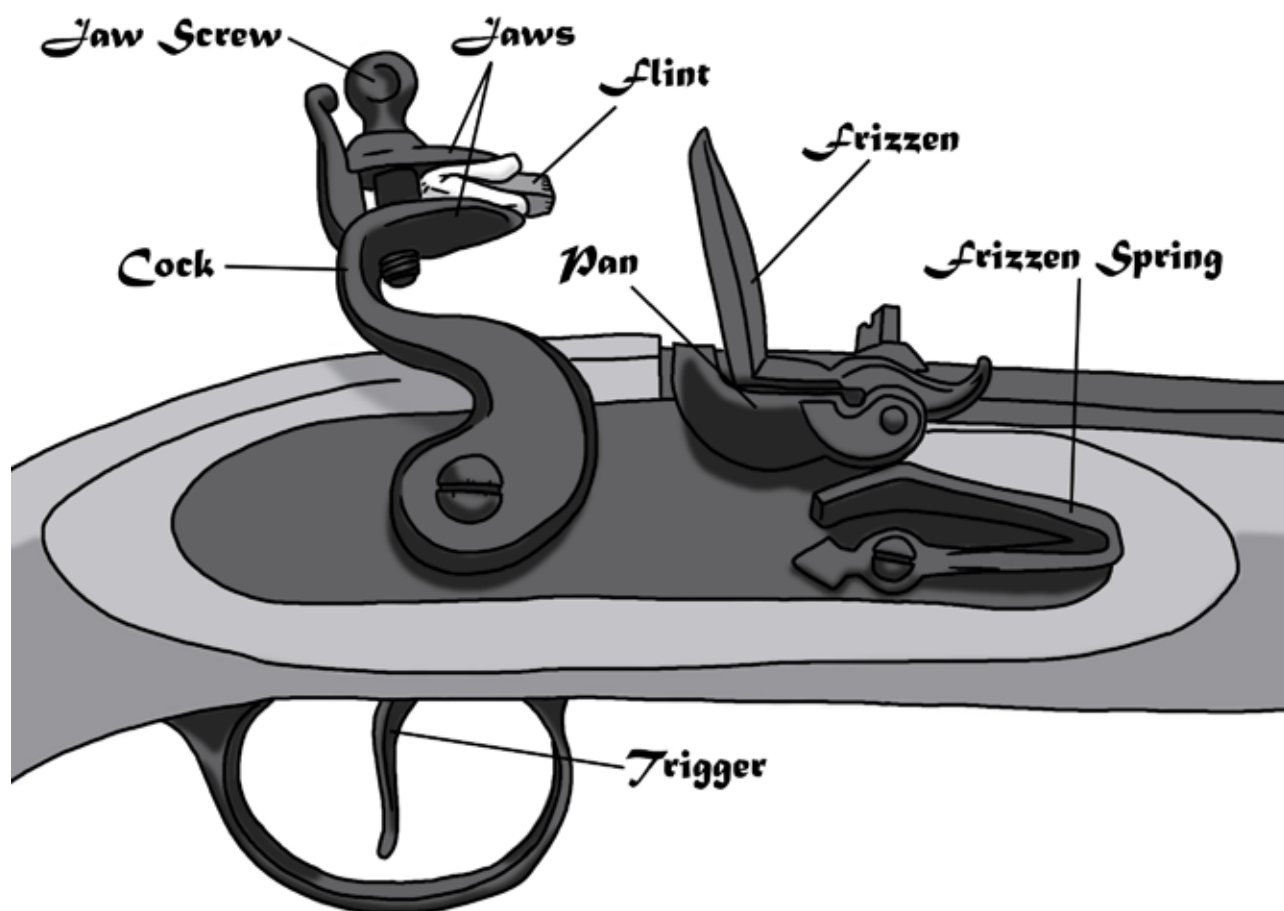
A Brace of Pistols contains rules to expand the options for black-powder flintlocks in fantasy campaigns that allow them, supporting the uniquely dramatic flavor of the pistol – the arresting jab of a

gun in the back, the standoff, highway holdups, and the ferocious chaos of ship-to-ship boarding battles – as well as some unusual real-world firearm variants, and some new fantasy-based rules that mix muskets and magic.

A BRIEF HISTORY OF FLINTLOCKS

Drawing on two centuries of firearms developments, a French courtier in the court of Louis XIII crafted the first true flintlock mechanism, reaching a new pinnacle in weapons design. Within twenty years, a broad variety of flintlocks pervaded both military and civilian life. In the military, long guns rifled to impart a spin and greater accuracy to their shots dominated; while civilians preferred smoothbore weapons for hunting. Gunsmiths crafted flintlocks with two, three, or as many as four barrels – though it proved





HOW A REAL WORLD FLINTLOCK WORKS

To Load

1. Rotate the hammer, to which a sharp piece of flint is clamped, to the halfway position. The hammer is also called the cock;
2. Stuff the barrel with wadding (a paper or cloth patch) containing black-powder, followed by a lead ball;
3. Use the ramrod, typically stored beneath the barrel, to jam the patch all the way down;
4. Prime the flash pan, positioned to the right of the hammer, with a small amount of very finely ground gunpowder, then closes the lid, or *frizzen*, over the pan;
5. The gun is primed, and this is how it is carried. A safety notch locks the cock to prevent it from firing.

To Fire

1. Pull the hammer from half to full-cock, which releases the safety lock;
2. Aim and pull the trigger, releasing the hammer and its flint passenger.

What Happens

1. The flint scrapes the lid of the priming pan, showering sparks;
2. The flint also pops open the priming pan lid, exposes the priming powder, and the sparks ignite the powder;
3. The powder in the flashpan ignites and flame passes through a small touchhole in the side of the barrel, then into the barrel, where it ignites the main powder charge;
4. Shot flies and blood sprays.

less expensive and more reliable to simply carry several one-shot weapons – and they even designed a repeating flintlock, in use as early as 1690.

Muskets were the mainstay of European armies and the weapon of the American Revolution, but the pistol captures our imagination. Used primarily for dueling, as an addition to cavalry arms, or for self-defense, the pistol was frequently smoothbore and short-ranged. Holsters for horseback arrived in the 17th century. By the 18th century artisans festooned weapons en masse in carvings and silver tracing, crafting some ornate pistols entirely from brass or iron. 200 years after its introduction, flintlock technology informs the English language, gifting us with phrases like “flash in the pan” and “going off half-cocked.”

OVERVIEW: FLINTLOCKS IN YOUR GAME

Despite their cost, black powder flintlock pistols were frequently fired just once and then tossed away. They were prone to misfires and highly inaccurate – except at dangerously short range – as well as increasingly less dangerous over distance; up close, they were devastating. To carry multiple flintlocks, characters must wear holsters. Medium and heavy armor prevents you

from wearing certain holsters, as the armor leaves the holstered flintlock difficult or impossible to reach, while rendering the armor awkward or unbalanced. A mounted character in light or no armor has the option to carry up to five pairs – also called a ‘brace’ – of flintlocks ready to be drawn as weapons: one in each hand, two in a chest holster, two through a belt, two in leg holsters, and two in mount holsters. Ten total. Any additional flintlocks must be stored and retrieved as items.

All the rules in *A Brace of Pistols* work with the early firearm rules found in *Ultimate Combat*.

NEW EARLY FIREARMS

The spread of early firearms very quickly lead to many variant designs, including numerous weapons not presented in *Ultimate Combat*. While not all of the different barrel lengths, firing mechanisms, stock styles, and additional features had a noteworthy impact on a weapon’s effectiveness (and some were actually detrimental), some weapons developed that were at least useful for specific circumstances. A selection of the most interesting of these firearms is presented below, along with new design options that can be applied to any firearm.

Table 1										
Early Firearms	Cost	Dmg (S)	Dmg (M)	Crit	Range	Misfire	Cap.	Wt.	Type	Special
One-Handed Firearms										
Duckfoot, 4 barrel	2,250 gp	1d4	1d6	x2	10 ft. 1	1-2 (5 ft.)	1 ²	5 lbs.	B & P	Cone
Duckfoot, 6 barrel	3,250 gp	1d4	1d6	x2	15 ft. 1	1-2 (5 ft.)	1 ²	5 lbs.	B & P	Cone
Duckfoot, 8 barrel	4,250 gp	1d4	1d6	x2	15 ft. 1	1-2 (5 ft.)	1 ²	5 lbs.	B & P	Cone
Pistol, Coat, Double-Barreled	1,250 gp	1d4	1d6	x3	10 ft.	1 (5 ft.)	2	1.5 lbs.	B & P	--
Two-Handed Firearms										
Boarding Gun	7,500 gp	3d10	3d12	x4	20 ft.	1-4 (10 ft.)	1 ² .	20 lbs.	B & S	See text
Jezail	2,500 gp	2d6	2d8	x3	60 ft.	1-2 (5 ft.)	1.	14 lbs.	B & S	See text
Musketoön	1,250 gp	1d8	1d10	x4	30 ft.	1 (5 ft.)	1	6 lbs.	B & S	--

¹A duckfoot can only attack in the first range increment, as it attacks all targets in a 15-foot-cone. See description.

²Despite having multiple barrels, this weapon has a capacity of 1 because it fires all its barrels simultaneously. To reloading this weapon, each barrel must be reloaded as separate actions. Using it with fewer than its full set of barrels loaded causes it to act as a normal firearm, attacking a single target, with a -2 penalty to the attack roll and dealing only one die of damage.

BOARDING GUN

A boarding gun is a massive 7-barrel scattergun that discharges all its barrels with a single pull of the trigger. It is designed to be fired from the crow's nest of a ship onto the deck of an attacking ship, preferably while targets are tightly packed together. The gun attacks all targets in a line out to 5 range increments (making a separate attack roll with range modifiers against every target in the line it has line of effect to). Some ships have notches built into their crow's nests to allow the weapon to be easily "nocked" onto a wall before being fired, causing the weapons to also be called "nock guns."

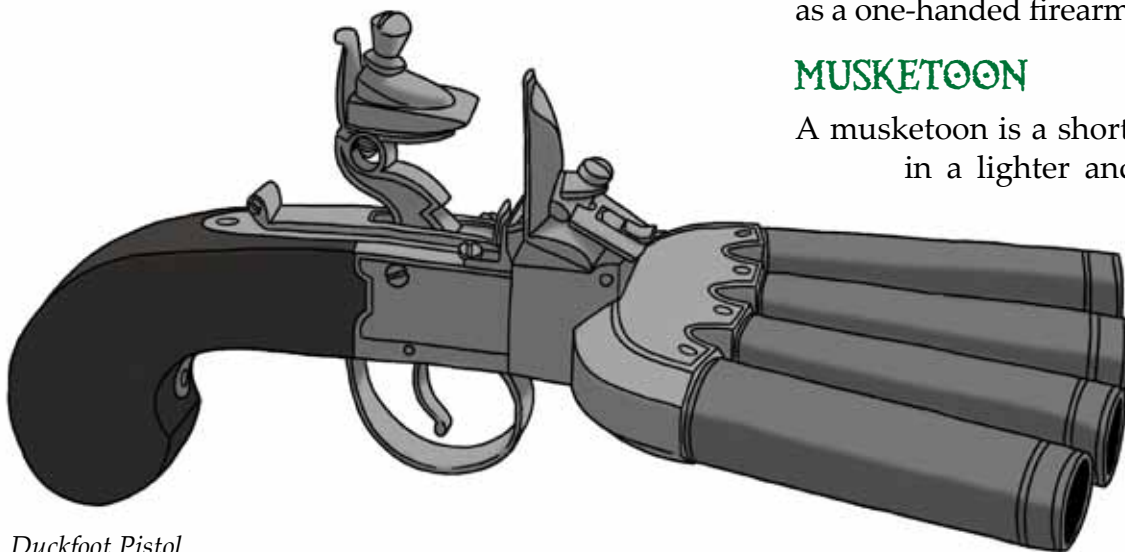
To be reloaded, it must have all 7 barrels separately loaded. This takes 3 full rounds (2 full rounds with Rapid Reload).

The massive weight and huge recoil of a boarding gun causes it to require a +4 Strength bonus to use without penalty. All attacks made with a boarding gun suffer a -1 penalty for every point of Str bonus the attack lacks. Bracing the boarding gun against a solid wall or similar structure is a standard action, and reduces the Str bonus required by 1. Firing a boarding gun smaller than you also reduces the Str bonus required by 1 for every size smaller than you it is.

The recoil also damages any user that does not have the weapon braced, as above. On an attack when the weapon is not braced, the wielder takes 1 die of damage (of the type dealt by a boarding gun of its size) as nonlethal damage. On a misfire, the wielder is dealt the firearm's full damage.

DUCKFOOT

Sea captains and jailers like to use this multi-barrel flintlock monstrosity to cover multiple opponents in a 180-degree arc at once. When fired, the duckfoot



Duckfoot Pistol

FIREARMS FOR NON-HUMANOIDS

You do not need fingers to use a gun. Gunsmiths can craft flintlocks with a thin iron trigger-bar running the full length of the weapon. Simply squeezing the bar up against the barrel – like closing a scissor or working a hand strengthener – discharges the firearm. So don't let a few missing fingers or a two-toed, notched hoof-hand stop your digit-challenged villains from enjoying all the murderous flintlock fun their greedy paws can handle! Humanoids and monstrous humanoids firing weapons designed for non-humanoids take a -1 penalty on attack rolls, and vice-versa.

makes an attack roll at -2 against every target in a cone out to the duckfoot's first range increment. The closest targets are attacked first, and the duckfoot cannot hit more targets than it has barrels. If a number of targets equal to the duckfoot's barrels are successfully hit, no further attacks are made. Characters reload each barrel of the duckfoot as if it were a separate flintlock pistol, but can never load more than 2 barrels in 1 round.

PISTOL, COAT, DOUBLE-BARRELED

A double-barreled version of the small coat pistol, often also called a derringer. Each barrel is loaded and fired separately. Due to its greater size, you gain only a +1 bonus to Sleight of Hand checks to conceal a derringer.

JEZAIL

The jezail is a long-barreled musket with a short, curved stock. The stock can be tucked under the shoulder while the shooter grips the weapon just behind the trigger, as with a pistol, allowing the jezail to be used as a one-handed firearm while mounted.

MUSKETOON

A musketoon is a shorter-barreled musket, resulting in a lighter and more easily managed (and cleaned) weapon at the cost of less range and slightly less power. It is popular with musketeers who frequently fight on ship decks and other tight spaces.

NEW FIREARM OPTIONS

The design of firearms can be modified to give their uses different options. In general such design modification occur before the firearm is built, and are original to each firearm. However, a character with the Gunsmithing feat may attempt to alter a firearm to add a mortar cup, spring-loaded bayonet, or twin triggers (or turn a normal coat pistol into a trick coat pistol). This takes the same materials and time as to construct a firearm with a price equal to the gp cost of the modification being added.

Item	Cost
Coat pistol, trick	x2
Gun trap	4,700 gp
Melee flintlock	See text
Mortar cup	300 gp
Spring-loaded bayonet	100 gp
Twin triggers	100 gp

COAT PISTOL, TRICK

Trick coat pistols are single-shot flintlock coat pistols cleverly concealed inside ordinary items like rings, pocket watches, holy symbols, belt buckles, one-handed fish gaffs, or keys. A trick coat pistol costs twice what a normal coat pistol costs. The weapon grants a +4 bonus to Sleight of Hand checks used to conceal it, but incurs a -2 penalty to attack rolls when firing. It takes two minutes to reload a trick coat pistols. GMs and players should invent trick coat pistols as they see fit. Examples include: a sleeve gun, strapped to the wrist and fired by a wire attached to a cufflink; and a wooden codpiece gun, the barrel of which the owner flips up before pulling a wire hidden in his pants.

MELEE FLINTLOCK

In addition to the standard axe musket, dagger pistol, and warhammer musket, a wide range of firearms and melee weapons can be combined to form unified weapons. Any single-barreled or double barreled firearm can be combined with a melee weapon. One-handed firearms can be combined with light, one-handed, or two-handed melee weapons. Two-handed firearms can only be combined with one-handed

melee weapons (a two-handed firearm is too large to function as a light melee weapon, and a combined two-handed firearm and two-handed melee weapon is too heavy and unwieldy to be practical).

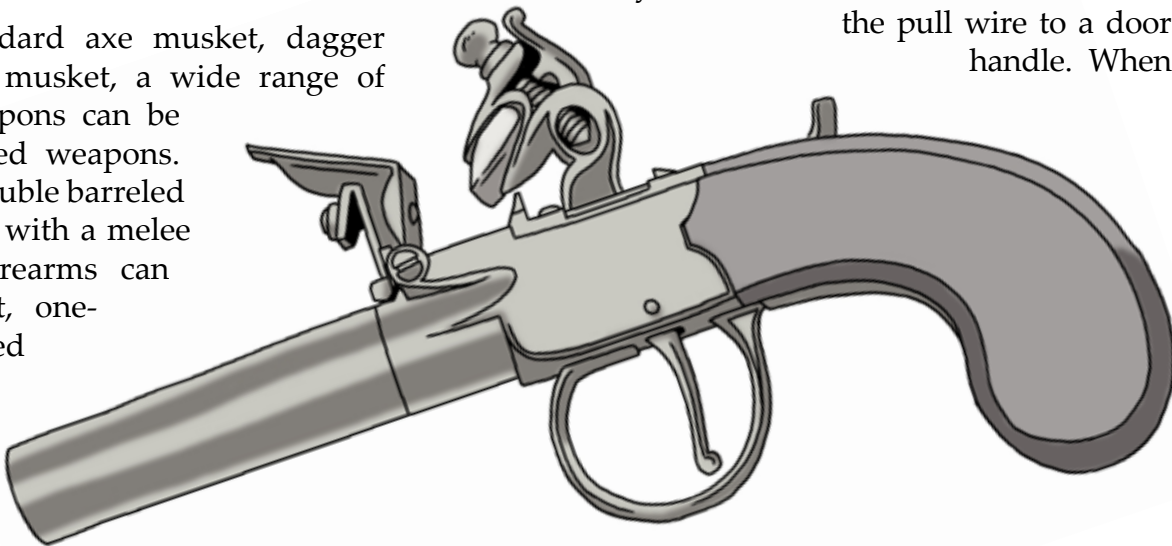
The cost of the combined weapon is equal to the most expensive of the two weapons, plus 200% of the cost of the less expensive. The weight of the combined weapon is equal to the heavier of the two weapons, plus 50% of the weight of the lighter weapon. It can be used as both the firearm and the melee weapon used to create it, acting as a one-handed weapon if neither element is two handed, and as a two handed weapon otherwise. It is considered a double weapon for purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the melee weapon component are considered broken.

For example, Joaquin the Rail-Jumper decides to design a melee flintlock using a double-barreled pistol and a longspear. The flintlock barrels are placed midway along the weapon's length, mounted to fire to either side of the flat of the weapon's spearhead. The final weapon costs 1,760 gp and weighs 11.5 lbs. Since the longspear is a two-handed weapon, the spear-pistol acts as a two-handed weapon both when used as a firearm and when used as a melee weapon.

Creating a melee flintlock requires both the Gunsmithing feat and the appropriate Craft skill to craft the melee weapon used.

GUN TRAPS

Gun traps are one-shot flintlock pistols specifically crafted for trapping doors. With a vise grip at the handle end and a wire-pull trigger extending past the barrel, characters screw the weapon onto any convenient fixed surface and attach the pull wire to a door handle. When



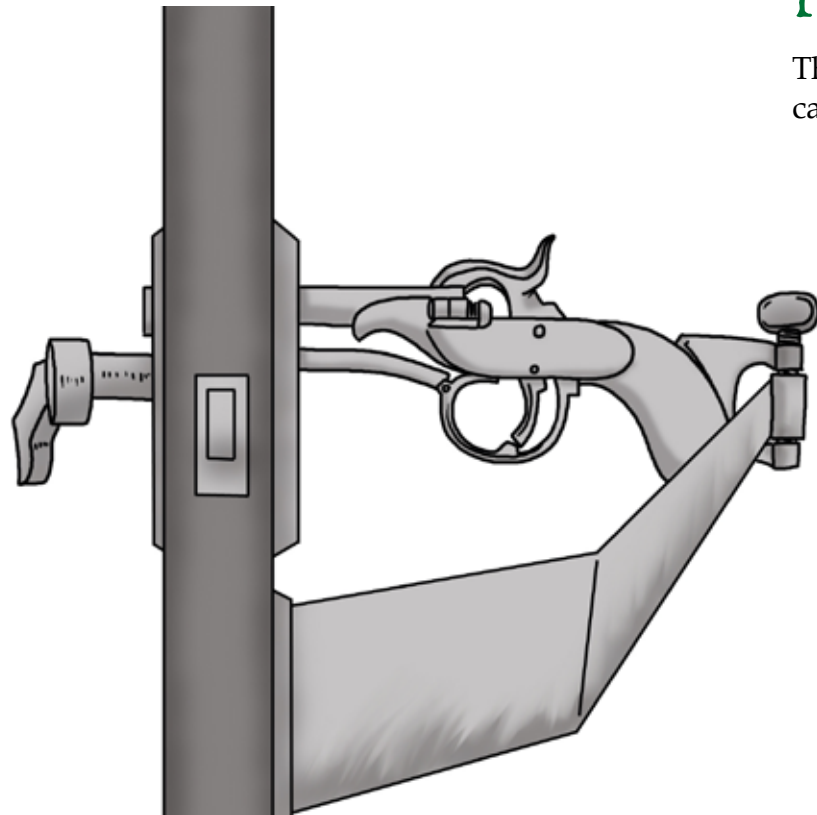
the door is pulled open, the flintlock pistol fires. **Gun Trap:** CR 5; mechanical; location trigger; manual reset; Att +16 touch (2d4/x3); Perception DC 22; Disable Device 25. *Market Price:* 4700 gp.

Creating a melee flintlock requires both the Gunsmithing feat and the Craft (trapmaking).

MORTAR CUP

A mortar cup is a cup-shaped extension added to the end of a firearm's barrel to allow it to fire bombs and similar small objects. A firearm combined with a sword or similar melee weapon cannot have a mortar cup (though it can be added to firearms combined with axes). A firearm with a mortar cup can use alchemical cartridges normally reserved for weapons with the scatter property (such as the entangling shot and salt shot cartridges found in *Ultimate Combat*). It can also fire thrown weapons the firearm's user can use, such as tanglefoot bags, alchemist's fire, and even alchemist or ninja bombs (but only in the hands of the alchemist or ninja that creates them). Such thrown weapons use the range increment of the firearm, to a maximum of fire range increments.

Using a mortar cup requires a double powder charge to be loaded into the firearm (without a bullet), and then (as a separate loading action), the bomb to be placed in the mortar cup.



Gun Trap

8 A BRACE OF PISTOLS

SPRING-LOADED BAYONET

A spring-loaded bayonet is a short blade or spike that is attached to the end of a firearm by a hinge kept under tension by a spring. You release a spring-loaded bayonet as a move action that does not provoke an attack of opportunity. Once released, the blade locks into place and the pistol can function as a punching dagger. The Quick Draw feat allows you to release the spring-loaded bayonet as a free action.

TWIN TRIGGERS

A two-handed firearm may be built with two triggers, one mounted in front of the other. When the front trigger is pulled, it sets the back trigger to be a hair-trigger, activated with the slightest of pressure. This allows the weapon to be fired with little chance of the shooter's aim wavering. If a shooter is prone or decides to be completely still (becoming flat-footed) he may select a target and activate the front trigger as a full-round action. On his next turn if he has not moved or taken damage and still has line of effect to his selected target, he may fire his firearm with the back trigger as a standard action, gaining a +2 bonus to his attack roll.

A twin triggered weapon can also be fired simply by pulling the back trigger normally, which has no effect on the wielder's attack roll.

NEW EQUIPMENT

The following equipment is specifically designed for campaigns with a widespread use of early firearms.

CLEANING KIT

For use with the optional cleaning rule, this kit allows you to clean a flintlock of any kind 10 times. It takes one hour to clean a flintlock properly.

Price: 2gp; **Weight:** —

HOLSTER, CHEST

A chest holster is a specially crafted leather vest that carries up to two pistols, one along either side of your rib cage. A character in light armor or no armor can carry up to three chest holsters. A character in medium armor can carry two, while a character in heavy armor is limited to one. You may draw firearms from a chest holster as weapons. Firearms stored or concealed without the benefit of a holster must be retrieved as items.

Price: 10gp; **Weight:** 3 lb.

HOLSTER, LEG

A leg holster is a specially crafted leather sheath that attaches to your leg and carries a single pistol. You may wear up to two holsters, one on each leg, but you cannot wear normal leg holsters with heavy armor. Leg holsters designed to work over heavy armor weigh 50% more, and cost twice as much. You may draw firearms from a leg holster as weapons. Firearms stored or concealed without the benefit of a holster must be retrieved as items. **Price:** 4 gp; **Weight:** 1 lb.

HOLSTER, MOUNT

A mount holster is a specially crafted leather sheath that attaches to your mount's tack and carries a single one-handed or two-handed firearm. You may attach up to two holsters to your mount's tack. You may draw firearms from a mount holster as weapons. Firearms stored or concealed without the benefit of a holster must be retrieved as items. **Price:** 4 gp; **Weight:** 1 lb.

SHOT BELT

This specially crafted leather belt holds up to eight lead balls and prepared shots (powder wrapped in wadding) or alchemical cartridges. **Price:** 10 gp; **Weight:** 2 lb.

BAD WEATHER AND A CLEAN GUN

When properly cared for – carefully greasing or waxing the barrel and covering the lock with a leather case called a cow's knee, for example – flintlocks rarely misfire even in inclement weather. However, a poorly cleaned flintlock often misfires. If your table enjoys an edge of historical realism, consider the following:

Optional Rule: Cleaning

The misfire range for your flintlock increases by 1 each day it is fired and not cleaned (or every 6 hours it is not cleaned, in bad weather or particularly dirty conditions). In general the best tool for such cleaning is a formal cleaning kit. More even than scraping out the barrel, cleaning a flintlock means scouring the priming pan – pock marked by repeated gunpowder flashes – to near mirror smoothness. For this purpose, spells such as *prestidigitation* or *mending* will not do by themselves (though a character with *Gunsmithing* could make due with both spells in conjunction).

DESIGNER'S NOTE: CATCHING ON FIRE WITH A FLINTLOCK IN YOUR BELT

If a character fails their Reflex save when catching fire, their items catch fire (see the *Pathfinder Roleplaying Game Core Rulebook* for details), and if their ammunition takes more than 1 hp of damage per shot, the shot burns up in a flash of smoke, consumed. The same happens to a powder horn and all its contents should the horn catch fire and take more than 4 points of fire damage. If a loaded flintlock catches on fire or suffers heat damage – as from a heat metal spell – for more than 8 points of damage, the weapon may misfire.

Every time a flintlock suffers 8 or more points of such damage, characters must make a Reflex save (DC 15 + 1 per previous check) for the weapon, or it fires. In most cases this simply means reloading the weapon, as a holster is specifically designed to avoid injury from accidental misfire. However, if the weapon that shoots from catching fire or overheating is stuffed through a belt, then consider having characters make a DC 20 Reflex save to avoid being shoot by their own weapons. If the character rolls a '1' or fails this save by ten or more, a critical hit is inflicted on the character.

SILK PATCH

Silk patches are high-quality, tightly woven cloth specifically designed to act as flintlock wadding. A silk patch gives a tighter seal around the flintlock ammunition, keeping it snugly in place and capturing more of the black powder's force behind the round. The silk also burns away more cleanly, making it less likely to briefly slow the bullet. A flintlock bullet loaded using a silk patch has a +5 ft. range increment. Silk patches are sold in batches of 10. **Price:** 2 gp; **Weight:** -

SLOW MATCHES

Slow matches are alchemical matches similar to tindertwigs, but once lit they burn for 15 minutes. They produce bright coals of light and significant smoke for their size. A character can place 4 or more slow match in his beard or hair to ring his face with a crimson glow and halo of smoke, gaining a +1 circumstance bonus to Intimidate checks for the eerie appearance this produces. This also deals 1 hp of fire damage to the character every 5 minutes. **Price:** 2 gp; **Weight:** -

NEW FEATS

The following feats expand the tactical options available to characters that focus on early firearms.

GET THE DROP

You are an expert at taking foes by surprise with a firearm.

Prerequisite: Dex 13, Quick Draw, base attack bonus +1

Benefit: When you roll initiative you may declare your intent to Get The Drop on a foe. You gain a +2 bonus to your initiative check, but on your first round the only action you may take is to draw (if necessary) and fire a single firearm as a standard action. If for some reason you cannot take this action, you lose your turn.

Additionally, you gain a +4 bonus to Bluff checks to feint with a firearm.

Dexterity modifier) halves the damage and negates the blindness.

PISTOLS AT DAWN

You are a master of the formal firearm duel.

Prerequisite: Dex 13, base attack bonus +1

Benefit: Trained to the formal steps of the duel, you are deadly in one-on-one ranged duels over short distances. When you roll initiative for a combat with no surprise round, you gain a +2 bonus to the check. Additionally, you take no range penalties for ranged attacks made within 30 feet (the classic 10 paces), regardless of the range increment of weapon you use. For ranges greater than 30 feet you take normal range penalties (measured from your actual position to the target).

New Feats		
Name	Prerequisites	Description
Get The Drop	Dex 13, Quick Draw, bab +1	Your ability to react quickly with firearms is augmented.
Improved Powder Burns	Dex 17, Powder Burns, bab +8	Deal 2d6 with powder burns as a swift action
Pistols at Dawn	Dex 13, bab +1	Fire quickly and accurately at ranges under 30 feet.
Powder Burns	Dex 15, Point Blank Shot, firearm proficiency	Shoot a foe at range, and use the firearm's flash to burn an adjacent foe

IMPROVED POWDER BURNS

You are an expert at using the back blast from your flintlock's touchhole as a secondary weapon.

Prerequisite: Dex 17, Powder Burns, base attack bonus +8

Benefit: You can make a Powder Burn attack as a swift action any time you use an early firearm. The fire damage from your Powder Burns attack increases to 2d6, and the blinding effect lasts 1d4 rounds. A Reflex save (DC 10+ 1/2 your base attack bonus + your

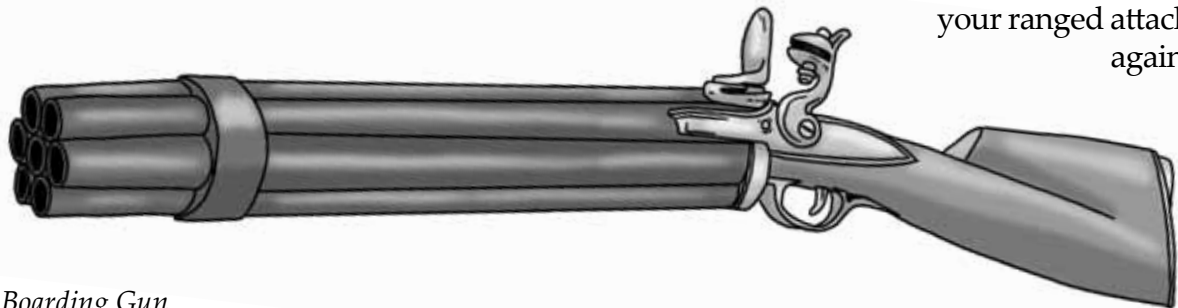
POWDER BURNS

You have learned to use the flare from your flintlock's touchhole as a weapon.

Prerequisites: Dex 15, Point Blank Shot, firearm proficiency.

Benefit: As a standard action, you can shoot an early firearm at a target and use the flash, flames, and debris from your flintlock's touchhole as another attack against an adjacent foe. First, make your ranged firearm attack normally. This ranged attack does not provoke an attack of opportunity from the adjacent foe you target with your secondary attack. After resolving your ranged attack, make a secondary attack against one adjacent foe. This

is considered a ranged attack, using your first attack's total attack bonus -5, but it does not provoke an attack of opportunity.



Boarding Gun

If your secondary attack is successful, you catch the adjacent foe in the back blast from your weapon's touchhole, inflicting 1d4 fire damage and blinding the target for 1 round. A Reflex save (DC 10+ 1/2 your base attack bonus + your Dexterity modifier) halves the fire damage and eliminates the blinding effect. You may not add magic effects from your firearm or precision damage to the damage done with a powder burn attack.

NEW USE FOR AN OLD SKILL

Consider allowing rogues to make ranged Disable Device rolls at a -4 penalty whenever it makes sense to shoot out a lock, trap, or other device. Only allow the Disable Device check if the shooter first succeeds in hitting the target with a normal ranged attack.



Melee Flintlock

MAHGA-MAHGA

A pirate's game of torture, scarring, and death for 3+ gunslingers.

To play mahga-mahga you will need:

A charcoal stick	1 prisoner, naked
Manacles	3+ pistoleers
A chandelier (on land or at sea)	
A table	Two flintlocks per player
A Lazy Susan	1 cabin kid (boy or girl)
15' of rope	Grog
Healer or cleric optional	

SETUP

1. Immobilize your prisoner on any flat surface and use the charcoal stick to draw target zones on his front. While captives' backs generally provide more surface area, you won't want to miss their facial expressions, so use the front. When finished, your prisoner should look like drawn and quartered beef.
2. If at least one player can count, label the smaller, more difficult targets with a three; number moderately difficult targets with a two; and mark easy targets with a one. These numbers correspond to bonus payouts in gold or silver.
3. With the manacles, chain your prisoner by ankles and wrists to a chandelier at least 10' above your table. Tie the rope to the chandelier, and place the Lazy Susan at the center of the table.
4. Order your cabin kid to collect two flintlocks from each player. Out of sight, your cabin kid unloads one pistol from each pair then places a set –

one loaded and the other not – on the Lazy Susan.

5. Drink grog if you have it while kicking your cabin kid for amusement.

DETERMINE ORDER OF PLAY

1. Throw dice or bones to choose the player, who is "it." Alternately, the biggest meanest sumb'tch declares they are "it." Be aware the game sometimes ends on this step.
2. Play proceeds to the left. If the players do not know their left from their right, play may also proceed to the right.

PLAY

1. The player who is "it" slides a gold piece beneath each flintlock.
2. The cabin kid grabs the rope tied to the chandelier and runs in circles around the table, twisting the chandelier. Players attempt to trip the cabin kid while also spinning the Lazy Susan. When the cabin kid falls and drops the rope, the game begins.
3. Everyone pounds the table. The player to the left (or right) of the player who is "it" says pass or mahga-mahga
4. If the player to the left (or right) says pass, he or she must swig grog.
5. If the player to the left (or right) says mahga-mahga, the player who is "it" grabs a spinning flintlock, shoots the hanging prisoner, then tries to snag her gold piece off the Lazy Susan before the other players.
6. While the player who is "it" shoots, everyone else attempts to grab the revealed gold piece.

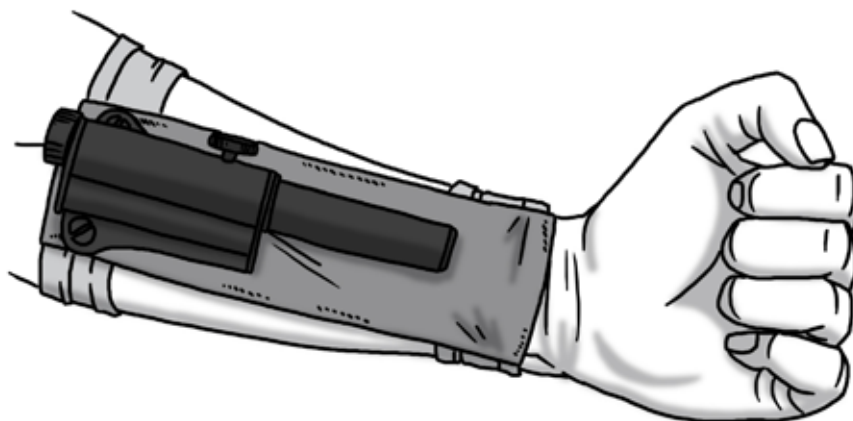
7. Shooters are expected to use Powder Burns attacks to interfere with opponents seated next to them. Which of two possible opponents a shooting player attacks with Powder Burns depends on with which hand, right or left, the player grabs a pistol.
8. Award bonus gold as IOUs for any target on the hanging prisoner hit by the shooter. Please be aware many players of mahga-mahga kill each other after the game while arguing drunkenly over who owes how much bonus gold to whom.
9. It is considered cowardice to attempt to dodge Powder Burns attacks and bad form to acknowledge blood dripping from above.
10. If the chandelier or the Lazy Susan stops spinning before a player at the table says mahga-mahga, the gold stays beneath the flintlocks and the next player becomes "it." The player who is "it" slides two more gold beneath the flintlocks, increasing the pot.
11. The player who is "it" may not say mahga-mahga.
12. Play continues long after the prisoner is dead, usually until the grog or the shot runs out.
13. After a pistol is fired, the cabin kid replaces both pistols on the Lazy Susan with a new pair, one loaded and the other not.

IN-GAME MECHANICS

1. The AC of a manacled, spinning prisoner is 6 (Base AC 10, immobilized -5, spinning +1).
2. Randomly determine which pistol the player who is "it" grabs using a d20. 1-10 for the unloaded pistol and 11-20 for the loaded. A successful Bluff or Perception check against a DC set by the GM grants

a +2 or -2 bonus to this roll, depending on which pistol the player prefers to grab.

3. If a player actually cares about hitting a specific target drawn on the hanging captive, they take -4 to their attack roll. Otherwise, randomly determine where the target is struck.
 4. Grabbing a gold piece from the Lazy Susan requires opposed Dexterity rolls. A character with at least one rank in Sleight of Hand may instead make a Sleight of hand check. In the event of a tie, the highest Dexterity modifier wins. If modifiers are tied, both players grabbed the gold piece, and should make opposed Str checks to see who wrestles it away.
 5. If shooting at the hanging captive (and not a fellow player), shooters make opposed Dexterity rolls to grab their gold piece from the Lazy Susan at -4. A character with Quick Draw does not take this penalty.
 6. Targets of Powder Burns attacks take a -2 to opposed Dexterity and/or Sleight of Hand checks.
 7. As shooters consume more alcohol, they eventually become sickened (see The Advanced GameMastery Guide for more information on alcohol), and take a -2 penalty on their checks to grab a coin, and their attack rolls.
- The term mahga-mahga is a corruption from an island tongue, which the pirate clan who invented the game mistakenly translated as "shoot shoot." Properly pronounced mahegra-mahegra, the phrase is a prayer to a fire god or goddess and actually means "fire fire" – in the literal sense.



Trick Coat Pistol

NEW MAGIC OPTIONS

The following magic options are designed for a campaign that mixes flintlocks and eldritch powers.

NEW SPELLS

Imbue Shot

School: Transmutation; **Level:** Magus 6, Sorcerer/Wizard 5

Casting Time: 1 full-round action

Components: V, S, M

Range: touch

Target: one metal ball fired by a flintlock

Duration: 1 minute/level or until discharged

Saving Throw: none; **Spell Resistance:** no

You imbue one piece of ammunition already loaded into a firearm with a spell that you can cast. The spell must be 3rd level or lower, take a standard action or less to cast, and have a listed range of either touch or of one creature or object. The full-round action required to imbue a ball includes the time required to cast the spell you imbue. The imbued spell is expended once imbued. The imbued spell then affects any target hit when the flintlock fires. If the imbued ammunition misses, the spell on it is lost. If a target is struck by the imbued ammunition, the spell imbued upon it then functions normally (allowing the target any save the spell normally grants, gaining its full duration as if it had just been cast, and so on).

A firearm may only have a single piece of ammunition with an imbued spell on it at a time, and ammunition may only have a single spell imbued upon it. If *imbued shot* is cast on a second piece of ammunition or on a piece of ammunition that already has a spell imbued upon it, the earlier imbued spell is lost.

Imbue Shot, Greater

Level: Sorcerer/Wizard 7

Casting Time: 3 rounds

As *imbue shot* but you may imbue any one spell that you can cast of 5th or lower level, or any two spells you can cast of 3rd level or lower. Alternately, in conjunction with a caster, you may imbue any 3rd level or lower spell that caster can cast along with any 3rd level or spell you cast. Additionally when you fire the imbued ammunition, you may decide to have it deal no damage to its target (using it only to

deliver the imbued spells). The second caster must be adjacent to you, and cast the spell to be imbued during the time you are casting this spell.

For example, this allows you work with a cleric to add a cure serious wounds spell to a shot while you imbue bull's strength to a shot, then shoot your allies to cast the spell on them.

NEW MAGIC WEAPONS

NEW MAGIC WEAPON QUALITIES

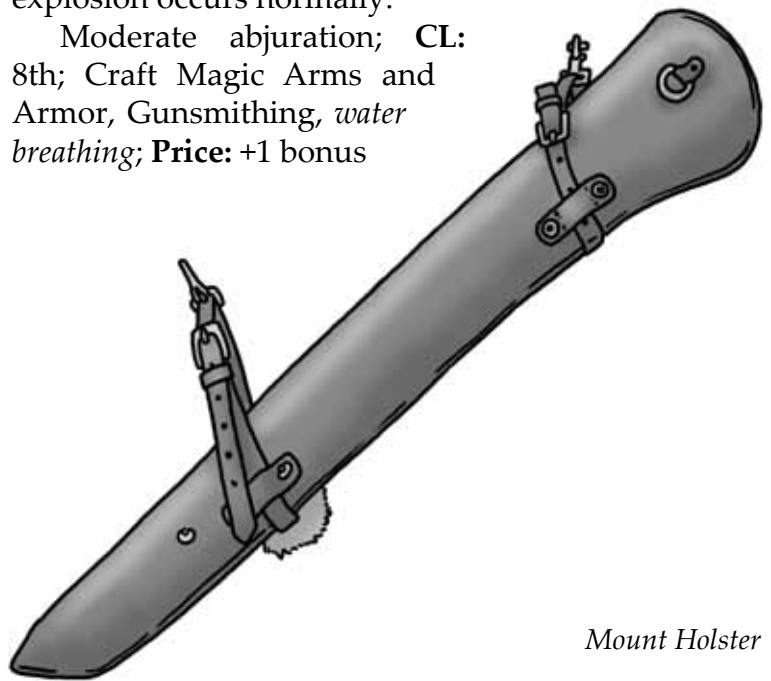
Auto-Loading: An auto-loading weapon automatically loads itself if there is ammunition of the appropriate type on the wielder when it is fired. This reloading occurs instantly, allowing the weapon to be fired as rapidly as the wielder can make ranged attacks.

Moderate conjuration; **CL:** 9th; Craft Magic Arms and Armor, Gunsmithing, *instant summons*; **Price:** +2 bonus

Everdry: An everdry firearm never gets wet, even when held underwater. When an everdry firearm is reloaded from a specific bandoleer, powder horn, or ammunition pouch, it extends the everdry property to that item for as long as they are both worn on or wielded by the same character.

Firing an everdry firearm underwater still incurs the -2 penalty on attack rolls for every 5 feet of water the bullet passes through, in addition to the normal penalties to range. When an everdry firearm's misfire results in a firearm explosion while underwater or in an airless environment, that explosion occurs normally.

Moderate abjuration; **CL:** 8th; Craft Magic Arms and Armor, Gunsmithing, *water breathing*; **Price:** +1 bonus



Mount Holster

Nevermiss: Bullets fired from nevermiss firearms turn, spin, and change direction to strike their desired targets. Nevermiss weapons ignore all AC from cover except total cover, and even ignore total cover if the wielder knows where a target is (such as with clairvoyance) and a route exists for a bullet to travel between the wielder and the target (though range modifiers are calculated for the whole length of the path the bullet must take). The first attack a wielder makes with a nevermiss weapon that fails to hit its target's AC immediately receives a second attack roll at the same bonus, as the bullet spins around and attempts to strike the target again. (A wielder only receives one reroll each round, regardless of how many attacks he makes, or how many nevermiss weapons he is wielding.)

Major transmutation; **CL:** 13th; Craft Magic Arms and Armor, Gunsmithing, *true strike*; **Price:** +5 bonus

NEW SPECIFIC MAGIC WEAPONS

BRANDING BULLET

Aura: Moderate divination; **CL:** 5th

Slot: none; **Price:** 4,000 gp; **Weight:** 1/20th of a pound

DESCRIPTION

Imbued with complex divination magic, on a successful hit this flintlock ammunition delivers an *arcane mark* to its target and renders wounded foes susceptible to future scrying. No matter where a creature wounded by a *branding bullet* stands, for the purpose of *clairaudience/clairvoyance* and *teleportation* spells, that location is considered known to the shooter. Additionally, the shooter receives a +10 to caster level checks for countering *nondetection* when scrying the wounded creature. These effects remain with the struck target for 2d12 days, even after they are healed from wounds caused by the *branding bullet*. *Detect magic* reveals moderate divination magic emanating from targets hit by a *branding bullet*. A successful targeted *dispel magic* or *remove curse* permanently counters the bullet's effects.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, Craft Wondrous Item, *arcane mark*, *clairaudience/clairvoyance*, *nondetection*; **Cost:** 2,000 gp

AXE MUSKET OF THE LONG HUNT

Aura: Moderate conjuration; **CL:** 8th

Slot: none; **Price:** 302,380 gp; **Weight:** 6 lbs

DESCRIPTION

Forged during long-forgotten wars in lands far to the frozen north, this ornate, silver chased +1 *axe musket* is a bane weapon versus the shapechanger subtype and perpetually casts *detect lycanthrope* (functions exactly as *detect undead*, but for the shapechanger subtype instead of the undead type). During the first round of detection, the silver scrollwork adorning the weapon warms to the touch. During the second round, the ornate filigree glows red, flashing in syncopation with the heart-pulse of detected shapechangers. During the third and final round of detection, the weapon flashes like fire then casts light in a 10' radius around its owner. Additionally, alchemical silver edges the gun-axe's blade, and the weapon coats any shot fired from it in silver when the fired ammunition leaves the barrel. Finally, the *axe musket of the long hunt* grants *protection from evil* and *create food and water* as an 8th level caster once per day.

CONSTRUCTION

Requirements: Craft Magic Arms and Armor, *detect undead*, *protection from evil*, *create food and water*; **Cost:** 151,190 gp



WE ERR ON THE SIDE OF AWESOME!

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