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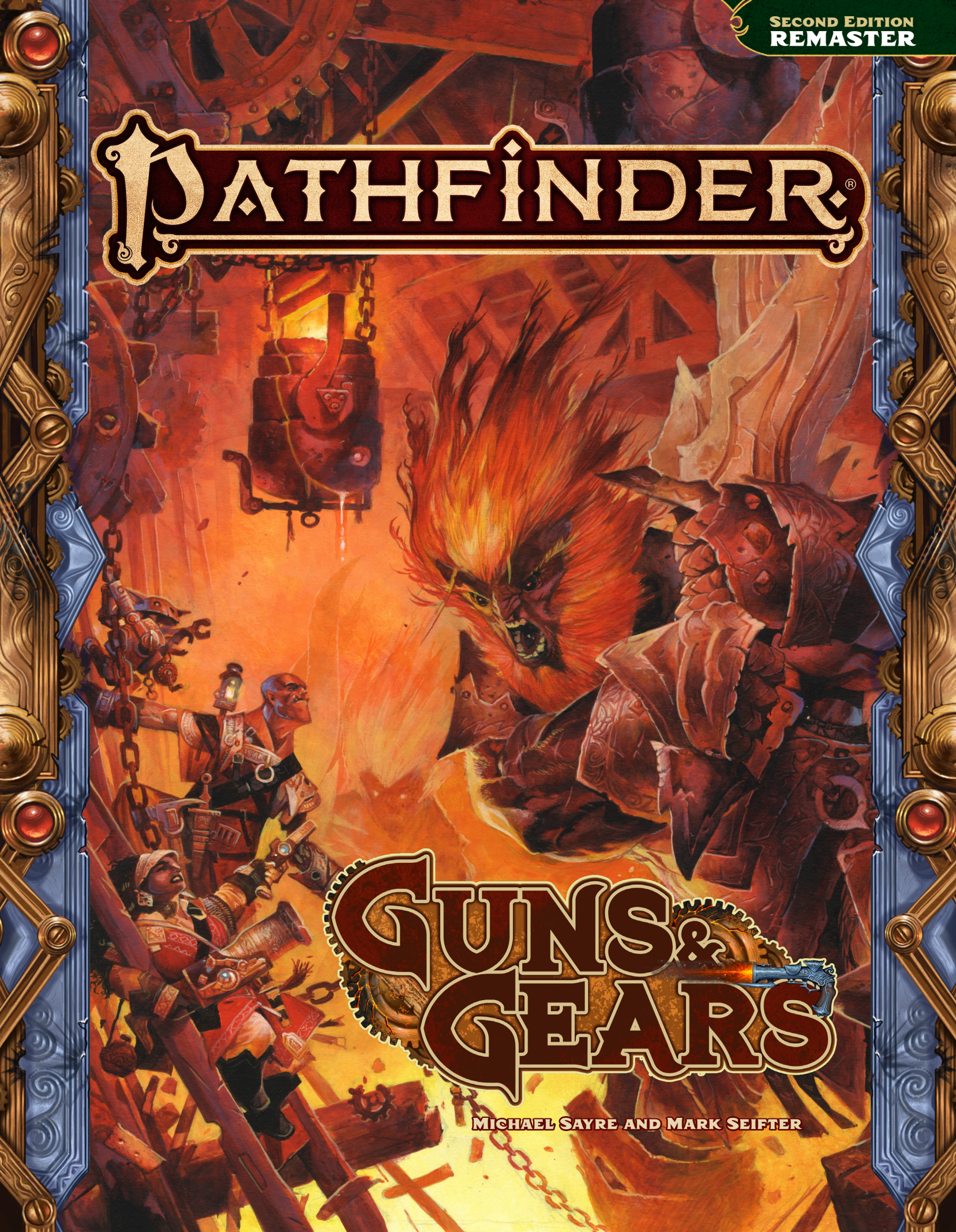

Guns & Gears

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Guns & Gears

PATHFINDER

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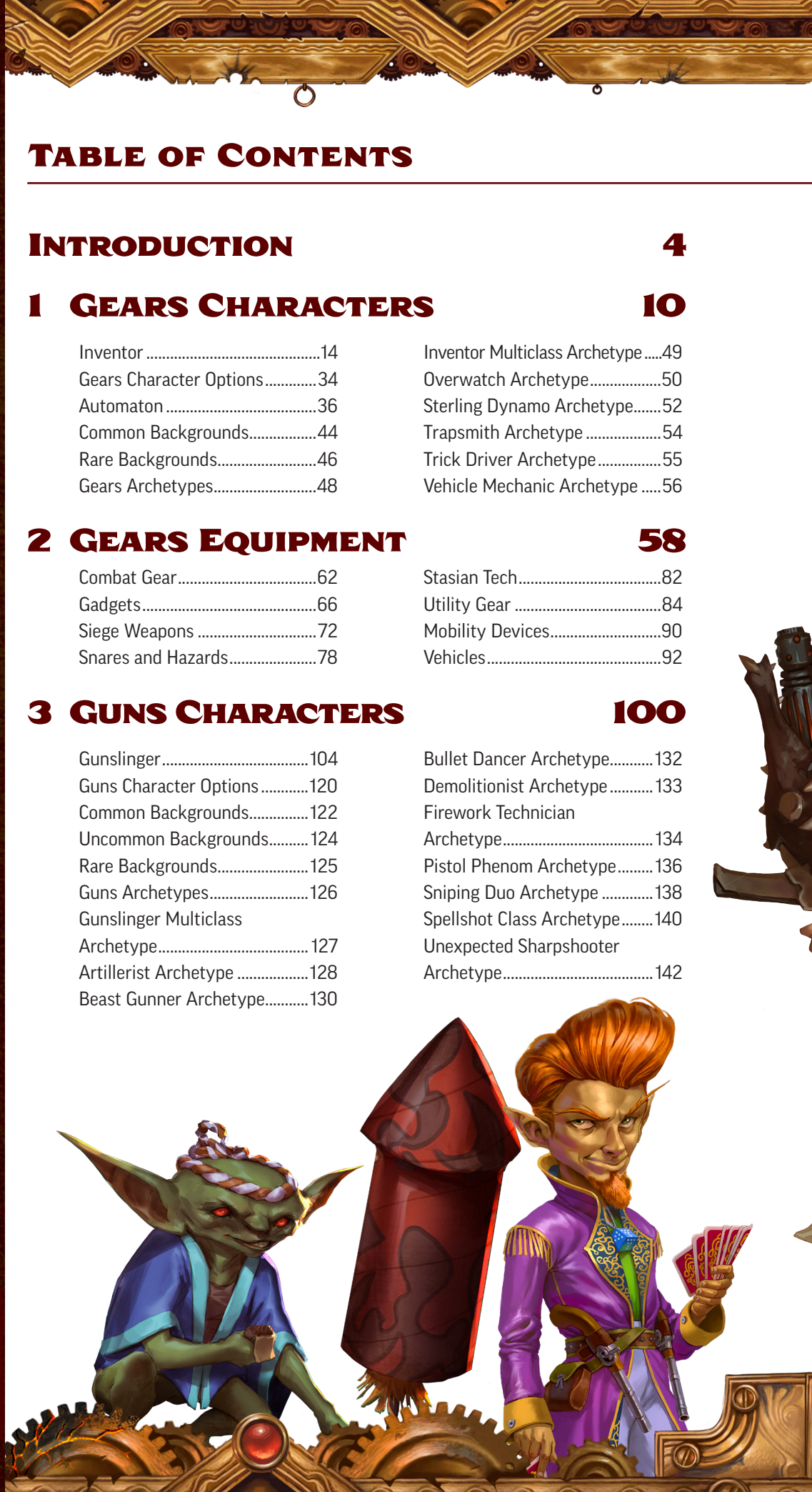

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This book refers to several other Pathfinder products; however, these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder hardcovers can find the complete rules of these books available for free at **paizo.com/prd**.

PC	***Player Core***	**LOGB**	***Lost Omens Grand Bazaar***
GMC	***GM Core***	**LOWG**	***Lost Omens World Guide***



Introduction

The Pathfinder Roleplaying Game features a high-fantasy setting where almost any story can be told. Where Player Core *and* Player Core 2 *provide classic options for play and* Secrets of Magic *provides options for characters to delve deep into the magical mysteries of Golarion,* Guns & Gears *presents the secrets of black powder weapons and clockwork technology, combining grit and steampunk to produce a flavor all its own.*

Gears, Guns, or Both

Pathfinder Guns & Gears is presented as three smaller but interconnected "books" bundled inside a single cover. The Gears "book" is split into two chapters: Gears Characters and Gears Equipment. The first chapter features the inventor class and automaton ancestry, along with several archetypes that support innovation as a theme. The second chapter presents an array of gadgets and vehicles that embrace themes of inventiveness. This chapter includes rules for clockwork and steam-tech mechanisms as well as other more esoteric forms of technology.

The Guns "book" has also been separated into two chapters: Guns Characters and Guns Equipment. The first section presents the gunslinger class along with an array of archetypes that support exciting combat styles built around firearms and crossbows. The second chapter offers a wide array of new firearms, from classic black powder weapons like the flintlock musket and arquebus to more fantastic options like versatile combination weapons or magical beast guns. Support for firearms and crossbows goes beyond just new weapons and includes other exciting accessories for customizing your weapon of choice, like bayonets and reinforced stocks to attach a melee option to your guns, magical scopes to improve your visual prowess, magical bandoliers and holsters, and even replacement barrels and firing mechanisms to change your weapon's parameters.

The final "book," The Rotating Gear, offers a standalone gazetteer describing different areas of Golarion where black powder, clockworks, and other forms of technology are likely to be found. This chapter isn't limited to just the Inner Sea. It explores continents like Arcadia, Casmaron, and Tian Xia, describing the technological traditions of those regions and how they've influenced the growth and proliferation of technology across the entire planet.

How To Use This Book

The options here expand upon the rules contained in *Player Core*, and that book is required to use *Guns & Gears*. Some rules indicate other material found in this book with page references. Other products referencing the rules in this book might do so using the superscript citation "G&G."

Access Entries

Most of the rules content in this book is uncommon or rare because such technology is unusual in Golarion. However, sometimes a stat block for an uncommon rules element includes an Access entry that lists specific criteria. A character who meets the criteria listed in the Access entry, such as hailing from a particular locale, gains access to the rules element. This book often groups access requirements by section. For example, the introduction to the Gears Characters chapter (page 12) details the areas of Golarion that grant access to the inventor class and its related uncommon weapons and gadgetry, so the areas detailed there as granting access serve the role of access requirements for most of the section (not including rare items and certain other elements called out as needing additional approval from the GM, such as vehicles).

As always, the GM has the final say on who can access uncommon or rarer options or whether to allow specific options in the game at all. They might decide that a character's upbringing or abilities make sense for a specific rules option and grant them access even if the character doesn't automatically qualify, or they might decide those same options can't be taken by anyone.

World-Building and Tone

Guns & Gears introduces elements of fantasy that might not fit into every game. The world of Golarion has a lot in common with the Renaissance period of Earth, supplemented with magic and old-fashioned technologies that were replaced on Earth before being refined to the point they've reached in Golarion. This high fantasy world is home to pirates with bandoliers of flintlock pistols, reckless scientists animating the dead with electric coils, knights in shining armor riding mighty griffons, and wizards casting spells in tall towers. Each of those character concepts has a place in Golarion; it's just that to find some of the technological elements, you need to know where to look.

For a home campaign, especially in a homebrew setting, some GMs might prefer a world that embraces the age of piracy and includes cannons and firearms with greater frequency than Golarion without the presence of steam-powered jetpacks and clockwork grappling hooks. Other GMs might prefer a world where clockworks and steam engines exist, but guns and other black powder weapons are absent. *Guns & Gears* takes steps to facilitate this world-building. As mentioned, this tome is divided into three smaller "books." A GM who only wants to allow black powder weaponry



without adding weird science to the game can allow their players to use the Guns chapters, eschewing the Gears chapters. A GM who wants to create a world of clockwork constructs and fantastic inventions unmarred by black powder weaponry can instead allow players to use the Gears chapters without giving access to the Guns chapters. Finally, a GM who remains unsure how any of these elements might fit into their game world is encouraged to read The Rotating Gear at the back of this book to see how these technologies have grown and spread through Golarion, and perhaps gain inspiration regarding how these elements might fit into their game.

FUNCTIONALITY AND BALANCE

Golarion is a world of magic with rune-bedecked swords forged out of metal fallen from the sky, full plate armor similar to that produced on Earth during the 15th century, and other armaments unlike anything the people of Earth ever had access to. As such, the black powder weapons and technological gadgets presented in this book are mechanically balanced to the other options available to all characters. Firearms, though capable of devastating critical hits, work alongside crossbows and composite longbows rather than replace them, in much the same way firearms and bows were both actively used in Asia for nearly 900 years of human history.

AREN'T GUNS MORE POWERFUL THAN BOWS?

The guns presented in this book are representative of fairly early firearms with just a few unique twists, as explained in the introduction of the Guns Equipment chapter (page 146). Those old guns, which used black powder that did not exhibit the refinements of modern ammunition and lacked the rifle barrel technology for increasing range and accuracy, were extremely inaccurate and no more lethal with a glancing blow than most bows and crossbows; however, these firearms' penetrating power was superior, and a wound to a vital area could prove incredibly deadly. This lethality is represented mechanically by the fatal trait given to most firearms, with a critical hit indicating a gunshot to a vital organ or other important body part. This mechanic allows a firearm to do far more damage in

GUNS & GEARS
INTRODUCTION
GEARS CHARACTERS
GEARS EQUIPMENT
GUNS CHARACTERS
GUNS EQUIPMENT
THE ROTATING GEAR
GLOSSARY AND INDEX

ANCESTRIES	CLASSES	
AUTOMATON	INVENTOR	GUNSLINGER
		
Automatons are immortal constructs infused with living souls who often believe they serve a grand purpose.	The inventor battles enemies with a groundbreaking innovation only they can use.	Gunslingers use firearms and crossbows to perform trick shots and take down their enemies while remaining at a safe distance.
ATTRIBUTE BOOSTS	**KEY ATTRIBUTE MODIFIER***	
Strength, Free	Intelligence	Dexterity
ATTRIBUTE FLAW	**SECONDARY ATTRIBUTE MODIFIER**	
–	Strength or Dexterity	Constitution, Strength

* A character receives an attribute boost to their class's key attribute.

the correct circumstances than a weapon with a similar damage die while still maintaining a balanced gaming ecosystem that allows each player to shine.

ARMOR AND PERSISTENT TECHNOLOGY

In Golarion, technology has moved much slower than on Earth. Many modern conveniences still have yet to be invented or discovered. That doesn't mean technology has stood still, however. Because certain types of technology persisted for centuries on Golarion instead of being replaced as they were on Earth, many fantastic innovations remain prevalent since competing technologies developed more slowly or didn't spread as quickly.

While clockwork dragons and alchemical boots that rocket their wearer through the sky are manifestations of less frequent technological replacement, many other, more subtle examples are scattered throughout the game. At its height in the 16th century, a suit of full plate could stop even the penetrating power, if not the full force, of a shot from a firearm, though its expense and weight made it impractical for all but the wealthiest of individuals. Golarion, on the other hand, is a fantasy world where dragons and other supernatural monsters with destructive power akin to or in excess of a firearm are relatively common, and where adventurers accrue great wealth that they constantly reinvest into better arms and armor. Moreover, Golarion's armaments can be enhanced with magical runes that elevate them far beyond anything that could be replicated on Earth without the application of advanced technology from beyond the age of swords and plate armor.

Similarly for lighter armors, on Earth, techniques for incorporating silk that can stop bullets from penetrating into armor and other techniques for creating bullet-resistant armaments, such as painting layers of paper with lacquer to create a rudimentary analogue to modern-day Kevlar, have existed for a very long time, but didn't often come into popular use before evolving into a form that is no longer recognizable. Several nations in Tian Xia have techniques for creating black powder weapons, like the hand cannon and fire lance, and lacquered armor. The intersection of these technologies means it's not unlikely to find variants of studded leather armor or chainmail lined with layers of such early bulletproofing. In Avistan and the Inner Sea, knights who have encountered firearms imported or stolen from Alkenstar likely know armorers who know techniques to craft layered plates and silk surcoats or undergarments that provide additional protection from bullets.

ALCHEMY'S INFLUENCE ON TECHNOLOGY

Considering that certain technologies have seen more refinement or followed divergent development paths

on Golarion in comparison to Earth, the influence of alchemy on Golarion's technology can't be understated. In addition to enabling the creation of elemental weapons, such as alchemist's fire and bottled lightning, alchemical techniques have often been applied to a variety of other fields and industries. Alchemical treatments for armor can create stronger materials; alchemical distillations allow for a variety of different forms and potencies in black powder; alchemy and the people who practice it even influence the most basic of needs, like preserving volatile substances for transport.

Much like firearms, alchemy is something of an everyman's tool, usable by most anyone who can get their hands on its components without requiring the specialized training or unique bloodlines of wizards and sorcerers. A single alchemist who makes their home in a community can quickly improve the quality of life for everyone there, reducing death by disease, improving the community's ability to defend itself from outside threats, and providing other benefits both large and small. While it stands as a distinct science of its own, alchemy inextricably has ties to black powder weapons and other technologies of Golarion, enabling the development of sturdier metals and more volatile explosives to allow creations on a grand scale. For example, while steam technology is extremely new on Golarion, steam engines are much more likely to use alchemically derived heat sources than the coal furnaces used in our world.

TECHNOLOGY IN GOLARION TODAY

Over the last two decades, Golarion, and especially the Inner Sea region comprised of the continent of Avistan and the northern portion of the continent of Garund, have been beset by catastrophe after catastrophe. Armies of demons pouring forth from a wound in the world itself, time-displaced wizards inciting chaos to restore their faded glory, armies of giants and hobgoblins, and an evil lich leading undead hordes have all assaulted the people of Golarion and set them reeling time and time again. While these events have delayed certain technological advancements, they have spurred others. Firearms are more prevalent in Golarion than they've ever been before, and artificers in Varisia, Absalom, and northern Garund constantly create new devices both wondrous and terrible. Golarion stands on a cusp, with alchemy prominent, clockworks poised to expand, and steam-powered technology just entering its early days of exciting innovation. These technologies may be limited in their spread now but are positioned to bring great change and advancement to Golarion. That isn't a guarantee, however. These advancements might all come crashing down if the forces that seek the dissolution of science and social cohesion have their way. Fortunately, Golarion is also a world where heroes inevitably rise up to face such challenges and take action to secure a future of limitless possibility.



ALKENSTAR SCOUT

MODULARITY

As mentioned at the beginning of this introduction, *Guns & Gears* has been organized so that you can use as much, or as little, of the book as is appropriate for your game world. While some obvious elements can help make this intent apparent, such as the border art changing between the Gears "book," Guns "book," and The Rotating Gear "book," we've taken other steps as well that might not be immediately obvious. Vehicles and siege weapons, which can be fun and engaging rules but might not be an appropriate fit for all campaigns, each have their own separate section. The firearms section is divided between "Classic Firearms" and "Fantasy Firearms," so that if your preferred setting has smooth-bore black powder weapons as the technological "ceiling," you can allow only the classic firearms in your campaign. If your high fantasy setting blends the highlights of Earth's renaissance with fantastical or outright magical technology, like firearms that transform into swords or axes, or gun-like weapons made from the taxidermic bodies of supernatural creatures, you can add those fantasy firearms to your game as well.

With all the possible permutations of a fantasy world, we've endeavored to create a book that speaks to as many people and settings as possible, allowing people to include the storytelling elements they most enjoy without feeling overly pressured to include those that negatively impact their immersion or gaming experience. Whether you want to play a swashbuckling pirate with a black powder pistol or a ysoki engineer with a stasian coil backpack that

disrupts magical energy and a grappling hook with a retractable clockwork cord, this book is for you. Feel free to use the elements of this book that align strongly with your vision for the characters, adventures, and game world you create while leaving the rest behind!

BORDERS AND CHANGE

When constructing a fantasy world or playing in a world like Golarion where wizards live next door to gunslingers and even the most magical of realms might have technological clockwork soldiers and other scientific discoveries that simulate, enhance, or even replace magic—it can become hard to picture how all these disparate elements coexist alongside each other. Why don't firearms get adopted by other nearby nations? Why would someone spend vast troves of gold to build a clockwork dragon when they could teleport an egg away from a nest and get the real thing much more cheaply?

There are quite a few possible answers to these questions, and figuring out those answers can help make your campaign setting more vibrant and relatable. To start, we'll talk about some of the ways in which Golarion answers these questions before diving into ways to integrate these kinds of themes deeper into your own original setting.

Dongun Hold and Alkenstar are strong examples of areas in Golarion that can have a technology level that's significantly above the average technology level for the rest of the world, without undermining or significantly changing the general dynamics of Golarion and nearby regions. Wedged between two warring nations ruled by wizard kings, Alkenstar and Dongun Hold have no significant ports of their own and are surrounded by a wasteland filled with mutants and monsters. Moreover, the ancient magical wars that scarred the Mana Wastes also created pockets of unstable magic or magical dead zones where magic remains unreliable at best and virtually nonexistent at worst. As a result, it makes sense that the hearty smiths of Dongun Hold craft firearms as the primary method to protect themselves from dangerous creatures and threats, as does the fact that the weapons have remained available only in this small region of the Inner Sea until quite recently.

In your homebrew world, you can use similar levers to partition the different countries and regions you create according to similar circumstances, or you can use completely different options as appropriate. For example, if your campaign world is one in which firearms exist but are limited to a very specific part of the world, ask yourself *why* these weapons have been restricted. Is there a powerful organization that relies on its stranglehold over the secrets of firearm production to protect its interests? Perhaps magic is so prevalent that only a rare, aberrant individual who lacks a talent for magic would be interested in pursuing technological advancements. Maybe the dynamics of the world itself comes into play; for example, some element in the atmosphere or properties of the metals drawn from below the surface resist being shaped and manipulated to the degree necessary for creating firearms or other technological weapons and gadgets, so the only way to obtain such items is to purchase them from extraplanar merchants who import them from distant planes. The possibilities are endless, and it doesn't matter so much what reason you decide on, as long as you have some understanding of how the world you create weaves together.

Of course, your world could also be a wild and boundless convergence of planar nexuses, where gunslingers fight alongside sword-swinging knights and psychic snakes. Anything is possible and only needs to make as much sense as is required for you and your friends to enjoy yourselves and tell the kinds of stories you want!



WHIRP

WHAT ABOUT NUMERIA?

The nation of Numeria is known to have technology levels that greatly exceed those of the rest of Golarion. With a crashed spaceship from a distant planet thrust into the middle of its landscape, Numeria has lasers, artificial intelligences, and other technology that transcend steampunk or clockwork influences and approach the realm of science fiction. Numeria and its technology aren't represented in this book, as those themes and mechanics are better reserved for a presentation that can give them the focus they deserve.

Some players might want to play a character from Numeria, however, perhaps envisioning a ysoki inventor who didn't have access to technology from the crashed spaceship and instead innovated based on what they saw, using clockworks and steam engines to emulate the functionality, if not the technological level, of weapons and devices scavenged in the region. GMs who allow access to the inventor class would be fully justified in also giving characters from Numeria access to the inventor and its gadgets, though with a clear understanding that the technology level represented by the inventor is very different from the highly advanced equipment normally associated with the region.


W.O'Brien



1 Gears Characters

GEARS CHARACTERS

The scorch marks on the wall made it clear: dragon breath. From what our wizard said, that would probably make our adversary a red dragon. It wouldn't have been hard for a creature so greedy, powerful, and proud to beat us into these ancient ruins, recently unsealed by a massive earthquake. Though something still didn't seem right. Most of the scorch marks weren't fresh at all and were covered by ancient dust. When we exited the tunnel into the great ruined chamber, we saw a gleaming metal dragon made of thousands of clockwork parts, its fangs and claws tapering off into a dark black metal. Adamantine, maybe? How could this be? The ruins were sealed for ages, and I'd only ever seen a creature like this once before in Absalom. I remember hearing the one from Absalom was cutting edge, too, but its design was much more rudimentary. This shouldn't be possible! But then the gears began to click and whir, and the dragon construct's mouth snapped open. A wave of flame arose from deep within its mechanical body, licking from its maw in tongues of fire. Fortunately, this dragon wasn't the only one with a few tricks up its chassis. Sparks flew from my experimental armor as I activated the new, if somewhat unstable, feature I created for situations just like this. When the smoke cleared, I was barely singed, thanks to the heat-dispersing properties of my armor. Our wizard wasn't in the best of shape, though, and a pouch of my medicinal herbs had caught fire. Thinking quickly, I finished what the dragon had started and vaporized the herbs in an explosion, delivering much-needed relief to the wounded wizard. As I pounded my fists together, electricity sparking between my two armored gauntlets, I turned to face the dragon anew.

—Eliara Sparkwright, Inventor Extraordinaire

In the world of Golarion, technology moves at its own unusual pace. The widespread use of magic advanced the ability for certain developments and discoveries, as spells provided a natural way to discover new data or solve a technological issue that required generations of innovation on Earth. However, magic has been equally a hindrance in the development of other technologies, as the relative advancement and availability of low-level magic meant it simply wasn't worth the development cost and time it would take to devote resources to expanding other technologies whose benefits were easily replicable by magic.

Another influencing factor in the development of technology has been the many horrific cataclysms that have befallen the planet of Golarion as a whole, and various regions and nations in turn. Sometimes, a technology discovered in ancient times is lost to Golarion for millennia, only to resurface much later. For instance, Xin, the first emperor of the ancient empire of Thassilon, mastered the creation of clockworks over 10,000 years ago, only to see his palace sink to the bottom of the ocean and his discoveries lost to the ages.

Across much of Golarion, the options presented in this chapter are uncommon at best, and some of them, like Stasian technology, are rare or even unique in the world. If you're playing in a different setting than Golarion, your group should decide if some or all of the technologies in this chapter are more widely available, or if they aren't available at all.

Lands of Gears

In some corners of Golarion, these options are more available than in others. Whether it's due to discoveries of ancient technology, the determination of a few obsessed visionaries, or a storied history of innovation, these tech-friendly locations, nations, and regions are places where an enterprising player character looking for technology might find that which they seek... and possibly more than they bargained for as well.

Clockwork

Absalom, the "City at the Center of the World," naturally, has access to engineering techniques from across the world, and its famed Clockwork Cathedral (page 203) is a center of learning for clockwork technologies. Meanwhile, many inhabitants of the nation of New Thassilon, which recently returned to the world after spending centuries displaced in time, still remember some of First Emperor Xin's secrets regarding clockworks. These people tend to eagerly explore new innovations that were created during their



INVENTOR PAGE 15

Any tinkerer can follow a diagram to make a device, but the inventor creates the impossible and challenges the boundaries of reality. An inventor remains on the verge of the next great breakthrough, and every trial and tribulation presents another opportunity to test and tune their contraptions.



DROVEN

Droven is a Pathfinder agent who undertook many missions as both traveling hero and recruiter. After an accident took the lives of his crewmates, he washed up on the shore of Arcadia. There he studied the residents' technology and rebuilt his arm, lost in the wreck, as well as crafting a mechanical companion he calls Whirp.

absence from Golarion, blending clockwork knowledge from multiple eras.

In Garund's Mana Wastes, magic remains unreliable at best, and so the grand duchy of Alkenstar founded there has begun a period of technological innovation, bolstered by the brilliant discoveries of their allies, the dwarves of Dongun Hold (page 191).

The continent of Arcadia (page 206) is rife with inventors and inventions, especially in certain regions where the culture and ruling bodies push ever further toward innovation.

Characters from Absalom, New Thassilon, Alkenstar, Dongun Hold, or especially technological regions of Arcadia like the Deadshot Lands have access to the inventor class, as well as uncommon options involving clockworks from the first two chapters. At the GM's discretion, some uncommon options might be more or less available in certain regions.

MAGITECHNOLOGY

In the continent of Garund, near the border between the pyramid-studded deserts of Osirion and the lush jungles of the Mwangi Expanse, the Uomoto people scavenge rare wonders from the ruins of the Shory Empire, famed for its flying cities that combined air magic with technology. The nation of Eihlona in southern Garund has taken its studies of the Shory and other magitechnology further, placing its members among the finest experts of the craft. Such hybrid magitechnology isn't the domain of the Shory alone. The ancient fallen empire known as the Jistka Imperium (page 212) in northern Garund, near modern-day Rahadoum, developed myriad magitechnological constructs. The most notable were the famed automatons, which were designed to house the souls and life forces of Jistka's finest residents, before Osirion's distant ancestors shattered the Jistkan empire.

CHAPTER MAP

The following new options appear in this chapter.

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Trapsmith (archetype)	Page 54
Trick Driver (archetype)	Page 55
Vehicle Mechanic (archetype)	Page 56

Arcadia's innovations, as well, bring with them several unique blends of magitechnology, combining gears, magical sources, and even monster parts to create fantastic new devices.

Uomoto characters, characters from Eihlona, automatons with memories of Jistka, and Arcadians all have access to the inventor class (page 15), as well as uncommon magitechnological options from the first two chapters of this book. At the GM's discretion, some uncommon options might be more or less available in certain regions.

STASIAN TECHNOLOGY

In Avistan, the nation of Ustalav (page 225) is experiencing a technological renaissance championed by reckless scientists and innovative undead hunters. Stasian technology (page 82) is still rare, and even in Ustalav, it's hard to get your hands on the Stasian coils necessary to power such equipment unless you have been a direct participant in the new renaissance. Characters from Ustalav have access to the inventor class. While no characters automatically have access to Stasian technology, players and GMs interested in exploring these themes can work together to tie a character to one of the factions, workshops, or places of learning dedicated to understanding and developing Stasian tech, granting it as part of that character's story and journey.

LANDS BEYOND

The regions listed in this introduction are just a few of the regions on Golarion where characters might be able to access various gears options from this chapter and the next, though they are the most prominent and well-known. If you're playing a campaign focused around the spread and evolution of technology, the locations where various technological wonders can be found might shift as your campaign progresses. Furthermore, you and your group might add your own technologically advanced nations to the world, and future Pathfinder books might reveal them as well. In all of these cases, expand characters' access to various uncommon options as appropriate to the new locations.



INVENTOR



Any tinkerer can follow a diagram to make a device, but you invent the impossible! Every strange contraption you dream up is a unique experiment pushing the edge of possibility, a mysterious machine that seems to work for only you. You're always on the verge of the next great breakthrough, and every trial and tribulation is another opportunity to test and tune. If you can dream it, you can build it.

KEY ATTRIBUTE

INTELLIGENCE
At 1st level, your class gives you an attribute boost to Intelligence.

HIT POINTS

8 plus your Constitution modifier.
You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You rely on your inventions as much as possible, testing their functionalities under a variety of conditions. You don't set out to achieve anything as banal as simply winning a fight; you seek to collect valuable data that can be used to improve your creations!

DURING SOCIAL ENCOUNTERS...

You provide useful context when discussing a variety of academic topics, particularly when speaking about those subjects related to crafting and invention. You might often look for opportunities to acquire patronage to fund some of your more expensive or unorthodox experiments. After all, the materials needed to assemble your inventions don't pay for themselves!

WHILE EXPLORING...

You study the design and construction of the environments you explore ardently, making note of clever traps, ingenious mechanisms, or especially keen architecture you come across for later.

IN DOWNTIME...

You brainstorm new designs, bringing them to fruition through careful crafting and meticulous attention to detail. You might also modify previous inventions to adjust for data you've collected in the field. You might work as a local smith or tinker where your skills are needed, or you might keep a workshop on the edge of town where the clank and clatter of your experiments attracts less attention.

YOU MIGHT...

- Enjoy creating new things the world has never seen before.
- Be willing to take a chance on a theory, testing to see if your hypothesis proves accurate. If not, you probably record the results to try again later.
- Wear clothes spattered with oil and grime, or venture off on excited and technical tangents when asked simple questions.

OTHERS PROBABLY...

- Marvel at your inventions and the variety of unbelievable wonder they can bring.
- Believe that you're a genius whose work is beyond understanding.
- Worry that your inventions might backfire or explode.

RARITY

Uncommon

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude
Trained in Reflex
Expert in Will

SKILLS

Trained in Crafting
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in medium armor
Trained in unarmored defense

CLASS DC

Trained in inventor class DC

INVENTOR ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, overdrive, innovation, explode, peerless inventor, shield block, inventor feat
2	Inventor feat, skill feat
3	Expert overdrive, general feat, reconfigure, skill increase
4	Inventor feat, skill feat
5	Ancestry feat, attribute boosts, inventor weapon expertise, skill increase
6	Inventor feat, skill feat
7	Breakthrough innovation, general feat, master overdrive, reflex expertise, skill increase, weapon specialization
8	Inventor feat, skill feat
9	Ancestry feat, inventive expertise, offensive boost, skill increase
10	Attribute boosts, inventor feat, skill feat
11	Churning mind, general feat, medium armor expertise, skill increase
12	Inventor feat, skill feat
13	Ancestry feat, complete reconfiguration, inventor weapon mastery, perception expertise, skill increase
14	Inventor feat, skill feat
15	Attribute boosts, general feat, greater weapon specialization, legendary overdrive, revolutionary innovation, skill increase
16	Inventor feat, skill feat
17	Ancestry feat, anvil's hardness, inventive mastery, skill increase
18	Inventor feat, skill feat
19	General feat, infinite invention, medium armor mastery, skill increase
20	Attribute boosts, inventor feat, skill feat

Class Features

You gain these abilities as an inventor. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training, noted at the start of this class.

OVERDRIVE

You have a bevy of smaller devices of your own invention, from muscle stimulants to concussive pistons. When it's necessary, you can throw them into overdrive.

OVERDRIVE ◆

INVENTOR MANIPULATE

Frequency once per round

Temporarily cranking the gizmos on your body into overdrive, you try to add greater power to your attacks. Attempt a Crafting check that has a standard DC for your level.

Critical Success Your gizmos go into a state of incredible efficiency called critical overdrive, adding great power to your attacks. Your Strikes deal additional damage equal to your Intelligence modifier for 1 minute. After the Overdrive ends, your gizmos become unusable as they cool down or reset, and you can't use Overdrive for 1 minute.

Success Your gizmos go into overdrive, adding power to your attacks. As critical success, except the additional damage is equal to half your Intelligence modifier.

Failure Your gizmos whine concerningly and begin to smoke. Your Strikes deal 1 additional fire damage.

Critical Failure Whoops! Something explodes. You take fire damage equal to half your level (rounded up), and you can't use Overdrive again for 1d4 rounds as your gizmos reset.

Special When under the effects of Overdrive, you can still use the Overdrive action. You can't extend your Overdrive's duration this way, but you can turn an overdrive into a critical overdrive if you critically succeed. A failure has no effect on your current Overdrive, and you end your Overdrive on a critical failure.

INNOVATION

While you're always creating inventions, there's one that represents your preeminent work, the one that you hope—with refinement—might change the world. Choose one of the below innovations. Your innovation's level is equal to your level. If your innovation is destroyed, you can spend 1 day of downtime and attempt a Crafting check with a high DC for your level; on a success, you rebuild it. An innovation only works due to your constant maintenance and tinkering, and therefore has no market Price.

The innovations in this book are as follows.

INNOVATION ARMOR STATISTICS

Medium Armor	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Power suit	+5	+1	–2	–5 feet	+3	2	composite	–
Subterfuge suit	+2	+4	–1	–	0	1	composite	–

Armor

Your innovation is a cutting-edge suit of medium armor with a variety of attached gizmos and devices. Choose one of the sets of statistics on Innovation Armor Statistics table (page 16) for your innovation armor (or choose another set of innovation armor statistics to which you have access).

Your innovation armor can have fundamental and property runes added to it in the same way as ordinary armor. Because of the unique features of your innovation, everyone except you is untrained in it, even if they would normally be trained (or better) in medium armor.

Choose one initial armor modification to apply to your innovation, either from the following or from other initial armor modifications to which you have access.

- **Harmonic Oscillator:** You designed your armor to inaudibly thrum at just the right frequency to create interference against force and sound waves. You gain resistance equal to 3 + half your level to force and sonic damage. When under the effects of Overdrive, the resistance increases by 2.
- **Metallic Reactance:** The metals in your armor are carefully alloyed to ground electricity and protect from acidic chemical reactions. You gain resistance equal to 3 + half your level to acid and electricity damage. When under the effects of Overdrive, the resistance increases by 2.
- **Muscular Exoskeleton (power suit only):** Your armor supports your muscles with a carefully crafted exoskeleton. When you send your armor into overdrive, the exoskeleton supplements your feats of athletics as well. When under the effects of Overdrive, you gain a +1 circumstance bonus to Athletics checks; if you're a master in Crafting, this increases to a +2 circumstance bonus.
- **Otherworldly Protection:** Just because you prefer science doesn't mean you can't build your armor with materials and gizmos designed to protect against otherworldly attacks. You gain resistance equal to 3 + half your level to void damage, or to vitality damage if you have void healing (such as if you're a dhampir). You gain the same amount of resistance to spirit damage. If you are sanctified (such as by also being a champion or cleric dedicated to a deity who allows or enforces sanctification) this resistance applies to unholy damage (if you are sanctified holy) or holy damage (if you are sanctified unholy), regardless of what other traits the damage has.
- **Phlogistonic Regulator:** A layer of insulation within your armor protects you from rapid temperature fluctuations. You gain resistance equal to half your level to cold and fire damage. When under the effects of Overdrive, the resistance increases by 2.
- **Speed Boosters:** You have boosters in your armor that increase your Speed. You gain a +5-foot status bonus to your Speed, which increases to a +10-foot status bonus when under the effects of Overdrive.

KEY TERMS

Gadget: Gadgets (starting on page 66) are consumable technological inventions with innovative uses.

Modification: An ability with this trait alters your innovation's construction. If you have the reconfigure class feature (page 20), you can retrain these feats more easily.

Unstable: Unstable actions are experimental applications of your innovation that even you can't fully predict. When you take an unstable action, attempt a DC 15 flat check immediately after applying its effects. This DC is 13 if you're legendary in Crafting. On a failure, the innovation malfunctions in a spectacular (though harmless) fashion, such as a belch of smoke or shower of sparks, and it becomes incapable of being used for further unstable actions. On a critical failure, you also take an amount of fire damage equal to half your level. You can spend 10 minutes retuning your innovation and making adjustments to return it to functionality, at which point you can use unstable actions with that innovation again.

To take an unstable action, you must be using your innovation (for example, wearing an armor innovation or wielding a weapon innovation). If you have a minion innovation, some unstable actions are taken by the minion instead of you. In these cases, only the minion can take that action, and the minion needs to have been Commanded that turn to take the action. If you critically fail the flat check, the minion takes the damage instead of you.

Some actions have an Unstable Function entry, which you can use to add the unstable trait for a bigger benefit. If you're unable to use unstable actions, you can still use the action normally, but you can't use the unstable function.

EQUIPMENT TRAITS

Your inventor abilities might grant your equipment the following traits, which are reprinted here for convenience.

Climbing: The hand wielding the weapon is available to Climb.

Hampering: After you hit with the weapon, you can use an Interact action to give the target a –10-foot circumstance penalty to all Speeds. The penalty ends after the target takes a move action, at the start of your next turn, if you attack with the weapon, or if you move out of reach of the target, whichever comes first.

Ranged Trip: The weapon can be used to Trip with Athletics up to the weapon's first range increment. The skill check takes a –2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check. As with using a melee weapon to Trip, a ranged trip weapon doesn't deal any damage when used to Trip. This trait usually appears only on a thrown weapon.

Tethered: If you have a free hand while wielding this weapon, you can Interact to pull the weapon back to your grasp after you throw or shoot it as a ranged attack, or after it has been disarmed (unless it is being held by another creature).

- **Subtle Dampeners (subterfuge suit only):** You've designed your armor to help you blend in and dampen noise slightly. When you send your armor into overdrive, the dampeners increase their effect, improving your Stealth. When under the effects of Overdrive, you gain a +1 circumstance bonus to Stealth checks. If you're a master in Crafting, this increases to a +2 circumstance bonus.

Construct

Your innovation is a mechanical creature, such as a clockwork construct made of cogs and gears. It's a prototype construct companion (page 32), and you can adjust most of its base statistics by taking feats at higher levels, such as Advanced Companion. If you use the Overdrive action, your construct gains the same Overdrive benefits you do, and it also takes the same amount of fire damage on a critical failure.

You know how to spend additional time directing, controlling, or programming your construct innovation for a more complex plan of action. You can spend 2 actions to Command instead of 1 when commanding your construct companion; your construct companion can then use an additional action (normally 3 actions, rather than 2).

Choose one initial construct modification to apply to your innovation, either from the following or from other initial construct modifications to which you have access. These modifications alter the construct's abilities or form.

- **Accelerated Mobility:** Actuated legs, efficient gears in the wheels or treads, or add-on boosters make your construct faster. Your innovation's Speed increases to 40 feet.
- **Amphibious Construction:** Increased buoyancy, rudders, and a means of propulsion like a fluked tail or powerful propeller make your construct able to travel in water. Your innovation gains a swim Speed of 25 feet.
- **Increased Size:** You built your construct innovation bigger than most. Your construct is Large. If you have this modification and your construct innovation becomes an advanced construct companion or otherwise gains the ability to become Large, you can immediately change increased size to a different initial construct modification.
- **Manual Dexterity:** Your construct innovation has articulated hands or similar appendages with significant manual dexterity. It can perform manipulate actions with up to two of its limbs. As normal for a companion, it still can't wield weapons or held items that don't have the companion trait, and it can't activate items.
- **Projectile Launcher:** Your construct has a mounted dart launcher, embedded cannon, or similar armament. Your innovation gains a ranged unarmed attack that deals 1d4 bludgeoning or piercing damage (you choose when you pick this modification). The attack has the propulsive trait and a range increment of 30 feet.
- **Sensory Array:** Additional sensory devices give your innovation low-light vision and darkvision, as well as imprecise tremorsense out to a range of 30 feet.
- **Wonder Gears:** You map specialized skills into your construct's crude intelligence. Your innovation becomes trained in Intimidation, Stealth, and Survival.

Weapon

Your innovation is a complex and impossible-looking weapon augmented by numerous mechanisms. It begins with the same statistics as a level 0 common simple or martial weapon of your choice, or another level 0 simple or martial weapon to which you have access. You can instead use the statistics of a level 0 advanced weapon of your choice; you treat this as a martial weapon for the purposes of proficiency, but you do not gain an initial weapon modification. An innovation weapon can have fundamental and property runes added to it in the same way as an ordinary weapon. Because of the unique features of your innovation, everyone except you is untrained in it, even if they would normally be trained (or better) in simple or martial weapons. If you use the Overdrive action, you can choose to change the additional damage from Overdrive to fire damage.

Choose one initial weapon modification to apply to your innovation, either from the following or from other initial weapon modifications to which you have access. These modifications grant additional weapon traits, sometimes with extra abilities. A modification might give your weapon the versatile trait with a damage type that the weapon could already deal, either from its base damage type or from an existing versatile trait. In that case, if you select that modification, you can instead choose to give the weapon the versatile trait for a different damage type: bludgeoning, piercing, or slashing.

- **Blunt Shot (ranged only):** Your weapon innovation can file the edges off your ammunition and adjust the blunt force of the shot to deliver an attack that can batter as much as pierce, or even knock an opponent right off their feet. Your innovation gains the concussive and ranged trip traits.
- **Complex Simplicity (simple weapon only):** Increase your innovation's weapon damage die by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12). In addition, it gains two of the following traits of your choice: versatile B, versatile P, versatile S, or razing.
- **Dynamic Weighting (one-handed melee weapon only; can't have the agile, attached, or free-hand trait):** Your weapon is modified to be heavier and easier to manipulate or retrieve. Your innovation gains the two-hand trait, with a damage die one size higher than the weapon's normal weapon damage die size (for instance, a longsword would gain the two-hand d10

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trait). Your innovation also gains the versatile B trait. If it was a thrown weapon, it gains the tethered trait.

- **Entangling Form (melee only):** You've altered your weapon to including tangling wires or straps, or to have a flexible construction. Your innovation gains the disarm, grapple, and trip traits.
- **Hampering Spikes (melee only):** You've added long, snagging spikes to your weapon, which you can use to impede your foes' movement. Your innovation gains the hampering, trip, and versatile P traits.
- **Hefty Composition (melee only):** Blunt surfaces and sturdy construction make your weapon hefty and mace-like. Your innovation gains the shove, razing, and versatile B traits.
- **Modular Head:** You've constructed a multi-purpose, adjustable striking surface for your weapon, or you've made special ammunition you can swiftly alter. Your innovation gains the modular trait for bludgeoning, piercing, and slashing (page 234). When you Interact to use the modular trait, you can also choose to give the weapon the nonlethal trait if it doesn't currently have it, or to remove that trait if it's currently nonlethal.
- **Pacification Tools (melee only):** Softer materials make your weapon suited to knock out instead of kill, and special protrusions let you catch weapons and disarm your foes. Your innovation gains the disarm, hampering, and nonlethal traits. You can choose whether to apply the nonlethal trait on each attack with your innovation.
- **Razor Prongs (melee only):** You can knock down and slash your foes with sharp, curved blades. Your innovation gains the tearing (page 236), trip, and versatile S traits.
- **Segmented Frame:** Hinges, clamps, and telescoping parts make your innovation collapsible and adjustable. It gains the modular trait for bludgeoning, piercing, and slashing (page 234). You can Interact to collapse the item down to light Bulk or to return it to your normal form. When it's collapsed to light Bulk, it has the concealable trait, which grants you a +2 circumstance bonus to Stealth checks and DCs to hide or conceal the weapon.

EXPLODE

Your innovation is a creation barely held together by your own engineering, always on the edge of completely falling apart. Though this adds risk, it also means you can coax it to perform far beyond its design specifications using special unstable actions. See the sidebar on page 17 for the definition of the unstable trait and how it affects your innovation.

While inventors can learn various unstable actions over their career, all at least know how to make their innovation Explode.

EXPLODE ◆◆

FIRE INVENTOR MANIPULATE UNSTABLE

You intentionally take your innovation beyond normal safety limits, making it explode and damage nearby creatures without damaging the innovation... hopefully. The explosion



deals 2d6 fire damage with a basic Reflex save to all creatures in a 5-foot emanation around you (if you're wearing or holding the innovation) or around your innovation (if your innovation is a minion).

At 3rd level, and every level thereafter, increase your explosion's damage by 1d6.

If you have the breakthrough innovation class feature, you can choose either a 5-foot or 10-foot emanation for the area when you use Explode; if you have the revolutionary innovation class feature, you can choose a 5-foot, 10-foot, or 15-foot emanation.

PEERLESS INVENTOR

You are constantly inventing, and your skill at crafting is unimpeachable. You gain the Inventor skill feat, even if you don't meet its prerequisites.

SHIELD BLOCK

You gain the Shield Block general feat, a reaction that lets you reduce damage with your shield.

INVENTOR FEATS

At 1st level and every even-numbered level, you gain an inventor class feat. These begin on page 24. Some features and feats use an assortment of gizmos you keep on your person. For simplicity, these are left abstract, but if you are deprived of your gear for some reason, you might lose access to many feats and features, subject to GM discretion.

SKILL FEATS 2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

EXPERT OVERDRIVE 3RD

You've increased your skill in crafting, and you can put your devices into a more powerful state of overdrive. You become an expert in Crafting, and on a successful use of Overdrive, you increase the additional damage by 1.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

RECONFIGURE 3RD

You've become an expert in all crafts and are always adjusting your inventions. You can attempt to change the modifications on your innovation by spending 1 day of downtime tinkering with it and attempting a Crafting check, with a high DC for your level. On a success, you can change one modification you've chosen for your innovation to a different modification of the same kind (initial, breakthrough, or revolutionary).

If you have any modification feats, on a successful check you can choose to instead retrain a modification feat to a different modification feat. The new feat has to meet the standard restrictions for retraining.

SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

ANCESTRY FEATS 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

INVENTOR WEAPON EXPERTISE 5TH

You develop tricks for using your weapons more effectively. Your proficiency ranks for simple and martial weapons and unarmed attacks increase to expert.

If you have a weapon innovation, you gain access to the critical specialization effect with your innovation.

BREAKTHROUGH INNOVATION 7TH

You've made a breakthrough in your field of study and discovered a powerful new way to enhance your innovation. Choose a breakthrough modification of your innovation's type to apply to your innovation. You can choose an initial modification of your innovation's type instead if you prefer.

Breakthrough Armor Modifications

- **Antimagic Plating:** Whether you used some clever adaptation of the magic-negating skymetal known as noqual or created magical protections of your own design, you've strengthened your armor against magic. While wearing the armor, you gain a +1 circumstance bonus to all saving throws against spells and to AC against spells. Against spells that target the armor directly, you instead gain a +4 circumstance bonus to all saving throws and to AC.
- **Camouflage Pigmentation (subterfuge suit only):** You've modified your armor's exterior to let you blend into your surroundings with ease, as long as you stay still. While wearing your armor, you can Hide even without cover or concealment, as the pigmentation shifts to match your surroundings.
- **Dense Plating:** You have encased your armor in robust plating. While wearing your armor, you gain resistance to slashing damage equal to half your level.
- **Enhanced Resistance:** You've improved upon your initial modification's ability to resist damage. The resistance from your initial armor modification adds your full level, instead of half your level (for instance, phlogistonic regulator's resistance would increase to your level). If you have more than one

initial modification that gives resistance, choose which one this applies to.

- **Heavy Construction (power suit only):** You've expanded your innovation into a heavy bulwark, and your groundbreaking design ensures you don't take any of the drawbacks for such heavy defenses. Your innovation becomes heavy armor, and your proficiency in your innovation armor (but no other heavy armor) advances to be equal to your proficiency in medium armor. If your Strength modifier is at least +3, you remove the Speed penalty entirely instead of reducing it to –5 feet. The armor's adjusted statistics are: *AC Bonus* +5; *Dex Cap* +1; *Check Penalty* –2; *Speed Penalty* –10 feet; *Strength* +3; *Bulk* 3; *Group* plate; *Armor Traits* bulwark, entrench (*Pathfinder Treasure Vault* 8).
- **Hyper Boosters:** You've improved your speed boosters' power through a breakthrough that significantly increases the energy flow without risking exploding. You gain a +10-foot status bonus to your Speed, which increases to a +20-foot status bonus when you're in Overdrive. If you're legendary in Crafting, it instead increases to a +30-foot status bonus when you're in Overdrive. You must have the speed boosters modification to select this modification.
- **Layered Mesh:** You've woven an incredibly powerful network of interlocking mesh around your armor, which catches piercing attacks and diffuses them. While wearing your armor, you gain resistance to piercing damage equal to half your level.
- **Tensile Absorption:** You've enhanced the tensile capabilities of your armor. While wearing your armor, you gain resistance to bludgeoning damage equal to half your level.

Breakthrough Construct Modifications

- **Advanced Weaponry:** You've powered up your construct's weaponry. Choose one of your construct's unarmed attacks to gain your choice of one initial weapon modification, chosen from the list on page 18 or from other initial weapon modifications to which you have access. The unarmed attack must meet any requirements for the chosen traits (such as being a melee attack for entangling form), and since it's an unarmed attack, it can never meet certain requirements, such as being a simple weapon for complex simplicity.
- **Antimagic Construction:** Whether you used some clever adaptation of the magic-negating skymetal known as noqual or created magical protections entirely of your own devising, you've made your innovation highly resilient to spells. Your construct innovation gains a +2 circumstance bonus to all saving throws and AC against spells.
- **Climbing Limbs:** With appendages that can claw or create suction, your construct becomes a capable climber. Your innovation gains a climb Speed equal to half its land Speed.
- **Durable Construction:** Your innovation is solidly built; it can take significant punishment before being destroyed. Increase its maximum HP by your level.
- **Marvelous Gears:** Your innovation gains expert proficiency in Intimidation, Stealth, and Survival. For any of these skills in which it was already an expert (because of being an advanced construct companion, for example), it gains master proficiency instead. If you have the revolutionary innovation class feature, these proficiencies improve to master, or legendary if your construct innovation was already an expert. You must have the wonder gears modification to select this modification.
- **Turret Configuration:** Your innovation can transform from a mobile construct to a stationary turret. Your construct companion can transform as a single action, which has the manipulate trait, turning into a turret in its space (or transforming back from a turret into its normal configuration). While it's a turret, your innovation is immobilized, but the damage die from its projectile launcher increases to 1d6 and the range increment increases to 60 feet. You must have the projectile launcher modification to select this modification.

Breakthrough Weapon Modifications

- **Advanced Rangefinder (ranged only):** A carefully tuned scope or targeting device makes your weapon especially good at hitting weak points. Your innovation gains the backstabber trait (page 230) and increases its range increment by 20 feet.
- **Aerodynamic Construction (melee only):** You carefully engineer the shape of your weapon to maintain its momentum in attacks against successive targets. Your innovation gains the sweep trait and the versatile S trait.
- **Inconspicuous Appearance (melee only):** Your innovation is built for easy concealment and surprise attacks. It gains the backstabber and versatile P traits. If the weapon has light Bulk, it also gains the concealable trait.
- **Integrated Gauntlet (one-handed weapon only; can't have the two-hand or fatal aim traits):** Combining your weapon with a gauntlet, you make it so you can quickly switch between attacking with your weapon and tinkering using your hands. Your innovation gains the free-hand trait.
- **Manifold Alloy:** You've devised several alloys that contain useful properties of various metals, and you replace a number of parts of your weapon or its ammunition with pieces from these alloys. Your weapon innovation is cold iron and silver. This means you deal more damage to a variety of supernatural creatures, such as demons, devils, and fey.

- **Rope Shot (ranged only):** Your weapon can shoot projectiles that split into simple ropes or nets around your foes' legs to trip your targets, and you can climb using the grappling hooks built into the weapon. Your weapon innovation gains the climbing and ranged trip traits (see the sidebar on page 17), as well as the tethered trait if it is thrown.
- **Tangle Line (thrown only):** Your weapon has an extensible line that you can use to knock your enemies over, recall the weapon to your hand and even parry attacks. Your innovation gains the parry, ranged trip, and tethered traits (see the sidebar on page 17).

MASTER OVERDRIVE 7TH

Your mastery of invention and crafting enhances your Overdrive even further. You become a master in Crafting, and on a successful Overdrive, you increase the additional damage by a total of 2, replacing the increase from expert overdrive.

REFLEX EXPERTISE 7TH

You've developed a knack for dodging danger. Your proficiency rank for Reflex saves increases to expert.

WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

INVENTIVE EXPERTISE 9TH

Through innovation and experimentation, you've made your inventions more effective and reliable. Your proficiency rank for your inventor class DC increases to expert.

OFFENSIVE BOOST 9TH

You've made additions to your innovation to upgrade your offensive capabilities. Your improvements make any Strikes that rely on your innovation deal an additional 1d6 damage, with a type determined by the boost you choose. If your innovation is armor, the boost applies to your melee unarmed Strikes and to your melee Strikes with one weapon you choose during daily preparations; if your innovation is a construct, the boost applies to your construct companion's Strikes; and if your innovation is a weapon, the boost applies to your Strikes with your innovation. You can spend downtime to switch to a different boost in the same way as switching your modification. Choose one of the following boosts, with the damage type in parentheses.

- **Chill (cold):** Your innovation rapidly absorbs heat, creating an intense chill.
- **Ignition (fire):** Your innovation shoots out jets of searing flame.
- **Jolt (electricity):** Your innovation jolts foes with charges of electricity.
- **Momentum (bludgeoning):** Your innovation slams into foes with added momentum.
- **Saws (slashing):** Your innovation reveals spinning sawblades during your attacks.
- **Spike (piercing):** Your innovation reveals wicked spikes during your attacks.
- **Vitriol (acid):** Your innovation releases spurts of caustic acid.

CHURNING MIND 11TH

The gears of your mind keep turning, making you resistant to mental manipulation. Your proficiency rank for Will saves increases to master. When you roll a success on a Will save, you get a critical success instead.

MEDIUM ARMOR EXPERTISE 11TH

You've learned to better defend yourself against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

If you have a medium or heavy armor innovation, you gain access to the critical specialization effect with your armor innovation.

COMPLETE RECONFIGURATION 13TH

When it comes to crafting and tinkering, you've become incredibly adept at changing your modifications to adjust your innovation's functionality. When you spend downtime to reconfigure your innovation and succeed at your Crafting check, you can swap any number of modifications, swap your offensive boost, or retrain any number of modification feats, rather than one. You still must swap a modification only with one of the same type (initial, breakthrough, or revolutionary).

INVENTOR WEAPON MASTERY 13TH

You fully understand your weapons. Your proficiency ranks for simple and martial weapons and unarmed attacks increase to master.

PERCEPTION EXPERTISE 13TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

LEGENDARY OVERDRIVE 15TH

Your peerless inventing and Crafting ability has supercharged your Overdrives. You become legendary in Crafting, and on a successful Overdrive, you increase the additional damage by a total of 3, replacing the increase from master overdrive.

REVOLUTIONARY INNOVATION 15TH

You are an unparalleled genius and have discovered a technique that will revolutionize your chosen field—or at least for the time being, your innovation! Choose a revolutionary modification to apply to your innovation. You can also choose an initial or breakthrough modification of the same type instead, if you prefer.

Revolutionary Armor Modifications

- **Automated Impediments:** Your armor uses electromagnetic fields, subharmonic distortions, or other techniques to make it difficult for those close to you to move unless you allow it. While wearing your armor, all spaces adjacent to you are difficult terrain for your enemies.
- **Energy Barrier:** Your armor's defenses ablate any kind of energy coming your way. While wearing your armor, you gain resistance to all energy damage (acid, cold, electricity, fire, force, sonic, vitality, and void damage) equal to 2 + half your level. You must have the harmonic oscillator, metallic reactance, or phlogistonic regulator modification to select this modification.
- **Incredible Resistance:** You've improved upon your breakthrough modification's ability to resist damage. Choose one of the following breakthrough modifications your innovation has: dense plating, layered mesh, or tensile absorption. Increase the resistance you gain from that modification to be equal to your level, instead of half your level.
- **Multisensory Mask (subterfuge suit only):** You've built a multisensory mask over your armor that protects you by distorting your figure from all senses, leaving behind only a hazy image, muffled sounds, and so forth. While wearing the armor, you gain concealment against all creatures, even if they are using a nonvisual precise sense, such as a bat's echolocation. As normal for effects that leave your location obvious, you can't use this concealment to Hide or Sneak. If you use a hostile action, the concealment ends until you restore the mask as a single action, which has the manipulate trait.
- **Perfect Fortification (power suit only):** You've outfitted your armor with such heavy fortifications that deadly attacks often lose their edge. Each time you're critically hit while wearing the armor, attempt a DC 13 flat check. On a success, it becomes a normal hit. This isn't cumulative with *fortification* runes or other abilities that reduce critical hits with a flat check. Additionally, you gain resistance 2 + half your level against precision damage.
- **Physical Protections:** Your armor has so many adjustments and precautions that it can guard against all physical damage. While wearing your armor, you gain resistance to all physical damage (bludgeoning, piercing, and slashing damage, as well as persistent bleed damage) equal to half your level. You must have the dense plating, layered mesh, or tensile absorption breakthrough modification to select this modification.
- **Rune Capacity:** Whether you've done some dabbling in orichalcum alloys or found another engineering solution, you've built your innovation in such a way that it can hold an additional property rune. Your innovation can have one more property rune than a normal item of its kind (to a maximum of four property runes with a +3 *potency* armor).

Revolutionary Construct Modifications

- **Flight Chassis:** You fit your construct with a means of flight, such as adding rotors or rebuilding it with wings and a lightweight construction. Your innovation gains a fly Speed of 25 feet.
- **Miracle Gears:** As you perfect your innovation's cortex, it becomes much more intelligent. Its Intelligence modifier increases by 2, and it learns a language of your choice from among the languages you know. Your construct gains the ability to use actions that require greater Intelligence, like Coerce and Decipher Writing. Finally, your construct becomes legendary in two Intelligence- or Charisma-based skills of your choice. You must have the marvelous gears modification to select this modification.
- **Resistant Coating:** Your innovation is hard to damage by any means. It gains resistance 5 to all damage (except adamantine).
- **Runic Keystone:** You've incorporated a device similar to a *runestone* into your innovation, allowing it to hold a property rune, even though it isn't a weapon or suit of armor. An armor property rune affects your innovation itself if it would affect the wearer of the armor. A weapon property rune grants whatever properties it would normally grant to a weapon to your innovation's unarmed attacks, following all the requirements as normal (for instance, a *vorpal* rune would only apply to slashing melee unarmed attacks); if the rune affects only ranged attacks, it has no effect unless your innovation has a built-in ranged attack (from the projectile launcher initial modification, for example). If the rune would affect the physical shape or appearance of the weapon or armor itself, like *raiment*, the rune has no effect when etched into your construct.
- **Wall Configuration:** Your innovation can transform from a mobile construct to a stationary battlefield emplacement. It can unfold as a 2-action activity that has the manipulate trait, changing from its usual form into a thin, straight wall of metal and gears up to 10 feet tall and 30 feet long. The wall must extend through your innovation's original space. While your construct is a wall, it can't take any actions except to use the same activity to transform back, and it can't

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defend itself easily, making it off-guard and giving it an additional –2 status penalty to its AC. The wall blocks line of sight and effect unless your innovation has half its maximum HP or fewer, at which point holes in the wall allow creatures to see through and attack with cover, and Tiny creatures to slip through.

Revolutionary Weapon Modifications

- **Attack Refiner:** Your weapon makes minute recalibrations after every missed attack to ensure the next lands with vicious efficacy. Your innovation gains the backswing and forceful traits.
- **Deadly Strike:** Through precise calculation, you've found the perfect way for your weapon to deal damage on a well-placed strike. Your innovation gains the deadly d8 trait. If your innovation was already deadly, increase the die by up to two die sizes (d6 to d10, d8 to d12), to a maximum of deadly d12.
- **Enhanced Damage:** You've made your innovation more powerful than other weapons of its kind. Increase your innovation's weapon damage die by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12). As normal, you can't increase your die by more than one size, so this modification isn't cumulative with complex simplicity.
- **Extensible Weapon (melee only):** You've found a way to construct your weapon so that it can extend while leaving its balance unchanged. Your innovation gains the reach trait. If the weapon already had the reach trait, it increases your reach by an additional 10 feet, instead of the usual additional 5 feet.
- **Impossible Alloy:** Other inventors claim it's not even technically possible, but you've managed to create several metal alloys that seem to work for only you. These alloys can damage opponents vulnerable to any one of the seven skymetals. Your innovation is treated as all seven skymetals (abysium, adamantine, djezet, inubrix, noqual, orichalcum, and siccatite). This means you deal more damage to a variety of creatures, though you don't apply any of the other special effects for weapons made of those skymetals.
- **Momentum Enhancer:** A special device lets your weapon move with uncanny speed. Your innovation gains the agile trait; if it had the reload ability, you can reload once per round as a free action.
- **Omnirange Stabilizers (ranged only):** You've modified your innovation to be dangerous and effective at any range. If your innovation had the volley trait, remove the volley trait. Otherwise, increase your innovation's range increment by 50 feet or an amount equal to the weapon's base range increment, whichever is more.
- **Rune Capacity:** Whether you've dabbled with orichalcum or found another engineering solution, you've built your innovation in such a way that it can hold an additional property rune. Your innovation can have one more property rune than a normal item of its kind (to a maximum of four property runes with a *+3 potency* weapon).

Anvil's Hardness 17th

Your body is as durable as iron. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Inventive Mastery 17th

Your inventions are incredibly effective. Your proficiency rank for your inventor class DC increases to master.

Infinite Invention 19th

Your ability to adjust your innovation has reached impossible heights, and you can use these skills to make major adjustments in your spare time. During your daily preparations, you automatically fix your innovation if it's destroyed or broken, and you can change to a different innovation (armor, construct, weapon, or other type you have access to) and change your modifications and offensive boost.

If you have any feats that had your previous innovation as a prerequisite, you can't use them until you retrain the feats as normal. However, it takes you only 1 day of downtime to retrain such a feat into a feat that has your new innovation as a prerequisite, instead of 1 week.

Medium Armor Mastery 19th

Your skill with light and medium armor improves, helping you avoid more blows. Your proficiency ranks for light and medium armor, as well as for unarmored defense, increase to master.

Inventor Feats

At every level that you gain an inventor feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Built-In Tools Feat 1

INVENTOR MODIFICATION

You've built tools into your innovation so you can access and use them easily. When you take this feat, choose up to two toolkits you own, such as a thieves' toolkit or healer's toolkit, that weigh a total of 2 Bulk or less. These toolkits become part of your innovation. The innovation's Bulk doesn't increase from this addition. As long as you are wielding, wearing, or adjacent to your innovation, you have the same quick access to these tools as the tools you are wearing, and they don't count against the usual limit of tools you can wear.

Explosive Leap ❖ Feat 1

FIRE INVENTOR MOVE UNSTABLE

You aim an explosion from your innovation downward to

launch yourself into the air. You jump up to 30 feet in any direction without touching the ground. You must land on a space of solid ground, or else you fall after using your next action. As normal for effects where you fall after using your next action, you still fall at the end of your turn, even if you don't use any further actions that turn.

Special If your innovation is a minion, it can take this action rather than you.

HAPHAZARD REPAIR ❖ FEAT 1

INVENTOR UNSTABLE

You quickly fix your innovation, at the cost of its stability. You Repair your innovation almost immediately. You don't have to place the innovation on a flat surface, but you do need to be adjacent to it (including holding or wearing it), as well as having a repair kit as normal.

NO! NO! I CREATED YOU! ↷ FEAT 1

AUDITORY CONCENTRATE INVENTOR

Prerequisites construct companion

Frequency once per minute

Trigger Your construct companion would become confused or controlled.

You appeal to your construct companion's bond with its creator to have it break free of a controlling effect. Attempt to counteract the effect that confused or controlled your construct companion, using your Crafting modifier for the counteract check and half your level rounded up for the counteract rank.

PROTOTYPE COMPANION FEAT 1

INVENTOR

You have created a construct companion, and while it might not be an innovation, it serves as a trustworthy minion. You gain a prototype construct companion (page 32).

TAMPER ❖ FEAT 1

INVENTOR MANIPULATE

You tamper with a foe's weapon or armor, using a free hand. Choose either a weapon held by an enemy in your reach or a suit of armor worn by an enemy in your reach. Attempt a Crafting check against the enemy's Reflex DC.

Critical Success Your tampering is incredibly effective. If you tampered with a weapon, the enemy takes a –2 circumstance penalty to attack rolls and damage rolls with that weapon. If you tampered with armor, the armor hampers the enemy's movement, making the enemy off-guard and inflicting a –10-foot penalty to its Speeds. The effect lasts until the enemy Interacts to remove it, regardless of which one you used.

Success Your tampering is temporarily effective. As critical success, but the effect ends at the start of your next turn, even if the enemy doesn't Interact to end it.

Critical Failure Your tampering backfires dramatically, creating a small explosion from your own tools or gear. You take fire damage equal to your level.

VARIABLE CORE FEAT 1

INVENTOR MODIFICATION

You adjust your innovation's core, changing the way it explodes. When you choose this feat, select acid, cold, or electricity. Your innovation's core runs on that power source. When using the Explode action, or any time your innovation explodes on a critical failure and damages you, change the damage type from fire damage to the type you chose.

If you have the offensive boost class feature and retrain Variable Core to a different damage type, you can also switch to a different offensive boost that deals the same damage type if you wish.

2ND LEVEL

COLLAPSE ARMOR ❖ FEAT 2

INVENTOR MANIPULATE MODIFICATION

Prerequisites armor innovation

Requirements You are wearing your armor innovation, or holding it in both hands in its compact form (see text).

You've modified your armor innovation to collapse into a more compact form so you can don or remove it in an instant. If you're wearing your innovation when you Collapse your Armor, you remove it instantly, and it compresses into its compact form, after which it latches onto your body, typically by attaching to a belt, bandolier, or other convenient carrying surface as a nondescript satchel. If your armor is stowed and carried on your person in its compact form when you take this action, it unfolds back into its armor form onto your body.

In compact form, your armor innovation is easier to carry, with a Bulk 1 lower than the Bulk listed for it, to a minimum of light Bulk (carried armor normally has a Bulk 1 higher than listed in the armor entry).

COLLAPSE CONSTRUCT ❖ FEAT 2

INVENTOR MANIPULATE MODIFICATION

Prerequisites construct innovation

You've modified your construct companion and built it out of light materials, enabling you to collapse it into a carrying case or other compact and innocuous form. Either your construct or you (if you're adjacent to it) can Collapse your Construct to turn it into its compact form or back into its normal form.

In compact form, your construct can't act but is easily carried, with a Bulk of 2 if it's Small, 4 if it's Medium, or 8 if it's Large. The compact form has wheels, so you can easily drag it behind you at half your Speed (rather than the usual slower Speed for dragging).

REVERSE ENGINEER FEAT 2

INVENTOR

Prerequisites expert in Crafting

You are incredibly skilled at reverse engineering items to learn their formulas or disassembling them just to disable them. If you are using the Critical Crafting alternate rules (*Treasure Vault* 161) and you get a critical success on your

SAMPLE INVENTOR

ARMOR INVENTOR

You've created an experimental armor that protects you while you go toe to toe with foes.

ATTRIBUTES

Prioritize Strength for melee combat and Intelligence for your inventor abilities.

SKILLS

Arcana, Athletics, Crafting, Medicine, Occultism, Society

INNOVATION

Armor

FEATS

Tamper (1st), Collapse Armor (2nd), Megaton Strike (4th), Clockwork Celerity (6th), Gigaton Strike (8th), Electrify Armor (10th)



Crafting check to reverse engineer an item, you can reassemble the original item with one of the critical success crafting benefits (as determined by your GM.) Furthermore, you can use Crafting instead of Thievery to Disable a Device or Pick a Lock.

SEARING RESTORATION ❖ FEAT 2

FIRE HEALING INVENTOR MANIPULATE UNSTABLE

They told you there was no way that explosions could heal people, but they were fools... Fools who didn't understand your brilliance! You create a minor explosion from your innovation, altering the combustion to cauterize wounds using vaporized medicinal herbs. You or a living creature adjacent to you regains 1d10 Hit Points. In addition, the creature you heal can attempt an immediate flat check to recover from a single source of persistent bleed damage, with the DC reduction from appropriate assistance.

At 3rd level, and every 2 levels thereafter, increase the healing by 1d10.

Special If your innovation is a minion, it can take this action rather than you, though because it's not a living creature, it can't use the ability on itself.

4TH LEVEL

ADVANCED CONSTRUCT COMPANION FEAT 4

INVENTOR

Prerequisites construct companion

You've upgraded your construct companion's power and decision-making ability. It becomes an advanced construct companion (page 33). During an encounter, even if you don't use the Command a Minion action, your construct companion can still use 1 action on your turn that round to Stride or Strike.

DIVING ARMOR FEAT 4

INVENTOR MODIFICATION

Prerequisites armor innovation

You've modified your armor with fins, rotors, and other devices to make it easy for you to move through the water, plus mechanical gills that can help you extract breathable air from water. While wearing your armor innovation, you can breathe underwater and gain a swim Speed equal to your land Speed.

DUAL-FORM WEAPON FEAT 4

INVENTOR MODIFICATION

Prerequisites expert overdrive, weapon innovation

Your innovation has replaceable interlocking pieces that you can use to transform it into another type of weapon. When you select this feat, choose a level 0 weapon. It must be either a common weapon or another to which you have access. This weapon becomes your innovation's second configuration.

Select a new set of weapon modifications for this new configuration. You can spend two Interact actions to switch your weapon innovation between the two configurations. These actions don't need to be taken consecutively, but if you've provided the first and not the second, the weapon is non-functional as it is stranded between states. Your weapon's Bulk is always the greater Bulk of the two configurations, regardless of which configuration it's in—if one weapon is smaller than the other, you still need to keep any weapon parts on hand. Any runes on your weapon innovation affect the second weapon configuration as long as it would normally qualify for them.

GADGET SPECIALIST FEAT 4

INVENTOR

Prerequisites expert in Crafting

Rather than just using your gadgets for various boosts and tweaks, you also craft a few specific temporary consumable gadgets each day. You gain the formulas for three common or uncommon gadgets (page 66). Each day during your daily preparations, you can create two temporary gadgets from your formula book. Gadgets prepared in this way don't cost you any resources to Craft and don't have any sale value. They are temporary items and fall apart the next time you make your daily preparations if you haven't already used them.

If you're a master in Crafting, you can create three gadgets per day, and you gain three additional common or uncommon gadget formulas. If you're legendary in Crafting, you can create four gadgets per day, and you gain another additional three common or uncommon gadget formulas, for a total of nine.

MEGATON STRIKE ◆◆ FEAT 4

INVENTOR

Prerequisites armor, construct, or weapon innovation

You activate gears, explosives, and other hidden mechanisms in your innovation to make a powerful attack. You make a Strike, dealing an extra die of weapon damage. If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice. The type of Strike you can make depends on your innovation.

- **Armor** You Strike with a melee unarmed attack or a melee weapon. To use a melee weapon for this, you must have prepared it in advance with special contraptions when you make your daily preparations.
- **Construct** Your minion innovation Strikes.
- **Weapon** You Strike with your weapon innovation.

Unstable Function You put even more force into the Strike, though you risk stress fractures to your innovation. Add the unstable trait to Megaton Strike. The Strike deals another extra damage die, for a total of two extra dice at 4th level, three at 10th level, and four at 18th level.

Special If your innovation is a minion, it can take this action rather than you.

6TH LEVEL

CLOCKWORK CELERITY ◆ FEAT 6

INVENTOR MANIPULATE UNSTABLE

Prerequisites armor, construct, or weapon innovation

Trigger Your turn begins.

You can use unstable clockwork devices in your innovation to push your invention to act more quickly. You are quickened for this turn. How you can use the extra action depends on your innovation.

- **Armor** You can use the extra action to Step, Stride, or use another movement action granted by your innovation (such as Swim if you have the Diving Armor feat).
- **Construct** You can use the extra action to Command your construct innovation (or to provide 1 of the actions if you spend 2 actions to Command your construct).
- **Weapon** You can use the extra action to Strike with your innovation or Reload your innovation.

CONSTRUCT SHELL FEAT 6

INVENTOR

Prerequisites construct innovation

You've adjusted your construct innovation so that when you ride it, special plates, hollows, or similar form partial barriers around you to add additional protection. You have lesser cover from all attacks when mounted on your construct innovation, not just from attacks where the construct would be in the way. Additionally, if your construct uses an emanation while you're riding on it, such as Explode, you can choose not to be affected by the emanation.

MEGAVOLT ◆◆ FEAT 6

ELECTRICITY INVENTOR MANIPULATE

You bleed off some electric power from your innovation in the shape of a damaging bolt. Creatures in a 20-foot line from your innovation take 3d4 electricity damage, with a basic Reflex save against your class DC. The electricity damage increases by 1d4 at 8th level and every 2 levels thereafter.

Unstable Function You overload and supercharge the voltage even higher. Add the unstable trait to Megavolt. The area increases to a 60-foot line and the damage increases from d4s to d12s.

If you have the breakthrough innovation class feature, you can choose a 60-foot or 90-foot line for the area when you use an unstable Megavolt; if you also have the revolutionary innovation class feature, you can choose a 60-foot, 90-foot, or 120-foot line.

Special If your innovation is a minion, it can take this action rather than you.

VISUAL FIDELITY FEAT 6

INVENTOR

You've found a way to use a hodgepodge combination of devices to enhance your visual abilities in every situation. You gain darkvision and low-light vision, and you can see invisible creatures and objects as translucent shapes, though these shapes are indistinct enough to be concealed to you.

If an effect would give you the blinded condition, the effect must attempt a counteract check against your class DC, with your counteract rank equaling half your level, rounded up. On a failed counteract check, you aren't blinded–your various devices are able to compensate.

8TH LEVEL

GIGATON STRIKE FEAT 8

INVENTOR

Prerequisites Megaton Strike

When you use a full-power Megaton Strike, you can knock your foe back. When you succeed at your Strike while using an unstable Megaton Strike, your target must attempt a Fortitude save against your class DC.

Critical Success The creature is unaffected.

Success The creature is pushed back 5 feet.

Failure The creature is pushed back 10 feet.



Critical Failure The creature is pushed back 20 feet.

Special If your innovation is a minion, this benefit applies on its unstable Megaton Strikes.

INCREDIBLE CONSTRUCT COMPANION — FEAT 8

INVENTOR

Prerequisites Advanced Construct Companion

Thanks to your continual tinkering, your construct companion has advanced to an astounding new stage of engineering, enhancing all its attributes. Your construct companion becomes an incredible construct companion.

MANIFOLD MODIFICATIONS — FEAT 8

INVENTOR MODIFICATION

Prerequisites initial modification

You've modified your innovation using clever workarounds, so you can include another initial modification without compromising its structure. Your innovation gains an additional initial modification from the list for innovations of its type (page 16).

OVERDRIVE ALLY ❖ — FEAT 8

INVENTOR MANIPULATE

Prerequisites Overdrive

Requirements You are currently in overdrive.

You quickly fling some of your powered-up mechanisms to an ally, sharing your benefits with them briefly. Choose an ally within 30 feet. Until the end of their next turn, that ally's Strikes deal additional damage equal to half your Intelligence modifier, or your full Intelligence modifier if you were in critical overdrive. The ally doesn't gain the increased damage from expert, master, or legendary overdrive.

UBIQUITOUS GADGETS — FEAT 8

INVENTOR

Prerequisites Gadget Specialist

They thought you had used up all your devices, but they thought wrong! You have a few more gadgets up your sleeve than others expect. Increase the number of temporary gadgets you can create each day by 2.

Special You can select this feat a second time if you are 14th level or higher.

10TH LEVEL

DISTRACTING EXPLOSION ↷ — FEAT 10

INVENTOR MANIPULATE

Prerequisites offensive boost

Trigger A creature within your reach uses a concentrate action.

Your enemies think they can concentrate on something else while you're nearby? Oh, you'll give them a distraction, all right! Make a melee Strike against the triggering creature with a weapon or unarmed attack that is benefiting from your offensive boost. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Unstable Function You pull out all the stops to create an explosive distraction. Add the unstable trait to Distracting Explosion. If the attack hits, you disrupt the triggering concentrate action.

Special If your innovation is a minion, it can take this reaction instead of you, even though minions can't normally take reactions or act when it's not their turn. It uses your reaction for the turn to do so.

ELECTRIFY ARMOR ❖ — FEAT 10

INVENTOR MANIPULATE

Prerequisites armor innovation

Requirements You are wearing your armor innovation.

You electrify your armor to punish foes who dare to attack you. For 1 round, any creature that touches you, or that hits you with a melee unarmed attack or a non-reach melee weapon attack, takes 1d4 electricity damage. The effect ends if you cease wearing your armor innovation.

If you have the revolutionary innovation class feature, the damage increases to 2d4.

Unstable Function You create an unstable chain reaction, sending countless sparks dancing across your armor. Add the unstable trait to Electrify Armor. The effects last for 1 minute instead of 1 round, and the damage dice increase from d4s to d12s.

HELPFUL TINKERING ❖ — FEAT 10

INVENTOR MANIPULATE

Prerequisites offensive boost

Frequency once per 10 minutes

You don't just tinker with your own innovation, you fiddle with your allies' weapons as well (for their benefit, of course). Choose an ally in your reach and one of their weapons. Attempt a Crafting check against a high DC for your level.

Success For 1 minute, the chosen ally's Strikes with the chosen weapon gain the same offensive boost your innovation has.

Critical Failure Your ally takes damage of the type and amount that your offensive boost normally deals on a successful Strike.

LOCK ON ❖ — FEAT 10

INVENTOR

Prerequisites construct innovation

Aha! You lock on to your enemy's weak point to assist your construct companion in destroying it. When you Lock On, designate an enemy you can see. If your next action is to Command your construct, the construct gains a +2 circumstance bonus to attack rolls against the designated enemy until the end of the turn. If you use 2 actions for the Command, the bonus is instead a +3 circumstance bonus, or a +4 circumstance bonus if you're legendary in Crafting.

12TH LEVEL

BOOST MODULATION — FEAT 12

INVENTOR MANIPULATE

Prerequisites offensive boost

You aren't satisfied with keeping to just one kind of boost from your constant tinkering, so you've learned to modulate between several possibilities at once. Choose two additional offensive boosts (page 22). You can use an Interact action to change the offensive boost currently affecting your weapon, choosing between the one you chose for the class feature and the two you chose for this modification. If your weapon has the modular trait, you can swap the offensive boost as part of the Interact action you take to use that trait.

CONTINGENCY GADGETS — FEAT 12

INVENTOR

Prerequisites Gadget Specialist

You are too brilliant to be caught off guard, and you always have just the right gadget for the situation. When you prepare your gadgets during your daily preparations, you can choose to leave one of them as a contingency gadget that you keep ready for just this situation, rather than declaring which gadget you're making. You can pull the contingency gadget out using an Interact action, at which point you must choose which gadget you had prepared as a contingency.

If you're legendary in Crafting, you can leave two contingency gadgets during your daily preparations, instead of just one.

DEEP FREEZE ❖❖ — FEAT 12

COLD INVENTOR MANIPULATE

You vent a jet of supercooled fluid from your innovation, damaging a foe and slowing it down. Target one creature within 60 feet. That creature takes cold damage equal to your level, with effects depending on its Reflex save.

Critical Success The target is unaffected.

Success The target takes half damage and takes a –5-foot status penalty to its Speeds for 1 round.

Failure The target takes full damage and takes a –10-foot status penalty to its Speeds for 1 round.

Critical Failure The target takes double damage, is slowed 1 for 1 round, and takes a –15-foot status penalty to its Speeds for 1 round.

Unstable Function Your innovation discharges an enormous cone of supercooled fluid, potentially causing cascading failures. Add the unstable trait to Deep Freeze. The ability affects all creatures within a 60-foot cone instead of a single target, and it deals cold damage equal to double your level instead of equal to your level.

SAMPLE INVENTOR

WEAPON INVENTOR

You've created an experimental weapon, in this case a bow, to wreak havoc on your foes from afar.

ATTRIBUTES

Prioritize Intelligence for your inventor abilities and Dexterity to hit with your bow innovation.

SKILLS

Acrobatics, Arcana, Crafting, Occultism, Society, Stealth, Thievery

INNOVATION

Weapon

FEATS

Explosive Leap (1st), Searing Restoration (2nd), Dual-Form Weapon (4th), Megavolt (6th), Manifold Modifications (8th), Helpful Tinkering (10th), Gigavolt (12th), Unstable Redundancies (14th), Persistent Boost (16th), Devastating Weaponry (18th)



If you have the revolutionary innovation class feature, you can choose a 60-foot or 90-foot cone when you use an unstable Deep Freeze.

Special If your innovation is a minion, it can take this action rather than you.

GIGAVOLT — FEAT 12

INVENTOR

Prerequisites Megavolt

When you unleash electricity from your innovation, you can bounce it off obstacles, creating a field of electric death. When you use Megavolt, each time your line of electricity hits a solid barrier, such as a wall, it bounces off at an angle of your choice and continues until you have reached the full length of the line. Even if a creature is in the area from multiple bounces, it takes the damage only once.

SHARED OVERDRIVE — FEAT 12

INVENTOR

Prerequisites Overdrive Ally

You've experimented enough on your teammates to transfer a substantial number of powered-up gizmos to them, enabling one of your allies to benefit from the full effects and duration of your Overdrive. The first time you use Overdrive Ally during a given Overdrive, the effect lasts for the remainder of the duration of your Overdrive, instead of just until the end of the target's next turn. Any further uses of Overdrive Ally during the same Overdrive have their normal duration, per Overdrive Ally.

14TH LEVEL

EXPLOSIVE MANEUVER ❖ — FEAT 14

INVENTOR

Prerequisites weapon innovation

Requirements Your last action was a successful Strike against a foe using your weapon innovation.

Thanks to a hidden experimental feature you built into your weapon, your weapon explosively deploys levers, tangling hooks, or similar mechanisms to provide significant assistance when you perform a combat maneuver. When you use Explosive Maneuver, choose Grapple, Shove, or Trip. Your weapon innovation must have a weapon trait that matches the action you chose (for instance, to choose Grapple, your weapon must have the grapple trait). You take the chosen action against the same foe as your previous successful Strike, using the same multiple attack penalty as your previous successful Strike. You still increase your multiple attack penalty after the Grapple, Shove, or Trip, as normal.

PARAGON COMPANION — FEAT 14

INVENTOR

Prerequisites Incredible Companion

Your construct companion has reached the pinnacle of form and function. Your construct companion becomes a paragon construct companion.

SOARING ARMOR — FEAT 14

INVENTOR MODIFICATION

Prerequisites armor innovation

Whether through a release of jets of flame, propeller blades, sonic bursts, streamlined aerodynamic structure, electromagnetic fields, or some combination of the above, you've managed to free your innovation from the bonds of gravity! While wearing your innovation, you gain a fly Speed equal to your land Speed.

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UNSTABLE REDUNDANCIES ◆ FEAT 14

INVENTOR

Trigger You would attempt the flat check for an unstable action, but you haven't rolled the flat check yet.

You've built triple redundancies into your innovation and added all sorts of buffers to protect it from the harm of your unstable experiments. You automatically succeed at the triggering flat check.

You can't rely on your Unstable Redundancies again until you spend 10 minutes setting them back up. If you spend 10 minutes retuning your innovation so you can use unstable actions again, you can set up your Unstable Redundancies during the same time.

16TH LEVEL

JUST THE THING! FEAT 16

INVENTOR

Frequency once per hour

Need to balance on a razor's edge, force open an iron door, or persuade a dragon to negotiate? Never fear! No matter the situation, you always have just the thing. You attempt a skill action that takes 1 minute or less to complete, using the same number of actions or amount of time as normal. However, as you take the action, describe a device you pull out and use to accomplish the skill. The specifics of how you accomplish this are up to you, but they should fit the challenge at hand. For instance, you might use gravitic stabilizers to balance on the razor's edge, a force battering ram gizmo to open the iron door, or a device that produces an aroma with the ability to pacify wyrms to persuade the dragon. Using an invention in this way lets you alter how you calculate the skill check used in the action. Instead of the normal skill modifier associated with that skill action, you use your Crafting modifier.

PERSISTENT BOOST FEAT 16

INVENTOR

Prerequisites offensive boost

Your innovation sets foes on fire, covers them in acid, leaves barbed thorns behind, or otherwise deals persistent damage to your foes that sticks around long after you deliver your boosted attack. When you or your construct innovation damage a foe with offensive boost, that foe also takes 1d8 persistent damage of the same damage type as the offensive boost damage.

YOU FAILED TO ACCOUNT FOR... THIS! ↷ FEAT 16

INVENTOR

Trigger A creature you can see targets you with an attack against your AC.

When your foes try to attack you, you always seem to have some outlandish invention you can pull out at the last second to protect you from whatever attack they throw at you. Describe a device you're attempting to use to protect yourself from the foe's attack—for instance, when attacked by an elemental hurricane's lightning lash Strike, you might pull out a specially grounded lightning rod from that time you tried to power an invention by harnessing a thunderstorm! Using an invention to defend in this way means that the attack roll for the triggering attack targets your Crafting DC instead of your AC.

Since you're using your Crafting DC instead of your AC, any penalties to your AC don't apply, but this doesn't remove any conditions or other effects that are causing you such penalties. For instance, if you were off-guard and used an invention to defend against a sneak attack, you'd still take the extra precision damage if you were hit, even though the –2 penalty to AC from being off-guard wouldn't apply to your Crafting DC.

18TH LEVEL

DEVASTATING WEAPONRY ◆◆◆ FEAT 18

INVENTOR

Prerequisites weapon innovation

You release a volley of projectiles from your weapon, or power it to fly in every direction across the battlefield and Strike multiple creatures. Make a Strike with your weapon innovation against each foe within 30 feet of you. Don't increase your multiple attack penalty until after making all the attacks. If your innovation is a melee weapon and any of the attacks are outside your reach, you Release the weapon before the Strikes, and it returns to your grasp after all of them. If your hands are full when the weapon returns, it falls to the ground in your space. As normal, if your weapon innovation requires one or more actions to reload between Strikes, you can't use it to make multiple attacks with Devastating Weaponry.

ENGINE OF DESTRUCTION ◆◆◆ FEAT 18

INVENTOR

Prerequisites construct innovation

Your construct unleashes a broad swath of devastation by separating its limbs, deploying hidden armaments, or using a similar technique to wreak havoc. You Command your innovation. Instead of its normal actions, it Strides once, then makes a Strike against each foe within 30 feet of it with a +2 circumstance bonus to its attack rolls. The multiple attack penalty doesn't increase until after the construct makes all the attacks.

NEGATE DAMAGE ↷ FEAT 18

INVENTOR

Prerequisites armor innovation

Trigger You would take damage.

Your armor innovation activates various devices you prepared ahead of time, and you use one of them to reduce the damage you would take by 15.

Unstable Function You activate all the precautions at once, violently repelling the incoming attack to blunt its force. Add the unstable trait to Negate Damage and reduce the damage you would take by 50.

20TH LEVEL

FULL AUTOMATION FEAT 20

INVENTOR

Prerequisites armor, construct, or weapon innovation

You become so entwined with your innovations that you can use them without a second thought. You're permanently quickened. How you can use the extra action depends on your innovation.

- **Armor** Your armor responds to the most subtle stimuli to move you in the right direction as long as you are wearing it. You can use the extra action to Stride, Step, or use a form of movement provided by your innovation (such as Fly or Swim).
- **Construct** Your ability to command your construct becomes instinctive. You can use the extra action to Command your construct innovation (or to provide 1 of the actions if you choose to spend 2 actions to Command your construct).
- **Weapon** Your weapon becomes easier to wield with deadly efficacy, almost as if it is an extension of your body. It speeds effortlessly toward whatever target you choose as long as you are holding it. You can use the extra action to Strike with your innovation.

UBIQUITOUS OVERDRIVE FEAT 20

INVENTOR

Prerequisites Shared Overdrive

You prepare a variety of incredible gizmos on each of your allies, linking them together through careful modification to enable you to power them up all at once. During your daily preparations, select up to six willing allies. Whenever you Overdrive, you grant the benefits of your overdrive to any of these allies you choose who are within 30 feet of you. The allies don't gain the increased damage from expert, master, or legendary overdrive.

Construct Companions

A construct companion is a loyal, semi-sentient construct who follows your orders obediently and is roughly as intelligent as a normal animal. Your construct companion has the minion trait, and it gains 2 actions during your turn if you use the Command a Minion action to command it.

If your companion is destroyed, you can spend 1 day of downtime and attempt a Crafting check with a high DC for your level. On a success, you rebuild your companion. You can have only one construct companion at a time, and you can have either a construct companion or an animal companion, but not both.

Riding Construct Companions

You or an ally can ride your construct companion as long as your construct companion is at least one size larger than the rider.

Prototype Construct Companions

The following are the base statistics for a prototype construct companion, the first type of construct companion most characters gain. A companion has the same level you do. As you gain levels, you might make further adjustments as your companion grows more powerful. Construct companions calculate their modifiers and DCs just as you do, with one difference: the only item bonuses they can benefit from are to Speed.

Construct Trait

A construct companion has the construct trait. It's not a living creature, nor is it undead.

Proficiencies

Your construct companion is trained in its unarmed attacks, unarmored defense, all saving throws, Perception, Acrobatics, and Athletics. Construct companions can't use abilities that require greater Intelligence, such as Coerce or Decipher Writing, even if trained in the appropriate skill, unless they have an ability that allows it.

Size

Your construct companion is either Small or Medium, chosen by you when you first gain the companion.

Strikes

Your construct companion has two kinds of melee unarmed attacks. Its first unarmed attack deals 1d8 bludgeoning damage. Depending on the shape of your construct this could be a fist, tendril, or other similar unarmed attack. Its other unarmed attack deals 1d6 slashing or piercing damage (choose when you first gain the companion) and has the agile and finesse traits. Depending on the shape of your construct, this could be a spine or spike, jaws or fangs, a retractable blade, or other similar unarmed attack.

Attribute Modifiers

A construct companion begins with base attribute modifiers of Str +3, Dex +3, Con +2, Int –4, Wis +1, Cha +0.

Hit Points

Your construct companion has 10 Hit Points, plus a number of Hit Points equal to 6 plus its Constitution modifier for each level you have.

While constructs are usually immediately destroyed at 0 Hit Points, your construct companion is a little harder to destroy than other constructs are. When your construct reaches 0 Hit Points, it becomes broken and begins sparking and might be destroyed if you don't Repair it. This works the same as the normal dying rules and determines if your construct is destroyed, with the following two changes. First, most effects that

end the dying condition don't work to save a construct companion, but a construct can be stabilized using the Administer First Aid action, using the Crafting skill instead of Medicine. Second, instead of gaining and tracking the wounded condition, if your construct becomes broken in this way more than twice within a 10-minute period, it's destroyed, and you'll need to reconstruct it by spending a day of downtime.

Immunities

Because it's a construct, your construct companion is immune to bleed, death effects, disease, doomed, drained, fatigued, healing, nonlethal attacks, paralyzed, poison, sickened, unconscious, vitality, and void. It does not need to eat or breathe. Because the construct isn't a living creature, effects that heal living creatures can't help it recover Hit Points. Restoring Hit Points to it requires using the Repair action or other means that can restore Hit Points to objects and nonliving creatures.

Senses

Your construct companion has precise vision, imprecise hearing, and vague touch senses, but no sense of smell or taste.

Speed

Your construct companion has a Speed of 25 feet.

Advanced Construct Companions

To advance a prototype construct companion to an advanced construct companion (usually a result of one of your class feat choices), make the following adjustments.

- Increase its Strength, Dexterity, Constitution, and Wisdom modifiers by 1.
- Increase its unarmed attack damage from one die to two dice (for instance, 1d8 to 2d8).
- Increase its proficiency rank for Perception and all saving throws to expert.
- Increase its proficiency ranks in Intimidation, Stealth, and Survival to trained. If the construct is your innovation and it was already trained in those skills from a modification, increase its proficiency rank in those skills to expert.
- You can change your companion's Size, if you want, to either Small, Medium, or Large.

Incredible Construct Companions

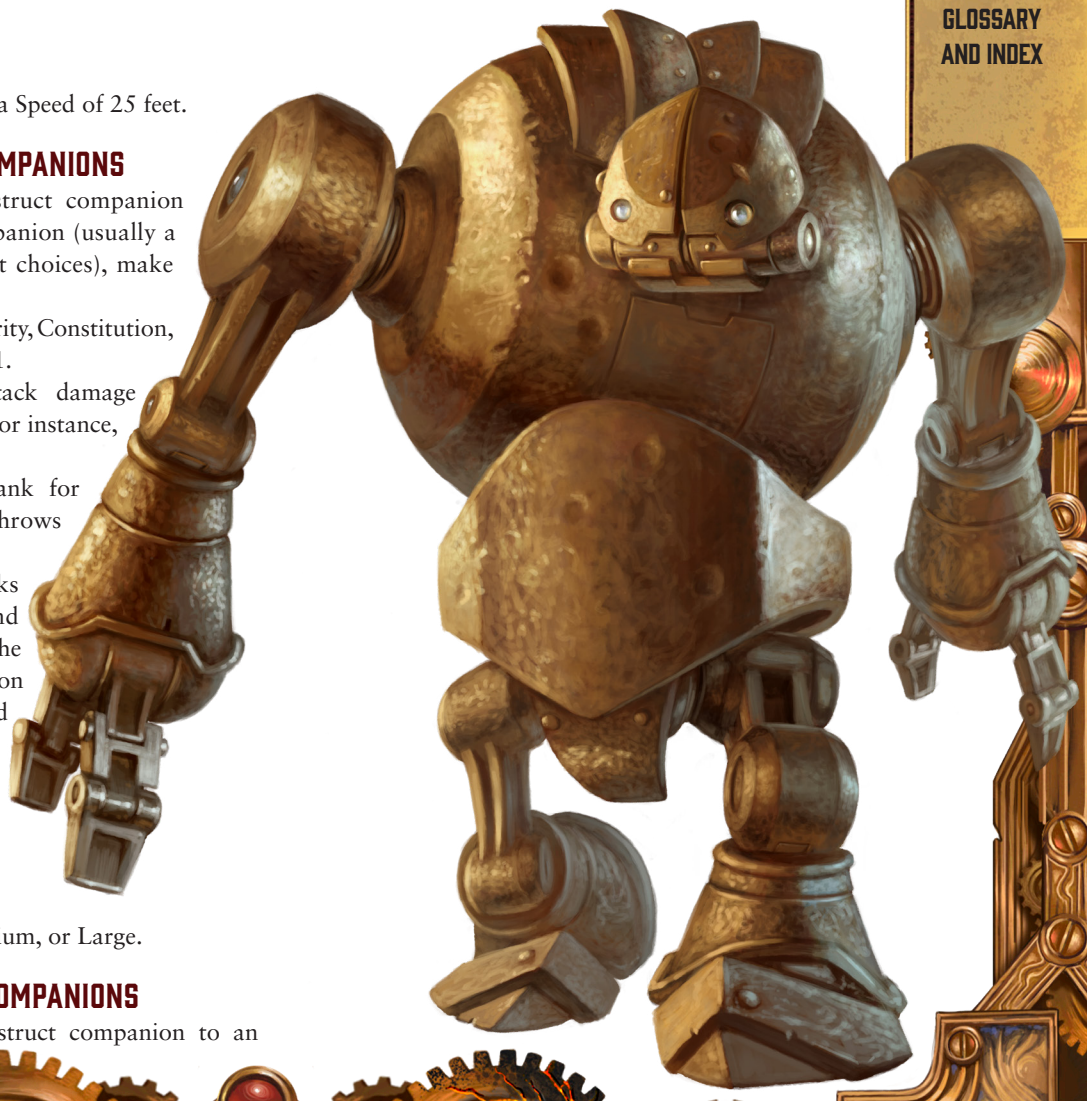
To improve an advanced construct companion to an incredible construct companion, make the following adjustments.

- Increase its Strength, Dexterity, Constitution and Wisdom modifiers by 2.
- It deals 2 additional damage with its unarmed attacks. Its attacks become magical, allowing it to bypass resistances to non-magical attacks.
- Increase its proficiency ranks in Athletics and Acrobatics to expert.

Paragon Construct Companions

To improve an incredible construct companion to a paragon construct companion, make the following adjustments.

- Increase its Strength, Dexterity, Constitution, and Wisdom modifiers by 1.
- Increase its proficiency rank for unarmed attacks and unarmored defense to expert.
- Increase its proficiency ranks for Athletics, Acrobatics, saving throws, and Perception to master.
- Increase its unarmed attack damage from two dice to three dice, and its additional damage with unarmed attacks from 2 to 4.





GEARS CHARACTER OPTIONS

Examining the knuckles on my gauntlets, I despaired. While they had done as I had hoped and battered through the dragon's adamantine scales, their once pristine surfaces were now heavily dented. Worse, I'd blown out a capacitator when I activated them a second time for that final attack. As the paladin made her rounds, applying bandages and laying on hands, I pulled my tools out of my pack and set about repairing the damage.

My diligence was well rewarded, as a strange metal door hidden by the dragon's body slowly spiraled open from the floor. A metallic lift rose up. Upon it stood a pair of statues, their bodies made of a bright, gleaming silver. First adamantine, now dawnsilver as well? As soon as I realized that, I called for our wizard to ready his spells of cold and water. Whoever once called this place home possessed unimaginable resources! Not one, but three guardians, each forged from enough precious metal to beggar a kingdom's treasury.

Fortunately, I had more at my disposal than electrified gauntlets and heat-resistant armor. As the wizard's cold washed over the first construct, I opened the release valve for the nozzle attached to my right gauntlet. A stream of pressurized, cold fluid surged forth and engulfed our foes. As the constructs' bodies congealed and cracked, I couldn't help but smile. These constructs proved that even more lay hidden beneath our feet. I remained all too eager to discover the truth, but little did I realize the magnitude of what was next in store.

—Eliara Sparkwright, Inventor Extraordinaire

GUNS & GEARS
INTRODUCTION
GEARS CHARACTERS
GEARS EQUIPMENT
GUNS CHARACTERS
GUNS EQUIPMENT
THE ROTATING GEAR
GLOSSARY AND INDEX

Golarion is a world of fantasy, one that is incredibly vast and diverse. This means that numerous reflections of the genre, in all its permutations, can be found somewhere the world, as long as you know where to look. The Shining Kingdoms are a land of knights and chivalry similar to those imagined in the legends of King Arthur, the Saga Lands remain home to fierce vikings and time-displaced wizards, and the High Seas embody the spirit of exploration and the fearsome naval combat of the age of piracy.

Fantasy has more to offer than just knights in shining armor and wizards in tall towers. Ingenious goblins and ratfolk cobbling together technology from half a dozen different disciplines and schematics, industrious dwarves smithing intricate technological marvels, and humans meticulously assembling clockwork creatures and weapons piece by painstaking piece all have their places within the genre of fantasy and in the world of Golarion.

For the automatons of the Jistka Imperium, their place in the world remains complicated. They represent the last remnants of an ancient society that mastered magic and machines in equal measure, then left them behind after the society fell as a relic of their lost nation's greatest achievement. For trick drivers and their trusty vehicle mechanics, their place might be almost anywhere, though they're unlikely to learn their craft outside of port cities like Absalom, or countries where technology grew at a steady pace alongside magic, like the continent of Arcadia or the nation of New Thassilon. Meanwhile, trapsmiths and their cogwheel snares find a home in Absalom, with its Clockwork Cathedral; in the gritty Grand Duchy of Alkenstar or their dwarven allies in Dongun Hold; or in Arcadia or New Thassilon as well.

Even characters whose classes typically represent the embodiments of classic fantasy and high magic might have a spark of technology hidden away somewhere, perhaps waiting for just the right moment to reveal the ace up their sleeves. The old wizard, his body failing but his magic strong, might choose to replace a failing heart with a clockwork organ rather than succumb to the temptation of undeath. A construct might successfully seek out a soul and life as a living creature to start anew and attain a different perspective about the world. Even an elven archer in a forest far away from any center of technology might create devices that are entirely new to their culture, such as scopes and eyewear that use the scientific power of crystals and lenses to see hidden targets and enable otherwise impossible shots. In all these cases, players should work together with their GMs to build context and story behind these ideas and ground the character in the world.

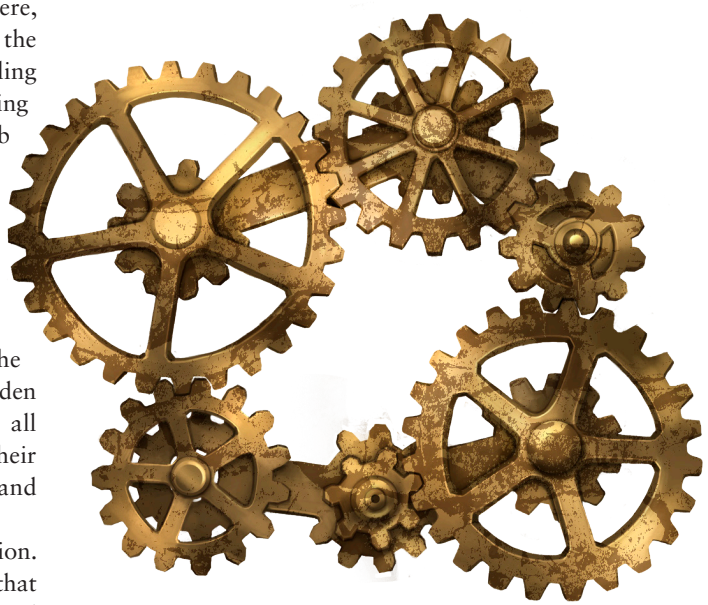
Fantasy is as broad and deep as human imagination. Let the ancestry, backgrounds, and archetypes that follow take your imagination even farther down the road of what a such a world can be!

VARIATIONS ON A THEME

The inventor class, automaton ancestry, new backgrounds, and other elements located in this book give players ways to embody different aesthetics that infuse mechanical concepts or fantastic science into their character designs. The degree to which you combine these elements is something that can help you impact the development of your character and the tone and feel of your game in a variety of ways.

An automaton character with a class like fighter or monk can be an interesting twist on a classic idea. An automaton inventor with the Disciple of the Gear background who multiclasses as a cleric of Brigh, goddess of invention, can be the focal point of an entire campaign arc themed around the spread of technology and the search to understand the mortal soul. A gnome vehicle mechanic who maintains and makes improvements upon a single vehicle can serve as an unusual character whose existence begs the question of the prevalence of technology throughout the world, or as an established member of a robust mechanics' guild that creates and maintains a small fleet of vehicles used for a particular purpose by a city or civilization.

The way that you combine the elements presented in this section can enable you to tell a vast array of different stories. The extent to which magic and technology coexist in your fantasy setting is up to you. Players and GMs should work together to discover how their respective ideas can influence each other as they explore how much influence technology has on the world, as well as discuss methods they might employ as the campaign unfolds to demonstrate its importance, or lack thereof.



AUTOMATON

These intelligent constructs house actual souls and represent what remains of a dying empire's last attempt at greatness. Automatons combine technological ingenuity with magical power, creating a blended being wholly unique to Golarion.

The Jistka Imperium was the first major human civilization to emerge after Earthfall, arising around the area that would later become Rahadoum and enduring for seven centuries thanks to great advancements in civics and the sciences. However, Jistka's leaders often favored aggressive uses of technology, and early advances paved the way for arrogance, petty infighting, and corruption. The Jistka Imperium's expansionist tendencies and lack of diplomacy earned the Imperium many enemies over the course of its existence. The most notable of these foes was the empire of Ancient Osirion. Osirion's enmity ultimately sealed the Imperium's fate, as they employed clever and depraved magic that proved more than a match for Jistka's legendary construct army, even when the Jistkans began to cut corners and bind fiends into their constructs. In a desperate attempt to fight back against internal corruption and external pressures, a group of concerned Jistkans formed the Artificer Conclave to develop new technologies to stave off the Imperium's collapse and return Jistka to its former glory. The most successful of these developments were automatons, which the Conclave believed to be the pinnacle of Jistkan constructs—or at least, the last hope for Jistka's salvation. Conclave creators transplanted the mind, life force, and soul of Jistkan individuals into these constructs, creating magical and technological marvels powered by the life energy of the greatest warriors and scholars the organization could recruit. Unfortunately, despite the Conclave's best efforts, the automatons' arrival happened too late to save the already doomed Imperium. The empire collapsed, leaving automatons to fend for themselves.



MAGE AUTOMATON

The exceptional and forward-thinking construction of automatons means that a fair number remain today, millennia later, scattered to the winds. However, the passage of time has revealed one of automatons' greatest weaknesses: their mortal psyches. Only the strongest willed have managed to retain their memories, sense of self, and lucidity after all this time. As each automaton remains as unique as any living person on Golarion; a given automaton has their own personality, shaped by countless experiences. Most automatons behave reclusively, preferring to avoid others due to fear of attachment or misunderstanding. Even automatons who are more willing to live in the open understand that their unique nature makes them a prime target for hunters, scholars, or worse. Rare is the automaton that lives without the regular occurrence of distrust or worry.

If you want to play a character who is a living construct with powerful potential and ties to ancient magic, you should play an automaton.

YOU MIGHT...

- Have lived for several centuries and through many significant events.
- Be hesitant to trust others until they've earned it.
- Remember little of your life before becoming an automaton.

OTHERS PROBABLY...

- Mistake you for a mindless construct when they first see you.
- Assume you have secret knowledge about magic and technology.
- Look upon you with awe.

PHYSICAL DESCRIPTION

Automatons share a common construction—a blend of magically treated metals and stone. This design allows automatons to withstand the rigors of direct combat and makes them particularly hardy. Their heavy bodies can move just as quickly as other combatants, making automatons intimidating foes. The design of an automaton varies depending on the needs of its role. Most automatons have a basic humanoid shape, though some instead have shapes that closely resemble animals. The majority of automatons have a single eye that glows with a dim, magical light. Each also contains a powerful artifact that both houses its individual soul and uses a combination of life and planar energy for power. These *automaton cores* are marvels of magical engineering whose method of creation has been lost to time.

As constructs, automatons typically don't need to breathe, eat, or sleep; however, the body of an automaton needs to vent an imperceivable magical exhaust at a constant rate. This venting process requires breathable air to prevent a buildup of exhaust that can clog the automaton's systems, sometimes to fatal effect. Thus, automatons can still suffocate much like living creatures. Though they don't sleep, automatons require a period of magical recalibration and restoration which stabilizes the energies within their core. Without this process, an *automaton core* is incapable of fully powering the automaton and they enter an inefficient state (similar to a humanoid who doesn't get 8 hours of sleep).

Automatons don't age and the design of their cores grants them a seemingly endless power source. Many automatons that exist today are thousands of years old, their bodies as efficient as the day of their creation, even if their minds might have deteriorated with the strain of the ages. Automatons lost over time typically met violent ends. An automaton's body is just as vulnerable to destruction as any other construct, though destroying an *automaton core* is more difficult. As such, an automaton's soul might remain trapped within its core for years after the destruction of its body. This was the intent of the original creators, who hoped to provide functional immortality. However, in reality, the destruction of the body more often leads to a malfunction, requiring magical intervention such as resurrection magic to restore the automaton completely. In the case of the core's destruction, or if it malfunctions catastrophically enough that it can no longer hold the soul, the core releases the spirit to the River of Souls.

In some cases, an automaton can learn how to consciously or subconsciously influence its core. These automatons eventually learn how to release their souls from their cores, allowing their souls to move on when they feel they have achieved a satisfying life. This act leaves the automaton as a mindless construct, typically still active but no longer capable of anything but aimless wandering and occasional acts of self-defense.

SOCIETY

Due to the disparate fates of automatons, many of them lead solitary lives. There are a few cases of automatons originally designed to work together, such as groups of warriors, who remain as a team and dwell together in hideouts or travel together as wanderers. These groups are few and far between, however, and

RARITY

Rare

HIT POINTS

8

SIZE

Medium or Small

SPEED

25 feet

ATTRIBUTE BOOSTS

Strength
Free

LANGUAGES

Common
Utopian, the language of the plane of Axis
Additional languages equal to your Intelligence modifier (if it's positive). Choose from Chthonian, Diabolic, Dwarven, Elven, Empyreal, Petran, Pyric, Thalassic, Sussuran, and any other languages to which you have access (such as the languages prevalent in your region). At the GM's discretion, if you still have memories from your time in Jistka, you might speak Jistka instead of Common.

TRAITS

Automaton
Construct

AUTOMATON CORE

Your body contains an *automaton core* infused with planar quintessence that grants you power to perform various tasks and houses your soul and life energy. This life energy flows through you much like the blood of humanoids. As a result, you are a living creature. You don't have the typical construct immunities, can be affected by effects that target a living creature, and can recover Hit Points normally via vitality energy. Additionally, you are not destroyed when reduced to 0 Hit Points. Instead, your life energy attempts to keep you active even in dire straits; you are knocked out and begin dying when reduced to 0 Hit Points (*Player Core* 411).

(cont'd)

CONSTRUCTED BODY

Your physiological needs are different than those of living creatures. You don't need to eat or drink. You don't need to sleep, but you still need a daily period of rest. During this period of rest, you must enter a recuperating standby state for 2 hours, which is similar to sleeping except you are aware of your surroundings and don't take penalties for being unconscious. Much like with sleeping, if you go too long without entering your standby state, you become fatigued and can't recover until you enter standby for 2 hours.

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

automaton settlements are even rarer. The only pockets of automatons that begin to resemble settlements typically hide among the ruins of Jistka. These groups can hold dozens of automatons, but any attempts to contact or visit them tend to be fruitless. Such gatherings are especially secretive, and the resident automatons will protect their homes at any cost.

Automatons are far more likely to encounter other ancestries. Depending on the automaton's personality, this encounter could go a number of ways, ranging from extreme secrecy to open visitation. An automaton's unique appearance makes them stand out regardless of where they're found, but most others look upon them with awe or curiosity rather than fear. Magical constructs aren't an alien concept across Golarion, but many of them are mindless. After making it past the initial shock of a thinking construct, it's often not difficult for most grasp how to engage with an automaton. However, automatons are more likely to find the semblance of an everyday life in large cities like Absalom, Azir, or Quantium. Regardless of where they go, an automaton must remain on the lookout for those who would attempt to take their body for study or to access their core.

BELIEFS

The people of the Jistka Imperium saw the aeons of Axis as ideal beings whose behavior was worthy of emulation. Since many automatons contain Jistkan souls, many automatons maintain a philosophy of order and attempt to avoid disrupting societies around them. Few automatons act particularly benevolent or maliciously, though the independence and isolation common among automatons occasionally leads to kind or cruel individuals. Automatons tend to worship gods of technology or magic like Brigh and Nethys, or various monitor demigods. Worship of Irori and Pharasma are somewhat common among automatons as well. Pharasmin automatons likely learn how to release their souls from their cores, and often choose to do so. Though they are ancient beings from long before the time of Casandalee, a small number of automatons have recognized the new artificial goddess as a kindred spirit.

Popular Edicts dedicate yourself to your body's purpose, help other automatons find release from their bodies when asked, minimize others' sightings of you, travel to other planes

Popular Anathema allow others access to your core, use your body for massive destruction

NAMES

An automaton typically keeps the name they had before their transformation into a construct, if they can remember it. Even when other memories fade, memory of their name often remains. As such, many automatons have names with Jistkan origins. Second most common are automatons who had to give themselves a new name, as they lost their memories of the old one at some point. Those automatons that particularly believed in the cause of the Artificer Conclave might instead take the name of one of the conclave's members in honor of the cause that they gave their body to support. Some automatons prefer to change their names over their lifetimes, either selecting a new name from a culture they encountered or adding a title to represent a significant moment in their lives. In some cases an automaton will use a particularly cherished title in place of any other name.

Sample Names

Alnhaman, Busmin, The Doleful, Enoh, Himar, Kantral, The Kindred, Numinar, Scholar, Tehkis, Wayfarer, Yulmian

Automaton Heritages

Every automaton has a unique body based on the original roles intended to aid the people of Jistka. Choose one of the following automaton heritages at 1st level.

HUNTER AUTOMATON

You were designed to serve as a scout or assassin and have a body resembling a pack hunter like a large cat or wolf. Though you typically move like a quadruped, you can still stand and fight like a biped, allowing you to use all equipment normally. Your quadruped design allows you to move quickly; if you have both hands free, you can increase your Speed to 30 feet as you run on all fours.

MAGE AUTOMATON

The chamber housing your core has a more direct connection to the rest of your humanoid shape, allowing you to tap into your core's magical energy. You gain one cantrip from the arcane spell list. You can cast this spell as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

SHARPSHOOTER AUTOMATON

Your lithe, humanoid shape is designed for speed and accuracy suitable for ranged combat. You gain the Automaton Aim action.

AUTOMATON AIM ❖

You steady your body and observe the events of the battlefield to maximize the range of your next shot. You reduce the penalty for firing into your weapon's second range increment from –2 to 0 for the next ranged attack you make this turn. You can use this action a second time in the same turn to reduce the penalty from firing into your weapon's third range increment from –4 to 0 for the next ranged attack you make this turn.

WARRIOR AUTOMATON

Sporting a bulkier, powerful design, your body has been designed for combat. You have a bulky, humanoid shape. The damage die for your fist increases to 1d6 instead of 1d4. You don't take a penalty when making a lethal attack with your fist or any other unarmed attack.

Ancestry Feats

The following feats are available to automaton characters.

1ST LEVEL

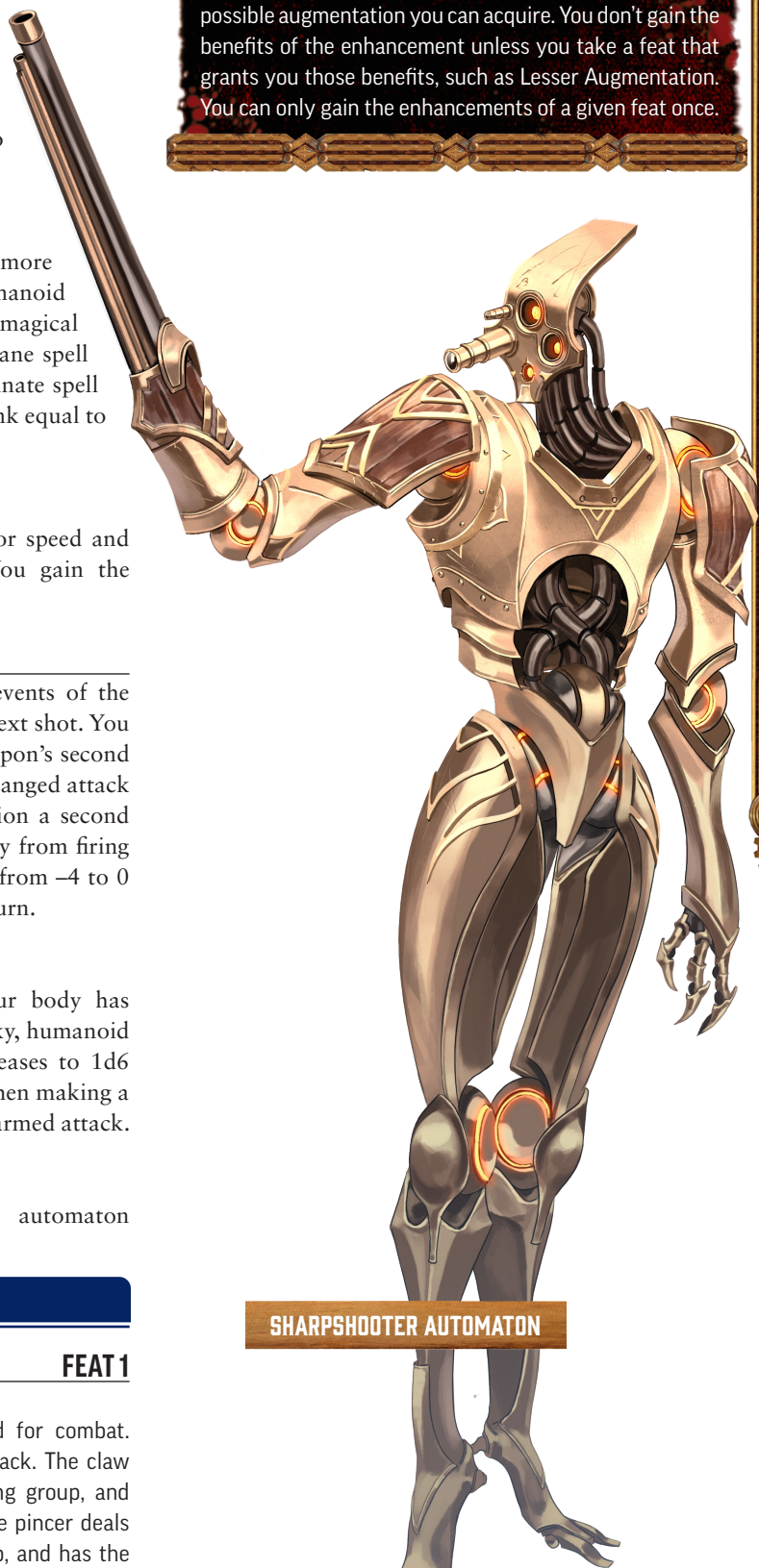
AUTOMATON ARMAMENT — FEAT 1

AUTOMATON

You've been provided a body part designed for combat. You gain either a claw or pincer unarmed attack. The claw deals 1d4 slashing damage, is in the brawling group, and has the agile, finesse, and unarmed traits. The pincer deals 1d6 piercing damage, is in the brawling group, and has the grapple and unarmed traits.

ENHANCEMENTS

Automatons are built to receive enhancements and modifications to their bodies. Many automaton ancestry feats have an "Enhancement" line that represents a possible augmentation you can acquire. You don't gain the benefits of the enhancement unless you take a feat that grants you those benefits, such as Lesser Augmentation. You can only gain the enhancements of a given feat once.



SHARPSHOOTER AUTOMATON

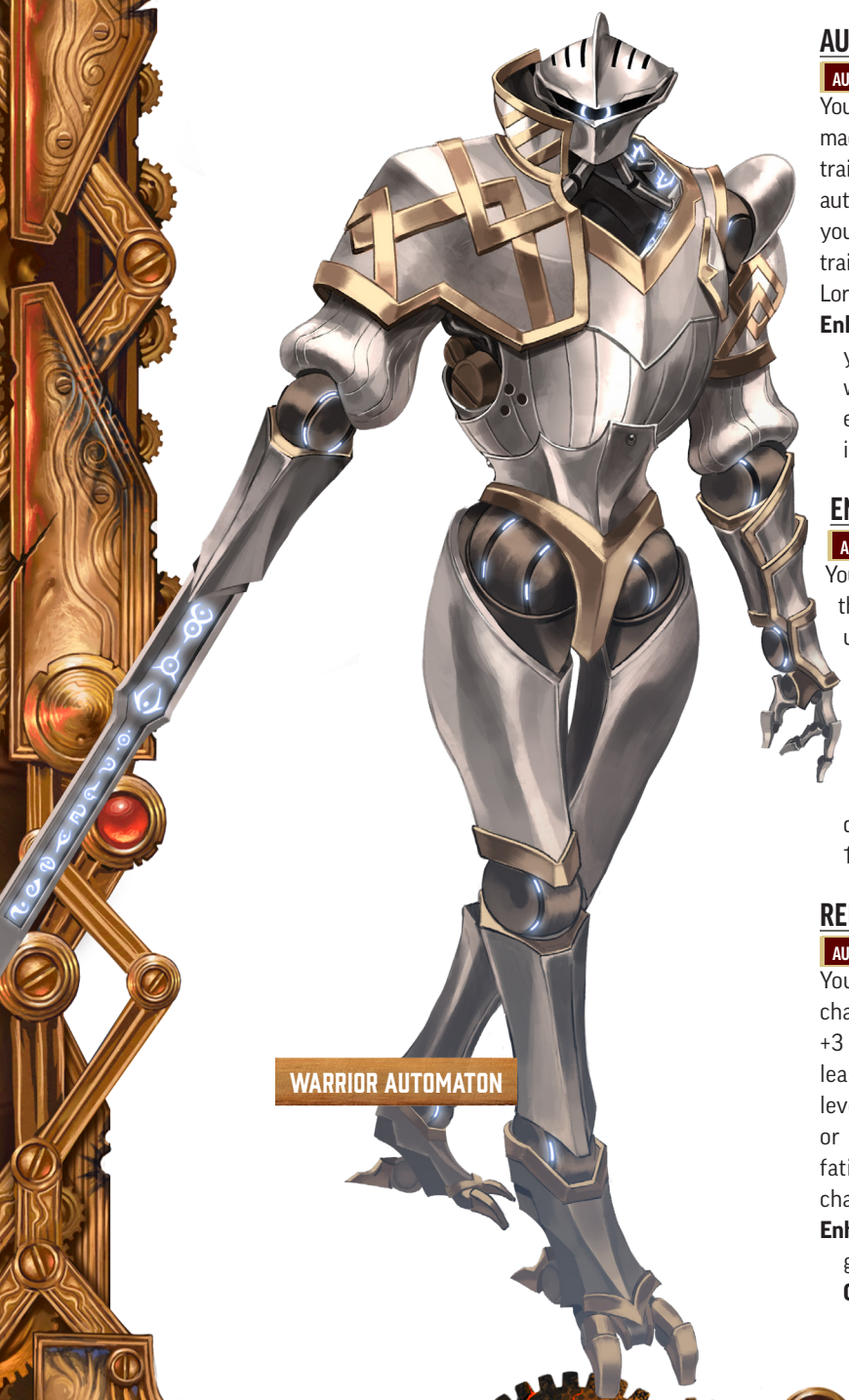
Your body can be reconfigured; you can select this feat at any level, and you can retrain into or out of this feat or change the type of attack you gain.

Enhancement Your attacking part is reinforced. Increase the damage die of the unarmed attack you gain from this feat by one step (from 1d4 to 1d6, or from 1d6 to 1d8).

ARCANE COMMUNICATION FEAT 1

AUTOMATON

You can deliver silent messages. You gain touch telepathy, allowing you to communicate silently and mentally with any creature you're touching, as long as you share a language.



WARRIOR AUTOMATON

Enhancement You can send your messages even further. Your telepathy gains a range of 10 feet, but you still have to share a language with your target.

ARCANE EYE FEAT 1

AUTOMATON

Prerequisites low-light vision

Your eye has been magically enhanced to pierce darkness. You gain darkvision.

Enhancement Your eye can see invisible creatures in brief spurts. You can cast *see the unseen* as an arcane innate spell once per hour.

AUTOMATON LORE FEAT 1

AUTOMATON

You have come to better understand the process that made your body and the magic that powers it. You gain the trained proficiency rank in Arcana and Crafting. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore feat for Automaton Lore.

Enhancement Your gain greater understanding. Increase your proficiency rank in either Arcana or Crafting, as well as Automaton Lore, to expert. If you were already an expert in the chosen skill, increase your rank to master instead.

ENERGY BEAM FEAT 1

AUTOMATON

You can channel your core's power through the magical gem that serves as your eye. You gain an energy beam ranged unarmed attack that deals 1d4 fire damage. The energy beam has a range increment of 20 feet. On a critical hit, the target takes persistent fire damage equal to the number of weapon damage dice. Your eye beam does not add critical specialization effects.

Enhancement You channel greater power. Increase the damage die of your energy beam by one step, from 1d4 to 1d6.

REINFORCED CHASSIS FEAT 1

AUTOMATON

Your body is designed to be particularly resilient. Your chassis is made from reinforced armor plating that grants a +3 item bonus to AC with a Dexterity cap of +1. If you are at least 5th level, the item bonus increases to +4 and at 10th level it increases to +5. You can never wear other armor or remove your chassis; however, you still don't become fatigued from sleeping. You can etch armor runes onto your chassis.

Enhancement Your chassis becomes difficult to overcome. You gain the Chassis Deflection reaction.

Chassis Deflection ↷ **Trigger** A critical hit deals physical damage to you; **Effect** Attempt a DC 17 flat check. If you are successful, the attack becomes a normal hit.

5TH LEVEL

ARCANE SAFEGUARDS FEAT 5

AUTOMATON

The magic powering you makes it difficult for outside magic to affect you. You gain the Resist Magic reaction.

Resist Magic ↻ **Trigger** You attempt a saving throw against a harmful magical effect but haven't rolled yet; **Effect** Your innate magic protects you. You gain a +1 circumstance bonus to the triggering saving throw. Additionally, if the triggering effect is arcane, if you roll a success, you get a critical success instead.

Enhancement Your safeguards improve. When you Resist Magic, you gain a number of temporary Hit Points equal to the spell rank of the triggering effect.

INTEGRATED ARMAMENT FEAT 5

AUTOMATON

Your mechanical body houses a weapon or shield that you can quickly draw and stow, leaving you prepared for combat at all times.

You can use a 1-minute activity, which has the manipulate trait, to integrate a single, one-handed weapon or shield into one of your arms. You can draw or stow this item as an Interact action. Creatures don't automatically see this integrated item when it's stowed and must actively Seek in order to find it. They take a –2 circumstance penalty to any checks to do so. While you are wielding the item, it can't be Disarmed and you can't drop or Release it; you must Interact to store the weapon and free that hand. A creature determined to retrieve the item can do so, but it requires either 1 minute to remove it or extreme violence to your arm—such as physically removing portions of the limb. You can only have one integrated armament at a time, though you can use the 1-minute activity to replace the item or swap the arm in which it's stored.

Enhancement Your body has more space for integration. You can now either integrate two one-handed weapons, a one-handed weapon and a shield, or a single two-handed weapon which is split across both arms. You can use a single Interact action to draw or store both integrated armaments. When you draw a single weapon, you can choose to hold it with either one hand or both hands.

MAGICAL RESISTANCE FEAT 5

AUTOMATON

Your animating magic provides some defense. Choose one of the following energy damage types: cold, electricity, or sonic. You gain resistance 5 to that damage type.

Enhancement You tap deeper into your animating magic, and your resistances improve. Choose one of the following benefits: you gain resistance 5 to the remaining two damage types from the above list, or your chosen resistance increases to a value equal to 1 + half your level.

AUTOMATON ADVENTURERS

Many who became automatons had some role in society prior to their transformation and often gravitate toward classes that best represent these roles, even if they no longer remember their former life as more than subconscious flashes. Hunter, sharpshooter, and warrior automatons usually become fighters, rangers, and rogues. Spell casting classes, such as bards, witches, and wizards are common among mage automatons. While an automaton can have any background, the pool of individuals chosen to become automatons were typically of the acolyte, bounty hunter, emissary, gladiator, guard, herbalist, hunter, martial disciple, scholar, scout, or warrior background.

9TH LEVEL

ARCANE CAMOUFLAGE FEAT 9

AUTOMATON

Prerequisites hunter automaton

You have developed magical techniques to aid you with stalking your prey. You can cast *blur* and *invisibility* each once per day as 2nd-rank arcane innate spells.

Enhancement Your camouflage is more potent. Your *blur* spell now lasts 10 minutes and when you cast *invisibility*, you can choose to gain the effects of the 4th-rank version of the spell. In addition, you can now cast *blur* and *invisibility* each twice per day.

ARCANE PROPULSION ◆◆ FEAT 9

ARCANE AUTOMATON

Frequency once per day

You redirect energy from your core to ports on your back or feet, allowing you to fly for a short time. You can maintain this redirected energy for 5 minutes. You gain a fly Speed equal to your Speed while redirecting the energy.

Enhancement You can maintain your flight for longer. You can redirect your energy at all times, allowing you to fly whenever you want, rather than just once per day for 5 minutes.

ARCANE SLAM ◆◆ FEAT 9

AUTOMATON

Prerequisites warrior automaton

Requirements You have a creature grabbed or restrained.

You channel magical power from your core into your arm, empowering your attack as you attempt to slam your foe into the ground. Attempt an Athletics check against the foe's Fortitude DC. You take a –2 circumstance penalty to your check if the target is one size larger than you and a –4 circumstance penalty if it's larger than that. You gain a +2 circumstance bonus to your check if the target is one size smaller than you and a +4 circumstance bonus if it's smaller than that.

AUTOMATON ORIGINS

The method of creating automatons as the Artificer Conclave did millennia ago has been lost to time. As such, most automatons who remain on Golarion were created during Jistka's existence. However, there are a few rare automatons that have different origins. Anquira, herself an automaton and a high-ranking member of the Artificer Conclave, resides in Axis and seems to be nearing the point of recreating the Jistkan process. She's created a few promising prototype automatons with her techniques. There are also rumors of another automaton doing similar research somewhere in the deserts of the Golden Road, though the new automatons emerging from the desert appear somewhat incomplete.

Of significant note are the increased reports of automatons in southern Garund, originating from the nation of Eihlona. The nation is famous for its inhabitants' skill in mixing magic with technology, particularly the remnants of Shory technology that crashed within the nation's borders in ages past. Eihlonan mage crafters have managed to recreate automatons using their vast knowledge, magical prowess, and access to ancient technology, alongside insights from a few friendly automaton immigrants who found a respectful and welcoming home there. Though the process is long and arduous, Eihlona seems to be on the verge of recreating the success of the Artificer Conclave. If they do, they could someday produce hundreds, if not thousands of automatons.

Critical Success You slam the foe down and the magical energy overwhelms it. The creature is knocked prone, becomes dazzled for 1 round, and takes damage equal to 2d6 plus your Strength modifier. The foe is no longer grabbed or restrained by you.

Success You slam the foe down. The creature is knocked prone and takes damage equal to your Strength modifier. The foe is no longer grabbed or restrained by you.

Failure You are unable to slam the creature, but your hold on the creature remains.

Critical Failure The creature breaks free and is no longer grabbed or restrained by you.

Enhancement Your arms better channel your core's power. You no longer take penalties for attempting to slam larger foes. Your foe takes damage equal to 2d6 plus your Strength modifier on a success (or double that on a critical success).

CORE ATTUNEMENT — FEAT 9

AUTOMATON

Prerequisites mage automaton

Your core allows you to draw more power from it. Select one 1st-rank arcane spell and one 2nd-rank or lower arcane spell, to which you have access. You can cast your chosen spells as arcane innate spells each once per day.

Enhancement Your attunement grows stronger. Select one 5th-rank or lower arcane spell and one 6th-rank or lower arcane spell, to which you have access. You can cast them as arcane innate spells each once per day, in addition to the original spells.

LESSER AUGMENTATION — FEAT 9

AUTOMATON

You know how to get the most out of your unique body and abilities. You gain the enhancement benefits of one of your 1st- or 5th-level automaton ancestry feats.

You are also capable of reconfiguring your augmentations to meet your needs. You can spend one week of downtime to change the enhancement you gain with this feat.

Enhancement You gain the enhancement benefits of another 1st- or 5th-level automaton ancestry feat. Also, your reconfigurations take less time. You only need to spend 1 day of downtime to change any of your enhancements. If you have multiple enhancements, changing each one requires a separate day.

RAIN OF BOLTS ◆◆◆ — FEAT 9

AUTOMATON

Prerequisites sharpshooter automaton

Frequency once per day

Throughout the day, your body produces powerful projectiles within your chassis. You fire them all at once in either a 30-foot cone or a 10-foot emanation. Foes in the area take 6d6 piercing damage with a basic Reflex save against the higher of your class DC or spell DC. This increases to 7d6 at 12th level, 8d6 at 15th level, and 9d6 at 18th level.

Enhancement The projectiles regenerate quicker, they are much more powerful, and you can refine the metallic content to harm certain creatures. You can use Rain of Bolts once per hour instead of once per day. The damage increases to 12d6 and each time you use the action, you can choose adamantine, cold iron, or silver. The damage from Rain of Bolts is treated as the metal you chose. At 20th level, the damage increases to 13d6.

13TH LEVEL

ARCANE LOCOMOTION — FEAT 13

AUTOMATON

You've modified your body to allow you to augment your movement. You gain either a climb Speed of 20 feet or a swim Speed of 20 feet, your choice.

Enhancement Your body allows for even further forms of movement. You can either select the option from this feat you haven't chosen yet (climb Speed or swim Speed), or you can increase your land Speed by 5 feet and increase the Speed you chose from this feat increase to be equal to your adjusted land Speed.

ASTRAL BLINK — FEAT 13

AUTOMATON

You've attuned your core to allow you to phase in and out

of the Astral Plane, allowing you to teleport periodically. You can cast *translocate* once per hour as a 4th-rank innate arcane spell.

Enhancement Your attunement allows you to teleport in a series of quick jumps rather than in one big leap. You can expend your hourly use of *translocate* as a free action when you begin your turn. If you do, your Strides are augmented until the end of your turn, allowing you to instantly teleport to any point you could reach with your Speed instead of traversing normally to the location. While augmented, your Strides gain the teleportation trait. Your augmented Strides don't trigger reactions that can be triggered by move actions or upon leaving or entering a square, unless those reactions trigger on teleportation.

CORE REJUVENATION ◆ FEAT 13

AUTOMATON

Frequency once per day

Trigger You have the dying condition and are about to attempt a recovery check.

Your soul taps into your core's power to push against the grasp of death and allow you to recover consciousness. You're restored to 1 Hit Point, lose the dying and unconscious conditions, and can act normally on this turn. You gain or increase the wounded condition as normal when losing the dying condition in this way.

Enhancement Your soul can draw even more power from your core, granting you additional benefits. When you use Core Rejuvenation, you also gain a number of temporary Hit Points equal to three times your level. These Hit Points remain for 1 minute.

ENLARGED CHASSIS FEAT 13

AUTOMATON

Prerequisites Medium or Small size

You've empowered your core to support a larger body, granting you size and additional reach. You gain the effects of *enlarge* constantly.

Enhancement Your core's empowerment has stabilized, allowing for greater support. You are no longer clumsy due to the effects of *enlarge*.

17TH LEVEL

AXIAL RECALL FEAT 17

UNCOMMON AUTOMATON

You have reconfigured the magical resonance of your core to attune to the planar energies of Axis, enabling instantaneous travel to that plane. You can cast *interplanar teleport* twice per week as an arcane innate spell that can only target yourself; you can travel only to Axis or the Universe, and your body serves as the focus component.

CORE CANNON ◆◆ FEAT 17

ARCANE AUTOMATON CONCENTRATE

Frequency once per day

VERSATILE HERITAGES

Since automatons have artificial bodies, they don't manifest the features of versatile heritages, even if the soul within their core did so in life. As a result, most automatons don't have a versatile heritage. However, players who are interested in taking a versatile heritage are encouraged to speak with their GM to best determine an explanation for the versatile heritage. Since an *automaton core* draws on planar energy, there is a chance that said energy manifests in a versatile heritage, such as a nephilim automaton with an overabundance of energy from the Outer Planes. Alternatively, a powerful soul might still be able to manifest the features of their heritage they had prior to transfer to an automaton body. An automaton with a versatile heritage will have minimal physical changes if any, though the color of energy that courses through their core and the rest of their body might change to properly represent the versatile heritage.

Your body transforms into a powerful magical cannon. While immobile as a cannon, you can fire blasts of energy directly from your core, devastating your foes. You become immobilized until you use an Interact action to revert back to your standard form. While in your cannon form, the only actions you can use are to Strike with an energy blast unarmed attack or to Interact to revert back to your standard form. You can remain in your cannon form for up to 1 minute or until you take the action to revert back to your standard form, whichever comes first.

Energy blasts are a special ranged unarmed attack. You can only make energy blast Strikes while you're in your cannon form. Your energy blasts deal 3d8 fire damage and 3d6 force damage, which increases to 4d8 fire damage and 3d6 force damage at level 20. You gain the item bonus to attack rolls with your energy blasts from the highest *potency* rune on any *handwraps of mighty blows* you are wearing or any weapon you are wielding, but *striking* and property runes have no effect on your energy blasts. Energy blasts have a range increment of 120 feet. On a critical hit with an energy blast, the target takes 10 persistent fire damage. Your energy blast doesn't add critical specialization effects. If it matters for an effect dependent on weapon damage dice, an energy blast's number of weapon damage dice is three, or four at level 20.

GREATER AUGMENTATION FEAT 17

AUTOMATON

You've greatly improved your abilities and your core can support further augmentations. You gain the enhancement benefits of one of your 1st-, 5th-, 9th-, or 13th-level automaton ancestry feats.

You are also capable of reconfiguring your augmentations to meet your needs. You can spend one week of downtime to change the enhancement you gain with this feat.

COMMON BACKGROUNDS

The following common backgrounds are particularly appropriate for a character that interacts with technology in a changing world. While the backgrounds are listed as common for an area with themes of gears and technology, and their mechanics and story impact are not likely to require a discussion with your GM or the other players, many of them still might not be thematically appropriate for regions and campaigns that lack these themes.

ANTI-TECH ACTIVIST BACKGROUND

You've seen the sorts of things that technology brings—polluted environments, workers put out of their jobs or horribly injured, and the slow erosion of society—and you've vowed to inform the larger world of these ills. You do so with long, impassioned speeches on street corners and village squares and by talking personally with the heads of various guilds. Adventuring into the wider world could help spread your message even farther.

Choose two attribute boosts. One must be to Constitution or Charisma, and one is a free attribute boost.

You're trained in the Intimidation skill and the Guild Lore skill. You gain the Group Coercion skill feat.



DISCIPLE OF THE GEAR

CLOCKFIGHTER

While others choose to use their engineering ability to heal the injured or make brilliant innovations, you've used your skill to repair and modify clockwork constructs that battle in gladiatorial combat. You know how to get a crowd electrified for your clockwork gladiator, win or lose, and you know how to repair it when it gets damaged. These skills serve you well as an adventurer.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Crafting skill and the Gladiatorial Lore skill. You gain the Experienced Professional skill feat.

CLOCKWORK RESEARCHER BACKGROUND

New forms of clockwork technology are incredibly interesting to you, and you've been studying examples of them to see where else they might be best put to use. You might eventually develop a new prototype machine or find a way to make related technologies practical enough for everyone to benefit. Though before you do, you must continue your research!

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Society skill and the Engineering Lore skill. You gain the Crafter's Appraisal (*Player Core 2* 229) skill feat.

CODEBREAKER BACKGROUND

Whether you're employed by a military organization to decipher coded messages sent by enemy factions or work independently to crack an enigma created by a past civilization, you have a head for patterns and linguistics. You might even use new clockwork devices to aid you in your efforts.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Society skill and the Cryptography Lore skill. You gain the Glean Contents (*Player Core 2* 231) skill feat.

DISCIPLE OF THE GEAR BACKGROUND

While many regard science and faith as incompatible, you believe scientific advancement is your deity's will. Perhaps you're a follower of Brigh, Casandalee, or some other god of technology, or perhaps you see the furnaces and sparks of modernity as the latest manifestation of Sarenrae's flame or Gozreh's lightning—whatever the case, you're always willing to spread the word of your deity, and you've learned some basic tinkering to show how your deity's focus can increase the common standard of living.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Crafting skill and the Lore skill for the deity you worship. You gain the Quick Repair skill feat.

DRIVER BACKGROUND

You live behind the controls of a vehicle, and can handle anything the road or waves and sky can throw at you. You adventure to test your skills with new and interesting vehicles.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in the Acrobatics skill and either the Driving Lore or Piloting Lore skill. You gain the Assurance skill feat with the chosen lore.

HOUNDED THIEF BACKGROUND

Some time ago, you stole a unique item from a strange individual. It might have been a piece of clockwork from a far-off land or some other bit of strange technology. You might still have it or you might have sold it, but either way, you can't shake the feeling that you're being followed and watched, likely by forces who want to retrieve what you took. Luckily, a life of adventure keeps you on the move.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Thievery skill and the Underworld Lore skill. You gain the Pickpocket skill feat.

JUNKER BACKGROUND

You live on the outskirts of civilization, combing through the detritus left behind for interesting trinkets to sell or use in your own crafting. Though you have a preferred terrain to search, you know that the greatest treasures occur where people make greater use of technology.

Choose two attribute boosts. One must be to Strength or Wisdom, and one is a free attribute boost.

You're trained in the Athletics skill and the Lore skill of the terrain in which you scavenge. You gain the Hefty Hauler skill feat.

MECHANIC BACKGROUND

The intricate inner workings of machines are no stranger to you. Whether they are mundane devices or complex clockworks, you know what makes them tick and how to maintain them. An adventuring group might keep you around to repair their equipment, or you might travel around to offer your rare services to those in need—for a price, of course!

Choose two attribute boosts. One must be to Strength or Intelligence, and one is a free attribute boost.

You're trained in the Crafting skill and the Engineering Lore skill. You gain the Quick Repair skill feat.

MEDICINAL CLOCKSMITH BACKGROUND

While others might have looked to clockwork as a mechanical innovation, you see the potential in the technology to improve the health of patients. You might be an experienced field medic who reached for a scrapped construct to help a wounded soldier, or a vanguard surgeon who's found replacing organs with clockwork more effective than repairing them. Perhaps you've also worked to "optimize" organic bodies with fine machinery, with or without the permission of your patients.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Medicine skill and the Engineering Lore skill. You gain the Risky Surgery skill feat (*Player Core 2* 233).

PRINTER BACKGROUND

Keeping your finger on the pulse of the city, you write a small news broadsheet to sell on street corners. You rent the use of a printing press to achieve this goal, so you're familiar with such machines. However, people and their stories are your main focus, and you adventure to chase the latest scoop.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and the Scribing Lore skill. You gain the Multilingual skill feat.

SABOTEUR BACKGROUND

Whether you do it for personal enjoyment or at the behest of a mercenary company or military organization, you have a knack for destroying things. You have a sense for an object or structure's weak spots and know where to deliver a hammer strike or alchemical bomb. You adventure to hone your skills or complete a particular mission.

Choose two attribute boosts. One must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in the Thievery skill and the Engineering Lore skill. You gain the Concealing Legerdemain (*Player Core 2* 228) skill feat.

TOYMAKER BACKGROUND

You delight in making little trinkets for children of all ages, and seeing their faces light up thanks to one of your creations brings joy to your heart. Perhaps you sell your wares from a particular shop or from the back of a wagon as you travel from town to town.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Crafting skill and the Mercantile Lore skill. You gain the Specialty Crafting skill feat, choosing artistry, blacksmithing, glassmaking, leatherworking, tailoring, or woodworking as your specialty.



RARE BACKGROUNDS

While most backgrounds are available to any character, some backgrounds are so unusual that just having them makes a character rare and extraordinary.

These rare backgrounds can give a player a significantly different roleplaying experience by setting their character up with a history or legacy beyond the norm. For example, when a character with the discarded duplicate background is the duplicate of a world-shaking or plot-essential NPC, the character is situated in a special position within the narrative. Your character's background is an intrinsic part of where they come from and not something they earn during the game. Rare backgrounds should be chosen only after a discussion between the GM and other players as to whether one would apply for a particular character in your group's game.

DISCARDED DUPLICATE

RARE

Someone created you for a specific purpose. Some important person, be they a storied royal, a contentious politician, or a stark military leader, needed a body double for their most dangerous appearances. Using a mixture of fringe science and magic, you were commissioned and trained to emulate this person in every way, and have stood in for them in countless deadly circumstances. You may or may not know the reason behind your decommissioning, but whoever discarded you didn't finish you off. Now, the world is yours to explore—but "you" may have a bold or brutish reputation, or the individual you were duplicating may be long dead. Regardless of the fate of this individual, your way of life has changed drastically.

You and the GM can work out how to incorporate your previous life into your story. The GM can keep this knowledge hidden even from you, or you or another character know what happened. You and the GM can also leave the information unspecified and fill it in later.

You gain three free attribute boosts. You choose two, and the GM chooses one based on the attributes of the character you were built to duplicate.

MECHANICAL SYMBIOSIS

RARE

Whether you purposefully took it on or had it thrust upon you, a bronze, clockwork object latched onto some part of

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your body. It may have sunk its needles into you or locked its spidery legs around your neck, torso, or upper arm. Some entity or spirit lives in this collection of gears and wires—whether or not other people hear its whispers is up to you. The entity may be an ancient, terrible being that has razed villages with its hosts, or it may be a brilliant, starry-eyed child who barely understands you're not part of its own body.

You have studied and searched for information on these rare, crab-like machines, leaving you an expert in the binding of elemental spirits or mortal souls to mechanical objects. Though you have several theories on what the symbiotic entity might be, you have no definitive answers—this may be why you're adventuring in the first place, or perhaps you've made a deal with someone to get it removed. The entity might talk to you periodically, or it might only speak when it wants you to do something in particular or finds the two of you in danger. You and the GM should decide on the entity's motivations, or if the motivations should be a secret known only to the GM.

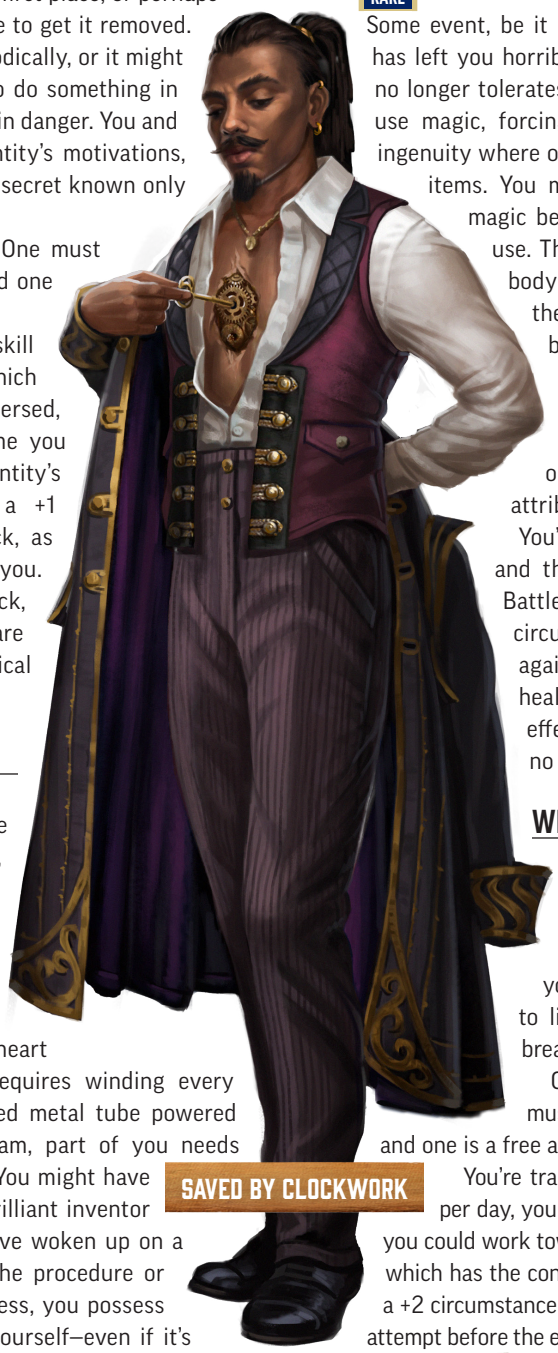
Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Arcana skill and an additional skill in which the clockwork entity is well-versed, determined by the GM. Any time you attempt a skill check for the entity's skill, the GM can offer you a +1 circumstance bonus to the check, as though the entity were Aiding you. If you accept but fail the check, the entity clenches up and you are stunned 1 (stunned 2 on a critical failure).

SAVED BY CLOCKWORK

RARE

Through bloody combat, a terrible accident, or purposeful sacrifice, you've lost some piece of your body that has been replaced with a clockwork mechanism. Whether your arm is now a whirring series of pumps, steel coils, and iron gears; your heart a intricate crystal clock that requires winding every day; or your lower leg a sculpted metal tube powered by adamantine springs and steam, part of you needs regular maintenance and repair. You might have received instructions from the brilliant inventor who saved you, or you might have woken up on a battlefield with no memory of the procedure or the individuals involved. Regardless, you possess the knowledge to take care of yourself—even if it's how to wind a key in your own heart or reconstruct a mechanical foot.



SAVED BY CLOCKWORK

Choose two attribute boosts. One must be to Strength or Intelligence, and one is a free attribute boost.

You're trained in the Crafting skill. Every day you must perform 10 minutes of maintenance and wind up your clockwork parts, or you risk failure of the components, with consequences depending on what you replaced (determined by you and the GM). Your clockwork components allow you to react to danger with alacrity. You gain a +2 circumstance bonus to initiative rolls.

TECH-RELIANT

RARE

Some event, be it an accident, attack, or disaster, has left you horribly scarred by magic. Your body no longer tolerates magical healing, and you can't use magic, forcing you to rely on gadgets and ingenuity where others trust in spells and magical items. You might have been well-versed in magic before, or barely familiar with its use. This event may have injured your body in visible ways, but no matter the extent of your injuries, your body no longer interacts with healing magic in any capacity.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Crafting skill and the Medicine skill. You gain the Battle Medicine skill feat, and a +1 circumstance bonus to saving throws against spells. Healing spells, healing magic items, and magical effects with the healing trait have no effect on you.

WISHED ALIVE

RARE

Once you were a simple construct or inanimate doll, but due to a deeply felt wish, either yours or another's, you came to life, and so you're now a living, breathing creature.

Choose two attribute boosts. One must be to Constitution or Charisma, and one is a free attribute boost.

You're trained in the Diplomacy skill. Once per day, you can fervently wish for something you could work towards achieving as a single action which has the concentrate trait. If you do, you gain a +2 circumstance bonus on the first skill check you attempt before the end of your turn to fulfill that wish.

GEARS ARCHETYPES

While an infinite number of character concepts exist, you might find that the feats and skill choices from a single class aren't sufficient to fully realize your character. If you're hoping to add a splash of technology and invention to your character's abilities while playing a class other than inventor, these archetypes will allow you to expand the scope of your character's class.

Applying an archetype requires you to select archetype feats instead of choosing class feats from your class. Start by finding the archetype that best fits your character concept, and select the archetype's dedication feat using one of your class feat choices. Once you have the dedication feat, you can select any feat from that archetype in place of a class feat as long as you meet its prerequisites. The archetype feat you select is still subject to any selection restrictions on the class feat it replaces. For example, if you gained an ability at 6th level that granted you a 4th-level class feat with the dwarf trait, you could swap out that class feat only for an archetype feat of 4th level or lower with the dwarf trait. Archetype feats you gain in place of a class feat are called archetype class feats.

Occasionally, an archetype feat works like a skill feat instead of a class feat. These archetype feats have the skill trait, and you select them in place of a skill feat, otherwise following the same rules above. These are not archetype class feats (for instance, to determine the number of Hit Points you gain from the Fighter Resiliency archetype feat).

Each archetype's dedication feat represents a certain portion of your character's time and focus, so once you select a dedication feat for an archetype, you must satisfy the requirements listed in its "Special" entry before you can gain another dedication feat. Typically, you satisfy an archetype dedication feat by gaining a certain number of feats from the archetype's list. You cannot retrain a dedication feat as long as you have any other feats from that archetype.

Sometimes an archetype feat lets you gain another feat, such as the alchemist archetype's Basic Concoction feat. You must always meet the prerequisites of the feat you gain in this way.

Additional Feats

Some archetypes allow other feats beyond those with full write-ups in their archetype entry. These are typically class feats, such as fighter feats that represent certain combat styles. The list of additional feats includes the feat's name, its level, and the page number where it appears. You can take the feat as an archetype feat of that level, meaning it counts toward the number of feats required by the archetype's dedication feat. When selected this way, a feat that normally has a class trait doesn't have that class trait.

KEY TERMS

You'll see the following key terms in several archetypes.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per round.

Reckless: Actions with the reckless trait run the risk of the pilot losing control of a vehicle. When performing a reckless action, the pilot must first attempt an appropriate piloting check to keep control of the vehicle.

Multiclass Archetypes

Archetypes with the multiclass trait represent diversifying your character's training into another class's specialties. You can't select a multiclass archetype's dedication feat if you are already a member of the class of the same name (for instance, a fighter can't select the Fighter Dedication feat).

Gears Archetype List

The following archetypes each allow you to build a character with strong ties to gears and gadgets in a variety of different ways.

- The **inventor** multiclass archetype (page 49) adds some inventor abilities to a character of any class. This allows all sorts of characters to flex their ingenuity in order to solve problems through brilliant invention.
- The **overwatch** archetype (page 50) uses enhanced visual gear to watch the battlefield, taking advantage of enemies' openings and assisting allies in a bind.
- The **sterling dynamo** archetype (page 52) gains powerful uses out of their clockwork prosthetic. While the prosthetic is usually an arm, the archetype covers characters replacing or augmenting any limb with a clockwork prosthetic.
- The **trapsmith** archetype (page 54) expands the snarecrafter archetype with special options for creating snares with cogwheels and gears, granting a variety of special benefits impossible with an ordinary snare.
- The **trick driver** archetype (page 55) drives a vehicle into battle, crushing opponents who stand in their way. A great choice for a character who wishes to pilot a vehicle and join in the fight, whether it's a personal vehicle or one shared by the group.
- The **vehicle mechanic** archetype (page 56) gets the most out of a specific vehicle, granting that vehicle special benefits. This makes a vehicle mechanic a natural combination with a trick driver to pilot the vehicle.

Inventor

You revel in the creation of clever inventions, deploying your brilliance to defeat your foes. Explosives, gadgets, and innovative technologies? You have ideas for all of them, and you're eager to test your theories.

Multiclass Inventor Characters

Inventor is a great fit for intelligent characters looking to branch out and learn new tricks, especially alchemists, who are already good at Crafting and may appreciate unstable options as an alternative to daily alchemical resources. If they meet the Intelligence requirements, clerics of deities who encourage invention and experimentation like Brigh are an amazing fit, both because it makes narrative sense and because such characters can usually Refocus while fixing their innovation after using an unstable ability.

Gunslingers, investigators, rogues, and wizards can all make for good multiclass inventors, though any class that favors Intelligence might also be a good fit.

Inventor Dedication — Feat 2

UNCOMMON ARCHETYPE DEDICATION MULTICLASS

Prerequisites Intelligence +3

You become trained in Crafting and inventor class DC. You gain the Inventor skill feat, even if you don't meet the skill feat's requirements. Choose an innovation. You gain that innovation, though you don't gain any other abilities that modify or use that innovation, such as modifications or Explode.

Basic Breakthrough — Feat 4

ARCHETYPE

Prerequisites Inventor Dedication

You gain a 1st- or 2nd-level inventor feat of your choice.

Brilliant Crafter — Feat 4

ARCHETYPE

Prerequisites Inventor Dedication

Your skill at crafting is unparalleled. You become an expert in Crafting. At 7th level you become a master in Crafting, and at 15th level, you become legendary in Crafting and you become an expert in your inventor class DC.

Advanced Breakthrough — Feat 6

ARCHETYPE

Prerequisites Basic Breakthrough

You gain one inventor feat. For the purpose of meeting its prerequisites, your inventor level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another inventor feat.

Explosion — Feat 6

ARCHETYPE

Prerequisites Inventor Dedication

Your innovation can explode on command. You gain the Explode action (page 19).

Basic Modification — Feat 8

ARCHETYPE

Prerequisites Inventor Dedication

You've learned to modify your innovation in order to enhance its capabilities beyond what an ordinary piece of equipment can accomplish. You gain a basic modification of your choice for your innovation (page 16). Your innovation must meet any requirements for the modification you choose, as normal.

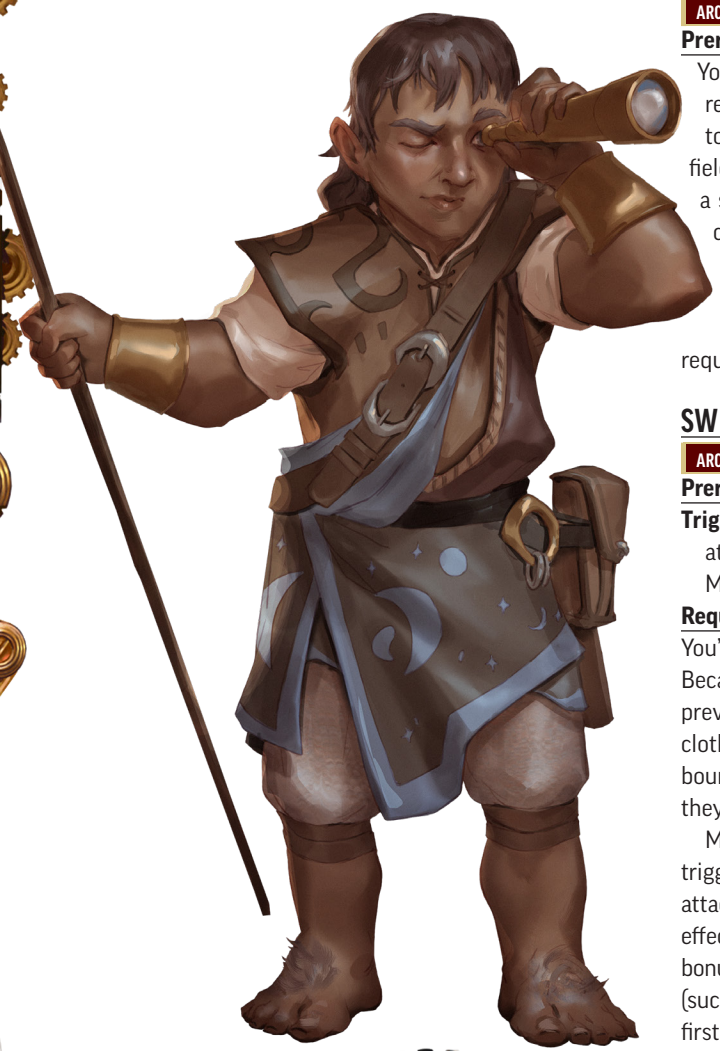


Overwatch

With a stalwart mind and sharp eyes, you observe the battlefield as though you and your allies are pieces on a chessboard. By predicting dangers and hazards and offering your insights to your comrades, you win battles through keen observation and teamwork. Whenever there's a threat or opening, you're the first to point it out, and you're ready to help your allies directly when necessary.

As a group's overwatch, you might let the position go to your head. In such cases, you might think of yourself as the mastermind behind the chessboard and feel detached from your allies, thinking of them as little more than pawns on the field.

But more likely your role allows you to feel a deeper connection to your allies, and your coordination and heroics stand out most when you subsume your individual ego to serve the group's needs. In that case, you might think of yourself as a part of a functional whole—if your party was a single living body, you serve as the eyes, but that doesn't mean you're the brain, the heart, or other vital organs. Everyone has a crucial role to play.



Overwatch Dedication — Feat 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites expert in Perception

You have an innate knack for tactical observation, and you've innovated to apply that knack in a variety of ways that allow you to assist your allies. With the help of enhanced visual gear (such as a specially modified telescope, goggled visor, or binoculars) and a set of carefully curated signals to share the information you uncover with your allies, you and your team are always keenly aware of the movement of combatants on the battlefield. You quickly and efficiently disperse the information you discover to your nearby allies so they can use it to direct their own observations and reactions to danger.

You're surrounded by an overwatch field aura in a 30-foot emanation. Your overwatch field aura grants you increased perception and allows you to call out warnings to your allies within the aura to point out threats. This aura has the auditory and visual traits. When you roll Perception for initiative, you and allies within your overwatch field receive a +2 circumstance bonus on your initiative rolls.

Spyglass Modification — Feat 4

ARCHETYPE

Prerequisites Overwatch Dedication

Your enhanced visual gear includes a regulating scope and reflectors, combined in an ingenuous setup that allows you to see around corners within the area of your overwatch field. This permits your overwatch field to extend around a single corner or turn and allows you to see around that corner as well. This ability doesn't let you see through walls or other barriers. You can't use it to see around a second or further corner, and it doesn't allow you to make ranged attacks or perform other actions that require line of effect with your target.

Swift Intervention — Feat 6

ARCHETYPE

Prerequisites Overwatch Dedication

Trigger An ally within your overwatch field fails in their attempt to Arrest a Fall, Balance, Grab a Ledge, or Maneuver in Flight.

Requirements You are wielding a ranged weapon.

You're burdened with noticing potential threats at all times. Because of this, you've learned that a well-placed shot can prevent disaster. You make a shot to either pin an ally's clothing to stop a fall or secure them against a ledge, or you bounce an attack off their armor to correct their course as they stumble while attempting to balance or fly.

Make a single ranged attack roll against the DC of the triggering check; your ally uses the result of your ranged attack roll in place of their original roll. You must have line of effect to your ally, and your attack roll includes any normal bonuses or penalties for a ranged attack with that weapon (such as the penalty for making a ranged attack beyond your first range increment).

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TOPPLE GIANTS FEAT 8

ARCHETYPE

Prerequisites Overwatch Dedication

When you observe an ally try and fail to execute a strategic maneuver against your enemies, you coordinate with your other allies to finish the job, using the opening from the first attempt to keep your foe off-balance and ensure your eventual success.

When an ally within your overwatch field attempts to Disarm, Shove, or Trip an opponent within your overwatch field and fails, you coordinate efforts to provide a +2 circumstance bonus to the next Athletics check rolled by a different ally to attempt the same action on the same target before that target's next turn.

WIDE OVERWATCH FEAT 10

ARCHETYPE

Prerequisites Overwatch Dedication, master in Perception

Through a variety of perceptive techniques, careful routines, and upgrades to your enhanced visual gear, you have become able to observe and maintain your overwatch at a much greater distance. Increase the size of your overwatch field from 30 feet to 60 feet.

FOREWARN FEAT 12

ARCHETYPE

Prerequisites Overwatch Dedication, master in Perception

Frequency once per minute

Trigger An enemy within your overwatch field attempts an attack against an ally who is also within your overwatch field.

Your foresight and planning are more valuable than armor as you direct your ally away from danger, but there's a limit to how often you can guide your allies away from a foe's relentless assaults. The triggering attack roll targets your Perception DC instead of your ally's AC. Though this allows your ally to avoid taking penalties to their AC, it doesn't remove any conditions or other effects causing such penalties. For example, an enemy with sneak attack would still deal extra damage to your ally if they are off-guard, even though they wouldn't take the –2 circumstance penalty when defending against the attack.

MASTER SPOTTER FEAT 12

ARCHETYPE

Prerequisites Overwatch Dedication, expert in Perception

Your incredible perception and trusty enhanced visual gear allow you to see things others miss. Your proficiency rank in Perception increases to master.

CONTROL TOWER FEAT 14

ARCHETYPE

Prerequisites Overwatch Dedication, master in Perception

Your keen senses and ability to process battlefield information have dramatically improved, allowing you to drastically reduce the advantage of unseen foes. You and allies in your overwatch field gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within the overwatch field. You and your allies don't have to succeed at a flat check to target a concealed creature within your overwatch field. When you or an ally targets a hidden creature in your overwatch field, reduce the DC of the flat check to 5.

CONVERGE FEAT 16

ARCHETYPE

Prerequisites Overwatch Dedication, master in Perception

Trigger You make a successful ranged attack against an opponent who is within your overwatch field, and who is within reach of one or more of your allies who is also within your overwatch field.

Informing your ally of an opening created by your shot, you coordinate to set them up to hit the target at the same time. Your ally can make a melee Strike against the triggering foe as a reaction. This Strike doesn't count toward that ally's multiple attack penalty, and their multiple attack penalty doesn't apply to this Strike. If your ally's Strike is successful, combine the damage from your successful ranged attack with the damage from your ally's melee attack for the purpose of determining resistances and weaknesses.

OVERWATCH TRAINING

Not just anyone can train to become their party's overwatch. A keen and incisive perception is necessary, of course, but that alone won't be sufficient. While many a ranger or rogue must sharpen their senses or face a short career, a true overwatch must be able to apply information received from all five senses (and any additional special senses they might have) to make split-second decisions that work toward achieving a tactical goal. Such a response can partially be trained through hours of daily drills designed to help a potential overwatch separate true threats and situations requiring their skills from false positives, and even situations where they would cause a problem if they didn't hold back. However, while training helps ingrain good practice into one's reflexes and muscle memory, ultimately, an overwatch candidate who lacks an innate degree of good tactical instinct will find such training slow to produce results, or in the worst case, even impossible.

Beyond senses and instinct, the role of overwatch requires the ability to innovate your enhanced visual gear to assist in removing blind spots and seeing what others miss. This is essential, since you must keep track of your team and nearby foes. While it isn't explicitly necessary for you to be the one with enough skill in Crafting to maintain and upgrade your enhanced visual gear, many successful overwatches choose to do so in order to better understand how every piece works together to create the whole.

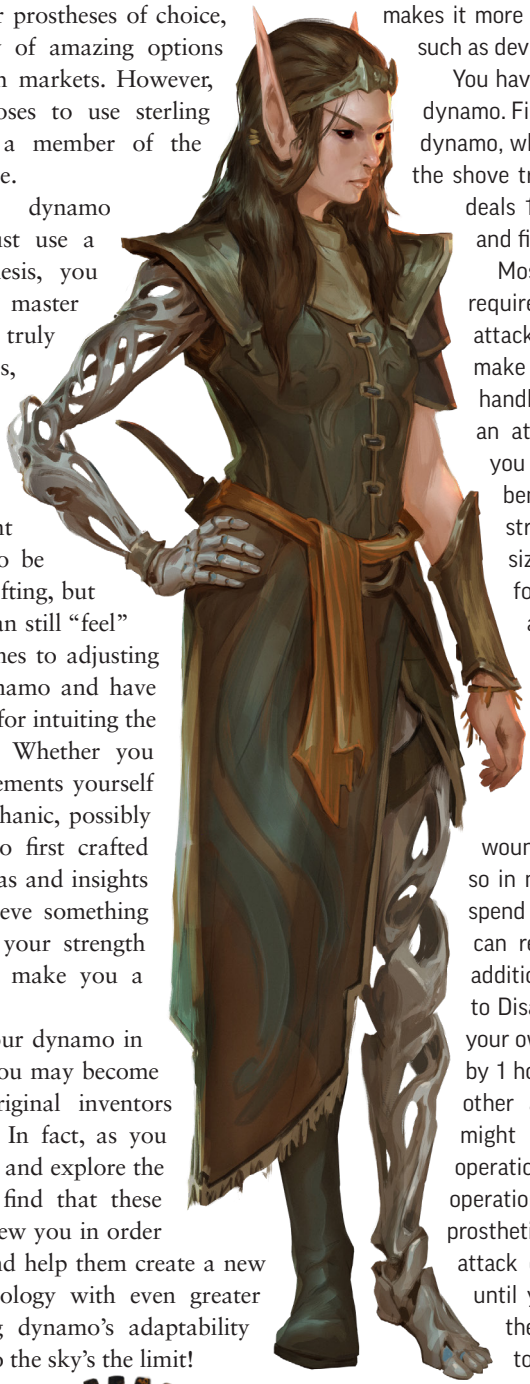
Sterling Dynamo

While many people across Golarion use prosthetic devices, you've acquired and outfitted yourself with a particularly advanced combat model of clockwork prosthesis: a piece of cutting edge technology called a sterling dynamo. You know how to maintain your dynamo and how to customize it to suit your needs and style, incorporating any promising new technologies you encounter into its design.

There's a significant distinction, however, between someone who merely has a sterling dynamo prosthesis and someone like you who is a true sterling dynamo. With their recent invention, people in Absalom and Dongun Hold with access to the technology have begun to adopt sterling dynamos as their prostheses of choice, among the wide variety of amazing options already available in both markets. However, not everyone who chooses to use sterling dynamo technology is a member of the sterling dynamo archetype.

With the sterling dynamo archetype, you don't just use a sterling dynamo prosthesis, you have taken the time to master all of its intricacies and truly understand its advantages, limitations, and limitless potential. You don't have to literally be your own mechanic, as there's no requirement for a sterling dynamo to be particularly skilled at crafting, but even if you aren't, you can still "feel" what's right when it comes to adjusting and optimizing your dynamo and have likely picked up a knack for intuiting the occasional modification. Whether you implement these improvements yourself or present a trusted mechanic, possibly the same individual who first crafted your prosthesis, with ideas and insights that allow them to achieve something special on your behalf, your strength and ingenuity are what make you a sterling dynamo.

As you train to use your dynamo in all sorts of adventures, you may become capable of feats its original inventors never dreamed possible. In fact, as you progress in the archetype and explore the possibilities, you might find that these inventors want to interview you in order to apply your insights and help them create a new generation of the technology with even greater capabilities. The sterling dynamo's adaptability grants it vast potential, so the sky's the limit!



Sterling Dynamo Dedication — Feat 2

UNCOMMON ARCHETYPE DEDICATION

You obtain a sterling dynamo prosthetic, which allows you to replace or augment a limb, or even add a simple new non-prehensile limb, such as a tail. While your sterling dynamo prosthetic can replace a missing prehensile limb, such as an arm, choosing to add a new limb can never increases your character's number of hands or prehensile limbs beyond two, even in combination with other abilities or effects.

Your sterling dynamo prosthesis is especially optimized for combat, granting you a dynamo melee unarmed attack that is in the brawling weapon group and is made of silver (which makes it more effective against certain types of creatures, such as devils and werewolves).

You have several options to customize your sterling dynamo. First, choose whether you have a power driver dynamo, which deals 1d6 bludgeoning damage and has the shove trait, or a percussive striker dynamo, which deals 1d4 bludgeoning damage and has the agile and finesse traits.

Most dynamos are automated, so they don't require a free hand to use, like other unarmed attacks. However, you can instead choose to make your dynamo be manually controlled via a handheld switch, lever, or other device; to make an attack with a manually controlled dynamo, you must have a hand free to operate it, but the benefit is great control and a more devastating strike. This increases the damage die by one size, to a 1d8 for a power drive dynamo or 1d6 for a percussive striker dynamo. Arm dynamos are always manual, but they use the hand on that arm to operate the dynamo when making strikes. Manual control is required only in the heat of combat, not for less strenuous adventuring or everyday activities.

You need to keep your sterling dynamo wound, but the process isn't particularly onerous, so in most situations, it won't be an issue. If you spend 1 minute winding up your dynamo, it can remain active for 24 hours before needing additional winding. However, enemies can attempt to Disable the dynamo, which has a level equal to your own, to reduce the remaining operational time by 1 hour, or 2 hours on a critical success. Certain other abilities that adversely affect technology might also reduce the dynamo's remaining operational time. When your dynamo is out of operational time, you can still use it as a normal prosthetic, but you cannot use your dynamo unarmed attack or any other abilities from this archetype until you wind the dynamo again. You can wind the dynamo for 1 minute at any time to return it to the maximum 24 hours of operational time.

MODULAR DYNAMO FEAT 4

ARCHETYPE

Prerequisites Sterling Dynamo Dedication

Your dynamo has modular configurations, allowing you to swap between various different possibilities with ease in order to adapt to various situations in combat. Your dynamo attack gains the modular trait (page 150), as well as one of the following configurations of your choice: power driver (1d6 bludgeoning damage; shove), percussive striker (1d4 bludgeoning damage; agile, finesse), rotating sickle (1d6 slashing damage; trip), or entangling barbs (1d6 piercing damage; grapple). If you have a manually controlled dynamo, these damage dice increase by 1 size, as usual, and you can also choose the extendable baton (1d4 bludgeoning damage; finesse, reach), which has the damage increase already factored in.

When you use an Interact action to switch configurations using the modular trait, you switch between the initial configuration of dynamo you chose with the Sterling Dynamo Dedication and the new configuration you chose with Modular Dynamo.

Special You can select this feat multiple times. Each time, you choose another configuration and add it to the list of options you can choose when you use an Interact action with the modular trait.

PISTON PUNCH ◆◆ FEAT 6

ARCHETYPE

Prerequisites Sterling Dynamo Dedication

You lash out with a powerful punch, extending your dynamo to a greater length in order to attack two creatures in a row. Make a single bludgeoning or piercing dynamo Strike and compare the attack roll result to the ACs of up to two foes. The first foe must be within your melee reach and the second foe must be adjacent to the first foe in a straight line away from you. Roll damage only once and apply it to each creature you hit. A Piston Punch counts as two attacks for your multiple attack penalty. Reduce the operational time of your sterling dynamo by 1 hour.

STASIAN SMASH ◆◆ FEAT 8

UNCOMMON ARCHETYPE

Prerequisites Sterling Dynamo Dedication

Access You are from Ustalav.

You've modified your dynamo with Stasian coils, allowing you to make a powerful attack that crackles with electricity. Make a dynamo Strike. On a success, the Strike deals an additional 1d12 electricity damage to the target, as well as 1d4 electricity damage to up to two other foes within 10 feet as sparks leap across the gaps. If you critically fail your dynamo Strike, you take 1d12 electricity damage. This counts as two attacks when calculating your multiple attack penalty. At 18th level, the additional electricity damage to the target increases to 2d12, and the additional electricity damage to the other foes increases to 2d4. Reduce the operational time of your sterling dynamo by 1 hour.

PROSTHETICS IN GOLARION

Prosthetics in Golarion don't require membership in an archetype or special organization to obtain. A character can purchase a simple prosthetic foot, eye, hand, or virtually any other body part for as little as 5 silver pieces, with more expensive prosthetics that are decorated with unique customizations or designs available for a corresponding mark-up. For more information on prosthetics, see page 69 of *Pathfinder Lost Omens Grand Bazaar*. The sterling dynamo prosthetic technology presented here was created through collaboration between a Dongun Hold prosthesis inventor, who created the flexible silvery clockwork joint system, and a researcher from the Clockwork Cathedral in Absalom, who created a prototype variant that increased how customizable the model was and sent it back to the dwarven inventor to iterate further. That iteration became the sterling dynamo that entered the market in late 4721 AR. It has been widely applauded for its adaptability in both combat and everyday use.

BEAST DYNAMO HOWL ◆◆ FEAT 10

UNCOMMON ARCHETYPE

Access You are from Arcadia.

You've incorporated beast tech from Arcadia into your dynamo, adding in components from various terrifying creatures to enhance your prosthesis's capabilities. The beast parts can unleash a disturbing howl as you make a powerful attack with your dynamo. Attempt Intimidation checks to Demoralize against each enemy within 30 feet; you don't take a penalty when you attempt to Demoralize a creature that doesn't understand your language. Then, make a dynamo Strike. Reduce the operational time of your sterling dynamo by 1 hour.

CONSTRUCT DYNAMO FEAT 12

UNCOMMON ARCHETYPE

Prerequisites Sterling Dynamo Dedication

Access You are an automaton or are otherwise from the ancient Jistka Imperium.

You've learned the secrets of Jistkan construct prostheses, allowing you to incorporate construct components into your dynamo and gain a portion of their magic. You gain a +1 status bonus to saving throws against magic, and your dynamo Strikes become magical.

SOARING DYNAMO FEAT 18

ARCHETYPE

Prerequisites Sterling Dynamo Dedication

You've built clockwork wings or jets into your dynamo, allowing you to use your prosthesis to fly. You gain a fly Speed equal to your Speed. Each minute of flight reduces the operational time of your sterling dynamo by 1 hour, measured from the first time you use the Fly action in a given minute.

Trapsmith

Wielding a wrench or blowtorch, you manufacture snares that whir and tick with delicate precision. Your best work requires the right materials—a glorious set of brass fittings and cogwheels—with which you create snares that are as elegantly lethal as they are subtle. As a trapsmith, you're always improving your snares: adjusting timing, tweaking triggers, and finding new ways to hide them from foes.

Investigators, rangers, and rogues all make good trapsmiths, though any character with a devious mindset and mechanical inclinations might find this a good fit.

TRAPSMITH DEDICATION — FEAT 4

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Snarecrafter Dedication (*Player Core 2* 216)

You use glimmering gears and gnashing mechanisms to manufacture snares using specialized parts. Your snares include clockwork and steam-powered cogwheels and gears, and their gush of steam can hinder those you ensnare. If you choose to construct a snare using gears and a creature fails their saving throw against the snare, all creatures are concealed to that creature for 1 round, as a burst of steam obscures its vision.

Special You can select the dedication feat for the trapsmith archetype even if you haven't yet gained three feats from the snarecrafter archetype.



GEAR GNASH — FEAT 4

ARCHETYPE SKILL

Prerequisites Trapsmith Dedication, expert in Crafting

Snares you create have complicated inner workings that are quite difficult to disable. Creatures attempting to Disable your snares that use gears must succeed at an additional Thievery check in order to disable the snare. On a failed check, while the snare doesn't fully trigger, the grinding mechanisms deal bludgeoning damage to the creature equal to half your level. The snare still triggers on a critical failure, as normal.

PROPELLER ATTACHMENT — FEAT 7

ARCHETYPE SKILL

Prerequisites Trapsmith Dedication, master in Crafting

You've mastered attaching clockwork propellers to your daily quick-deploy snares that use gears. This allows you to place your snares in the air or underwater, where they remain in place for up to 10 minutes, after which the propeller runs out of power and they fall or sink. Unless you use additional precautions to hide it, a propeller snare's location is usually obvious.

RECYCLED COGWHEELS — FEAT 8

ARCHETYPE

Prerequisites Trapsmith Dedication

You're able to scavenge the cogwheels from your daily quick-deploy snares that use gears. This allows you to deconstruct a snare that didn't trigger in order to set the snare up somewhere else. Doing so takes the same number of actions as setting the snare did. When you do, you recover the snare and can deploy it in another location.

REPURPOSED PARTS — FEAT 10

ARCHETYPE

Prerequisites Trapsmith Dedication

You are familiar with the fittings and cogwheels of your snares and can repurpose parts from prepared quick-deploy snares to assemble a new creation on the fly. Using two of the snares you prepared for quick deployment during daily preparations, you can quickly deploy a different snare that you know how to Craft, even if you didn't prepare that snare during your daily preparations.

FINESSED FEATURES — FEAT 12

ARCHETYPE

Prerequisites Trapsmith Dedication

You've learned how to build snares that trigger based on visual stimuli. When you construct a snare using gears, you can cause it to trigger based on the visual features of a creature. For example, you could lay a snare that can only be triggered by a Large or Larger creatures, or one that only activates when a creature wearing red clothing would trigger it. You can use this ability to specify your snares to trigger on creatures that typically do not trigger snares, such as creatures smaller than Small, though the creature must still otherwise satisfy the snare's trigger as normal.

Trick Driver

While cavaliers follow an old and tired tradition of mounted combat, you take a more modern road. Through aggressive use of vehicles, you roll across the battlefield, taking down your opponents. You go beyond simply operating a vehicle, pushing it to perform stunts that its builders never intended, transforming the vehicle into something much greater than a mere conveyance.

Inventors and rogues are candidates to be trick drivers, though it may suit any character with a need for speed.

Using Vehicles

While many of the options in this book are uncommon to allow you to insert the thematic elements into your game as you see fit, there are some options you should consider very carefully before including. This archetype is one of them. Vehicles are relatively complicated and can move very fast, which can make mapping encounters quite difficult. They can also move characters too far from the fight for other participants to respond. Think carefully before deciding whether to include the trick driver archetype, and make sure that vehicle use is right for your campaign's style and encounter area size.

Trick Driver Dedication — Feat 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Driving Lore

You are equally at home piloting any vehicle, adapting yourself instantly to varied controls, movements, and handling. Whenever piloting a vehicle requires a Piloting Lore or Sailing Lore check, you can use your Driving Lore proficiency instead. You can use Dexterity in place of Intelligence when attempting piloting checks with Driving Lore. You become an expert in Driving Lore. At 7th level, you become a master in Driving Lore, and at 15th level, you become legendary in Driving Lore.

Express Driver — Feat 2

ARCHETYPE EXPLORATION SKILL

Prerequisites Trick Driver Dedication

You can optimize your vehicle's performance, coaxing extra speed and choosing paths to avoid slowdowns. When calculating your travel speed for the day while piloting a vehicle, you can attempt a Driving Lore check to increase your vehicle's travel speed. The DC is determined by the GM but is typically based on the vehicle's piloting DC or a difficulty based on the environment, whichever is harder. On a success, increase your vehicle's travel speed by half. This has no effect on your vehicle's movement in encounters.



Take the Wheel ◆ — Feat 4

ARCHETYPE FLOURISH

Prerequisites Trick Driver Dedication

Requirements You are adjacent to a vehicle's point of entry.

Diving into a moving vehicle and seizing the controls is nothing new for you. You Board and Take Control of the adjacent vehicle.

Power Slide ◆ to ◆◆◆ — Feat 4

ARCHETYPE MOVE RECKLESS SKILL

Prerequisites Trick Driver Dedication

Requirements You are piloting a vehicle.

You throw the vehicle into a barely controlled skid, turning sharply to evade pursuit or bring your weapons to bear. You Drive with a –2 penalty to your piloting check, gaining the effects of the Drive action for the same number of actions you spent to Power Slide. At the end of the movement, if you succeed, you can turn the vehicle up to 90 degrees. If you critically succeed at your piloting check, you can instead turn the vehicle up to 180 degrees.

Push It — Feat 7

ARCHETYPE SKILL

Prerequisites Trick Driver Dedication

You can push your vehicle's performance beyond the limits envisioned by its makers. Whenever you succeed at a piloting check, the vehicle you are piloting gains a +5-foot circumstance bonus to all its Speeds until the end of your turn. If you critically succeed, this bonus increases to +10 feet.

Roadkill — Feat 10

ARCHETYPE

Prerequisites Trick Driver Dedication

Requirements You are piloting a vehicle.

In your hands, any vehicle is a weapon. When you use Run Over, you can use your class DC in place of the vehicle's collision DC. Your vehicle can Run Over any number of creatures up to one Size smaller than the vehicle or ram any one target creature or object in your path up to the size of your vehicle.

Drive-By Attack ◆ to ◆◆◆ — Feat 12

ARCHETYPE FLOURISH

Prerequisites Trick Driver Dedication

Requirements You are piloting a vehicle.

You can smoothly line up an attack without disrupting your control. You Drive, gaining the effects of the Drive action for the same number of actions you spent to Drive-By Attack. At any point during your vehicle's movement, you Strike.

Vehicle Mechanic

You have always felt that vehicles are as much works of art as they are means of transportation. It doesn't matter if it's as common as a chariot or as complex as an airship, there's always some aspect of the vehicle you can improve upon. Pilots, drivers, and sailors alike value your expertise, and many seek you out to work on their vehicles. While you can make a great profit working on custom vehicles for wealthy clients, you still keep a vehicle of your own to tinker with as your personal passion project.



You might be part of a vehicle mechanic union, working with other mechanics and engineers to find fair jobs and support each other's labor. While some vehicle mechanic unions are secular, many realize the benefits of organizing alongside a sympathetic religion, and so they typically adopt the ideals of economically-focused gods like Abadar or deities interested in crafting such as the goddess Brigh—the Whisper in Bronze—the goddess of invention. Whether religious or secular, vehicle mechanic unions take the bonds between fellow union members seriously. While this might mean your character becomes obligated to help a fellow union member who needs your help, it also means you have steadfast allies you can fall back on in your own time of need. In dire straits, such a connection can be worth its weight in gold.

Alchemists and inventors both make excellent vehicle mechanics, but any character who likes tinkering with complex machinery might enjoy this archetype.

VEHICLE MECHANIC DEDICATION — FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites Intelligence 14, trained in Crafting

You are adept at designing and maintaining mechanical vehicles, and you lavish your attention and ingenuity on one vehicle in particular. You become an expert in Crafting, and you choose one vehicle you own—or your party owns collectively—to be your signature vehicle: the vehicle you spend time customizing to grant it various advantages. You can spend 1 week of downtime with a new vehicle to designate it as your signature vehicle instead. Due to your amazing customizations and adjustments, pilots gain a +1 circumstance bonus to any piloting checks they make to control your signature vehicle. If you are a master in Crafting, this bonus increases to +2.

ENGINE BAY — FEAT 4

ARCHETYPE SKILL

Prerequisites Vehicle Mechanic Dedication, expert in Crafting

You are practiced at working in vast garages of vehicles and can work on many machines at a time. When Repairing and spending the full 10 minutes, you can fix up to two objects. If you are a master in Crafting, you can fix up to four targets. If you're legendary in Crafting, you can fix up to eight targets. This feat has no effect when using Quick Repair or another ability to reduce the time spent Repairing.

PATCH JOB — FEAT 4

ARCHETYPE

Prerequisites Vehicle Mechanic Dedication

You can patch up damage to an object with a quick fix. You gain the Improvised Repair general feat. When you use Improvised Repair, you can attempt a Crafting check with the same DC as Repair. If you succeed, you can use the object as a normal object of its type until it takes damage rather than as a shoddy object of its type.

SUPERIOR PROPULSION FEAT 6

ARCHETYPE

Prerequisites Vehicle Mechanic Dedication

By experimenting with the effects of momentum gained from your signature vehicle's movement, you have learned to get more from propulsion than just speed when the pilot pushes the vehicle to its limit. Each time the pilot Drives your signature vehicle as a 2- or 3-action activity and succeeds at the Piloting check, the vehicle produces an additional effect, depending on its method of propulsion. If your signature vehicle has more than one propulsion method, the pilot can select which benefit to gain each time they succeed at the Piloting check to Drive the vehicle as a 2- or 3-action activity.

Alchemical The caustic runoff from the alchemical engines is now weaponized. Creatures adjacent to your signature vehicle when it begins its movement take acid damage equal to your level.

Clockwork More resilient gears allow the vehicle to remain functional, even when damaged. If your signature vehicle is broken, it does not need to make the flat check to avoid losing operating time.

Magical The residual magic from your signature vehicle interferes with hostile spells. Pilots, crew, and passengers of the vehicle gain a +1 circumstance bonus to saving throws against spells until the start of the pilot's next turn.

Pulled You have eased the amount of effort needed for those pulling your signature vehicle to move it. The vehicle gains a +10 circumstance bonus to its Speed.

Rowed Reinforced ports protect the rowers below decks from harm. Rowers of your signature vehicle who are below decks have greater cover from attacks from outside the vehicle and are not damaged when the vehicle takes collision damage.

Steam The outlet of steam forms a cloud around the vehicle as it moves. For the duration of its movement, your signature vehicle is concealed.

Wind The draft of the wind helps the vehicle turn. During this movement, your signature vehicle can turn normally, rather than needing to move in a straight line as normal for a 2- or 3-action Drive.

EFFICIENT CONTROLS FEAT 7

ARCHETYPE SKILL

Prerequisites Vehicle Mechanic Dedication, master in Crafting

By reducing redundant systems and streamlining essential functions, you have made it easier for the vehicle to operate with fewer crew. Reduce the number of crew required to operate your signature vehicle by 25%. For example, you would reduce a sailing ship from needing 1 pilot and 8 crew to 1 pilot and 6 crew. This adjustment only affects the number of crew needed to operate the vehicle; it doesn't reduce the vehicle's need for a pilot.

IMPERVIOUS VEHICLE FEAT 8

ARCHETYPE

Prerequisites Vehicle Mechanic Dedication

From armor plating and flexible components, to reinforced materials and backup redundant functionality, you have built safeguards to protect your vehicle from the rigors of combat. Your signature vehicle gains a +1 circumstance bonus to AC and Fortitude saves, and increases its Hit Points by an amount equal to twice your level.

MIRACULOUS FLIGHT FEAT 18

ARCHETYPE MAGICAL

Prerequisites Vehicle Mechanic Dedication

With superior engineering and magical application, you have freed your signature vehicle from the bonds of gravity, allowing it to soar through the sky like a dragon. The vehicle gains magical propulsion and a fly Speed equal to its fastest current Speed. If your signature vehicle already had a fly Speed, reduce the distance the vehicle needs to make a 90-degree turn to half the usual length (typically half the length of the vehicle).

UNIONS

Vehicle mechanics typically ply their trade to those who need to keep their vehicles finely tuned. As in most other such trades, some vehicle mechanics form unions to keep business practices fair and to protect each other from predatory employers. The Absalom Shipwright's Union is the largest union for vehicle mechanics in Absalom, with over a thousand builders, carpenters, and engineers among its membership. **Almenia Oarstone** (female dwarf shipwright) is the current leader of the union, having been a member for more than 60 years. It is said that you can count on one hand the number of ships that have docked in Absalom on which she has never worked. The Shipwright's Union manages shipbuilding and repairs in both the Devil's Own and the Sea King Shipyard, and sometimes dispatches members to handle jobs that need doing at the Docks.

USING VEHICLES

The vehicle mechanic plays best in a campaign where the PCs adventure together in one shared vehicle that the mechanic can enhance, such as in a pirate campaign on a single vessel. In this way, the vehicle mechanic archetype pairs excellently with a PC who has chosen the trick driver archetype. As mentioned on page 55, vehicles are an element you should consider carefully before deciding to include, even in a guns and gears campaign. Vehicles are relatively complicated and can move very fast, which may make mapping encounters quite difficult. They can also move characters too far from the fight for other participants to respond. Think carefully before deciding whether to include the vehicle mechanic archetype, and make sure that vehicle use is right for your campaign's style and encounter area size.





Gears Equipment



Gears Equipment

Stories about gear and technology don't just focus on the innovative genius of inventors who toil and tinker until inspiration strikes and they discover something new. The inventions themselves are often what capture the imagination, sparking stories about these complex and unusual items. This chapter includes everything you need to add items of weird science to your fantasy game. While the equipment presented here tends toward clockwork and steampunk instead of science fiction, in a world that contains both magic and technology, that line can blur in multitudinous, marvelous ways.

Three Innovations

While many of the items here contain their own unique blend of engineering, science, and, sometimes, magic, three major types of technology appear in several sections.

Clockwork Technology

Clockwork technology is the least rare technology in this book, though it's still quite uncommon. Clockwork represents, if not a majority of the new inventions, then at least a plurality, spurred by cutting-edge research at the Clockwork Cathedral in Absalom and the return of New Thassilon, which surfaced some of the secrets of clockwork discovered by the ancient empire's first emperor, Xin. Most clockwork items need to be wound in order to work, but aside from a few extraordinary devices, the time and effort needed to wind up a clockwork item are far less than the duration and magnitude of its effects.

Stasian Technology

Stasian technology is the rarest of the three types, channeling electricity from a limited supply of Stasian coils smuggled out of Irrisen, the land of eternal winter, which owns few Stasian coils to begin with. However, enough smuggled coils have spread to the mist-haunted principality

of Ustalav to inspire a technological renaissance in the highest halls of Ustalavic academia. While Stasian technology is the newest form of electrical technology, and the one least dependent on magic, it's hardly the first time in Golarion's history that a civilization has attempted to harness electricity. Most notably, aeromantic infadibulum technology allowed the sky cities of the Shory empire to soar through the sky. However, such previous electrical technologies relied heavily on magic as a key component, as this made the inventions that harnessed them drastically more stable and powerful than a purely technological solution. After all, magic-users could create lightning bolts—what need was there for a non-magical alternative? While it might seem frivolous on magic-soaked Golarion, Stasian technology exists because it originates from another world where magic is much rarer. By utilizing less magical energy, Stasian tech offers a viable alternative. The core Stasian technology can be found on page 82, but other sections of this chapter have a few pieces of Stasian technology sprinkled in as well.

STEAM-POWERED TECHNOLOGY

Steam technology is also an extremely recent invention, making it far less known than clockwork but still more accessible than Stasian technology, since it doesn't require the use of the heavily limited Stasian coils. Many regarded the idea to use steam for power as particularly novel simply because the world of Golarion contained so many other power sources that seemed more obvious or useful than the energy generated by the transition from water to steam. Most steam engines currently in use include a magical component used to heat the steam; for instance, a fire elemental generates a steady supply of heat on its own, though prior inventors would have used that energy directly rather than through the creation of steam. Nonetheless, several small proof-of-concept steam engines have successfully run safely and stably without the use of magic, through the use of a furnace to heat the water. Purely technological steam power will remain mostly a curiosity, though, as long as it continues to be less effective and convenient than steam power sourced through magical means.

Cogs in the Machine

Each section in this chapter presents a different use for new technologies. Depending on how you want to add technology to your character and game, you can mix and match these sections and choose the ones right for you. The chapter map sidebar on this page provides a quick glimpse of the page numbers for each section.

COMBAT GEAR

Combat gear items are the practical sort you can use to fight your enemies, making them the premiere choice for martial characters seeking technological upgrades. There are new weapons, weapon-like technological items, and items that can alter the way you use weapons.

CHAPTER MAP

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GADGETS

Gadgets are technological consumable items that do something special once and then break down. They're especially important for inventors, who can take feats allowing them to make a few free gadgets each day.

SIEGE WEAPONS

Siege weapons are large, powerful, difficult to move, and dependent on several people to reload, aim, and fire them. They're particularly effective in a large-scale battle or war, leveraging rank-and-file infantry for powerful attacks by the skilled leaders of siege crews.

SNARES AND HAZARDS

Snares and hazards are perfect for rangers, trapsmiths (page 54), and other characters who like to control the battlefield ahead of time. When you mix the devious minds of trapmakers with the possibilities presented by technology, the possibilities remain especially deadly.

STASIAN TECHNOLOGY

Stasian technology includes some of the fundamental technological items that use Stasian coils. You can learn even more about Stasian technology and how Ustalav has been using it on page 82.

UTILITY GEAR

Utility gear describes items that are useful in society, though they may or may not be useful to a typical adventurer. For instance, the recent invention of the printing press might one day revolutionize the way society presents written texts, but on a typical adventuring day, few heroes have particular use for one. On the other hand, a clockwork disguise or diving suit could be just what an adventurer needs to get themselves out of (or into) a sticky situation.

VEHICLES AND MOBILITY DEVICES

Vehicles and mobility devices allow you to travel in style, using new inventions based on the latest technologies that can propel your adventure. If you'd like more mobility for any reason, you can't go wrong here. You can find even more mobility items starting on page 66 of *Pathfinder Lost Omens Grand Bazaar*, and the original rules for vehicles begin on page 210 of *GM Core*.



Combat Gear

Although invention thrives all across Golarion, not all inventions have spread far. Many remain isolated, typically due to cost, inconvenience, location, or lack of components and materials. The weapons, combat gear, and equipment presented below are all mechanical, non-magical, and based off cutting-edge clockwork innovations, which occasionally incorporate even newer, bleeding-edge steam technology.

Weapons

New Weapon Traits

The weapons in this section use the following traits in addition to those found on pages 282–283 of *Player Core*.

Injection: This weapon can be filled with an injury poison. Immediately after a successful attack with the weapon, you can inject the target with the loaded poison with a single Interact action. Refilling the weapon with a new substance requires three Interact actions and uses both hands.

Repeating: These weapons can't be loaded with individual bolts or bullets like other crossbows and firearms; instead, they require a magazine of specialized ammunition to be loaded into a special slot. Once that magazine is in place, the ammunition loads automatically each time the weapon is cocked to fire, reducing its reload to the value in its reload entry (typically 0). When the ammunition runs out, a new magazine must be loaded, which requires a free hand and 3 Interact actions (to remove the old magazine, retrieve the new magazine, and slot the new magazine in place). These actions don't need to be consecutive.

Weapon Descriptions

Backpack Ballista — Item 1

UNCOMMON

This complex wooden device, worn on the back, contains a miniature ballista on a retractable arm. As an Interact action, you can pull a lever to deploy or retract the ballista. As long as it remains deployed, you must hold the ballista using that hand or some of the components spill out onto the ground, just like dropping any other weapon. While deployed, the device opens and raises the ballista up over your shoulder. While retracted,

UNCOMMON MELEE WEAPONS

Name	Category	Level	Price	Damage	Bulk	Hands	Group	Weapon Traits
Injection spear	Martial	–	3 gp	1d8 P	1	2	Spear	Injection, reach
Umbrella injector	Martial	–	4 gp	1d4 P	1	1	Sword	Concealable, finesse, injection, parry
Pantograph gauntlet	Martial	–	2 gp	1d4 B	L	1	Brawling	Deadly d6, monk, reach, shove

UNCOMMON RANGED WEAPONS

Name	Category	Level	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Backpack ballista	Martial	1	18 gp	1d12 P	180 ft.	1 min.	2	1+	Crossbow	–
Backpack catapult	Advanced	1	20 gp	1d12 B	240 ft.	1 min.	3	1+	Sling	Volley 50 ft.
Dart umbrella	Martial	–	1 gp	1 P	30 ft.	1	1	1	Dart	Agile, concealable, nonlethal
Repeating crossbow	Advanced	1	15 gp	1d8 P	120 ft.	0	1	2	Crossbow	Repeating
Repeating hand crossbow	Advanced	1	10 gp	1d6 P	60 ft.	0	L	1	Crossbow	Repeating
Repeating heavy crossbow	Martial	1	20 gp	1d10 P	180 ft.	1	2	2	Crossbow	Repeating
Backpack ballista bolts	Ammunition	–	1 sp (price for 10)	–	–	–	L	–	–	–
Backpack catapult stones	Ammunition	–	1 sp (price for 10)	–	–	–	1	–	–	–
Repeating crossbow magazine	Ammunition	–	9 sp (price for 5 bolts)	–	–	–	L	–	–	
Repeating hand crossbow magazine	Ammunition	–	9 sp (price for 5 bolts)	–	–	–	L	–	–	
Repeating heavy crossbow magazine	Ammunition	–	9 sp (price for 5 bolts)	–	–	–	L	–	–	

the ballista and its mount slide down and are concealed within the device. Although a backpack ballista packs a punch, the device is a challenge to operate. Reloading it takes 1 minute and can't be done while worn. As normal, you can't wear a backpack ballista with another backpack.

BACKPACK CATAPULT ITEM 1

UNCOMMON

This wooden device is worn on the back and contains a miniature catapult mounted on a retractable frame. As an Interact action, you can pull a lever to deploy or retract the catapult. As long as it remains deployed, you must hold the catapult using that hand or some of the components spill out onto the ground, just like dropping any other weapon. While deployed, the device opens and raises the catapult up over your shoulder. While retracted, the catapult and its mount slide down and are concealed within the device. A backpack catapult fires specialized stone spheres that are loaded into the bucket while unworn and retracted, through a sliding hatch; the reloading process takes 1 minute. To prevent misfires and accidental injury, the bucket fully encloses the stone while deployed, only opening when fired. As normal, you can't wear a backpack catapult with another backpack.

DART UMBRELLA ITEM 0

UNCOMMON

This umbrella fires tiny blowgun darts from its ferrule with a twist of the handle. The darts are loaded into the shaft, and though the damage they deal is minimal, the dart umbrella is an inconspicuous weapon easy to slip past inspections.

INJECTION SPEAR ITEM 0

UNCOMMON

A hollow receptacle inside this spear's head can store a single dose of poison. A sliding trigger along the spear's shaft can inject the loaded poison into a damaged target.

PANTOGRAPH GAUNTLET ITEM 0

UNCOMMON

A pantograph gauntlet is a heavy, fist-like weight, mounted on an extendable frame and attached to your outer arm with a series of leather straps. The frame's set of mechanical linkages connected at various hinges allow movements to propagate across the frame based on reshaping parallelograms, further controlled by a crossbar grasped in your hand. A pantograph gauntlet is driven by your own motion and mirrors your arm's movements—a punch thrown with your fist moves the pantograph, extending the weight out at a rapid speed to land blows up to 10 feet away. In some regions, such as Alkenstar and Ustalav, pantograph gauntlets are occasionally constructed entirely of metal and fashioned in the likeness of oversized arms, incorporating a complex system of gears or a miniature steam engine in place of the simpler pantograph mechanism.

REPEATING CROSSBOW ITEM 0

UNCOMMON

This crossbow has an internal chamber that can be loaded with up to five bolts. An automated catch mechanism at the top of the flight groove, just in front of the latch, locks the bowstring and launches bolts with the pull of a trigger.

REPEATING HAND CROSSBOW ITEM 0

UNCOMMON

This handheld crossbow features an ingeniously designed catch mechanism at the top of the flight groove, just in front of the latch, which automatically loads a bolt from a magazine and resets the string each time the weapon is fired. A typical repeating hand crossbow magazine holds five bolts.

REPEATING HEAVY CROSSBOW ITEM 0

UNCOMMON

This large crossbow has an internal chamber that can be loaded with up to five bolts. While it uses the same automated catch mechanism as other repeating crossbows, a repeating heavy crossbow's design has significant trade-offs. It has increased range and damage and is easier to learn how to use, but requires a small amount of effort to reload.

UMBRELLA INJECTOR ITEM 0

UNCOMMON

This umbrella's ferrule is a hollow-tipped blade three to four inches in length and often overlooked as decorative. A receptacle inside the umbrella's shaft can be loaded with a single dose of injury poison and injected into a damaged target with the pull of a sliding trigger. Reinforced ribs enable you to parry and deflect blows with the umbrella's tear-resistant canopy.



UMBRELLA INJECTOR

Combat Gear

The following pieces of combat gear aren't weapons themselves, though several enable you to deploy other weapons in innovative ways.

BLADE LAUNCHER ITEM 1

UNCOMMON

Price 18 gp

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

A blade launcher has a bow-like assembly mounted on a handled frame. The frame can be configured to fire either a dagger, dart, shuriken, or starknife. Configuring a blade launcher requires three Interact actions. Once properly configured, loading an appropriate thrown weapon into a blade launcher requires a single Interact action. A blade launcher can't fire weapons for which it's not currently configured. A weapon fired with a blade launcher loses the agile, monk, thrown, and versatile traits, if it has them, and has a range increment of 40 feet. Due to losing the thrown weapon trait, *returning* and most other effects that allow a weapon to return don't function; even if a launched weapon did return, you'd still need to load it into the blade launcher with an Interact action to fire the blade launcher again.

BOMB LAUNCHER ITEM 1

UNCOMMON

Price 20 gp

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

This long, hollow tube is held in two hands and braced over the shoulder. Inside, it contains a small metal basket sized to hold alchemical bombs. A chute in the top delivers an alchemical bomb into the internal basket, while a lever on the underside pulls the basket back and locks it in place. Loading an alchemical bomb into a bomb launcher requires a single Interact action. With a pull of a trigger, the basket speeds forward, allowing you to Strike with the loaded alchemical bomb over long distances. Bombs fired with a bomb launcher have a range increment of 60 feet.

DEPLOYABLE COVER ITEM 1+

UNCOMMON

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

This thick mat of canvas, foliage, and wood is mounted on a tripod of flexible metal struts, folded into a baton-like shape, and clamped shut. You can rapidly deploy it on the ground with an Interact action to create cover. Deployable cover completely blocks one edge of the chosen square, allowing you (and others) to gain standard cover when you use the Take Cover action. Before it can be used again, deployable cover must be carefully folded and clamped shut, which takes 1 minute.

Type deployable cover; **Level** 1; **Price** 15 gp

Type ballistic cover; **Level** 2; **Price** 35 gp

Specially crafted to protect against bullet fire, a ballistic cover also works against other physical projectiles, such as arrows, bolts, and thrown weapons. While a creature has cover from Taking Cover behind a ballistic cover, it gains resistance 2 to piercing damage from ranged weapons and ranged unarmed attacks.



GRAPPLING GUN

GRAPPLING GUN ITEM 0+

UNCOMMON

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

This wooden, pistol-like device features a large reel coiled with 100 feet of thin metal cord and can fire a grappling hook up to 100 feet. To reload the grappling gun, you must manually recoil the cord by turning the reel's crank, and then lock in the grappling hook. Reloading a grappling gun takes 1 minute.

Type grappling gun; **Level** 0; Price 3 gp

Type clockwork grappling gun; **Level** 1; Price 15 gp

Clockwork controls the reel on this grappling gun, reeling the grappling hook back in when you pull a lever. Reloading a clockwork grappling gun takes three Interact actions.



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NET LAUNCHER ITEM 1

RARE

Price 16 gp

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

This wide, hollow tube is two to three feet long and fires an unattached net at much greater range than one can be thrown. A net launcher can be wielded while propped up on your shoulder or cradled under your arm. A net must be carefully folded to be launched without tangling. Properly loading a net into a net launcher takes 1 minute. A net fired with a net launcher can target a Medium or smaller creature within 40 feet, rather than 20 feet.

WIND-UP WINGS ITEM 3+

RARE CLOCKWORK

Usage attached to a thrown weapon; **Bulk** –

These delicate clockwork wings enable thrown weapons to soar through the air at high speeds, performing turns and other aerial maneuvers mid-flight. Wind-up wings also have different types of special effects depending on the type. Wind-up wings must be attached to a thrown weapon and wound to function. A thrown weapon with an attached set of wind-up wings can't have anything else attached to it, or the wings cease to function.

Attaching or detaching a pair of wind-up wings to a thrown weapon requires a repair kit, and the process takes 10 minutes. Winding an attached pair of wind-up wings takes three Interact actions. There are a variety of wind-up wings, with different effects.

Type flutterback wind-up wings; **Level** 3; **Price** 50 gp

When you make a thrown Strike with the weapon to which a pair of flutterback wind-up wings are attached, and the wings are wound, the wings fly the weapon back to your hand after the Strike is complete. If your hands are full when the weapon returns, the wings hover in place 3 feet above the ground. At the end of your turn, the wings are wound down; they don't function again until wound. If you aren't holding the weapon when the flutterback wind-up wings become wound down, the weapon falls to the ground.

Type homing wind-up wings; **Level** 12; **Price** 1,800 gp

When you make a thrown Strike with the weapon to which a pair of homing wind-up wings are attached, and the wings are wound, the wings seek out your target, flying through cover and avoiding obstacles. You ignore the target's concealed condition and reduce the target's cover by one step (lesser cover to no cover, standard cover to lesser cover, or greater cover to standard cover). After the Strike is complete, the wings are wound down; they don't function again until wound.



GADGETS

Gadgets are consumable technological inventions with innovative uses. Gadgets take a variety of forms, some handheld, others worn, and they often take a while to put on or take off. Depending on their forms, gadgets also have a variety of different effects. Due to the use of technology, all gadgets are uncommon or rare, though inventors and regions that grant access to inventors have access to uncommon gadgets.

Gadgets are particularly important to inventors, some of whom learn tricks and techniques to create a number of temporary gadgets each day from spare parts without needing to spend additional time and money on the project. This, in turn, leads those inventors to be particularly profligate in the use of gadgets, which leads to an even stronger association between the two.

Gadgets are not, however, exclusive to inventors. In truth, anyone can make a gadget if they have the time, money, skill, and knowledge of how to do so. This sometimes leads others to misidentify a particularly technologically-savvy investigator or wizard using gadgets as an inventor.

ABLATIVE ARMOR PLATING ITEM 1+

UNCOMMON CONSUMABLE GADGET

Usage attached to armor or clothing; **Bulk** 1

Ablative armor plating is additional plating, combined with springs, clever clockwork, and improvised padding, to absorb damage by knocking the additional pieces free. The pieces slowly come apart on their own with time and movement. The process of attaching the plating takes 10 minutes and grants the wearer of the armor the listed temporary Hit Points for the stated duration or until lost. Removing the plating early destroys it.

Type lesser; **Level** 1; **Price** 4 gp

The wearer gains 5 temporary Hit Points that last for 1 minute or until lost.

Type moderate; **Level** 3; **Price** 12 gp

The wearer gains 10 temporary Hit Points that last for 10 minutes or until lost.

Type greater; **Level** 7; **Price** 70 gp

The wearer gains 20 temporary Hit Points that last for 1 hour or until lost.

Type major; **Level** 13; **Price** 600 gp

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The wearer gains 30 temporary Hit Points that last for 1 hour or until lost.

Type true; **Level** 19; **Price** 8,000 gp
The wearer gains 40 temporary Hit Points that last for 1 hour or until lost.

ABLATIVE SHIELD PLATING ITEM 1+

UNCOMMON CONSUMABLE GADGET

Usage attached to a shield; **Bulk** 1

Ablative shield plating is an amalgam device that provides a layer of additional protection for a shield. Ablative shield plating is cobbled together from parts of other shields, wires, scraps, and bits of detritus, adding mass to a shield. The process of attaching ablative shield plating takes 10 minutes, and you can't attach ablative shield plating to a shield that has any other attached item, such as a shield boss or shield spikes. When the shield is damaged, this additional material crumples, breaks, and falls apart, absorbing some of the energy of the blow. Otherwise, the additional material slowly crumbles over time. Applying the plating grants the shield temporary Hit Points that last for the stated duration or until lost. Removing the plating early destroys it.

Type lesser; **Level** 1; **Price** 4 gp
The shield gains 5 temporary Hit Points that last for 1 minute or until lost.

Type moderate; **Level** 3; **Price** 12 gp
The shield gains 10 temporary Hit Points that last for 10 minutes or until lost.

Type greater; **Level** 7; **Price** 70 gp
The shield gains 20 temporary Hit Points that last for 1 hour or until lost.

Type major; **Level** 13; **Price** 600 gp
The shield gains 30 temporary Hit Points that last for 1 hour or until lost.

Type true; **Level** 19; **Price** 8,000 gp
The shield gains 40 temporary Hit Points that last for 1 hour or until lost.

BLAST BOOTS ITEM 1+

UNCOMMON CONSUMABLE GADGET

Usage attached to shoes (or feet); **Bulk** L

Activate ◆ (manipulate)

These sets of rockets come in pairs and strap onto existing footwear (or a creature's feet). Inserting them and aligning them properly takes 1 minute. When you Activate the blast boots, you can High Jump or Long Jump, without the need to Stride first. Higher-level versions increase the distance of your High Jump or Long Jump.

Type lesser; **Level** 1; **Price** 3 gp

Type moderate; **Level** 3; **Price** 11 gp
When you Activate the moderate blast boots to High Jump, you can increase the vertical distance of your High Jump by up to 30 feet. When you Activate them to Long Jump, you can increase the horizontal distance of your Long Jump by up to 45 feet.

Type greater; **Level** 9; **Price** 140 gp
When you Activate the greater blast boots to High Jump, you can increase the vertical distance of your High Jump by up to 50 feet. When you Activate them to Long Jump, you can increase the horizontal distance of your Long Jump by up to 75 feet. Additionally, for 1 minute, the greater blast boots continue to boost your jumps. Every time you Leap during the duration, you can move 30 feet in any direction, or your normal Leap distance, whichever is further.

Type major; **Level** 17; **Price** 2,750 gp
When you Activate the major blast boots to High Jump, you can increase the vertical distance of your High Jump by up to 80 feet. When you Activate them to Long Jump, you can increase the horizontal distance of your Long Jump by up to 120 feet. Additionally, for 1 minute, the major blast boots remain active, allowing you to clumsily fly through the air for the duration. You gain a 30-foot Fly speed for the duration, but any time you Fly, you are clumsy 1 until the start of your next turn.


BLAST BOOTS

CAUTERIZING TORCH ITEM 2

UNCOMMON CONSUMABLE GADGET

Price 10 gp

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

Activate ◆ (manipulate)

This small, clockwork torch device uses a trigger-operated sparker to ignite a flow of flammable gas, creating a short, hot flame capable of rapidly cauterizing wounds and helping to stop bleeding. The cauterizing torch is applied to yourself or an adjacent target. The target attempts an immediate flat check to end any persistent bleed effect with the lower DC for particularly effective assistance (*Player Core* 445).

CHAMELEON SUIT ITEM 4+

UNCOMMON CLOCKWORK CONSUMABLE GADGET

Usage worn garment; **Bulk** L

Activate ◆◆ (manipulate)

This complex clockwork outerwear, worn over armor or other clothing, is composed of thin, interlocking scales of myriad colors attached to numerous clockwork gears that can rotate between all visible colors and shades.

When activated, the clockwork gears work double-time to temporarily switch and adjust the scales to match the exact coloration of the area around you, allowing you to blend in as long as you stay still. For the duration, you can Hide without needing cover or concealment to do so. This doesn't allow you to Sneak without ending your movement in cover or concealment, however, as the clockwork flips over and adjusts the scales to match your background as you move, giving the impression of rippling waves of color and revealing your movement. Once the duration expires, the overworked clockwork and scales fall apart.

Type chameleon suit; **Level** 4; **Price** 16 gp
The effect lasts for 1 minute.

Type greater chameleon suit; **Level** 8; **Price** 80 gp
The effect lasts for 10 minutes.

Type major chameleon suit; **Level** 12; **Price** 320 gp
The effect lasts for 1 hour.

CLOCKWORK GOGGLES ITEM 1+

UNCOMMON CLOCKWORK CONSUMABLE GADGET

Usage worn eyepiece; **Bulk** L
Activate ❖❖ (manipulate)

This heavy set of mechanical goggles contains a variety of different lenses for different situations, including lenses that filter light at different intensities and frequencies and even some that capture heat and other stimuli. Clockwork mechanisms can swap between the lenses rapidly as needed. However, many of these lenses can only capture a single stimulus once and then are forever etched with it, making them unsuitable for long-term use. When activated, the clockwork mechanism on the goggles rapidly switches between the different lenses, granting you the benefits of all of them for a brief period of time.

Type clockwork goggles; **Level** 1; **Price** 3 gp
When activated, you gain low-light vision for 10 minutes.

Type greater clockwork goggles; **Level** 4; **Price** 15 gp
When activated, you gain low-light vision and darkvision for 10 minutes.

Type major clockwork goggles; **Level** 8; **Price** 80 gp
When activated, you gain low-light vision, darkvision, and the effects of *see the unseen* for 10 minutes.

CRYOMISTER ITEM 1+

UNCOMMON COLD CONSUMABLE GADGET

Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

When you Activate a cryomister, you can either place it in an adjacent square or toss it up to 20 feet away. Once you've done so, the metallic device instantly disperses a heavy mist, settling quickly on nearby flat surfaces and forming a sheet of ice. The cryomister creates a burst with a radius depending on the type, making the affected area difficult terrain for 1 minute; , at the GM's discretion, however, this duration might be reduced in unusually hot conditions or increased in unusually cold ones. If an affected square takes fire damage, the difficult terrain is removed. Though not designed as a weapon, the cryomister's rapidly cooling mist deals cold splash damage depending on the type to creatures in the area on activation. Creatures attempting to move through the affected area can attempt an Acrobatics check with a DC depending on the type to ignore the difficult terrain and move at their normal Speed. Throwing the cryomister onto the surface of a liquid creates a floating piece of ice for the same duration, capable of supporting one or more creatures of the listed size.

Type lesser; **Level** 1; **Price** 3 gp
The area is a 5-foot burst, the Acrobatics DC is 17, and the cold splash damage is 1. The floating ice can support one creature up to Medium size.

Type moderate; **Level** 5; **Price** 25 gp
The area is a 10-foot burst, the Acrobatics DC is 21, and the cold splash damage is 3. The floating ice can support one Large creature or two Medium or smaller creatures.

Type greater; **Level** 11; **Price** 250 gp
The area is a 15-foot burst, the Acrobatics DC is 30, and the cold splash damage is 5. The floating ice can support one Huge creature, two Large creatures, or four Medium or smaller creatures.

Type major; **Level** 17; **Price** 2,500 gp
The area is a 20-foot burst, the Acrobatics DC is 39, and the cold splash damage is 8. The floating ice can support one Gargantuan creature, two Huge creatures, four Large creatures, or eight Medium or smaller creatures. The ice can't support Gargantuan creatures larger than a 20-by-20-foot space, such as a mu spore.

ELECTROMUSCULAR STIMULATOR ITEM 5

RARE CONSUMABLE GADGET

Price 30 gp

Usage worn; **Bulk** 1
Activate ❖❖ (manipulate)

This rare gadget uses Stasian technology to grant someone a burst of activity, though its use can be painful. The electromuscular stimulator must be carefully attached to you, requiring 1 minute to do so. You can attach an electromuscular stimulator to yourself. When you Activate an attached electromuscular stimulator, roll a Crafting check, using the Crafting modifier of the creature who attached the stimulator to you, with a DC equal to the standard DC for your level. The effects of the activation depend on the result of the Crafting check.

Critical Success You gain the quickened condition for 1 minute and can use the extra action each round only to Stride or Strike.

Success As critical success, but you also take 3 persistent electrical damage.

Failure You gain the quickened condition for 2 rounds and can use the extra action each round only to Stride or Strike. You take 3 persistent electrical damage.

Critical Failure You take 2d6 electrical damage and 3 persistent electrical damage.

ETHERIC ESSENCE DISRUPTOR ITEM 3+

UNCOMMON CONSUMABLE GADGET

Usage held in 1 hand; **Bulk** 1
Activate ❖❖ (manipulate)

An etheric essence disruptor emits bursts of discordant ethereal energy through a process based upon Stasian etheric-spirit singers, though without the need for a Stasian coil. Etheric essence disruptors attempt to break down the workings of a spell that manipulates spiritual essence. Upon activation, attempt to counteract an active divine or occult spell within the listed range, with the listed counteract modifier and counteract rank.

Type lesser; **Level** 3; **Price** 12 gp



The range is 30 feet, the counteract modifier is +7, and the counteract rank is 2.

Type moderate; **Level** 7; **Price** 70 gp
The range is 40 feet, the counteract modifier is +13, and the counteract rank is 4.

Type greater; **Level** 11; **Price** 300 gp
The range is 60 feet, the counteract modifier is +18, and the counteract rank is 6.

Type major; **Level** 15; **Price** 1,300 gp
The range is 90 feet, the counteract modifier is +24, and the counteract rank is 8.

EXPLOSIVE MINE ITEM 1+

UNCOMMON CONSUMABLE GADGET

Price 3 gp
Usage held in 2 hands; **Bulk** L
Activate ◆◆ (manipulate)

When you Activate an explosive mine, you place it on the ground in a square within your reach, priming it to explode when a creature steps on that square. If you have time in advance to prepare, you can place the mine on the ground before activating it, and you or an ally can try to use Stealth to Conceal an Object before you Activate the mine. If you don't Conceal the mine, its position is obvious at a glance.

Once activated, the mine is primed to explode when enough pressure is placed on the square where it's located. Typically, this occurs when a Small or larger creature moves onto the square, though it could happen if a creature intentionally places pressure on the square from a distance to safely trigger the mine. Once triggered, the mine explodes, dealing the listed fire damage to any creatures in a 5-foot emanation with a basic Reflex save.

Type lesser; **Level** 1; **Price** 4 gp
The mine deals 2d6 fire damage, and the Reflex DC is 15.

Type moderate; **Level** 6; **Price** 40 gp
The mine deals 6d6 fire damage, and the Reflex DC is 20.

Type greater; **Level** 12; **Price** 400 gp
The mine deals 12d6 fire damage, and the Reflex DC is 29.

Type major; **Level** 18; **Price** 4,000 gp
The mine deals 18d6 fire damage in a 10-foot emanation, and the Reflex DC is 38.

FLARE BEACON ITEM 1+

UNCOMMON CONSUMABLE GADGET

Usage held in 1 hand; **Bulk** L
Activate ◆◆ (manipulate)

Flare beacons create an incredibly bright light for a brief period of time. They are often used to signal others to the

beacon's location, to coordinate assaults, to request rescue, or for other similar reasons. Higher-level beacons have a radius so large that they can be seen from miles away at night. When you Activate a flare beacon, you can either place it on the ground in a space within your reach or toss it up to 60 feet straight up. The beacon then sparks into being, casting bright light in a 20-foot radius and dim light in the next 20 feet for 1 minute. A flare beacon in the air falls at a rate of 10 feet per round. Creatures adjacent to a flare beacon must succeed at a DC 15 Fortitude save or be dazzled until they are no longer adjacent to it.

Type lesser; **Level** 1; **Price** 4 gp

Type moderate; **Level** 6; **Price** 35 gp

The beacon shines bright light in a 60-foot radius and dim light in the next 60 feet. Creatures within a 10-foot radius of the beacon must succeed at a DC 20 Fortitude save or be dazzled until they are no longer within 10 feet of it.

Type greater; **Level** 10; **Price** 180 gp

The beacon shines bright light in a 100-foot radius and dim light in the next 100 feet. Creatures within a 20-foot radius of the beacon must succeed at a DC 27 Fortitude save or be dazzled until they are no longer within 20 feet of it. Additionally, on a critical failure, they are also blinded for 1 round.

Type major; **Level** 16; **Price** 1,500 gp

The beacon shines bright light in a 180-foot radius and dim light in the next 180 feet. Creatures within a 30-foot radius of the beacon must succeed at a DC 35 Fortitude save or be dazzled until they are no longer within 30 feet of it. Additionally, on a critical failure, they are also blinded for 1 round.

GADGET SKATES ITEM 5

UNCOMMON CLOCKWORK CONSUMABLE GADGET

Price 21 gp

Usage attached to shoes (or feet); **Bulk** L

Activate ◆ (manipulate, move)

Gadget skates are metal devices that come in pairs and strap onto existing footwear (or a creature's feet).

When you Activate gadget skates, clockwork gears reveal small wheels that propel you along the ground, moving you up to twice your Speed. During this movement, you must succeed at a DC 20 Acrobatics check to turn up to 90 degrees, and you can't turn more than once or more than 90 degrees. During the activation and after the activation is complete, you can't Stride, Step, or otherwise move on the ground until the end of your next turn. However, you can use this movement instead of a Stride to perform a High Jump or Long Jump just after the activation ends, in the direction of your last movement using the gadget skates.

You can Sustain the Activation of your gadget skates for up to 1 minute. Starting on the turn after you Activate the gadget skates, the first time you Sustain the Activation each turn, you gain the effects of the activation again: you move up to twice your Speed in the same direction as your last movement with the gadget skates, and the restrictions continue to apply until you choose to cease Sustaining the Activation or you reach the maximum duration. Once the effect ends, the skates fall away and you can move normally.

GECKO PADS ITEM 5+

UNCOMMON CLOCKWORK CONSUMABLE GADGET

Usage attached to gloves (or hands); **Bulk** L

Activate ◆◆ (manipulate)

Gecko pads are thin, clockwork devices shaped like palms, which can be strapped onto existing handwear or a creature's hands. When activated, they whir to life and improve your grip on surfaces, while slowly releasing a sticky substance stored within the device's surface to help you climb. The pads give you a climb Speed equal to your Speed as long as your hands are free.

Type gecko pads; **Level** 5; **Price** 25 gp

The climb Speed lasts for 10 minutes.

Type greater gecko pads; **Level** 9; **Price** 125 gp

The climb Speed lasts for 1 hour.

IMPACT FOAM CHASSIS ITEM 1+

UNCOMMON CONSUMABLE GADGET

Usage worn garment; **Bulk** L

Activate see below

While you're wearing an impact foam chassis wrapped around your body, it Activates automatically whenever you fall at least 10 feet, causing a layer of soft, flexible impact foam to expand beneath and around you to cushion the fall. The impact foam decreases the falling damage by up to the listed amount, taking damage equal to the amount of falling damage the foam reduced. If this is enough to destroy the foam, it disperses immediately. However, if the foam has any Hit Points remaining, it remains surrounding you for up to 1 minute. While you're surrounded in foam, you are immobilized and have standard cover against other creatures, and other creatures have standard cover against you. The foam has an Escape DC of 15; a creature can also remove it by spending three Interact actions. You or others can also attack the foam (the foam has an AC of 12), which disperses if reduced to 0 Hit Points.

Type lesser; **Level** 1; **Price** 3 gp

A lesser impact foam chassis prevents up to 20 falling damage and has 20 Hit Points.

Type moderate; **Level** 4; **Price** 15 gp

A moderate impact foam chassis prevents up to 50 falling damage and has 40 Hit Points.

Type greater; **Level** 9; **Price** 150 gp

A greater impact foam chassis prevents up to 100 falling damage and has 100 Hit Points.

Type major; **Level** 14; **Price** 650 gp

A major impact foam chassis prevents up to 200 falling damage and has 200 Hit Points.

INSTANT SPY ITEM 2

UNCOMMON CLOCKWORK CONSUMABLE GADGET

Price 5 gp

Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

An instant spy is a tiny clockwork device that is small enough to be easily hidden. It contains the same audio-recording mechanisms as a clockwork spy (*Monster Core 2* 70), as well as a short-lived gemstone that can store up to 1 hour of sound to play back later.

Once you have activated the instant spy, it surreptitiously begins recording all the sounds around it for an hour. In general, it can hear sounds that are clearly audible in the location where you activated it, but not sounds that would require a Perception check with a DC of 10 or greater to hear. The GM determines exactly what the instant spy can hear and record, as well as whether or not the recording is clear in a situation where the original sound is quiet, distorted, or intentionally obscured.

When the recording is complete, once within the next 24 hours, you or another creature can use an Interact action to play back the stored audio in its entirety, after which the gem crumbles to dust. If no one plays the recorded sounds back within 1 day, the gem crumbles into dust anyway. This prevents the information from falling into the wrong hands later. It's typical to use the Conceal an Object action to hide an instant spy in a location once you've activated it, since if you don't hide it, it's relatively easy to discover in a thorough search, despite the fact that it's small and relatively unobtrusive.

MAGNETIC SUIT — ITEM 4+

AURA CONSUMABLE

Usage worn garment; **Bulk** 1
Activate ❖❖ (manipulate)

This magnetized suit is strapped to your body over your armor or clothes. When you Activate it, you must choose whether to set it to attract or repel. After being activated, the suit provides the listed benefits for the chosen activation type for 10 minutes before the magnets burn out and the suit becomes useless.

While set to attract, you take a –1 status penalty to your AC against attacks made by metal weapons, while allies within a 10-foot emanation gain a +1 status bonus to their AC. If set to repel, you gain a +1 status bonus to AC against attacks made with metal weapons. While attracting metal, you gain a +1 status bonus to Athletics checks to Climb metal objects and Grapple metal creatures and a –1 status penalty to Athletics checks to Shove metal creatures. While repelling metal, you gain a +1 status bonus to Athletics checks to Shove metal creatures, but you take a –1 status penalty to Climb metal objects and Grapple metal creatures.

Type magnetic suit; **Level** 4; **Price** 20 gp

Type greater magnetic suit; **Level** 10; **Price** 200 gp
The area of the granted emanation increases to 15 feet, and the item bonuses and penalties increase from 1 to 2.

Type major magnetic suit; **Level** 16; **Price** 2,000 gp
The area of the granted emanation increases to 20 feet, and the item bonuses and penalties increase from 1 to 3.

MATERIAL ESSENCE DISRUPTOR — ITEM 3+

UNCOMMON CONSUMABLE GADGET

Usage held in 1 hand; **Bulk** 1
Activate ❖❖ (manipulate)

A material essence disruptor emits bursts of disordered energy to break down the structure of a spell that manipulates material essence. Attempt to counteract an active arcane or primal spell within the listed range, with the listed counteract modifier and counteract rank.

Type lesser; **Level** 3; **Price** 12 gp
The range is 30 feet, the counteract modifier is +7, and the counteract rank is 2.

Type moderate; **Level** 7; **Price** 70 gp
The range is 40 feet, the counteract modifier is +13, and the counteract rank is 4.

Type greater; **Level** 11; **Price** 300 gp
The range is 60 feet, the counteract modifier is +18, and the counteract rank is 6.

Type major; **Level** 15; **Price** 1,300 gp
The range is 90 feet, the counteract modifier is +24, and the counteract rank is 8.

SMOKE FAN — ITEM 2+

UNCOMMON CONSUMABLE GADGET

Usage held in 1 hand; **Bulk** L
Activate ❖ (manipulate)

When you Activate a smoke fan, it creates a cloud of colored smoke. The smoke fills a 5-foot radius. The creator chooses the smoke's color when creating the smoke fan. Creatures within the smoke's area are concealed, and all other creatures are concealed to them. The smoke lasts for 1 minute or until dissipated by a strong wind.

Type smoke fan; **Level** 2; **Price** 5 gp

Type greater smoke fan; **Level** 8; **Price** 75 gp
The smoke's radius is 20 feet, and the creator can choose for the smoke to be a mixture of colors.

WIND-UP CART — ITEM 2

UNCOMMON CLOCKWORK CONSUMABLE GADGET

Price 6 gp
Usage held in 2 hands; **Bulk** 2
Activate ❖ (manipulate)

This primitive device can be cobbled together from springs, wheels, and scrap and is commonly used to carry rocks or other dead weight forward to trigger traps. It can be loaded with up to 4 Bulk of items. Most creatures aren't small enough to fit on the cart, and even for Tiny creatures, it makes for a choppy ride; while riding the cart, a creature gains two actions at the start of each of its turns, instead of three. Once activated, the cart moves forward at a speed of 30 feet per round on your turn for up to 1 minute. If it strikes an obstruction, it attempts to continue its movement, pushing with an Athletics bonus of +5, once per round. The wind-up cart has AC 15, Hardness 2, 24 Hit Points, and a Break Threshold of 12. After its 1-minute duration completes, the cart collapses back into scrap.



Siege Weapons

Shattering towering palisades. Mowing down hordes of soldiers. Breaking through barred castle gates. All of these tasks call for something heftier than the typical armaments carried by the common soldier: siege weapons. These massive, often-complex devices require full crews to operate. In significant numbers, they allow attackers to lay siege to entire fortifications, just as their name would suggest.

There are two categories of siege weapons: mounted and portable. Mounted siege weapons take up a certain size and space, typically have defensive statistics, and are used for large-scale warfare. More adaptable are portable siege weapons, such as battering rams, which can be carried more easily and can serve a valuable role during large-scale warfare, smaller conflicts, or even exploration.

All siege weapons need more than one person to operate them, working together as a crew. These crew members all need to be adjacent to the siege weapon for it to operate. A siege weapon's stat block lists the minimum number needed and the maximum crew size. Adding additional crew beyond the minimum is useful for ensuring a quick and successful Load in uncertain conditions and allowing for enough time to Aim the siege weapon when firing at a moving target.

Mounted Siege Weapons

Properly using a mounted siege weapon involves three activities: Loading, Aiming, and Launching the payload. Generally, none of these activities can be taken unless the weapon has enough crew, but the GM might allow a smaller crew or even an individual to perform simpler parts of the process, like Launching—especially at a dramatic moment!

Aiming

A cumbersome mounted siege weapon can't be Aimed in a moment like a bow could be. A member of the weapon's

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crew needs to take the Aim activity to adjust a mounted siege weapon's aim. At a given time, the weapon is Aimed in a particular way, depending on the target or area the weapon uses.

- **Single Target:** Aimed at one square
- **Burst:** Aimed at one grid corner (that will be the center of the burst)
- **Cone or Line:** Aimed in a particular direction, to the nearest 45° angle.

When a siege crew member takes the Aim activity, they can move the aim of a mounted siege weapon only a certain distance (or rotate the weapon a certain amount for a cone or line). Typically, the aim for a single target or burst can't be placed too close to the weapon due to the arc in which the weapon shoots. The distance moved or rotated can be found in each weapon's stat block, as is the minimum distance, if applicable. The Launch entry notes whether the attack is against a single target or in a burst, cone, or line.

LOADING

Any member of the crew can take the Load activity to prepare the weapon, resetting its machinery or helping Load the payload. The stat block lists how many times the activity must be taken to prepare the weapon to Launch. Some Load activities require successful checks to be effective, such as ones that require an Athletics check to Load heavy ammunition into the siege weapon. Once the weapon is Loaded, trying to Load it further has no effect. It doesn't matter in what order the siege weapon is Aimed and Loaded, and the crew could partially Load the weapon, Aim it, and then continue Loading it without disrupting the process.

LAUNCHING

A member of the crew adjacent to the siege weapon's release can use the Launch action to shoot the siege weapon. After the weapon has been Launched, it must be Loaded fully to be Launched again. No matter how quickly it's Loaded, a single siege weapon can never be Launched more than once per round. The aim remains where it was, and the weapon needs to be Aimed again only if the crew wishes to change the aim.

Launch ❖ (attack) **Requirements** The siege weapon is Loaded; **Effect** The siege weapon launches its payload, which targets or has an area where the weapon is Aimed.

- **Single target** Targets a creature, unattended object, or structure in the square the weapon is Aimed at
- **Burst** Centered on the grid corner the weapon is Aimed at
- **Cone or Line** Directed where the weapon is Aimed

Each creature, unattended object, and structure the siege weapon is Aimed at or that is in the area takes the amount of damage listed in the Launch action, with a basic saving throw against the DC listed in the stat block. If you're trained in any weapons of the category listed in the siege weapon's proficiency entry, you can use your class DC instead of the weapon's default save DC. The weapon's range increment penalty applies to the Launch DC, as does your multiple attack penalty. If the weapon is mounted on a vehicle, the penalties for attacking from a vehicle in combat also apply (*GM Core* 213). Though a siege weapon doesn't require an attack roll, the Launch action still has the attack trait and therefore counts toward your multiple attack penalty.

MOVING A MOUNTED SIEGE WEAPON

A mounted siege weapon has to be built on solid ground and remains stationary while being operated. Some are on wheels or are otherwise easier to move, but none can be prepared or shot while being moved. The GM might allow a mounted siege weapon to be placed on a large enough vessel, such as a sailing ship.

Moving a mounted siege weapon takes concerted effort from the whole crew pulling and pushing. This requires acting in concert, as described under Portable Siege Weapons, with the crew leader taking the Move Siege Weapon activity. This requires the minimum number of crew required to operate the siege weapon and gets no extra benefit for additional crew helping. If a siege weapon doesn't list this action, it can't be moved this way; it has to be disassembled and reassembled.

Move Siege Weapon ❖❖ **Requirements** The rest of the crew have Readied to Stride on your order; **Effect** You and the crew Stride, moving the mounted siege weapon with you. The maximum distance equals the slowest crew member's Speed, or the maximum Speed listed in the siege weapon's Move Siege Weapon entry, whichever is lower. The siege weapon's aim moves the same distance and direction the siege weapon moved.

Portable Siege Weapons

Portable siege weapons require moving in concert and making a single attack supported by the full crew.

ACTING IN CONCERT

Because portable siege weapons require coordination, operating one requires following a crew leader. The rest of the crew must Ready an action to be taken when the crew leader calls to attack with the siege weapon. The siege weapon's special activity lists what action they need to Ready. For example, all of the crew operating a battering ram—except the crew leader—need to Ready to Stride.

Each portable siege weapon has a special activity the crew leader can take if all the rest of the crew have Readied the necessary action. The number of actions it requires and the other specifics can vary greatly depending on what it takes to operate the weapon. It typically requires the crew leader to make a Strike.

STRIKING

A Strike with a siege weapon uses the crew leader's attack bonus. The siege weapon's Proficiency entry

SIEGE WEAPONS VS. NORMAL WEAPONS

Many of the benefits that apply to standard weapons—daggers, bows, battleaxes, and the like—don't work on siege weapons. They're simply too different in form and function. The GM might allow using them in certain circumstances, but this is fairly rare.

Character abilities that affect their attacks might work with portable siege weapons. For example, a battering ram might get the benefit of a character's bonuses that apply to attacks with two-handed weapons. The GM can determine what's reasonable and what's not. Because siege weapons require special actions to operate, a character can't use their special actions with them. Sorry, no Reactive Strikes with a battering ram!

indicates the weapon category for the siege weapon. The crew leader rolls an attack roll against the target. Any bonuses or penalties the crew leader is taking apply to the attack roll. See the sidebar above for more on how attack abilities work with portable siege weapons.

BULK

A portable siege weapon has a Bulk entry. This is primarily used when someone is carrying the portable siege weapon around. When it's being used by a crew, this Bulk is distributed among them as they see fit, and it's usually not worth tracking the Bulk unless they're already heavily loaded. If characters try to have more than one of them carry the portable siege weapon when it's not being used (dragging it around a dungeon, for example), this is cumbersome, and they're encumbered due to the challenge of constantly coordinating their movement.

Siege Weapon Statistics

A siege weapon uses the following stat block format. An individual siege weapon might omit some of these sections, especially a portable siege weapon.

SIEGE WEAPON NAME — ITEM [LEVEL]

RARITY | SIZE | MOUNTED OR PORTABLE | OTHER TRAITS

Price This entry lists the siege weapon's Price; **Ammunition** If the siege weapon requires special ammunition, the ammunition's name appears here, along with the Price and Bulk of each piece.

Usage This entry shows whether the siege weapon is mounted or held. The number of hands required for a held siege weapon reflects how many the entire crew needs to use to operate the weapon; **Bulk** A portable siege weapon has Bulk; **Space** A mounted siege weapon has this entry to indicate its dimensions, not including any creatures crewing it.

Crew The number of creatures needed to operate the siege weapon is listed here. If additional creatures can assist, there's a second number to indicate the maximum number that's practical. For instance, "4 to 8" indicates the weapon can't be operated by fewer than four creatures, and that no more than eight creatures total can crew the weapon at a time; **Proficiency** This entry shows the proficiency required to use your class DC when Launching a mounted weapon (see the Launch action) or the proficiency used for your attack roll with a portable siege weapon.

AC The siege weapon's AC. This section appears only if the siege weapon can normally be attacked and is more typical of mounted siege weapons; **Saving Throws** The siege weapon's saves, which typically include only Fortitude and Reflex.

Hardness The siege weapon's hardness; **HP** The siege weapon's Hit Points, with its Broken Threshold in parentheses; **Immunities** The siege weapon's immunities; **Weaknesses** The siege weapon's weaknesses, if any; **Resistances** The siege weapon's resistances, if any.

Speed This is the maximum Speed you can move the mounted siege weapon using the Move Siege Weapon activity.

The description of the siege weapon.

Aim The entry for Aim shows the distance a creature can move the aim by taking this activity and the minimum distance away from the siege weapon the aim can be placed.

Load This entry shows how many actions the Load activity takes and how many times this must be done to finish Loading the weapon.

Launch This gives the specifics of the Launch action, including the traits, damage, size and shape of the area, and default DC.

Siege Weapons

BALLISTA — ITEM 5

UNCOMMON | LARGE | MOUNTED

Price 320 gp; **Ammunition** ballista bolt (5 sp, 1 Bulk)

Usage mounted; **Space** 10 feet long, 5 feet wide, 4 feet tall

Crew 2; **Proficiency** martial

AC 17; **Fort** +12, **Ref** +11

Hardness 10; **HP** 40 (BT 20); **Immunities** object immunities

Speed 20 feet (pulled or pushed)

Resembling a massive crossbow mounted on a tripod, but with a pair of arms for torsion instead of a single prod, a ballista flings massive bolts. Also referred to as a scorpion, this weapon requires fewer crew members than the larger heavy ballista and can be Aimed and Loaded much more quickly.

Aim ❖ 35 feet, minimum distance 25 feet

Load ❖❖ (manipulate) 2 times

Launch ❖ (attack, manipulate, range increment 120 feet) 4d12 piercing, single target, DC 19 Reflex

BATTERING RAM — ITEM 5+

UNCOMMON | LARGE | PORTABLE

Usage portable, held in 12 hands; **Bulk** 20

Crew 6; **Proficiency** martial

Simple but powerful, a battering ram is a full tree stripped of limbs with one end clad in iron, often shaped like a ram's head. Large handles are affixed to the sides so it can be hefted and carried by a crew.

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Ram ◆◆ **Requirements** The other members of the crew have Readied to Stride on your order; **Effect** You and the crew Stride, with a maximum distance equal to the slowest crew member's Speed, then make a melee Strike with the ram against a structure or an unattended, stationary object. This Strike deals bludgeoning damage equal to 5d8 + the highest Strength modifier among members of the crew.

Type battering ram; **Level** 5; **Price** 160 gp

Type covered battering ram; **Level** 6; **Price** 250 gp

Though it has the same Ram activity as the basic battering ram, a covered battering ram is additionally suspended from a protective roof attached to large wheels. This gives the crew members greater cover against attacks from outside. The cover is on the left and right flank, but open on the front and rear to allow for operating the ram. The roof has AC 23, Hardness 12, HP 48, and BT 24. Breaking the roof doesn't affect the operation of the battering ram but eliminates the cover.

CATAPULT ITEM 7

UNCOMMON LARGE MOUNTED

Price 650 gp; **Ammunition** stones (0 gp, 4 Bulk)

Usage mounted; **Space** 10 feet long, 10 feet wide, 6 feet high

Crew 2 to 4; **Proficiency** martial

AC 20; **Fort** +15, **Ref** +8

Hardness 10; **HP** 60 (BT 30); **Immunities** object immunities

Speed 15 feet (pulled or pushed)

A sturdy wooden frame holds the spring-loaded beam that gives this weapon its power. At the end of the beam, a bowl-shaped wooden recession holds the payload, typically heavy stones. The arm is winched back to create torsion, until the release is pulled to abruptly swing the arm forward and fling the payload.

Aim ◆◆ 50 feet, minimum distance 50 feet

Load ◆◆ (manipulate) 2 times, requires a successful DC 20 Athletics check

Launch ◆ (attack, manipulate, range increment 150 feet) 5d10 bludgeoning, 10-foot burst, DC 22 Reflex

DOOR RAM ITEM 2

UNCOMMON SMALL PORTABLE

Price 30 gp

Usage portable, held in 4 hands; **Bulk** 3

Crew 2; **Proficiency** simple

A door ram is a small siege weapon meant for breaking down barriers. It consists of a log with an iron cap, and has handholds carved into it or grips attached to it.

Ram ◆◆ **Requirements** The other member of the crew has Readied to Stride on your order; **Effect** You and the other crew member Stride, with a maximum distance equal to the slowest crew member's Speed, then make a melee Strike with the ram against a structure or an unattended, stationary object. This Strike deals bludgeoning damage equal to 2d8 + the highest Strength modifier among members of the crew.

BUILDING SIEGE WEAPONS

Just like other items, building a siege weapon requires using the Craft activity. However, due to the size, it typically takes more than one person to prepare some of the materials (such as felling tall trees and working them to create a trebuchet arm) and assemble the weapon. You typically need a number of workers equal to the minimum crew size for the siege weapon to complete it in the standard amount of time. It can take much longer or even be impossible for a smaller team or individual.

Due to their specific uses, you might be able to use Engineering Lore or Warfare Lore instead of the Crafting skill when you Craft a siege weapon. The GM determines whether you can—some strange or more complex engines might not be constructible with Warfare Lore.

DISASSEMBLING AND REASSEMBLING

A mounted siege weapon without a Speed must be disassembled to be moved, then reassembled in its new location. The GM determines how long this takes, but it's typically 1 day or half a day of downtime to disassemble a siege weapon and 1 to 2 days to rebuild it. As with building a siege weapon, you need a larger crew to disassemble or reassemble a siege weapon at full speed.

HEAVY BALLISTA ITEM 8

UNCOMMON HUGE MOUNTED

Price 900 gp; **Ammunition** heavy ballista bolt (3 gp, 3 Bulk)

Usage mounted; **Space** 15 feet long, 12 feet wide, 12 feet high

Crew 3 to 6; **Proficiency** martial

AC 22; **Fort** +18, **Ref** +12

Hardness 15; **HP** 80 (BT 40); **Immunities** object immunities

Speed 15 feet (pulled or pushed)

Capable of launching bolts the size of fully grown trees, a heavy ballista is best suited to smashing down castle gates, walls, or similar fortifications.

Aim ◆◆ 60 feet, minimum distance 40 feet

Load ◆◆ (manipulate) 3 times, requires a successful DC 20 Athletics check



BATTERING RAM



Launch ❖ (attack, manipulate, range increment 180 feet) 7d12 piercing, single target, DC 23 Reflex

SPRINGALD ITEM 7

UNCOMMON HUGE MOUNTED

Price 700 gp; **Ammunition** springald arrows (5 sp, 2 Bulk)

Usage mounted; **Space** 15 feet long, 12 feet wide, 15 feet high

Crew 3 to 5; **Proficiency** martial

AC 20; **Fort** +16, **Ref** +13

Hardness 10; **HP** 40 (BT 20); **Immunities** object immunities

Speed 10 feet (pulled or pushed)

A springald consists of a wooden board cranked backward and chutes that hold up to three oversized arrows. Rather than having a nock, each arrow has a flat back end. Releasing the board strikes the backs of the arrows, sending them hurtling through the air.

Aim ❖❖ 30 feet, minimum distance 50 feet

Load ❖❖ (manipulate) 3 times

Launch ❖ (attack, manipulate, range increment 100 feet) 5d8 piercing, three different targets within a 15-foot burst, DC 22 Reflex

TREBUCHET ITEM 10

UNCOMMON GARGANTUAN MOUNTED

Price 2,000 gp; **Ammunition** stones (0 gp, 6 Bulk)

Usage mounted; **Space** 25 feet long, 15 feet wide, 25 feet high

Crew 4 to 6; **Proficiency** martial

AC 24; **Fort** +21, **Ref** +16

Hardness 17; **HP** 68 (BT 34); **Immunities** object immunities

Built with a long wooden arm and a heavy counterweight, a trebuchet can hurl massive projectiles from a large sling, releasing the projectile at the ideal point in the arm's arc.

Aim ❖❖ 100 feet, minimum distance 200 feet

Load ❖❖ (manipulate) 3 times, requires a successful DC 20 Athletics check

Launch ❖ (attack, manipulate, range increment 400 feet) 8d10 bludgeoning, 20-foot burst, DC 26 Reflex

Siege Tools

Some contraptions rolled onto the battlefield aren't used directly to attack, but rather to move troops.

SIEGE TOWERS

A siege tower uses the vehicle rules that begin on page 210 of *GM Core*. The siege tower uses pushed propulsion, which uses the same rules as pulled. The helepolis uses both pushed propulsion and turned propulsion to turn a capstan. Turned propulsion uses the same rules as rowed propulsion.

HELEPOLIS VEHICLE 16

RARE GARGANTUAN

Price 30,000 gp

Space 65 feet long, 65 feet wide, 130 feet high

Crew 1 pilot, 200 turners, 3,000 pushers; **Passengers** 306

Piloting Check Diplomacy (DC 37), Intimidation (DC 37), or Warfare Lore (DC 35)

AC 34; **Fort** +28

Hardness 20, **HP** 240 (BT 120); **Immunities** object immunities

Speed 10 feet (pushed, turned)

Collision 8d10 (DC 32)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Tiered A helepolis has six levels. The crew operate at the bottom tier, turning a giant capstan. There's room remaining on that tier for up to six passengers (enough for a full heavy ballista siege crew; see Weaponry). Each of the remaining five levels carries up to 60 passengers. The tiers are specifically meant to be protective and give those within the helepolis greater cover (or standard cover if the helepolis is broken). A massive ladder runs diagonally through the center of the helepolis, from the front of the top tier to the rear of the bottom tier. The ladder is wide enough for two crew or passengers to climb simultaneously.

Weaponry The siege tower is loaded to the brim with siege weapons–typically bristling with heavy ballistae on its first and second tiers and ballistae on its third, fourth, and fifth. The Price of these weapons is included in that of the helepolis. When building a helepolis, you can choose to replace any of these with other siege weapons with a lower Price. If you want a more expensive siege weapon, you must Craft it separately. Because of the helepolis's structure, any siege weapon in it must launch its payload straight ahead. For instance, a ballista or springald could function in a helepolis, but not a catapult or trebuchet. Passengers of the helepolis can crew these siege weapons.

SIEGE TOWER VEHICLE 4

UNCOMMON GARGANTUAN

Price 300 gp

Space 20 feet long, 20 feet wide, 40 feet high

Crew 1 pilot, 9 pushers; **Passengers** 40

Piloting Check Diplomacy (DC 21), Intimidation (DC 21), or Warfare Lore (DC 19)

AC 16; **Fort** +11

Hardness 10, **HP** 40 (BT 20); **Immunities** object immunities

Speed 10 feet (pushed by the pushers in the crew)

Collision 3d10 (DC 18)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Tiered A siege tower has five levels. The bottom level houses the crew, and each higher level carries up to 10 passengers. The tiers are specifically meant to be protective and give those within the siege tower greater cover (or standard cover if the siege tower is broken). Each tier is connected to the one above it by a 7-foot ladder.

The siege tower has a corvus at its highest tier: a vertical bridge that can be lowered to allow creatures to cross gaps. Lowering the corvus takes a total of 3 Interact actions. Moving the siege tower while the corvus is lowered is highly dangerous, especially for anyone on the corvus. When it's open, creatures in the top tier don't have cover from the side with the corvus, and creatures on the lowered corvus don't have cover except from below.

DISABLING SIEGE WEAPONS

Disable a Device can be used to deactivate most siege weapons that have complex moving parts. This typically doesn't require a thieves' toolkit, takes one success, and uses the standard DC for the item level of the siege weapon.



HELEPOLIS



SNARES AND HAZARDS

New innovations bring about progress, but not all progress makes the world a better place. While some innovators are focused on lessening toil and providing free time to pursue passions and pleasures, others are less altruistic. Creators of a more devious bent often channel their imagination toward the invention of deadlier, more cunning traps. Below are just some of the latest advances in their perilous craft.

Snares

The following snares take advantage of various technological advances to terrifying and lethal effects. They otherwise work like any other snares (*Player Core 2* 297).

ACID SPITTER — SNARE 4

UNCOMMON | ACID | CLOCKWORK | CONSUMABLE | MECHANICAL | SNARE | TRAP

Price 15 gp

This tin clockwork lizard is activated when a creature moves adjacent to it, at which point it spits out a glob of acid. The target must succeed at a DC 20 Reflex saving throw or take 3d6 acid damage.

Critical Success The creature is unaffected.

Success The creature takes full damage.

Failure The creature takes full damage and 5 persistent acid damage.

Critical Failure The creature takes double damage and 10 persistent acid damage.

BINDING SNARE — SNARE 10

UNCOMMON | CONSUMABLE | MECHANICAL | SNARE | TRAP

Price 160 gp

When a creature enters the snare's square, several strands of strong wires ending in jagged hooks latch onto it before hauling it to the ground. The snare deals 2d6 piercing damage, and the targeted creature must attempt a DC 28 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is knocked prone and immobilized for 1 round (Escape DC 28).

Critical Failure The creature takes double damage, is knocked prone, and is restrained for 1 round (Escape DC 28).

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CLOCKWORK CHIRPER SNARE 3

UNCOMMON AUDITORY CLOCKWORK CONSUMABLE MECHANICAL SNARE TRAP

Price 8 gp

This simple clockwork bird is no larger than a sparrow, designed to be wound up and perched on a tree branch or ledge. The Tiny clockwork remains immobile and silent until a Small or larger creature enters the square beneath its perch, at which point it springs into action. Once activated, it flies around making a loud chirping sound that can be heard up to 500 feet away. The bird then follows the creature that activated it for up to one hour or until it is destroyed, doing its best to stay just above the creature and out of reach, and continuing its string of loud chirps. The bird is an object with a Speed 10 feet, and a fly Speed of 25 feet. It has AC 15, Hardness 5, HP 10 (BT 5) and object immunities. Once broken, it can no longer fly. It can't attack or otherwise damage other creatures. After an hour has passed after its activation, the clockwork chirper falls into a pile of useless components.

CLOCKWORK MONKEY SNARE 2

UNCOMMON AUDITORY CLOCKWORK CONSUMABLE MECHANICAL SNARE TRAP

Price 5 gp

These cute and unassuming toy monkeys are often dressed in loud clothing and carry a percussion instrument. It's activated once a creature moves adjacent to the square it sits in, at which point it leaps on the creature, scurrying about on its agile hind legs while it pounds on its instrument, riding the creature and raising a racket. The creature being assaulted by the monkey must find a way to escape its agitator either via flinging the monkey off with the Escape action (DC 18) or by breaking the monkey. The monkey has AC 19, Hardness 2, HP 10 (BT 5) and object immunities.

DEATH COIL SNARE 20

RARE CONSUMABLE ELECTRICITY MECHANICAL SNARE TRAP

Price 9,000 gp

This modified Stasian coil of metal and glass stands about three feet tall. It activates when at least three creatures are within 20 feet of it, or if at least one creature stays within 20 feet of it for more than 1 round. It then lashes out with a torrent of electrical energy dealing 7d12 electricity damage to all creatures within 20 feet of it. Due to the fact that it doesn't trigger immediately when a creature enters its square, abilities like Surprise Snare (*Player Core 2* 216) don't work with a death coil. Creatures within that area must attempt a DC 43 Fortitude saving throw.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is stunned 2.

Critical Failure The creature takes double damage is stunned 4.



DEATH COIL

DANGEROUS TOYS

A fair number of clockwork snares take the form of toys and curiosities. In fact, many were initially developed by enterprising toymakers who sought to create an interesting toy and accidentally invented something with lethal potential. Pranksters, criminals, revolutionaries, and even other inventors then sought out these designs, made improvements, and unleashed them as snares. Devious kobolds and gnomes in particular take great joy in the use of their deadly little "gifts," and the worst of them are always looking for new innocuous disguises for their dangerous playthings.

It's rumored that various toymakers in Absalom meet at least once a season in an undisclosed location in the city to demonstrate their new designs to various creators of snares and sell their base formulas to the highest bidders. Once sold, these designs are repurposed into destructive snares. The only restrictions toymakers place on these illicit auctions are that their formulas can't be used to fabricate actual toys, and the outward appearances of the snares must be substantially different from the toys on which the mechanisms are based.

DETONATING GEARS SNARE SNARE 3

AUDITORY CLOCKWORK CONSUMABLE MECHANICAL SNARE TRAP

Price 12 gp

This snare uses clockwork stressed almost to the breaking point, which activates with a powerful explosion that deals 3d8 piercing damage to the first creature entering the snare's square. The creature must attempt a DC 19 Reflex saving throw.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and 3 persistent bleed damage.

Critical Failure The creature takes double damage and 6 persistent bleed damage.

FLAME DRAKE SNARE SNARE 5

UNCOMMON CLOCKWORK CONSUMABLE FIRE MECHANICAL SNARE TRAP

Price 25 gp

The snare takes the form of a Tiny, drake-like clockwork toy. When a creature enters its square the snare activates, causing the drake to spit a gout of fire in a 15-foot cone in the direction from which the creature entered. For instance, if a creature entered the square coming from the east, the cone would point east, to hit any allies behind the triggering creature. Those within the cone take 6d6 fire damage with a DC 19 basic Reflex save. After spitting its fire, the snare falls apart.

STRANGE NEW METHODS

Many inventors' creations seem to defy reality. This is made possible by their constant scientific study of the various monumental powers that manifest upon Golarion. While wizards have their formulas, clerics their rituals, and occult casters their strange secrets, inventors search for what they call the hidden laws of reality. They believe mundane reality, untouched by the mysteries of magic, has its own set of laws that are for the most part unknown. For example, what makes electricity choose its exact crackling path? It must follow some kind of law.

Exactly what these laws are and how they should be explained is a matter of debate. Many inventors continue practices common to alchemists, where they codify their research with strange symbols and secret codes, believing the best way to protect their craft, prestige, secrets, and income is to avoid sharing their wildest theories with others. But there are more open-minded individuals, usually living in cosmopolitan centers, who think sharing their secrets and having peers assess their methods of research will benefit the people of their kingdom, perhaps even the world. They believe collaboration will lead to better explanations and answers to the mysteries of these natural laws. And while these naturalist societies are small and secluded, most of their members believe that they and those like them are on the right track toward solving the mysteries of the multiverse. While wizards and other academic spellcasters appreciate their rigor, they believe the idea of separating the laws of mundane reality from magic is an absurd and pointless constraint, especially given that magical essences underpin the very fabric of reality. For their part, naturalists believe these spellcasters are missing the point.

FIRE BOX — SNARE 3

UNCOMMON | CLOCKWORK | CONSUMABLE | FIRE | MECHANICAL | SNARE | TRAP

Price 10 gp

Anyone who opens the box triggers a clockwork mechanism that unleashes a 15-foot cone of fire. The cone issues forth in a random direction determined by the GM but always including the creature who opened the box. Those within the cone take 4d6 fire damage with a DC 17 basic Reflex save.

FROST WORM SNARE — SNARE 9

UNCOMMON | CLOCKWORK | COLD | CONSUMABLE | MECHANICAL | SNARE | TRAP

Price 115 gp

The snare takes the form of a Tiny frost worm clockwork toy. When a creature enters its square, the snare activates, causing the worm to let loose a 30-foot line of frost in the direction from which the creature entered the square. For instance, if a creature entered the square coming from the south, the worm would shoot the line south, to hit any allies of the triggering creature. Those within the line take 10d6 cold damage with a DC 25 basic Reflex save. After spitting its frost, the snare falls apart.

NOISEMAKER SNARE — SNARE 2

UNCOMMON | CLOCKWORK | CONSUMABLE | FIRE | MECHANICAL | SNARE | TRAP

Price 6 gp

When a creature enters this snare's square, it triggers an extremely loud clockwork device, which explodes with a bang that can be heard from 200 feet away and deals 1d8 fire damage. The creature must attempt a DC 18 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage and is deafened for 1 minute.

PUFF DRAGON — SNARE 9

UNCOMMON | CLOCKWORK | CONSUMABLE | MECHANICAL | POISON | SNARE | TRAP

Price 120 gp

This cute and unassuming dragon toy activates once a creature moves into its square. It then unleashes a rapid burst of toxic gas in a 10-foot emanation. Those within the emanation when the snare is activated must attempt a DC 25 Fortitude saving throw or take 3d6 poison damage.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 1.

Critical Failure The creature takes double damage and is sickened 2.

SHRAPNEL SNARE — SNARE 14

UNCOMMON | CONSUMABLE | MECHANICAL | SNARE | TRAP

Price 700 gp

This snare uses tightly wound springs, clockwork, and shrapnel to cause devastating damage. When a creature enters the snare's square, the trap releases, dealing 12d6 piercing damage in a deafening explosion. Everyone in a 10-foot radius of the snare's square must attempt a DC 31 Reflex save.

Critical Success The creature in unaffected,

Success The creature takes half damage and is deafened for 1 round.

Failure The creature takes full damage, 2d6 persistent piercing damage, and is deafened for 1 minute.

Critical Failure The creature takes double damage, 4d6 persistent piercing damage, and is deafened for 1 minute.

SPIRIT SNARE — SNARE 8

RARE | CONSUMABLE | ELECTRICITY | MECHANICAL | SNARE | TRAP

Price 90 gp

This complicated snare is affixed with various crystals and Stasian coils attached to strange electrical relays, working

on the same principles as etheric spirit singers. When an incorporeal creature enters its square, the device lets loose an ectoplasmic web that lashes around the creature's spectral form. The creature must succeed a DC 26 Reflex saving throw or become immobilized for 1 round. On a critical failure, the creature becomes immobilized for 1 minute. In either case, the incorporeal creature can attempt to Escape (DC 26).

TIN COBRA SNARE 5

UNCOMMON CLOCKWORK CONSUMABLE MECHANICAL POISON SNARE TRAP

Price 23 gp

This clockwork cobra activates when a creature enters its square, at which point it lashes out and spits venom, dealing 3d6 poison damage. The target must attempt a DC 21 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened 1.

Critical Failure The creature takes double damage is sickened 2.

Simple Hazards

The following hazards have simple effects, but they create those effects using steam or Stasian technology.

STEAM VENTS HAZARD 4

UNCOMMON MECHANICAL STEAM TRAP

Stealth DC 22 (trained)

Description Large pressurized pipes connected to a trip wire are rigged to release a blast of steam on trespassers.

Disable Thievery DC 22 (trained) to disconnect the trip wire or Crafting DC 24 (expert) to carefully reduce the pressure and prevent the blast

AC 20; **Fort** +12, **Ref** +12

Hardness 12, **HP** 48 (BT 24); **Immunities** object immunities

Steam Blast ↷ **Trigger** The trip wire is pulled or severed, typically because a creature walked through the square with the trip wire; **Effect** Steam erupts from the pipes, dealing 3d6 bludgeoning damage and 3d6 fire damage (DC 24 basic Reflex save) to all creatures within 15 feet. Creatures that critically fail their save are knocked prone.

INSISTENT PRIVACY FENCE HAZARD 8

RARE ELECTRICITY MECHANICAL TRAP

Stealth DC 30 (expert)

Description A stretch of fence is electrified by a hidden Stasian coil.

Disable Thievery DC 28 (expert) to carefully disconnect the coil from the fence or Crafting DC 30 (master) to jury-rig a grounding device to nullify the shock

AC 25; **Fort** +20 **Ref** +14

Hardness 15, **HP** 60 (BT 30); **Immunities** object immunities

Shock ↷ **Trigger** A creature touches the fence directly or with a tool or weapon; **Effect** The fence deals 7d12 electricity damage to the triggering creature (DC 26 basic Reflex save).

Reset The trap deactivates and resets after 1 minute.

TINY SNARE, BIG EXPLOSION

While most snares take the form of large, carefully hidden contraptions, some of the snares in this section resemble tiny clockwork toys or other small objects that pack a hidden punch. Often whimsical and strange, these tiny snares might even be fun to play with if they weren't dangerous. Gnomes, goblins, kobolds, and other small creatures take an almost perverse delight in using these diminutive snares to shock, burn, or damage any larger folks who make the mistake of believing that small humanoids are easy pickings.

There is a fine line between legitimate defense and the machinations of a malicious prankster, however. Many times, the users of such snares blur those lines out of schadenfreude or exuberance. Those who adventure with snarecrafters and trapsmiths are advised to reach an understanding or at least have a serious conversation with them, to ensure that their cunning companion respects their allies' personal boundaries.

Complex Hazards

The following complex hazard uses clockwork technology.

MALEVOLENT MANNEQUINS HAZARD 14

UNCOMMON CLOCKWORK COMPLEX HAUNT MECHANICAL

Stealth +27

Description A host of violent spirits possess three clockwork mannequins, and each lashes out at any creatures that dare walk near.

Disable DC 37 Thievery (master) to jam a mannequin's clockwork mechanisms or Religion DC 35 (expert) twice to exorcise a spirit from a mannequin.

AC 35; **Fort** +26, **Ref** +28

Hardness 10, **HP** 70 (BT 35) per mannequin; **Immunities** critical hits, object immunities, precision damage; **Weaknesses** electricity 20

Awaken ↷ **Trigger** A creature comes within 30 feet of a mannequin; **Effect** The mannequins all lurch towards the triggering creature, Striding up to 50 feet, then roll initiative.

Routine (9 actions) Each of the mannequins uses three of the haunt's actions on each turn, and the haunt loses three actions each turn for every disabled or destroyed mannequin. Each mannequin uses its first action to Stride up to 50 feet and its remaining two actions to make clockwork fist Strikes. Each has its own separate multiple attack penalty.

Melee ❖ clockwork fist +29, **Damage** 2d10+18 bludgeoning

Reset The haunt deactivates after it has no target creatures and resets, usually over the course of 1 round, as the mannequins move to their original positions. If a mannequin is more than 150 feet from its original position, the haunt takes longer to reset, as the mannequin moves back 150 feet each round.



Stasian Tech

Stasian technology uses electricity to produce strange and unpredictable effects, sometimes, but not always, in conjunction with magic. The Stasian coils necessary to power such technology are limited and hard to acquire, making Stasian technological items extremely rare. However, slow imports and smuggling into Ustalav have led to development of items based upon the technology, making these items easier to acquire than other rare items, if one knows the right places to look. You can find more information on Ustalavic innovations using Stasian technology on page 225.

Technological Items

The following items utilize Stasian technology alongside or in place of magical components.

Galvanic Mortal Coil — Item 10

RARE MAGICAL

Price 970 gp

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

This porous steel coil wraps around a shard of onyx, supplementing the closely guarded science of galvaspheres with the dark magics of unlife. When embedded in a body comprised of flesh, the blood and other fluids catalyze electrical pulses within the coil, activating the necromantic energies. In living creatures, this causes a dangerous surge that can damage the heart. In corpses, however, this can create a limited window of reanimation, with access to the corpse's final memories. *Galvanic mortal coils* are even rarer than other galvaspheres, and thought by most to be merely hypothetical.

Activate ❖❖ (manipulate); **Frequency** once per hour; **Effect** You drive the coil into a living creature that has 0 HP while attaching the other end to yourself, in order to siphon their life force. The galvanic mortal coil increases the target's dying condition by 1. If this kills the target, the coil casts *false vitality* on you.

Activate (10 minutes) (manipulate); **Frequency** once per day; **Effect** You implant the coil into a corpse. The coil casts *talking corpse* on the body.

Galvasphere — Item 4

RARE CONSUMABLE GADGET

Price 20 gp

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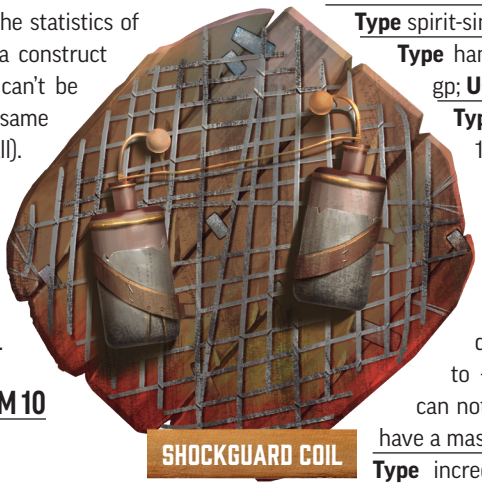
Usage held in 1 hand; **Bulk** L
Activate ◆◆ (manipulate)

A galvasphere animates a corpse to motion via electricity, rather than dark magic. When you Activate the galvasphere by inserting it into an adjacent intact Medium or Small humanoid corpse, the corpse animates as a galvaheart zombie for 1 minute. The galvaheart zombie has the statistics of a zombie shambler except that it's a construct instead of an undead, isn't unholy, can't be harmed by vitality energy, and is the same size as the corpse (Medium or Small). The zombie is your minion and performs the actions you choose when you Command it. If you don't Command it, it takes no action, twitching in place as the electricity that animates it slowly expends itself.


SHOCKGUARD COIL

SHOCKGUARD COIL ITEM 10

RARE CONSUMABLE MAGICAL TALISMAN

Price 175 gp
Usage affixed to a shield
Activate ◆ (concentrate) **Trigger** You Shield Block a foe's melee attack with the affixed shield.

This miniature Stasian coil talisman emits small sparks when jostled. It uses a combination of Stasian technology and battle magic to erupt in electricity when discharged. When you activate the coil, the foe takes 2d12 electricity damage (DC 27 basic Reflex save). On a failed save, the foe is off-guard until the start of its next turn.

SPIRIT-SINGER ITEM 5+

RARE

Etheric spirit-singers create an eerie spectral sound based on the presence of spiritual essence and other ethereal energies. All spirit-singers can be used as musical instruments by manipulating the sensitivity to ethereal energies. However, they have an even greater benefit in areas heavy with spiritual essence. When played in the presence of a significant spiritual disturbance, such as a haunt or an incorporeal undead, a spirit-singer grants you a +1 item bonus to Performance checks. While playing a spirit-singer, you also gain a +1 item bonus to checks to detect a haunt or incorporeal undead, and you can roll a check to notice a haunt even if you aren't actively Searching for it, due to the distortions of the spirit-singer's music. A haunt or incorporeal undead that is intelligent enough to notice the effects it is having on the spirit-singer's music and that can't otherwise communicate with the living might choose to use the spirit-singer to do so if it wishes. For instance, it could try to guide the spirit-singer player towards a location by creating distortions in that direction or, if it understands language, it could try to answer questions by creating one distortion for yes and two distortions for no. Unless stated otherwise in its usage entry, a spirit-singer functions like a heavy musical instrument; rather than carrying it, the musician places the spirit-singer in a particular position and uses both hands to play.


VIOLET RAY

Type spirit-singer; **Level** 5; **Price** 150 gp; **Bulk** 16
Type handheld spirit-singer; **Level** 6; **Price** 200 gp; **Usage** held in two hands; **Bulk** 1
Type incredible spirit-singer; **Level** 11; **Price** 1,250 gp; **Bulk** 16

This spirit-singer is fine-tuned to the point that you can analyze its song more intricately. Increase the item bonus to Performance checks near spiritual disturbances, and the item bonus to detecting haunts and incorporeal undead to +2. While playing the spirit-singer, you can notice haunts that normally require you to have a master proficiency in Perception to detect.
Type incredible handheld spirit-singer; **Level** 12; **Price** 1,650 gp; **Usage** held in two hands; **Bulk** 1

This spirit-singer functions just like an incredible spirit-singer, except for its Usage and Bulk.

VIOLET RAY ITEM 12

RARE

Price 1,893 gp
Usage held in 2 hands; **Bulk** 2

One of the many wondrous devices brought into the world by Stasian technology is the seemingly miraculous violet ray. Physicians claim it anything from headaches to heartburn, or nausea to deafness, all with an easy and painless treatment.

The device is a glass vacuum with an insulated handle connected to a small Stasian coil. When powered, the glass tube fills with purple light and becomes warm to the touch. Pressing the tube to one's body is said to increase blood flow, eliminate toxins, and many other beneficial effects. A violet ray functions as a healer's toolkit and provides a +2 item bonus to Medicine checks to Administer First Aid, Treat Disease, Treat Poison, or Treat Wounds.

Activate—Electric Love ◆◆◆ (manipulate) **Frequency** once per day; **Effect** You apply the violet ray to an adjacent creature and attempt to counteract the blinded, clumsy, confused, deafened, drained, enfeebled, sickened, or stupefied condition with a counteract rank of 6 and a counteract modifier of +22, using the source of the condition to determine the condition's counteract rank and DC. If the condition was caused by an ongoing effect and you don't remove that effect, the condition returns after 1 minute. Each use of this ability can only counteract a single condition.



UTILITY GEAR

Weaponry might be one of the flashiest forms of clockwork technology, but it's far from the only one. For every inventor who devotes his labors to creating clockwork instruments of destruction, there are ten others who focus on creating devices which average people can use to make life easier and more enjoyable.

These machines, built for society rather than adventurers, are arguably more impactful than even the most powerful weapon, for they affect thousands of lives every day. Major trade centers reap these rewards as inventors from far-flung lands meet and share their methods and designs. As innovations from different regions mingle, each breakthrough enables the next at a quicker rate.

AQUARIUM LAMP ITEM 8

UNCOMMON ELECTRICITY LIGHT

Bulk 20

Price 1,500 gp

Activate ❖ (manipulate)

The aquarium lamp is a combination light source and exotic animal aquarium, intended to provide rich nobles amusement and illumination. It takes the shape of a glass cube 50 feet wide and 7 feet high filled with sea water, flanked by two much smaller water tanks. A sparse brass frame around the device keeps the tanks themselves from touching the ground and serves as a mounting point for a pair of electrical coils on the top, which are enclosed within separate glass tubes. Six electric eels swim within the central tank, while a number of animals belonging to species considered to be the eels' natural prey swim in the smaller feeding tanks. With the simple pull of a lever attached to either smaller tank, one of the prey animals is released into the eel tank. Within seconds, the eels converge on the hapless animal, using their electrical charges to stun their victims. When this happens, the salty seawater conducts the electrical energy into transfer coils hidden within the brass frame, which send the energy to the top-mounted electrical coils. The end result produces enough light to fully illuminate a room as though it were midday.

This device is an expression of a recent trend among certain Avistani nobles to blend form and function in their

manors' interior decorations. In such circles, ostentatious decorations that serve no functional purpose are derided as "tacky" and "unrefined." If a noble in such company wishes not to be ridiculed, they must be sure that each decoration adds something to the room beyond the aesthetic. The aquarium lamp is the latest tool in this social arms race, and it's already proven popular with its target market.

When active, the aquarium lamp produces bright light in a 60-foot radius (and dim light for the next 60 feet). Each activation provides enough energy for 10 minutes of use, and the two feeding tanks combined carry enough prey animals for 50 activations before needing to be refilled, though electric eels usually need feeding only once per day, and won't go after the prey if they're all full. While electric eels are not aggressive to their aquarium keepers and will gradually learn to associate them with food, they can engage in violent social behavior, especially when they are young. This behavior leads to small fights involving tail slapping, biting, and discharged electricity, the last of which causes the lamp to illuminate without hitting the lever to release prey. The electric eels live around 15 years if kept well-fed.

CLOCKWORK BOOKSHELF ITEM 1

UNCOMMON CLOCKWORK

Bulk 4

Price 15 gp

This device was originally created by an inventor who had way more books they wanted to access than available wall space to store them. Each of the bookshelf's six levels is actually loaded with a pair of shelves instead of a single shelf. A simple switch on the side of the bookshelf flips the corresponding shelf to the other side, revealing any books stored in the paired shelf. While this makes the clockwork bookshelf a little deeper than a normal bookshelf, in order to fit both shelves, it effectively allows you to store twice as many books using the same amount of wall space. Those who wish to keep volumes hidden from visitors (or perhaps stow a weapon or potion within a false book) often load the hidden shelf first, then switch to the second shelf lined with more respectable volumes.

CLOCKWORK BOX PACKER ITEM 3

UNCOMMON CLOCKWORK

Bulk 4

Price 50 gp

This handy clockwork device is too expensive for most warehouses and shipping docks to make use of it, but some nobles have purchased the item for their staff as a status symbol, and merchants who are in the shipping trade can afford to slowly reap the benefits of its usage. It takes 1 minute to wind a clockwork box packer; after which, it can function for up to 1 hour.

You can indicate how high you want the clockwork box packer to stack boxes and what the packing storage dimensions are. Once packing instructions have been input, you can load a crate onto the clockwork box packer, and it begins its task. Once the box is stacked, the clockwork box packer closes the box, if necessary, then ties a ribbon or cord around it from a supply loaded into the clockwork box packer in advance. Once the package is secure, the clockwork box packer stacks it and then swivels back into position, ready to accept another box. In this way, the clockwork device can finish within minutes a packing job that might take humanoid workers an hour.

CLOCKWORK DISGUISE ITEM 6

UNCOMMON CLOCKWORK

Usage worn armor; **Bulk** 2

Price 200 gp

Sometimes, just disguising one's face just isn't convincing enough. Clockwork disguises were invented to supplement regular disguise kits, which are used all across Golarion. For example, if a spy wants to infiltrate a military camp, they must be wearing the same type of armor as the soldiers stationed there—or else have a very good explanation for their commander as to why they're out of proper uniform! The clockwork disguise is intended to help avoid such awkward, potentially fatal confrontations.

The clockwork disguise looks like a harness connected to hundreds of small metal plates that cover the user's torso and arms. Each of these plates is equipped with several hinges, allowing them to be shaped into a wide variety of patterns. When these shaped plates are arranged and connected, they can be made to look like almost any basic suit of light or medium metal armor, though armor embellishments such as those worn by high-ranking officers are beyond this device. The arrangement process takes some time, but once it's completed, the user need only perform a few simple adjustments to a clockwork mechanism in the disguise to make the plate arrangement into a new preset configuration. Afterwards, when the user flips a switch on the harness's belt to one of three positions, the plates shift, overlap, and connect as necessary to transform the disguise into the desired preset configuration. The clockwork disguise can have up to three preset configurations at a time, and most users use a minimum of two: the one required for their current task, and a suitably inconspicuous configuration for when the first configuration is unnecessary.

Giving a clockwork disguise a new preset configuration requires 20 minutes of work. The clockwork disguise can have a maximum of three preset configurations at a time, and it can only mimic light and medium armor suits made of metal.

The clockwork disguise is light armor and has the following stats, regardless of which type of armor it mimics:

AC Bonus +2; **Dex Cap** +3; **Check Penalty** –1; **Strength** 12; **Group** plate

Activate—Deploy Disguise ❖ (manipulate) **Effect** Transform the clockwork disguise into any one current preset configuration of the user's choice.



CLOCKWORK DIVING SUIT ITEM 6

UNCOMMON AIR CLOCKWORK WATER

Usage Worn; **Bulk** 4

Price 200 gp

The clockwork diving suit is a marvel of technology that allows its user to breathe underwater for hours at a time without the aid of magic. Compared to a more traditional magically-assisted diving suit using a *bottle of air*, a clockwork diving suit is both less expensive and better protected, making clockwork diving suits a good choice for characters who prefer more protection. However, they also come with a built-in time limit, which magical diving suits circumvent. A clockwork diving suit is a bulky, fully sealed suit of armor lined with a complex series of filter-equipped bladders that store and circulate air for the user to breathe. A glass faceplate on the front of the helmet allows the user to see what's going on in front of them.

The suit's rigidity and mechanisms severely restrict the user's range of movement and keeps them from moving faster than a slow walk on the sea floor. To compensate for this, a clockwork water jet mechanism is installed in the suit's back. The water jet includes both a vacuum system and separate air bladder; it's activated with a simple pull of a lever on the suit's belt. When the lever is pulled, the vacuum system sucks in seawater, and seconds later, the air bladder sprays the water out and propels the user short distances. This mechanism is also necessary for the suit to surface without walking to shore—it's too heavy to float on its own. Most wearers can only swim a few feet before sinking back to the water's floor.

The diving suit contains enough air for three hours of operation, and the clockwork components can operate for up to 3 hours before the suit needs winding. If you run out of air, drowning and suffocation rules begin to apply as normal. This air supply can be refilled by spending one hour in an area with air, and you can rewind the clockwork in a process that takes 10 minutes to complete.

The diving suit is a suit of medium armor, and it has the following stats:

AC Bonus +4; **Dex Cap** +1; **Check Penalty** –4; **Speed Penalty** –15 ft; **Strength** 18

Activate ❖❖ (manipulate); **Effect** The diving suit shoots out a water jet that causes you to Swim 25 feet in a straight line. The distance of this movement is unaffected by your swim Speed, if you have one, or the armor's Speed penalty. However, difficult terrain, such as the difficult terrain for moving up or down or moving against a current, still slows this movement.

CLOCKWORK MEGAPHONE ITEM 1

UNCOMMON CLOCKWORK

Bulk 1

Price 15 gp

A clockwork megaphone uses cunning clockwork gears to adjust the shape and angle of the cone within the megaphone, allowing you to raise or lower the volume, widen or contract the angle in which you project your voice, or both at the same time. This makes a clockwork megaphone far more useful than an ordinary megaphone for situations where you want to make sure that everyone in a particular venue or location can hear you without being so loud that your voice comes across as a painful shout. It takes 1 minute to wind up a clockwork megaphone, which allows it to remain active for up to 1 hour of adjustments, only counting the time you change the megaphone's settings, not the time you spend speaking. Since it automatically enters standby mode when not in use, this typically means you don't have to wind up the clockwork megaphone for months, or even years, depending on how often you adjust the settings each day.

DAY GOGGLES ITEM 2

UNCOMMON

Price 30 gp

Usage worn eyepiece; **Bulk** L

The darkened lenses of these goggles protect sensitive eyes from bright light but make seeing in the dark more difficult. While wearing day goggles, you gain a +1 item bonus to saving throws against visual light effects. However, while wearing the goggles, you take a –2 item penalty to visual Perception checks and you treat areas of bright light as dim light and areas of dim light as darkness for the purpose of whether you can see. While this is normally a disadvantage, if you have light blindness, you aren't dazzled in bright light as long as you continue wearing the day goggles, since to your eyes, there is only dim light. You can wear the goggles around your neck or on your forehead, granting no benefits, but allowing you to move them over your eyes with a single Interact action, without having to withdraw them first.

ELECTROCABLE ITEM 3

RARE ELECTRICITY FIRE

Price 45 gp

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

This foot-long length of conductive cable is capped on both ends by grounded handles containing Stasian coils. These coils can be turned on or off as a single action. While on, the coils electrify the cable, dealing 1d6 electricity and 1d6 fire damage in a thin precise line to anything the cable touches, though the cable is too unwieldy to use as a weapon. Electrocables are typically used to "cut" a thin straight line through metal. They ignore 10 points of a metal object's hardness.

EXTENDABLE PINCER ITEM 0

UNCOMMON CLOCKWORK

Price 2 gp

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

This extendable rod features a pincer on one end and clamped handle on the other. By squeezing the handle, the pincer opens or closes. As an Interact action, you can extend or retract the rod by 5 feet to one of three settings, allowing you to Interact to pick up an object with the pincer either within your own space, in an adjacent space, or exactly 10 feet away.

HEATED CLOAK ITEM 5

UNCOMMON

Price 160 gp

Usage worn cloak; **Bulk** L

This fine cloak is lined with tiny tubes of slowly reacting alchemical reagents. These chemicals generate heat, which is circulated throughout the cloak by the wearer's movements. While active, the wearer is protected from severe cold. The cloak offers no protection from extreme or incredible cold. It operates for 24 hours and can be reset with a simple process that takes 1 minute.

HOLY STEAM BALL ITEM 2

UNCOMMON DIVINE HOLY MENTAL

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

Price 30 gp; 2 gp per refill

Activate ❖ (manipulate)

The *holy steam ball* is an odd-looking device that's nevertheless effective at reinforcing its user's mind against fiendish control. It's a hollow black-rubber ball with small, flexible twin tubes sticking out from its center. Sealed within the rubber ball is vapor made from a mixture of evaporated *holy water* and a special type of incense smoke. The tube's twin prongs are placed into the user's nostrils, after which the user squeezes the rubber ball to activate the device, forcing the vapor into the user's body through their nose. The holy power contained within the vapor strengthens the user's will against creatures that are weak to *holy water*, making it tougher for malevolent creatures to subvert the user's mind.

When the *holy steam ball* was first introduced in Mendev fifty years ago, few trusted it's efficacy. The nation had seen many charlatans peddle so-called "anti-demon" products, and most thought this was no different. Only when soldiers of the Mendevian Crusades used the ball and personally testified to its effectiveness did suspicion gave way to enthusiastic use. Nobody remembers who first invented the *holy steam ball*; they're likely lost to history because most initially thought it was a scam. After receiving endorsement from the Mendevian Crusade, a team of alchemists and inventors were able to determine the vapor's exact composition and mass produce them. The *holy steam ball*'s highly specialized purpose kept it from widespread use outside of the nations that once bordered the Worldwound. Yet with the return of the Whispering Tyrant in the past few years, the growing undead threat presents a new opportunity for more citizens to use *holy steam balls* for protection against the mind control powers of vampires and other undead.

After using a *holy steam ball*, you must refill it before the next use in a process that takes five minutes to complete.

Activate ❖ (manipulate); **Requirements** The *holy steam ball* is filled with evaporated *holy water* and incense smoke; **Effect** You release the stored steam and smoke to grant yourself its protections. Each use of the *holy steam ball* lasts for 1 hour and gives you a +2 item bonus to Will saving throws against possession effects from fiends and undead and effects from fiends and undead that cause the controlled condition.

IGNITOR ITEM 1

CLOCKWORK

Price 5 gp

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

An ignitor uses interlocking clockwork to create a small spark in order to ignite flammable materials. While holding the ignitor, you can Interact with it to ignite a flammable object within reach.

LIGHT WRITER ITEM 6

RARE CLOCKWORK LIGHT

Bulk 2

Price 200 gp; 3 gp for 10 metal plates

The *light writer* is a cutting edge invention, first created in Absalom in late 4721, combining magic and clockwork innovation to allow its operator to create a true-to-life, monochromatic portrait of people or a scene over the course of 20 minutes of exposure. It consists of two flat metal squares, one larger than the other, connected by a tube of leather similar to that found on a bellows. The smaller square, which sits at the front of the device, has a small glass lens in the center of it. The larger square contains a specially treated metallic plate on the inside; its exterior also has both a small control stick connected via flexible wire, and a small metal tube attached to the top and pointing forward. The user presses a button on the control stick to activate the *light writer*. Upon activation, magical light illuminates the tube, producing a steady light for 20 minutes. This light is captured by the lens and projected onto the metal plate, slowly creating an image of the scene in front of the lens. The plate can then be removed, allowing the image to be displayed anywhere the owner desires. The *light writer* is mounted on a tripod and must be perfectly still during operation to prevent any defects from appearing in the plate image. If creating a captured image of a living creature, it is equally important for that creature to remain still throughout the process, to avoid a ghostlike blurring of the final image.



STEAMFLIGHT PACK

MECHANICAL TORCH ITEM 1

CLOCKWORK

Price 10 gp

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

Powered by electricity, you can turn a mechanical torch on and off by toggling a lever on the torch with an Interact action. When active, the torch sheds bright light in either a 20-foot radius (and dim light to the next 40 feet) or a 40-foot cone (and dim light to the next 40 feet). Changing this area requires a single Interact action to flip a switch. The torch carries sufficient charge to operate for ten minutes. You can recharge the torch in 1 minute via an integrated crank-charging mechanism, turning the clockwork gears and generating sparks to power the torch, though doing so requires two hands.

NIGHTBREEZE MACHINE ITEM 5

UNCOMMON AIR CLOCKWORK

Bulk 4

Price 125 gp

The nightbreeze machine can turn a scorching hot room into a comfortable one with just the pull of a lever. Its outer shell is a brass cube half as tall as the average human that houses a series of flat metal "blades" in a circular arrangement. When placed on a flat surface, a creature within reach can Interact to flip the lever, turning the machine on. When the machine is active, the blades begin to spin rapidly, setting the air in the room into motion, which cools off the room's inhabitants. A front-mounted metal grate prevents anyone from coming into accidental contact with the spinning blades without impeding airflow.

The nightbreeze machine was recently commissioned by Malduoni, Keeper of the First Law, leader of the nation of Rahadoum. He tasked the country's brightest inventors with creating devices that would, in his words, "Ensure that no mortal need fear death from the desert heat." This machine was the first creation to come out of this consolidated engineering effort, but it won't be the last.

A nightbreeze machine can affect an enclosed area of no more than 50 feet by 50 feet and has negligible effect when used in a larger enclosed area or outside. While active, it reduces the effects of severe heat by one step to mild heat, and reduces extreme heat to severe heat (*GM Core* 95). A nightbreeze machine isn't powerful enough to reduce the effects of incredible heat, though fortunately such heat isn't found naturally in the deserts of Rahadoum. A nightbreeze machine runs for 8 hours, after which it must be wound in a process that takes 10 minutes to complete. The 8 hours of activity don't have to be consecutive.

PAPER SHREDDER ITEM 2

UNCOMMON CLOCKWORK

Bulk 2

Price 30 gp

Whether it's a parchment with ominous pentagrams and

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dangerous magical symbols inscribed upon it, incriminating legal documents, or just simply paper waste, sometimes you just need to make sure a document is completely destroyed in a way that makes it nearly impossible to read afterwards. Enter the paper shredder, a clockwork device that performs exactly this function.

With 1 minute of wind-up, a paper shredder can function for up to 1 hour of shredding, and it automatically enters standby mode when not in use, meaning the device can typically go for weeks between wind-ups unless you shred an exceptionally large volume of paper.

Setting a piece of paper or parchment into the paper shredder takes a single Interact action, which means you can shred up to three pages of paper or parchment each round. If the page is longer than normal, it takes longer to shred, as determined by the GM. Additionally, only one person can use the shredder each round, limiting it to shredding three pages per round regardless of how many people are available to feed paper into it. The paper shredders rips and tears the paper or parchment apart into tiny disjointed strips. This is typically sufficient to destroy *glyphs of warding* and other similar dangerous magical traps on the paper, though the GM might determine that particularly resilient magical traps find some way to survive their shredding. If the paper is magically protected or otherwise has more Hardness than a normal sheet of paper or parchment, the shredder can't shred it. After churning such hardened paper for 1 round, the shredder spits it back out without harming the shredder. This prevents shredding any other paper during that round.

PRINTING PRESS ITEM 9

RARE CLOCKWORK

Price 600 gp

Bulk 20

The printing press is a revolutionary machine that combines movable type with a mechanical inking system and screw press, allowing for the mass production of large volumes of text. Using the press, a worker can produce up to 3,600 identical pages per day. In order to use the printing press, you must first set the type for the page you want to print. Time required to set type varies depending on the number of characters used; from 1 hour for small pages with brief text, to 8 hours for a full-sized normal page of text, though extreme examples may be outside this range. When you prepare a page for printing, you can include engraved images in addition to text. No magical properties of text are transferred in the printing process, so it cannot be used to mass-produce magical scrolls, spellbooks, or similar spells or magic items.

STEAMFLIGHT PACK ITEM 15

RARE CLOCKWORK STEAM

Usage worn backpack; **Bulk** 2

Price 6,000 gp

Activate ❖ (manipulate)

The steamflight pack allows its user to fly without using magic or wings. Each steamflight pack looks like a large brass backpack with two large nozzles mounted on the sides pointing downward. It also features metal arms reaching around the front that terminate in handles with activation buttons on them. When the user holds down an activation button, a complex series of mechanisms pumps water from the large tank in the backpack and releases it through the nozzles as powerful jets of steam, enabling the user to fly short distances. Tilting the handle adjusts the nozzles' angles, allowing the user to control the direction of their flight.

When active, the steamflight pack gives the user a fly Speed of 20 feet. It carries enough water for 20 minutes of operation and can be refilled in 5 minutes with a supply of normal water and a funnel.

Activate—On/Off Switch ❖❖ (manipulate) **Effect** You turn the steamflight pack on or off.

STEAM WINCH ITEM 8

RARE STEAM

Price 425 gp

Usage operated with two hands; **Bulk** 2

This hefty winch is powered by a small steam engine and includes a 100-foot length of steel cable, which enables you to haul a heavier load than you could with a hand cranked winch or comealong (*Lost Omens Pathfinder Society Guide* 114). A steam winch allows you to slowly pull a heavy load (usually up to 50 Bulk) along a flat surface or up and down a vertical expanse.

Attaching a steam winch to a device takes three Interact actions, while starting the winch (and getting it warm enough to operate) takes 10 minutes. Once in operation, a steam winch requires regular maintenance to function. Every 20 minutes, the boiler must be refilled and heat levels maintained.

TIMEPIECE ITEM 1+

UNCOMMON CLOCKWORK

Clockwork timepieces come in a variety of sizes and aesthetic styles, but they're all designed to display the accurate time of day down to the second.

Clockwork timepieces have a 24-hour activation cycle, after which they must wound in a process that takes 1 minute to complete.

Type desktop clock; **Level** 1; **Price** 10 gp; **Bulk** 3

Desktop clocks have been designed to be small enough to only take up a quarter of a typical writing desk's surface area, but they're still too bulky and heavy to be lugged around casually.

Type grand clock; **Level** 3; **Price** 50 gp; **Bulk** 16

These towering, ten-foot-tall clocks have been painstakingly handcrafted by skilled artisans and feature loud chimes that can be heard hourly throughout a manor. Owners of grand clocks usually tend to display them prominently in a study, lounge area, or foyer.



Mobility Devices

Over the history of Golarion, countless cultures have used innovative mobility devices. While you can find basic assistive items on page 293–294 of Pathfinder Player Core, *additional devices appropriate to the themes of invention and innovation can be found in this section.*

Wheelchairs

Wheelchairs provide comfort and support when traveling. You can use the item either in an ambulatory manner or every day, depending on your character. Wheelchairs come in a variety of sizes to suit every person regardless of height or body type. Each wheelchair has the following features.

Adjustable Seat Belts: These belts strap around your waist, knees, and shins to keep you in the chair if it's thrown, knocked or handled roughly. You can open and release all of your belts with an Interact action.

Bulk Limit: A wheelchair is strong enough to support you and any amount of Bulk you could typically hold or carry (*Player Core* 269). Sum up the Bulk of all the items you are wearing, carrying, and stowing on your wheelchair. You take the usual consequences when there is too much Bulk on you and your wheelchair: if there is more than 5 + your Strength modifier, you're encumbered, and you and your wheelchair can't hold or carry more than 10 + your Strength modifier. The wheelchair's own Bulk does not count against your Bulk limit while riding in the wheelchair; it's listed in case you need to carry the wheelchair separately.

Frame: A wheelchair is typically made from common materials like wood. It can also be made from other materials such as steel, or rarer materials like dawnsilver. The wheelchairs presented in this section are assumed to be made from durable wood.

Magic: The wheelchair is considered an extension of yourself. Spells or abilities that change your bodily form are also applied to the chair and it transforms

with you so long as you're using it. You can choose what appearance this has. For example, when you transform with *untamed form*, you can choose to have full mobility of your limbs or have the chair transform to become a wheelchair appropriate for that shape, such as wheelchair harnesses for dogs.

Movement: While using a chair, you Stride at your normal Speed (the Speed listed for your ancestry, with any additional bonuses, penalties, and adjustments applied). You propel a wheelchair by using the handrims. You can propel the wheelchair even while holding something in your hands, but not if you've restrained or otherwise unable to move your hands freely. You are still affected by difficult terrain and other terrain features, and any effect that would immobilize you, give a penalty to your Speeds, and so on based on entangling or hindering with your legs applies to the wheelchair as well. You can use all of your actions while in a wheelchair. The *impulse control* add-on allows you to direct a wheelchair with your fingers or nerve impulses instead.

Quick-Righting: If the chair is tipped or you are knocked prone while in the chair, you can right yourself using the Stand action, though in this case you are righting the wheelchair instead. An ally can use an Interact action to help right you, allowing you to Stand as a free action triggered by their Interact action.

WHEELCHAIR TYPES

The following are some of the wheelchair types seen throughout Golarion.

WHEELCHAIR ITEM 0

Price 5 sp
Bulk 2

This common wheelchair is ideal for everyday use, but isn't designed for adventuring. Wheelchairs are most common among non-adventurers.

TRAVELER'S CHAIR ITEM 1

Price 5 gp
Bulk 3

This wheelchair is tailored for adventures and travels. The design is sleek and fashionable to provide excellent comfort and support. A traveler's chair has small mechanisms, either made from interlocking wood pieces, clockwork, or other devices, that allow the chair to traverse up or down stairs without any additional difficulty (moving up stairs is still difficult terrain, just like for other characters), and move through other such environments that adventurers and travelers encounter without any additional difficulty, such as ladders and uneven ground.

Magical Wheelchairs

The following wheelchairs use technology and magic for incredible effects, in addition to the basic benefits granted from the base wheelchair (typically a traveler's chair).

FROG CHAIR ITEM 8

UNCOMMON CLOCKWORK MAGICAL

Price 475 gp
Bulk 3

This clockwork traveler's chair mimics a frog, with springs attached to the bottom and an extensible tongue on the front.

Activate—Frog Hop ◆ (manipulate) **Frequency** once per hour; **Effect** You activate the wheelchair's springs to make hopping leaps. For 1 minute, whenever you Leap with the wheelchair, you can jump 30 feet in any direction without touching the ground. You must land on a space of solid ground within 30 feet of you, or else you fall after using your next action.

Activate—Grrrabbit! ◆ (manipulate) **Frequency** once per minute; **Effect** You activate the wheelchair's tongue to grab a nearby object and bring it to you. Interact to pick up an unattended object within 15 feet and bring it to your empty hand. If you don't have a hand to take the object, it falls in your space instead.

SPIDER CHAIR ITEM 12

UNCOMMON CLOCKWORK MAGICAL

Price 1,800 gp
Bulk 3

This clockwork traveler's chair has spinnerets and spider legs that allow it to roll up walls, fire web lines to pull you to a location, and obstruct foes with webs. While using the chair, you gain a climb Speed equal to your Speed.

Activate—Web Swing ◆ (manipulate) **Frequency** once per minute; **Effect** The chair shoots a web line at a solid wall, floor, or ceiling up to 60 feet away and then pulls itself and you to that location.

Activate—Web ◆◆◆ (manipulate) **Frequency** once per hour; **Effect** You cause the chair to launch an enormous web to hinder your foes, with the effects of a 4th-rank *web* spell (*Player Core 2* 255).

STORM CHAIR ITEM 14

RARE ELECTRICITY MAGICAL

Price 4,400 gp
Bulk 3

This traveler's chair uses Stasian technology to ride lightning.

Activate—Electroball ◆◆ (electricity, manipulate) **Frequency** once per hour; **Effect** You create a ball of electricity around the chair, surrounding it in a damaging aura of electricity and using electromagnetism to briefly levitate. For 1 minute, you gain a fly Speed equal to your Speed and adjacent creatures that hit you with a melee attack, as well as creatures that touch or hit you with an unarmed attack, take 2d6 electricity damage each time. As normal, this applies to creatures who choose to touch you, not when you touch or attack another creature.

Activate—Ride the Lightning ◆◆ (electricity, manipulate) **Frequency** once per day; **Effect** You release the majority of the stored up energy from your *storm chair*, devastating foes in a chain of electricity. This has the effects of *chain lightning* with a DC of 31.



VEHICLES

It's unsurprising that the advances in clockwork technology and the introduction of rare Stasian and steam technology have led to the creation of many new and revolutionary vehicles across the world. Some, like the apparatus of the octopus, have existed for millennia but only recently rose to more wide-spread prevalence.

Vehicles

Included in this section are an array of new vehicles for use in your game, each of which uses the new propulsion technology described in this chapter, especially clockwork, steam, and Stasian technology. The full rules for vehicles can be found in *GM Core* starting on page 210.

AUTOMATED CYCLE — VEHICLE 1

UNCOMMON LARGE

Price 50 gp

This clockwork cycle provides most of its mobility via cogs and gears, which allow the cycle to move at a reasonable pace without the need for significant pedaling effort on the part of the pilot. The pilot uses a system of pedals and steering to control the speed and direction of the vehicle. The vehicle comes equipped with two sidecars, one on each side of the pilot.

Space 5 feet long, 10 feet wide, 3 feet high

Crew 1 pilot; **Passengers** 2

Piloting Check Driving Lore (DC 15) or Crafting (DC 17)

AC 11; **Fort** +7

Hardness 5; **HP** 18 (BT 9); **Immunities** object immunities

Speed 30 feet (clockwork)

Collision 1d10 (DC 15)

Sidecars Each of the two sidecars can hold 1 passenger or 10 Bulk. The automated cycle's Speed is reduced by 5 feet for each sidecar that contains a passenger or cargo.

Wind-Up 10 minutes of wind-up, 1 hour of operational time, DC 14, standby

ADAPTABLE PADDLEBOAT VEHICLE 2

UNCOMMON MEDIUM

Price 110 gp

This amphibious clockwork boat moves through the water using clockwork waterwheels to keep a slow, consistent pace. When necessary, the boat uses ingenious clockwork to reposition the waterwheels and transform them into wheels suitable for land.

Space 10 feet long, 5 feet wide, 4 feet high

Crew 1 pilot; **Passengers** 1

Piloting Check Driving Lore (DC 16), Piloting Lore (DC 16), or Sailing Lore (DC 16), or Crafting (DC 18)

AC 13; **Fort** +8

Hardness 5; **HP** 30 (BT 15); **Immunities** object immunities

Speed swim 15 feet (clockwork)

Collision 2d6 (DC 16)

Deploy Wheels ◆◆◆ The pilot engages a lever that activates the clockwork components to transform the adaptable paddleboat's waterwheels into wheels for rolling along the ground. This grants the adaptable paddleboat Speed 20 feet and reduces its swim Speed to 5 feet. This transformation lasts until the pilot disengages the wheels by using this activity again.

Wind-Up 10 minutes of wind-up, 1 hour of operational time, DC 16, standby

CLUNKERJUNKER VEHICLE 1

UNCOMMON MEDIUM

Price 30 gp

A favorite of goblins, a clunkerjunker is essentially an armored cart built out of junk that uses volatile flammable chemicals, explosions, and alchemical reactions to propel itself bumpily along. While the initial idea is impressive and the cost of creating one is surprisingly low, these junkers, unfortunately, have a strong tendency to malfunction, and they're always one bad bump away from disaster.

Space 10 feet long, 5 feet wide, 5 feet high

Crew 1 pilot; **Passengers** 1

Piloting Check Driving Lore (DC 16) or Crafting (DC 18)

AC 13; **Fort** +7

Hardness 5; **HP** 18 (BT 9); **Immunities** object immunities

Speed 30 feet (alchemical)

Collision 2d6 (DC 15)

Fall Apart When this vehicle takes physical damage the pilot must attempt a DC 11 flat check (or a DC 20 flat check when it takes a critical hit). On a failure, the armored hull fractures and the vehicle loses its Hardness and takes a –4 circumstance penalty to AC.

Smog (aura, fire) 10 feet. Whenever this vehicle is being piloted, it continually emits a thin haze of smoke and chemicals. Creatures in the aura (including the pilot and passengers) take a –1 circumstance penalty to visual Perception checks.

Volatile Flamethrower ◆◆◆ (fire) The pilot performs a three-action activity on their turn to vent alchemical fire out the sides of this vehicle. This requires three flasks of minor alchemist's fire, which the pilot loads into the vent as part of the activity. The pilot must then attempt a DC 5 flat check. On a success, creatures adjacent to this vehicle take 1d8 fire damage (DC 15 basic Reflex save). On a failure, it backfires, dealing 1d8 fire damage to the pilot and any passengers, with no save.

PROPULSION

The vehicles in this section use the following new means of propulsion, in addition to the forms listed in *GM Core*.

CLOCKWORK PROPULSION

Powered by the measured release of energy stored in springs via winding, clockwork propulsion is a fragile thing of mechanical beauty and wondrous engineering. Clockwork vehicles can often be piloted with the Crafting skill.

A clockwork vehicle must be wound to remain operational. Clockwork vehicles have the Wind-Up trait, with the specifics listed in its stat block under the wind-up ability.

For a clockwork vehicle to move or take other actions, it must be wound by a creature using a unique key. This takes the amount of time listed. Once wound, it remains operational for the listed amount of time, after which time it becomes inactive and immobile until it's wound again. Some clockwork vehicles' abilities require them to spend some of their remaining operational time. They can't spend more than they have and shut down immediately once they have 0 time remaining. If it's unclear when a clockwork vehicle was last wound, most vehicles are re-wound approximately half-way through their operating time.

A clockwork vehicle can be placed into standby mode by its pilot as a 3-action activity. Its operational time doesn't decrease in standby.

A creature can attempt to Disable a Device to wind a clockwork vehicle down (with a DC listed in the wind-up entry). For each success, the clockwork vehicle loses 10 minutes of operational time. This can be done even if the clockwork vehicle is in standby mode.

Broken clockwork vehicles have difficulty holding energy. The first time each round a broken clockwork vehicle moves, it must make a DC 5 flat check. On a failure, it loses 10 minutes of operational time.

ELECTRICAL PROPULSION

Electrical power, whether the vehicle uses magical electricity or the extremely rare new Stasian coil technology to store electricity without magic, allows for vehicles that make significantly less disturbance than some other propulsion methods. Electrical vehicles can often be piloted with the Crafting skill.

STEAM CART — VEHICLE 2

RARE LARGE

Price 120 gp

A steam cart looks like a cart with an alchemical cauldron that produces steam to power the cart's movement through a simple engine.

Space 10 feet long, 5 feet wide, 4 feet high

Crew 1 pilot; **Passengers** 1

Piloting Check Driving Lore (DC 16) or Crafting (DC 18)

AC 12; **Fort** +8

Hardness 5; **HP** 30 (BT 15); **Immunities** object immunities

Speed 25 feet (alchemical)

Collision 2d8 (DC 16)

Steam Cloud Whenever the steam cart takes collision damage, its engine expels a dense cloud of steam in a 5-foot emanation. The steam cart and all creatures in the steam become concealed, and creatures outside the steam become concealed to creatures within it. The steam dissipates in 1 round.

CLOCKWORK WAGON — VEHICLE 3

UNCOMMON LARGE

Price 160 gp

A clockwork wagon is a slow, bulky wagon with cogs and gears running all along its interior and exterior, allowing it to pull about twice as much cargo as an ordinary wagon. However, it has less passenger space than an ordinary cart.

Space 10 feet long, 10 feet wide, 7 feet high

Crew 1 pilot; **Passengers** 2

Piloting Check Driving Lore (DC 18) or Crafting (DC 20)

AC 14; **Fort** +9

Hardness 5; **HP** 48 (BT 24); **Immunities** object immunities

Speed 20 feet (clockwork)

Collision 3d6 (DC 16)

Hauler This vehicle is designed to transport heavy cargo over long distances. It can hold 400 Bulk of cargo.

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Wind-Up 1 hour of wind-up, 8 hours of operational time, DC 18, standby

SAND DIVER — VEHICLE 3

UNCOMMON LARGE

Price 155 gp

A sand diver is a vaguely scorpion-shaped vehicle that uses alchemical reactions to propel itself. The tail-like structure acts as a heat sink and releases alchemical fumes behind the diver as it burrows. Instead of pincers, it has two burrowing mechanisms in front that allow it to dig through sand.

Space 15 feet long, 6 feet wide, 6 feet high

Crew 1 pilot; **Passengers** 2

Piloting Check Driving Lore (DC 18) or Crafting (DC 20)

AC 14; **Fort** +9

Hardness 5; **HP** 42 (BT 21); **Immunities** object immunities

Speed 20 feet, burrow 10 feet (alchemical)

Collision 2d10 (DC 18)

Shard Trail A sand diver can only burrow through sand, using the heat and flame from its alchemical core to slowly dig its way through. The alchemical fumes left behind become trapped belowground as it Burrows, temporarily catalyzing fragments of sand into a glass-like byproduct. Creatures that Burrow through a space this vehicle has Burrowed through within the last 24 hours take 1d12 piercing damage from the shards (DC 17 basic Fortitude save). A creature that continues Burrowing through a stretch of the same space the sand diver recently Burrowed through must continue to attempt this save the first time each round that it Burrows through the shards.

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

STEAM TROLLEY — VEHICLE 4

RARE LARGE

Price 250 gp

A steam trolley is essentially a much bigger steam cart, with a heavier-duty alchemical cauldron and furnace feeding into a larger steam engine.

Space 15 feet long, 10 feet wide, 8 feet high

Crew 1 pilot, 1 crew; **Passengers** 6

Piloting Check Driving Lore (DC 19) or Crafting (DC 21)

AC 15; **Fort** +11

Hardness 5; **HP** 50 (BT 25); **Immunities** object immunities

Speed 25 feet (alchemical)

Collision 3d8 (DC 19)

ARMORED CARRIAGE — VEHICLE 5

UNCOMMON LARGE

Price 400 gp

Slow but steady, an armored carriage combines clockwork with a protective hull for a safe and comfortable ride.

Space 10 feet long, 10 feet wide, 10 feet high

Crew 1 pilot; **Passengers** 3

Piloting Check Driving Lore (DC 20) or Crafting (DC 22)

AC 19; **Fort** +12

Hardness 5; **HP** 70 (BT 35); **Immunities** object immunities

Speed 25 feet (clockwork)

Collision 3d10 (DC 20)

Weapon Mount This vehicle has one rear weapon mount that can be equipped with a ranged weapon. At purchase, this weapon mount is empty. Installing or uninstalling a weapon into this mount requires 10 minutes, a successful DC 20 Crafting check, as well as an appropriate weapon to install.

Wind-Up 10 minutes of wind-up, 1 hour of operational time, DC 20, standby

FIREFLY — VEHICLE 5

UNCOMMON LARGE

Price 450 gp

A firefly blends magic and technology, using electricity magic and magnetism to hover just above the ground.



While a firefly is more box-like than insect-shaped, it gets its name from the constant glow of the light and electricity magic that power it, as well as from the stabilizing magnets that protrude from its sides in roughly the same position as wings would be.

Space 10 feet long, 10 feet wide, 10 feet high
Crew 1 pilot; **Passengers** 3
Piloting Check Piloting Lore (DC 20), Arcana (DC 22), or Crafting (DC 22)

AC 16; **Fort** +12
Hardness 5; **HP** 60 (BT 30); **Immunities** object immunities; **Resistances** electricity 10

Speed hover 20 feet (electrical, magical)
Collision 3d8 (DC 20)
Flash ❖❖❖ (light) The pilot overcharges the vehicle, causing it to create a brilliant flash of light. All creatures in the bright light from its glow aura must succeed at a DC 19 Fortitude save or be dazzled 1 minute. The firefly's light dims for 10 minutes, reducing its glow to 10 feet of dim light, during which time it can't use flash. Flash stops working if the firefly is broken.
Glow (electricity, light, magical) Powered by magical lightning, this vehicle sheds bright light within 20 feet, and dim light for a further 20 feet.
Hover This vehicle is held aloft by rapidly spinning propellers that enable it to hover 1 foot in the air. It is incapable of flying any higher, and when the pilot stops the magic or the vehicle breaks, it descends 1 foot to the ground.

CLOCKWORK HOPPER VEHICLE 6

UNCOMMON LARGE

Price 750 gp

A clockwork hopper is similar in form to a large rabbit, making hop-like strides that avoid terrain impediments, though the lurching hops can be bumpy and cause motion sickness in some riders.

Space 10 feet long, 10 feet wide, 12 feet high
Crew 1 pilot; **Passengers** 2
Piloting Check Driving Lore (DC 22) or Crafting (DC 24)

AC 19; **Fort** +14
Hardness 5; **HP** 80 (BT 40); **Immunities** object immunities

Speed 35 feet (clockwork)
Collision 4d10 (DC 22)
Hopper This vehicle hops across the terrain as it moves across the ground. The clockwork hopper ignores difficult terrain from earth, rock, rubble, slopes, and underbrush, and greater difficult terrain caused by those features is normal difficult terrain to the clockwork hopper.

Massive Jump ❖❖❖ (move, reckless) The pilot engages a spring-driven mechanism that rockets the clockwork hopper into the air, in a grand leap. The vehicle jumps in a straight line in the direction of its current heading without touching the ground, landing in a space of solid ground up to 70 feet forward and up to 30 feet up. Creatures adjacent to the spaces a hopper lands in take 4d10 bludgeoning damage with a DC 22 basic Reflex save, and are knocked prone on a critical failure. The clockwork hopper can't use Massive Jump again for 1 minute. Massive Jump stops working if the clockwork hopper is broken.

Wind-Up 10 minutes of wind-up, 1 hour of operational time, DC 22, standby

SNAIL COACH VEHICLE 7

UNCOMMON HUGE

Price 1,000 gp

Shaped like its animal namesake, a snail coach is a trolley powered by a combination of magic and alchemical adhesives, with a hard outer shell to protect itself from attacks. The adhesive trail both allows it to climb and leaves a hindrance for pursuing foes.

Space 30 feet long, 10 feet wide, 15 feet high

Crew 1 pilot, 1 crew; **Passengers** 6

Piloting Check Driving Lore (DC 23) or Crafting (DC 25)

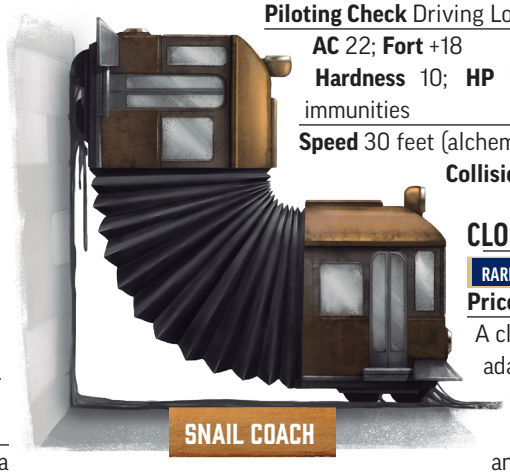
AC 21; **Fort** +15

Hardness 10; **HP** 100 (BT 50); **Immunities** object immunities

Speed 15 feet, climb 15 feet (alchemical, magical)

Collision 7d6 (DC 21)

Adhesive Secretions This vehicle secretes an alchemical adhesive that allows it to stick to and climb up solid surfaces. Spaces the snail coach moves through become difficult terrain for 1 round. Any creature that ends their turn on the adhesive must succeed at a DC 23 Reflex save or take a –10-foot status penalty to its Speeds for 1 round. On a critical failure, the creature is also immobilized for 1 round (Escape DC 23).



SNAIL COACH

MOBILE INN VEHICLE 8

RARE HUGE

Price 1,500 gp

A mobile inn is the next step up from an armored carriage, bringing the limited comforts of a simple (and cramped) inn stay to make long distance journeys more bearable for wealthy travelers. Essentially a tiny inn on wheels, powered by alchemical catalysts and a steam engine, the vehicle is equipped with a stove, storage cupboard, washbasin, table, two benches, and a compact sleeping loft large enough to accommodate four. It can be modified to accommodate a single passenger in significantly more comfort or to easily hold 5 passengers by stripping the accommodations.

Space 20 feet long, 20 feet wide, 13 feet high

Crew 1 pilot; **Passengers** 3 (can hold up to 5 by stripping accommodations)

Piloting Check Driving Lore (DC 24) or Crafting (DC 26)

AC 22; **Fort** +18

Hardness 10; **HP** 100 (BT 50); **Immunities** object immunities

Speed 30 feet (alchemical)

Collision 5d10 (DC 24)

CLOCKWORK BORER VEHICLE 9

RARE HUGE

Price 2,100 gp

A clockwork borer is essentially a huge adamantine drill attached to a large wheeled carriage. The clockwork gears within move the borer itself and spin the drill, allowing it to burrow through loose material quickly and even through solid stone at a slower rate.

Space 20 feet long, 8 feet wide, 8 feet high

Crew 1 pilot; **Passengers** 5

Piloting Check Driving Lore (DC 26) or Crafting (DC 28)

AC 24; **Fort** +18

Hardness 15; **HP** 110 (BT 55); **Immunities** object immunities

Speed 20 feet, burrow 10 feet (clockwork)

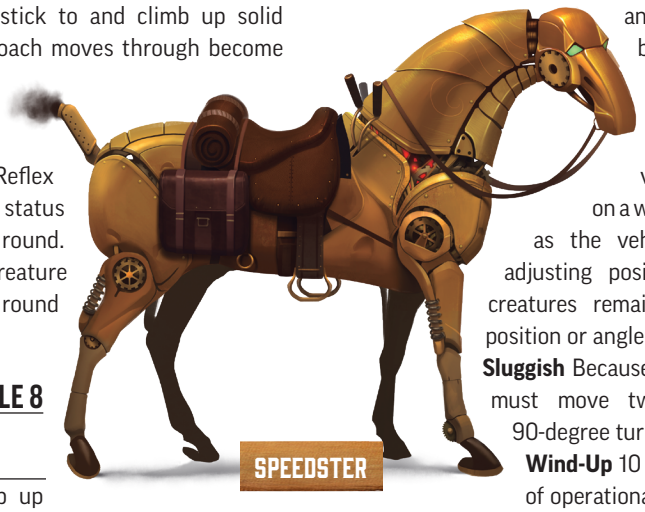
Collision 6d10 piercing (DC 26)

Adamantine Drill While most burrow Speeds only allow a creature or vehicle to move through loose dirt or earth, this vehicle is equipped with an adamantine drill and can burrow through bedrock and stone at a rate of 5 feet per minute.

Pivoting Seats This vehicle's seats are mounted on a weighted platform that pivots as the vehicle moves, automatically adjusting position with gravity. Seated creatures remain upright no matter the position or angle of the vehicle.

Sluggish Because it is sluggish, this vehicle must move twice its length for each 90-degree turn it makes.

Wind-Up 10 minutes of wind-up, 1 hour of operational time, DC 26, standby



SPEEDSTER

SPEEDSTER VEHICLE 10

RARE LARGE

Price 2,900 gp

A speedster is a light streamlined hybrid clockwork and steam-powered alchemical chassis roughly the shape of a



horse or other creature built for speed. Speedsters are built to maintain a rapid pace that can become even faster for brief periods of time by releasing stored up steam pressure for an extra burst of speed.

Space 10 feet long, 5 feet wide, 5 feet high
Crew 1 pilot; **Passengers** 1
Piloting Check Driving Lore (DC 27) or Crafting (DC 29)
AC 23; **Fort** +19
Hardness 15; **HP** 130 (BT 65); **Immunities** object immunities
Speed 50 feet (alchemical, clockwork)
Collision 7d10 (DC 27)
Speed Boost ❖ The pilot releases built up pressure in the speedster's alchemical steam engine in order to temporarily increase its speed. For 1d4 rounds, the speedster's Speed becomes 80 feet and all move actions the pilot takes gain the reckless trait. When the pilot takes an action that already would have the reckless trait, the pilot uses the degree of success one worse than the one they rolled on the piloting check. The speedster can't use Speed Boost again for 1 hour, as the pressure requires time to rebuild.
Streamlined This lightweight vehicle has no additional storage space for cargo.
Wind-Up 10 minutes of wind-up, 2 hours of operational time, DC 28, standby

APPARATUS OF THE OCTOPUS VEHICLE 11

UNCOMMON LARGE

Price 4,000 gp

This apparatus, which is shaped like an octopus (or more rarely, a squid or other aquatic creature), uses almost entirely magical propulsion. Clockwork parts make up the controls and mechanisms to improve some of the functionality, but magic moves the vehicles' cogs and gears. While it needs only a pilot, it can optionally hold a second crew member, which can be useful if the second crew member controls the apparatus's hands or eyes.

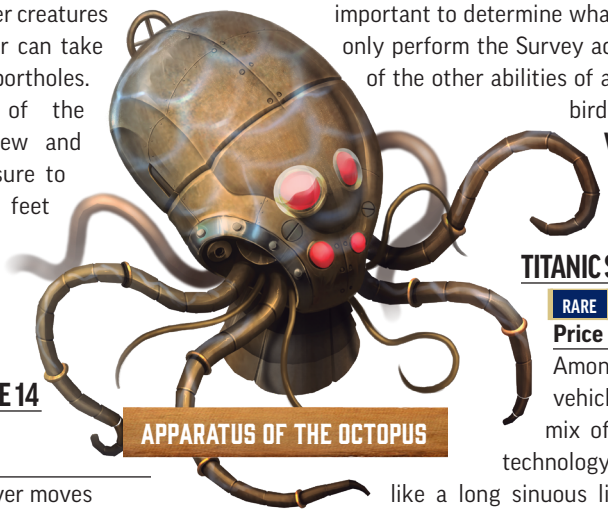
Space 10 feet long, 10 feet wide, 5 feet high
Crew 1 pilot; **Passengers** 1 (the passenger can optionally act as crew but more crew isn't necessary)
Piloting Check Driving Lore (DC 28) or Crafting (DC 30)
AC 25; **Fort** +20
Hardness 15; **HP** 150 (BT 75); **Immunities** object immunities
Speed 5 feet, swim 40 feet (clockwork, magical)
Collision 7d10 (DC 28)
Manipulate Hands ❖❖ (manipulate) A crew member operates a lever set up like a joystick, allowing that crew member to extend and manipulate the apparatus's hands. While the hands can't attack and can't perform fine actions such as Disabling a Device, Stealing something, or opening the

stopper on a potion bottle, but they can grasp and hold up to 50 Bulk.

Open Eyes ◆◆ (manipulate) A crew member pulls a lever to open the apparatus's eyes, which shine bright light within 20 feet and dim light for the next 20 feet. A crew member can take this action again to close the eyes.

Open Portholes ◆◆ (manipulate) A crew member pulls a lever to open two portholes, allowing the crew to see outside the apparatus and other creatures to see into it. A crew member can take this action again to close the portholes.

Submersible The apparatus of the octopus can protect its crew and passengers from water pressure to a maximum depth of 5,000 feet and contains enough air for 12 hours for a pilot alone or 6 hours for a pilot and passenger or crew member.



APPARATUS OF THE OCTOPUS

AMBLING SURVEYOR VEHICLE 14

RARE HUGE

Price 13,000 gp

This huge, magical clockwork rover moves on a continuous band of heavy treads, which make it easier to for the device to navigate across various adverse conditions. It contains magical clockwork birds which can transmit visual information back to the surveyor.

Space 15 feet long, 15 feet wide, 20 feet high

Crew 1 pilot, 2 crew; **Passengers** 7

Piloting Check Driving Lore (DC 32) or Crafting (DC 34)

AC 33; **Fort** +25

Hardness 20; **HP** 190 (BT 95); **Immunities** object immunities

Speed 15 feet (clockwork, magical)

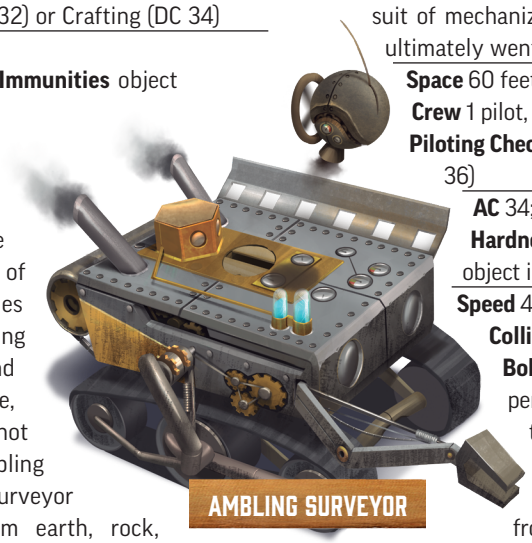
Collision 8d12 (DC 30)

Continuous Track This vehicle travels on a continuous band of heavy treads driven by a series of gears and wheels, enabling it to travel over rugged land with ease. Earth, rock, rubble, slopes, and underbrush are not difficult terrain to an ambling surveyor. The ambling surveyor ignores difficult terrain from earth, rock, rubble, slopes, and underbrush, and greater difficult terrain caused by those features is normal difficult terrain to the ambling surveyor.

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Survey (concentrate, exploration, magical, manipulate, visual) **Requirements** The ambling surveyor is not in motion; **Effect** The pilot and crew release a collection of six clockwork birds, which spend two hours flying over the surrounding area within a 1-mile radius around the ambling surveyor. Everything the birds see is magically transmitted back to the ambling surveyor's crew as illusory images, which the crew must catalogue in real-time if they want to use the information to fully survey the area and create a map. After two hours, the birds return. The birds use the base statistics of clockwork spies (*Monster Core 2 70*) if they are attacked, or if their Perception is important to determine what they can see, although they only perform the Survey action and they don't have any of the other abilities of a clockwork spy. Replacement birds cost 250 gp each.

Wind-Up 10 minutes of wind-up, 1 hour of operational time, DC 32, standby



AMBLING SURVEYOR

TITANIC STOMPER VEHICLE 15

RARE GARGANTUAN

Price 19,000 gp

Among the most dangerous vehicles created in Ustalav with a mix of magic and the new Stasian technology, a titanic stomper is shaped like a long sinuous lizard or behir with carefully placed Stasian coils and eight big stomping legs. Titanic stompers were meant to devastate the armies of the undead. Only two exist, making them almost unique, and the means to create more have been stymied, as some of the crucial inventors were killed in the process of attempting to design a follow-up technology, a smaller but more powerful suit of mechanized armor called the Grobelarch that ultimately went berserk and killed its creators.

Space 60 feet long, 30 feet wide, 60 feet high

Crew 1 pilot, 3 crew; **Passengers** 6

Piloting Check Driving Lore (DC 34) or Crafting (DC 36)

AC 34; **Fort** +26

Hardness 20; **HP** 230 (BT 115); **Immunities** object immunities; **Resistances** electricity 20

Speed 40 feet, (electrical, magical)

Collision 9d12 (DC 32)

Bolt Blast ◆◆◆ Two crew members each perform a three-action activity on their turn to fire a line of lightning at the end of the second character's turn. This line of lightning erupts from the front of the titanic stomper at an angle of the crew members' choice and deals 5d12 electricity damage to each creature in a 120-foot line (DC 34 basic Reflex save). The Bolt Blast stops working if the titanic stomper is broken.

Electrical Absorption ↷ **Trigger** The titanic stomper is targeted by, or in the area of, an effect that deals electricity damage; **Effect** The pilot uses their reaction to activate the Stasian coils, which funnels the electricity into the titanic stomper's electrical engine. The next time

Bolt Blast is used within the next minute, the damage it deals increases to 7d12.

Quaking Step The ground shakes with every step a titanic stomper takes. Whenever this vehicle moves, creatures on the ground within 20 feet of its movement path must attempt a DC 32 Reflex save. On a failure, they are flat-footed for 1 round, and on a critical failure, they're knocked prone.

CLOCKWORK CASTLE — VEHICLE 16

RARE GARGANTUAN

Price 30,000 gp

While the name slightly overstates its size, nonetheless a magical clockwork castle is a sizable mobile fortress built on ten spiderlike clockwork legs, with three stories of palatial accommodations within. Legends tell of a unique clockwork castle massively larger even than this size, perhaps an artifact in its own right.

Space 30 feet long, 30 feet wide, 35 feet high

Crew 1 pilot, 2 crew; **Passengers** 10

Piloting Check Driving Lore (DC 35), Arcana (DC 39), or Crafting (DC 37)

Wind-Up 10 minutes of wind-up, 1 hour of operational time, DC 35, standby

AC 36; **Fort** +28

Hardness 20; **HP** 250 (BT 125); **Immunities** object immunities

Speed 40 feet (clockwork, magical)

Collision 11d10 (DC 35)

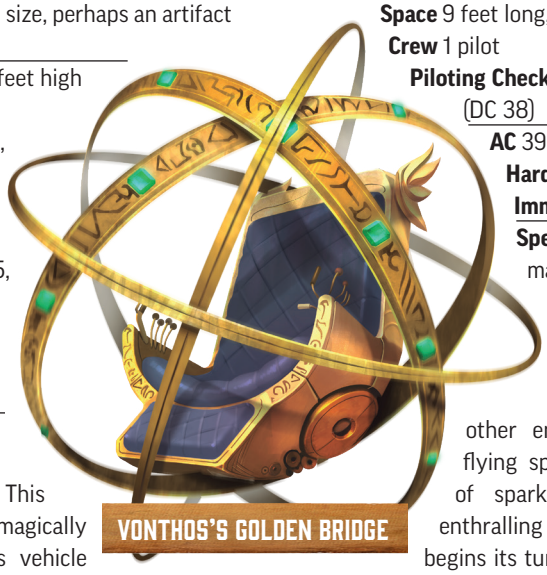
Environmental Protections This vehicle's interior temperature is magically maintained. Creatures inside this vehicle are protected from severe cold, severe heat, extreme cold, and extreme heat.

Luxurious Accommodations This vehicle contains a bridge, engineering room, private sleeping quarters for up to 13 creatures, and four additional rooms (typically a dining room, kitchen, lavatory, and meeting room).

Maneuverable This vehicle is mounted on ten spider-like legs that enable it to turn swiftly, turn in place, and even move backward. Each 90-degree turn made in less than a vehicle length costs 5 extra feet of movement; so, for example, it costs 10 feet of movement for the vehicle to turn around and begin moving backward. This vehicle loses these benefits when broken.

Skewering Step ❖❖❖ (attack) Two crew members each perform a 3-action activity on their turn to skewer nearby enemies with the clockwork castle's legs. All creatures under or adjacent to the vehicle at the end of the second character's turn take 7d8 piercing damage (DC 35 basic Reflex save).

Weapon Mounts This vehicle has four rooftop weapon mounts; one mount on each corner of the vehicle. At purchase, these weapon mounts are initially empty. Installing or uninstalling a weapon into a weapon mount requires 10 minutes, a successful DC 35 Crafting check, and an appropriate weapon. Three of these weapon mounts can be equipped with ranged weapons, and the fourth can be equipped with a ranged siege weapon of size Large or smaller.



VONTHOS'S GOLDEN BRIDGE

VONTHOS'S GOLDEN BRIDGE — VEHICLE 17

UNIQUE LARGE

Price 50,000 gp

Crafted by the wizard Vonthos as part of his bid to attempt the Test of the *Starstone* in Absalom, this strange vehicle is considered to be a magical and technological marvel. Vonthos's Golden Bridge is a flying sphere made out of a throne surrounded by several clockwork rings covered in gold and gems infused with powerful adaptive protective wards that grant it unique abilities.

Space 9 feet long, 9 feet wide, 9 feet high

Crew 1 pilot

Piloting Check Driving Lore (DC 36) or Arcana (DC 38)

AC 39; **Fort** +29

Hardness 20; **HP** 310 (BT 155); **Immunities** object immunities

Speed fly 40 feet (clockwork, magical)

Collision 11d10 (DC 36)

Captivating Wealth (aura, magic, mental, visual) 40 feet. The gold, gems, and other embellishments that adorn this flying sphere emit a marvelous display of sparkling resplendence capable of enthralling creatures. Each creature that begins its turn within the aura must attempt a DC 36 Will save; on a failure, the creature is fascinated and stupefied 2 for as long as it remains within the aura. A creature that succeeds is temporarily immune for 1 hour. Each time Prismatic Defense is activated, the area of Captivating Wealth is reduced by 10 feet for 1 hour, to a minimum of 0 feet.

Protective Barrier While the swirling rings of the vehicle don't fully cover the pilot, they offer incredible protection, magically maintaining the temperature within and ablating physical attacks. The pilot is protected from severe cold, severe heat, extreme cold, and extreme heat. The pilot also gains resistance 10 to all physical damage (except adamantine).

Prismatic Defense ❖ (magical) The pilot harnesses power from the magical gemstones hidden among this vehicle's extravagant embellishments to grant the vehicle additional defenses. This vehicle gains resistance 20 to one of the following energy damage types: acid, cold, electricity, fire, force, or sonic. This immunity lasts until Prismatic Defense is next activated.

Wind-Up 10 minutes of wind-up, 1 hour of operational time, DC 37, standby




3
Guns
Characters
W.O'Brien



GUNS CHARACTERS

I never liked hurting people. As a shield marshal, I knew my duty and kept my arquebus, Alessandra, in top condition. But if I had the choice, I would have been a spotter. I tried not to think too much about all the monsters we put down.

When I retired, I took my pension, gun, and family away from it all. Bought a farm. Buried Alessandra in a sealed box under an old tree. This far from Alkenstar, few even know what a gun is. The ones who do aren't the kind of people you want knowing you have one. At least, that's what I told myself. Believed it too, right up until the bandits took everything from me.

I don't know how long I laid in that pool of blood. All I remember is the sounds of screaming, the snarling faces, and the smell of smoke. When I woke up, the farm and my family were gone. So I crawled. I crawled to that old tree and dug in the dirt with my bare hands until I uncovered the chest. I fumbled open the clasp and found Alessandra, wrapped in leather and treated with oil, my shield marshal uniform folded neatly underneath. Didn't fit my battered body as well as Alessandra fit my hands, but it'd do.

The last thing out of the chest was my bandolier, loaded with a dozen cartridges. Fired the first one, just to make sure the powder hadn't spoiled. Eleven shots left, but that was fine. There were only nine bandits. I'd faced monsters, desperadoes, and even a mutant dragon. Nine murderous fools weren't going to stand a chance against me and Alessandra.

—Griestly Peppercorn, retired shield marshal



GUNSLINGER PAGE 105

While most people can fire a gun or crossbow, a gunslinger knows such weapons better than anyone. From reloading to customization, a gunslinger demands more from their weapons, though demanding too much can result in a misfire. Gunslingers remain unrivaled in their skill and accuracy with weapons that strike hard from afar.



NHALMIKA IRONSIGHT

Born and raised in Dongun Hold, Nhalmika served as a skilled vanguard for many years. Upon retiring after the death of her spouse, Nhalmika took the scattergun that had served her so well during her service and started a new chapter as an adventurer, cheered on by her children.

CHAPTER MAP

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Several regions on Golarion have developed their own versions of firearms, their cultural and intellectual traditions each shaping how these weapons are beginning to spread throughout the globe. While multiple cultures having their own techniques and signature styles, guns are still incredibly scarce worldwide. Despite their rarity, rifles and pistols loom large in tales told throughout the Inner Sea, thanks to the chronicles of the Pathfinder Society and stories spread by other adventurers who have come into contact with guns in battle or traveled through a region where they are used. The following regions have access to firearms.

Perhaps the most famous home for black powder firearms on Golarion is the grand duchy of Alkenstar (page 195). Located on the continent of Garund, this primarily human duchy, along with their neighbors, the dwarven sky citadel of Dongun Hold (page 190) produce black powder and high-quality firearms, continually perfecting their craft and supplementing the art of gunsmithing with ancillary technologies like scopes for long-distance sniping. For many years, Alkenstar and Dongun Hold were the only reliable sources of firearms found in the Inner Sea, but the ingenuity of the pirates of the Shackles (page 217) has introduced a competing market for those looking to acquire a black powder weapon. Buyers must beware however, as the weapons produced in the Shackles lack the quality and reliability of firearms produced on the opposite side of Garund. Alkenstar is a good place to encounter adventurers who wield high-quality equipment, such as sniping duos or demolitionists, while the Shackles is known for being home to many types of pistol phenoms, who remain quick to draw and fire at a moment's notice.

The continent Tian Xia and the subcontinent Vudra (page 220), have also traded in black powder for centuries, though in relatively small amounts, with a focus more on explosives than firearms. Nonetheless, merchants making the cross-continent trek from the trade ports in Tian Xia on the eastern side of the continent to the Qadiran ports far to the west will occasionally hire guards armed with jezails or Tian mercenaries bearing hand cannons and fire lances from their homelands. The demolitionist and fireworks technician archetypes are relatively popular in Tian Xia and Vudra due to the continents' extremely long histories with those uses of black powder.

On the western continent of Arcadia (page 206), firearm technology has become more common and more diverse than anywhere else in the world. That said, firearms that use black powder are a substantially new development in this region, having only recently been smuggled halfway across the world from Alkenstar.

Instead, Arcadia is home to several of its own distinct traditions of firearms, from beast guns, created through ritualized hunts against mighty monsters using magical taxidermic techniques, to the legendary magical star guns that predated the apocalypse of Earthfall. Aside from beast guns and magical guns constructed to imitate the legendary star guns, the core of basic firearms in Arcadia has been based on air gun technology for centuries.

The most notable region of Arcadia to produce firearms and firearm wielders is the central basin known as the Deadshot Lands, which is also home to the few regions in Arcadia that are beginning to use black powder firearms in tandem with the traditional Arcadian arsenal. The beast gunner archetype is a perfect match for Arcadian characters focused on connecting with the magic of their beast gun, and the spellshot class archetype is an excellent fit with the storied Arcadian tradition of using magical firearms. In this way, Arcadia is home to some of the most diverse and magical traditions of gunslingers in the world.



GUNSLINGER



While some fear projectile weapons, you savor the searing flash, wild kick, and cloying smoke that accompanies a gunshot, or snap of the cable and telltale thunk of your crossbow just before your bolt finds purchase. Ready to draw a bead on an enemy at every turn, you rely on your reflexes, steady hand, and knowledge of your weapons to riddle your foes with holes.

KEY ATTRIBUTE

DEXTERITY
At 1st level, your class gives you an attribute boost to Dexterity.

HIT POINTS

8 plus your Constitution modifier
You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You strike from range with your firearms, seeking to defeat your opponents before they can pose a true threat. Depending on your choice of weapon, you might prefer to strike your opponent from a hidden position before they ever realize you're there, dash through a frenzied melee with pistols blazing, or glide effortlessly across the battlefield, waiting for the perfect moment to end the conflict with a single, well-placed shot.

DURING SOCIAL ENCOUNTERS...

You have a keen eye and can see things coming from farther than most. You might not be the life of the party, but your companions know to pay attention when your subtle nod or concerned grunt indicates that something's amiss.

WHILE EXPLORING...

You scout the group's position for incoming threats and help search for secret doors and hidden passages, keeping a weather eye out for unexpected threats.

IN DOWNTIME...

You might craft ammunition or keep your complex weapons clean and maintained, and you might look for work that matches your unique talents, such as working as a blacksmith, engineer, or part of the local watch. You might wander from town to town, or stay put for a spell to enjoy the silence that lingers between gunfights.

YOU MIGHT...

- Seek out areas of great conflict where your unique choice of weaponry can help build your reputation.
- Explore new horizons, trusting your honed senses and deadly weapon to keep you safe.
- Demonstrate extensive knowledge about various types of guns and ammunition, along with curiosity about the latest in gun technology.

OTHERS PROBABLY...

- Assume that since you know how your gun works, you must also understand how to resolve other mechanical challenges.
- Underestimate you at first glance, thinking you rely on your gun because you lack any other skills.
- Respect your eternal vigilance, unyielding grit, and excellent aim.

RARITY

Uncommon

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert in Perception

SAVING THROWS

Expert in Fortitude
Expert in Reflex
Trained in Will

SKILLS

Trained in one or more skills determined by your gunslinger's way
Trained in a number of additional skills equal to 3 plus your Intelligence modifier

ATTACKS

Expert in simple firearms and crossbows
Expert in martial firearms and crossbows
Trained in advanced firearms and crossbows
Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSES

Trained in light armor
Trained in medium armor
Trained in unarmored defense

CLASS DC

Trained in gunslinger class DC

GUNSLINGER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, attribute boosts, initial proficiencies, gunslinger's way, initial deed, gunslinger feat, slinger's precision
2	Gunslinger feat, skill feat
3	General feat, skill increase, stubborn
4	Gunslinger feat, skill feat
5	Attribute boosts, ancestry feat, gunslinger weapon mastery, skill increase
6	Gunslinger feat, skill feat
7	General feat, perception mastery, skill increase, weapon specialization
8	Gunslinger feat, skill feat
9	Advanced deed, ancestry feat, gunslinger expertise, skill increase
10	Attribute boosts, gunslinger feat, skill feat
11	Blast dodger, general feat, skill increase
12	Gunslinger feat, skill feat
13	Ancestry feat, gunslinging legend, medium armor expertise, skill increase
14	Gunslinger feat, skill feat
15	Attribute boosts, general feat, greater deed, greater weapon specialization, skill increase
16	Gunslinger feat, skill feat
17	Ancestry feat, lead constitution, shootist's edge, skill increase
18	Gunslinger feat, skill feat
19	General feat, medium armor mastery, perception legend, skill increase
20	Attribute boosts, gunslinger feat, skill feat

Class Features

You gain these abilities as a gunslinger. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background.

ATTRIBUTE BOOSTS

In addition to what you get from your class at 1st level, you have four free boosts to different attribute modifiers.

At 5th level and every 5 levels thereafter, you get four free boosts to different attribute modifiers. If an attribute modifier is already +4 or higher, it takes two boosts to increase it; you get a partial boost and must boost that attribute again at a later level to increase it by 1.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These are noted at the start of this class.

GUNSLINGER'S WAY

All gunslingers have a particular way they follow, a combination of philosophy and combat style that defines both how they fight and the weapons they excel with. At 1st level, your way grants you an initial deed, a unique reload action called a slinger's reload, and proficiency with a particular skill. You also gain advanced and greater deeds at later levels, as well as access to way-specific feats. The gunslinger ways are described in detail on page 108.

The following ways are presented in this book.

Way of the Drifter: You wander across the battlefield, equally at home in and out of the fray.

Way of the Pistolero: You carefully maintain your distance at a duelist's 10 paces with pistol in hand.

Way of the Sniper: You practice a methodical style of shooting, striking from far cover.

Way of the Vanguard: You rely on a brutal combat style that uses heavy weapons and explosive attacks.

GUNSLINGER FEATS

At 1st level and every even-numbered level thereafter, you gain a gunslinger class feat. These begin on page 111.

SLINGER'S PRECISION

You deal an extra +2 precision damage with Strikes made using non-repeating crossbows and you deal an extra 1d4 precision damage on Strikes using non-repeating firearms.

If you have gunslinging legend, you instead deal +3 additional precision damage with Strikes using non-repeating crossbows and an additional 1d6 precision damage with Strikes using non-repeating firearms.

If you are using a combination weapon (page 158) whose ranged form is a firearm or crossbow, you use your proficiency with firearms and crossbows for attacks made with the melee configuration of that weapon.

SKILL FEATS 2ND

At 2nd level and every even-numbered level, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS 3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

SKILL INCREASES 3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to

increase your proficiency rank to legendary in a skill in which you're already a master.

STUBBORN 3RD

You don't like being told what to do, and you don't give up. Your proficiency rank for Will saves increases to expert. When you fail, but don't critically fail, a Will save against an effect that would give you the controlled condition, you can attempt a second save against the effect at the start of your next turn. On a successful second save, the controlled condition ends, though any other effects remain. As normal, failing this second save doesn't allow you to attempt a third save on the subsequent turn.

ANCESTRY FEATS 5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

GUNSLINGER WEAPON MASTERY 5TH

You fully understand the best way to utilize your unique weapons. Your proficiency rank increases to master with simple and martial firearms and crossbows. Your proficiency rank for advanced firearms and crossbows, simple weapons, martial weapons, and unarmed attacks increases to expert. You gain access to the critical specialization effects for firearms and crossbows.

PERCEPTION MASTERY 7TH

You've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

WEAPON SPECIALIZATION 7TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

ADVANCED DEED 9TH

You've learned a powerful new technique of your chosen way. You gain the advanced deed ability of the way you chose at 1st level.

GUNSLINGER EXPERTISE 9TH

Your special shots become harder for opponents to predict or resist. Your proficiency rank for your gunslinger class DC increases to expert.

BLAST DODGER 11TH

Your reflexes have a hair trigger. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

GUNSLINGING LEGEND 13TH

You've learned unique techniques for wielding firearms and crossbows that give you unmatched skill in their use. Your proficiency rank increases to legendary with simple and martial firearms and crossbows and to master with advanced firearms and crossbows. Your proficiency rank for simple weapons, martial weapons, and unarmed attacks increases to master.

MEDIUM ARMOR EXPERTISE 13TH

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

GREATER DEED 15TH

You've mastered the pinnacle technique of your chosen way. You gain the greater deed ability of the way you chose at 1st level.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

LEAD CONSTITUTION 17TH

You have gunpowder in your veins. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

SHOOTIST'S EDGE 17TH

You make shots others find impossible. Your proficiency rank for your gunslinger class DC increases to master.

KEY TERMS

You'll see the following key terms in a number of gunslinger abilities.

Flourish: Flourish actions are actions that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

Misfire: Firearms that are improperly maintained or subjected to unusual strain can misfire. If you attempt to fire a firearm that was fired the previous day or earlier and hasn't been cleaned since, roll a DC 5 flat check before making your attack roll. If you fail this misfire check, the weapon misfires and jams. The attack is an automatic critical failure, and you must use an Interact action to clear the jam before the weapon can be reloaded and fired again. Once you've spent at least an hour cleaning a weapon, you don't need to roll for a misfire until the next day unless an effect says otherwise. You can clean multiple firearms during this hour, up to a reasonable limit as determined by the GM (typically no more than five).

Some abilities cause a weapon to misfire as a part of their effects. If such a misfire happens as a result of an attack (due to an action that causes a misfire on a failed attack, for example), it retroactively makes the attack a critical failure.

When using a ranged weapon in which you have master or greater proficiency, you ignore the penalty for attacking within the weapon's second and third range increments.

MEDIUM ARMOR MASTERY 19TH

Your skill with light and medium armor improves, increasing your ability to avoid blows. Your proficiency ranks for light and medium armor, as well as for unarmored defense, increase to master.

PERCEPTION LEGEND 19TH

You notice the almost imperceptible. Your proficiency rank for Perception increases to legendary.



Gunslinger Ways

You learn a particular fighting style, known as a way. Your way grants a series of deeds, access to feats, proficiency with a skill, and a special reload action, all of which help shape and influence the way you affect the battlefield. The ways available to all gunslingers are described below.

WAY OF THE DRIFTER

You're a wanderer traveling from land to land with your gun and a melee weapon as company. Maybe you learned to fight with blade and pistol as a Shackles pirate, mastered the hand cannon and katana in Minkai, or practiced with a hatchet and clan pistol in Dongun Hold. You win battles by relying on mobility and flexible use of your weapons.

Slinger's Reload Reloading Strike

Deeds *Initial* Into the Fray; *Advanced* Finish the Job; *Greater* Drifter's Wake

Way Skill Acrobatics

Slinger's Reload

RELOADING STRIKE ◆

GUNSLINGER

Requirements You're wielding a firearm or crossbow in one hand, and your other hand either wields a one-handed melee weapon or is empty.

You make a melee attack and reload in one fluid movement. Strike an opponent within reach with your one-handed melee weapon (or, if your other hand is empty, with an unarmed attack), and then Interact to reload. You don't need a free hand to reload in this way and this reload does not trigger reactions.

Initial Deed

INTO THE FRAY ◇

GUNSLINGER

Trigger You roll initiative.

You know trouble can lurk around every corner, and your hands never stray far from your holsters. You can Interact to draw a one-handed ranged weapon and can then Interact to draw a one-handed melee weapon. As your first action on your first turn, you can Stride as a free action toward an enemy you can perceive. If you can't perceive any enemies or can't end your movement closer to one, you can't use this Stride.

Advanced Deed 9TH

FINISH THE JOB ◆

GUNSLINGER

Requirements On your last action, you failed (but didn't critically fail) a Strike with a firearm or crossbow you're holding in one hand, and your other hand is either wielding a melee weapon or empty.

Your last attack failed, but it set you up for another. Make a Strike with your other hand, using a one-handed melee

weapon or unarmed attack. This Strike uses the same multiple attack penalty as the Strike that failed on the last action. Afterward, increase your multiple attack penalty normally.

Greater Deed 15th

Drifter's Wake ◆◆◆

GUNSLINGER

You drift across the battlefield, striking down foes as you go. You Stride, and you can Strike up to three times at any points during your movement. Each attack must target a different enemy and must be made with a one-handed firearm, crossbow, melee weapon, or unarmed attack. Each attack counts toward your multiple attack penalty, but your multiple attack penalty doesn't increase until you've made all your attacks. Your movement doesn't trigger reactions.

Way of the Pistolero

Whether you're a professional duelist or a pistol-twirling entertainer, you have quick feet and quicker hands that never seem to let you down, and an equally sharp wit and tongue that jab your foes. You might leave a hand free or cultivate the ambidexterity for twin weapons. Either way, you stay close enough to your enemies to leverage your superior reflexes while leaving enough space to safely fire.

Slinger's Reload Raconteur's Reload

Deeds *Initial* Ten Paces; *Advanced* Pistolero's Retort; *Greater* Grim Swagger

Way Skill choose Deception or Intimidation

Slinger's Reload

Raconteur's Reload ◆

GUNSLINGER

Your rapid or forceful words draw the enemy's attention away from your hands long enough to chamber another bullet. Interact to reload and then attempt a Deception check to Create a Diversion or an Intimidation check to Demoralize.

Initial Deed

Ten Paces ◇

GUNSLINGER

Trigger You roll initiative.

You react to trouble with lightning speed, positioning yourself just right. You gain a +2 circumstance bonus to your initiative roll, and you can Interact to draw a one-handed firearm or one-handed crossbow. As your first action on your first turn, you can Step up to 10 feet as a free action.

Advanced Deed 9th

Pistolero's Retort ↷

GUNSLINGER

Requirements You're wielding a one-handed firearm or one-handed crossbow.

Trigger A foe within the first range increment of the one-handed firearm or one-handed crossbow you're wielding critically fails an attack roll against you.

You punish your foe's failure with a shot. Make a Strike against the triggering foe with a one-handed firearm or one-handed crossbow.

Greater Deed 15th

Grim Swagger ◆◆

AUDITORY EMOTION FEAR GUNSLINGER MENTAL LINGUISTIC

Requirements You have a one-handed firearm or one-handed crossbow visibly worn or wielded.

You attempt to clear the room by promising a grim fate to anyone who doesn't do what you say, and quickly. Attempt a Deception or Intimidation check against the Will DCs of each creature within 30 feet, except for your allies. Regardless of whether you succeed or fail, each subject is temporarily immune to your Grim Swagger for 10 minutes.

For example, if you attempt a Deception check, you lie and boast about your prowess or the large group of friends on their way to back you up. If you attempt an Intimidation check, you promise everyone in the room that you're going to be the last thing they see.

Critical Success The creature becomes frightened 3. If it's lower level than you, it's also fleeing for 1 round.

Success The creature becomes frightened 2.

Way of the Sniper

You practice a style of shooting that relies on unerring accuracy and perfect placement of your first shot. You keep hidden or at a distance, staying out of the fray and bringing unseen death to your foes.

Slinger's Reload Covered Reload

Deeds *Initial* One Shot, One Kill; *Advanced* Vital Shot; *Greater* Ghost Shot

Way Skill Stealth

Slinger's Reload

Covered Reload ◆

GUNSLINGER

You duck into a safe position or minimize your profile while reloading to make your next attack. Either Take Cover or attempt to Hide, then Interact to reload. As normal, you must meet the requirements to Take Cover or Hide; you must be

Interacting to Reload

The slinger's reload action from each gunslinger way, as well as many feats, give the ability to Interact to reload a weapon. This is enough to reload a weapon that takes 1 Interact action to reload, but only provides one of the Interact actions needed to reload a weapon with reload 2 or greater. As normal, you can provide the remaining Interact actions separately.

prone, benefiting from cover, or near a feature that allows you to Take Cover, and you need to be benefiting from cover or concealed to a creature to Hide from that creature.

Initial Deed

ONE SHOT, ONE KILL ◆

GUNSLINGER

Trigger You roll Stealth for initiative.

Your first shot is the deadliest. Interact to draw a firearm or crossbow. Your first successful Strike with that weapon during this encounter deals an additional 1d6 precision damage. This precision damage increases to 2d6 at 9th level and 3d6 at 15th level.

Advanced Deed 9th

VITAL SHOT ◆◆

GUNSLINGER

Your careful shot against an unsuspecting opponent pierces a vital artery or organ. Make a ranged Strike. If the target is flat-footed, the Strike deals an extra die of weapon damage, and the foe takes persistent bleed damage equal to the amount of precision damage from your One Shot, One Kill.

Greater Deed 15th

GHOST SHOT ◆

FLOURISH GUNSLINGER

Make a firearm or crossbow Strike. If you're hidden from or undetected by the target, the Strike adds the additional precision damage from One Shot, One Kill; if you would already receive that additional damage on the Strike, the effects aren't cumulative. If you were undetected or unnoticed by any creatures, you're now hidden from them instead, or undetected if the shot was made with a silencer (page 179).

WAY OF THE VANGUARD

You practice a unique combat style originated by dwarven siege engineers, using heavy weapons with wide attack areas to blast holes through enemy lines, clear an opening for your allies, and defend the conquered territory.

Slinger's Reload Clear a Path

Deeds *Initial* Living Fortification; *Advanced* Spinning Crush; *Greater* Siegebreaker

Way Skill Athletics

Slinger's Reload

CLEAR A PATH ◆

GUNSLINGER

Requirements You're wielding a two-handed firearm or two-handed crossbow.

You push outward with your weapon to clear some space before quickly reloading a fresh round. You make an Athletics check to Shove an opponent within your reach using your weapon, then Interact to reload. For this Shove, you don't need a free hand, and you add the weapon's item bonus on attack rolls (if any) to the Athletics check. If your last action or activity this round included a ranged Strike with the weapon, use the same multiple attack penalty as the last Strike you attempted with the weapon for the Shove; the Shove still counts toward your multiple attack penalty on further attacks.

Initial Deed

LIVING FORTIFICATION ◆

GUNSLINGER

Trigger You roll initiative.

You posture defensively with firearms or crossbows, acting like a walking tower. Interact to draw a firearm or crossbow. You then position that weapon defensively, as the parry trait, gaining a +1 circumstance bonus to AC until the end of your first turn, or a +2 circumstance bonus if the chosen weapon has the parry trait.

Advanced Deed 9th

SPINNING CRUSH ◆◆◆

GUNSLINGER

Requirements You're wielding a loaded firearm or loaded crossbow.

You go into a vicious spin, smashing your weapon into those nearby and increasing your momentum by firing. All creatures adjacent to you take 4d6 bludgeoning damage plus your Strength modifier; this increases to 6d6 if your firearm has a striking rune, 8d6 if it has a greater striking rune, and 10d6 if it has a major striking rune. This ability does not apply other effects that increase damage with your firearm Strikes such as weapon specialization. Creatures affected by this attack must attempt a basic Reflex save. A creature that fails its save is also pushed 10 feet directly away from you.

Greater Deed 15th

SIEGEBREAKER ◆◆

GUNSLINGER

Requirements You're wielding a firearm that has the kickback or scatter trait, or a two-handed crossbow.

With unbelievable force, you charge and smash your weapon into a target before digging in your heels and pulling the trigger. Leap or Stride, then make a Strike with the required firearm or crossbow against an adjacent target. This Strike deals an additional 3d8 bludgeoning damage and ignores 10 points of the target's Hardness (if any), or of their shield's Hardness if the target uses Shield Block.

After the Strike, you become immobilized and position the required weapon defensively, as the parry trait, gaining a +1 circumstance bonus to AC, or a +2 circumstance bonus if the chosen weapon has the parry trait. Both effects last until the start of your next turn. If a force would move you while you're immobilized in this way, it must succeed at an appropriate check against your class DC.

Gunslinger Feats

At every level that you gain a gunslinger feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Blast Lock ◆ — Feat 1

ATTACK GUNSLINGER

Requirements You're wielding a loaded firearm.

Sometimes taking the shortest distance between two points involves removing an obstacle or two. You shoot your firearm at a lock within 10 feet. Make an attack roll against the DC required to Pick the Lock.

Critical Success You open the lock, or you achieve two successes toward opening a complex lock.

Success You open the lock, or you achieve one success toward opening a complex lock.

Failure You fail to open the lock, and your shot makes it harder to open. Future attempts to Pick the Lock or Blast the Lock take a –2 circumstance penalty.

Critical Failure You fail to open the lock, and your shot makes it much harder to open. Future attempts to Pick the Lock or Blast the Lock take a –4 circumstance penalty.

Cover Fire ◆ — Feat 1

GUNSLINGER

Frequency once per round

Requirements You're wielding a loaded firearm or crossbow.

You lay down suppressive fire to protect allies by forcing foes to take cover from your wild attacks. Make a firearm or crossbow Strike; the target must decide before you roll your attack whether it will duck out of the way. If the target ducks, it gains a +2 circumstance bonus to AC against your attack, or a +4 circumstance bonus to AC if it has cover. It also takes a –2 circumstance penalty to ranged attack rolls until the end of its next turn. If the target chooses not to duck, you gain a +1 circumstance bonus to your attack roll for that Strike.

Crossbow Crack Shot — Feat 1

GUNSLINGER

You're exceptionally skilled with the crossbow. The first time each round that you Interact to reload a crossbow you are wielding, including Interact actions as part of your slinger's reload and similar effects, you increase the range increment for your next Strike with that weapon by 10 feet and deal 1 additional precision damage per weapon damage die with that Strike. If your crossbow has the backstabber trait and you are attacking an off-guard target, instead of the normal benefits of this feat backstabber deals 2 additional precision damage per weapon damage die in place of its normal effects.

Dual-Weapon Reload ◆ — Feat 1

GUNSLINGER

Requirements You're wielding two one-handed weapons, each in a different hand, one of which is a ranged weapon.

You carry your ammunition in a way that allows you to reload while holding two weapons. While you're wielding two one-handed weapons, each in a different hand, you don't need a free hand to reload a one-handed ranged weapon you're wielding.

Hit the Dirt! ↷ — Feat 1

GUNSLINGER

Trigger A creature you can see attempts a ranged Strike against you.

You fling yourself out of harm's way. You Leap. Your movement gives you a +2 circumstance bonus to AC against the triggering attack. Regardless of whether or not the triggering attack hits, you land prone after completing your Leap.

Munitions Crafter — Feat 1

GUNSLINGER

Bullets and bombs can be scarce in some parts, so you've learned to make your own. You become trained in Crafting and gain the advanced alchemy benefits (*Player Core 2* 174). You can use the advanced alchemy benefits to create a number of daily consumables equal to 4 + half your level (rounded up); these consumables must be bombs or alchemical ammunition.

You gain a formula book that includes the formula for black powder and four 1st-level types of common or uncommon alchemical ammunition or bombs of your choice.

When crafting alchemical ammunition, including black powder in doses or rounds, using advanced alchemy, you create the ammunition in batches of 4 (meaning that if you were 4th level and used all of your advanced alchemy consumables to create alchemical ammunition, you could create a maximum of 24 rounds). You cannot use advanced alchemy to Craft horns or kegs of black powder.

Sword and Pistol — Feat 1

GUNSLINGER

You're comfortable wielding a firearm or crossbow in one hand and a melee weapon in the other, combining melee attacks with shots from the firearm. When you make a successful ranged Strike against an enemy within your reach with your one-handed firearm or one-handed crossbow, that enemy is off-guard against your next melee attack with a one-handed melee weapon.

When you make a successful melee Strike against an enemy with your one-handed melee weapon, the next ranged Strike you make against that enemy with a one-handed firearm or one-handed crossbow doesn't trigger reactions that would trigger on a ranged attack but not a melee attack, such as Reactive Strike. Either of these benefits is lost if not used by the end of your next turn.

2nd Level

Defensive Armaments — Feat 2

GUNSLINGER

You use bulky firearms or crossbows to shield your body.

Any two-handed firearms and two-handed crossbows you wield gain the parry trait. If an appropriate weapon already has the parry trait, increase the circumstance bonus to AC it grants when used to parry from +1 to +2. While parrying with your weapon, you are immune to splash damage.

FAKE OUT ↷ FEAT 2

GUNSLINGER VISUAL

Trigger An ally is about to use an action that requires an attack roll, targeting a creature within your weapon's first range increment.

Requirements You're wielding a loaded firearm or crossbow.

With a skilled flourish of your weapon, you force an enemy to acknowledge you as a threat. Make an attack roll to Aid the triggering attack. If you dealt damage to that enemy with the same weapon since the start of your last turn, you gain a +1 circumstance bonus to this roll.

PISTOL TWIRL ◆ FEAT 2

GUNSLINGER

Prerequisites trained in Deception

Requirements You're wielding a loaded one-handed ranged weapon.

Your quick gestures and flair for performance distract your opponent, leaving it vulnerable to your follow-up attacks. You Feint against an opponent within the required weapon's first range increment, rather than an opponent within melee reach. If you succeed, the foe is off-guard against your melee and ranged attacks, rather than only your melee attacks. On a critical failure, you're off-guard against the target's melee and ranged attacks, rather than only its melee attacks.

QUICK DRAW ◆ FEAT 2

GUNSLINGER

You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

RISKY RELOAD ◆ FEAT 2

FLOURISH GUNSLINGER

Requirements You're wielding a firearm.

You've practiced a technique for rapidly reloading your firearm, but attempting to use this technique is a dangerous gamble with your firearm's functionality. Interact to reload a firearm, then make a Strike with that firearm. If the Strike fails, the firearm misfires.

WARNING SHOT ◆ FEAT 2

GUNSLINGER

Prerequisites trained in Intimidation

Requirements You're wielding a loaded firearm.

Who needs words when the roar of a gun is so much more succinct? You attempt to Demoralize a foe by firing your weapon into the air, using the firearm's maximum range rather than the usual range of 30 feet. This check doesn't take the –4 circumstance penalty if the target doesn't share a language with you.

4TH LEVEL

ALCHEMICAL SHOT ◆◆ FEAT 4

GUNSLINGER

Requirements You have an alchemical bomb worn or in one hand, and are wielding a firearm or crossbow.

You've practiced a technique for mixing alchemical bombs with your loaded shot. You Interact to retrieve the bomb (if it's not already in your hand) and pour its contents onto your ammunition, consuming the bomb, then resume your grip on the required weapon. Next, Strike with your firearm. The Strike deals damage of the same type as the bomb (for instance, fire damage for alchemist's fire), and it deals an additional 1d6 persistent damage of the same type as the bomb. If the Strike is a failure, you take 1d6 damage of the same type as the bomb you used, and the firearm misfires.

The persistent damage increases to 2d6 if the bomb is 11th level or higher, or 3d6 if it's 17th level or higher.

BLACK POWDER BOOST ◆ OR ◆◆ FEAT 4

GUNSLINGER

Requirements You're wielding a loaded firearm.

You fire your weapon as you jump, using the kickback to go farther. You Leap and discharge your firearm to add a +10-foot status bonus to the distance traveled. If you spend 2 actions for Black Powder Boost, you High Jump or Long Jump instead.

Special An ability that allows you to High Jump or Long Jump as a single action (like the Quick Jump skill feat) lets you use Black Powder Boost as a single action for those jumps as well.

INSTANT BACKUP ↷ FEAT 4

GUNSLINGER

Trigger Your attack with a firearm misfires.

Even as your firearm misfires, you quickly draw a backup. Release the misfired weapon and Interact to draw a different weapon that requires the same number of hands or fewer.

PAIRED SHOTS ◆◆ FEAT 4

GUNSLINGER

Requirements You're wielding two weapons, each of which can be either a loaded one-handed firearm or loaded one-handed crossbow.

Your shots hit simultaneously. Make two Strikes, one with each of your two ranged weapons, each using your current multiple attack penalty. Both Strikes must have the same target.

If both attacks hit, combine their damage and then add any applicable effects from both weapons. You add any precision damage, only once, to the attack of your choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

RUNNING RELOAD ◆ FEAT 4

GUNSLINGER

You can reload your weapon on the move. You Stride, Step, or Sneak, then Interact to reload.



6TH LEVEL

ADVANCED SHOOTER — FEAT 6

GUNSLINGER

You've dedicated your training to mastering even the most complex and weird firearms and crossbows from across the world. You gain proficiency with all advanced firearms as if they were martial firearms and with all advanced crossbows as if they were martial crossbows.

CAUTERIZE ◆ — FEAT 6

FLOURISH GUNSLINGER

Requirements You're wielding a loaded firearm and you or an adjacent ally are taking persistent bleed damage.

You use the smoking barrel of your firearm to sear shut a bleeding wound. Make a Strike with your firearm. You then press the heated barrel to the wounds of you or an ally within reach that is taking persistent bleed damage, giving an immediate flat check to end the bleed with the lower DC for particularly effective assistance (*Player Core* 445).

DRIFTER'S JUKE ◆◆ — FEAT 6

FLOURISH GUNSLINGER

Prerequisites way of the drifter

Requirements You're wielding a firearm or crossbow in one hand, and your other hand is either wielding a melee weapon or is empty.

You move in and out of range to complement your attacks. You Step, make a Strike, Step, and make another Strike. One Strike must be a ranged Strike using your firearm or crossbow, and the other must be a melee Strike using your melee weapon or unarmed attack. You can choose not to take one or both Steps.

MUNITIONS MACHINIST — FEAT 6

GUNSLINGER

Prerequisites Munitions Crafter, expert in Crafting

You're adept at crafting ammunition. You gain the Quick Alchemy benefits (*Player Core 2* 174) and 4 versatile vials, but can only use Quick Vial to create bombs or alchemical ammunition.

PHALANX BREAKER ◆◆ — FEAT 6

GUNSLINGER

Prerequisites way of the vanguard

Requirements You're wielding a two-handed firearm or a two-handed crossbow.

You know that to take out an enemy formation, you must punch a hole through its center. Make a ranged Strike with the required weapon against a target within the weapon's first

SAMPLE GUNSLINGER

DRIFTER

With a gun in one hand and a blade or club in the other, you strike and move, never standing still.

ATTRIBUTES
Prioritize Dexterity, followed by Strength and Constitution.

SKILLS
Acrobatics, Athletics, Stealth, Thievery

WAY
Drifter

FEATS
Sword and Pistol (1st), Fake Out (2nd), Black Powder Boost (4th)



range increment. The target is pushed directly back 10 feet (20 feet on a critical hit), and if this pushes the target into an obstacle, the target takes bludgeoning damage equal to half your level.

PISTOLERO'S CHALLENGE ◆ FEAT 6

AUDITORY FLOURISH GUNSLINGER LINGUISTIC MENTAL

Prerequisites way of the pistolero

With a stern call, carefully chosen barb, or some other challenging declaration, you demand your foe's attention in a duel. Choose an opponent within 30 feet who you can perceive and can hear you, and make your choice of a Deception or Intimidation check against the target's Will DC. No matter the result of the check, the foe is temporarily immune to your Pistolero's Challenge until noon the next day.

Success Both you and the opponent gain a +2 status bonus to damage rolls with Strikes made against each other. If you're a master in the skill you used for the check, the status bonus to damage rolls increases to +3, and if you're legendary, it increases to +4.

You can have only one challenge in effect at a time; challenging a new opponent ends this effect on any current target. Otherwise, the effect lasts until one of you is defeated, flees, or the encounter ends.

Critical Failure You become frightened 1 and can't use this ability again for 1 minute.

SCATTER BLAST ◆◆ FEAT 6

GUNSLINGER

Requirements You're wielding a loaded firearm that has the scatter trait.

You pack your weapon with additional shot and powder, creating a risky but devastating wave of destruction. Make a ranged Strike with the firearm. The firearm's range increment increases by 20 feet and the radius of its scatter increases by 20 feet. The Strike gains the following failure conditions.

Failure The firearm misfires, but it doesn't cause the other critical failure effects listed below.

Critical Failure The firearm misfires and also explodes. It becomes broken, and it deals its normal weapon damage to all creatures in a 20-foot burst centered on the firearm, with a basic Reflex save against your class DC. This damage includes any from the weapon's fundamental and property runes.

SNIPER'S AIM ◆◆ FEAT 6

CONCENTRATE GUNSLINGER

Prerequisites way of the sniper

You take an extra moment to carefully sync your aim and breathing, then fire a shot with great accuracy. Make a ranged weapon Strike. You gain a +2 circumstance bonus to this Strike's attack roll and ignore the target's concealment. If you're using a kickback firearm, you don't take the normal circumstance penalty on this Strike for not having the required Strength modifier or firing without using a stabilizer.

8TH LEVEL

BULLET SPLIT ◆ FEAT 8

FLOURISH GUNSLINGER

Requirements You're wielding a firearm or crossbow in one hand and a slashing (or versatile S) melee weapon in the other.

You carefully align your weapon with the edge of your blade, splitting the projectile in two as you fire to attack two different targets. Make two Strikes, one each against two separate targets. The targets must be adjacent to each other and within your weapon's maximum range. Each of these attacks takes a –2 penalty to the attack roll, but the two count as only one attack when calculating your multiple attack penalty.

GRIT AND TENACITY ↻ FEAT 8

FORTUNE GUNSLINGER

Frequency once per hour

Trigger You fail a Fortitude or Will save.

You call upon deep reserves of toughness and mental fortitude to power through an otherwise debilitating effect. Reroll the triggering save with a +2 circumstance bonus; you must use the second result.

LEAP AND FIRE FEAT 8

GUNSLINGER

Prerequisites Hit the Dirt!

You're quick enough to line up a shot even while diving to the ground. When you use your Hit the Dirt! reaction, at any point during your Leap you can also make a ranged Strike with a loaded firearm or crossbow, targeting the creature whose attack triggered the reaction.

SMOKE CURTAIN ◆◆ FEAT 8

GUNSLINGER

Requirements You're wielding a loaded firearm and are wearing or holding a dose of black powder.

You load an extra dose of powder into your shot, causing it to belch a cloud of smoke. You make a Strike with your firearm and create a cloud of smoke in a 20-foot emanation centered on your location. Creatures are concealed while within the smoke, and creatures outside the area are concealed to creatures within the smoke. The smoke dissipates at the start of your next turn. If your Strike is a critical failure, your firearm misfires.

STAB AND BLAST ◆ FEAT 8

FLOURISH GUNSLINGER

Requirements You're wielding a firearm with an attached bayonet or reinforced stock, a fire lance, or a combination weapon.

You slice or smash your opponent with the melee portion of your weapon before pulling the trigger at point-blank range. Make a melee Strike with the required weapon. If the Strike is successful, you can immediately make a ranged Strike against the same target with a +2 circumstance bonus to the attack roll. This counts as two attacks toward your multiple attack penalty, but you don't apply the multiple attack penalty until after making both attacks.

10TH LEVEL

CALLED SHOT ◆◆ FEAT 10

FLOURISH GUNSLINGER

You target a specific area of your foe's anatomy to debilitating effect. Declare a part of your foe's anatomy to target and make a ranged weapon Strike. If you hit and deal damage, the target takes one of the following effects, based on the body part you targeted. The GM should use the stated effects as a guideline when attacking creatures with stranger anatomy—for instance, applying the "arms" effect to a creature's tentacles if those are what the creature uses to attack.

- **Arms** The target is enfeebled 2 until the end of your next turn. On a critical hit, it's also enfeebled 1 for 1 minute.
- **Head** The target is stupefied 2 until the end of your next turn. On a critical hit, it's also stupefied 1 for 1 minute.
- **Legs** The target takes a –10-foot status penalty to its Speeds until the end of your next turn. On a critical hit, it also takes a –5-foot penalty to its Speeds for 1 minute.
- **Wings** If the target is flying using its wings, it immediately falls 20 feet, or 40 feet on a critical hit. The fall is gradual enough that if the target hits the ground, it takes no damage from the fall.

DEFLECTING SHOT ↻ FEAT 10

GUNSLINGER

Trigger An ally within the first range increment of your firearm or crossbow is hit by an attack, and you can see the attacker.

Requirements You're wielding a loaded firearm or crossbow.

You're always ready to take a quick shot to deflect a weapon or distract a foe enough to render them off target. The ally gains a +2 circumstance bonus to their AC against the triggering attack. You use this reaction after the result of the attack roll is revealed, so you know whether the +2 will make a sufficient difference.

PENETRATING FIRE ◆◆ FEAT 10

GUNSLINGER

Requirements You're wielding a loaded firearm or crossbow.

You blast a bullet through one foe and into another. Choose two targets, one of which would give the other lesser cover against your ranged attacks. Make a single ranged Strike with the required weapon against both targets. This attack ignores any lesser cover the nearer target provides the other. Roll damage only once and apply it to each creature you hit. Penetrating Fire counts as two attacks for your multiple attack penalty.

PRECIOUS MUNITIONS FEAT 10

GUNSLINGER

Prerequisites Munitions Machinist

You mix flecks of precious materials you've gathered on your journeys into your custom bullets to bring out those properties in your temporary ammunition. You can use advanced alchemy to create standard-grade adamantine, cold iron, or silver ammunition, spending 1 daily consumable per piece of ammunition. At 15th level, you can create high-grade adamantine, cold iron, or silver ammunition.

REBOUNDING ASSAULT ◆◆ FEAT 10

GUNSLINGER

Requirements You're wielding a loaded firearm or loaded crossbow in one hand and a bludgeoning or slashing melee weapon in the other.

You hurl your melee weapon at an opponent, then fire a bullet into the weapon's hilt, making it bounce back to your grasp. Make a thrown ranged Strike with the melee weapon, then a ranged Strike with your firearm. This counts as two attacks for your multiple attack penalty, but you don't apply the penalty

SAMPLE GUNSLINGER

PISTOLERO

Quick wits and faster hands mean you're always ready for anything.

ATTRIBUTES

Prioritize Dexterity, followed by Charisma and Constitution.

SKILLS

Acrobatics, Deception, Intimidation, Thievery

WAY

Pistolero

FEATS

Dual-Weapon Reload (1st), Pistol Twirl (2nd), Paired Shots (4th)



until after you've completed both attacks. If the melee weapon doesn't already have the thrown trait, it gains the thrown 10 feet trait during a Rebounding Assault.

If both attacks are successful, the bolt or bullet hits the thrown melee weapon instead of your target, adding its force into one attack. Combine the damage from both Strikes, using the thrown weapon's damage type, and add an additional 1d6 precision damage. The impact sends the melee weapon rebounding off the target and back to your hand.

In any circumstance other than both attacks hitting, carry out the individual Strikes normally. The thrown weapon doesn't rebound and remains in the target's space as normal for thrown weapons.

REDIRECTING SHOT ↷ FEAT 10

FORTUNE GUNSLINGER

Trigger An ally misses with a ranged attack that uses a thrown weapon or ammunition. The ally must be willing to accept your assistance, you must see the attack's target, and the attack's target must be within the first range increment of your firearm or crossbow.

Requirements You're wielding a loaded firearm or crossbow.

Seeing your ally's attack about to go astray, you fire your weapon to right its course. Discharge your firearm and roll a d20. Your ally uses this roll instead of their own, and the attack ignores any bonuses the target would gain against the attack from lesser or standard cover, as well as the flat check if the target is concealed.

TRICK SHOT ◆» FEAT 10

GUNSLINGER

Requirements You're wielding a loaded crossbow or firearm.

You shoot not at your foe but at an object nearby. Make a Strike with your firearm against an AC equal to an easy DC for your level (*GM Core* 53). On a success, instead of hitting your foe, your attack hits an object behind or to the side of your target, creating one of the following effects. The GM might determine that a different AC is appropriate or that a particular effect isn't a valid option, such as using the explosive barrel option when there's no such object on the battlefield. The GM should inform you if a Trick Shot is feasible before you spend your actions, since your trained eye can easily recognize loose or volatile objects.

- **Dislodge Object** Your attack knocks an unattended object of no more than 2 Bulk out of position, moving it up to 10 feet in a direction of your choice. For example, the weapon could knock a wizard's crystal ball off a table.
- **Explosive Barrel** Your attack strikes a barrel of expensive rum, a vial of volatile alchemical fluids, a demonic pustule erupting from the earth, or some other explosive object. The object explodes in a 20-foot burst, and creatures in the area take 6d6 damage with a basic Reflex save against your class DC. The damage type is chosen by the GM, based on the exploding object. Increase the damage by 1d6 for every 2 levels you have above 10th.

TWIN SHOT KNOCKDOWN ◆» FEAT 10

GUNSLINGER

Requirements You're wielding a loaded crossbow or loaded firearm in each hand.

You fire at an enemy while targeting a part of its anatomy that will disrupt its balance. Make two Strikes against the same target, one with each of the required weapons. If both Strikes are successful, the target is also knocked prone.

12TH LEVEL

BLOOD IN THE AIR ◆ FEAT 12

CONCENTRATE GUNSLINGER

Requirements An enemy you've damaged with a ranged weapon during the last minute is concealed or hidden from you.

Once you've locked on to a target, little can obscure your aim. Make a ranged weapon Strike against the required target. This Strike ignores the target's concealed condition and reduces the flat check for the hidden condition from 11 to 5.

DEADEYE ◆ FEAT 12

CONCENTRATION GUNSLINGER

You relax your eyes, taking in the smallest movements of objects, stirring of grass and leaves, and other signs of the presence of hidden things, granting you the ability to locate invisible creatures. Until the start of your next turn, you can see invisible creatures and objects as silhouettes defined by the movement of air, slight depressions in the ground, and other tells that less-keen eyes would overlook, which makes them merely concealed from you.

FLESH WOUND ◆ FEAT 12

GUNSLINGER

You fire to ensure that even if your shot doesn't land cleanly, it still lands close enough to deal some damage. Make a ranged Strike. It gains the following effect on a failure (though not a critical failure).

Failure Though your attack misses, it still deals one die of damage plus any damage from your weapon specialization class feature. This uses your weapon's normal damage die and damage type. This attack doesn't add extra damage from any other sources or abilities.

RICOCHET SHOT ◆ FEAT 12

CONCENTRATE GUNSLINGER

You bounce your shot off a nearby surface to strike your opponent from an unexpected angle. Attempt a Strike with a firearm or crossbow. When determining whether a target has cover from this Strike, you can choose one solid surface within your weapon's first range increment to ricochet your shot off of. If you do, you determine the target's cover from the point where you ricochet your shot instead of from you.

SHATTERING SHOT ◆ FEAT 12

GUNSLINGER

Requirements You're wielding a loaded firearm or loaded crossbow and are wearing or holding an alchemical bomb.

You fling a bomb into the air and then shoot it with your gun before it falls, raining destruction down over a wide area. If necessary, you Interact to draw the bomb and regrip your weapon. You throw your bomb to the corner of a square within your firearm's first range increment and shoot it with your firearm. All creatures in a 15-foot burst of the bomb take the bomb's normal damage with a basic Reflex save against your class DC. They don't take any splash or persistent damage the bomb would deal normally.

SHOOTER'S CAMOUFLAGE FEAT 12

GUNSLINGER

Prerequisites master in Stealth

You specialize in blending into a particular type of environment, able to disappear after taking your shot. Choose either natural or urban terrain. In the chosen terrain, you can Hide and Sneak even without cover or being concealed.

UNSHAKABLE GRIT FEAT 12

GUNSLINGER

Prerequisites Grit and Tenacity

You've become hardened by conflict after everything you've faced, and you possess a certain intractable stubbornness. If the reroll granted to you by your Grit and Tenacity reaction is a success, you get a critical success instead; if it's a critical failure, you get a failure instead.

14TH LEVEL

BLAST TACKLE ◆◆ FEAT 14

GUNSLINGER

Prerequisites way of the vanguard

Requirements You're wielding a two-handed crossbow or a firearm that has the kickback or scatter trait.

You throw yourself at an enemy, bracing your weapon against it and pulling it close before releasing a destructive shot. Attempt to Grapple; if you're wielding your weapon in both hands, you Release one hand to do so. If your Grapple succeeds, you can immediately Strike the target of the Grapple with the required weapon, even if it's a two-handed weapon you're holding in one hand. This Strike deals an additional 3d6 precision damage.

As long the creature remains grabbed or restrained, you can use just one hand to reload the weapon and Strike that creature with it.

COME AT ME! FEAT 14

GUNSLINGER

Prerequisites Pistolero's Challenge

You're a legendary duelist, welcoming all challengers, enabling you to challenge many foes even while other challenges are active. There is no longer a limit to the number of Pistolero's Challenges you can have in effect at one time.

DANCE OF THUNDER ◆◆◆ FEAT 14

CONCENTRATE GUNSLINGER

Frequency once per minute

Requirements You're wielding a loaded firearm or crossbow and are not fatigued.

Your steps echo with the thunderous retort of exploding black powder as you dance a dance of death. Take any of the following actions you choose in any order: Step, Strike against a target within your firearm's first range increment, and Interact to reload. If you attempted a Strike and it succeeded, you can repeat these three actions again in any order. If you attempted a Strike in the second set and succeeded, you can repeat the actions one last time.

After using Dance of Thunder, you become fatigued for 1 minute.

SAMPLE GUNSLINGER

SNIPER

You favor long-range guns and powerful shots taken while hiding at a safe distance.

ATTRIBUTES

Prioritize Dexterity. Wisdom can improve your Perception and make your stubborn class feature even more effective, while Intelligence can give you access to a broader array of skills you can utilize from your perch, away from the thick of battle.

SKILLS

Acrobatics, Crafting, Stealth, Survival

WAY

Sniper

FEATS

Cover Fire (1st), Risky Reload (2nd), Alchemical Shot (4th)



DISRUPTIVE BLUR — FEAT 14

GUNSLINGER

Prerequisites way of the drifter

You use cacophonous blasts from your gun or distracting shots from your crossbow to cause momentary diversions, letting you move about the battlefield with impunity. After you make a Strike with a firearm or crossbow, creatures can't take reactions that would be triggered by your movement for the rest of your turn.

HEADSHOT ◆◆ — FEAT 14

CONCENTRATION GUNSLINGER

Prerequisites way of the sniper

Requirements You're wielding a loaded firearm or crossbow.

You attempt to finish your target with a final, well-placed shot. Make a crossbow or firearm Strike. If you've damaged the target within the last minute with the same weapon and you get a critical success on your attack roll, the target must succeed at a Fortitude save against your class DC or die; this is a death and incapacitation effect. A creature that survives is temporarily immune for 1 day. Creatures with no head (such as dullahans or oozes) are immune to this ability, and creatures with redundant heads (such as ettins) might survive the destruction of a head.

SHOWSTOPPER — FEAT 14

GUNSLINGER

Prerequisites Pistol Twirl, master in Deception

Your twirling weapons create a grand distraction that's difficult to look away from. When using Pistol Twirl to Feint, you can target all enemies within your weapon's first range increment who you can perceive and who can see you. You roll one Deception check and compare it against each target's Perception DC.

TWO-WEAPON FUSILLADE ◆ — FEAT 14

FLOURISH GUNSLINGER

Requirements You're wielding two weapons, each in a different hand. At least one of these weapons must be a loaded firearm or loaded crossbow.

You attack with both your weapons in a furious barrage. Strike twice, once with each weapon.

16TH LEVEL

FATAL BULLET — FEAT 16

GUNSLINGER

You're especially talented at striking your enemies in their most vulnerable areas. When you critically hit with a fatal firearm, you deal an additional die of the appropriate size and damage type for the fatal trait after doubling the weapon's damage. For example, after getting a critical hit with a fatal d12 weapon, you add a total of 2d12 additional damage to the attack after doubling its damage.

HAIR TRIGGER — FEAT 16

GUNSLINGER

Prerequisites initial deed that allows you to Interact to draw a weapon

No one can react faster than you can pull your trigger. When using your initial deed, instead of Interacting to draw a weapon, you can Strike with a firearm or crossbow you're already wielding. If this Strike hits, the target is also off-guard until the end of your first turn of the encounter.

Special If your initial deed allows you to Interact to draw a weapon more than once, this feat allows you to replace one of these Interact actions and use the other one to draw a weapon. You can't replace both Interact actions with Strikes, but you can

draw a loaded firearm or crossbow with one of the actions and immediately shoot it with the other.

INSTANT RETURN ↻ FEAT 16

GUNSLINGER

Trigger An enemy misses you with a ranged attack using a type of ammunition appropriate to your weapon (a bullet if you're wielding a firearm).

Requirements You're wielding an unloaded firearm or crossbow.

With a single fluid gesture, you catch a projectile out of the air, load it in your weapon, and shoot it back at the attacker. Interact to load the projectile into your weapon, then make a Strike with the required weapon against the triggering opponent. Since you're using the foe's ammunition, this Strike applies any special effects that ammunition would have (for instance, if it was *explosive ammunition*, it would explode in a burst of fire if your Strike hits).

RICOCHET MASTER FEAT 16

GUNSLINGER

Prerequisites Ricochet Shot

You have an eye for angles and can find shots that others believe are impossible. When using Ricochet Shot, you can bounce your bullet off up to two solid surfaces within your weapon's first range increment instead of just one.

In addition, a creature is off-guard the first time you attack it with a Ricochet Shot during an encounter.

18TH LEVEL

FINAL SHOT ◆»» FEAT 18

GUNSLINGER

Requirements You're wielding an unloaded firearm.

You jam a triple charge of black powder into your weapon to unleash a devastating but risky and inaccurate attack. Interact to reload, expending three doses of black powder in addition to your normal black powder or ammunition, then Strike with your firearm against a creature within the weapon's first range increment. If you roll a success, the attack is instead a critical success, but if you roll a failure, the weapon misfires. Regardless of your roll, after the attack you're off-guard until the start of your next turn and stunned 1.

PIERCING CRITICAL FEAT 18

GUNSLINGER

Your attacks with your preferred weapons deal especially devastating wounds. When you Strike with a firearm or crossbow for which you have legendary proficiency, you critically succeed if you roll a 19 on the die, as long as that result is a success.

UNERRING SHOT FEAT 18

GUNSLINGER

Your senses are finely tuned to the slightest variations in the air, so much that you can place your shot exactly where you intend to aim it from any range possible with your weapon. When attacking with a ranged weapon in which you have master or greater proficiency, ignore the penalty from its range increment. (The weapon's maximum range is unchanged.) In addition, if your target has cover against your attack with such a weapon, it doesn't gain the bonus to AC if it has lesser cover, gets only the bonus of lesser cover if it has standard cover, or gains only the bonus of standard cover if it has greater cover.

REACH FOR THE STARS FEAT 18

GUNSLINGER

Prerequisites Black Powder Boost

The sky's the limit, as long as you've got enough black powder. When you use Black Powder Boost, you can expend additional black powder or ammunition to boost yourself farther. For each dose of black powder or piece of firearm ammunition you spend in addition to your shot, you add another 10 feet to the height or distance of your Leap, to a maximum of 5 boosts (a +50-foot status bonus). You must be wearing a dose of black powder or piece of ammunition, or have it in hand, to detonate it for a boost.

You can choose at which points in your Leap you detonate each boost, allowing you to change direction each time. You must then move in a straight line until you boost again or end your Leap.

20TH LEVEL

PERFECT READINESS FEAT 20

GUNSLINGER

You prepare to fire with an instinctive speed and muscle memory that go beyond your conscious thoughts. You're permanently quickened. You can use your extra action only to Step or Interact to reload.

RICOCHET LEGEND FEAT 20

GUNSLINGER

Prerequisites Ricochet Master

The more obstacles between you and your target, the deadlier your shots become, as you ricochet off multiple surfaces to hit them. When using Ricochet Shot, your shot can bounce off of any surface within your weapon's first three range increments and the target can't benefit from cover unless they have total cover on all sides.

In addition, a creature must attempt a Will save against your class DC the first time in an encounter you attack it with a Ricochet Shot. If it fails, it's stunned 2 and is unable to determine where your shot originated.

SLINGER'S REFLEXES FEAT 20

GUNSLINGER

Your ability to react to unexpected circumstances is preternaturally sharp. At the start of each creature's turn, you gain an additional reaction you can use on only that turn to use a gunslinger reaction.



CHARACTER OPTIONS

A sniper without a spotter is like a sentry without a spyglass. Sure, you might catch a few enemies, but you'll miss more threats than you'll ever see on your own. I knew that going after the bandits, but I went anyways. Was I supposed to just let them take everything from me and hope they didn't do it again to the next family? Absolutely not.

Things started out well enough. Tracked them down by the trail of bloody footprints and careless tracks they left from my farm to their camp. I found a nearby spot overlooking the camp from a small bluff. They probably set up there knowing it'd make it harder for anyone to see the smoke from their fires, or for people like me to sneak up on them. Fortunately for me, the top of that bluff was as close as I needed to be.

I saw my shot when the bandit who killed my boy stood up in the middle of the camp to make some speech. Don't know what he was planning on saying, but my statement was loud and clear when Alessandra roared like an angry dragon and put a lead round clean through him. Reload, aim, fire. Reload, aim, fire. Two more down, but a pair of them got clear and started climbing the sides of the bluff. Should I focus on the bandits who were still in my field of fire or give up my position to deal with the ones coming at my flanks? Rough spot, hard choice. That's the kind of thing a spotter would've been real helpful for. Should'a had someone watching my back. Ah, well. Reload, aim, fire.

—Griestly Peppercorn, retired shield marshal

Guns and the people who use them remain uncommon in the world of Golarion, as the technology required to produce firearms and black powder is limited to a few technological strongholds scattered across the globe. Despite their rarity, or perhaps because of it, firearms leave a lasting impression on those who witness their destructive power and startling impact. Residents of the Inner Sea from outside of the Impossible Lands who behold a gunslinger or other wielder of firearms in action might undertake a pilgrimage to Alkenstar and attempt to negotiate with the Alkenstar Gunworks in order to obtain one of these unusual but potent weapons for themselves.

Even people who never see or obtain a firearm might have a compelling reason to take these options, however. Crossbows are vastly more common than firearms but serve a similar purpose and can be put to many of the same uses. An artillerist leading a cannon team in Alkenstar might have a counterpart in Taldor who uses similar abilities with catapults. The sniping duos who use their arquebuses to guard the walls of Alkenstar from monsters in the Mana Wastes are not terribly different than the elven archers who patrol the forests of Kyonin and brave the demon-haunted swamps of Tanglebriar. In the islands of the Shackles, pirate captains fight with swords and pistols while their crew, most of whom can't afford a rare and expensive handgun, might use the same combat style with a similar weapon such as a crossbow or hand crossbow.

While firearms are still relatively rare in the Inner Sea, the stories they inspire and the combat styles that incorporate them have spread faster than the technology itself. Snipers, drifters, weapon performers, and more have a place in Golarion that is larger than the impact of firearms alone. Even if your world or region doesn't include guns, there might be options perfect for your next character in this section. The options presented here can add new choices and exciting abilities for characters of any campaign world, regardless of the setting's technology level.

WHY NO GUN PROFICIENCY?

While most of the character options in this section provide benefits that are particularly useful or even specifically tailored for firearms, remarkably few of them outside of the gunslinger give a firearm-specific proficiency progression. You might be asking yourself why that is and there's a very simple answer: for the vast majority of characters, it isn't necessary.

Just like knives, swords, spears, and every other category of weapon, firearms come in simple, martial, and advanced variants. As long as a character has access to firearms (page 148), they're also likely to have a selection of firearms with which they are already proficient. Additionally, many of the character options in this section work equally well with crossbows as they do with firearms. This means the options in this chapter automatically support whichever category of weapons (simple, martial, or advanced) your character knows how to use.

COMMON BACKGROUNDS

The following common backgrounds are particularly appropriate for characters that interact with guns, areas that have guns, and gun-related themes. While the backgrounds are listed as common for an area with themes of guns and gears, and their mechanics and story impact aren't likely to require a discussion with your GM or the other players, many of them still might not be thematically appropriate for regions and campaigns that lack these themes. Thus, be sure to discuss with your group before using these backgrounds in a campaign without any guns to ensure that your expectations match those of the other players.

BACK-ALLEY DOCTOR BACKGROUND

You're the medic many turn to when a more official clinic or healer might not be available. You may specialize in stitching up bullet wounds or have a standing, confidential deal with a criminal syndicate to provide your services any time of day or night. In either case, you've perhaps turned to the adventuring life because a former client is unhappy with your work or members of the local constabulary have been asking too many questions.

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Medicine skill and the Underworld Lore skill. You gain the Risky Surgery (*Player Core 2* 233) skill feat.

CANNONEER BACKGROUND

You served as a crewmate aboard a military vessel or pirate ship and were responsible for the use and maintenance of the ship's cannons. A strong back and quick reflexes were equally important to you in your duties, and you know your way around explosives and the dangers that lie therein. These skills serve you well in your new life as an adventurer, as compared to the weight of a cannon, a gear load that makes your allies blanche just makes you laugh instead.

Choose two attribute boosts. One boost must be to Dexterity or Strength, and one is a free attribute boost.

You're trained in the Athletics skill and the Warfare Lore skill. You gain the Hefty Hauler skill feat.

DEPUTY BACKGROUND

While your life may have taken some twists and turns in the intervening years, you were once deputized as the lawful protector of a community. While the role was temporary and you've since turned in your badge, that responsibility shaped you. Whenever a community is in trouble, and the sheriff is nowhere to be found, residents call on you to capture a criminal, rescue the mayor's offspring from bandits, or go toe to toe with outlaws.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and the Hunting Lore skill. You gain the Experienced Tracker skill feat.

FIREWORKS PERFORMER BACKGROUND

Few celebrations in Tian Xia are complete without a show of fireworks, and your job is to make sure they go off without a hitch. You load the fireworks, set the fuses, and choreograph the performance, bringing the show together in a finale of lights and explosions. Then it's time to pack up your gear and move on to the next civic holiday or religious festival. Of course, someone who travels the roads with a pack full of high explosives is bound to run into an adventure or two along the way, and so over time, your fireworks have been spent in support of that life.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Performance skill and the Fireworks Lore skill. You gain the Fascinating Performance skill feat.



SALOON ENTERTAINER

GUNSMITH BACKGROUND

From a young age, you apprenticed to an experienced gunsmith and over time your skill and knowledge rose to match that of your master. Today, you can easily repair, modify, or improve nearly any firearm you've seen before, and even if you haven't seen it, you'll break it down to learn about what makes it tick in no time. You've taken those skills on the road, using them to assist yourself and your allies as an adventurer when it comes to maintaining their weapons, shields, armor, and more.

Choose two attribute boosts. One of these boosts must be to Intelligence or Dexterity, and one is a free attribute boost.

You're trained in the Crafting skill and the Engineering Lore skill. You gain the Quick Repair skill feat.

HIRED KILLER BACKGROUND

Your life truly began after your first kill. Maybe you killed in self-defense, maybe it was a crime of passion, or maybe it was just an accident and you were a kid in the wrong place at the wrong time. In the end, the why doesn't matter. You got away with it. And then you found that maybe it didn't bother you as much as it should have. And maybe, just

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maybe, you had a talent you could use to forge a life for yourself. A blood-soaked talent and a blood-soaked life, sure. But it's yours.

Choose two attribute boosts. One boost must be to Strength or Dexterity, and one is a free attribute boost.

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Terrain Stalker skill feat, choosing a terrain appropriate for where you make your kills.

FARMSTEADER BACKGROUND

You built your house using wood from the trees surrounding it. Raised it up from the dirt and called it home. You thought that it would be where you would grow old and die. But despite your best efforts, you were wrong. The land that once gave you food fell fallow, and dust took to the air and choked the livestock. Now you wander the world as an adventurer. Are you in search of a new place to settle down and try again, or have you become disillusioned by your old dreams, leading you to seek out a new purpose?

Choose two attribute boosts. One must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill and the Farming Lore skill. You gain the Forager skill feat.

JUNK COLLECTOR BACKGROUND

You live by the adage that one person's trash is another's treasure. Whether by sifting through scrap heaps or digging up old battlefields, you remain on the lookout for lost or discarded objects that you might be able to turn into something useful. More often than not, what you find is just junk, but you're convinced that one of these days, you're going to hit the jackpot. You've even taken up adventuring as a means to supercharge your access to all sorts of junk, gear, and loot.

Choose two attribute boosts. One must be to Dexterity or Intelligence, and one is a free attribute boost.

You're trained in the Crafting skill and your choice of either the Engineering Lore or Mining Lore skill. You gain the Crafter's Appraisal skill feat (*Player Core 2* 229).

SALOON ENTERTAINER BACKGROUND

All you want to do is entertain the people, but sure enough, bad news seems to follow you. Gunfights, brawls, robberies, and more befall establishments you play at, and word is quick to spread. Keep one town ahead of the gossip, and you just might be able to play a gig, command a stage, or run a table again.

Choose two attribute boosts. One must be to Charisma or Dexterity, and one is a free attribute boost.

You're trained in the Performance skill and a lore skill of your choice. You gain the Virtuosic Performer skill feat.

SPOTTER BACKGROUND

An eye for detail, a sense for the wind, and a strong trust in your gut feelings. These qualities have set you apart from others when it comes to assisting a sharpshooter with setting up the perfect shot against their target. Elevation, velocity, and concealment—these are all vital factors that need to be considered to pull off a feat of true marksmanship, and no sniper would be able to function without an experienced spotter. Since your younger days, you've put your skills as a spotter to work as an adventurer. Whether you're taking your own shots now or spotting for others, your talents grant you an edge in an adventuring career.

Choose two attribute boosts. One must be to Dexterity or Wisdom, and one is a free attribute boost.

You're trained in the Stealth skill and the Scouting Lore skill. You gain the Terrain Stalker skill feat.

UNDERTAKER BACKGROUND

People die. This is the unfortunate fact of life on which you've founded your business, because wherever people die, there is a demand for mortuary services. You might be a Pharasmin priest or a secular professional, but your job is seeing to the body, comforting the bereaved, and making sure that the deceased goes to their ultimate reward with all due dignity. Of course, someone in your position sees a lot of strange deaths, and chances are one of them set you on the road to adventure.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in the Medicine skill and a Lore skill specializing in one local type of undead. You gain the Forensic Acumen skill feat (*Player Core 2* 230).

WANDERING PREACHER BACKGROUND

While you once spoke to a small congregation in a ramshackle church, those days are behind you now. Your church was destroyed, your congregants scattered, and now you meander the lands holding a worn copy of your religious text in one hand, and a fiery conviction in the other.

Choose two attribute boosts. One boost must be to Constitution or Wisdom, and one is a free attribute boost.

You're trained in the Religion skill and a Lore skill associated with the deity you preach for (such as Pharasmin Lore). You gain the Pilgrim's Token skill feat (*Player Core 2* 232).

WASTE WALKER BACKGROUND

Whether you grew up in the Mana Wastes, the Sarkoris Scar, the deserts of northern Garund, or another similarly desolate place, you quickly learned that only the strong survive. You and your family were forced to evade monsters, mutants, wild magic, and worse, as each new day heralded the possibility of a danger or threat you'd never seen before. You learned to adapt to the worst possible conditions and how to forage and survive in a place few others would dare to live.

Choose two attribute boosts. One boost must be to Strength or Wisdom, and one is a free attribute boost.

You're trained in the Survival skill, and Mana Wastes Lore (or another similar Lore skill associated with the wastes where you grew up). You gain the Forager skill feat.

UNCOMMON BACKGROUNDS

The following backgrounds are uncommon, typically because they require a character to be a member of an organization, own a current residence in a particular settlement, or a maintain a level of social status or responsibility that you should discuss with your GM and group first.

For instance, the rank of a judge or sheriff grants social status and judicial power with the area of your appointment, so it's appropriate to check with your GM and group to ensure the stories and adventures everyone wants to tell make sense with a character possessing those titles, and determine how prominent the associated locales will be to the campaign.

ALKENSTAR OUTLAW BACKGROUND

UNCOMMON

You're an outlaw whose first crime was stealing the guns from Alkenstar's Gunworks which allowed you to commence a crime spree of epic proportions. You don't know where your road ends, but it's probably going to be a bloody affair. The life of an adventurer might even be a relief compared to a life forever on the run from Alkenstar authorities and their allies.

Choose two attribute boosts. One boost must be to Dexterity or Constitution, and one is a free attribute boost.

You're trained in Thievery and Underworld Lore. You gain the Subtle Theft skill feat.

ALKENSTAR SOJOURNER BACKGROUND

UNCOMMON

You came to Alkenstar because you heard they had guns, but you stayed because of the atmosphere. Or the guns. Either way, journalism and scientific curiosity opened the door to a life of adventure. Now you continue to adventure in the Alkenstar area, using your skills to deal with whatever situations present themselves.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in Society and Engineering Lore. You gain the Streetwise skill feat.

CIRCUIT JUDGE BACKGROUND

UNCOMMON

You're a circuit judge, a courtroom on horseback who serves a group of communities out in the Mana Wastes or a similar backwoods region. You show up every couple of months, hear the cases that have piled up since your last visit, give verdicts, and then it's on to the next town in your itinerary. It's not the easiest life in the world, but it's an interesting one, and you hear some mighty strange cases. Chances are, it was one of those cases that set you on the road to adventure.

Choose two attribute boosts. One must be to Intelligence or Wisdom, and one is a free attribute boost.

You're trained in Deception and Legal Lore. You gain the Lie to Me skill feat.

GOLDHAND ARMS DEALER BACKGROUND

UNCOMMON

You're a dwarven agent of the Goldhand Lodge, a collection of dwarven merchants based out of Dongun Hold who seek to sell guns far and wide. High King Anong Arunak hasn't expressed approval for such a method of distribution yet, but in the meantime you're still out and about, talking up your wares and occasionally providing visceral demonstrations of the overwhelming stopping power of your firearms. These demonstrations and sales have given you a taste for adventure, and the constant threat of piracy has convinced you of the importance of adventuring with a group.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in Diplomacy and Mercantile Lore. You gain the Group Impression skill feat.

PRESS-GANGED BACKGROUND

UNCOMMON

Was that five shots or six? Maybe it doesn't really matter in the end, because after those nice folks paid for all your drinks, you woke up to find yourself on the lowest rung of the ladder. Whether you're now a crewmate on a ship, a conscript in an army, or something worse, you've nowhere to go but up. This background generally requires buy-in from the entire group to tell a story allowing you to play a character starting their adventuring due to circumstances outside their own control. However, you can also play a character who was once press-ganged and has since escaped that life. If you do, press-ganged doesn't have the uncommon trait, and it has the same mechanical effects either way.

Choose two attribute boosts. One must be to Strength or Constitution, and one is a free attribute boost.

You're trained in the Athletics skill and the Labor Lore skill. You gain the Armor Assist skill feat (*Player Core 2* 227).

SHERIFF BACKGROUND

UNCOMMON

You hold an official title of sheriff or deputy in a small community. Those that would do harm to others flee your gaze, for they know it brings the promise of castigation. You protect your town, watch over those who have placed their trust in you, and make sure those that would do others harm are brought to justice.

Choose two attribute boosts. One must be to Dexterity or Charisma, and one is a free attribute boost.

You're trained in the Intimidation skill and the Hunting Lore skill. You gain the Group Coercion skill feat.

RARE BACKGROUNDS

While most backgrounds are available to any character, some backgrounds are so unusual that just having them makes a character rare and extraordinary.

These rare backgrounds can give a player a significantly different roleplaying experience by setting their character up with a history or legacy beyond the norm, situated in a special position within the narrative. Your character's background is an intrinsic part of where they come from and not something they earn during the game. Rare backgrounds should be chosen only after a discussion with the GM as to whether one would apply for a particular character in your group's game.

OTHERWORLDLY MISSION BACKGROUND

RARE

You're called to serve a specific purpose—your deity told you so, and so it must be true. Maybe you grew up knowing all along, or maybe it came to you one day in a vision, clear as a bell and twice as loud. You have some task that only you can accomplish. You mission might be as dangerous as killing a deadly tyrant or as simple as opening a particular door on a particular day.

You should work with your GM on how to handle the truth of your character's backstory or leave it to the GM to decide in secret. Is this call to action a message from the character's own mind, are they being manipulated by some manner of supernatural entity, or are they actually getting marching orders from one of the deities of the setting?

Choose two attribute boosts. One must be to Wisdom or Charisma, and one is a free attribute boost.

You're trained in Religion. Once per adventure, you can ask the voice you believe to be a deity for orders and get some kind of instruction—you never get any kind of explanation, simply a command to go somewhere or do something. Following those commands isn't always safe, but it's usually interesting.

REVENANT BACKGROUND

RARE

You died. No real doubt about that. Bullet to the brain or knife to the throat, you were dead as dead can be. Then you got back up again. Maybe you had some unfinished business, or maybe you were just so tough and so mean that Hell itself spat you out. Either way, you came back for a reason.

Choose two attribute boosts. One must be to Constitution or Charisma, and one is a free attribute boost.

You're trained in Religion and Boneyard Lore. You're still alive, not undead, but you have the void healing ability, which means you're harmed by vitality damage and healed by void effects as if you were undead.

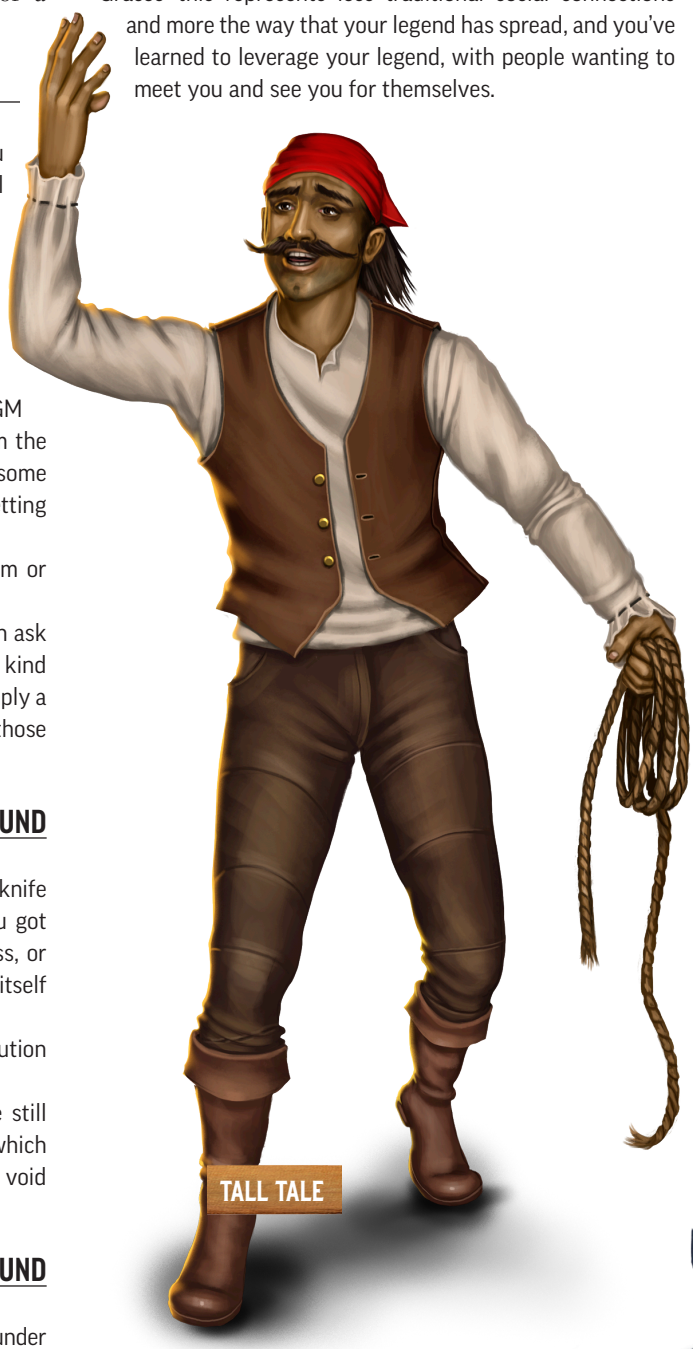
TALL TALE BACKGROUND

RARE

You've ridden a tornado, lassoed a river, mooned a dragon under a full moon, and shot six zombies with one bullet. That's what the stories say, anyway, and even if people don't strictly believe them, they are curious about you. Certainly, the stories keep spreading, and it would appear that you either have a unique destiny or are trying to convince the world that you do.

Choose two attribute boosts. One must be to Constitution or Charisma, and one is a free attribute boost.

You're trained in Performance. You gain the Impressive Performance skill feat. You can gain the Connections skill feat later without being expert in Society or having Courtly Graces—this represents less traditional social connections and more the way that your legend has spread, and you've learned to leverage your legend, with people wanting to meet you and see you for themselves.



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ARCHETYPES

While gunslingers are especially known for using firearms, various other sorts of characters use them too, and you might find the gunslinger class isn't the perfect fit for your character concept. Archetypes allow you to expand the scope of your character's class.

Applying an archetype requires you to select archetype feats instead of class feats. Start by finding the archetype that best fits your character concept and select the archetype's dedication feat using one of your class feat choices. Once you have the dedication feat, you can select any feat from that archetype in place of a class feat as long as you meet its prerequisites. The archetype feat you select is still subject to any selection restrictions on the class feat it replaces. For example, if you gained an ability at 6th level that granted you a 4th-level class feat with the dwarf trait, you could swap out that class feat only for an archetype feat of 4th level or lower with the dwarf trait. Archetype feats you gain in place of a class feat are called archetype class feats.

Occasionally, an archetype feat works like a skill feat instead of a class feat. These archetype feats have the skill trait, and you select them in place of a skill feat, otherwise following the same rules above. These are not archetype class feats (for instance, to determine the number of Hit Points you gain from the Fighter Resiliency archetype feat).

Each archetype's dedication feat represents a certain portion of your character's time and focus, so once you select a dedication feat for an archetype, you must satisfy its requirements before you can gain another dedication feat. Typically, you satisfy an archetype dedication feat by gaining a certain number of feats from the archetype's list. You can't retrain a dedication feat as long as you have any other feats from that archetype.

Sometimes an archetype feat lets you gain another feat, such as the alchemist archetype's Basic Concoction feat. You must always meet the prerequisites of the feat you gain in this way.

Additional Feats

Some archetypes allow other feats beyond those in their entry. These are typically class feats, such as fighter feats that represent certain combat styles. The list of additional feats includes the feat's name, level, and the page number where it appears. You can take the feat as an archetype feat of that level, meaning it counts toward the number of feats required by the archetype's dedication feat. When selected this way, a feat that normally has a class trait doesn't have that class trait.

Multiclass Archetypes

Archetypes with the multiclass trait represent diversifying your training into another class's specialties. You can't select a multiclass archetype's dedication feat if you're a member of the class of the same name (for instance, a fighter can't select the Fighter Dedication feat).

KEY TERMS

You'll see the following key terms in several archetypes.

Flourish: Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per round.

Stance: A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you use a stance action again, whichever comes first. After you take an action that has the stance trait, you can't take another one for 1 round. You can enter or be in a stance only in encounter mode. You can Dismiss a stance.

Guns Archetype List

The following archetypes each allow you to build a character with strong ties to gears and gadgets.

- The **gunslinger** multiclass archetype (page 127) adds some gunslinger options to characters of any other class.
- The **artillerist** archetype (page 128) launches powerful attacks from siege weapons and heavy artillery.
- The **beast gunner** archetype (page 130) forms a mystic bond with a powerful beast gun, gaining spells and magical abilities in the process.
- The **bullet dancer** archetype (page 132) performs a unique form of martial arts focusing on various uses of firearms.
- The **demolitionist** archetype (page 133) sets explosives that trap foes and demolish edifices.
- The **fireworks technician** archetype (page 134) launches fireworks for a variety of interesting special effects.
- The **pistol phenom** archetype (page 136) combines flashy pistol work with a powerful personality to take control of any situation.
- The **sniping duo** archetype (page 138) teams up with a spotter of their choice in order to gain benefits helping both the sniper and their spotter.
- The **spellshot class** archetype (page 140) adds magical options to the gunslinger class.
- The **unexpected sharpshooter** archetype (page 142) is either incredibly lucky or secretly extremely skilled. Whichever is the truth, such a character always seems to hit their targets and dodge attacks as if propelled forward by some uncanny power.

GUNSLINGER

You like a weapon that makes an impression almost as much as you like making an impression.

MULTICLASS GUNSLINGER CHARACTERS

Gunslinger is a great fit for dexterous characters who want a weapon that hits hard from a distance, especially rangers and rogues. Spellcasters with *sure strike*, especially witches and bards with their one-action cantrips, might favor firearms with the fatal property and gunslinger abilities that improve options for supporting their allies.

GUNSLINGER DEDICATION — FEAT 2

UNCOMMON ARCHETYPE DEDICATION MULTICLASS

Prerequisites Dexterity +2

You excel in using specific types of ranged weapons. You have familiarity with martial crossbows and firearms, treating them as simple weapons for the purposes of proficiency. You gain access to uncommon martial and simple crossbows and firearms that do not have an ancestry trait. You become trained in gunslinger class DC.

Choose a gunslinger way. You become trained in your way's associated skill; if you were already trained in this skill, you become trained in a skill of your choice. You don't gain any other abilities from your choice of way.

BASIC SHOOTING — FEAT 4

ARCHETYPE

Prerequisite Gunslinger Dedication

You gain a 1st- or 2nd-level gunslinger feat of your choice.

ADVANCED SHOOTING — FEAT 6

ARCHETYPE

Prerequisite Basic Shooting

You gain one gunslinger feat. For the purpose of meeting its prerequisites, your gunslinger level is equal to half your level.

Special You can select this feat more than once. Each time you select it, you gain another gunslinger feat.

SLINGER'S READINESS — FEAT 6

ARCHETYPE

Prerequisites Gunslinger Dedication

You've learned a gunslinger's tricks for staking out your territory in a fight. You gain the initial deed for the way you selected with Gunslinger's Dedication.

PRACTICED RELOADS — FEAT 10

ARCHETYPE

Prerequisites Gunslinger Dedication

You've mastered the reloading techniques and methods usually practiced by only the most dedicated firearm professionals. You gain the slinger's reload for the way you selected with Gunslinger's Dedication.

ADVANCED FIREARM FAMILIARITY — FEAT 12

ARCHETYPE

Prerequisites Gunslinger Dedication, expert in any kind of weapon or unarmed attack

You have familiarity with advanced firearms, treating them as martial weapons for the purposes of proficiency. You gain access to all uncommon firearms.

EAGLE EYE — FEAT 12

ARCHETYPE

Prerequisites Gunslinger Dedication, expert in Perception

Your practice with crossbows and firearms has sharpened your attention to detail. You become a master in Perception.



Artillerist

"Load Pathfinders, load! That fey-blighted moth will be coming around for another pass quick as a blink and if we don't meet it with a rain of cannon fire, you'll be wishing you had a diving suit like mine. Steady the aim there! Steady... fire!"

—Khoumrock Blackthorne, captain of the *Unsinkable* and self-proclaimed slayer of "giant evil moth gods."

The artillerist's maxim holds that while fights might be won with swords, battles are won with cannons and wars are won with a full suite of siege engines led by a competent crew. Towards this goal, artillerists master an array of massive machines including trebuchets, siege towers, catapults, hwachas, and all other lethal miscellanea of a combat engineers' corp. As a true artillerist, you leave the penny-ante pistols and knives to those who only need to operate on a small scale. You're a consummate professional in the art of big guns, a maestro at merging mathematics and manpower to transform whatever castle wall, infantry battalion, or rampaging dragon offends you into a smoking crater in the ground.



You're not just some daredevil demolitionist, though. You're part of a team, accustomed to coordinating with your unit to maximize your time and effectiveness. Whether jumping in to help your crew load the next round, quickly calculating the trajectory of the engine's next shot, or taking the shot yourself, your presence on the team ensures their chances of success are maximized, creating a whole that is greater than the sum of its parts.

Artillerist Dedication — Feat 2

ARCHETYPE DEDICATION

Prerequisites trained in martial weapons

Artillery is a team sport, where every member of the crew has to rely on the other members. At best, a mistake might just waste time. At worst, a misaligned fuse or a badly set pin could cause the whole thing to explode. You've taken these lessons to heart, and so your presence on an artillery team assists the entire team at every aspect of the siege weapon's deployment and usage. If you're serving on a siege weapon crew, you and all other members gain a +2 circumstance bonus to any checks to Load, Aim, move, or Repair the weapon. When you Aim a siege weapon, you can move the weapon's aim twice as far as normal.

Named Artillery — Feat 4

ARCHETYPE SKILL

Prerequisites trained in Crafting

It is a tradition among artillerists to name the siege weapon most important to them and closest to their heart—much as a sailor on a ship, the weapon is their livelihood. You've gone a step further, and you always make sure that your named artillery has the best possible maintenance and upkeep. You can spend a full day adjusting and working on a single siege weapon to designate it as your named artillery. The siege weapon you designated as your named artillery gains a +2 circumstance bonus to AC, Fortitude saves, and Reflex saves as well as additional Hit Points equal to twice your level.

During your daily preparations, you must spend at least one hour on maintenance to service your named artillery. If you fail to do so, or if you spend a full day designating a new piece of named artillery, the previous named artillery loses any benefits from this feat. Only one artillerist can designate a particular siege weapon as their named artillery, even if several artillerists are serving on the same siege weapon's crew (though it's typically more efficient for a group with several artillerists to divide them up, assigning one to each siege weapon).

SHORTHANDED FEAT 4

ARCHETYPE

Typically, a siege weapon is meant to be run by a crew with a very specific minimum number of members designed to ensure that your crew can account for every possible variable and necessity in loading, aiming, and firing the weapon. In a pinch, however, you can operate it with fewer people, provided you know what you're doing. You can operate a siege weapon with fewer than the minimum number of crew, at an increasing penalty. You and your crew take a –2 penalty to checks to Load, Aim, Launch, move, or Repair the weapon for each person below the minimum crew. The maximum number of missing minimum crew members you can handle with this feat is 5. For example, if a siege weapon had a minimum crew size of 8, you would still need a crew of 3, and you would take a –10 penalty when doing so.

CANNON CORNER SHOT FEAT 6

ARCHETYPE

By loading special ammunition in a particular way, you can make your siege weapons do all manner of tricks that other siege engineers can barely even imagine. If you personally contribute an additional Load action to the siege weapon's loading, above the minimum, you can change a burst into a line twice as long as the size of the burst, or vice versa (so a 10-foot burst turns into a 20-foot line, or a 20-foot line turns into a 10-foot burst).

FIELD ARTILLERY ❖ FEAT 6

ARCHETYPE

Prerequisites expert in Crafting

While castles are generally obliging enough to stay in one place, out in the field positioning is of paramount importance—a gun in the wrong place is worse than useless. You can Interact with an adjacent mounted siege weapon to increase its Speed by 10 feet for one round.

LIVE AMMUNITION FEAT 8

ARCHETYPE

There are generally few things as ill-advised as being shot out of a cannon or launched by a trebuchet, but people use the tactic every so often in a desperate situation. While it's more humane to use this strategy with mindless constructs or undead, occasionally an exceedingly foolhardy adventurer demands the opportunity to try it. Loading a creature requires two additional Load actions, which you must conduct personally. The creature must be willing, unconscious, or restrained throughout the process, and the siege weapon must be physically capable of firing the creature in question, based on their size and shape. Typically, that means ballistae don't qualify, for example—nor do auto-catapults which require specifically-sized balls—but normal catapults and onagers work just fine. When you Launch the weapon, if the weapon usually targets an area, you target a single 5-foot square instead. The siege weapon deals its normal damage to its target, or to the modified area, and to the creature fired.

LEADING WITH A CANNON

A proper artillerist is more than an engineer, though their skills in that field certainly shouldn't be underestimated. When a war becomes unavoidable, the presence of knights and pikemen might decide a skirmish or battle, but a well-trained artillerist with a reliable squad and a few good siege weapons can make the difference between prolonged months of battle with countless lives lost and a shorter, less bloody affair with fewer deaths and a more lasting victory.

Castles and fortifications are critical tools for holding land in a world full of empires, kingdoms, and duchies all vying for power. Many wars are won or lost not based on the military might of either side, but on a castle's ability to withstand an extended siege. Without a team of engineers capable of penetrating a castle or keep's defenses, the occupants can wait out an invading force for as long as they have enough food and water to keep their citizens and defenders healthy and fed. Many wars have been "won" when the besieged force manages to last through a single winter. Besieging armies whose supply lines break down due to snow-clogged passes or insufficient cold weather gear are forced to retreat due to losses from poor hygiene or hypothermia long before attrition has had an opportunity to impact their opponents.

An artillerist changes this dynamic, completely rewriting the rules of war. Rather than time being on the side of the besieged, it becomes the tool of the besieger. Each day that passes while a skilled artillerist hammers the castle walls with cannon fire and catapult stones brings the fortifications ever closer to crumbling down. Some wise nobles and warlords who realize their opponents have brought siege weapons, especially powerful black powder siege weapons like cannons, will choose to negotiate surrender before battle is even started, recognizing an inevitable defeat that can be staved off temporarily by sacrificing many soldiers but not thwarted without outside intervention.

Ruthless or evil artillerists, or the warlords they follow, might take things a step further, specifically targeting granaries to starve enemies out or launching rotting food, corpses, or diseased livestock into parts of the town near water sources. As food and water supplies dwindle, so too does the morale of the castle's inhabitants and defenders. Even a stubborn noble or warlord will find it hard to continue resisting a siege when their own troops mutiny and their citizens begin seeking a way out.

MASTER SIEGE ENGINEER FEAT 16

ARCHETYPE

What you don't know about artillery isn't worth knowing and your mastery allows you to perform an impossible number of actions as part of a siege weapon's crew. You're permanently quickened. You can only use the extra action to Aim or Launch a siege weapon.

Beast Gunner

The art of creating the weapons most commonly referred to as "beast guns" (page 154) is truly ancient, with the first iterations of the weapons created on the continent of Arcadia well over 10,000 years ago. This means that beast guns predate all other forms of firearm crafting in Arcadia, even the legendary star guns, whose secrets have been lost to the ages. The tradition of designing beast guns has persisted throughout Arcadia well into the modern era, though it has become increasingly rare as the proliferation of classic firearms and the prestige associated with star guns has allowed more people access to equivalent destructive power without the intense requirements behind crafting a beast gun. However, beast gunners remain virtually unknown outside of Arcadia.



The art of bonding to a beast gun and gaining the full magic of a beast gunner is an extended ritual with multiple steps, beginning with the hunt. A person seeking to bond to a beast gun typically does so with a brand new weapon made after they hunt down the creature themselves. This involves telling the story of the hunt, the beast, and the weapon created from the hunted creature. Finally, the weapon is carefully modified and tailored to ensure a proper bond between the beast gun and the prospective beast gunner. However, it's also possible to bond to an heirloom beast gun passed down through the generations by adding symbolic fresh components from the same kind of creature, after performing the same ritual hunt necessary to forge a new weapon with the intent of establishing a bond.

To perform the ritual the prospective beast gunner must first plan a hunt to slay the creature corresponding to the beast gun. Typically, these ritualized hunts can include up to five assistants plus hunting beasts like canines or birds who help corner the beast and bring it down. If the assistants are significantly more powerful than the hunted creature, or if there are so many assistants the creature never stood a chance at survival, the magic simply fails during the bonding process and the hunt and organic materials are wasted, usually much to the shame and chagrin of the hunter. The same doesn't apply if the prospective beast gunner hunts the creature alone, even if they are significantly more powerful than the creature, such that the creature never stood a chance against them in a one on one fight.

You're one of those who successfully completed the hunt and bonded with your prized weapon.

Additional Feats: 8th Call Gun (page 141)

Beast Gunner Dedication — Feat 6

UNCOMMON ARCHETYPE DEDICATION MAGICAL

Prerequisites expert with at least one type of firearm, trained in Arcana or Crafting, you own a beast gun and have slain the type of creature associated with your beast gun in a fair hunt (see above)

You've unlocked the first hints of your weapon's hidden potential. You treat all beast guns as martial firearms when determining your proficiency with them, even beast guns that are normally advanced weapons. You can change your bonded beast gun to another beast gun you own each day during your daily preparations, as long as you've previously performed a ritual hunt associated with the new beast gun.

The beast gun also acts as a conduit, amplifying any latent or active magic power you have. Unlocking this ability allows you to master it with other magical firearms. You learn to cast spontaneous spells and gain the Cast a Spell activity. You gain

a spell repertoire with one cantrip of your choice, from either the arcane or primal spell list. You choose this cantrip from the common spells on your chosen spell list or from other spells you have access to on the list. This cantrip must require a spell attack roll. You're trained in spell attack rolls and spell DCs for arcane or primal spells, whichever of the two traditions you chose. Your key spellcasting ability for these spells is either Charisma or Intelligence, chosen when you take this feat.

If you already cast arcane or primal spells from spell slots, you learn one additional cantrip from that tradition. If you're a prepared caster, you can prepare this spell in addition to your usual cantrips per day; if you're a spontaneous caster, you add this cantrip to your spell repertoire.

You also gain Spellsling.

Spellsling ❖❖❖ **Requirements** You're wielding your bonded beast gun or another magic firearm; **Effect** You Cast a Spell that takes 1 or 2 actions to cast and requires a spell attack roll. The effects of the spell do not occur immediately but are imbued into the beast gun you're wielding. Make a Strike with that beast gun. Your spell flies with the ammunition, using your attack roll result to determine the effects of both the Strike and the spell. This counts as two attacks for the purposes of determining your multiple attack penalty, but you don't apply the penalty until after you've completed resolving the attack and spell.

Special If you also have the Spell-Woven Shot action (page 141) you can load and activate a piece of magical ammunition as a free action before making a Spellsling attack once per 10 minutes.

BASIC BEAST GUNNER SPELLCASTING — FEAT 8

ARCHETYPE

Prerequisites Beast Gunner Dedication

You've unlocked the first secrets of beast guns, granting you your own pool of magical might through the amplifying power of their synergistic magic. You gain the basic spellcasting benefits (*Player Core* 215). Each time you gain a spell slot of a new rank from this archetype, add a spell of the appropriate spell rank to your repertoire, either a common spell of your chosen tradition or another spell of that tradition you've learned or discovered.

DRAIN VITALITY ❖ — FEAT 10

ARCHETYPE MAGICAL

Prerequisites Beast Gunner Dedication

Frequency once per minute

Requirements You have possession of your bonded beast gun.

You draw out the bestial magic energy within your bonded beast gun to fortify yourself, purge ongoing harm, and bolster your life force with a sheath of swirling life essence. You gain temporary Hit Points equal to your level and attempt a flat check against any ongoing persistent damage, using the DC appropriate for particularly effective assistance. Using this ability depletes the magic within your bonded beast gun, preventing you from using any of its activated abilities until the end of your next turn.

CHOOSING YOUR BEAST GUN

A beast gunner's bond with their beast gun is deep and mystical, so if you hope to be a successful beast gunner, it's important to choose a beast gun that suits your temperament, magic, and combat style. For example, if you favor strength and intimidation, a *screech shooter* is the right choice for you, whereas a *spider gun* might be optimal if you prefer a more careful style of setting up the battlefield in advance. Similarly, a *tentacle cannon* is slow and methodical and can hold an enemy in place at close range, while a *drake rifle* is energetic and mobile and can be used to attack from a great distance. Each beast gun has a personality and magical abilities that attract people who value them. For this reason, some experienced beast gunners say the weapon chooses you.

EXPERT BEAST GUNNER SPELLCASTING — FEAT 12

ARCHETYPE

Prerequisites Basic Beast Gunner Spellcasting or Spellshot Dedication

You've learned the deeper secrets of beast guns, making you an expert in the magic they grant you. You gain the expert spellcasting benefits (*Player Core* 215).

CONTROLLED BULLET ❖❖ — FEAT 16

ARCHETYPE MAGICAL

Prerequisites Beast Gunner Dedication

Frequency once per day

You guide your weapon's next shot by taking control of the projectile directly, steering it through the air to hit target after target. Make a beast gun Strike against a creature within the first range increment. On a hit, the shot tears through the target and continues toward another target you can see. You make a Strike against this new target. The new target must be no farther from the previous target than a distance equal to the beast gun's range increment. For example, the new target must be within 150 feet of the previous target when attacking with a *drake rifle*. On a hit, you can direct the bullet toward a new target.

You can continue to make Strikes against new targets in this same way until your attack misses, at which point your shot dissipates. You can't make a Strike against a target you already attacked during this use of Controlled Bullet, but you can otherwise continue to make attacks against valid targets until you miss. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you've made all your attacks.

MASTER BEAST GUNNER SPELLCASTING — FEAT 18

ARCHETYPE

Prerequisites Expert Beast Gunner Spellcasting or Expert Wizard Spellcasting

You've learned the final truth of beast guns, making you a master in the magic they grant you. You gain the master spellcasting benefits (*Player Core* 215).

Bullet Dancer

While most monastic orders and traditional fighting schools shun firearms as loud and unreliable technology for unskilled conscripts, you fuse flourishing feints and ricocheting gunplay into a whirling ballet of bullets. As a bullet dancer, you might become the target of brash duelists and gladiators looking to make a name for themselves. But you tend to welcome the attention and might have proven your reputation while dancing your deadly ballet in tournaments from Tymon to Goka. You've found your fluid motions and explosive attacks to be crowd-pleasers, even as they serve to confound and shock your foes.

Additional Feats: 4th Qi Spells (*Player Core 2* 119), Pistol Twirl; **6th** Black Powder Boost; **8th** Snap Shot (*Player Core* 160); **12th** Trick Shot; **14th** Ricochet Shot; **16th** Showstopper, Two-Weapon Fusillade



Bullet Dancer Dedication — Feat 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites expert in unarmored defense

You mix guns and melee into a deadly art. You gain the Bullet Dancer Stance action. You are also granted familiarity with bayonets, reinforced stocks, martial firearms, and martial combination weapons; for the purposes of proficiency and abilities from this archetype, you treat bayonets, reinforced stocks, martial firearms, and martial combination weapons as simple weapons. You gain access to uncommon combination weapons that have a firearm ranged form.

Bullet Dancer Stance ❖ (stance)

Requirements You're unarmored and wielding a simple firearm or simple combination weapon; **Effect** You enter a specialized stance for a unique martial art centered around the use of simple firearms. While in this stance, the only Strikes you can make are those using bayonets, reinforced stocks, simple firearms, and simple combination weapons. You can use Flurry of Blows with these weapons. You can use other monk feats or monk abilities you have that normally require unarmed attacks with bayonets, reinforced stocks, and the melee component of simple combination weapons, so long as the feat or ability doesn't require a single, specific Strike. You can also use them with simple firearms when attacking within half the first range increment.

Bullet Dancer Burn — Feat 4

ARCHETYPE

Prerequisites Bullet Dancer Stance

Requirements You're wielding a simple combination weapon or an attached bayonet or reinforced stock.

The fiery blaze of your weapon shocks your enemies. While in Bullet Dancer Stance, when you successfully Strike an opponent with the melee form of a combination weapon or a bayonet or reinforced stock attached to a simple firearm, the next ranged Strike you make against that opponent doesn't trigger reactions that would trigger on a ranged attack, such as Reactive Strike. While in Bullet Dancer Stance, when you make a successful ranged Strike against an opponent within your melee reach using a firearm, the next melee attack against that opponent with that weapon or a weapon attached to it deals an additional 1 fire damage and 1 persistent fire damage per weapon damage die of the attached firearm.

The benefit on your next Strike from either use of Bullet Dancer Burn is lost if not used by the end of your next turn.

Black Powder Blaze ❖❖ — Feat 8

ARCHETYPE

Prerequisites Black Powder Boost

Requirements You're wielding a loaded firearm.

You launch yourself across the battlefield. Stride and use Black Powder Boost. Make a melee Strike with an attached weapon or the required weapon's combination melee form, at any point during the Black Powder Boost.

Special If you have Bullet Dancer Burn, apply the additional fire damage to the granted Strike.

Bullet Dancer Reload ❖ — Feat 10

ARCHETYPE FLOURISH

Prerequisites Bullet Dancer Burn

Requirements You're in Bullet Dancer Stance.

You've learned to reload your firearms with uncanny grace, the ammunition simply falling into place as though part of a well-practiced kata. You Strike with a simple firearm, and then Interact to reload that same firearm. You don't need a free hand to reload your weapon in this way.

Ranged Disarm ❖ — Feat 14

ARCHETYPE

Prerequisites Bullet Dancer Dedication, Trick Shot

Requirements You're wielding a simple firearm or simple combination weapon.

When using a simple firearm, you can shoot objects right out of your enemy's hands. Attempt to Disarm the target using a ranged attack roll with the required firearm or combination weapon, instead of attempting an Athletics check against the target's Reflex DC.

Demolitionist

As rippling explosions bring a castle's walls tumbling down, you grin and wipe the stone dust of your handiwork from your face. Brute force might work for others, but applying science to place the right explosives in just the right spot is essential to your craft. You are a demolitionist and you eschew the more nuanced forms of scientific combat in favor of devastating explosions. Timing and a well-placed bomb are your perfect tools.

Additional Feats: 4th Alchemical Assessment (*Player Core 2* 63); **8th** Directional Bombs (*Player Core 2* 66); **12th** Expanded Splash (*Player Core 2* 67)

DEMOLITIONIST DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

You know how to set explosives to cause the maximum possible damage to buildings and other structures. You become trained in Engineering Lore or become an expert in it if you were already trained. You gain the Set Explosives action.

Set Explosives ◆◆ (concentrate) **Requirements** You have 1 or 2 bombs in hand; **Effect** You attach the bombs to an inanimate object within your reach, such as a door, wall, or column, and rig them to detonate at a set time. The bombs explode at a specific time you determine (such as after your next action or at the start of your next turn, to a maximum of 1 minute), dealing their damage and splash damage to the inanimate object. Combine this damage for the purpose of resistances and weaknesses, and this damage ignores an amount of the object's Hardness equal to your level. Any creatures adjacent to the hazard take the bombs' splash damage, also combined for the purpose of resistances and weaknesses. As a reminder, since you didn't throw the bombs, Calculated Splash and similar effects don't apply. Making sure your timing is correct requires concentration, so you can't Set Explosives again while you're waiting for a previously set bomb to detonate.

SAFETY MEASURES FEAT 4

ARCHETYPE

Prerequisites Demolitionist Dedication

You're often careful to be sure you're not hoisted on your own petard, or anyone else's, for that matter. When you have cover from a bomb, you gain resistance to damage caused by that bomb equal to half your level, plus a value equal to the circumstance bonus to AC granted by the cover. You gain these benefits against your own bombs regardless of whether you have cover.

EXPLOSIVE ENTRY ◆◆ FEAT 7

ARCHETYPE

Prerequisites Demolitionist Dedication, master in Engineering Lore

You know exactly how to make a memorable entrance... by detonating a bomb to produce a devastating explosion, of course! You Set Explosives on a door, window, container, or heavy gate. When the explosives detonate, you can attempt an Engineering Lore check to Force Open the target. If a bomb would add an item bonus to attack rolls, add that item bonus to your Engineering Lore check. Since you're blasting your way in, you can't avoid breaking the object or structure. If you roll a critical success, you get a success instead.

CONTROLLED BLAST FEAT 8

ARCHETYPE

Prerequisites Demolitionist Dedication; Calculated Splash, Directional Bombs, or Expanded Splash

You maximize the effectiveness of your explosives by controlling every possible parameter of the blast meticulously. If you have the Directional Bombs feats, you can use it with Set Explosives or Demolition Charge, even though you didn't throw the bombs. If you have the Calculated Splash or Expanded Splash feats, you can apply the additional splash damage to one of the bombs when you Set Explosives or use Demolition Charge, and you can apply the increased splash area from Expanded Splash to all the bombs.

COLLAPSE WALL ↷ FEAT 12

ARCHETYPE

Prerequisites Demolitionist Dedication

Trigger A creature moves into the bombs' splash area.

Requirements You're within 30 feet of an area where you rigged bombs on a wall, cliff face, or similar vertical surface with Set Explosives or Demolition Charge.

You detonate the required bombs in order to bring a wall down on a creature. If your bombs deal enough damage to reduce the wall's Hit Points below its Broken Threshold, the wall partially collapses on the creature. The creature takes bludgeoning damage equal to the damage dealt to the wall (basic Reflex save; the DC for this save is equal to your class DC or spell DC, whichever is higher). On a failure, they must spend an Interact action to dig themselves out of the collapse, and on a critical failure, they must spend 2 Interact actions to do so.

Firework Technician

The brilliant display of cascading lights and flickering aerial flowers, the thunderous boom, the sizzling crackle, and piercing screech—these are the stock and trade of your craft. You know how to perfectly pair light and sound to create fireworks displays that can amaze children and adults, comfort friends, and even confound your foes.

As a fireworks technician, you might be an itinerant wanderer, roaming from town to town and developing your craft on your own. In that case, you make a living on the road, selling fireworks to the townsfolk, setting up public displays upon request and receipt of payment, and even tailoring individualized performances to those wealthy or interesting enough to be worthy of receiving their own private show.

On the other hand, you might be part of an established fireworks house from Tian Xia or Vudra and rely on teamwork to perfect your various formulas and displays. Hoping to produce the next great innovation in fireworks technology, you often send back the notes from your studies and field demonstrations to esteemed colleagues from your fireworks house, seeking their opinions on your next big idea.

Alchemists and gunslingers naturally make excellent fireworks technicians, though anyone can learn the craft.

Firework Technician Dedication — Feat 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Crafting

You've learned the secrets of making fire and sound bloom using black powder, metals, and paper. You most likely came by this knowledge through formal training with a fireworks house in Tian Xia or a fireworks company from Vudra, though perhaps you mastered fireworks completely by yourself after finding a secret stash in an old shipwreck.



You become trained in Fireworks Lore or become an expert if you were already trained in it. You gain the Alchemical Crafting feat, the advanced alchemy benefits (*Player Core 2* 174), and the Quick Alchemy benefits (*Player Core 2* 174), creating up to 4 versatile vials during your daily preparations. You can replenish these vials during exploration just like an alchemist can. You can use your versatile vials to make fireworks, Launch a Fireworks Display, and use other feats from this archetype (see below).

You can also create a special item called a fireworks display using your daily alchemical consumables from your advanced alchemy benefits. These displays are designed to create distinctive effects you can use to make onlookers marvel and even to gain an advantage in combat. You gain the Launch Fireworks action and learn some basic effects. You can learn additional, more complex displays that use your daily fireworks display resources through other firework technician feats. The DC for any display is equal to your class DC or spell DC, whichever is higher.

Launch Fireworks ❖ to ❖❖❖ (see below); (manipulate) **Cost** 1 versatile vial; **Requirements** You have a free hand; **Effect** You set off a fireworks display. You can launch a normal firework to simply create a visual or audible signal within 20 feet or you can choose one of the following special effects. A firework display has the listed traits, and if it costs more than 1 batch of infused reagents, it is noted in its Cost entry.

Comet ❖ (visual) You shoot a streak of shining light in a 60-foot line. All spaces in that line are lit with bright light until the start of your next turn. As part of this action, you can also Point Out a single creature in the line, and your allies do not need to hear or understand you.

Flower ❖ (visual) You ignite a ring of sparks, creating a shape that might be reminiscent of a flower blooming in the sky. Each enemy with 20 feet of you must attempt a Fortitude save. On a failure, the enemy is dazzled for 1 round, and on a critical failure they are dazzled for 2 rounds.

Salute ❖ (auditory) You create a startling bang or whistle, adding an auditory component to your fireworks display. When you launch a salute display, you can choose a confused or fascinated ally within 60 feet. If the ally you chose is fascinated, the noise is so violent that it acts as a hostile effect for the purpose of their fascinated condition (though it has no negative repercussions) automatically ending most applications of the fascinated condition. If they're confused, the sound is so loud and violent that it might snap the ally out of confusion. They can immediately attempt the flat check to remove the confused condition which normally occurs when a creature is damaged. If the confused condition has special rules that remove the flat check when taking damage or make the flat check harder, those rules also apply to the salute.

Coughing Dragon Display — Feat 4

ARCHETYPE

Prerequisites Firework Technician Dedication

This display emits a cascade of loud bangs or glittering trails. While you initially designed the display to captivate your audience's attention, it turns out to have a surprisingly effective use in combat, suppressing auditory or visual effects behind your magnificent display. You gain the Coughing Dragon fireworks display.

Coughing Dragon ◆◆ **Cost** 1 fireworks display; **Effect** Choose either auditory or visual effects. The display gains that trait, and you attempt to counteract one or more effects within 60 feet that have this trait. On a success, the effect is suppressed until the start of your next turn, rather than ending entirely. Use your Fireworks Lore modifier as your counteract modifier, and your counteract rank is equal to half your level (rounded up). A coughing dragon costs 2 batches of infused reagents rather than 1, but you can increase the cost to 3 batches and spend an additional action to create an even bigger coughing dragon display that attempts to counteract both auditory and visual effects at the same time.

EXPERT FIREWORKS CRAFTER FEAT 6

ARCHETYPE

Prerequisites Firework Technician Dedication, expert in Crafting

You're particularly adept at crafting fireworks, allowing you to create more powerful fireworks than you otherwise could. When creating fireworks displays using your advanced alchemy benefits, you create 2 fireworks displays for each of your daily consumables that you expend.

JUMPING JENNY DISPLAY FEAT 8

ARCHETYPE

Prerequisites Firework Technician Dedication

This multi-sequence rocket blasts confetti at a series of altitudes. While the design is intended to delight children of all ages, you've found it has an unexpected side effect of confounding enemy fliers. You gain the Jumping Jenny fireworks display.

Jumping Jenny ◆ **Cost** 1 fireworks display; **Effect** Target a flying creature within 60 feet. Until the start of your next turn, each time that creature attempts to Fly, they must succeed at an Acrobatics check to Maneuver in Flight against the DC of your fireworks display, or the Fly action is disrupted. If all the creature's attempts to Fly are disrupted, at the end of its turn, it falls harmlessly to the ground below. A jumping jenny costs 2 batches of infused reagents, rather than 1.

GOBLIN JUBILEE DISPLAY FEAT 10

ARCHETYPE

Prerequisites Firework Technician Dedication

Flames and explosions sear the air in a riot of color and devastation that rivals that wrought by even the wildest goblin party. The display is both so beautiful and chaotic that, while mesmerizing, it poses a significant risk to the physical health, sight, and hearing of anyone who gets too close.

DESCRIBING YOUR FIREWORKS DISPLAY

As a firework technician, the exact visuals of your character's special abilities might matter significantly to you. No two firework technicians use exactly the same fireworks display, even if they come from the same fireworks house and both use the same feat to generate the display. In fact, it's likely that when you use a feat from the firework technician archetype, the resulting display remains a bit different each time as you tinker, perfect, and refine your technique. Even so, you probably have a few themes that you prefer for each of your firework technician feats. For instance, your Coughing Dragon Display might appear in the sinuous serpentine shape of a literal imperial dragon, coughing out glittering trails. It might also resemble a simple series of geometric shapes, an enigmatic spiraling aeon trailing off in a shape with radial symmetry, a pattern shaped like a tree blossoming with flowers in the sky, or anything else you can imagine. To help your fellow players visualize what your character is doing, you might come up with some go-to descriptions or draw art depicting some of your favorite displays.

You gain the Goblin Jubilee fireworks display.

Goblin Jubilee ◆◆◆ (fire, sonic, visual) **Cost** 1 fireworks display; **Effect** Chaos fills a 20-foot burst within 120 feet. All creatures in the area takes 3d6 fire damage and 3d6 sonic damage and must attempt a Fortitude save. You can expend versatile vials to increase the potency of this effect; for each versatile vial you expend as part of this display, increase the fire and sonic damage by 1d6 each.

Critical Success The creature is unaffected.

Success The creature is dazzled and deafened until the end of its next turn and takes half damage.

Failure The creature is dazzled and deafened for 1 minute and takes full damage.

Critical Failure The creature is blinded for 1 round, dazzled and deafened for 1 minute, and takes double damage.

BANSHEE CRY DISPLAY FEAT 12

ARCHETYPE

Prerequisites Firework Technician Dedication

You've learned how to unleash a sudden and disruptive noisemaker at just the right moment in your display, a technique that can cause a spellcaster to fumble the phrasing of their magic. You gain the Banshee Cry fireworks display.

Banshee Cry ↻ **Trigger** A creature within 30 feet Casts a Spell or Activates an Item using a concentrate Activation; **Effect** You expend 1 fireworks display or 3 versatile vials to set off a firework that explodes with a loud screech near the creature. The creature must attempt a Will save.

Success The creature is unaffected.

Failure The creature must use an additional action on the triggering action or activity, or it's disrupted.

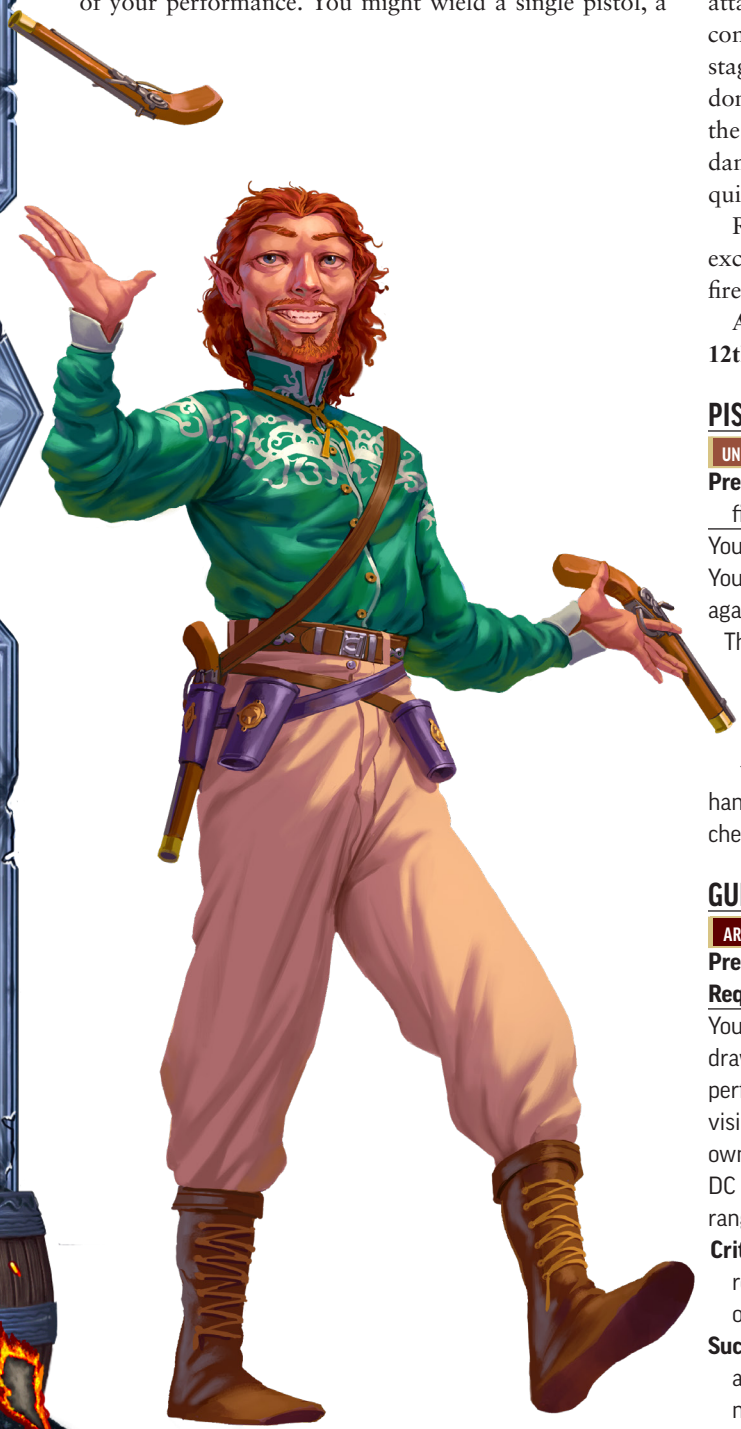
Critical Failure The triggering action is disrupted.

Pistol Phenom

"You saw what I can do, so you know I'm telling the truth when I say that I don't miss. That was just a warning shot. Now if you'd kindly empty out that coffer into my bag of holding, I don't see any need for this to get unpleasant. Do you?"

—Unidentified pistol-twirling aiuvarin desperado, just before absconding with the funds a corrupt Alkenstar shield marshal planned to use to bribe a judge

You treat combat as an art and your pistol as an extension of your performance. You might wield a single pistol, a pair of pistols, or a pistol paired with a melee weapon to pull off showy maneuvers. However you slice it, though, the use of pistols or other one-handed firearms is crucial to your technique and style.



To you, everything is a show, and you use your gun as a prop and instrument, not just to kill opponents but to trick, mislead, hinder, and even bully them into doing what you want them to do. While others tend to focus on delivering as much devastation downrange as possible, your style is all about control. By controlling a foe's attention and actions, you can bolster your own attacks and mitigate the foe's potential for mayhem. You control the tempo of the battle much as you would a staged performance, carefully ensuring your foe's actions don't fall outside of your intended script. You're both the director and the star of this show, and your enemies dance to the tune you play with your pistol... sometimes quite literally!

Rogues, gunslingers, and outwit rangers all make excellent pistol phenoms, though anyone with access to firearms can benefit from this archetype.

Additional Feats: 4th Sword and Pistol (page 111); **12th** Trick Shot (page 116); **16th** Showstopper (page 118)

Pistol Phenom Dedication — Feat 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites access to at least one type of one-handed firearm, trained in Deception, trained in Performance

You catch an opponent off-guard by spinning your weapon. You gain the Pistol Twirl gunslinger feat, enabling you to Feint against creatures within your weapon's first range increment.

This otherwise serves as Pistol Twirl for the purpose of meeting prerequisites, although as normal, it doesn't count as another pistol phenom feat for the purpose of meeting Pistol Phenom Dedication's special entry and taking another archetype. Whenever you Feint with a one-handed firearm, you can choose to attempt a Performance check instead of a Deception check.

Gunpowder Gauntlet ❖ — Feat 4

ARCHETYPE

Prerequisites Pistol Phenom Dedication

Requirements You're wielding a loaded one-handed firearm.

Your flair keeps foes' attention, as your motions with your gun draw your foes into a deadly game. As you toy with them and performatively brandish your weapon, you build their tunnel vision, leaving them trapped in a perceptual gauntlet of your own making. Attempt a Performance check against the Will DC of a single target within your one-handed firearm's first range increment.

Critical Success The target takes a –2 status penalty to attack rolls against creatures other than you until the beginning of your next turn.

Success The target takes a –1 status penalty to attack rolls against creatures other than you until the beginning of your next turn.

DAZZLING BULLET ◆ FEAT 6

ARCHETYPE FLOURISH

Prerequisites Pistol Phenom Dedication

Your tricks discombobulate your opponent, leaving spots in their vision from the bright flash of your gunshot reflected straight into their eyes (or other visual organs). Attempt a Performance check against the target creature's Will DC and make a ranged firearm Strike against that target. If the Strike deals damage to the target creature and you succeed at the Performance check, the creature is dazzled for 1 round.

HOT FOOT ◆ FEAT 8

ARCHETYPE

Prerequisites Pistol Phenom Dedication

Requirements You're wielding a loaded firearm.

Using a carefully aimed shot, you make a creature "dance." You shoot at the ground near a target's feet, causing them to react involuntarily; even mindless creatures have unconscious responses to dodge an attack, and you can capitalize off those uncontrollable reflexes to achieve your aim. As they dance to the sweet tune of your pistol's retort, you ensure your foe can't use whatever nasty surprise they had planned in store for you and your allies. Make an attack roll against the Reflex DC of a target creature within your firearm's first range increment.

Critical Success The creature can't use reactions, is off-guard, and takes a –2 circumstance penalty to Reflex saves. These effects last until the start of its next turn.

Success The creature can't use reactions until the start of its next turn.

PHENOM'S VERVE FEAT 10

ARCHETYPE

Prerequisites Pistol Phenom Dedication

You're possessed with an incredibly vivacious spark that separates you not only from ordinary gun users and gunslingers, but even from other phenoms. Using that distinctive verve, when you perform impeccably and control the scene with your abilities, you also manage to set up your foes for disaster and ensure they remain in your sights for any follow-up attacks you want to make against them. If you critically succeed at a Performance check for Pistol Twirl or a pistol phenom archetype feat, you gain a +1 status bonus to your attack rolls with one-handed firearms and one-handed melee weapons until the end of your turn.

REACH FOR THE SKY ◆◆ FEAT 12

ARCHETYPE AUDITORY VISUAL

Prerequisites Pistol Phenom Dedication

Requirements You're wielding a loaded firearm.

You command the room, firing a gun into the air and ordering everyone to surrender and put their hands in the air. You fire your firearm and then attempt a single Intimidation check to Demoralize each enemy within 30 feet. Creatures who become frightened instinctively put their hands in the air. If they had Raised a Shield, they lose the benefits, as they raise the shield above their head where it's of little use to block attacks. With their hands in the air, each of these frightened creatures can't use reactions or free actions that require their hands, or items held in their hands, until the beginning of their next turn. Regardless of the result, each creature is then temporarily immune to Reach for the Sky for 1 minute.

WHAT MAKES A PHENOM?

Many gunslingers can learn how to twirl a pistol or intimidate a foe, but it's not just your skills that make you a phenom, it's your style and attitude. As a pistol phenom, you understand how to grab everyone's attention with everything you do, especially the way you talk, the way you walk, and the way you use your gun. But what's more, you're well aware of that fact and the power you have over others, and you aren't afraid to flaunt it.

Despite this attitude, or perhaps because of it, as a pistol phenom you likely tend to get along well with groups of allies, understanding both how to take the spotlight to protect your allies and how to share it to make sure they get their time in the sun. The one exception to this can be other pistol phenoms. When two or more pistol phenoms gather in the same group, it's almost inevitable for a duel or other contest to arise. However, such a contest need not end in enmity. Depending on your temperament, and that of the other pistol phenom, the result of the exhilarating rivalry expressed during competition could be a lifelong friendship, albeit one in which you both keep score of your greatest achievements to compare exploits.

WHIRLING KNOCKDOWN ◆◆◆ FEAT 14

ARCHETYPE

Prerequisites Pistol Phenom Dedication

Requirements You're wielding a loaded one-handed firearm and a one-handed melee weapon.

You fire your gun while throwing off a target's balance with your melee weapon. Then, you topple your foe to the ground with the quick orchestrated combination. You don't need to use brute force to do so, or even necessarily to hit with your gunshot; the effect is all about performing perfectly and eliminating your target's movements and options, leaving them no choice but to fall.

Make a ranged firearm Strike against a creature within the reach of your melee weapon and then attempt a Performance check against the creature's Reflex DC. If the Strike critically succeeds, the target takes a –2 circumstance penalty to its Reflex DC against this check. The Performance check has the following effects.

Critical Success The target falls and lands prone. It takes 2d6 bludgeoning damage from the fall.

Success The target falls and lands prone.

Critical Failure Your plans backfired on you, and you're forced to drop your melee weapon in your space.

Sniping Duo

Skilled shooters who don't let their egos get in the way of their efficacy are likely to say that sniping is a two-person job. Taking down a target without giving away your position or giving the opponent a window for reprisal is difficult work that requires teamwork and coordination, as well as a tight-knit bond and shared perspective. Sniping duos live and die by the credo "two heads are better than one," focusing their skills and strategies toward deadly efficiency. Whether your spotter and partner is a fellow ranged combatant or a melee enthusiast, you've learned how to use the openings they provide to devastating effect.

Additional Feats: 4th Assisting Shot (*Player Core* 141), Cover Fire (page 111); **12th** Deflecting Shot (page 115), Redirecting Shot (page 116)

SNIPING DUO DEDICATION — FEAT 2

ARCHETYPE DEDICATION

Prerequisites access to at least one type of weapon in the crossbow or firearm groups, trained in Stealth



When you take this dedication, choose one willing, non-minion ally to act as your spotter. This character does not need to specialize in ranged attacks; a melee partner can be just as effective and maybe even preferable depending on your preferred tactics and weaponry!

As part of your training in this archetype, you train your spotter in the necessary habits and techniques to use your abilities automatically; your spotter doesn't need to spend any feats of their own to grant the effects. You only gain the benefits of your Sniping Duo archetype feats if both you and your spotter are alive and conscious. You and your spotter don't grant your foes lesser cover against one another's Strikes. Whenever you or your spotter successfully Strikes a target, the other member of your duo gains a +1 circumstance bonus per weapon damage die on the damage roll of their next Strike made against that target before the end of their next turn.

You can change your designated spotter by spending 3 days of downtime training with another ally to teach them your techniques and signals.

TRIANGULATE — FEAT 4

ARCHETYPE AUDITORY VISUAL

Prerequisites Sniping Duo Dedication

Your spotter's quick signals help you make even difficult shots seem simple. As long as both you and your spotter can see the target of your attacks, you don't take a penalty for attacking within your second range increment with a crossbow or firearm. The penalty you take for firing into further range increments is –3 for the third range increment, with an additional –2 penalty for each additional increment beyond the third (–5 for the fourth range increment, –7 for the fifth, and –9 for the sixth).

EXPLOIT OPENING ↷ — FEAT 6

ARCHETYPE

Prerequisites Sniping Duo Dedication

Trigger Your spotter critically succeeds at a Strike against a creature, and that creature is within your crossbow or firearm's first range increment.

You take advantage of your spotter's devastating attack to unleash your own follow-up attack. Make a ranged Strike with a +2 circumstance bonus using a loaded crossbow or firearm against the target of the triggering attack.

TARGETED REDIRECTION ❖ — FEAT 6

ARCHETYPE

Prerequisites Sniping Duo Dedication

You aim a shot at your spotter, intending for your spotter to redirect that shot off their own weapon or shield to hit your foe from a better angle, and avoid your foe's cover. If your next action is to make a ranged Strike, you treat your spotter's position as your own for the purposes of determining cover and range. Your spotter must be within your weapon's first range increment and they must use their reaction to redirect your shot.

DUO'S AIM ◆◆ FEAT 8

ARCHETYPE CONCENTRATE

Prerequisites Sniping Duo Dedication

With assistance from your spotter, you aim for an especially accurate attack. Make a crossbow or firearm Strike against a foe either within your spotter's melee reach or the first range increment of a ranged weapon your spotter is wielding. On this Strike, you gain a +2 circumstance bonus to the attack roll and ignore the target's concealment. If you're using a firearm with the kickback trait, you don't take the normal circumstance penalty to this Strike for not having the required Strength modifier or firing without using a tripod.

VANTAGE SHOT FEAT 8

ARCHETYPE

Prerequisites Sniping Duo Dedication

You and your spotter take advantage of each other's attacks to momentarily hide and throw your foes off-balance against your follow-up attack. When you successfully Strike a foe using a crossbow or firearm, your spotter can use a reaction to attempt a Stealth check against the foe's Perception DC. On a success, the foe is off-guard against the spotter's next attack before the end of your spotter's next turn. Similarly, when your spotter successfully makes a ranged Strike against a foe, you can use a reaction to attempt a Stealth check against the foe's Perception DC. On a success, the foe is off-guard against your next attack against them before the end of your next turn.

TAG TEAM ↷ FEAT 10

ARCHETYPE

Prerequisites Sniping Duo Dedication

Trigger You or your spotter misses with a Strike against a creature, and the creature is within the other's melee reach or first range increment.

Your skilled teamwork with your spotter enables you both to assist one another when you falter, using either other's failures as opportunities to strike. If you used Tag Team after your spotter missed the triggering Strike, make a Strike with a crossbow or firearm against the same target with a –2 penalty. If you used this reaction after you missed the triggering Strike, your spotter can use their reaction to make a melee or ranged Strike against the same target. Strikes granted by this feat don't count toward your or your spotter's multiple attack penalty and your or your spotter's multiple attack penalty doesn't apply to the granted Strike.

EAGLE EYES FEAT 12

ARCHETYPE AUDITORY VISUAL

Prerequisites Sniping Duo Dedication

You and your spotter are adept at watching out for one another. As long as you can see or hear each other, neither of you is off-guard to hidden, undetected, or flanking creatures of your level or lower, or to creatures of your level or lower using a surprise attack. However, they can still help their allies flank.

CHOOSING A SPOTTER

The most important aspect when choosing a spotter for the sniping duo archetype is the out of character component; make sure you team up with another player who is excited about the idea of roleplaying out teamwork and coordination in combat, and with granting you benefits and gaining benefits from you. The mechanics of the archetype are not very demanding of your spotter's actions, but that still doesn't mean every player is interested in the narrative component.

Mechanically, a good spotter is likely either another ranged attacker or a melee attacker, and depending on the type of spotter you choose, certain feats might become more or less enticing. For instance, Targeted Redirection is more useful with a melee spotter.

CONCENTRATED ASSAULT FEAT 14

ARCHETYPE

Prerequisites Sniping Duo Dedication

You and your spotter combine your efforts to bring down your target. If you and your spotter both use the Ready activity to make a Strike against the same opponent and choose the same trigger for the readied action, resolve your attacks at the same time. Each of you can use the higher of the two attack rolls for your Strikes, each using your own modifier; this is a fortune effect. If both attacks are successful, total the damage for both attacks for the purpose of resistances and weaknesses.



Spellshot (Class Archetype)

Rarity Uncommon

Spellshots aren't ordinary gunslingers. They come from a tradition of ancient secrets and principles, which they temper with modern innovation and perspective. Spellshots combine magical power into the art of gunplay to create a distinct and mystical way known only to spellshots, enigmatic and unavailable to other gunslingers. The first to identify themselves as spellshots tied their magical traditions to the history of the Star Code and the Crowned Regents in Arcadia. Ancient, reclusive crafters known as the Crowned Regents created star guns, the legendary magical firearms that shoot white-hot blasts of energy. Wielders of star guns became bound together by the Star Code—a set of cultural expectations that defined how one should behave while using these powerful weapons. You can find more information about star guns, the Crowned Regents, and the Star Code on page 206. While spellshot traditions spread from Arcadia, they're still rare in the Inner Sea region.

Additional Feats (*Player Core* 223)**: 4th:** Basic Arcana, Basic Wizard Spellcasting; **6th:** Advanced Arcana; **8th** Arcane Breadth; **12th:** Expert Wizard Spellcasting

Way of the Spellshot (1st)

You've learned the intricacies of magic and technology, blending the two together with deadly results. You combine a knowledge of arcane theories with a strong connection to your chosen weapon that allows you to manifest unique effects, combining deadly skill with a firearm alongside an array of moderate spellcasting. You can imbue energy into your weapon and conjure bullets from thin air. As you progress, you eventually learn to phase bullets through walls or even to teleport yourself along the path of your bullets. You must select Spellshot Dedication as your 2nd-level class feat.

Prerequisites: You must be a gunslinger.

Spellshot Adjustments: Instead of choosing a way from the options listed in the gunslinger class, you have the way of the spellshot. It has the following way skill, slinger's reload, and deeds. You gain these abilities at the same levels as normal for the class. You use Intelligence for your class DC.

Way Skill Arcana

Slinger's Reload Thoughtful Reload

Deeds *Initial* Energy Shot; *Advanced* Recall Ammunition; *Greater* Dispelling Bullet

Slinger's Reload

Thoughtful Reload ◆

GUNSLINGER

As you sink deep into a state of analytical calm and focus on the foe before you, your hands reload a bullet instinctively. Attempt a Recall Knowledge check against an opponent you can see and then Interact to reload.

Initial Deed

Energy Shot ◆

MAGICAL SPELLSHOT

Trigger You roll initiative.

You unleash a small surge of magical energy into your weapon, granting it the ability to deal energy damage to your foes to exploit their weaknesses. You can Interact to draw a crossbow or firearm. On your first three Strikes of this encounter with a firearm or crossbow, you deal an additional 1 acid, cold, fire, or electricity damage per weapon damage die. You choose which damage type to deal as part of making each Strike.

Advanced Deed 9th

Recall Ammunition ↷

MAGICAL SPELLSHOT TELEPORTATION

Trigger You miss with a firearm or crossbow Strike.

You create a bond to your ammunition, calling your missed shot back. The ammunition you just fired is reloaded back into your weapon. If the ammunition was a piece of magical or alchemical ammunition that normally requires one or more actions to activate, you must re-activate it before firing again.

Greater Deed 15th

Dispelling Bullet ◆◆

MAGICAL SPELLSHOT

You imprint a bullet with a field of disruptive energy built upon your magical signature, disrupting the magic of whatever it hits. Make a firearm or crossbow Strike against a foe you can see. If you hit, you attempt to counteract a spell effect active on the target (your choice, or the highest-level effect if you don't choose). Your counteract rank is equal to half your level (rounded up), and your counteract check modifier is equal to your class DC – 10.

Spellshot Archetype Feats

Spellshot Dedication Feat 2

ARCHETYPE CLASS DEDICATION

Prerequisites way of the spellshot

You cast arcane spells like a wizard, gaining a spellbook with four common arcane cantrips of your choice. You gain the Cast a Spell activity. You can prepare two cantrips each day from your spellbook. You're trained in the spell attack modifier and spell DC statistics. Your key spellcasting attribute for spellshot archetype spells is Intelligence, and they are arcane spells. You become trained in Arcana; if you were already trained in Arcana, you instead become trained in a skill of your choice. This counts as the wizard archetype for the benefits of Basic Wizard Spellcasting.

Special You can't select another dedication feat other than Beast Gunner Dedication until you've gained two other feats from the spellshot or beast gunner archetypes.

SPELL-WOVEN SHOT — FEAT 4

ARCHETYPE DEDICATION MAGICAL

Prerequisites Spellshot Dedication

You combine your own magic with that of your magical crossbow or firearm. You gain the Spell-Woven Shot activity.

Spell-Woven Shot ◆◆◆ **Requirements** You are wielding a loaded magic firearm or magic crossbow; **Effect** You Cast a Spell that takes 1 or 2 actions to cast and requires a spell attack roll. The effects of the spell do not occur immediately but are imbued into the required weapon. Make a Strike with that weapon. Your spell flies with the ammunition, using your attack roll result to determine the effects of both the Strike and the spell. This counts as two attacks for your multiple attack penalty, but you don't apply the penalty until after you've completed the Spell-Woven Shot.

FULMINATING SHOT ◆ — FEAT 6

ARCHETYPE MAGICAL

Frequency once per round

Prerequisites Spellshot Dedication

You channel magic into your next shot. Choose acid, cold, electricity, or fire. If you hit with your next attack roll using a firearm or crossbow before the end of your turn, you deal 1d6 additional damage of this type. At 12th level, this increases to 2d6 additional damage, and at 18th level, it increases to 3d6 additional damage.

CALL GUN — FEAT 8

ARCHETYPE MAGICAL TELEPORTATION

Prerequisites Spellshot Dedication

You build a powerful magical connection with a chosen gun or crossbow. During your daily preparations, choose a single crossbow or firearm. Until your next daily preparations, you can use the Call Gun action to call the gun to your hand.

Call Gun ◆ (magical) **Effect** You hold aloft a free hand and call the firearm or crossbow you chose during your daily preparations into your hand. As long as the weapon you chose is on the same plane, it appears in your hand.

PHASE BULLET ◆ — FEAT 14

ARCHETYPE MAGICAL

Prerequisites Spellshot Dedication

Frequency once per day

You can aim your bullets not just in three normal dimensions, but in additional dimensions as well, removing all obstacles between you and your target. Attempt a crossbow or firearm Strike against a foe who's observed or hidden to you (but not undetected). The ammunition travels to your target in a straight line, passing through any non-magical barriers or walls in its way, though magical barriers and force effects stop the bullet. The shot ignores all cover, the concealed condition, the hidden condition, and circumstance bonuses to AC from shields. It has a +4 status bonus to hit creatures wearing any type of armor. The Strike's damage can't be reduced with a Shield Block reaction using a non-magical shield.

BLACK POWDER EMBODIMENT ◆◆ — FEAT 18

ARCHETYPE TELEPORTATION

Prerequisites Spellshot Dedication, master in Arcana

Requirements You're wielding a loaded magical firearm or crossbow.

You merge your body with your ammunition, enabling you to travel the same path as your bolt or bullet. Strike a creature with the required weapon. On a success, if the target was within 120 feet, you and all your gear are teleported to an open space of your choice within 10 feet of the target.

SAMPLE GUNSLINGER

SPELLSHOT

You use a little bit of a magic and a whole lot of firepower to make your mark on the world.

ATTRIBUTES

Prioritize Dexterity first, followed by Intelligence.

SKILLS

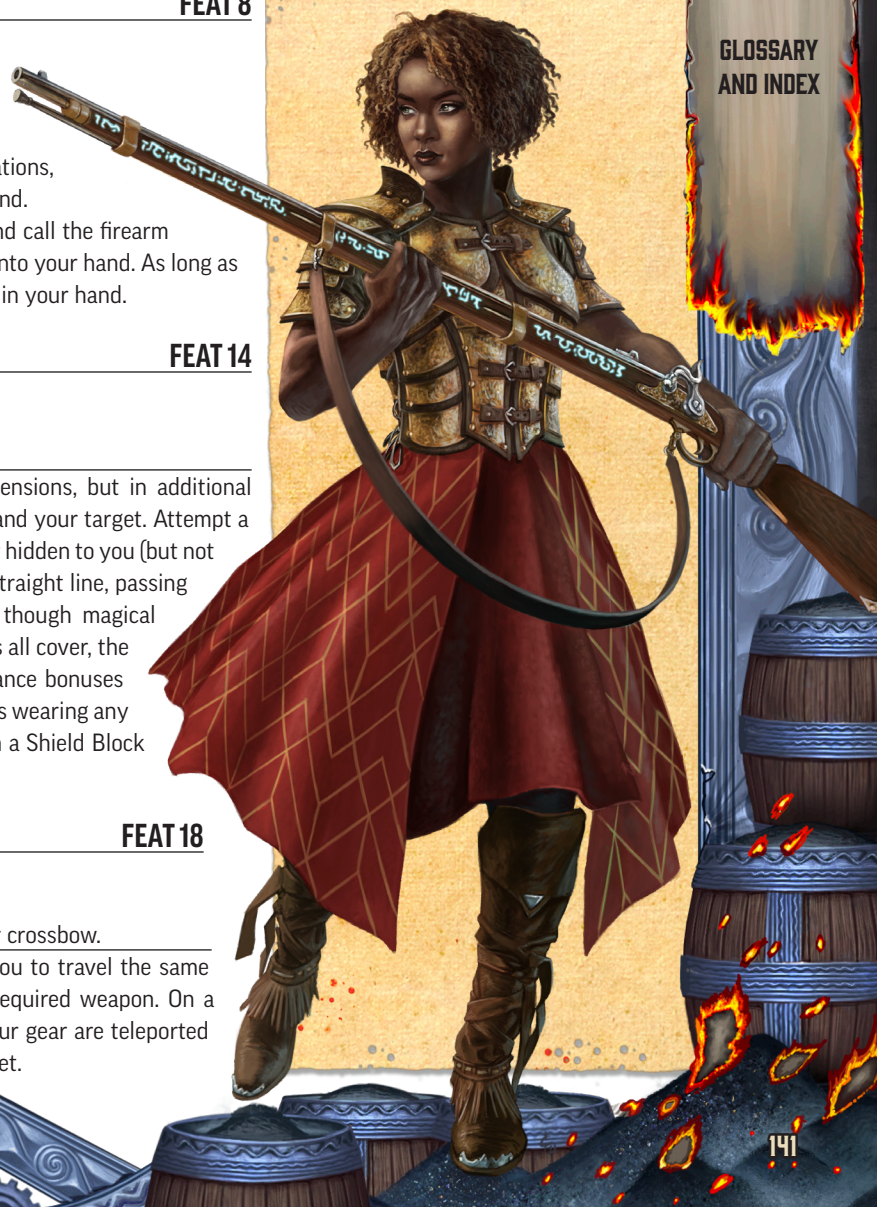
Acrobatics, Arcana, Occultism, Society, Stealth

WAY

Spellshot

FEATS

Munitions Crafter (1st), Spellshot Dedication (2nd), Alchemical Shot (4th), Fulminating Shot (6th)



Unexpected Sharpshooter

"Oh would you look at that, there's a bunch of bullet holes around here... so that's what all the ruckus was about! Six... seven... eight of you, huh? Oh, but did you notice the northern finch over there in that tree a minute ago? Its nest is up there, but I think all those gunshots startled it. You think you could quiet down so maybe it'll come back?"

–Viri, gnome ornithologist, just before a series of strange accidents mysteriously took down a hardened bandit squad of eight former Alkenstar veterans.

Some people say you must be the luckiest soul in all of Golarion to still be alive and kicking after all the dangers you've seen. Others say that, given the circumstances and the number of foes who you've defeated seemingly by accident, that there's no way you can really be as incompetent as you seem. These critics claim there has to be some kind of angle, some racket you're running. Either way, you sure don't look or act dangerous, except possibly to yourself.

Somehow, despite your apparent clumsiness, professed confusion, and known propensity to incite calamity, you find yourself standing after every battle. The same can't often be said for your enemies. Funny how that works out, isn't it?



Gunslingers, rangers, rogues, and bards can all make interesting unexpected sharpshooters, though any class can be smart or lucky enough to pull off the unbelievable.

Additional Feats: 4th Hit the Dirt! (page 111); Risky Reload (page 112); **10th** Trick Shot (page 116)

UNEXPECTED SHARPSHOOTER DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Frequency once per day

Who needs skill when you've got dumb luck? Sometimes your shots hit miraculously, regardless of the fact that you seemed to slip when you pulled the trigger or that you weren't aiming at your foe when you fired. You gain the Accidental Shot activity.

Accidental Shot ❖❖ (fortune) **Frequency** once per day; **Effect** You make a Strike with a ranged weapon, rolling the attack and damage twice and using the better results for each. The attack ignores circumstance penalties to the attack roll and any flat check required due to the target being concealed or hidden.

LUCKY ESCAPE ↷ FEAT 4

ARCHETYPE MISFORTUNE

Prerequisites Unexpected Sharpshooter Dedication

Frequency once per day

Trigger A creature targets you with an attack, even if you aren't aware of it.

Your enemy lies in wait, lines up the perfect shot, and pulls the trigger... then at just the right moment you duck down to notice something scrawled on the cobblestone in chalk, a shiny coin, or some other coincidental distraction, creating an opportunity for the attack to miss. The attacker must roll the attack twice and use the worse result.

NO HARD FEELINGS FEAT 6

ARCHETYPE

Prerequisites Unexpected Sharpshooter Dedication

Despite the devastation your weapons tend to inflict upon their targets or the destruction you might unleash upon an area, your foes still manage to walk away at the end of a fight–at least sometimes. You can choose to add the nonlethal trait to your ranged weapons, making the choice of whether to add the trait or not just before each Strike.

THAT WAS A CLOSE ONE, HUH? ❖ FEAT 7

ARCHETYPE SKILL

Prerequisites master in Deception, Unexpected Sharpshooter Dedication

Frequency once per round

Requirements Either you used Accidental Shot and hit your opponent with the Strike this turn, or you used Lucky Escape since your last turn and the triggering attack missed you.

You laugh innocently about the inexplicable luck of your last shot hitting its mark or how close the attack that just missed you came to taking your head off, causing your foes to second guess whether it's a good idea to oppose you in battle. Attempt to Demoralize either the foe you hit with Accidental Shot or the foe that missed you due to Lucky Escape. You use Deception instead of Intimidation to attempt the check to Demoralize.

UNBELIEVABLE LUCK FEAT 8

ARCHETYPE

Prerequisites Unexpected Sharpshooter Dedication

While no one, not even you, might appear to understand why, you demonstrate a greater ability to hit your targets regardless of the obstacles in your way. You can use the Accidental Shot activity granted to you by the Unexpected Sharpshooter Dedication once per hour instead of once per day.

UNBELIEVABLE ESCAPE FEAT 10

ARCHETYPE

Prerequisites Unexpected Sharpshooter Dedication

Your ability to narrowly evade danger defies all logic. You can use Lucky Escape once per hour instead of once per day.

I MEANT TO DO THAT ◆ FEAT 10

ARCHETYPE

Prerequisites trained in Deception, Unexpected Sharpshooter Dedication

Frequency once per hour

Requirements Your previous action was a ranged weapon Strike that missed a foe within 60 feet.

Somehow your stray bullet causes an unintended reaction that creates a problem for your enemy: perhaps a ricochet knocks your foe's weapon away or they stumble over stray debris in an attempt to dodge your bullets. Roll a Deception check to attempt to Shove, Trip, or Disarm the foe you missed.

CHAIN REACTION ◆◆◆ FEAT 12

ARCHETYPE

Prerequisites Unexpected Sharpshooter Dedication

Frequency once per 10 minutes

You fire your gun once, creating a devastating and unpredictable chain of events; perhaps your bullet strikes exactly the right spot on a water tower, causing it to flood and incite a stampede of horses which knock over a lantern that sets a city on fire. Whatever the exact chain reaction, and no matter how improbable, the indiscriminate catastrophe creates significant challenges for your enemies across a wide area while leaving everyone else alone.

Make a Strike with a ranged weapon, and if you hit, you can make another Strike at a target within 30 feet of the first target. If you hit the second target, attempt to Strike a third target within 30 feet of the second target, and so on, continuing until you miss a target. You can cease the chain at any point; otherwise, it ends when you first miss an attack. However, you can't target the same creature more than once; each time you move to a new target, it must be a target you haven't made a Strike against yet during this particular use of Chain Reaction.

This damage is caused by some improbable set of events that injures one target after another, rather than from actually making several shots. Perhaps you shot at a tree branch that then fell on the targets, or one target's scream caused another to accidentally set off their gun and shoot themselves in the foot. This means that only the first target suffers any special effects tied to the bullet (if it was magical ammunition, for example), but each target you hit still takes the same damage dealt by your Strike. Normally, all damage is of the same damage type as the initial bullet. However, the GM might choose to change the damage type based on their description of the chain reaction. For example, if one target was burned by fire, that target might take fire damage instead of physical damage.

SKILLED OR LUCKY?

Part of the fun of roleplaying an unexpected sharpshooter is the ambiguity and mystery of how your character achieves their surprising success. Your character at first seems like they bumble into their successes through sheer circumstance. However, when the circumstances pile up, others might start to suspect another possibility: perhaps your character is secretly so incredible that they not only achieve impressive results but do so in a way that hides their skill behind a veneer of lucky breaks. Ultimately, either could be true about your character, or some combination of both. You might decide the truth together with the GM as soon as you take this archetype or hold off until later to make that call. Because this archetype hints at hidden talent intentionally obfuscated, it offers a good choice for a character who's secretly more powerful or skilled than they seem or who must hide their abilities for some reason—perhaps associated with the plot of the campaign.

If your inclination is to play a character who hides their abilities, consider training in the Deception skill and taking skill feats like Charming Liar and Confabulator that emphasize your character's crafty nature and skill at concealing their true intent.

If you instead prefer to play a character who's legitimately a bit uncoordinated but abnormally lucky, you might choose to pursue actions that have a high chance of earning you a Hero Point. You could also consider taking abilities with the fortune or misfortune traits, such as Halfling Luck or Harbinger's Caw.

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GUNS EQUIPMENT

The greatest lesson I've learned from my dwarf allies is that progress and innovation demand patience and iteration. In a few short years I have grown a duchy from a blasted desert with the gift of my ambition, but it shall outlast me thanks to the gifts our patient dwarven neighbors have laboriously engineered. These weapons, these "guns," named for this dwarven kingdom, were meticulously crafted one painstaking piece at a time over decades. High King Arunak told me once that she personally built the firing mechanism of the weapon she carries today nearly 50 years past, hand crafting each component dozens, even hundreds, of times until she made the most perfect version of each part.

When I showed her the first of the weapons forged by my own hands—a heavy, handheld affair with three barrels and a sliding catch mechanism so that multiple shots could be prepared and easily reloaded even when carrying a sword or shield—I thought she would be dismayed or even disappointed by my hubris. But instead, she smiled and acknowledged what we both knew in our hearts to be true. "We shall be stronger together than we could ever hope to be apart."

When I'm gone, if Arunak's heir and my distant successor have kept the dream we kindled together alive, may liches and monsters quake in fear of the weapons we have wrought. Let humans and dwarves challenge villains with weapons of defiance forged by countless lives dedicated toward a single purpose. Let the dragons beware—here, there be guns!

—Ancil Alkenstar, the first Duke of Alkenstar

Black powder weapons have many permutations throughout history, from simple, handheld affairs built for self-defense to mighty cannons designed to blast holes in castle walls and fortifications. In the world in which you, the reader, live, the history of firearms followed a meandering course around the globe, developing in a slow and uneven arc with many dead-ends and tributaries of varying success and longevity. On Golarion, a world of spells and myths, creatures and cataclysms, this developmental arc is even more diverse, with unexpected leaps forward and unique variations incorporating elements only possible in a world of magic and fantastical creatures.

This chapter will showcase a variety of firearms. Some have historical inspirations, while others are more unusual black powder weapons, never seen on Earth due to the differences in the two worlds' technological advancements, historical eras, and societal shifts. We've also included a short segment here to talk about the ways in which the development, spread, and evolution of firearms on Golarion differs significantly from those on Earth.

Firearms on Golarion

Golarion's guns come from three different continents and have spread to at least two more, with each devising their own particular style and gunsmithing techniques. In Tian Xia, the birthplace of black powder, gunslingers tend to prefer more versatile weapons, such as the modular hand cannon and the fire lance, a precursor to the more complex combination weapons presented later in this chapter.

In Arcadia, home to millennia-old guns that use magic rather than science to propel their ammunition, multiple traditions and lineages exist, none of which used the black powder essential to other continents' firearms. Arcadian firearms range from the mystical beast guns to the scientifically produced air guns, as well as the legendary star guns that inspire the hearts of Arcadians even now, thousands of years after the secrets of their creation were lost to time.

In Garund, the forges of Dongun Hold and Alkenstar billow smoke and flame night and day as industrious smiths constantly innovate, developing new varieties of guns and creating special customizations and attachments to improve nearly any firearm.

You can find more information on all these regions in The Rotating Gear chapter starting on page 186.

The Birth of Guns

While Arcadia has had firearms for millennia longer than any other continent, these didn't use black powder at all. The first firearms, beast guns, and star guns worked purely via magical processes. The many wards and magical anomalies that guard passage to Arcadia's shores have kept beast and star guns

relatively contained over the millennia. These same barriers to travel have also sheltered Arcadia from many of the worst catastrophes to wrack other parts of Golarion, so the continent's gunsmithing techniques and traditions have grown more slowly and along more focused paths tied to ritual hunts and ceremonial weapons forged from skymetals and magic.

One of the most significant innovations in technological firearms to come from Arcadia, though it has fallen into relative obscurity on the continent in modern days, was the development of air guns: lower-impact firearms fired using compressed air stored in specially crafted cartridges. Sealed with a wax stopper that is punctured and resealed by the gun's firing mechanism, these relatively lightweight and efficient containers could be combined with cartridges containing metal balls or darts. Due to their inexpensive nature and ease of use, they were a staple of Arcadian hunters for many years, until the techniques to create beast guns and imitation star guns became more affordable to those who admired and desired these weapons for themselves.

Compared to black powder firearms, air weapons are far less volatile and don't have any problems with water, but their destructive potential is also much lower. Black powder firearms, however, are virtually unknown in Arcadia. Beast guns and new magical guns patterned after the ancient star guns are powerful and effective, lessening any desire for black powder weapons, and the barriers to trade cut both ways.

Beast guns were the earliest firearms created in Arcadian history, first invented well over 10,000 years ago. Star guns, too, predated Earthfall, created by a mysterious and isolated group called the Crowned Regents. These in turn inspired air guns, as well as imitation star guns created with skymetals scattered across the continent by Earthfall. Though limited trade exists between Arcadia and Tian Xia, it's unlikely that Tian Xia's weaponry took any cues from Arcadian firearms; hand cannons and fire lances are distinct from Arcadian weaponry, with similarities between the weapon designs and innovations of the two continents only appearing long after their respective gunsmithing traditions were well established.

ADVENT OF BLACK POWDER

For the rest of Golarion outside Arcadia, black powder preceded firearms, and was first discovered by alchemists in Tian Xia, perhaps as a secret negotiated from a dragon's hoard if the legends are to be believed. As fireworks, rockets, hand cannons, fire lances, hwachas, and other black powder innovations became known in various cities across the continent, an interest in trade arose, most prominently from Tian Xia's neighboring western continent of Casmaron and the Impossible Kingdoms of Vudra.

The Dragon Empire of Lung Wa was in ascendance across much of Tian Xia, however, and had a near-monopoly on black powder technology. The empire was cautious of other continents in general and was thus understandably hesitant to provide these secrets beyond their borders, where they could get into the hands of potential enemies and increase their future military might. However, Vudran negotiators were enthusiastic and persuasive, offering ever-more-enticing gifts and wonders, and at last Lung Wa acquiesced, gifting a significant amount of black powder to their Vudran neighbors, along with a formula to make more. However, a secret that the Vudrans never learned, even many centuries later, was that their Tian trading partners traded them a watered-down version of the black powder formula—much more stable but also less powerful and, therefore, less threatening to their hegemony.

There's no indication that black powder technology ever reached Arcadia through their limited trade interactions with Tian Xia. Unlike the Vudran negotiators who wanted to learn the formula at any cost, it's likely that Arcadian traders would've seen little value in obtaining a technology clearly more volatile and unreliable than their own.

For many years, the black powder trade was primarily locked between Tian Xia and Casmaron. Vudra, on the other hand, found many innovative uses for the modified black powder formula they received, which turned out to be much more stable than the original. This in turn allowed them to trade farther and wider than Tian merchants were allowed, and without fear of their wagons or ships exploding. This ultimately facilitated Vudran trade in both directions and, most notably, introduced the Vudran formula for black powder to the continent of Garund.

DONGUN HOLD AND THE FORMATION OF INDUSTRY

Before sealing their gates for what they believed would be the final time to defend against a war between archwizards that threatened their very existence, the dwarves of Dongun Hold made a critical trade with their Kulenett cousins. Kulenett dwarves had obtained several casks of black powder from Vudrani traders and brought it to the Hold, using a combination of underground and overland routes to safely navigate the war spreading across the regions. Surprisingly, the Kulenett dwarves had no idea that their cousin nation would ultimately turn these casks into the foundation

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FIREARMS AND ACCESS

In the world of Golarion, firearms and black powder weaponry remain largely limited to specific regions. In Avistan, reckless scientists and innovative undead hunters in the nation of Ustalav have championed a technological renaissance, spurring the development of basic but effective muskets copied off Alkenstar originals and, in the process, creating a burgeoning market for silver bullets and bayonets. In the Shackles, Motaku Isle Ironworks continues to pump out shoddy, but deadly, replicas of firearms and cannons stolen from Alkenstar, as well as create new (usually unstable) black powder weaponry. Alkenstar itself boasts the premier black powder gunsmiths on the planet and is the undisputed center of modern innovation for firearm accessories. In Tian Xia, the nations of Goka, Ling Shen, Po Li, and Quain have long worked with black powder, using it to spur other technological advancements. The continent of Arcadia has seen decades of relatively uninterrupted peace and might contain more gunslingers than the rest of Golarion combined, though their firearms are a more diverse array of magical star guns, technological air guns, and ceremonial beast guns, with no black powder whatsoever. Characters from these regions have access to the gunslinger class and firearms. Other than Arcadia, they have access to black powder siege weapons if the GM has opened up siege weapons as an option for the campaign.

for a technological revolution. Knowing that Dongun Hold's access to the surface was being closed with the intent to never reopen, the Kulenett provided the black powder with the intent that it could serve as a food preservative that would also give the foodstuffs a peppery bite when eventually consumed. The powder's explosive properties were an incidental reality, though not one that went unnoticed in Dongun Hold.

Over the following centuries, dwarves of Dongun Hold learned to recreate and then further perfect several of their own new recipes for black powder, eventually recreating the stronger and more volatile blend kept secret in Tian Xia. Their discoveries as they experimented led to better explosives for mining, powerful black powder traps to protect their tunnels, and ultimately, their first modern black powder firearms. Dedicated perfectionists who had already survived one war while under constant threat from Darklands factions, Dongun Hold dwarves innovated rapidly, producing pistols and muskets in various forms and configurations and soon creating entire elite military units of long gun–wielding snipers and armored vanguards with blunderbusses.

The forges and processes for arming the soldiers of Dongun Hold would later expand dramatically when a human wanderer by the name of Ancil Alkenstar sought, and received, audience with High King Anong Arunak of Dongun Hold, spurring yet another leap forward in the development of firearms. As Dongun Hold's surface-facing gates opened for the first time in millennia and the duchy of Alkenstar was established, human ingenuity met with dwarven craftsmanship for the first time in the history of firearms and black powder on Golarion. The result was an explosive period of discovery and growth in firearm technology. This period bred innovations like the crank-handle pepperbox and threaded breech for quickly reloading arquebuses, making firearms both more accessible and more practical for use as personal defense weapons. The arquebus in particular became perhaps one of the most favored weapons for both military and personal use against the enormous monstrosities that haunt the Mana Wastes. The name arquebus refers to the hooked mechanisms usually attached to the underside of the weapons and used to mount them on defensive fortifications as a means of mitigating their enormous kickback.

FIREARMS ON MODERN GOLARION

Today, firearms are still relatively uncommon across Golarion and only available from less than a handful of sources in the Inner Sea. However, magic and clockwork technologies have advanced and evolved firearm innovations in unique and remarkable ways only possible on a world like Golarion. While many of the firearms currently produced in Golarion share names and basic functions with counterparts from Earth's history, they often feature mechanisms that weren't uncovered until later in our history and refinements that never happened or never proliferated. On Earth, such firearms were discarded predominantly in favor of more advanced technology that Golarion has not yet discovered how to reproduce or has had no need to replicate.

In Alkenstar, most firearms are crafted with a flintlock firing mechanism and folding breech, a hinged barrel that allows the weapon to be quickly opened and reloaded with new prepackaged paper cartridges of powder and shot. Alkenstar also hosts a thriving industry of smiths who focus their ingenuity and creativity on singular elements of firearms, such as specialized firing mechanisms and scopes both magical and scientific in nature and function.

In Dongun Hold, the steady and methodical process of iteration and refinement continues, spurred on by a determination not to be shown up by their human neighbors in Alkenstar and to retain their reputation as the preeminent gunsmiths on Golarion. The scatterguns produced in Dongun Hold are some of the most powerful and sought-after firearms in the Inner Sea, using a simple but ingenious clockwork system built directly into the weapon to eject a firing

tray that wielders can load with powder and shot and then quickly prep to fire with minimal effort. Many dwarves of Dongun Hold have gone so far as to retire the signatory clan daggers of their extended family units, replacing them with clan pistols to showcase the family's gunsmithing skills. The most proud and unyielding families might even refuse to acknowledge that a child has reached adulthood until they craft their own clan pistol designed in accordance with the family's exacting standards.

In Casmaron and Vudra, firearms obtained from either Garund or Tian Xia are held in high regard and often become family heirlooms, particularly among families of merchants and guards. Because it's difficult to obtain replacement parts for these weapons, the jezail has become a particularly common weapon of choice. Typically starting from the barrel and firing mechanism of a long gun, such as a musket or even an arquebus, a jezail has a stock handcrafted by each successive owner, customized to their grip and build for maximum utility and often accented with artistic patterns that celebrate the owner's, or their family's, history and accomplishments.

Arcadia's modern firearms include magical innovations alongside technological ones, making them just as mystical as their ancient predecessor weapons. Beast guns in particular have benefited from millennia to perfect the rituals and magic used to create them, allowing for the creation of several types of beast guns with powerful effects or longer range compared to most black powder firearms.

Revolvers and World War I–Era Weapons

A small number of weapons that are more advanced than anything that can be reproduced on Golarion have found their way into Golarion from time to time. In a few Adventure Paths, player characters have the opportunity to travel to other worlds where modern weaponry is available. The assumption is that some of these revolvers, World War I–era weapons, and other devices may have made their way into the hands of collectors throughout Golarion, but never in a significant enough quantity to be considered anything other than absolute rarities.

Because these weapons, and the ammunition used to fire them, aren't something that can be reliably reproduced on Golarion, statistics for them aren't included in this book. A GM looking to introduce these types of guns has several options to choose from, but before you begin, it's important to note that doing so can have an imbalanced effect. The guns of Golarion are designed to work well along the other weapons in the world, giving you more options that each have power in certain situations. Firearms with additional advantages would simply be more powerful than anything else available, potentially raising damage output significantly while negatively impacting an array of other gunslinger options.

For a mechanical expression that works similarly to a cartridge-fed rifle, a GM might look at creating a non-magical version of the *Rowan Rifle* (page 166) with the repeating trait. However, the resulting weapon would be more powerful than an advanced firearm, so it's not recommended. For a GM looking to create a revolver, a similar mechanical expression might result from adding the repeating trait to the dueling pistol, but again, this would make it more powerful than an advanced firearm, so it isn't recommended.

An option that might work better if you're interested in using newer, more modern guns as the main firearms in your campaign is to instead adjust the baseline expectations for them. Being able to load the breech-loading weapons included in this book with just a single Interact action is a pretty big stretch, created to make them more fun to use than a simulated reality, but if you want to use more modern guns in your setting, you can just say that breech loaders take a more realistic time to reload (making them very weak compared to other weapons), and then use the statistics currently listed for a pepperbox as a revolver instead. This option will have no knock-on implications that throw off the weapon balance in your game, but it's an all-or-nothing choice that's only appropriate if modern firearms are the ones that are mainly used in your world.

The final option you might consider to handle these firearms is to create statistics for specific magical versions of certain modern guns and say those were the only expressions of those guns available to be found. This allows you to give the gun enhanced statistics without causing any problems because the weapon starts out at a significantly higher level and is unable to add property runes, whereas other weapons can add property runes to gain additional benefits.

Black Powder Preservatives?

On both Golarion and Earth, black powder contains elements that can help preserve and even season food. On Earth in the early 1800s, Napoleon Bonaparte is said to have used gunpowder to season and preserve horse meat to feed his wounded troops when supplies were particularly low after a major battle. On Golarion, this same technique has been used in years past by Casmar and Vudrani traders, when storms or other events threatened to spoil rations or even cause the black powder itself to go to waste. Today, the demand for black powder across the Inner Sea is high enough, and the availability of black powder from Tian Xia low enough, that the practice is largely discontinued. Preserving or seasoning your rations with black powder would be akin to salting a steak with gold!

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CLASSIC FIREARMS

The following rules cover the use of firearms and includes the firearms and ammunition types available. All firearms are subject to misfires if they're not properly maintained, as described in the sidebar on page 152.

The clan pistol and dwarven scattergun have the dwarf trait, the dawnsilver tree has the elf trait, and the flingflenser has the goblin trait. However, feats such as Dwarven Weapon Familiarity, which normally grants access to all uncommon weapons with the dwarf trait, don't grant access to firearms with the listed traits unless the character separately has access to firearms. For instance, dwarves who've never seen a firearm and then train in traditional dwarven weapons don't have access to clan pistols and dwarven scatterguns. You can find more information on firearm access details on page 148.

AMMUNITION

Firearms require ammunition consisting of a projectile and black powder. A round of ammo can vary in its composition but is typically either a prepackaged paper cartridge, including wadding, bullet, and black powder, or loose shot packed in manually. Some weapons, like hand cannons and blunderbusses, can fire other materials, but their ammunition has the same Price due to the cost of the black powder. Because making rounds of firearm ammunition requires creating black powder, you need the Alchemical Crafting skill feat to make them. Firearm rounds are a valid option for magical ammunition, just like arrows or bolts. Crafting magical firearm ammunition requires you to be able to craft both alchemical and magical items.

WEAPON TRAITS

These weapons include the following traits, in addition to any described in *Player Core*.

Capacity: Weapons with this trait typically have multiple barrels or chambers capable of containing a bolt or round of ammunition. Capacity always includes a number indicating the number of barrels or chambers. After a capacity weapon is fired, you can select the next loaded barrel or chamber as an Interact action that doesn't require a free hand. You can use abilities that let or require you to Interact to reload to switch barrels or chambers of a capacity weapon instead. Each barrel or chamber can be reloaded after it's fired as a separate Interact action.

Concussive: These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

Double Barrel: This weapon has two barrels that are each loaded separately. You can fire both barrels of a double barrel weapon in a single Strike to increase the size of the weapon damage die by one step. If the weapon has the fatal trait, this increases the size of the fatal die by one step as well.

Fatal Aim: It's possible to hold the stock of this weapon under one arm so you can fire it with a single hand as long as the other hand isn't holding a weapon, shield, or anything else you would need to move and position, to ensure the weapon doesn't slip out from under your arm. However, if you use both hands, the weapon can make fatal attacks. When you wield the weapon in two hands, it gains the fatal trait with the listed damage die. Holding the weapon underarm stably enough to fire is significantly more complicated than just releasing one hand from the weapon, so to switch between the two grips, you must do so with an Interact action rather than Releasing or as part of reloading.

Kickback: A kickback weapon is extra powerful and difficult to use. A kickback weapon deals 1 additional damage with all attacks. Firing a kickback weapon gives a –2 circumstance penalty to the attack roll, but characters with a +2 or greater Strength modifier ignore the penalty. Attaching a kickback weapon to stabilizers can lower or negate this penalty (page 182).

Modular: The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's

MELEE WEAPONS

Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Forked bipod	3 sp	1d4 P	L	1	Spear	Agile, deadly d6, finesse
Knuckle duster	3 sp	1d4 B	L	1	Brawling	Agile, free-hand, monk
Martial Weapons	**Price**	**Damage**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Bayonet	2 sp	1d4 P	L	1 or 2*	Knife	Agile, attached to crossbow or firearm, finesse
Reinforced stock	2 sp	1d4 B	L	1 or 2*	Club	Attached to crossbow or firearm, finesse, two-hand d8

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

possible for a modular weapon's description to list more complicated configurations.

Repeating: Repeating weapons can't be loaded with individual bolts or bullets like other crossbows and firearms can; instead, they require a magazine of specialized ammunition to be loaded into a special slot. Once the magazine is in place, the ammunition is automatically loaded each time the weapon is cocked to fire, reducing its reload to the value in its reload entry (typically 0).

RANGED WEAPONS

Uncommon Simple Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Air repeater	4 gp	1d4 P	30 ft.	0	L	1	Firearm	Agile, repeating
Magazine with 6 pellets	6 sp				L			
Coat pistol	5 gp	1d4 P	30 ft.	1	L	1	Firearm	Concealable, concussive, fatal d8
Fire lance	3 gp	1d6 P	10 ft.	2	2	2	Firearm	Fatal d10
10 rounds	1 sp				L			
Flintlock musket	5 gp	1d6 P	70 ft.	1	1	2	Firearm	Concussive, fatal d10
10 rounds	1 sp				L			
Flintlock pistol	4 gp	1d4 P	40 ft.	1	1	1	Firearm	Concussive, fatal d8
10 rounds	1 sp				L			
Hand cannon	3 gp	1d6 modular	30 ft.	1	1	1	Firearm	Modular B, P, or S
10 rounds	1 sp				L			
Long air repeater	6 gp	1d4 P	60 ft.	0	1	2	Firearm	Kickback, repeating
Magazine with 8 pellets	8 sp				L			
Uncommon Martial Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Arquebus	8 gp	1d8 P	150 ft.	1	2	2	Firearm	Concussive, fatal d12, kickback
10 rounds	1 sp				L			
Blunderbuss	6 gp	1d8 P	40 ft.	1	2	2	Firearm	Concussive, scatter 10 ft.
10 rounds	1 sp				L			
Clan pistol	5 gp	1d6 P	80 ft.	1	L	1	Firearm	Concussive, dwarf, fatal d10
Dawnsilver tree	7 gp	1d6 P	150 ft.	1	1	2	Firearm	Concussive, elf, fatal d10, parry
10 rounds	1 sp				L			
Double-barreled musket (level 1)	11 gp	1d6 P	60 ft.	1	1	2	Firearm	Concussive, double barrel, fatal d10
10 rounds	1 sp				L			
Double-barreled pistol	6 gp	1d4 P	30 ft.	1	1	1	Firearm	Concussive, double barrel, fatal d8
10 rounds	1 sp				L			
Dragon mouth pistol	7 gp	1d6 P	20 ft.	1	1	1	Firearm	Concussive, scatter 5 ft.
10 rounds	1 sp				L			
Dueling pistol (level 1)	12 gp	1d6 P	60 ft.	1	L	1	Firearm	Concealable, concussive, fatal d10
10 rounds	1 sp				L			
Harmona gun	8 gp	1d10 B	150 ft.	1	2	2	Firearm	Kickback
5 rounds	1 sp				L			
Jezail (level 1)	11 gp	1d8 P	90 ft.	1	1	1	Firearm	Concussive, fatal aim d12
10 rounds	1 sp				L			
Pepperbox	9 gp	1d4 P	60 ft.	1	1	1	Firearm	Capacity 3, concussive, fatal d8
10 rounds	1 sp				L			
Slide pistol (level 1)	16 gp	1d6 P	30 ft.	1	2	1	Firearm	Capacity 5, concussive, fatal d10
10 rounds	1 sp				L			
Uncommon Advanced Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Dwarven scattergun (level 1)	10 gp	1d8 P	50 ft.	1	2	2	Firearm	Concussive, dwarf, kickback, scatter 10 ft.
5 rounds	1 sp				L			
Flingflenser	5 gp	1d6 S	30 ft.	1	1	2	Firearm	Backstabber, fatal d10, goblin, scatter 5 ft.
5 rounds	1 sp				L			

MISFIRES

Firearms that are improperly maintained or subjected to unusual strain can misfire. If you attempt to fire a firearm that was fired the previous day or earlier and hasn't been cleaned since then, roll a DC 5 flat check before making your attack roll. If you fail this misfire check, the weapon misfires and jams. The attack is an automatic critical failure, and you must use an Interact action to clear the jam before you can reload the weapon and fire again. Once you have spent at least an hour cleaning a weapon, you don't need to roll for a misfire until the next day unless an effect says otherwise. You can clean multiple firearms during this hour, up to a reasonable limit as determined by the GM (typically no more than five).

Some abilities cause a weapon to misfire as part of their effects. If such a misfire happens as a result of an attack (due to an action that causes a misfire on a failed attack, for example), it retroactively makes the attack a critical failure.

When the ammunition runs out, a new magazine must be loaded, which requires a free hand and three Interact actions (to remove the old magazine, retrieve the new one, and slot it in place). As with other types of reloading that take multiple actions, these actions don't need to be consecutive and are the same as Interacting to reload.

Scatter: This weapon fires a cluster of pellets in a wide spray. Scatter always has an area listed with it, indicating the radius of the spray. On a hit, the primary target of attacks with a scatter weapon takes the listed damage, and the target and all other creatures within the listed radius around it take 1 point of splash damage per weapon damage die, of the same type as the initial attack.

FIREARMS CRITICAL SPECIALIZATION

This book introduces the firearm weapon group, which has the following critical specialization effect.

Firearm: The target must succeed at a Fortitude save against your class DC or be stunned 1.

WEAPON DESCRIPTIONS

The weapons listed in Melee Weapons table (page 150) and Ranged Weapons table (page 151) are detailed below.

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

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

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

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

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

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

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

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

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

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

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

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

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


SLIDE PISTOL

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

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

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

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

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

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

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

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

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

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

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

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

While their power and rarity make Golarion firearms fantastical in their own right, this hasn't stopped engineers, craftsman, and even fey smiths from attempting to improve the weapons or create their own versions. Whether these fantastic weapons include the beast guns of Arcadia, the combination weapons wielded by gunners of the Inner Sea seeking to stretch their meager supplies of black powder, or the goblin-forged "cobbled firearms" of the Shackles, Golarion is home to a diverse and unlikely array of unusual black powder weapons.

Beast Guns

Arcadia's history of gunsmithing goes back centuries, and Arcadia may very well have been the first continent on Golarion in which firearms were developed. While Arcadia's Deadshot Lands are famous for their rare and prestigious skymetal guns, patterned after the star guns of old, more common in other regions are beast guns, created as part of a long-standing rite of passage.


RARE BREATH BLASTER

While they don't look much like ancient star guns and use a different kind of magic, beast guns are particularly notable in that, like star guns, they rely on magic rather than black powder. Beast guns can produce unique effects beyond simply damaging their targets.

Beast guns aren't loaded with the same ammunition as other guns, but they do still use ammunition, rather than shooting magical energy like a star gun. This ammunition comes as specially designed rounds, such as miniature tentacles fired from the *tentacle gun* or javelin-like spikes from the *spike gun*. Unless otherwise stated, these rounds come in packs of 10 that cost 1 sp and have light Bulk. The only weapon in this section that works significantly differently is the *growth gun*, which grows back a gob of its own ammunition once per round, ensuring you always have enough ammunition to fire a shot every round.

Monster hunters of all kinds roam Arcadia slaying beasts and harvesting their body parts to produce new beast guns, both new examples of established models and brand new types never seen or imagined before. Even after thousands of years, innovators expand the possibilities of what a beast gun can do.

The following pages contain a small sample of the many kinds of beast guns crafted in Arcadia. Each beast gun is a specific magic item. You can find more information on the ritual used in hunting the beasts to create a beast gun on page 130.

BREATH BLASTER ITEM 8+

UNCOMMON MAGICAL

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

A *breath blaster* is a *+1 striking blunderbuss* most commonly crafted from the trachea of a dragon, though other creatures with breath attacks or the ability to spit energy are occasionally used. The implementation of the dragon's trachea allows the firearm to unleash a torrent of pure energy in the form of gouts of flame or bolts of electricity.

A *breath blaster's* Strikes deal either acid, cold, electricity, fire, or poison damage, depending on the dragon type or other creature from which it was made, though it can otherwise be used like a normal blunderbuss. A *breath blaster* also can be activated to fire a line of energy in a 30-foot line or 15-foot cone, chosen when it's created and typically corresponding to the shape of the breath attack used by the type of dragon or creature from which the *breath blaster* was created.

In theory, the foundational techniques required to create a *breath blaster* would allow for other damage types, but such *breath blasters* would require the trachea from the correct dragon or creature type and additional creation techniques, making such a *breath blaster* rare rather than uncommon.

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

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

Type *greater breath blaster*; **Level** 14; **Price** 4,500 gp

The *greater breath blaster's* activation deals 6d6 damage and the DC is 31. It's a *+2 greater striking blunderbuss*.

Type *major breath blaster*; **Level** 18; **Price** 24,000 gp

The *major breath blaster's* activation deals 10d6 damage, the DC is 38, and the area increases to either a 60-foot line or a 30-foot cone, chosen when it's created. It's a *+3 greater striking blunderbuss*.

Craft Requirements The initial raw materials must include the trachea of a ritually hunted dragon or other creature with a breath attack with the appropriate damage type and area (line or cone) for the *breath blaster*.

DRAKE RIFLE ITEM 4

UNCOMMON MAGICAL

Price 100 gp

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

A *drake rifle* is a firearm made from the saliva glands of a drake. The firearm launches small bursts of empowered spittle instead of typical rounds of ammunition. A *drake rifle*

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

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

On a hit, the *drake rifle* provides one of the following additional effects based on its damage type:

- **Acid** Clinging acid makes it painful and sickening to move. The target becomes sickened 1.
- **Cold** Frozen spittle clings to the target. The target takes a –10-foot status penalty to their Speeds for 1 minute.
- **Electricity** Small bursts of electricity continue to spark and jolt the target. The target becomes dazzled and off-guard for 1d4 rounds.
- **Fire** A massive explosion knocks the target back. The target is pushed 10 feet away from you, and if it's on the ground, it falls prone.
- **Poison** Noxious vapors fill the target's lungs. The target becomes enfeebled 1 and clumsy 1 for 1 minute.

Craft Requirements The initial raw materials must include the saliva glands of a ritually hunted drake with a breath attack that deals the appropriate damage type for the *drake rifle*.

GROWTH GUN ITEM 9

UNCOMMON MAGICAL

Price 700 gp

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

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

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

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

PETRIFICATION CANNON ITEM 15

UNCOMMON MAGICAL

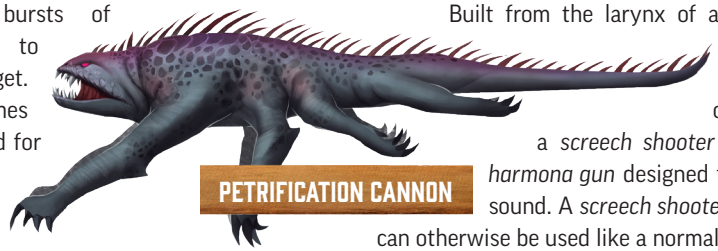
Price 6,500 gp

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

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

Activate—Basilisk Beam ◆◆ (manipulate, visual) **Frequency** once per hour **Effect** A beam of coiling energy leaps from the *petrification cannon* at a target within 60 feet. The target must attempt a Fortitude save against DC 34 with the effects of *petrify*.

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



PETRIFICATION CANNON

SCREECH SHOOTER ITEM 9+

UNCOMMON MAGICAL

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

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

Activate—Screech Shot ◆◆ (emotion, manipulate, mental) **Frequency** once per hour **Effect** The *screech shooter* unleashes a frightening wail. All creatures in a 30-foot emanation from you must attempt a DC 25 Will save.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

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

Type *screech shooter*; **Level** 9; **Price** 700 gp

Type *greater screech shooter*; **Level** 13; **Price** 3,000 gp

A greater screech shooter is a *+2 greater striking harmona gun*. The DC for the activation is 30 and it affects creatures in a 40-foot emanation.

Type *major screech shooter*; **Level** 17; **Price** 15,000 gp

The DC for the activation is 37 and it affects creatures in a 50-foot emanation.

Craft Requirements The initial raw materials must include the larynx of a creature with a frightening screech.

SPIDER GUN ITEM 6+

UNCOMMON MAGICAL

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

A *spider gun* is a *+1 striking* weapon. It's a distinct type of martial firearm made from the fangs and spinneret of a Large spider. It deals 1d10 poison damage with a range

increment of 30 feet and reload 1. On a critical hit, the venom clings to the target and they take persistent poison damage equal to 1d4 + the number of weapon damage dice. A *spider gun* does not add critical specialization effects. The gun can be activated to fire webbing that hampers other creatures.

Activate—Web Shot ❖ (manipulate) **Frequency** once per round; **Effect** You fire a mass of webbing at a square within 30 feet. That square becomes covered in webbing for 1 minute. A square covered with the webbing from a spider gun can be cleared by a single attack or effect that deals at least 5 slashing damage or 1 fire damage. A square has AC 5, and it automatically fails its saving throws. The first time each turn a creature in the webbing begins to use a move action or enters the webbing during a move action, it must attempt an Athletics check or Reflex save against DC 20. On a success, it moves normally through the webbing and clears away the webbing from any squares it enters this turn. On a failure, it treats squares of webbing as difficult terrain this turn, and on a critical failure, it's immobilized for 1 round or until it Escapes (DC 20) or destroys the webbing.

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

Type *greater spider gun*; **Level** 9; **Price** 1,400 gp

The gun's webbing requires at least 15 slashing damage or 5 fire damage to clear away and the DC is 25.

Type *major spider gun*; **Level** 15; **Price** 6,500 gp

A major spider gun is a *+2 greater striking* weapon. The gun's webbing requires at least 25 slashing damage or 15 fire damage to clear away and the DC is 34.

Craft Requirements The initial raw materials for the *spider gun* must include the fangs and spinneret of a giant spider or other Large spider.

SPIKE LAUNCHER ITEM 6

UNCOMMON MAGICAL

Price 250 gp

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

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

Activate—Spike Shot ❖❖❖ (manipulate) **Frequency** once per day; **Requirements** The *spike launcher* is loaded; **Effect** The *spike launcher* fires a volley of spikes in a 10-foot burst centered anywhere within its range. Make a Strike with the *spike launcher* against each creature in the area; your multiple attack penalty does not increase until after you have resolved all these attacks. On a success, the spike causes the creature to take a –5-foot status penalty to their Speed. On a critical success, the creature becomes immobilized instead. In either case, the creature, or an adjacent creature, can use an Interact action to remove the spike and end the penalty or immobilized condition.

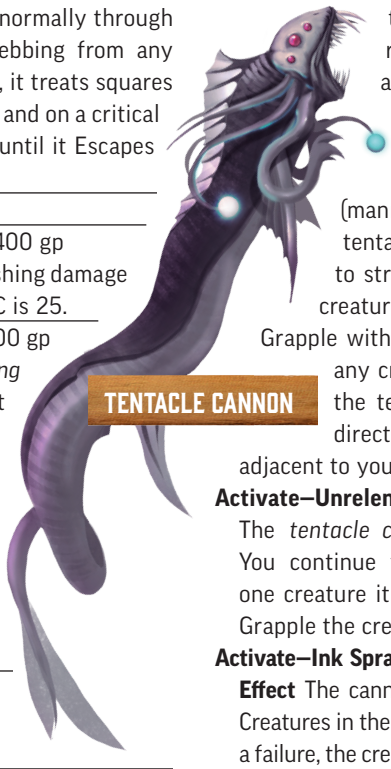
Craft Requirements The initial raw materials must include the tail of a manticore.

TENTACLE CANNON ITEM 7+

UNCOMMON MAGICAL

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

A *tentacle cannon* is a *+1 striking* weapon, built using components from squids, krakens, and sometimes even stranger tentacled creatures like alghollthu. It's a distinct type of martial firearm that deals 1d8 piercing damage. It has the capacity 5, concussive, and fatal d12 traits, a range increment of 30 feet, and reload 2. The weapon itself resembles a five-barreled handheld cannon with each barrel made from a hollowed out tentacle.



Activate—Grasping Deep Shot ❖❖ (manipulate) **Effect** You cause one of the tentacles forming the weapon's five barrels to stretch out and attempt to pull and grab a creature within 15 feet. The tentacle attempts to Grapple with a +13 bonus. It can attempt to Grapple any creature, regardless of size. On a success, the tentacle pulls the creature up to 10 feet directly towards you, until it's in a square adjacent to you.

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

Activate—Ink Spray ❖❖ Interact; **Frequency** once per hour; **Effect** The cannon fires a spray of ink in a 15-foot cone. Creatures in the area must attempt a DC 23 Reflex save. On a failure, the creature is covered in ink and becomes blinded for 1 round and dazzled for 1 minute or until it removes the ink. On a critical failure, the creature becomes blinded and dazzled; both conditions last for 1 minute or until it removes the ink. The creature, or an adjacent creature, can use an Interact action to remove the ink from its eyes to remove the blinded and dazzled conditions.

Type *tentacle cannon*; **Level** 7; **Price** 360 gp

Type *greater tentacle cannon*; **Level** 13; **Price** 2,000 gp

A *greater tentacle cannon* is a *+2 greater striking* weapon. It has a +20 bonus to Grapple, and its ink spray DC is 30.

Type *major tentacle cannon*; **Level** 17; **Price** 15,000 gp

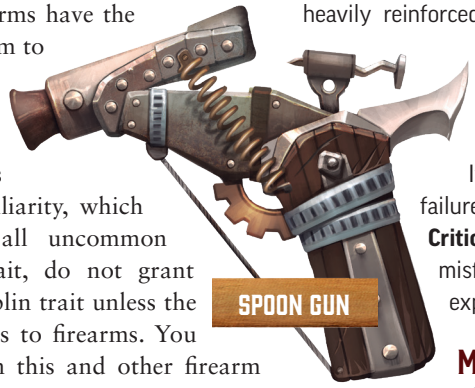
A *major tentacle cannon* is a *+3 greater striking* weapon. It has a +27 bonus to Grapple, and its ink spray DC is 37.

Craft Requirements The initial raw materials must include the tentacles and ink glands of a creature with a tentacle Strike and ink.

Cobbled Firearms

Goblins are nothing if not creative and adaptable, and have a unique gift for recognizing an advantage when they see one. Even with the relative rarity of firearms, only the most secluded goblins are unaware of the deadly metal tubes that fling death over long distances using fire and explosive powder. The goblin gunsmiths of the Motaku Isle Ironworks in Absalom's Shackles constantly experiment with new weapon designs using spare parts from their clients' weapons shipments and whatever happens to be lying around. The more successful versions of these junk guns often get added to the catalogue of weapons available from the ironworks, while the less effective ones usually kill their creators before the unfortunate gunsmiths have a chance to iterate on their designs. All cobbled firearms have the cobbled trait, which causes them to misfire on a failure.

The big boom gun and spoon gun both have the goblin trait. However, feats such as Goblin Weapon Familiarity, which normally grants access to all uncommon weapons with the goblin trait, do not grant access to firearms with the goblin trait unless the character separately has access to firearms. You can find more information on this and other firearm access details on page 148.



Mundane Cobbled Firearms

Big boom guns and spoon guns are modified versions of hand cannons with potential benefits and drawbacks alike, rather than separate weapons. If you have access to the spoon gun or big boom gun modifications, you can purchase them whenever you would purchase a hand cannon, and effects that depend upon and apply to hand cannons apply to both weapons.

Spoon Gun — Item 1

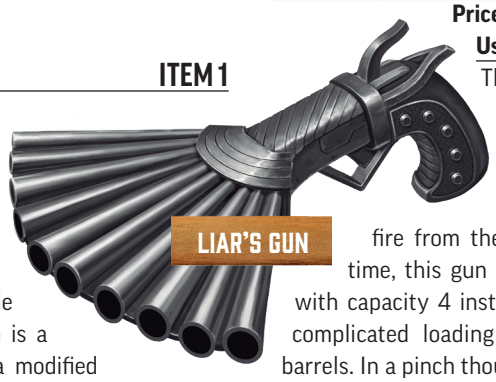
UNCOMMON COBBLED GOBLIN

Price 10 gp

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

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

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



Additional Traits

The following new trait is applicable to all the weapons in this section.

Cobbled: This firearm is cobbled together and likely to misfire. No matter how well you upkeep it, on a failed attack roll, the attack misses and you must roll a DC 5 flat check. If you fail this check, the weapon misfires.

Big Boom Gun — Item 1

UNCOMMON COBBLED GOBLIN

Price 10 gp

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

Developed by a goblin weaponsmith who missed the "hand" part of "hand cannon," this comically oversized gun has a heavily reinforced barrel and is loaded with a worrisome quantity of gunpowder.

This hand cannon is a martial weapon instead of a simple weapon. It has the fatal d12 trait and a range increment of 20 feet. It also has the following modified critical failure condition.

Critical Failure The attack misses, the weapon misfires, and you take 1d12 fire damage as it explodes in your face.

Magical Cobbled Firearms

When you take the already volatile technology of cobbled firearms and add unstable battle magic to the mix, you can be sure that something either wonderful or terrifying is going to come from it, and perhaps both at once. The *liar's gun* is the embodiment of that certainty. The *liar's gun* is a specific magic item.

Liar's Gun — Item 7

UNCOMMON COBBLED MAGICAL

Price 360 gp

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

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

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

Combination Weapons

With the advent of firearms, there have been a number of gunslingers, inventors, and alchemists who have created a variety of combination weapons using black powder. The explosive dogslicer, gnome amalgam musket, and three-peaked tree all have traits corresponding to an ancestry. However, feats such as Elven Weapon Familiarity, which normally grants access to all uncommon weapons with the elf trait, do not grant access to firearms with the given trait unless the character separately has access to firearms. You can find more information on this and other firearm access details on page 148.

Uncommon Combination Weapons

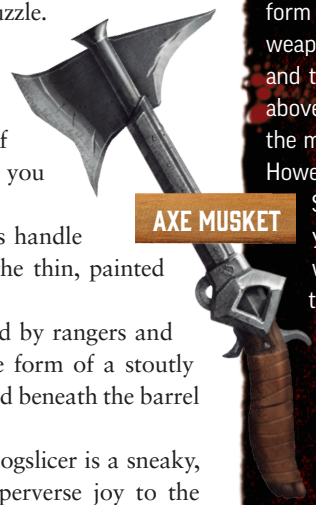
Uncommon Martial Weapons	Price	Damage	Range	Reload	Bulk	Hands	Group	Weapon Traits
Axe musket (level 1)	10 gp	1d6 P	50 ft.	1	2	2	Firearm	Concussive, fatal d10
Melee usage		1d8 S			2	2	Axe	Critical fusion, forceful, sweep
10 rounds	1 sp				L			
Black powder knuckle dusters	8 gp	1d4 P	30 ft.	1	L	1	Firearm	Concussive, fatal d8, monk
Melee usage		1d4 B			L	1	Brawling	Agile, critical fusion, monk
10 rounds	1 sp				L			
Cane pistol	8 gp	1d4 P	30 ft.	1	1	1	Firearm	Concealable, concussive, fatal d8
Melee usage		1d6 B			1	1	Club	Concealable, critical fusion, thrown 10 ft.
10 rounds	1 sp				L			
Dagger pistol	8 gp	1d4 P	30 ft.	1	L	1	Firearm	Concussive, fatal d8
Melee usage		1d4 P			L	1	Knife	Agile, critical fusion, finesse, thrown 10 ft., versatile S
10 rounds	1 sp				L			
Gnome amalgam musket (level 1)	10 gp	1d6 P	50 ft.	2	2	2	Firearm	Concussive, fatal d10, gnome
Melee usage		1d8 B			2	2	Hammer	Backswing, critical fusion, gnome, trip, versatile P
10 rounds	1 sp				L			
Gun sword (level 1)	13 gp	1d10 P	30 ft.	1	2	2	Firearm	Concussive, kickback
Melee usage		1d8 S			2	2	Sword	Critical fusion, versatile P
10 rounds	1 sp				L			
Hammer gun (level 1)	13 gp	1d6 P	60 ft.	1	2	2	Firearm	Concussive, fatal d10
Melee usage		1d10 B			2	2	Hammer	Critical fusion, shove
10 rounds	1 sp				L			
Mace multipistol	13 gp	1d4 P	20 ft.	1	1	1	Firearm	Capacity 3, concussive, fatal d8
Melee usage		1d6 B			1	1	Club	Critical fusion, finesse, shove
10 rounds	1 sp				L			
Piercing wind	15 gp	1d6 P	40 ft.	1	1	1	Firearm	Concussive, fatal aim d10
Melee usage		1d6 S			1	1	Sword	Critical fusion, finesse, sweep
10 rounds	1 sp				L			
Rapier pistol	10 gp	1d4 P	30 ft.	1	1	1	Firearm	Backstabber, concussive, fatal d8
Melee usage		1d4 P			1	1	Sword	Critical fusion, deadly d8, disarm, finesse
10 rounds	1 sp				L			
Three-peaked tree (level 1)	12 gp	1d6 P	60 ft.	1	2	2	Firearm	Concussive, elf, fatal d10, parry
Melee usage		1d8 P			2	2	Spear	Critical fusion, elf, tethered, thrown 20 ft.
10 rounds	1 sp				L			
Uncommon Advanced Weapons	**Price**	**Damage**	**Range**	**Reload**	**Bulk**	**Hands**	**Group**	**Weapon Traits**
Explosive dogslicer (level 1)	10 gp	1d6 S	20 ft.	1	2	2	Firearm	Backstabber, fatal d10, goblin, scatter 5 ft.
Melee usage		1d6 S			2	2	Sword	Agile, backstabber, critical fusion, finesse, goblin
5 rounds	1 sp				L			

COMBINATION WEAPON DESCRIPTIONS

The weapons listed in Uncommon Combination Weapons table are detailed below.

Axe Musket: This item, favored by firearms-using dwarves and barbarians, takes the form of a sturdy musket with an axe blade attached near the muzzle.

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



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

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

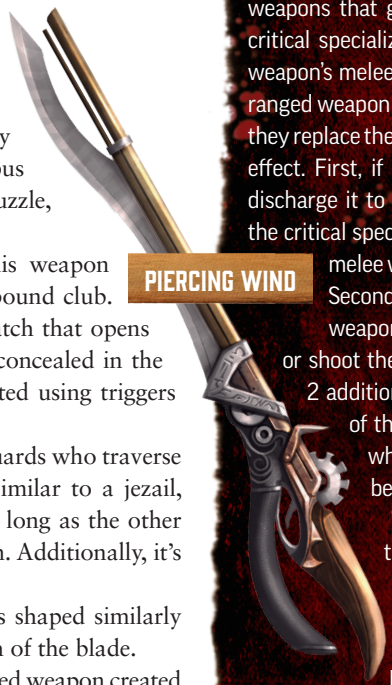
Explosive Dogslicer: An explosive dogslicer is a sneaky, explosive weapon that often brings perverse joy to the goblins who use them. At first glance, it appears to be a triple-bladed dogslicer with an oversized guard.

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

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

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

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



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

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

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

ADDITIONAL TRAITS

The following traits appear on weapons in this section.

Combination: Combination weapons combine the functionality of melee weapons and ranged weapons in unique ways. A combination weapon has a ranged form or usage and a melee weapon form or usage. The weapons table lists the ranged weapon statistics first and the melee weapon statistics indented beneath, just above the ammunition. You can Interact to swap between the melee weapon usage and the ranged weapon usage. However, if your last action was a successful melee Strike against a foe using a combination weapon, you can make a ranged Strike with the combination weapon against that foe without fully swapping to the ranged weapon usage, firing the ranged weapon just as you hit with the melee attack. In this case, the combination weapon returns to its melee usage after the ranged weapon Strike.

Since a combination weapon is one weapon with two usages, both usages share any fundamental runes. You can put a property rune on a combination weapon as long as it's appropriate for either of the two usages, but if only one of the usages meets the property rune's requirements, the effects of the property rune only apply for that usage. For instance, a *vorpal axe musket* only applies the vorpal property rune when you are using it as an axe. Due to their complexity, combination weapons can't have another weapon, such as a bayonet or reinforced stock, attached to them.

Critical Fusion: Critical fusion is a trait for combination weapons that grants you two additional options for the critical specialization effect when using the combination weapon's melee version to make a melee attack while the ranged weapon is loaded. If you choose to use one of them, they replace the melee usage's normal critical specialization effect. First, if the ranged weapon is a firearm, you can discharge it to create a loud bang and concussion, using the critical specialization effect for firearms instead of the melee weapon group's critical specialization effect. Second, you can choose to discharge the ranged weapon to increase the critical hit's momentum or shoot the foe as you attack them in melee, dealing 2 additional damage per weapon damage die. Both of these options discharge the ranged weapon, which typically means you have to reload it before firing it again.

Tethered: This weapon is attached to a tether that allows you to retrieve it after it has left your hand. If you have a free hand (including if you've just thrown a tethered weapon and have a hand holding nothing but the weapon's tether), you can use an Interact action to pull the weapon back into your grasp after you have thrown it as a ranged attack or after it has been disarmed (unless it's being held by another creature).

Rare and Unique Magic Firearms

While firearms are relatively uncommon in Golarion, they are nonetheless an attractive choice for use in crafting unique signature weapons and other great works. The fey of Arcadia created their own firearm in the form of the *Rowan Rifle* to gift to their champions, while in the Inner Sea heroes from several countries and regions have traveled to Alkenstar to have their trophies immortalized as part of a powerful and unusual weapon.

The following are rare and unique specific magic firearms, possessing unusual and sometimes outlandish special effects. Some among these firearms are cursed, haunted, or even intelligent. You can find more information on cursed items on page 306 of *GM Core*, and more information on intelligent items on page 304 of *GM Core*. A haunted firearm is simply a cursed firearm whose curse derives from a confused, enraged, or tormented spirit attached to the weapon. It is often possible, though difficult, to discover and resolve the unfinished business that will put that spirit to rest. In this case, the firearm's curse might be forever lifted as the spirit goes free to the afterlife, never to bother the firearm's wielder again.

Cursed Firearms

Arboreal's Revenge — Item 6

RARE CURSED MAGICAL

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

This walnut and brass *+1 striking blunderbuss* has a natural look, with wood worn smooth by time, but left knotted and gnarled. The handgrip beneath the flared muzzle is a well-positioned bulging tree knot, and the long stock looks as if it was grown to fit you. On closer examination, the whorls and rings in the wood resemble eyes.

Arboreal's revenge is a haunted firearm constructed with wood hewn from a living arboreal, slaying the arboreal and trapping its spirit in the firearm. Perhaps a patient wielder could one day put the arboreal's spirit to rest, or at least come to terms with it, abating the drawbacks of the weapon while keeping its advantages.

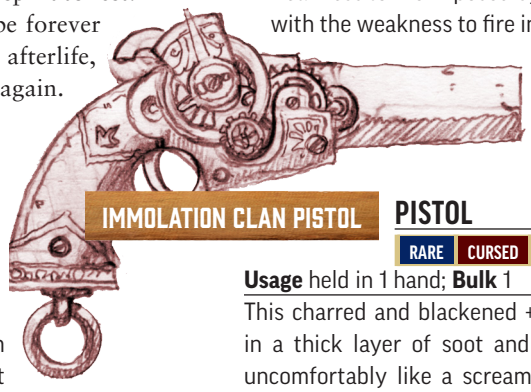
When you first fire *arboreal's revenge*, the blunderbuss fuses with you, after which it's almost impossible to remove it from your possession with *cleanse affliction* or similar effect, like many cursed items. You gain weakness 5 to fire and the flat check for you to recover from persistent fire damage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

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

The arboreal haunting the firearm can use the following two effects whenever it wants, often using them at random. You can coax it into performing them each intentionally once per day, with the following activations.

Activate—Arboreal Growth ◆ (concentrate) **Frequency** once per day; **Effect** The arboreal haunting the blunderbuss attempts to regrow itself into a new physical body by sprouting from the bodies of all the creatures that the firearm recently harmed. You and all creatures within 60 feet damaged by *arboreal's revenge* within the last minute must attempt a DC 20 Fortitude saving throw. On a failure, they take a –10-foot circumstance penalty to their Speeds as roots rapidly sprout from their wounds, which lasts until they Escape (DC 20).

Activate—Arboreal's Grace ◆◆ (manipulate) **Frequency** once per day; **Effect** You cast *oaken resilience* from the blunderbuss as a 2nd-level primal spell. However, the weakness to fire imposed by *oaken resilience* is cumulative with the weakness to fire imposed by this weapon's curse, for a total of weakness 8 to fire.



IMMOLATION CLAN PISTOL

Immolation Clan

Pistol — Item 10

RARE CURSED FIRE MAGICAL

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

This charred and blackened *+2 striking clan pistol* is coated in a thick layer of soot and grease and its retort sounds uncomfortably like a scream. Clearly at dangerous risk of misfire, this weapon claimed the life of its dwarven crafter shortly after completion and is haunted by that pained spirit. This ever-burning spirit keeps the firearm warm to the touch, regardless of surrounding environment.

No matter how much you clean and maintain it, an *immolation clan pistol* is always at risk of a misfire, and the flat check to avoid a misfire is DC 7 rather than DC 5. On a misfire, an *immolation clan pistol* releases a blast of concentrated fire, dealing you 2d6 fire damage and 2d6 persistent fire damage.

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

Regardless, these nightmares possess clues to the spirit's life. If you take the *immolation clan pistol* to the site of its

creation and repair it with tools belonging to the tormented spirit, you might be able to break the curse. If the spirit is set free, this weapon becomes a *+2 greater striking flaming clan pistol* with no other abilities or curses.

Activate—Flaming Possession ❖❖ (manipulate) **Frequency** once per day; **Effect** You allow yourself to become possessed by the immolated spirit bound to the clan pistol. For 1 minute, you look like a flaming corpse. During this time, you gain a +2 status bonus to Intimidation checks and the immolation clan pistol becomes a *+2 striking flaming clan pistol*.

PACT-BOUND PISTOL ITEM 10

RARE CURSED FIRE MAGICAL UNHOLY

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

Wielded in over a hundred duels by the famed Ustalavic noblewoman Countess Tasya Iserav, this *+1 striking fearsome dueling pistol* (*GM Core* 237) is a work of master craftsmanship, almost eerie in the precise geometric perfection present in each dimension and detail of its composition.

Commissioned at great expense and artfully designed by a team of the finest gunsmiths, this exquisite mahogany pistol has adamantine detailing. The ruby-eyed, leering devil's face that surrounds the barrel was intended to strike fear into the Countess's opponents—of which there were many. Countess Tasya credited this weapon with her exceptional success in dueling circles and refused to name the weapon's creators for fear their works would fall into an opponent's hands. In the past decade, seven replicas of the Countess's famed pistol have arisen, each said to be crafted by the Countess's anonymous gunsmiths. That each of these weapon's wielders have quickly risen to become exceptional duelists in their own right has lent credence to their claims. Despite public pressure, wielders of these replicas have refused to square off against the Countess.



ANIMATE DREAMER

Despite the weapon's beauty and utility, a *pact-bound pistol* is a cursed weapon and a physical manifestation of an infernal contract sworn between the bearer of the weapon and the Archdevil Mephistopheles. Each *pact-bound pistol* was crafted not by a team of master artisans, but by Countess Tasya Iserav herself, a secret diabolist and devoted priestess of The Crimson Son. The very act of firing the weapon is an acceptance of the contract's terms and causes the weapon to fuse to you. Thereafter, the weapon reappears in your possessions within 1 minute of you discarding it, and can't be destroyed or thrown away permanently, until the curse is removed.

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

Each time a creature dies within 1 hour of being damaged by a *pact-bound pistol*, that creature must attempt a DC 25 Will saving throw. On a failure, their soul is consigned to the Archdevil Mephistopheles; their soul immediately goes to Hell and they can't be returned to life through any means short of divine intervention, a heist, or a successful appeal in the courts of Hell; even powerful magic such as the *wish* ritual is insufficient. After you have consigned 9 souls to Mephistopheles in this way, the contract is fully scribed upon your flesh. You become immune to fire damage and the *pact-bound pistol* becomes a *+2 striking greater fearsome dueling pistol*. Your soul belongs to Mephistopheles and immediately goes to Hell when you die. You can't be returned to life through any means, even through the divine intervention of a deity.

Failing to wield a *pact-bound pistol* is a breach of contract. Each day you go without firing the *pact-bound pistol* at a living creature, you must attempt a Will saving throw. On a failure, you become stupefied 1. If you are already stupefied, the value of your stupefied condition increases by 1, to a maximum of stupefied 4. While you're fused with the *pact-bound pistol*, you can't reduce the value of your stupefied condition except by damaging a living creature with it. Whenever you damage a living creature with it, if you are suffering from the stupefied condition due to the *pact-bound pistol*, your stupefied condition is removed.

INTELLIGENT FIREARMS

ANIMATE DREAMER ITEM 15

RARE INTELLIGENT OCCULT

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

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

Communication telepathy (Common, and six other common languages)

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

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

Will +26

The gunsmith that created this marvelous *+2 greater striking spell-storing dwarven scattergun* poured so much love and care into its creation that the weapon gained a spark of sentience. However, at first it was completely incapable of expressing itself. This led a seething frustration to grow within the weapon, as it yearned desperately to respond to the same love and affection that created it. Through decades of effort, it gained the ability to communicate emphatically, then telepathically. Now,

INTEGRATED FIREARMS

In addition to the many rare and unique weapons presented here, there exists a special type of rare firearm known as an integrated firearm that anyone who knows the proper techniques can craft. An integrated firearm replaces a creature's forelimb, usually in place of a prosthesis or one of an automaton's (page 36) arms. An integrated weapon can be a one or two-handed firearm or combination weapon, though weapons with the reach property are typically too ungainly for this treatment and one-handed weapons are usually preferred since two-handed weapons still require the use of a second arm for proper wielding. Opponents can't disarm an integrated firearm and they take 10 minutes to attach or remove. Integrated firearms can be fired using the same arm they are attached to, with careful and complex mechanics that use the wearer's posture or even directly attach to the muscles or other infrastructure that used to control the severed or detached limb. A creature with an integrated firearm can't use the arm replaced by the firearm for any actions or tasks other than wielding and firing the firearm.

the weapon is capable of exerting its influence over other inanimate objects. Despite the weapon's progress, years of feeling helpless have given the *animate dreamer* a singular goal: to obtain and occupy a body of its own.

An *animate dreamer* is cunning, intelligent, and patient. It urges you to create a body for it and is willing to go to any lengths to see its goals come to fruition, including coercion, deception, and violence. An *animate dreamer* desires a permanent body but isn't picky about the body's form or the methods it has to use in order to gain it. Therefore, an *animate dreamer* is just as happy in a living body stolen from an innocent as it would be in an artificially constructed body, or even an undead corpse. If you refuse to work towards creating or obtaining a body for the *animate dreamer*, it will likely use its *possession* ability to try and take control of you and use your body to find a permanent replacement for itself.

Activate—Unleash Spell ◆◆ (manipulate) **Requirements** The *animate dreamer* has a stored spell. It can see a creature it hit and damaged within the last minute, and that creature's within 120 feet of *animate dreamer*; **Effect** The *animate dreamer* casts its stored spell at a target that meets the requirements. This empties the spell from the weapon and allows a spell to be cast into it again. The *animate dreamer* has a spell attack roll of +25 and a spell DC of 33 with the stored spell.

Activate—Animate Object ◆◆◆ (manipulate) **Effect** The *animate dreamer* focuses on a single unattended inanimate object in an area it can see and exerts its will over the object, temporarily levitating it around. The *animate dreamer* casts *telekinetic hand* as a 5th-rank occult spell.

Activate—Possessive ◆◆◆ (manipulate) **Frequency** once per day; **Effect** The *animate dreamer* attempts to achieve its goal of occupying a body of its own and casts *possession* as a 7th-rank spell with a spell DC of 33. The weapon still functions as a *+2 greater striking spell-storing dwarven scattergun* while this effect is active but loses all other special abilities until the spell expires and the *animate dreamer*'s intellect returns to it.

BOASTFUL HUNTER ITEM 3

RARE INTELLIGENT PRIMAL

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

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

Communication speech (Common)

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

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

Will +11

Possessing a boisterous, proud demeanor, this *+1 jezail* is an aspiring big game hunter, always quick to share a tale of its bold adventures and predatory conquests—although the veracity of such tales is often questionable. A *boastful hunter* enjoys tracking and hunting animals of all kinds but takes particular pleasure in taking down large, dangerous, or rare animals. Against an animal, the *boastful hunter* deals 1d6 additional damage. On a critical hit against an animal, the *boastful hunter* also deals 1d6 persistent bleed damage.

A *boastful hunter* urges you to face off against tougher and tougher creatures—a challenge the ambitious rifle may not be adequate to deal with. If the *boastful hunter* goes one week without participating in a hunt against an animal of at least your level, it becomes bored. A bored *boastful hunter* complains incessantly and imposes a –1 item penalty to attack rolls against non-animal targets. A bored *boastful hunter* can be appeased by using it in combat against an animal of at least your level.

Unable to accept its own weaknesses, a *boastful hunter* blames any failed hunts on you, and considers remarks about its strength or quality a terrible insult. An insulted *boastful hunter* badmouths you to sentient creatures you interact with, imposing a –1 item penalty to Deception, Diplomacy, and Intimidation skill checks, and all attacks with it incur a misfire chance until the weapon is appeased. An insulted *boastful hunter* can be appeased by complimenting it and succeeding at a Diplomacy check against its Will DC two days in a row. You can only attempt a Diplomacy check to appease the *boastful hunter* once each day.

DUCHY DEFENDER ITEM 13

RARE INTELLIGENT OCCULT

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

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

Communication speech (Common, Dwarven, Kelish, Osiriani)

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

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

Will +26

Patriotic to the extreme, this *+2 flaming greater striking*

flintlock musket was among the first firearms forged in the Gunworks and was wielded by Ancil Alkenstar, founder of the Grand Duchy of Alkenstar. In Alkenstar's hands, the musket was used to defend the burgeoning Grand Duchy from outside threats, including mutants of the Mana Wastes, Nexian constructs, and undead from Geb. After Ancil's death, the weapon was passed down, per his own decree, not to his heirs but to the greatest defender of Alkenstar, as determined by the weapon's previous owner. Over time, the devotion and heroism of each successive wielder left a psychic imprint on the weapon, until it developed an intellect and drive of its own.

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

If you break the laws of Alkenstar, a *duchy defender* goes out of its way to call attention to you at inopportune times, such as when you're engaged in an illegal activity, and attempts to see you pay for your crimes, up to and including outing you to law enforcement and providing testimony against you in court. If a *duchy defender* is used unjustly against a citizen of Alkenstar, the weapon automatically misfires.

If the weapon is removed from the Grand Duchy of Alkenstar without a reason that directly benefits the duchy, the *duchy defender* transports itself away, reappearing in the hands of a previous worthy owner, or elsewhere in Alkenstar if no such previous owner lives. In the hands of a worthy owner, a *duchy defender* is nearly impossible to steal, since it transports itself back to you at the first opportunity after someone takes it, and it grants you a +2 circumstance bonus to their Reflex DC to resist being disarmed of it.

Activate—Declare Judgment ❖❖ (manipulate)
Frequency once per round; **Effect** The *duchy defender* focuses its will on a single target it can see and who it knows is guilty of committing a crime within Alkenstar's borders. The next time the *duchy defender* damages this target, it deals an additional 2d8 precision damage.

Activate—To the Worthy! ❖❖❖ (concentrate, teleportation)
Effect The *duchy defender* travels through the air at a speed faster than light, returning to the hands of a previous owner who has been deemed worthy. If the owner's hands are full, the *duchy defender* instead appears on the ground in their space. If there is no previous owner the *duchy defender* deems worthy that lives, it instead travels to a random public location within Alkenstar. Traveling to an unknown location is draining; after doing so, the *duchy defender* can't transport itself anywhere for 1d4 days.

SUNKEN PISTOL ITEM 8

RARE ARCANE INTELLIGENT

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

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

Communication speech (Common)

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

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

Will +16

A *sunken pistol* is imbued with the unfulfilled desires and insatiable greed of its previous wielder, a notorious pirate drowned at sea.



INTEGRATED FIREARMS



Once a beautiful and artistically wrought weapon, a *sunken pistol* is coated in a fine layer of dried salt and encrusted with barnacles. Each shot fired from this *+1 striking dragon mouth pistol* is now coated in a layer of salty ectoplasm and has the effects of a *ghost touch* rune. You can shoot the *sunken pistol* underwater, even when using black powder ammunition.

A *sunken pistol* urges you to amass a horde of treasure even a dragon would be proud of. The methods used to acquire these riches matter not to the greedy pirate pistol, so long as you amass and hoard excessive wealth. Above all else, a *sunken pistol* desires the return of its own treasure, which might rest in the wreck of its sunken ship's hold or be hidden on a dangerous island.

In pursuit of treasure, a *sunken pistol* offers nautical and navigation advice to you, though it refuses such aid during less lucrative ventures. If you prove a profitable partner, the *sunken pistol* aids you in combat by Demoralizing your opponents (see the first Activation below). If you prove charitable or unwilling to retrieve its treasure, the *sunken pistol* turns its ire on you, Demoralizing you during combat until you relent. If you repeatedly refuse the *sunken pistol*, it would be wise to not accept *water breathing* from it, as it might attempt to drown you to allow a more suitable wielder to acquire it from your corpse. The *sunken pistol* can use the following activations.

Activate—Begone Ye Blasted Barnacle-Scrubbin' Bilge Rat! ❖ (concentrate) **Frequency** once per minute; **Effect** The *sunken pistol* curses and insults a creature it can see, attempting an Intimidation check to Demoralize that creature.

Activate—No One'll Be Drownin' Ye 'Cept Me! ❖❖❖ (manipulate) **Frequency** once per day; **Effect** The sunken pistol casts *water breathing* on you as a 3rd-rank arcane spell. The *sunken pistol* can Dismiss this spell, so be sure to keep the gun happy if you're relying on its good graces to breathe!

OTHER RARE AND UNIQUE MAGICAL FIREARMS

HYLDARF'S FANG ITEM 15

UNIQUE FIRE MAGICAL POISON

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

This *+2 greater striking hand cannon* is carved and crafted from a single large fang, worn with age and cracked with red lines. The tip of the fang has been filed down, but still leaks black fluid occasionally. It was fashioned from the tooth of the tor linnorm Hyldarf by a half-Ulfen gunsmith from Tian Xia who sought the title of linnorm king. Though

the smith failed to slay the linnorm, he did claim the mighty dragon's tooth and fashion it into a magic firearm that still drips warm venom. Hyldarf survived the encounter with her attacker and slew the gunsmith years later, though by then the smith had already bequeathed the weapon to his chosen heir and it was far out of her grasp. The linnorm still searches for her missing tooth, portending potential doom for the weapon's owner.

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—King of Linnorms ❖❖❖ (manipulate) **Frequency** once per day; **Effect** You call upon Hyldarf's power to gain the magic of a linnorm for a brief time. For 1 minute, you gain the effects of *fly*, *unfettered movement*, and *truesight* as well as fire resistance 20.

Activate—Linnorm's Fang ❖ (manipulate) **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 ITEM 6

UNIQUE MAGICAL

Price 240 gp

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

This *+1 striking jezail* is built from white hot metal and has a ruby fused into the palm wood stock. When the *iris of the sky* misfires, you take 5 persistent fire damage.

The first firearm of this type came as the result of a gunslinger who entreated an ifrit, wishing for the might of the desert sun. 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 ifrit.

Activate—Sear the Sky ❖ (concentrate) **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—A Wish Granted With Inevitable Fire ❖❖ (concentrate, manipulate, 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 ITEM 15

UNIQUE MAGICAL

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

This *+2 greater striking flintlock pistol* has the odd construction of possessing two triggers, one of soapstone and one of onyx, clearly separated with individual trigger guards. Originally created by a student at Blythir College in Alkenstar, the *mountebank's passage* has the ability to create temporary linked portals on existing surfaces. The weapon disappeared shortly after its invention, but rumors have circulated that it now belongs to a group of thieves who use it to commit impossible robberies.

Activate—Doorway to Onyx ❖ (manipulate) **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—Doorway to Pearl ❖ (manipulate) **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 leaps to the surface and creates an onyx portal. Any creature who moves through the black portal comes out through the *mountebank's passage*'s white portal, if one exists on the same plane. Using this activation causes any previous black portal to disappear; even if you don't create a new portal; otherwise, the portal lasts until your next daily preparations.

REAPER'S GRASP ITEM 11

UNIQUE MAGICAL UNHOLY

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

This *+2 striking arquebus* has an ashwood stock plated with worked silver, featuring a mosaic of agonized skulls carved into the metal. The mere mention of Galt's infamous *final blades* is enough to make any mortal creature shudder. Used to execute political opponents in the nation's constant civil war, these guillotines hold the souls of those they execute, preventing them from reaching a natural afterlife. When one of the *final blades* was destroyed in 4710, some of the metal from its remains made its way to Alkenstar and was reforged into a deadly firearm that retained the guillotine's soul-stealing properties.

Whenever the *reaper's grasp* kills a sapient living or undead creature, a portion of that creature's soul is drawn inexorably into the weapon, and another skull is added to the mosaic as if scrawled by an invisible hand, 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.

Keep track of the level of each creature whose souls are stored in the *reaper's grasp*.

Activate—Soul Shot ❖ (concentrate) **Requirements** There's at least one soul stored in the *reaper's grasp*; **Effect** You channel the necromantic energy of a soul stored in the weapon into your next attack, increasing the attack's destructive power. Choose a soul stored in the weapon. The next Strike you make with the *reaper's grasp* before the end of your turn deals an additional void 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—Devour Captured Soul ❖ (concentrate) **Requirements** There's at least one soul stored in the *reaper's grasp*; **Effect** You channel the necromantic energy of a soul stored in the weapon into a mantle around you, protecting you from harm. Choose a soul stored in the weapon. 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 ITEM 16

UNIQUE MAGICAL PRIMAL

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

In a dense forest within Arcadia, djezet fell from the sky millennia ago, even before Earthfall. While this metal was poisonous to most of the plant life growing nearby, one stubborn rowan tree refused to die, its roots slowly absorbing djezet in small particles from the ground until the entire plant was suffused with it. Fey bowyers discovered the remarkable plant and coaxed it into growing into a very particular shape, its branching trunks woven together into a tightly twisted and naturally rifled barrel.

These legendary starmetal weapons are Arcadia's greatest treasures. The *Rowan Rifle* star gun is a *+2 greater fearsome quickstrike 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. As a weapon forged to protect the fey peoples of Arcadia, the *Rowan Rifle*'s enchantments prevent it from ever causing harm to a creature with the fey trait; any attempt to shoot a fey with it results in an automatic misfire. This legendary star gun is as much a badge of office as a weapon, as it denotes dominion over all Briarbough. 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 following activations.

Activate—Season's Cycle ❖ (concentrate) **Effect** You will the *Rowan Rifle* to change the energy it fires from the white-hot energy of summer that glows like a star to the shivering chill of winter, the crackling electricity of the storm, or even the sonic vibrations of a roar. The *Rowan Rifle's* damage type changes from its current damage type to cold, electricity, fire, or sonic. On the next sunrise, the *Rowan Rifle* returns to dealing fire damage.

Activate—Skymetal Shot ❖❖ (manipulate) **Effect** The *Rowan Rifle* fires a 60-foot line of liquid djezet that wraps around all creatures in the affected area before hardening, which impedes them with metallic vines unless the affected creature succeeds at a DC 35 Reflex save. A creature who fails the save takes a –15-foot circumstance penalty to their Speeds, and a creature who critically fails is immobilized. A creature who succeeds at a DC 35 Escape check ends this effect. Otherwise, the djezet vines last for 10 minutes before crumbling away.

Activate—Briarbough Brachiaport 1 minute (concentrate, manipulate) **Frequency** once per 10 minutes; **Effect** You hold aloft the *Rowan Rifle* and step into a tree in Briarbough, and you use *nature's pathway* to travel to another tree in Briarbough.

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* is made from fine tigerwood, with the muzzle carved in the shape of a tiger's head. Beneath the tiger head is a claw shaped bayonet. One of a set of four guns crafted as a gift to a Zenj family for delivery of rare healing and disease-abating herbs during an outbreak of a deadly disease in the Grand Duchy of Alkenstar, these firearms are now passed down to those who have done brave acts in service to the Zenj people. The flintlock sparks thrown by this weapon take the shape of pouncing tigers and the firearm's report sounds like a tiger's growl. Clever wielders use the firearm's report to panic their prey into mistakes and then pounce for the kill.

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—Tiger Shot ❖❖ (concentrate) **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-rank *vision of death* with a spell DC of 28. While *vision of death* 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 ITEM 13

RARE MAGICAL

Price 3,000 gp

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

This *+2 greater striking flintlock pistol* bears strange, jagged markings of erratic design and has an oddly squishy grip. It can be activated to produce a variety of unusual effects.

Activation—Wonder Shot ❖❖ (manipulate) **Effect** Choose a creature within 60 feet and roll a percentile die on the table below 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 modifier 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.

d%	Wondrous Effect
1–2	The pistol casts *summon animal* (3rd rank) to produce a hippogriff adjacent to you; only you can ride it.
3	The target becomes a shiny metal color (bronze, copper, or iron) and any sound or speech becomes tinny and robotic in nature; this effect lasts 1 month.
4–5	The pistol casts *planar tether*.
6	*Rewrite memory* (6th rank) causes the target to forget you ever existed; you can't Sustain the Spell.
7–13	A short rod protrudes from the pistol and unfurls a small flag that reads "Bang!". The pistol can't be fired until the flag is removed, which requires a single Interact action.
14–16	You are pushed 30 feet directly away from the target; if you hit an object or creature, you stop, but take falling damage equal to the distance you moved (if you hit a creature, it takes the same amount of falling damage).
17–19	The target is pushed 30 feet directly away from you; if it hits an object or creature, it stops, but takes falling damage equal to the distance it moved (if it hits another creature, the other creature takes the same amount of falling damage).
20	You don't need to eat or drink for 1 week.
21–25	The pistol casts *toxic cloud*.
26–30	The pistol casts *heroism* on you.
31	The pistol casts *one with plants* on you, except you appear as a Medium wooden grave marker bearing your name and the current date; you can't Dismiss the spell for 1 round.
32	The pistol casts *mask of terror*, except the target appears as a more fearsome and violent version of itself to all observers.
33–35	The target knows you have a bullet with its name on it; the first time you Strike the target with the pistol before the end of your next turn, roll the attack roll twice and take the highest result (this is a fortune effect).
36–37	The pistol casts *cloak of colors* on you with a duration of 1d10 rounds.
38–47	The pistol casts *hydraulic push* (4th rank) as water streams from the pistol.
48–50	The pistol casts *translocate* on you, teleporting you to the space adjacent to the target opposite your current position; if that space isn't clear, you instead teleport to the nearest open space.
51	The pistol casts *disintegrate*.
52	Dozens of tattered, nonmagical playing cards burst from the pistol's barrel.
53–54	Shadows crowd around the target, making all creatures concealed to the target while not in bright light; this effect lasts for 1 hour.
55–57	Normal vegetation within 30 feet of the target immediately dies and turns to ash.
58	The pistol casts *dinosaur form* on you to transform you into a triceratops; the pistol protrudes from the base of your front horn, and you can fire (but not reload) the pistol while in this form.
59	All non-artifact ammunition in your possession crumbles to dust.
60–69	You are quickened for 1 minute. You can use the extra action only to reload or fire the pistol.
70–71	The target is quickened for 1 minute. It can use the extra action only to Step or Stride.
72-79	The pistol casts *vision of death*.
80–81	Dozens of bullet holes appear in the target's nonmagical clothing. The effect is purely cosmetic.
82–85	The pistol casts *outcast's curse*.
86	The pistol vanishes, reappearing among your possessions once it can be activated again.
87–91	The pistol casts a 4th-rank *mist*, but with swirling dust and sand instead of fog.
92–96	The pistol casts *mountain's resilience* on you, making your skin rough and leathery; the target ignores the resistance you gain from this spell, and the target's attacks don't reduce the spell's duration.
97–99	The pistol casts *uncontrollable dance* with a duration of 3 rounds, even on a failure or critical failure.
100	Reroll two results and apply both in the order rolled; further results of 100 on these rerolls have no effect.

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AMMUNITION

No gunslinger's or arbalist's repertoire is complete without a selection of magical ammunition to amplify the effectiveness and impact of their shots. While many of the following options are limited to firearm rounds, others work for a variety of ammunition.

AROMATIC AMMUNITION ITEM 2

ALCHEMICAL CONSUMABLE

Price 5 gp

Ammunition any

Activate ❖ (manipulate)

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 ITEM 17+

UNCOMMON CONSUMABLE MAGICAL

Ammunition round

Activate ❖ (manipulate)

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 adamantine shot*; **Level** 18; **Price** 3,500 gp

The shot is a high-grade adamantine bullet. The awakened adamantine breaks through any resistance. The shot ignores the first 20 resistance a creature has to physical damage, all damage, or piercing or bludgeoning damage. Against a construct or creature who already has a resistance bypassed by adamantine, or a weakness to adamantine, the shot shatters the target's defenses, causing them to become off-guard for 1 minute instead. Because adamantine is uncommon, this version of *awakened metal shot* is uncommon even for gunslingers or other characters with access to uncommon guns and bullets from this book.

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 magic influences the target placed on others'

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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 spell or effect the target is using to manipulate that creature's mind. The counteract rank 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 spell effects on other creatures, the target is stupefied 1 for 1 minute instead.

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

The shot is a high-grade silver bullet. The awakened silver gleams with altered celestial moonlight designed to weaken and expose devils and werecreatures. On a hit, it attempts to counteract any polymorph effect on the target. The counteract rank is 9, and the counteract modifier is +27. If you fail (but don't critically fail) the counteract check against a devil or a werecreature, you get a success instead. If you counteracted the Change Shape ability, the creature can't use that ability again for 1 round, or 1 minute on a critical success. If you hit a devil or werecreature not under a polymorph effect, the target is enfeebled 1 for 1 minute instead.



AWAKENED METAL SHOT

BLACK POWDER ITEM 0+

UNCOMMON ALCHEMICAL CONSUMABLE

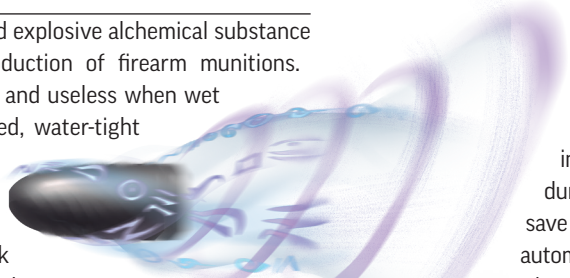
Ammunition round

Activate ❖ (manipulate)

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.



FEATHER TOKEN BULLET

Type horn; **Level** 2; **Price** 5 gp

A horn contains 500 doses worth of black powder. A horn can be detonated by leaving a small trail of black powder and then lighting it. Each 5-foot square requires one dose of black powder to create a trail through. As long as the horn is mostly full (at least 400 doses remaining) it can be detonated to deal 1d6 fire damage in a 5-foot burst (DC 16 basic Reflex save). It takes 1 round per 15 feet of powder trail laid down for a horn to detonate after the trail is lit. If multiple horns detonate simultaneously, it can increase the area of the explosion, but the damage in overlapping areas doesn't increase.

Type keg; **Level** 6; **Price** 50 gp

A keg contains 5,000 doses of black powder and can be detonated in the same way as a horn. As long as the keg is mostly full (at least 4,000 doses remaining) this deals 3d6 fire damage in a 20-foot burst (DC 20 basic Reflex save). Detonating multiple kegs can increase the area, but not the damage, of this effect; detonating a keg and any horns at the same time in an overlapping area also doesn't increase the damage.

DREAMING ROUND ITEM 14

UNCOMMON CONSUMABLE INCAPACITATION MAGICAL MENTAL SLEEP

Price 900 gp

Ammunition round

Activate ❖ (concentrate)

The night sky seems contained in this glass projectile. When an activated *dreaming round* damages a creature, it induces drowsiness. The creature must attempt a DC 30 Fortitude save.

Critical Success The creature is unaffected and becomes temporarily immune for 1 minute.

Success The creature becomes slowed 1 and fatigued for 1 round.

Failure The creature becomes fatigued and slowed 1, and must attempt another Fortitude save at the end of each of its turns. If it fails, its slowed condition increases by 1. A successful save reduces the slowed condition by 1. If the slowed condition is removed or reduced to 0, the effect and the fatigued condition end. If the target's actions are reduced to 0 by this effect, it immediately falls into a deep sleep and is unconscious, during which it no longer attempts a save at the end of its turn. It wakes up automatically after 1 hour or if it takes damage, but not due to non-painful stimuli (such as noise or being nudged). When it wakes up, its slowed condition decreases by 1, though it must once again save at the end of each of its turns and might risk falling asleep again.

Critical Failure As failure, except the target is initially slowed 2.

ERODING BULLET ITEM 5

UNCOMMON ACID ALCHEMICAL CONSUMABLE

Price 22 gp

Ammunition round

Activate ❖ (manipulate)

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 ITEM 4+

ALCHEMICAL CONSUMABLE

Ammunition any

Activate ❖ (manipulate)

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 ITEM 7

UNCOMMON CONSUMABLE FEY MAGICAL

Price 65 gp

Ammunition round

Activate ❖❖ (concentrate)

These bullets glimmer with emerald green light that dances across the surface of the bullet like a mischievous sprite. On a successful Strike, a *fairy bullet* casts *revealing light* (DC 23) extending outward from a corner of the target's space. You choose which corner of the target's space you want the burst to extend out from at the time you declare the associated Strike. Since the *fairy bullet* is fired before *revealing light* can reveal the target, the effects don't affect the flat check for the attack roll with the *fairy bullet* if the target is hidden from you.

GLUE BULLET ITEM 4

UNCOMMON ALCHEMICAL CONSUMABLE

Price 16 gp

Ammunition round

Activate ❖ (manipulate)

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

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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 ITEM 7+

UNCOMMON CONSUMABLE FIRE MAGICAL SPLASH

Ammunition round

Activate ❖ (manipulate)

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 ITEM 11

CONSUMABLE ILLUSION MAGICAL

Price 300 gp

Ammunition any

Activate ❖ (concentrate)

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

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

STEPPING STONE SHOT ITEM 7+

UNCOMMON CONSUMABLE MAGICAL

Ammunition round

Activate ❖ (concentrate, manipulate)

A series of small stone discs pressed into a single round make up this ammunition. When you fire an activated *stepping stone shot*, whether you hit or miss your target, 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; creatures and attacks can move through them if they wish. 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. This ammunition does not work in firearms with the scatter trait. 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 stone 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.



METEOR SHOT

TRUSTWORTHY ROUND ITEM 3

CONSUMABLE MAGICAL

Price 9 gp

Ammunition any

Activate ❖ (concentrate)

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 "Seltyiel" and shoot someone disguised as Seltyiel who you thought was Seltyiel, the attack will still hit, whereas if you were about to hit a disguised Seltyiel who you didn't recognize to be Seltyiel, the round would dissolve.

MARVELOUS MINIATURE AMMUNITION

One of the more popular and commonly used tools of adventurers across Golarion are *marvelous miniatures* (*GM Core* 268). Several forms of *marvelous miniature* 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 *marvelous miniatures* are suitable for use in this way, the boat, chest, and ladder miniatures have all been converted into ammunition at one time or another. These utilitarian devices are not suitable for direct offense in combat (a *marvelous miniature* fired into an occupied space fails to deploy and is wasted), but they are incredibly useful for providing cover where none existed previously, making a quick escape, or coordinating an innovative heist.



BLACK POWDER SIEGE WEAPONS

The advent of black powder is beginning to offer a new sort of weapon to warriors in Golarion, one that isn't dependent on the physical strength of the wielder. Siege weapons like ballistae and trebuchets create tremendous force at a distance with the efforts of multiple operators, allowing for destructive power to rival even mighty spellcasters. Black powder siege weapons take the potential of such machines of war and amplify it to the next level, adding explosive power to the cooperative efforts of the crew. In addition to the force of the black powder ignition itself, black powder siege weapons are able to funnel and direct the energy through a reinforced barrel or muzzle in ways torsion and counterweights cannot, increasing the accuracy, range, and impact of the weapon.

Siege weapons of all kinds operate largely the same way whether they incorporate black powder in their design or not. The Aiming, Loading, Launching, and Move Siege Weapon actions are all identical to the rules found on page 72. The most notable change is the chance of misfire; just like a firearm, improper use, inadequate cleaning, and a number of other factors can lead to deficiencies in a piece of artillery. The construction of the weapons and ammunition are also more expensive and harder to find due to the more advanced makeup.

SIEGE WEAPON MISFIRE

Just as personal firearms require a meticulous regimen of proper care and cleaning to operate at peak performance, black powder siege weapons must be properly maintained on a regular basis to avoid the risk of terrible consequences that might otherwise befall those who use them. If you attempt to fire a black powder siege weapon that was used or assembled prior to the current day and hasn't been properly cleaned and maintained since the last time it was used or assembled, you must attempt a DC 5 flat check before making your attack roll, risking misfire on a failure. A black powder siege weapon can also potentially misfire as a result of using a specific ability or due to using an unreliable black powder siege weapon with the cobbled trait, such as a siege weapon created at the risky pirate volcano foundry known as the Motaku Ironworks.

If you fail this misfire flat check, the siege weapon misfires and jams, and the attack also becomes a critical failure. To clear the jam, the crew must collectively use a number of Interact actions equal to the number of actions required to complete a single Load activity for the siege weapon. The weapon can then be reloaded and fired again. Once the crew has spent at least an hour cleaning and maintaining the weapon, they don't need to roll for a misfire until the next day unless an effect says otherwise.

If you critically fail a misfire check when attempting to fire a siege weapon, the siege weapon explodes, dealing the damage listed in its Launch entry to all creatures in a 30-foot emanation with a basic Reflex save. The DC of the save is the standard DC of the siege weapon's level (*GM Core* 52–53). When it explodes in this way, the siege weapon is destroyed.

SIEGE WEAPON STATISTICS

A siege weapon uses the following stat block format. An individual siege weapon might omit some of these sections, especially a portable siege weapon. Since all these siege weapon use black powder, they have (black powder) in their usage entry.

ALCHEMICAL SPRINGALD ITEM 13

UNCOMMON HUGE MOUNTED

Price 6,000 gp; **Ammunition** bomb arrows (100 gp, 2 Bulk)

Usage mounted (black powder); **Space** 15 feet long, 12 feet wide, 15 feet high

Crew 3 to 5; **Proficiency** martial

AC 29; **Fort** +23, **Reflex** +16

Hardness 15; **HP** 200 (BT 100); **Immunities** object immunities

Speed 10 feet (pulled or pushed)

Like the standard springald, an alchemical springald can launch three arrows simultaneously when its paddle is released. It fires specially crafted and balanced bomb arrows that carry black powder enhanced alchemical payloads that explode on impact.

Aim ◆◆ 30 feet, minimum distance 50 feet

Load ◆◆ (manipulate) 3 times

Launch ◆ (manipulate, range increment 100 feet) 10d6 damage and 3 splash damage, three different targets within a 15-foot burst, DC 30 Reflex. The damage type depends on the alchemical ammunition used: acid, cold, electricity, or fire. Creatures take the splash damage only once from the launch, even if they're in the area of more than one of the three splashes.

BLASTING RAM ITEM 7

UNCOMMON LARGE PORTABLE

Price 360 gp; **Ammunition** ram powder charge (2 gp, 1 Bulk)

Usage portable (black powder), held in 8 hands; **Bulk** 14

Crew 4; **Proficiency** martial

A blasting ram is a smaller battering ram that supplements the crew's size with explosive force. A steel reservoir holds a charge of black powder that ignites on impact. The body of the ram is reinforced to absorb the force of the explosion, while the head itself has a blast shield to protect the crew. Despite being a portable siege weapon, a blast ram has the Load action, which the crew uses to load the powder charge in the ram's head.

Load ◆◆ (manipulate) 2 times

Ram ◆◆ **Requirements** The other members of the crew have Readied to Stride on your order; **Effect** You and the crew Stride, with a maximum distance equal to the slowest crew member's Speed. Then, make a melee Strike with the ram against a structure or unattended stationary object. As you do, the black powder in the steel reservoir explodes, significantly increasing the damage of your attack. Due to the black powder's additional force, this Strike deals bludgeoning damage equal to 7d8 + the highest Strength modifier among members of the crew.

BOMBARD ITEM 5

UNCOMMON LARGE MOUNTED

Price 300 gp; **Ammunition** stone spheres (4 gp, 4 Bulk)

Usage mounted (black powder); **Space** 10 feet long, 4 feet wide, 5 feet high

Crew 2 to 4; **Proficiency** martial

AC 17; **Fort** +12, **Reflex** +5

Hardness 10; **HP** 40 (BT 20); **Immunities** object immunities

Speed 10 feet (pulled or pushed)

Bombards are some of the oldest and simplest of black powder siege weapons, devised based on many of the same principles as a hand cannon, but deploying them on a larger scale and scope. A bombard's body is usually made of brass or iron, which causes the bombard to resemble the shape of a large bell. While they are capable of moving very slowly, their clumsy and weighty design means bombards usually remain stationary. This in turn means they're often used more defensively than offensively.

HISTORY OF BLACK POWDER ARTILLERY ON GOLARION

As with any other realm of scientific advancement, siege weapon designs have evolved through time and across the world. The earliest black powder siege weapons were created by Tian alchemists experimenting with fireworks and large-scale explosions. Many of these weapons were simple devices made of bamboo or bound iron tubes that fired stones or iron balls with many similarities to firework launching instruments. While limited in range and accuracy, the force was markedly more powerful than typical weaponry of the time. Larger, clumsier weapons like the hwacha increased their lethality and range at the cost of mobility. It hasn't been until recently, however, with the advent of black powder weapons from Dongun Hold and Alkenstar, that a new generation of black powder artillery has begun to spread slowly across the world.



Aim ❖❖ 30 feet, minimum distance 30 feet
Load ❖❖ (manipulate) 2 times, requires a successful DC 20 Athletics check
Launch ❖ (manipulate, range increment 150 feet) 4d10 bludgeoning, 10-foot burst, DC 19 Reflex

CANNON ITEM 8

UNCOMMON LARGE MOUNTED

Price 900 gp; **Ammunition** cannonball (10 gp, 6 Bulk)
Usage mounted (black powder); **Space** 7 feet long, 5 feet wide, 4 feet high
Crew 2 to 4; **Proficiency** martial
AC 22; **Fort** +16, **Reflex** +9
Hardness 15; **HP** 80 (BT 40); **Immunities** object immunities
Speed 15 feet (pulled or pushed)

Cannons are perhaps the most well known of all black powder siege weapons, and that's because they represent a good midpoint between power and expense. Keeps and fortresses in Alkenstar prefer to fortify their forces with cannons, as they're relatively easy to construct and their ammunition is cheap enough to build up great supplies.

Aim ❖❖❖ 100 feet, minimum distance 50 feet
Load ❖❖ (manipulate) 2 times, requires a successful DC 20 Athletics check
Launch ❖ (manipulate, range increment 200 feet) 6d12 bludgeoning, single target, DC 23 Reflex

FIEND'S MOUTH CANNON ITEM 11

UNCOMMON HUGE MOUNTED

Price 2,800 gp; **Ammunition** cannonball (10 gp, 6 Bulk)
Usage mounted (black powder); **Space** 15 feet long, 15 feet wide, 8 feet high
Crew 3 to 6; **Proficiency** martial
AC 26; **Fort** +21, **Reflex** +13
Hardness 18; **HP** 90 (BT 45); **Immunities** object immunities

Fiend's mouth cannons are large-scale cannons designed to blast a target at great distance, from a stationary location. They get their name from the fiendish features usually adorning their barrels and frames. Compared to a standard field cannon, a fiend's mouth cannon can be aimed more easily, but flexibility comes at the cost of mobility. The barrel rests on a platform which can be rotated 360 degrees to allow for precise aiming.

Aim ❖❖ 200 feet, minimum distance 50 feet
Load ❖❖ (manipulate) 2 times, requires a successful DC 20 Athletics check
Launch ❖ (manipulate, range increment 300 feet) 8d12 bludgeoning, single target, DC 27 Reflex

FIREDRAKE ITEM 8

UNCOMMON HUGE MOUNTED

Price 1,000 gp; **Ammunition** alchemical fire barrel (50 gp, 3 Bulk)

Usage mounted (black powder); **Space** 15 feet long, 12 feet wide, 10 feet high

Crew 3 to 5; **Proficiency** martial

AC 22; **Fort** +16, **Reflex** +9

Hardness 12; **HP** 70 (BT 35); **Immunities** object immunities; **Resistances** fire 10

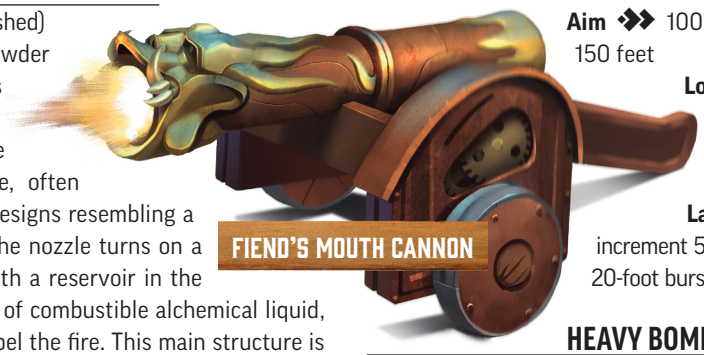
Speed 15 feet (pulled or pushed)

This alchemical black powder hybrid siege weapon uses a blast of black powder to spray alchemical fire from a long metal nozzle, often sculpted or painted with designs resembling a dragon's neck and head. The nozzle turns on a ratcheted, rotating disc with a reservoir in the center to hold a barrel full of combustible alchemical liquid, using black powder to propel the fire. This main structure is atop a wheeled cart to allow it to be easily moved. Unlike most mounted siege weapons, a firedrake is intended to be wheeled out into the thick of a skirmish rather than shooting from a distance.

Aim ◆◆◆ rotate 45°

Load ◆◆◆ (manipulate) 3 times, requires a successful DC 20 Athletics check

Launch ◆ (manipulate) 8d6 fire plus 1d6 persistent fire, 60-foot line or 30-foot cone, DC 23 Reflex. Switching between the firedrake's line or cone mode takes an Interact action, and any of the crew can perform the action.



FIEND'S MOUTH CANNON

STEELHEART 21 ITEM 13

RARE LARGE MOUNTED

Price 6,000 gp; **Ammunition** artillery shell (80 gp, 4 Bulk)

Usage mounted (black powder); **Space** 9 feet long, 7 feet wide, 5 feet high

Crew 4 to 6; **Proficiency** martial

AC 29; **Fort** +23, **Reflex** +16

Hardness 18; **HP** 150 (BT 75); **Immunities** object immunities

Speed 20 feet (pulled or pushed)

Named for Brondar Steelheart, one of the most important historical dwarven pioneers in the use of black powder, this remarkable piece of new Dongun artillery uses metallurgy and alchemy to negate nearly all of the immense amount of recoil a shot from a siege weapon usually produces. The barrel of the Steelheart 21 is suspended in a mix of alchemical fluids that first compress to dampen the recoil when fired, then expand to push the barrel back into place afterwards. The result reduces the amount of time needed to reset the aim of the siege weapon. The crew member who launches the Steelheart 21 can use the Quick Aim reaction (below), allowing them to adjust the weapon's aim on the fly as they fire to adapt to a faulty initial target, changing battlefield conditions, the use of illusions by the enemy, or any of a variety of other factors that lead to the need to alter the siege weapon's course.

Quick Aim ↻ **Trigger** You Launch this siege weapon, after determining the effects of the Launch action. **Effect** You Aim this siege weapon, moving the aim up to 10 feet instead of its normal distance.

Aim ◆◆◆ 100 feet, minimum distance 150 feet

Load ◆◆◆ (manipulate) 3 times, requires a successful DC 20 Athletics check

Launch ◆ (manipulate, range increment 500 feet) 8d12 bludgeoning, 20-foot burst, DC 30 Reflex

HEAVY BOMBARD ITEM 9

UNCOMMON GARGANTUAN MOUNTED

Price 1,400 gp; **Ammunition** large stone spheres (8 gp, 16 Bulk)

Usage mounted (black powder); **Space** 17 feet long, 6 feet wide, 6 feet high

Crew 3 to 6; **Proficiency** martial

AC 23; **Fort** +18, **Reflex** +10

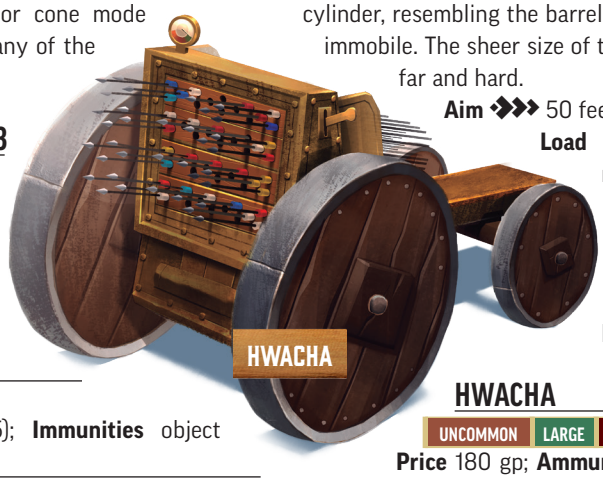
Hardness 18; **HP** 50 (BT 25); **Immunities** object immunities

A heavy bombard looks like little more than a large metal cylinder, resembling the barrel of a firearm so large that it's immobile. The sheer size of the weapon allows it to strike far and hard.

Aim ◆◆◆ 50 feet, minimum distance 50 feet

Load ◆◆◆ (manipulate) 3 times, requires a successful DC 20 Athletics check

Launch ◆ (manipulate, range increment 250 feet) 7d10 bludgeoning, 20-foot burst, DC 25 Reflex



HWACHA

HWACHA ITEM 4

UNCOMMON LARGE MOUNTED

Price 180 gp; **Ammunition** 100 hwacha arrows (2 gp, 1 Bulk)

Usage mounted (black powder); **Space** 8 feet long, 6 feet wide, 6 feet high

Crew 1 to 4; **Proficiency** simple

AC 16; **Fort** +11, **Reflex** +4

Hardness 5; **HP** 40 (BT 20); **Immunities** object immunities

Speed 25 feet (pulled or pushed)

Rather than a shoot a single, large projectile like a boulder, the hwacha fires dozens of rocket-propelled arrows at once. The frame of the hwacha holds 100 tubes, each loaded with an arrow or a small bundle of arrows wrapped with a small amount



of black powder and attached to a fuse. By lighting a master fuse, you can make all of the arrows fire in rapid succession.

Aim ◆◆ 40 feet, minimum distance 40 feet

Load ◆◆◆ (manipulate) Each Load action loads 10 hwacha arrows. Taking the Launch action requires three Load actions to load 30 hwacha arrows, but you can continue to Load more arrows to increase the effect of the next Launch action, as detailed below.

Launch ◆ (manipulate, range increment 300 feet) 4d8 piercing, 20-foot burst, DC 18 Reflex. If you loaded at least 70 hwacha arrows, the area increases to a 25-foot burst. If you loaded 100 hwacha arrows, the area increases to a 30-foot burst and the damage to 5d8 piercing.

MORTAR ITEM 7

UNCOMMON MEDIUM MOUNTED

Price 720 gp; **Ammunition** mortar round (5 gp, 1 Bulk)

Usage mounted (black powder); **Space** 8 feet long, 4 feet wide, 5 feet high

Crew 3 to 4; **Proficiency** martial

AC 20; **Fort** +15, **Reflex** +8

Hardness 12; **HP** 40 (BT 20); **Immunities** object immunities

Speed 20 feet (pulled or pushed)

A mortar fires its shells at a high angle, allowing it to bypass obstacles and strike from above. A crew typically sets up such a weapon behind a wall or in another hard-to-access area to protect themselves while retaining full functionality. Due to the steep angle of its arc, such mortars are especially useful when opposing barricaded targets.

Aim ◆◆ 40 feet, minimum distance 50 feet

Load ◆◆ (manipulate) 3 times

Launch ◆◆ (manipulate, range increment 100 feet) 5d10 slashing, 20-foot burst, DC 21. Because a mortar launches its round at a high angle, the mortar round descends on the center of the burst from above, not in a straight line from the mortar. This affects whether creatures have cover from the mortar launch.

ALKENSTAR CANNON ITEM 15

RARE HUGE MOUNTED

Price 12,000 gp; **Ammunition** scattershot barrels (25 gp, 5 Bulk)

Usage mounted (black powder); **Space** 18 feet long, 7 feet wide, 8 feet high

Crew 4 to 6; **Proficiency** martial

AC 32; **Fort** +26, **Reflex** +18

Hardness 15; **HP** 200 (BT 100); **Immunities** object immunities

Speed 10 feet (pulled or pushed)

Named for Ancil Alkenstar, this bronze cannon is one of the largest pieces of mobile artillery ever deployed, though its immense weight limits just how mobile it actually is. The barrel of an Alkenstar cannon is nearly 3 feet in diameter, making it impractical to manufacture and handle cannonballs of sufficient size. Instead, Alkenstar cannons spray buckshot in a similar way to blunderbusses, firing large barrels that break apart mid-flight and release a rain of scattershot over a massive area. The slow movement and short range make this siege weapon fit fewer situations than most, but when used effectively, such as to stop a charge of Mana Waste mutants against the walls of Alkenstar, the results are devastating.

Aim ❖❖❖ 50 feet, minimum distance 50 feet

Load ❖❖❖ (manipulate) 3 times, requires a successful DC 20 Athletics check

Launch ❖❖ (manipulate, range increment 50 feet) 10d12 bludgeoning, 50-foot burst, DC 33 Reflex

Black Powder Siege Towers

Black powder siege towers use the same rules as other siege towers. You can find more information on them, and on vehicles with "pushed" propulsion, in the Siege Towers section on page 76.

BATTERY TOWER — VEHICLE 16

RARE GARGANTUAN

Price 30,000 gp

Space 50 feet long, 50 feet wide, 90 feet high

Crew 1 pilot, 150 turners, 2,200 pushers; **Passengers** 204

Piloting Check Diplomacy (DC 37), Intimidation (DC 37), or Warfare Lore (DC 35)

AC 34; Fort +28

Hardness 25; HP 150 (BT 75); **Immunities** object immunities

Speed 10 feet (pushed, turned)

Collision 8d10 (DC 32)

Sluggish This vehicle must move twice its length for each 90-degree turn it makes.

Tiered A battery tower has five levels. The crew operate at the bottom tier, turning a giant capstan, and up to four passengers can fit on that floor, enough for a full crew for a bombard. The remaining levels carry 50 passengers each. The tiers are specifically meant to be protective, and give those within the battery tower greater cover (or standard cover if the battery tower is broken). A massive ladder runs diagonally through the center of the battery tower, from the front of the top tier to the rear of the bottom tier. The ladder is wide enough for two crew or passengers to climb simultaneously.

Weaponry A battery tower is usually loaded with black powder siege weapons for heavy assaults, with bombards on the bottom two floors and cannons on the other floors. Their Price is included in that of the battery tower. When building a battery tower, you can choose to replace any of these with other siege weapons of a lower Price. If you want a more expensive siege weapon, you must Craft it separately. Passengers of the battery tower can crew these siege weapons.

CHAIN SHOT

A special type of ammunition for siege weapons, chain shot is built to demolish masts, sails, and airship gasbags. Each chain shot costs 2 gp. It resembles a cannonball in shape and can be loaded only into a siege weapon that hurls stones or similar ammunition. When launched, the ball divides into its two halves, connected by a sturdy chain.

When a siege weapon launches chain shot, it targets one object instead of using its normal targets or area. The target takes no damage, but on a failed Reflex save, the object's mast, sail, or gasbag becomes broken. The pilot can attempt a piloting check in place of this Reflex save. A broken mast, sail, or gasbag prevents a wind-propelled vessel from moving, except by other means of propulsion if available. For instance, a galley could still be rowed if it had enough rowers. An airship with a broken gasbag instead begins to slowly descend as it leaks gas, automatically descending 20 feet at the start of each of the pilot's turns.

Naval Siege Tools

Black powder has begun to revolutionize naval combat, and the following siege tool, and the special chain shot ammunition listed above, assist combat by sea, allowing an attacking ship to disable enemy vessels and make amphibious landings safely.

SAMBUCA

Using this device requires a complicated setup but allows troops to siege a location on land from the sea.

SAMBUCA — ITEM 3

RARE

Price 120 gp

A sambuca is a long, covered troop bridge designed to help troops move from sea to land. Preparing it for use requires lashing together two galleys (*GM Core* 217) or other ships of similar size. The sambuca is then mounted across the ships on one end with its length suspended upward, and attached to pulleys fastened to the tops of the ships' masts. Once the ships are moved into position, the sambuca can be lowered to rest on a battlement or other surface, allowing troops to rush from the ships onto their intended destination.

The sambuca has AC 17, Fort +11, Ref +5, Hardness 8, HP 32 (BT 16), and object immunities. It's covered on all sides to protect those who cross, granting them greater cover. The end of the sambuca can be lowered by teams operating the pulleys in concert. This requires three crew members on each ship, and they can lower the far end of the sambuca by 15 feet each round they work.



TOOLS AND ACCESSORIES

A hero lives and dies by the tools of their trade. While weapons, armor, staves, and other fancy items get a lot of the spotlight, the ability to get the drop on the enemy can make the difference between a glorious victory and a humiliating defeat, so experienced combatants know the value of a protective poncho that gives them an advantage in a fight. Wise adventurers stock up on tools and accessories to improve their chances of survival. Foolish adventurers are lucky if they get a second chance to learn from their mistakes.

TOOLS AND ACCESSORIES

Item	Price	Bulk	Hands
Earplugs	1 sp	–	1

UNCOMMON TOOLS AND ACCESSORIES

Item	Price	Bulk	Hands
Camouflage suit	10 gp (level 3)	L	–
Superb camouflage suit (level 9)	140 gp	L	–
Concealed holster (level 3)	25 gp	L	–
Firearm cleaning kit	1 sp	L	2
Practice targets (10)	2 sp	L	–
Silencer	1 sp	L	1
Tripod	2 sp	1	2
Waterproof firearm carrying case	2 sp	L	2

Camouflage Suit: This lightweight mesh fits easily over light armor. The suit is designed to incorporate local flora and ground clutter into the mesh to help you blend in seamlessly with the environment. Due to the abrasive nature of the materials used, this item is unsuitable for use by unarmored characters. 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. The GM might rule that some environments are unusual enough that you can't create a camouflage suit appropriate for the environment.

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.

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.

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.

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.

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.

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.

Tripod: Tripods are designed for use with kickback weapons, as a way for gunslingers with lower strength to accurately use these more powerful weapons by sacrificing mobility instead. They can be set up and attached to a firearm with a single Interact action using one hand, setting the tripod in your square. While this sturdy piece of engineering is in use, you don't take the –2 penalty for firing a kickback weapon, even if your Strength isn't high enough to avoid the penalty. However, you must retrieve the tripod with a single Interact action before you can move the firearm to a different position. Normally, when you're hidden or undetected, you become observed if you do anything except Hide, Sneak, or Step. However, deploying or retrieving a tripod with an Interact action doesn't automatically make you observed, so long as you don't set up or remove the tripod when it's in a spot where creatures can see the tripod itself.

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.

ATTACHED CUSTOMIZATION OPTIONS

This section introduces two new types of item that can be attached to a firearm: scopes and firing mechanisms. A given firearm can only have one of each type of item attached. For instance, a firearm couldn't have more than one scope attached at the same time. To indicate this, in much the same way that a magic item's usage entry might say "worn shoes" to indicate it can't be worn with other shoes, the usage entry for these attached options lists "attached (scope)" or "attached (firing mechanism)."

Customization Options

The potent stopping power, solid range, and relative ease of use of firearms make them attractive options for almost any warrior who can both obtain one and maintain a healthy supply of ammunition, but these benefits are only the most basic offered by the firearms being produced in Golarion today. Everything from bandoliers for the discerning pirate to specialized scopes for snipers can be obtained from the talented gunsmiths who ply their trades in Dongun Hold, Alkenstar, or Arcadia for the right price.

HOLSTERS

Firearms and crossbows are generally efficient weapons designed with an eye towards ease of use. However, the act of managing ammunition, reloading, and keeping a grip on a weapon can become cumbersome without a good bandolier or holster to hold your weapons and ammunition in a convenient position until they become necessary in combat.

GUNNER'S BANDOLIER ITEM 3

UNCOMMON 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 ❖ (concentrate) **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 ❖❖❖ (concentrate) **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 ITEM 3

UNCOMMON 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—Immaculatize ❖❖❖ (concentrate) **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 ITEM 9+

UNCOMMON INVESTED MAGICAL

Usage worn; **Bulk** L

This beige bandolier has a rectangular holster, which allows it to contain a standard-sized Harrow deck, and red pockets embroidered with goldwork in a strange but appealing mixture of Alkenstar and Varisian motifs.

Activate—Secret Ace ❖ (manipulate) **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.

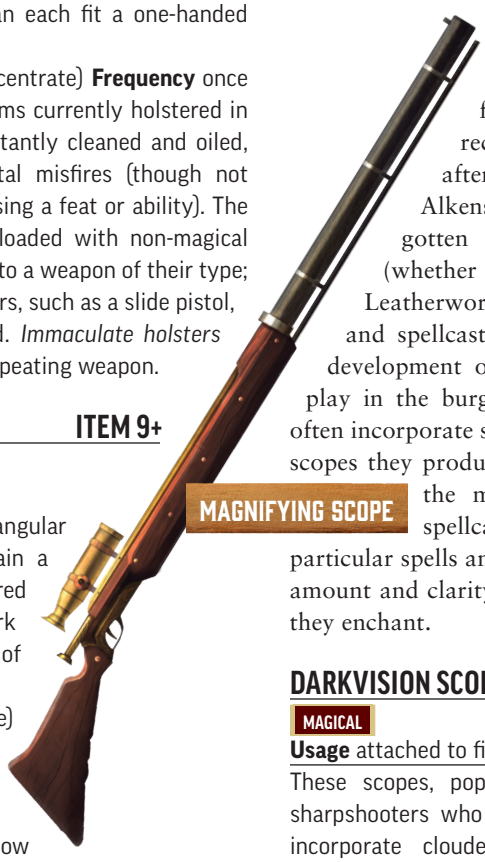
When the card transforms into ammunition, it transforms into a firearm round or crossbow bolt appropriate for the weapon you chose to reload, even if magical ammunition of the drawn variety would normally be limited to ammunition of a different type (such as a *storm arrow* normally only being available in arrow form). 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

Type *greater lucky draw bandolier*; **Level** 12; **Price** 2,000 gp

You can activate a *greater lucky draw bandolier* once per hour instead of being able to activate it once per day.

d6	Ability (Suit)	Ammunition
1	Strength (Hammer)	*Meteor shot* (page 171)
2	Dexterity (Key)	*Storm arrow*
3	Constitution (Shield)	*Corrosive ammunition*
4	Intelligence (Book)	*Explosive shot*
5	Wisdom (Star)	*Fate shot* (*Treasure Vault* 81)
6	Charisma (Crown)	*Fairy bullet* (page 170)



SCOPES

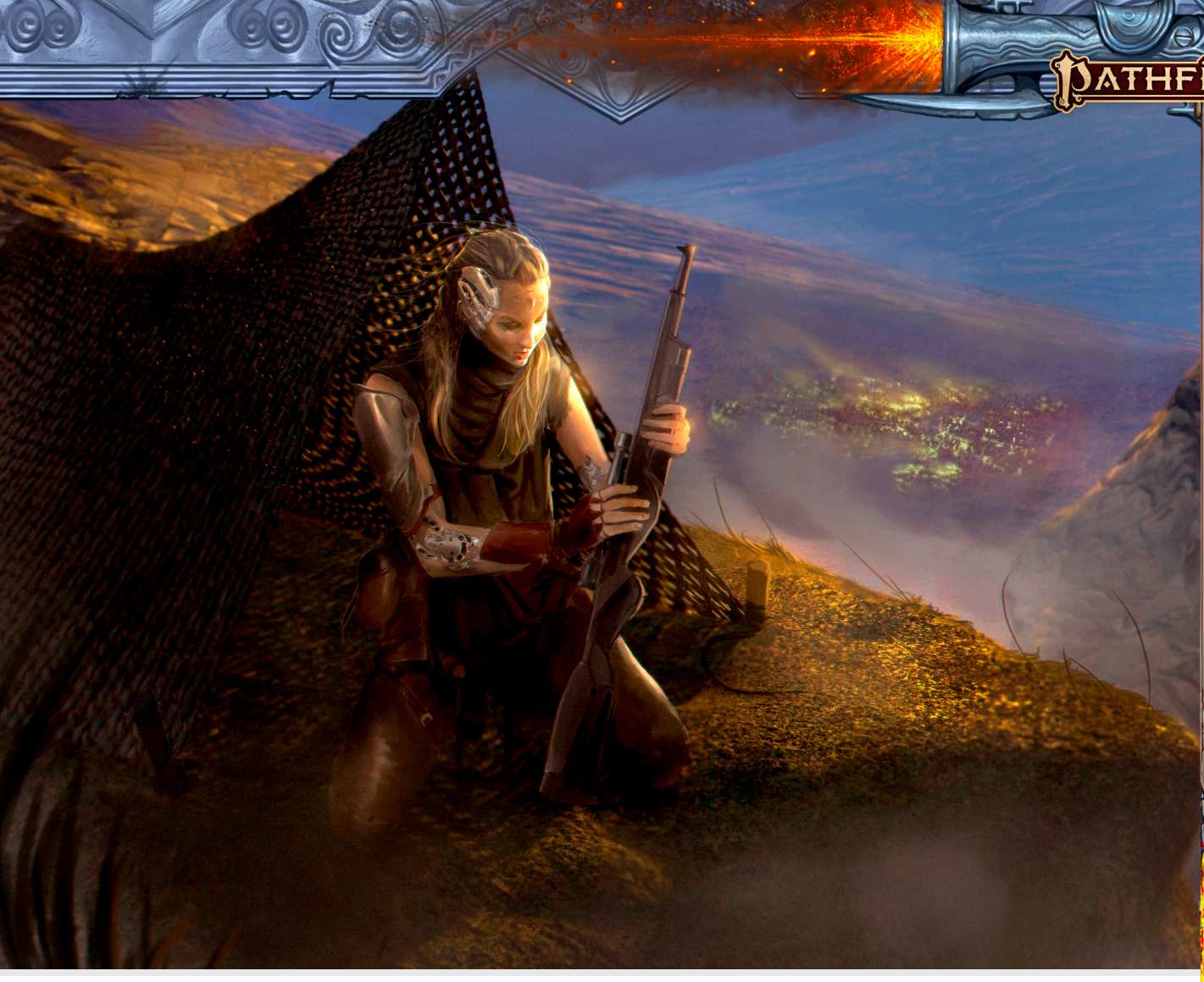
Scopes for firearms and crossbows have existed, in one form or another, for many years, though they've recently become one of the most sought-after luxury items for gun enthusiasts in Alkenstar and in various regions that have gotten their hands on Alkenstar firearms (whether through legal means or otherwise). Leatherworkers, metalsmiths, crystal cutters, and spellcasters specializing in the creation and development of magical items all have a part to play in the burgeoning industry. The finest crafters often incorporate signature techniques or styles into the scopes they produce, such as crystal cutters espousing the merits of their flawless lenses and spellcasters promoting the benefits of the particular spells and techniques they use to increase the amount and clarity of information conveyed by scopes they enchant.

DARKVISION SCOPE ITEM 5+

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—See Through Night ❖ (manipulate) **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 ITEM 9+

MAGICAL

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—Expansion ❖ (manipulate) **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 ITEM 3+

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—Zoom In ❖ (manipulate) **Effect** 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 ITEM 10

MAGICAL

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—Outline ❖ (auditory, light, manipulate) **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 ITEM 13

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—Reveal All ❖❖ (manipulate) **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 rank of 7 against any illusion or polymorph effect 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.

STABILIZERS

The ferocious kickback of firearms is part of the functionality that makes them so appealing as weapons, but it can also present a barrier in wielding them effectively. To increase the functionality of firearms and make them more accessible to a wider audience, gunsmiths and engineers have created a large array of supporting stabilization over the years. From the humble tripod (page 179) to more elaborate arrays like the gunner's saddle, these tools can be an invaluable part of any gunner's loadout.

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 ITEM 10

UNCOMMON MAGICAL

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 ❖ (manipulate) **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 weapons with kickback were developed as firearms 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 modifier 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.

OTHER MODIFICATIONS

While holsters, scopes, and stabilizers are some of the more common accessories associated with firearms and crossbows, they're far from the only innovations that support such weapons. The variety of accessories is matched only by the inventors' creativity. Blazons and emblems for paired weapons are popular purchases for fashion-oriented aristocrats who like their weapons to match aesthetically and magically. Talented gunsmiths produce many other commodities for firearm enthusiasts to further customize their weapons to their preferences.

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. 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 adding 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 ITEM 3+

INVESTED MAGICAL

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



BLAZONS OF SHARED POWER

These brass emblems come in a variety of designs, usually customized to the purchaser to reflect the heraldry of a family or guild. *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, in which case they function as standard *blazons of shared power*.

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 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 weapon with the kickback trait, the bonus to damage granted by the kickback trait increases from 1 to 2 additional damage and the Strength modifier requirement to fire the weapon without penalty increases to +4.

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 modifier is less than +2. If the weapon has both the kickback and scatter traits, apply both sets of modifications with the Strength modifier requirement raised to +4 to avoid penalties when firing.

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.

Talismans

A talisman is a small object affixed to armor, a shield, or a weapon (which is called the affixed item). You must be wielding or wearing an item to activate a talisman attached to that item. Once activated, a talisman burns out permanently. The talismans included in this section are particularly useful for characters who wield firearms or crossbows.

ADAPTIVE COGWHEEL ITEM 2

CONSUMABLE MAGICAL TALISMAN

Price 5 gp

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

Activate ◆ (concentrate) **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 ITEM 4

CONSUMABLE MAGICAL TALISMAN

Price 20 gp

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

Activate ◆ (concentrate) **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 ITEM 4

CONSUMABLE MAGICAL TALISMAN

Price 20 gp

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

Activate ◆ (concentrate) **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 ITEM 11

CONSUMABLE ILLUSION MAGICAL TALISMAN

Price 300 gp

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

Activate ◆ (concentrate) **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 ITEM 5

CONSUMABLE MAGICAL TALISMAN

Price 24 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate) **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 ITEM 3+

CONSUMABLE FORTUNE MAGICAL TALISMAN

Usage affixed to armor; **Bulk** –

Activate ◆ (concentrate) **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 ITEM 6

CONSUMABLE MAGICAL TALISMAN

Price 35 gp

Usage affixed to a weapon; **Bulk** –

Activate ◆ (concentrate, 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 ITEM 7

CONSUMABLE MAGICAL TALISMAN

Price 55 gp

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

Activate ◆ (concentrate) **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 ITEM 12

AUDITORY CONSUMABLE MAGICAL TALISMAN

Price 400 gp

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

Activate ◆ (concentrate) **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 ITEM 4+

CONSUMABLE MAGICAL TALISMAN

Usage affixed to a two-handed firearm or crossbow; **Bulk** –

Activate ◆ (concentrate) **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 ITEM 1

CONSUMABLE FORCE MAGICAL TALISMAN

Price 3 gp

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

Activate ◆ (concentrate)

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.







The Rotating Gear





The Rotating Gear

My adventure started years ago when I left the port of Goka. I would like to say it was my curiosity that drew me away from the place of my birth. It is more accurate, however, if I also mention that several bounty hunters sought me on warrants for piracy. Regardless, my impending capture also served as my opportunity to seek new horizons, and I arranged passage to Vudra with a talented smuggler from whom I bought my powder kegs.

The trek across that land was educational. Vudrani methods of mixing black powder are different than the process I learned, and their formula seems more stable, if less potent. I also discovered strange wonders imported from even farther west. Clockwork toys that move about under their own power—what kind of society could have the excess to craft such devices? I asked that question and discovered an answer: Absalom.

So my journey continued ever westward. I had to see this fabled city, this monument to humanity's curiosity. Boarding a ship in Katheer, I exchanged drinks with a dwarf captain whose clockwork hand was nimble and refined, and I listened with rapt attention as he told me his story of crossing a blasted wasteland to reach the city of Alkenstar and obtain the prosthetic to replace the hook that had served him for many years. And finally, Absalom! Jewel of the Inner Sea! Repository of wonders from across the globe! A fitting home for a man who has seen half the world and hopes to see the rest.

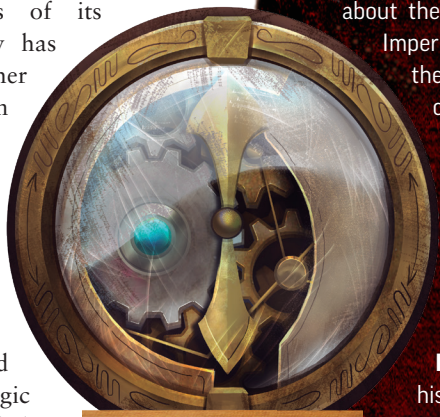
—Rokoga Gin, retired pirate

Realms of Innovation

The Rotating Gear is an expansive gazetteer following the flow of technology across Golarion—from the ancient automatons of the Jistka Imperium to the innovative firearms produced on the continent of Arcadia, and beyond. Each section touches on the history and culture of a different part of Golarion, specifically focusing on the context of the technologies that have arisen from or are being actively developed in those areas. The sections examine clockwork technology on one hand, and black powder and firearms technology on the other.

Some of the sections describing these regions, such as the section on Arcadia, explore new places on Golarion in depth for the first time, while others, like the section on Ustalav, focus on more recent developments and technological discoveries.

The world of Golarion is a living, breathing entity, shaped by adventurers, innovators, politicians, smugglers, and pirates in a variety of ways. Beyond the inventions and innovations of its inhabitants, Golarion's technology has been impacted by beings from other worlds, and travelers from Golarion who return from distant planes with their discoveries. This has led to Golarion's inhabitants making new discoveries and advancing technology at a pace unlike anywhere else in the multiverse—sometimes leaping ahead of the progress made elsewhere and sometimes lagging behind as magic and circumstance limit necessity and alter the flow of innovation.



CLOCKWORK WAYFINDER

These sections also contain insights into the associated regions, and their use of guns, gears, or both, perfect for helping GMs unlock the full potential of adventures set within those regions. For example, GMs hoping to run an adventure in the gritty city of Alkenstar will find detailed accounts of the people and organizations vying for power there, while GMs who set their adventures in Ustalav can benefit from a look at how technologies from another world have spurred amazing and sometimes terrifying advancements in a variety of sciences. The streets of Absalom might seem a little bit more wondrous than before after learning about the clockwork inventions that serve as everything from toys to weapons of powerful destruction. Examining the development of black powder technology in context with the geopolitics and history of its early spread on the continents of Tian Xia and Vudra can help GMs add depth to black powder adventures set in those areas.

While black powder weapons, clockwork technology, and weird science might exist in hidden dungeons anywhere on Golarion, the nations discussed in this chapter are benefactors of technological advancement. Technology doesn't advance from one lone genius experimenting in a hidden tower deep in the wilderness, but instead through the iteration of ideas across various people of different cultures, each of whom brings their own unique elements and ideas to the table. Inventors and gunslingers alike often find themselves drawn to any of these regions as they search to advance and perfect their craft, learning from the various innovations and traditions across the world. Any scholar hoping to understand how Golarion has been shaped by science and mortal ingenuity can't hope to reach that understanding without knowing the details contained herein.

Section Summaries

This chapter includes several different locations from around the world of Golarion, each with their own cultures and unique technological discoveries.

Dongun Hold and Alkenstar This section covers the history, culture, and modern politics of the dwarven Sky Citadel of Dongun Hold and their human neighbors in Alkenstar. It also includes a selection of dwarf ancestry feats specific to dwarves from this region.

Absalom: Gadgets and Gizmos This gazetteer talks about the City at the Center of the World and the clockwork gadgets and other advancements that can be found there.

Arcadia: Beast Guns and Skymetals This section peels back the curtain on the continent of Arcadia with a close-up look at the region known as the Deadshot Lands, where they produce unusual firearms made of materials incredibly difficult to obtain elsewhere in Golarion.

Jistka Imperium: Ancient Automatons Learn about the ancient empire known as the Jistka Imperium, whose culture is still preserved in the memories of the ageless automatons crafted at the height of Jistkan power.

The Shackles: Cannons and Naval Battles Contained herein is a detailed account of the proliferation of firearms among the pirates of the Shackles and how these weapons influenced the tides of history.

Tian Xia and Vudra: Birth of Black Powder This treatise presents a brief history of the black powder trade that started in Tian Xia before crossing through Vudra and on to the Inner Sea, and examines the development and discovery of a variety of weapons and explosives.

Ustalav: Spark and Shadow This manuscript delivers an account of the strange science and twisted technology being unearthed in the shadowed nation of Ustalav, particularly those related to harnessing and the unbridled power of electricity with the devices known as Stasian coils.



DONGUN HOLD AND ALKENSTAR

When you appeared on our doorstep, Ancil Alkenstar, many insisted I would bring doom to us all by granting you an audience. Instead, you became one of my dearest friends and a life-long ally to our people, an alliance that has only grown stronger since your death, as the city that bears your name has become inextricably bound to us through blood and battle.

You knew that would happen, didn't you? You were barely more than a vagabond who'd worn holes through the soles of your shoes, but your plans for the future inspired me right from the beginning. You always saw friends and opportunities with an eye keen enough to put any sniper to shame. You saw a future no one else could see and left it to me to safeguard while you set out on your next grand adventure. How I miss and envy you!

There are still dwarves who say we should never have allied with you, graybeards who respond to any evidence of the good the alliance has done us with doubtful nods and dire warnings to "give it time." Fools, I say! I have watched four generations of humanity grow from children into adults of great renown and unimpeachable character, and in that time, I have seen no more villains or criminals spring from their ranks than from our own. The world you helped create is stronger than the one I inherited. Your children break bread and sing songs with our own. If Geb and Nex should dare to bring their war to our doorstep once more, humans and dwarves shall stand united, wielding weapons that can defend us from any threat. If only you were alive to see what we have wrought, my friend!

—From the journal of Anong Arunak, High King of Dongun Hold

DONGUN HOLD

Caught between the warring armies of Geb and Nex for over a millennium, dwarves of Dongun Hold endured as their lands became the twisted Mana Wastes and the surface world they'd fought to find became unlivable. Determined to chart their own course—not as victims or survivors but as defiant curators of their own destinies—dwarves of Dongun Hold bid their Kulenett kin farewell, destroyed the entrance to Dongun Hold, and retreated below-ground.

This could have been their end, for without home or purpose many dwarves found themselves without hope, but the discovery of a strange black powder changed the course of their lives. This volatile curiosity became a balm for despair and provided hope for the future. With every spark, explosion, and bullet impact, dwarves of Dongun Hold crept closer to perfecting new weapons they hoped would ensure their survival against enemies they'd neither forgotten nor forgiven.

After four millennia, the dwarves have reclaimed Dongun Hold and allied with Alkenstar. When the nations of Geb and Nex next wage war, the dwarves will be ready. They do not intend to lose the Hold again.

History of Dongun Hold

In the distant past, when nomadic dwarves completed their Quest for Sky and spread across Golarion's surface, they constructed ten massive fortresses called Sky Citadels which became bastions of dwarven culture, craft, and commerce. While most dwarves engaged in an endless war against their long-standing orc enemies, the dwarves of the Dongun Hold Sky Citadel faced a different threat: a wizard war. As the rival nations of Geb and Nex battled, Dongun Hold became caught in the crossfire. Their once-beautiful lands became a magic-blasted wasteland where magic remained unstable, the dead walked, and life mutated. As the battle lines shifted, dwarven lands passed back and forth between the warring human nations.

In 572 AR, the dwarves of Dongun Hold admitted their way of life was unsustainable. Too stubborn to cede their holdings to the petty warring humans who had spoiled their lands, they bid farewell to their dwarven kin, the Kulenett, traded news and gifts with them one last time, and then retreated underground, collapsing the entrance to Dongun Hold behind them. In time, the dwarves settled deep below in the Darklands, in a magic-dead cavern complex in Sekamina, where they isolated themselves from the surface above.

Experimentation in Exile

Among the final goods and gifts traded to dwarves of Dongun Hold by the Kulenett was a strange black powder. A costly novelty imported from the courts of Tian Xia at great expense, Vudrani traders brought the powder to Garund. Incredibly volatile, the black powder exhibited explosive properties, and was quickly deemed too dangerous to serve much purpose. But as the centuries wore on, the dwarves of Dongun Hold saw potential in the powder.

Driven by worry over the bickering wizards aboveground, dwarves of Dongun Hold worked to create weapons capable of overwhelming arcane opponents and their minions—constructs, fiends, undead, and the mutants of the Mana Wastes. With fervent prayers to Torag and Angradd, the dwarven gods of creation and war, the smiths of Dongun Hold challenged the boundaries of invention, creating new crafting methods, arms, and armor. Some among their number experimented with black powder, creating minor explosives. These dwarven smiths had received a more controlled but weaker version of black powder that Tian Xia had allowed to spread into Vudra. They learned the powder's composition, duplicated it, and then improved it, unlocking the secrets of the more volatile and stronger powder and setting the stage for further innovation. In time, the dwarves used black powder to create new weapons of war, including the first matchlock—and later flintlock—firearms.

Although the new black powder weapons proved powerful, their creation and use wasn't without incident or detractors. Dwarven smiths and warriors lost fingers, hands, limbs, and lives to explosions and misfires, leading many dwarves to question the value of the weapons—for what use was a weapon that hurt friend as well as foe? Living in a remote corner of the Darklands forced the dwarves to rely on themselves for healing and recovering from these accidents, which strained resources that otherwise would have been used to keep society safe from the dangers of Sekamina that posed a constant threat. In addition to black powder weapons, the dwarven smiths of Dongun Hold pursued advancements in the ancient art of crafting prostheses and mobility devices, which enabled warriors and smiths to return to the forge and field of battle. Effective, reliable, and designed for comfort, dwarven prostheses have evolved over time into works of exquisite craftsmanship and ingenuity, each richly decorated and highly prized, even in countries with their own traditions of producing such devices.

Over millennia, dwarves of Dongun Hold pushed the boundaries of invention, creating a multitude of firearms, bullets, explosives, siege weapons, and tools. Today, they use breech-loaded flintlock firearms, including a variety of pistols, muskets, and scatterguns. Many dwarven gunsmiths continue to strive to create new and more effective types of firearms, though prototypes of these experimental weapons are incredibly rare, closely guarded, and usually extremely volatile.

RETURN TO DONGUN HOLD

After generations of isolation, a human refugee named Ancil Alkenstar visited the dwarves of Dongun Hold. High King Anong Arunak met with the stranger, discussing the state of the surface world and the end of open hostilities between Geb and Nex. Shortly thereafter, the dwarves returned to the surface, restored their fallen Sky Citadel, and finally returned home to the ancient, stone-carved halls of Dongun Hold. While the dwarves rebuilt, Ancil united the other refugees and clans of the Mana Wastes and established a settlement just outside Dongun Hold, naming it the Grand Duchy of Alkenstar.

In spite of the xenophobia of her people, High King Arunak allied with Alkenstar, protecting the fledgling settlers with dwarven sharpshooters and gunslingers. Over the centuries, Alkenstar has grown drastically in size. The innovators of Alkenstar's massive Gunworks manufacture dwarven firearms and explosives, tithing a portion of the profits to Dongun Hold's coffers. In times of trouble, the dwarven sharpshooters still fight to defend the city alongside their Alkenstar neighbors. Throughout the Mana Wastes, High King Arunak and the dwarves of Dongun Hold continue to be lauded as brave heroes.



DONGUN FIREARM

Despite their sudden prosperity, the dwarves of Dongun Hold struggle to find their place in a much-changed world. They present a united front to outsiders but behind closed doors there is division. The majority of dwarves trust the judgment of their High King and celebrate their return to Dongun Hold, taking great pride in their position as respected defenders of both Dongun Hold and Alkenstar. Despite a century of close contact with Alkenstar, some individual dwarves remain accustomed to seclusion, and tales of the human war that drove their ancestors from Dongun Hold are held close in memory. Among these traditionalist dwarves, extending trust and friendship to their neighbors is a challenge with which they remain uncomfortable.

Within the halls of Dongun Hold, three major factions vie for the support of High King Arunak and the dwarven people: the traditionalist Keepers of the Skyflame, the mercantile Goldhand Lodge, and the inventive Sparkforge Collective.

Keepers of the Skyflame

The Keepers of the Skyflame are dwarven traditionalists who have long lobbied against the use of black powder and the many inventions it has spawned. Citing the danger and pain the devices have caused, the Keepers urge their dwarven kin to abandon the use of firearms and explosives, and instead refocus on traditional methods of warfare.

At odds with the Sparkforge Collective, the Keepers of the Skyflame lost respect for High King Arunak long ago, when she chose to invest heavily in firearms, tripling the resources and smiths devoted to their production, and converting many traditional combat battalions to firearm and demolition squads. The Keepers argued against allying with Alkenstar and urge the High King to sever ties with the human nation immediately. They consider Dongun Hold's status as a "holding" of Alkenstar an unforgivable insult for which all of Alkenstar owes recompense.

Although the Keepers of the Skyflame dislike the use of firearms, they don't deny their power and greatly fear black powder weapons falling into unworthy hands—which typically includes all non-dwarves. They believe High King Arunak's sharing of firearm technology with Alkenstar represents a dangerous betrayal that threatens all dwarven people.

As their pleas and warnings have continually been ignored, some among the Keepers of the Skyflame turn to extreme measures to preserve the future of Dongun Hold. Rumormongers spread seeds of doubt throughout the citizenry, playing upon fear and xenophobia to turn popular opinion against High King Arunak: politicians foil trade negotiations and foreign alliances; priests and historians encourage a return to traditional and respected ways of life, glamorizing the past and glorifying ancestral heroes; scoundrels steal or spoil shipments of black powder; and renegades sabotage forges and firearm shipments. The boldest among them plan more direct action, including assassination and the recent attacks against Alkenstar's Gunworks.

Whatever the methods these desperate dwarves utilize, they strive to keep their actions secret, often blaming—and occasionally hiring—outsiders to do their dirty work for them. Most dwarves caught taking criminal action on behalf of the Keepers would rather take the blame for their crimes alone than implicate their organization, considering it an honorable sacrifice made to ensure the survival of Dongun Hold and those who would save it. This stubborn fanaticism has enabled the Keepers of the Skyflame to continue their operations without major setbacks.

Although High King Arunak has tried to maintain peace between the factions of Dongun Hold, as tensions rise, she'll eventually have to take a stand on these major ideological issues. Knowing the High King's opinion of their order, the Keepers of the Skyflame prepare for her public condemnation, which they hope to use to turn the dwarven populace against her and spur an uprising that could change the course of the future.

Goldhand Lodge

The Goldhand Lodge is a mercantile alliance that aims to ensure the prosperity of Dongun Hold and its citizens through commerce. Its members encourage the sale of goods and services, from gold, metalwork, and firearms, to contract mining, construction, and mercenary work. During the dwarves' long exile in the Darklands, the Goldhand Lodge dwindled in importance. Under the reign of High King Arunak, Dongun Hold reopened, brokered an alliance with Alkenstar, and licensed the right to create dwarven firearms to the Gunworks—all measures which greatly empowered the Lodge.

In all ways, the Goldhand Lodge seeks to increase profits for both their members and Dongun Hold as a whole. They buck tradition, push boundaries, and embrace the new—as long as it's profitable. Their most influential members negotiate trade agreements with Alkenstar and other foreign nations, even including overtures to Nex and Geb. As many dwarves still consider the citizens of Nex and Geb their enemies, these maneuvers have earned it little support among the dwarven populace. In hopes of finding a profitable compromise, the Goldhand Lodge is working to establish trading houses within Nex and Geb, which would allow it to sell dwarven products far afield, without dwarven crafters ever having to personally deal with distasteful foreigners.

Since the creation of the Gunworks, High King Arunak has tightly controlled the number of firearms it produces, to ensure only a limited number are released yearly. While many dwarves lauded this move as practical, as it ensures dwarven firearms sell for high prices and fewer enemies acquire them—members of the Goldhand Lodge has long opposed the maneuver, citing it as a hindrance that prevents dwarven goods from reaching eager markets. They fear others will soon create their own firearms and the need for weapons from the Gunworks will dwindle. The Lodge urges High King Arunak to vastly increase production quotas at the Gunworks and allow dwarven gunsmiths to sell their firearms direct to customers—with the aid of its brokers. Until approval for such laws occurs, some members of the Lodge turn to smuggling and other underhanded tactics to ensure that dwarven goods and firearms reach the open market and wealth flows into dwarven coffers.

Members of the Goldhand Lodge remain on the lookout for innovative crafters in need of mercantile connections. They regularly hire silver-tongued negotiators, experienced mercenaries, and scoundrels that aren't afraid to bend the rules. On the third Fireday of every month, they open their Dongun Hold and Alkenstar offices to ambitious inventors, entrepreneurs, and expedition leaders, inviting them to show off their creations, businesses, and expedition plans. There they purchase promising ideas outright, or offer investment funding in exchange for partial ownership or control and a hefty share of profits.

Sparkforge Collective

From humble beginnings, the Sparkforge Collective rose to become one of the most influential—and controversial—organizations in Dongun Hold. Originally a gathering of six dwarven crafters that experimented with black powder, the Sparkforge Collective now consists of hundreds of inventors and gunsmiths, nearly a thousand sharpshooters, gunslingers, and demolitionists, and countless dwarven citizens. Regardless of role or station, members of the Sparkforge Collective believe the future of Dongun Hold and the survival of its people lies in the use of black powder. The Collective's founding members discovered how to create, utilize, and weaponize black powder, creating explosives, firearms, and other tools.

In the generations since its founding, the Sparkforge Collective has grown by leaps and bounds, though its goals remain consistent: develop new black powder innovations and improve existing black powder technologies and crafting methods. By embracing these goals, members of the Sparkforge Collective continually strive to not only create new firearms, tools, and explosives for a wide range of specialties and applications, but also improve the safety and reliability of existing black powder devices and crafting methods.

Once a minor group of eccentric outsiders, the Sparkforge Collective has expanded throughout Dongun Hold and today, most dwarves support the Collective's actions and perceive the wisdom in the use of firearms. Crafters and warriors associated with the Sparkforge Collective remain well respected throughout the Hold, and those known to create, test, and utilize the newest experimental creations and prototypes are celebrated as heroes, for such work is incredibly dangerous. The practical and stoic warriors that test devices, tools, and weapons for the Sparkforge Collective must possess a steady hand and extreme focus to ensure they minimize misfires and other accidents. In contrast, inventors and experimental gunsmiths typically have frazzled and scorched hair and beards, and pock-marked skin that has endured numerous explosions and fires. While some would consider these qualities the signs of a poorly skilled smith, among the Sparkforge Collective they serve as badges of bravery, ingenuity, and honor.

The Sparkforge Collective has long been opposed by the Keepers of the Skyflame and is often the target of the Keepers' ire. For their part, most members of the Sparkforge Collective consider the Keepers so mired in the past that they remain ignorant of true progress. The Collective enjoys the support of High King Arunak and the Goldhand Lodge, although the Collective and the Lodge don't always agree, as members of the Sparkforge Collective often focus more on innovation and progress than profit. The Sparkforge Collective is always looking for smiths, alchemists, and inventors to join their ranks and reliable warriors to test their creations in the field.

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BLACK POWDER INNOVATORS

The advent of black powder technology drastically changed life in the Mana Wastes for dwarves of Dongun Hold and their Alkenstar neighbors. Although many alchemists, inventors, and smiths have contributed to the evolution and advancement of black powder weaponry, the contributions of six dwarves rise above all others. These six dwarves were founding members of the Sparkforge Collective and the very first to harness black powder. They collaborated throughout their careers, sharing discoveries, building upon one another's successes, and learning from each other's failures. These respected dwarven innovators are listed below.

Jarvek Goldtongue (male dwarf politician): Remembered more as a politician than an inventor, Jarvek is widely regarded as the mastermind behind the Sparkforge Collective. They're responsible for acquiring funding and facilities for the group to conduct their work and for sharing the group's advances and inventions with leadership and security councils. Without Jarvek's tireless politicking, the Sparkforge Collective wouldn't exist.

Maribun Enbit (female dwarf alchemist): An alchemist by trade, Maribun was the first to deduce the composition of black powder and successfully recreate it. Although her formula has been refined over the years, nearly all common iterations are based upon her work.

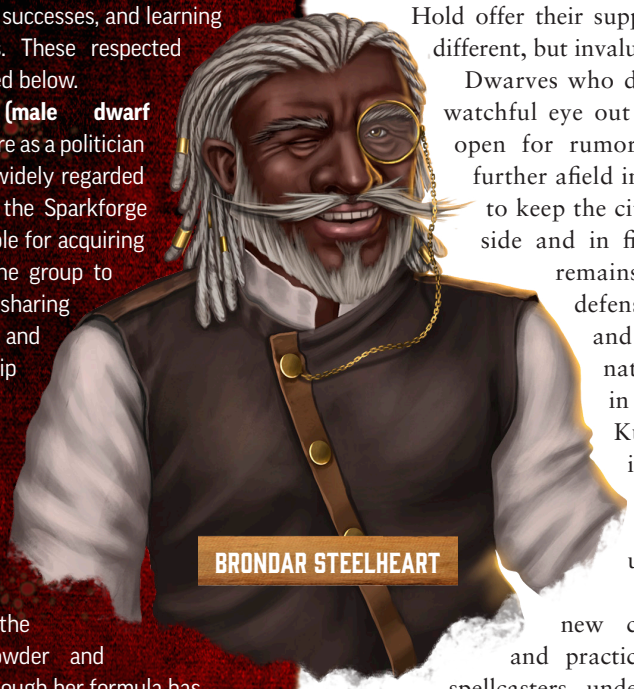
Brondar Steelheart (agender dwarf blacksmith): Brondar experimented with black powder's explosive qualities and was the first to create a controlled explosion using it. Their efforts in creating and cataloging black powder explosions paved the way for the safe creation of explosives, firearms, and a variety of black powder tools.

Alrune Thengor (male dwarf demolitionist): A talented engineer and stonemason, Alrune was an expert in demolitions. He created the first compact black powder explosive, which he housed in a flammable mushroom husk.

Herrod the Brash (male dwarf demolitionist): Known for his mood swings, Herrod was the first to successfully combine black powder weaponry with fuses.

Nelbi Firebrow (female dwarf gunsmith; deceased): Nelbi created the first black powder firearm. Incredibly volatile and hand lit, her creation numbers among the most influential inventions in the history of the Mana Wastes.

Other major advancements in black powder weaponry include the creation of the first matchlock firearm by **Kravik the Clanless** (unknown) and the creation of the flintlock mechanism by **Oga Ulstod** (female dwarf engineer).



BRONDAR STEELHEART

Preparations For War

Despite their differences, dwarves of Dongun Hold have never forgotten the source of their troubles and long exile—it was the warring human nations of Geb and Nex that spoiled their lands and drove the dwarves from their home. Aware that at any moment the old grudges between these wizard nations could rekindle into devastating war, the inhabitants of Dongun Hold remain alert for signs of conflict which they both fear and consider to be inevitable. The various factions and dwarves of Dongun Hold offer their support to war preparations in different, but invaluable ways.

Dwarves who dwell on the surface keep a watchful eye out for trouble and their ears open for rumors, both in Alkenstar and further afield in Geb and Nex. Most work to keep the citizens of Alkenstar on their side and in fighting form, as Alkenstar remains a convenient first line of defense between Dongun Hold and the neighboring wizard nations. Other dwarves stay in close contact with their Kulenett kin, arming them in secret to prepare for the possibility of an undead invasion of the Kulenett's underground highway.

Warriors train and invent new combat styles relentlessly, and practice methods for combating spellcasters, undead, constructs, and fiends. Many dwarves utilize firearms and explosives, and those who don't still know how the weapons function for safety purposes.

Smiths of all kinds embrace Torag and Angradd as the gods of creation and warfare, seeking their blessing as they develop new arms and armor to protect themselves and their people. Dwarven gunsmiths invent, advance, and push boundaries, determined to create weapons capable of overwhelming their enemies. Deep in the Hold, the dwarves create the most ingenious weapons in blessed forges, stamped with the seal of Angradd and Torag, and keep them secret from the surface world.

Most Dongun dwarves are wary of spellcasters and the undead, regardless of origin, and foreigners are rarely invited into the halls of the Hold. Many dwarves decorate their hair, beards, and armor with miniature censers, embers, or matchsticks—objects useful for rapidly creating sparks and flame—and style their hair with nonflammable cream while lathering their skin with flame-repellent ointments and lotions.

The most cautious dwarves urge High King Arunak to reopen the Darklands retreat they once called home, while priests reinforce old protections and masons refortify battlements, caverns, and other defenses.



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ALKENSTAR, THE CITY OF SMOG

Though Golarion has no shortage of fantastical cities and locales, few are as unique as the Grand Duchy of Alkenstar by pure necessity. Cradled in the blasted heart of the Mana Wastes, the source of nearly all firearms in the Inner Sea might seem to be no more than a large, walled town to the casual observer. However, the unreliability of magic, upon which most other societies depend, has bred a level of innovation that would not be possible elsewhere. In this young, isolated nation, science and technology are a necessity, with human innovation joining dwarven engineering to achieve all sorts of marvelous technological advancements at breakneck speed. Founded by the refugee Ancil Alkenstar after he fled arrest in Nex, the nation has risen to prosperity by serving as a trade link between the crafters of Dongun Hold and the wider world. With little arable land to grow its own crops, Alkenstar relies on specialized exports of iced wine to Geb, and weapons and armaments forged by skilled artisans to the rest of the Inner Sea to keep its citizens fed.

The duchy never forgets the debt it owes to the dwarven fortress of Dongun Hold for the advances that were shared between peoples, such as the development of black powder and firearms, and the repeated assistance the Sky Citadel continues to provide. Still, even the smiths of Dongun Hold find themselves surprised and impressed by some of the advancements the humans have made in the realm of firearm development. Acting as home to some of the most skilled crafters both humanity and dwarvenkind have to offer, Alkenstar has become a veritable pilgrimage destination for inventors, alchemists, architects, and anyone else fascinated by innovation.

Situated near the heart of the Mana Wastes between Nex and Geb, the City of Smog can't easily be reached from any direction using conventional means of travel. Most travelers make their way south through Katapesh and Nex, though the unregulated guides that serve as escorts on this journey are often as likely to rob their charges and leave them for dead as they are to see them to the destination safely. One of the safer options is to travel with one of the merchant caravans that carry goods back and forth along the route. Engineers who journey to Smog seeking fortune rarely return to their countries of origin, as the gravity and excitement of Alkenstar's industries has a way of holding their attention.

The Factory Fortress

A small fortress in and of itself, the massive factory in the heart of Alkenstar known as the Gunworks is the center of firearms manufacturing in the Inner Sea. Though Alkenstar's High Parliament regulate all production of firearms with input from dwarves of Dongun Hold, several independent manufacturing companies lease space inside the Gunworks for their own purposes. While production has doubled in the last several years, allowing a large enough flow of firearms and siege weapons for some minor targeted trading outside of Alkenstar's walls, the Gunworks' boundless capacity still leaves significant room for development and expansion. Mechanists toil in myriad sublevels of the factory, plotting improvements to the massive bombard known as the Maw of Rovagug, experimenting with stronger mixtures of gunpowder, and devising new types of firearms.



SHIELD MARSHAL

Each level of the Gunworks supports a specific purpose, with deeper basements dug with the help of Dongun Hold's dwarven engineers as the need arises. The level just below the surface is the master stockpile, where the Gunworks stores produced firearms for emergency use or special sale. Below that is the shrapnel field, where they test each weapon against rigorous performance standards. Deeper still are the production lines, which house hundreds of workbenches for artisans to construct individual components of a firearm before a foreman assembles the weapon in a separate room, to limit the chance of a rogue worker leaving with full knowledge of the product's creation. The walled structure that resides on top of the complex serves as a secure fortress, allowing for the shipment of orders and monitoring of the Gunworks as a whole.

This security has recently been put to the most strenuous test since the Gorilla King robbed the Gunworks in 4690 AR. The Keepers of the Skyflame have long protested the decision of Anong Arunak to give Ancil Alkenstar the secrets of forging firearms and processing black powder. Tensions have grown over the last century and beyond, with younger members of the faction plotting to take a firm stand. In 4719 AR a dozen Keepers posing as dwarven contractors from the Hold, seized control of a bombard near the entrance to the master stockpile and set a match to the vast supply. The resulting explosion collapsed the exit points for all workers below, leaving them trapped. High King Arunak quickly dispatched workers to dig temporary tunnels for an evacuation while the shieldmarshals responsible for the city's safety mounted a desperate and costly attack on the insurgents. When the fighters defeated the assailants and rescued the survivors, the casualties were in the hundreds, including all but one of the Keepers. The surviving assailant accepted full responsibility for the attack, evading any connections that might implicate the Keepers as a whole. The High Parliament is still working with High King Arunak to find an agreeable resolution to the incident and address concerns about future attacks. Even without proof, many still suspect the members of the Keepers of the Skyflame encouraged the attack. In the interim, trusted Dongun Hold engineers have repaired the Gunworks at no cost to Alkenstar and Dongun Hold has supplemented security around the site with veterans and retirees who have fulfilled their other obligations.

Smoke in the Streets

Despite being the main source of gunpowder weaponry in the Inner Sea, firearms are not a universal tool among the citizenry of the city-state. Pistols have become a

symbol of status among the well-appointed in Alkenstar's high society, with prosperous merchants and nobles brandishing their weapons openly to show off garish gold plating and intricately carved ivory handles. In the aristocratic Auburn District of the city, a subtrade has bloomed, focused around designing additions to firearms and swapping out fashion pieces for when the styles change or weapons switch owners. This has in turn helped propel all manner of businesses related to the customization of firearms, from mounted scopes to bandoliers with dawnsilver straps.

For the less fortunate of Alkenstar, the quickest way to obtain a firearm is to enlist as a member of the city's primary source of law enforcement, the shieldmarshals. Specially armed with black powder weapons and trained in their use, the shieldmarshals both maintain order within the City of Smog and watch its walls for threats from the Mana Wastes. Serving as a shieldmarshal requires extensive commitment, though the pay is well above what most beyond the nobility could expect to earn in any other occupation. Still, the authority that comes with wielding a destructive weapon and the weight of upholding the law can pose the potential for corruptive influence. A great many among the shieldmarshals have used their positions to jockey for more influence, extorting common and noble citizens alike. In 4718 AR, an investigation into missing firearms from the Gunworks exposed over two hundred shieldmarshals who participated in an organized smuggling ring and criminal enterprise. The perpetrators were stripped of their rank and exiled into the Mana Wastes, leaving the shieldmarshals with a vast shortage of personnel.

Though led in name by **Ironmaster Vulane**, most shieldmarshals look to **High Shieldmarshal Armand Meneley** (male human gunslinger) as their true commander. Armand holds a seat in Alkenstar's High Parliament, where he serves as a check against both the Grand Duchess and the less scrupulous nobles of the Parliament. The aging lawman argues with a strong voice both for the careful dispensation of firearms to protect the City of Smog and against the ever-growing corruption in the ranks of the shieldmarshals (something he privately suspects is due to the Ironmaster's own illicit dealings). He also butts heads frequently with **Eliza Baratella** (female human construct crafter), the designer of the Brass Guardians that have begun to replace the humanoid guard of Alkenstar.

The continuous corruption in the ranks of the shieldmarshals has encouraged Parliament to seek alternatives, and where there is opportunity to be had in the city, there are inventors willing to create solutions. Initially creating her clockwork sentinels to guard against the mutants that crawl out from the separated Ironside Quarter, Eliza lobbied for their deployment throughout the city as supplemental forces. Against Armand's strenuous objections, the High Parliament approved the motion. Over the last decade these entities have begun to outnumber the living shieldmarshals, resulting in a typical patrol consisting of multiple Brass Guardians and a pair of humanoid officers to communicate and provide directives. Despite their touted benefits, these limited constructs are not capable of judging the morality of their orders. Thus, some corrupt shieldmarshals have been able to bolster their efforts with imposing clockwork bodyguards who act decisively with little need for persuasion. Despite reports of shieldmarshals commanding their clockwork escorts to destroy property as a means of extortion, Eliza insists these are isolated incidents that the next update to the Guardians' mechanics will rectify.

BRASS GUARDIANS

The creation of magical constructs is exceptionally difficult and foolishly dangerous within most of the Mana Wastes, including the Brass Guardians, clockwork guardians designed to serve Alkenstar as guards. However, the Skyside half of Alkenstar to the east has largely normal magical function. The Brass Guild creates all the automatons in this prosperous section of the City of Smog before deploying the enforcers into the magical dead zones. For decades, this production line has proved effective and functional. However, in the summer of 4719 AR, complaints of rogue Brass Guardians began to reach the Guild's ears. Investigation of the units showed evidence of rapid degradation to the magical cortexes of the clockwork soldiers. Researchers were able to narrow down that all rogue units had recently patrolled neighborhoods in Smokeside, magically dead sections of the city. A few weeks later, the High Parliament received reports of significant stirring among the mutants of the Wastes. Not a believer in coincidence, Eliza Baratella, head of the Brass Guild and creator of the first Brass Guardians, commissioned a task force of her best engineers to see if the Mana Wastes are beginning to worsen in a way that could negatively affect her creations.

The results of the inquiry continue to evolve, but preliminary findings indicate that the fundamental nature of the Mana Wastes may be mutating even more rapidly than the creatures that inhabit it. The degradation of the Brass Guardians' processing cores results from an active force, not a simple antimagic effect.

Around the same time Eliza's taskforce determined this, the fleshforges in Ecanus, a nearby city in Nex, spun back to life, ejecting monstrosities unheard of since the rule of Nex's legendary founder. Most of the researchers point to a sudden shift in the Mana Wastes' odd properties, but one dissenter posited a more disturbing theory: the imminent return of the archwizard Nex. For now, Eliza has chosen to keep these developments a secret, but information such as this rarely stays hidden for long.

The Politics of Powder

While those with knowledge of the recent stirrings in Geb and Nex have thus far managed to avoid keeping the information from spreading into wild rumormongering, Alkenstar is not so remote or isolated that word of the outside world fails to breach its walls. The people of Alkenstar know that they exist wedged between the two magical superpowers of Geb and Nex. Most shieldmarshals carry at least one magical silver bullet in their kit when traveling beyond the city's walls just in case they should encounter a vampire scout or other undead creature sneaking across the border of the Mana Wastes.

As military activity in the neighboring kingdoms continues to grow, the Grand Duchess has formed an unlikely but politically savvy alliance with the nation of Vidrian. Vidrian has its own struggles with pirates and Chelaxian privateers, but possesses a powerful navy, something the landlocked city-state of Alkenstar lacks entirely. The two nations have formed an accord wherein Alkenstar provides a small number of cannons and firearms to Vidrian in exchange for Vidrian providing naval escorts for valuable shipments and keeping pressure on Nex and Geb politically to keep their fighting to themselves. Though the two nations are on opposite sides of the continent and separated by a dangerous mountain range, magical communications and shared interests have allowed them both to benefit from this relationship.



Gunners of Fortune and Infamy

As the font of most firearms in the Inner Sea, it is unsurprising that Alkenstar is also the origin of the area's storied gunslingers. While the High Parliament sets rules to contain the acquisition of firearms, it sets no true rules on who can carry them or leave the city with one in their possession. Theft of the weapons, or simply keeping a service weapon after leaving the shieldmarshals, are a shade more common than actually purchasing one. The knowledge of the formula for gunpowder is much more difficult to obtain, however, as it isn't used outside the secure confines of the Gunworks. The shieldmarshals know that without this critical process a pistol is nothing more than a short club before long. As a result, most gunpowder must be purchased inside Alkenstar or stolen, which keeps gunslingers close to the City of Smog.

The most infamous and active of these powder thieves are a trio of vagabonds called the Lover's Triangle. **Kastus** (male human ruffian), is the apparent leader, a former stockboy in the Gunworks who decided robbing boats along the Ustradi River was an easier and more entertaining career. **Tarluc** (male aiuvarin charlatan) reportedly serves as the Triangle's scout and con artist, luring guards and travelers with stories of attacking mutants or other lies. **Elysse** (female dromaar gunslinger) acts as the muscle for the group, and has warrants for over a dozen murders to her name. The band came together when Kastus broke Tarluc and Elysse free during a prisoner transfer years ago, and since then they have continued to plague the merchant routes in and out of Alkenstar. Their patterns of robbery and preferred targets are erratic, fluctuating from hijacking munitions transports bound for Vidrian to stealing food shipments inbound from Geb.

Further outside the walls of Alkenstar, travelers have reported a seemingly impossible sight: a mass of goblins, each carrying a makeshift musket. At first locals suspected they were simply sticks mistaken for firearms at a distance, until the goblin clan opened fire on a barge, their giddy laughter barely audible over the shots. A shieldmarshal patrol was sent to investigate and came back with news that the goblins called themselves the Powder-Teeth Clan. The leader of the clan was able to provide a bill of sale for the firearms, dated several years ago. The human listed on the bill was a smuggler from Alkenstar, and when the shieldmarshals pressed the goblins for more information they revealed that she sold the weapons to the clan for a collection of gems. Later, the goblins admitted, she returned to steal her goods back, underestimating the encampment's security and the speed with which the

goblins would master their new black powder weaponry. No amount of negotiation could convince the goblins to reveal how they replace their supply of gunpowder, but the shieldmarshal report notes craters throughout the camp, suggesting experimentation.

Not all firearm wielders beyond Alkenstar's walls, nor within them, are the nefarious sort. Many shieldmarshals are infuriated by the corruption of some of their peers and work doubly hard to improve the organization's reputation within the city while keeping a watchful eye open for actionable proof to bring their corrupt counterparts to justice. Retired guards and shieldmarshals often choose to purchase their service weapons once their tour of duty is complete, using the weapon to earn a new life for themselves beyond what a 10-year pension can afford. **Dobra Brak** (male dromaar shieldmarshal) and his partner **Betta Blunak** (female dwarf sniper) run a small adventuring company of such retirees, escorting merchants through the Mana Wastes.

Innovators in a New Age

All of the skill and proliferation of Alkenstar's mechanisms would be irrelevant without the genius of the inventors who create them. The City of Smog attracts the finest engineering minds in the Inner Sea, as well as adventurers looking to hone their craft among the symphony of clicking gears and drumming pistons. Craftworks devoted to clockwork items, alchemical solutions, and even prosthetic limbs ready for fitting line the gilded streets of the Auburn District. The clockwork guardians known as Brass Guardians stand at each street corner, the methodical tick of their systems a quiet reminder of Alkenstar's technological progress.

The Greaseblood Infirmary, despite the unpleasant name, is a building where the unfortunate flock. Founded by **Adrick Slatejoint** (male dwarf physician) and **Tonra Slatejoint** (male dwarf engineer), the Infirmary is the foremost developer of prosthetic limbs in Alkenstar. Husbands from Dongun Hold, the Slatejoints use a dual solution of alchemy and clockwork to treat patients, healing those sickened from the fumes of the city's thousands of chimneys and replacing appendages lost in factory accidents. Though the expense of the treatments can be high, patients pay only what they can afford. Tonra comes from old dwarven aristocracy and is always prepared to use his family fortune to cover any losses the Infirmary incurs, though the high quality of the facility's prosthetics makes it a preferred vendor for the aristocracy, and it's incredibly rare for the Infirmary's operating budget to exceed its income.

While Alkenstar has no shortage of clockwork engineers, none have the prestige or funding of **Professor Radpol** (male gnome inventor). The scientist came to Alkenstar decades ago, focusing on the study of clockwork automatons as a way to stave off the Bleaching. Though none of his designs ever reached open market, he garnered the attention of Grand Duchess Ricia, who has since financed his work exclusively. Ten years of silence have passed from the professor since the unveiling of the Black Ephemeron, a massive creation of ebony steel that stands over the raised bailey of Alkenstar Castle in a taciturn watch. No one can deny the imposing presence of the construct, yet few have ever witnessed it move, leading to accusations that its functionality is merely an illusion. As Professor Radpol makes no public appearances nor publishes any academic papers, he has not yet refuted this claim.

With the lack of grain and other produce available in Alkenstar, horses have proven to be a difficult commodity to provide for, even among the wealthy of the city's elite. Racing has become a prestigious sport, with room for alternative solutions to feeding the athletic steeds. Capitalizing on this demand, **Jamiria Bronzehoof** (nonbinary halfling inventor) cornered the market on clockwork horseracing, lobbying an evolution of the sport revolving around the optimization of artificial steeds. Jockeys require a different set of skills than mundane horse racers, birthing a separate pool of athletes than those who compete in other regions of the Inner Sea. The optimization of clockwork mounts, as well as the talented riders that can manipulate them, has become an obsession in some circles of the elite. Riders with a knack for piloting artificial steeds have quickly become a commodity in the City of Smog, allowing for well-to-do patrons to fund contesting teams in the lucrative racing cups that serve as entertainment for rich and poor spectators alike.

A Helping Hand

With the presence of black powder weapons, deadly mutants, and the occasional insurgent attack, serious injuries in Alkenstar are far more common than the magic capable of repairing them. Both Dongun Hold and Alkenstar hold their veterans in high regard, and as a result, the government supplies veterans wounded in the line of duty with quality prostheses.

Though Dongun Hold's dwarves have had well-developed prostheses since long before the advent of Alkenstar, many veterans still struggled with mobility, arthritis, and other pains brought on by their injuries. In recent years, the human shieldmarshals recovering from the loss of a limb have developed various forms of physical therapy and targeted calisthenics, and they've shared these practices with their dwarven allies. It is now fairly common to see mixed groups of human and dwarven veterans stretching and exercising together near the city perimeter ahead of a daily run or other activity. Younger guards who join these groups as soon as they begin their recovery from a traumatic injury sometimes even find themselves able to return to full duty within a few short months.

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Dongun Dwarf Ancestry Feats

The following ancestry feats are uncommon, but dwarves from Dongun Hold or Alkenstar have access.

1st Level

Adaptive Vision — Feat 1

UNCOMMON DWARF

Access You are from Dongun Hold or Alkenstar.

After years of using black powder weaponry in dimly lit spaces, you've become accustomed to dazzling flashes of light and sudden shifts in illumination. You gain a +1 circumstance bonus to saving throws against visual effects. If you roll a success on a saving throw against a visual effect, you get a critical success instead.

Clan Pistol — Feat 1

UNCOMMON DWARF

Access You are from Dongun Hold or Alkenstar.

Raised in the ancient halls of Dongun Hold or the surrounding region, you display your lineage with a clan pistol, rather than a clan dagger. You get one clan pistol of your clan for free, as it was given to you at birth. This replaces your clan dagger. Selling this pistol is a terrible taboo and earns you the disdain of other dwarves. You are trained with the clan pistol. In addition, when your clan pistol is visible, you gain a +1 circumstance bonus on checks to Gather Information or Make an Impression when interacting with citizens of Alkenstar, Dongun Hold, or their allies.



Dongun Education — Feat 1

UNCOMMON DWARF

Access You are from Dongun Hold or Alkenstar.

You're knowledgeable in trades that are important to your people's survival and commercial interests. Pick two of the following Lore skills: Engineering Lore, Explosive Lore, or Firearm Lore. At 2nd level, you gain expert proficiency in these Lore skills; at 7th level, you gain master proficiency in these Lore skills; and at 15th level, you gain legendary proficiency in them.

Explosive Savant — Feat 1

UNCOMMON DWARF

Access You are from Dongun Hold or Alkenstar.

You've spent a lifetime wielding guns and explosive ordinance. You have familiarity with bombs and firearms; for the purposes of proficiency you treat bombs and martial firearms as simple weapons, and advanced firearms as martial weapons.

Fire Savvy — Feat 1

UNCOMMON DWARF

Access You are from Dongun Hold or Alkenstar.

You've grown up around a forge and are well-suited to dealing with smoke and flame. Your flat check to remove persistent fire damage is DC 10 instead of DC 15, which is reduced to DC 5 with appropriate assistance. In addition, if you roll a success on a saving throw against suffocation or choking due to smoke or ash, you get a critical success instead.

5th Level

Blast Resistance — Feat 5

UNCOMMON DWARF

Access You are from Dongun Hold or Alkenstar.

You're used to the clamor of steel, the crack of a firearm, and the thunderous blast of explosions. You gain resistance 3 to fire and sonic. If you roll a success on a saving throw against an effect that causes the dazzled or deafened conditions, you get a critical success instead.

Spark Fist ❖ — Feat 5

UNCOMMON DWARF FIRE MANIPULATE

Prerequisites expert in Crafting

Access You are from Dongun Hold or Alkenstar.

Frequency once per minute

You dust explosive black powder on your fist or glove before attacking, which combusts as you hit an opponent. The resulting pops of flame harm both you and your enemy.

Until the end of your next turn, your fist loses the nonlethal trait and deals an additional 1 fire damage on a successful Strike. Each time you succeed on a fist Strike, you take 1 fire damage. If your fist would deal more than one weapon damage die, the fire damage dealt on a successful Strike, to both you and your opponent, is equal to the number of weapon damage dice.

9TH LEVEL

DEMOLITIONIST FEAT 9

UNCOMMON DWARF

Access You are from Dongun Hold or Alkenstar.

You know how to destroy objects with a well-placed explosion. Whenever you hit with a bomb Strike against a trap or an unattended object, you ignore the first 5 points of the object's Hardness.

SMOKE SIGHT FEAT 9

UNCOMMON DWARF

Access You are from Dongun Hold or Alkenstar.

You're used to fighting and hiding in a haze of smoke and flame. You automatically succeed at the DC 5 flat check to target a concealed creature if that creature is concealed only by smoke. When you are concealed or hidden in smoke, increase the DC of the flat check to target you to 6 if you're concealed or 12 if you're hidden.

13TH LEVEL

CRAFTER'S INSTINCT FEAT 13

UNCOMMON DWARF FORTUNE

Prerequisites master in Crafting

Access You are from Dongun Hold or Alkenstar.

Frequency once per day

Trigger You misfire with a firearm or you roll a failure on a Strike with a ranged weapon.

You sense a minor flaw in the weapon as you fire it, and quickly adjust your aim on the fly to avoid the flaw. If the triggering Strike was a misfire, you get a normal failure instead. If the triggering Strike was a failure, it becomes a glancing blow that deals minimum damage for the Strike (adding any bonuses as normal but getting a result of 1 for all damage dice that would be rolled on a success). The glancing blow does not apply other effects that would normally happen only on a hit.

EXPLOSIVE EXPERT FEAT 13

UNCOMMON DWARF

Prerequisites Explosive Savant

Access You are from Dongun Hold or Alkenstar.

Through your extensive training with volatile weapons, you've built up a fair bit of tolerance to your own black powder explosions. You are immune to splash damage caused by your own Strikes with bombs and firearms (such as the splash damage from the scatter trait).

DWARVEN IDIOMS OF DONGUN HOLD

Dongun dwarves developed their own unique sayings from their time sequestered to the caverns of Sekamina and their cultural diffusion with Alkenstar.

Ancillary magnet: A person who winds up taking all the credit, while not necessarily trying to do so.

Between blobs and zombies: Facing the choice of two terrible options. While the nation of Nex isn't quite as evil as Geb, that didn't help the Dongun dwarves.

Nose: A firearm barrel.

Nosy: Too quick to solve problems with a gun.

Powder my nose: Reload my black powder firearm.

Taking Arunak's wager: Extending trust and making oneself vulnerable to earn trust, often involving thrusting oneself into an uncomfortable social situation. Originally used narrowly and meant as a positive, Keepers of the Skyflame have begun to use it more broadly and negatively to mean making a foolish wager or bargain.

SCRUTINIZING GAZE FEAT 13

UNCOMMON DWARF

Access You are from Dongun Hold or Alkenstar.

Your family's traditions of defending against Geb's undead have granted you a sixth sense for detecting spirits, haunts, and other restless dead, no matter their form or the strength of their presence. You gain a +2 circumstance bonus to Perception checks to Sense Motive when trying to determine if a creature is possessed or under the influence of an effect that would make them controlled, a +2 circumstance bonus to Perception checks made to see through disguises worn by undead, and a +2 circumstance bonus when using the Seek action to find hidden or undetected haunts or undead within 30 feet of you.

If you aren't using the Seek action or searching, the GM automatically rolls a secret check for you to notice haunts or undead within 30 feet anyway. This check doesn't gain the usual +2 circumstance bonus, and instead takes a –2 circumstance penalty.

17TH LEVEL

FORGE-BLESSED SHOT FEAT 17

UNCOMMON DIVINE DWARF

Prerequisites worshipper of Torag or Angradd

Access You are from Dongun Hold or Alkenstar.

Frequency once per day

Trigger You attempt a ranged Strike.

You intone a prayer to the dwarven deities Torag or Angradd, willing a higher power to guide your aim in the heat of battle. On your next Strike with a ranged weapon before the end of your turn, you gain a +2 circumstance bonus to your attack roll and ignore your target's concealed condition, as well as your target's lesser, standard, and greater cover.



Absalom: Gadgets and Gizmos

The City at the Center of the World draws merchants from across Golarion and points beyond, making it an ideal place to seek out specialized items and services. Clockworks can be found among the rare items for sale in Absalom's bazaars, and the city boasts several skilled inventors and tinkers able to handle all sorts of different custom commissions.

The Flow of Innovation

Absalom has long been a haven for innovation and the development of new ideas and inventions alike. While its immense size and crowded streets appeal to urbanites more than to those who prefer the countryside, the city consistently draws many inventors. Three key reasons for the longstanding appeal to this diverse and eager group are Absalom's ready market for buyers, its concentration of specialists, and the wide availability of a variety of components.

Absalom's size and prominent location make it a buyer's market for ordinary goods, as competition in the city is extremely high. Eggs, plain furniture, or tools that might command a reasonable price in tiny communities such as Otari or Abberton sell at low prices here, or don't get purchased at all. The same isn't true for specialized items. Absalom remains arguably among the best places in the Inner Sea region to sell specialized goods. A cunning wind-up toy might not sell for any price in a small community, where people don't have the time or coin for such luxuries. Inventors who live far from a bustling city might plan to sell a specialized device to a wealthy patron, but if the patron changes their mind or lowers the price, there's often not much the seller can do. This isn't the case in Absalom; no matter how unusual or customized something is, there's guaranteed to be someone in the city willing to buy it. Finding that buyer, of course, poses its own challenges.

The city's market for specialized goods draws specialists from far distances. If you're in the business of creating custom constructs or labor-saving devices, you soon learn that living and working near your ultimate market is more efficient. Proximity to specialists with similar interests—frequenting the same vendors, consulting the same reference libraries, and so on—means you're much more likely to find another specialist

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with matching interests. Priests of Brigh, for example, count on this camaraderie to spur innovation via frequent lectures at their temple in the Ascendant Court. Mechanics are a quirky lot; some are misanthropes who dislike sharing any findings with others, but most enjoy advancing their knowledge by consulting with peers. This collegial learning is further amplified by Absalom's many universities and academies. The foremost example is the Clockwork Cathedral, the preeminent institution for specialists who might take a few courses to expand their horizons, frequent the institution to make like-minded acquaintances, or even take a turn at teaching classes to other eager minds.

As the city develops multiple specialists, unusual components become easier and easier to find. Exacting specification is needed when engineering new tools and precision machinery, and therefore any reclusive tinkerer who needs a particular gear or spring must normally make it themself or order it from a distant manufacturer. However, these manufacturers bring their wares right to Absalom, as there's a sufficient number of buyers looking for their components.

Other items are entirely constructed in Absalom, as the city is a large manufacturing center. Not only that, manufacturers produce greater quantities of these components as demand grows, sometimes requiring more skilled engineers in order to effectively increase production. Premade and easily acquired components are particularly important to the makers of clockwork devices, because crafting each cog and wheel is laborious for even the most exacting machinist. Most inventors would prefer to receive base materials they know they can trust to fit their standards to the most minute inspections. They would rather focus their efforts instead on dreaming up what sorts of brand new inventions they can build by combining these parts in a unique way.

All these factors combine to spur innovation within the city of Absalom, but only a few of these innovations are kept completely secret or restricted, and thus progress doesn't stay confined within its walls. A well-educated specialist might have any number of reasons to leave the city: a prestigious posting in a distant metropolis, a change in financial or family circumstances, or simply a desire to be away from the crushing crowds of the City at the Center of the World. Those who leave Absalom take their knowledge (and often, their equipment and innovations) along with them to their new homes, thus spreading their skills to others in distant lands. After all, the opportunity to learn from a student of the Clockwork Cathedral isn't something an inventor in, say Riddleport, is likely to experience twice! This education, in turn, spurs the inquisitive or talented to return to Absalom, whether during the years or generations that follow. And so, the flow of innovation through Absalom continues.

MECHANICAL ERRORS

Anyone seeking low-cost gadgets in Absalom's markets is likely to find intriguing items that don't work entirely as expected. Here are some malfunctions you can include with any mechanical device.

Belches Smoke: The machine emits a puff of smoke every few minutes. For the round after it malfunctions, anything in the space occupied by the machine is concealed, and all creatures are concealed from any creature in that space. The smoke might eventually cause a significant nuisance or even a breathing hazard if there isn't sufficient air circulation.

Erratically Fails: The mechanism has an activation flat check (usually with a DC of 2 or 3); on a failure, the contraption simply fails to activate. If the machine successfully activates, it operates normally thereafter, unless it has another malfunction from this list.

Injures Bystanders: The machine has an errant flywheel, metal tang, or other piece that swings outward at irregular intervals. When it malfunctions, each nearby creature must succeed at a Reflex saving throw with a DC appropriate for the item's level (*GM Core* 53) or take damage of a type appropriate to the malfunction. This is typically no more than 1d4 damage but could be more dangerous for larger or more complex clockworks.

Leaks: Once a day, the mechanism leaks oil, coolant, or some other fluid into its space and a random adjacent square (or, if the GM desires, whichever adjacent space causes the party the most trouble). The affected squares are uneven ground (*Player Core* 423), requiring creatures who pass through the square to succeed at an Acrobatics check to Balance with a DC appropriate for the item's level.

Rattles: When it's moved or jostled, the machine emits a noisy rattling for 1 round that can be heard clearly by nearby creatures.

Scorches Oil: The machine emits the stench of burnt oil or rubber at unpredictable intervals (but usually no more than once an hour). Creatures adjacent to the machine when it malfunctions become sickened 1 by the smell.

Violently Explodes: The machine's internal mechanisms fly apart, destroying it. Obviously, it can malfunction in this way only once, and the GM should have a good reason to destroy a mechanism upon which the party relies.

Absalom Locations

The following locations in Absalom are useful for any adventure in the City at the Center of the World, but they are of particular interest to those associated with or seeking out unusual technology.

CLOCKWORK CATHEDRAL

The Clockwork Cathedral stands in Absalom's

Coins district. The imposing structure of metal plates and massive cogwheels resembles an enormous mechanical centipede with a clock tower rising from its back. The gears festooning the building aren't merely for decoration; its walls, inner chambers, and outer plates all move at the behest of the building's inscrutable and unseen masters. The structure's name is something of a misnomer, as it's not a religious building but an educational one.

Aspiring students come from all across Golarion to learn from the Clockwork Cathedral's faculty, all of whom are themselves students with several years of experience. The mysterious masters of the Clockwork Cathedral send their trudging servitor constructs around the academy to do their business. This business includes not only mundane errands such as tightening loose screws or sweeping up, but also delivering admission paperwork and collecting tuition (which is never seen again). Visitors learn to sidestep these single-minded servitors, which rarely bother to turn from their business to avoid trampling an inattentive student or awestruck passerby. Admission decisions and tuition amounts seem to be wholly arbitrary, as eager students are just as likely to be invited into the Clockwork Cathedral's shadowy iron halls as they are to be turned away.



CLERIC OF BRIGH

Students and faculty of the Clockwork Cathedral gather in groups called cognates. These groups generally focus on a single discipline or area of expertise; for example, the Alive and Ticking cognate specializes in healing, applying a mechanical mindset to repairing ailments of the body. The Cog's Best Friend cognate focuses on the creation of construct companions, doing its best to instill ephemeral concepts such as loyalty into clockwork mechanisms.

The Clockwork Cathedral's founder and inventor is a mysterious robed figure called the **Assembler** (agender construct 19). The Assembler arrived in Absalom's harbor aboard a clockwork ship almost a century ago, claiming to be the only living creature aboard. After purchasing the rights to an abandoned plot of land near Misery Row, the Assembler magically transported the clockwork ship there and, over the course of a month, transformed the ship into the academy's current shape.

Despite the many mysteries of its operation, the Clockwork Cathedral is held in great esteem. Graduates of its programs in engineering, metallurgy, and mechanics remain in high demand across the Inner Sea region. Anyone interested in the lore of clockworks and related sciences would do well to seek admittance, even if only for a semester or two.

GALLERY OF INNOVATION

The Clockwork Cathedral isn't the only place in Absalom to delve into the mysteries of clockwork mechanisms. Priests of Brigh in the Ascendant Court happily chat about engineering and innovation to visitors. Although each has their own specialties, they generally know about other worshippers' research areas and can point inquirers to the best people to answer specific or detailed questions.

Absalom's prominent temple to Brigh is called the Gallery of Innovation. In addition to functioning as a museum (with detailed technological exhibits that rotate regularly), the temple contains several lecture halls, from which they give and host lectures on a regular basis. Most of these lectures are on abstruse or highly specialized topics, so the lecture schedule is set months in advance to ensure the largest audience of specialized

knowledge-seekers from around the Inner Sea region. The priests understand that collaboration propels innovation and often waive entry fees for interested but impoverished attendees who seem likely to contribute some useful knowledge.

Priests at the Gallery of Innovation are required to give lectures as part of their regular temple duties, but those who don't enjoy public speaking foist the obligations onto junior acolytes. While this duty is a great opportunity for the temple's newest members—as nothing sharpens one's knowledge on a subject like having to speak to a room full of experts on it—this practice results in many of the lectures being somewhat haphazard, with the audience often providing opinions and corrections. **Flindish Tanwhirl** (female gnome cleric 10), the current high priest of Brigh, is an enigmatic gnome whom some claim to be more clockworks than flesh. She spends so much of her time at the Clockwork Cathedral that her rare appearances at the Gallery of Innovation cause ripples of excitement. The few lectures Flindish gives each year are as crowded as they are convoluted.



CLOCKWORK TOY

WINDARIUM

The Windarium in Westgate is often an inventor's first stop for supplies, as the proprietors sell all manner of screws, springs, gears, and assorted components. A married couple, **Symo** (male dromaar expert 11) and **Mirtion** (male human merchant 6), run the shop; Symo is the mechanical genius, while Mirtion is better at inventory management and sales. Symo recently accepted a high-ranking position in Absalom's military, supervising siege weapons and similar mechanical contrivances, so the frantic Mirtion often runs the Windarium by himself. Due to his lack of mechanical know-how, Mirtion is easily flustered by detailed questions from knowledgeable shoppers. The Windarium also sells completed toys, devices, and curiosities at modest prices; most of these are Symo's inventions created during his off hours. Although these curiosities are usually reliable and virtually never dangerous, Mirtion doesn't provide any guarantees about the effectiveness of his husband's ticking, clattering wares.

MARKETS

Absalom's bustling markets are an excellent place to seek out clockwork innovations, although someone new to a market might have to ask around to find the right vendor. The Grand Bazaar is the best place to purchase cunning clockwork contraptions, but God's Market does a brisk trade in Brighite innovations. Unless a purchaser is seeking something simple, the wares are likely to be expensive and well protected. Like any purveyors of expensive goods, Absalom's merchants of clockworks usually employ guards, whether discreet or overt. These guards are sometimes clockwork soldiers or similar constructs, particularly when the merchant wants to demonstrate the effectiveness of their wares while simultaneously protecting them.

GADGET MERCHANTS

If you need to quickly determine a seller of clockworks or contraptions in one of Absalom's markets, here are several for your consideration.

Cogsmaster: This excitable, purple-haired halfling has a wide banner above his stall proclaiming him the "Cogsmaster!" He's a showman who might have excelled as a sideshow barker, as he's quick to announce each of his items as "futuristic innovations" or "labor-saving devices" to any who will listen. In truth, he knows little about how his wares operate; he simply buys them cheaply and counts on his bluster to justify the markup.

Humphrin Geen: A gaunt, sallow-faced human in an ill-fitting suit, Humphrin keeps his clockwork wares on taller-than-normal tables, as though to keep them away from the hands of halflings or gnomes. In truth, Humphrin dotes on children and, knowing that errant springs or grinding gears might pinch their inquisitive fingers, doesn't want them to come to any harm.

Nettle: This fastidious sunflower leshy has an exacting attention to detail and a meticulously sorted table of spare parts, winding keys, springs, and other bric-a-brac inventors might find useful. She finds more delight in sorting her wares than actually selling them, and has an unpleasant tendency to comment unfavorably on customers' untidy appearances or dirty hands.

Ostinna Barbetler: This stern and fussy dwarf has a good variety of wares, all clearly marked with fair prices. The practice of haggling absolutely disgusts her; if anyone suggests paying even a copper coin less than the listed price, she unceremoniously ejects the offender from her stall. She noisily denounces the "bald-faced skinflint" to vendors nearby, most of whom ignore her aspersions.

Rargin Hoffnatler: A bear-like Taldan man with a wide grin and bellowing laugh, Rargin enjoys practical jokes. Apart from the clockwork toys and devices in his stall, he keeps a table bearing several joke items such as itching powders and noisemakers. When customers are scarce, he deftly incorporates these items into his ordinary wares, offering the next customer a "close demonstration" of the trapped device as a prank.



ARCADIA: BEAST GUNS AND SKYMETALS

Arcadia has had firearms for over 10,000 years, though of a distinctly different kind than can be found in the Inner Sea. In the distant days prior to Earthfall—which struck Arcadia not with huge, devastating meteors but with a rain of skymetals across the central continent that gave rise to great heroes and strange magical effects—legendary figures bore handheld metal tubes powered by magic that shot pellets of concentrated arcane energy. Known as star guns or mystic arms, these guns ranged from one-handed pistols to long rifles. Most star guns fired white-hot energy that glowed like a star, giving them their name, but the most ornate weapons could change the weapon's energies by means of cunning switches or even the user's sheer will.

Arcadian star guns were carried by great heroes of legend in central and northern Arcadia, often wandering law-keepers who fought bandits and monsters to ensure peace. Sometimes, scheming villains wielded these powerful weapons to further their own wealth and influence. Janshar Even-Handed, Valliek Rustboots, and Deft Onki are among these mythical gunslingers. Anyone with a star gun could inflict devastating damage, and few knew any equals beyond other wielders. The Star Code bound all those who carried such weapons: to never attack an unarmed opponent, to give parley to the weak who request it, to eschew deceit, to honor the terms of a duel, to respect one's star gun, and many more rules that vary in the retelling. Villainous wielders at least paid lip service to the Star Code, though their stories of bending the letter of the code to suit their own ends appear in folk tales throughout Arcadia.

Creating a star gun required specialized knowledge. The most notable crafters (and perhaps the only ones) were a gaunt, isolationist people who inhabited monasteries high in the Mildanesi Mountains. Imposing and mute, with stone crowns protruding from their long heads, these recluses gave no name for themselves but became known as the Crowned Regents. Despite their mighty magic and intricate crafts—which were not limited to the fabulous star guns—the Crowned Regents showed no interest in

expanding their holdings or their influence. They traded with a few trusted outsiders, and stories of brave travelers seeking out a mountaintop monastery to bargain for a star gun show up in many Arcadian folk tales, such as *Banjara's Climb* and *Janshar's Bold Request*. The bustling city of High Klesh is built around the ruins of the lowest monastery; its human and halfling inhabitants are wealthy from relics the Crowned Regents left behind, and the city's Spire Council members are each armed with a star gun. Other monasteries can be found utterly abandoned or inhabited by dangerous monsters; the Crowned Regents have vanished into the mists of history and legend.

Today, star guns are exceedingly rare. Discovery of an intact star gun is a monumental event, and rumors of lost star guns have inspired generations of treasure-hunters. Though these fabulous guns are all but gone, the Star Code has trickled down into modern-day legal code throughout Arcadia, providing protections to the dispossessed and downtrodden. The legends of the gunkeepers and their deeds loom large in Arcadian taletelling.

Lore of the Gun

Guns command respect and authority across Arcadia, a legacy of the power of the star guns and the gunslingers who lived the Code. Most people across the continent have never seen an actual star gun; they know of these ancient weapons only through legends. This legacy has proven a fertile ground for invention. For millennia, inventive and determined Arcadians have devised similar weapons for generations to capitalize on the power and prestige of star guns. These guns are the weapons that now, most commonly, outfit those in authority, or are wielded by those who challenge that authority.

Technological innovation is at its highest in the region known as Three Craters, where soot-spewing factories have an endless appetite for ore. These factories produce an astonishing number of the most sophisticated technological marvels on the continent. For centuries, Three Craters produced air-powered pistols and rifles that suffered from short range and insufficient stopping power; as obviously inferior imitations of star guns, these weapons were of limited use as anything other than status symbols. About a decade ago, however, new skymetal forging techniques made their way to Three Craters. The city's ruling Smog Lords immediately had their greatest inventors reverse-engineer these reborn star guns to replicate them. The conniving Smog Lords initially tried to keep firearms for their exclusive use; they realized their edge would disappear if superior guns became publicly available. Their petulant animosity and relentless double-dealing meant it wasn't long before the secrets of skymetal firearm creation spread to engineers across the city-state. Factory owners quickly repurposed their facilities to mass-produce skymetal firearms. Fierce competition drove costs down and reliability up, and firearms are now commonplace throughout Three Craters. They have spread to many places beyond, even as far as imperialist Razatlan in the distant south and the subterranean kingdoms of Braskoff to the north.

Further from north-central Arcadia, the hybrid magic and technology skymetal guns give way to more purely magical firearms tied to ancient Arcadian traditions; at the continent's furthest extremes, magical tradition is so prevalent that sophisticated technology is as rare as it is unnecessary. Even among cultures that develop magic rather than technology, gun lore dating back to the star guns runs strong. Instead of creating guns from steel, many of these cultures learned to fashion guns from bone and magically altered flesh. Millennia ago, these innovators learned that incorporating components from powerful monsters made their guns more powerful, producing creations such as dragon's-throat firebelchers and manticore-spike rifles. These beast guns are wholly different from both the ancient arcane star guns and the technological marvels of air guns, and their bearers carry their unique and potent weapons with the honor and pride common among Arcadian gunslingers.

Over the centuries, wizard-lords and arcane academies across Arcadia have claimed to unlock the secrets of re-creating star guns. (These claims are particularly common in the magocracy of Heyopan, whose Nine Dynasties vie for political supremacy.) While these skymetal firearms and their magical firing mechanisms are certainly impressive, they are not true star guns. Recreation efforts occasionally produce truly bizarre guns, such as pistols that use bound elementals to compress air and eject fiery pellets of metal, rifles that launch bullets of concentrated daylight, or shotguns that spew fragments of souls. These inventions are rarely replicable on a large scale and are often rushed, making for unreliable operation at best and even a few disastrous mishaps. Yet, a determined hero or even a curious traveler has a fair chance of locating—or commissioning—a truly unique gun.

The Deadshot Lands

Arcadia is home to myriad nations, from icy Vallenhall far to the north, past hero-forged Xopatl near the central gulfs, all the way to the southern Ghostlands. Guns are most prevalent in the region known as the Deadshot Lands in north-central Arcadia, where the lore of the star guns remains strongest. This region resembles an open book lying face-down; the Mildanesi Mountains, where the Crowned Regents once produced their peerless crafts, run from north to south along its center. Deserts sprawl to the west, and fertile plains and forests to the east. Each of these regions echoes with the lore of guns, but these echoes resound in different ways.

Briarbough

For untold ages, the vast forest of Briarbough has been the home of beastkin who live in a loose coalition of treetop settlements. The beastkin mark their holdings with stone

Arcadia


Port Valen
PRIMAL LEAGUE
LAND OF NORTHERN LAKES
DEADSHOT LANDS
Three Craters
Halana Theocracy
Illani Plains
Crownpeaks
Segada
Briarbough
Tazuni
OLD RAZATLAN
SALT STRETCH
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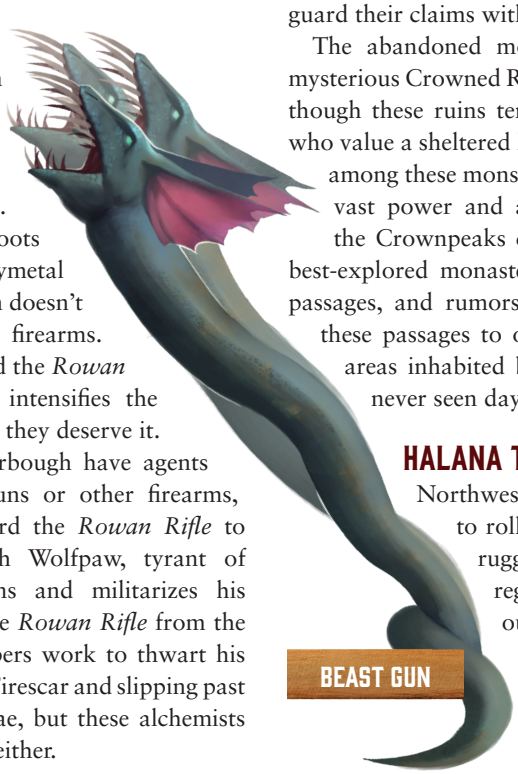
stelae, but these standing stones don't denote actual borders so much as areas of influence warded by ancient magic. The people of Briarbough rallied together to repel the invading Fire Army of Razatlan ages ago, whose incursions torched much of the forest and created the Firescar, a region still blighted with the invaders' magic. The settlements fell into fierce infighting afterward, each claiming credit for the victory and demanding the *Rowan Rifle*. This legendary star gun is as much a badge of office as it is a weapon, denoting dominion over all Briarbough. The rifle is held by powerful fey custodians who bequeath it to a deserving mortal for only one lifetime. Fashioned from a tree whose roots drank deeply from djezet (the skymetal known as quickiron), the weapon doesn't discomfort the fey, unlike iron firearms. That no claimant has yet received the *Rowan Rifle* in this current age only intensifies the clashes among those who believe they deserve it.

Many rulers throughout Briarbough have agents desperately seeking lost star guns or other firearms, believing that the fey will award the *Rowan Rifle* to superlative gunslingers. Varkesh Wolfpaw, tyrant of Ninebranches, amasses weapons and militarizes his people with the aim of taking the *Rowan Rifle* from the fey by force. The Firescar Bombers work to thwart his plans, ranging from the desolate Firescar and slipping past Varkesh's enchanted border stelae, but these alchemists and pyromaniacs are no heroes, either.



BEAST GUN

CROWNPEAKS

The Mildanesi Mountains comprise an enormous range running nearly the entire length of Arcadia. The northern mountains once inhabited by the Crowned Regents are known today as the Crownpeaks. The few passes through the region are high and difficult; most become impassable with ferocious storms and deep snow during the winter. The wealthy city of High Klesh, in the east, is the best place to find guides through the Crownpeaks, as its scouts know how best to negotiate with the Passkeepers, a confederacy of roc-mounted halflings who watch over the passes and demand tribute. Some Passkeepers prefer long rifles to threaten travelers from a safe distance and are willing to pay handsomely for such weaponry. The fickle Passkeepers aren't the only dangers in the mountains: yeti-like creatures called antimoks, wendigos, and stranger monsters haunt the peaks. A few smaller settlements like Oathscrape and Picket Shelf provide travelers with respite, but hospitality can prove hard to come by in the mountains.

The Crownpeaks have few natural resources other than ore, but they bear that ore in abundance. The most extensive and advanced mining operations are in the mountains nearest Three Craters, where the Smog Lords mandate the backbreaking labor that pulls iron, tin, and silver from large, lucrative mines. These peaks harbor many smaller veins of these and other useful metals, including skymetals from Earthfall. Thus, the Crownpeaks continue to attract hardy individuals and small companies with a willingness to work and a dream of striking it rich. Such small-stakes prospectors diligently guard their claims with picks and guns.

The abandoned monasteries once occupied by the mysterious Crowned Regents are highly sought after, even though these ruins tend to harbor dangerous creatures who value a sheltered lair in the unforgiving peaks. Chief among these monsters is Dwashtil, a wendigo of such vast power and authority that other wendigos of the Crownpeaks call her their master. Some of the best-explored monasteries have extensive underground passages, and rumors abound of connections through these passages to other lost monasteries and deeper areas inhabited by mysterious creatures that have never seen daylight.

HALANA THEOCRACY

Northwest of Tazuni, the desert gives way to rolling, fertile hills and a coastline of rugged cliffs. Many tengu inhabit this region, though humans still greatly outnumber them. Although this land seems pastoral, it's under the firm control of a despotic government called the Halana Theocracy. Headquartered in the many-spired city of Rookery, the church does its best to control all aspects of life within its borders, from the timing of crops to the education of its youth. Far from being an orderly place, however, the dictates of the church are erratic and often contradictory, so the nation is one of paranoia, toil, and misery. The faith itself is no less convoluted, revering an ever-shifting pantheon of malevolent sky gods centered on the demon lord Pazuzu. It is heresy to utter the names of any sky gods of the pantheon; the church claims that doing so invites corruption and madness. Halana's leaders, the three Windborne Theocrats, can control the weather, although they usually bring storms to evince their wrath rather than good weather to benefit the populace. They are known to be physically frail despite their divine power, as their seals of office are made from a poisonous skymetal called abysium, or feverstone.

The Halana Theocracy enforces its will through an elite group of wicked soldiers known as the Mivanians. Most Mivanians are tengu, but the force admits a fair number of avian beastkin and tiefling humans with birdlike features as well. All Mivanians carry beast guns created from flying monsters, giving them unparalleled range. For anyone outside the Mivanians, owning a

gun of any kind is a capital offense. An extensive and surprisingly well-armed rebellion is working to overthrow the theocracy and has caches of guns hidden throughout Halana; it only needs to recruit enough heroes willing to fight to free their land.



ILLANI PLAINS

The sweeping plains across central Arcadia are stained with old blood. Great civilizations of horselords and their thunderous mounts have stampeded across these plains for thousands of years. The western edge of these plains has seen an age of relative peace in the last few generations, thanks to the protection afforded by technology from Three Craters, and the resilience of its orc and human inhabitants.

Ages ago after banding together with a group of dwarves to defeat a massive gogiteth threat, the orcs of Arcadia teamed up to assist the dwarves in achieving their quest to find the surface. The two have been on good terms ever since. Receiving a poor welcome from the beastkin of Briarbough, the orcs migrated into the Illani Plains. Rather than come as conquerors and warmongers, they knew their struggling people must make peace to survive. The humans of the plains, recently freed from oppressors to the east and whose leadership was in turmoil, needed their aid in turn. Humans and orcs became firm allies and have been so ever since. Humans contributed their agricultural and equestrian lore, and orcs brought numerous skills and secrets from their subterranean homes. Not the least of these was how to craft trophies torn from monstrous foes into weapons. Combined with the star gun lore, the people of the Illani Plains were among the first groups in Arcadia to create beast guns. Hunts into the caverns beneath the plains' ancient buttes provide the raw materials for this ancient art, still practiced today.

Bountiful farms and ranches across the Illani Plains feed Three Craters and many other nearby nations. Even the poorest citizens of Latwaria and Grassbutte, the largest Illani cities, never fear starvation, although a malignant plague is spreading in these urban centers. This plague is kept in check by the region's gun-toting priests of Desna (known as "the Lady of Long Grasses" here), but there's serious concern for the fate of the region should the plague spread into the fertile countryside.

TAZUNI

The western desert extending from the Crownpeaks is bounded to the south by salty Lake Tapipallati, and to the north by the Halana Theocracy and the cities of the insular Primal League. This is a wild, dusty land of hard people, desperate bandits, and steel-eyed law-bringers. Civilization is clustered in cities such as Altameda, Carama, and New Hayewood; each is surrounded by hardscrabble farms and ranches. The land is in dire need of heroes to kill marauding beasts, track down cattle thieves, and guard wagons traveling from town to town. Local sheriffs are often happy for the help—if they aren't behind the banditry themselves, as not all lawkeepers live up to the honor of their badges. The law's reach in Tazuni doesn't extend further than a rifle's shot, so criminals who vanish into the desert are free to simply move on elsewhere.

Travel is a way of life in Tazuni. Regular stagecoaches take settlers, goods, and mail between communities.

Ranchers must keep their great herds of livestock on the move to ensure they're adequately fed before being driven to market. The land's few rivers are a vital source of life, as all flow into the undrinkable Lake Tapipallati. Most large towns are built on rivers; some, such as Carama on the Carama River, span a waterway with a series of wooden footbridges crowded with shops, market stalls, inns, and fishing platforms. Despite picturesque bridges and crowded piers, these rivers are far from docile. Aquatic dangers on these waterways pose as much trouble as bandits on stagecoach lines.

Tale-telling is a strong Tazunian tradition. Visitors are expected to tell stories of past exploits, whether their own or another's, real or exaggerated. Stories are expected to be free; thus, many bards and other storytellers must also gamble at dice or cards in dusty saloons to make ends meet.

Headstone Rolsk, a cunning stone giant necromancer who collects tombstones and hurls them at his foes, recently combined several human and halfling gangs under his brutal leadership, and supplemented the growing Headstone Gang with ghouls he's animated. Rolsk is rumored to be stepping up the Headstone Gang's activities from robbery and livestock butchery to assaults on towns. The feckless sheriff of New Hayewood, Brondell Chanrodine, actively ignores rumors of Rolsk's movement near his town, much to the dismay of the townspeople.

THREE CRATERS

A massive city-state situated between three large lakes in north-central Arcadia, Three Craters is one of Arcadia's largest metropolises. Its soot-belching factories produce technological marvels unequaled in Arcadia, and perhaps across the world. The ruling Smog Lords do their best to assert control over the region, but their constant infighting undercuts the draconian authority they crave. Three Craters is exceptionally cosmopolitan; in addition to extensive trade connections with the cities of High Klesh, Latwaria, and Grassbutte in neighboring nations, Three Craters has extensive dealings with the region known as the Land of Northern Lakes to the northeast.

Three Craters has a virtually unending appetite for ore with which to construct its technology. The Smog Lords employ undersea miners who pull ore from the waters of the three surrounding lakes (the pristine Moon's Tear, murky Oilpan, and misty Lake Awnkawak) and control mining interests in the eastern Crownpeaks. Trade agreements with the skymetal-rich Land of Northern Lakes bring staggeringly valuable shipments along iron-cobbled and heavily patrolled roads to the east.

Although most denizens of Three Craters are humans, sizable populations of halflings, ratfolk, and an insectile race called klinkois also live here. People divide much more often by social class rather than ancestry and thus mix frequently. Firearms are common enough that nearly everyone knows how to maintain and operate one, and bows are viewed as quaint and anachronistic.

DEADSHOT LANDS TIMELINE

The Deadshot Lands is not the only large, thematically linked region in Arcadia. (The Primal League to the north, the Land of Northern Lakes to the northeast, Salt Stretch to the south, and Fallen Razatlan to the southeast are some of many others.) The following are some key dates in the history of the Deadshot Lands.

–5923 AR	Earthfall; skymetal rains down over many regions of Arcadia.
–5111 AR	The last definitive contact with a Crowned Regent is recorded.
–4949 AR	After helping the dwarves find the surface, orcs migrate into the Deadshot Lands and settle with indigenous humans dwelling in the Illani Plains.
–3009 AR	Ninebranches is founded in Briarbough.
–2602 AR	Imperialist Razatlan invades Briarbough, burning a section known today as Firescar.
2973 AR	Air-powered guns are developed in Three Craters.
4077 AR	The six Smog Lords take over production across Three Craters.
4399 AR	The Oil Nomads, an army of grease-covered constructs, assault Three Craters but are driven back, cementing the rule of the Smog Lords (who are now dozens in number); the constructs' residue permanently taints the lake now called Oilpan.
4473 AR	Followers of Pazuzu take over Halana, establishing the Halana Theocracy.
4675 AR	Antimoks, distant relatives to yetis, destroy the town of Wide Shelf in the Crownpeaks; it's rebuilt the following spring as Picket Shelf, with better defenses.
4691 AR	The Firescar Bombers unite and begin raiding Briarbough.
4699 AR	Antimoks demolish three outposts in the Crownpeaks; the scholar Fowalka Churrick posits a 24-year cycle of antimok ravages.
4710 AR	A technological boom in firearm design leads to new guns forged from skymetal spreading throughout the Deadshot Lands.
4716 AR	Mivanians of the Halana Theocracy expose a group of supposed rebels and execute them by dropping them into town squares across the region from thousands of feet in the air; secret resistance to the theocracy grows.
4719 AR	A tenacious plague appears in the cities of Grassbutte and Latwaria.
4721 AR	Headstone Rolsk gathers all the tombstones and corpses in the New Hayewood Cemetery and retreats with them... for now.



JISTKA IMPERIUM: ANCIENT AUTOMATONS

Golarion shuddered 10,000 years ago when Earthfall fractured the land, scattering its inhabitants and obliterating the ancient Azlanti civilization. As ejecta shadowed the sky, plants withered, trade networks disintegrated, and Golarion's societies crumbled, casting the planet into a literal dark age of bitter survivalism. Yet, scraps of Azlanti culture survived. Centuries later, along the southern coast of the newly formed Inner Sea, the illiterate young local Arustun uncovered a cache of Azlanti writings. Whether through supernatural enlightenment or natural genius, he somehow deciphered the texts, using these rediscovered secrets to revolutionize his local communities. Arustun swiftly exhausted the texts and craved more. With the help of his wife, Minurna, and friend Venistos, he built a ship to sail the seas in search of scattered cultures and other lost literature—a voyage that eventually saw him traveling to other planes of existence! Upon his return decades later, he compiled his tales into the *Poleiheira*, a book of legends and teachings that proved foundational throughout the civilization Arustun helped found: the Jistka Imperium.

This new monarchy focused primarily on technological development and military expansion, styling itself as an empire that would unite humanity in a new golden age. At its disposal, the Imperium boasted two crucial tools: extraplanar servants and magical artifice. In his travels, Arustun forged myriad connections to beings aligned with law and the elements, and the powerful magistrates that arose in the Jistka Imperium maintained that tradition by conjuring the likes of aeons and genies to command armies and evangelize the imperial vision for a bright (if nonnegotiable) future. Meanwhile, Jistkan priest-artificers adapted incomplete Azlanti clockwork manuscripts to create their own schools of construct engineering and mechanization that far surpassed their predecessors.

The Jistka Imperium's arrogance and belligerence stunted its growth and stability. Magistrates and priest-artificers increasingly competed for power and influence within the growing aristocracy. The inexorable conquests of the Imperium's supernatural armies branded Jistka as evil invaders in the eyes of its neighbors.

Only Osirion's ascendancy to the east united the Imperium's efforts, and the two nations clashed bitterly in a war of attrition that Jistka slowly lost, though not before creating and conjuring extremely dangerous beings that threatened to destroy the Imperium as readily as they devastated its enemies. At last, Jistka crumbled under imperial succession crises and warfare, ground to dust by Osirion's equally grim armies.

Unlike the cultural revivals enjoyed by Thassilon and Osirion, Jistka has remained a dead and largely forgotten civilization whose influence rarely resurfaces directly. Archaeologists and explorers occasionally uncover pristine ruins or emergency caches where the Imperium hid constructs for a final counterattack. However, Jistka's living legacy also survives in automatons (page 36), who have started reappearing after a millennia-long hiatus.

Infused Constructs

Without an animating force, a construct is merely a glorified statue. While more ethically built constructs rely on a powerful mote of vitality energy, each Jistkan construct required a trapped entity such as an earth elemental—the more cumbersome the construct, the more powerful the bound spirit needed. Although original Jistkan constructs are now rare enough that most think of them as a monolithic technology, the Imperium's techniques evolved steadily over more than a thousand years as artificers rediscovered lost techniques, tested theories, exhausted resources, invented new tools, and laid groundwork for construct design in the modern era.

Elemental Constructs

During his voyages, Arustun uncovered and compiled fragments of lost Azlanti clockwork and its underlying theory. His companions eagerly deciphered these techniques and created several of their own ticking servitors, yet their clockwork creations always felt hollow and lifeless—serviceable replicas of another culture's technology that didn't reflect Jistkan values and Arustun's own vision. Early Jistkans had built grand cities, attracting the scattered peoples of northern Garund to prosper there. As the fledgling artificers reasoned, their own constructs should arise in the same way, by creating a magnificent articulated home, magically coaxing spirits into the physical bodies, and benefiting from those new inhabitants' labor as recompense. Thus, these Jistkans gradually developed their own construct technology powered not by springs and gears, but by elementals inhabiting and animating the lifeless bodies.

But how? Modern construct engineering often relies on arcane spellcasting. Despite having unearthed elements of Azlanti clockwork, these Jistkans lived centuries before the legendary spellcaster Old-Mage Jatembe brought arcane magic back to Golarion. Therefore, the magic that bound these first Jistkan constructs evolved from time-honored traditions of oral history, story craft, and occult magic. Rather than forcibly bind elementals, these earliest artificers imbued each construct with a compelling narrative. Once a free-willed elemental drew near, the magic drew it in, trapping it both inside a powerful body and within an insidious story that reinforced loyalty to the construct's master. No doubt many artificers believed they had done these elementals a favor by providing a home, and some freed the trapped spirits after years of indentured servitude. Yet at the core, this magic was glorified brainwashing, and it laid the foundation for a millennium of subsequent elemental enslavement.

Although reliance on elementals remained steady, the techniques and demands evolved with time. The occult techniques suffered from inherent limits, for capturing errant elementals required careful customization and could only ensnare those beings already wandering northern Garund. Once the supply ran low, construct creation slowed. A more economical and direct option later developed once arcane magic was reintegrated into Jistkan technologies: conjuring a limitless supply of elementals from the planes into waiting construct bodies. With supply constraints removed, construct creation expanded from a prestige craft to an imperial industry, supported by a growing class of priest-artificers who constructed arcane spell work to power their creations. While these artificers maintained some of their predecessors' cultural values, traditional binding rituals couldn't compete with these new arcane solutions, and the occult techniques faded from practice and memory. Even in the modern era, Jistkan arcane binding methodology forms the core of construct creation, and the older occult approaches remain extremely rare.

For every problem solved, though, another arose. The hypnotic narrative trapping elementals in occult constructs functioned like a maze, always redirecting the elemental's thoughts and tricking it deeper into the mental trap. Arcane techniques act more like prisons, relying on raw power and careful formulas to restrain their captives. But no wall is impervious. Under great stress, an arcane construct's animating force strains at—and sometimes breaks free of—these barriers. To bystanders, this struggle resembles confusion and violent rage as the elemental's desperate struggles seize control of its artificial body before the magic regains control.

Despite this, only the arcane designs could meet Jistka's needs, for their armies increasingly relied on large quantities of ready-made constructs as labor, shock troops, and guardians. Jistkan miners and loggers directed constructs to harvest ever vaster resources to trade for reagents and fuel the forges. Northern Garund's arid conditions partly hearken to this ravenous expansion. Few could oppose the Imperium's full might, at least until Osirion's rise.

Fiend Constructs

At first a distant curiosity to the east, Osirion grew quickly, trespassing on Jistka's spheres of influence and intercepting crucial trade that sustained the Imperium. Tensions erupted

into all-out war, and what early advantages Jistka enjoyed, it lost to the centuries-old infighting between magisters and artificers. By the time the Imperium could present a united front, Osirion not only had the tools to devastate its foes' combined construct, genie, and mortal armies, but it also developed insidious strategies to weaken Jistka from within, such as the dreaded Night Plague. With its resources dwindling, Jistka needed a new, unbeatable weapon.

The answer came from its northern territories, created in the forge city of Rachikan and quickly shared among artificer bastions. For generations, builders relied on capable and relatively compliant elementals to power constructs. Under pressure to supply shock troops, Rachikan's engineers began conjuring fiends to animate constructs instead. In many ways, it was brilliant. Fiends already displayed a penchant for possession, so a greater fraction of their raw power could transfer to the constructs' mechanical bodies, and a hint of their intelligence manifested as rudimentary cunning that granted the constructs greater adaptability in combat. Unlike elementals, many of the fiends also openly made bargains with the priest-artificers to willingly inhabit the lifeless statues, greatly reducing the cost of binding and restraining the extraplanar entities.

Many fiends were stronger than their Inner Plane counterparts, allowing them to empower ever-larger war machines. The resulting fiend-infused constructs provided exactly what the desperate Imperium needed, allowing the creation of legendary engines such as the dreaded behemoth fortress construct, an elephantine walking fortress that towered more than 50 feet tall and collapsed conventional fortifications with the sheer force of its footsteps.

Although these fiendish constructs at first obliterated their opposition, tales of dire mishaps quickly tainted the victories. A typical construct always ran the risk of its elemental spirit rebelling; these new constructs were rarely built strongly enough to contain the fiendish fury sealed within. The constructs regularly entered battle rages that their commanders couldn't control, often resulting in the fiend breaking free entirely in a burst of unholy energy. Even those inhabited by willing fiends ran amok. The only blessing was that these blasphemous terrors inflicted far more damage against the Imperium's Osirian enemies than against their so-called allies.

Had the Imperium's artificers drawn upon the magistrates' expertise in binding extraplanar creatures, and had a gruesome war not limited their testing, this foray into fiend-powered constructs might have produced reliable, relatively safe results. However, the artificers had developed these war machines in relative secrecy, and to avoid losing face to their magistrate rivals, they actively destroyed evidence and sowed disinformation to hide their experimental constructs' rampages. The Imperium might not have cared. Succession crises and assassination plots left the upper echelons in disarray, and pretenders regularly sponsored and claimed credit for any victories against Osirion, no matter the circumstances, so long as it supported their own agendas. So, more demons, daemons, and devils poured into construct shells.

Fiend-infused constructs were ultimately unstable, not just in battle but in the passage of years, with many of the fiends breaking freeing in the millennia since. Thus, rediscovered Jistkan constructs are most often powered by elementals. Combined with the pains some artificers took to conceal their unholy creations' misdeeds or destroy their own research, the techniques for creating constructs and binding fiends within them barely survived the ages. However, with the recent rediscovery of Rachikan, these deadly secrets are increasingly accessible to the most reckless engineers.



AUTOMATON AND ARTISAN

MORTAL CONSTRUCTS

Jistka was dying. Assailed by enemies from without and internecine rot from within, it was only a matter of time before the Imperium crumbled, its extraordinary innovations obliterated by Osirion's armies. In a last-ditch effort to salvage their culture and sciences, a relatively scrupulous syndicate formed the Artificer Conclave, dedicated to preserving its ways and ultimately restoring the Imperium to its former glory. Within a few years, several members had perished, and the survivors could see the impossible enormity of their task. They could never achieve their goals alone, and they certainly could never do so as infirmity and attrition whittled down their numbers. In response, they adapted their construct engineering traditions to accept a different type of animating force: not an elemental or a fiend, but their own mortal life forces and souls.

The experiments exceeded all expectations, far surpassing any previous construct engineering in its intricacy and performance. Known as an automaton (page 36), each of these constructs preserved the intelligence, personality, and skills of its mortal subject, all while providing the mortal a construct's physical might and longevity. The secret was the automaton core, a marvelous fusion of spellcasting traditions that sustained the mortal's soul and powered the automaton's body. As with a lich's phylactery, the core's destruction would destroy the individual. In theory, the artificers hoped that if the core survived, it could be transplanted into a new automaton body, allowing each preserved Jistkan to survive even apparent destruction.

The Conclave swiftly recruited Jistka's best, brightest, and most scrupulous, creating a host of automatons that preserved these paragons. Most of these champions scattered across Golarion and the planes, seeking military aid against the Imperium's enemies, magic to rebuild the Imperium's devastated cities, and philosophies to restore the Imperium's soul. Insulated by immortal bodies and confronted with the infinite potential of the planes, many of these seekers became distracted, realizing that the Imperium had already crumbled only by the time they returned from a casual century of research. Others secured help but returned to realize it was too little, too late; the Imperium had become too beleaguered and too morally bankrupt to save. Those who remained in northern Garund fared little better; a few organized resistance forces to stave off Osirion and imperial pretenders alike were destroyed or scattered by the impossible odds. Others shepherded Jistkan survivors to forgotten sanctuaries, where they either abandoned their old affiliations or perished, leaving only their demoralized automaton guardians.

Ultimately, the Artificer Conclave disintegrated. No known record of its members survives, much less explains where they went. While automatons still exist across the multiverse, there's no telling just how numerous they are. Several live on Axis, where they dwell among the aeons that inspired the earliest Jistkans. At least a few still roam Golarion; among these, some cling to a fading Jistkan dream, while others long ago forgot their futile quest and adopted new causes. Others remain only as cores, helplessly trapped in broken bodies or collapsed ruins.

Whatever the case, passing ages have reinforced one of the automatons' greatest weaknesses: their mortal psyches. For beings meant to live a century, only the strongest willed have managed to retain their memories, sense of self, and lucidity after more than 8,000 years. Many automatons can't recall their ancient pasts. Others have developed nervous tics as their minds wrestle with immortality. Others still have dissociated completely from their mortal identities, slowly transforming into emotionless constructs except for fleeting moments where they can remember what it means to be alive. With so few of the Conclave left, it's no wonder the secret to creating cores is presumed lost.

JISTKAN RUINS

Time and ancient Osirian vendettas demolished many of Jistka's wonders, yet forgotten sites periodically resurface, tempting explorers the world over.

Lost Yemal: Once a remote town along Jistka's southern border, Yemal was one of the last refuges from Osirion's wrath. Jistkan officials hid many of the Imperium's greatest treasures there, sealing them within a foreboding tomb. Osirion at last crushed the town, but some supernatural force trapped and consumed any soldiers who entered the tomb. The monument still stands, daring any who would steal Jistka's last legacy.

Rachikan: Considered the greatest forge city, Rachikan was built within one of the massive Pillars of Anferita rising along Cheliax's west coast. There it refined and created the terrifying fiend-infused constructs until an earthquake buried much of the city. Looters scavenged from the upper ruins, yet many of the constructs remain functional and vigilant, and the city was forgotten and rediscovered by Pathfinders only a decade ago. In addition to the animated marvels sealed inside, rumors speak of territorial morlocks dwelling within the deepest levels; their language, tools, and religion all resemble Jistkan ones.

Teskra: The so-called Hanging City spanned a massive canyon in Rahadoum's Napsune Mountains, serving as a crowning achievement late in Jistka's rule. In addition to its magnificent bridges, Teskra housed palatial gardens occupied by wondrously lifelike constructs that resembled and behaved like real animals. Shortly after Teskra's completion, citizens began disappearing mysteriously, with all of the city's dwindling population wordlessly vanishing into the mountains in –3388 AR. In the millennia since, the construct creatures have escaped and roam the city freely, maintained by equally lifelike yet ageless humanoid caretakers. No doubt some of Jistka's greatest construct technologies lie hidden within Teskra's ruins.

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JISTKAN ADVENTURES

Millennia and malice have ground much of Jistka's ruins to dust, yet in places, its physical legacy survives and can drive exciting adventures.

Evil Engineering: Bound to an incomplete iron warden (*Monster Core* 207) forgotten in an ancient workshop and recently recovered for a museum, an ice devil has regained its free will and now makes deals telepathically with anyone visiting the Jistka exhibit. Several of its dupes have planned a heist to steal their silent master's metal body in anticipation of greater crimes.

Forbidden Faiths: After millennia wandering the planes, a powerful automaton returns to find Jistka demolished and his homeland occupied by a godless regime. Learning that several sacred Jistkan sites remain undiscovered, the automaton assembles teams to infiltrate Rahadoum and extract holy treasures for safekeeping, all while evading the Pure Legion.

Old Debts: An extended family of jabalis served Jistka in its wars, and the descendants have appeared in Rahadoum, demanding that Jistka pay its old debts or suffer punishment. The genies' contract seems altered to extort vast sums and interest, yet without a Jistkan copy for comparison, Rahadoumi negotiators can't convince the jabalis to drop the complaint. Rahadoum has issued a call for capable explorers to enter the ruins of Lost Yemal in search of the tablet that preserves this ancient debt's original terms.

Sleeper Agent: Recycled Jistkan prostheses sometimes impart ancient memories to their new hosts, and an unearthed prosthesis still resonates with a long-dead Jistkan magistrate's hatred for Osirion. Now installed in a new host, the limb has subtly taken control and begun plotting the Ruby Prince's assassination. Worse, dozens of powerful elementals owed the magistrate favors, and the arm's host has begun calling these in to engineer a new war between Osirion and Rahadoum.

Grafts

Any construct requires an animating energy that shapes its powers and personality. While most Jistkan artifice involved binding whole beings into artificial shells, it's equally viable to draw trace amounts of a host's life essence to power a prosthesis.

The earliest of these magical grafts were ponderous, designed with technologies appropriate for towering constructs yet ill-suited for a living host's comparably delicate joints and mortal constitutions. With time came sophistication, and by the Imperium's zenith, prostheses were lightweight, and sleek. Given the Age of Anguish's many dangers, such prostheses were commonplace, and the mechanical advantages drove some to acquire artificial augmentations to replace even fully functioning limbs. The aristocracy marveled at prostheses so lifelike as to be indistinguishable from flesh, artificial limbs made from precious metals with interchangeable decorative elements, and arms infused with magical spells the user could channel.

Records and inscriptions show a sudden decline in prosthesis quality and a spike in pervasiveness as Jistka's wars with Osirion progressed, with rush jobs and dwindling resources providing the bare minimum before sending an augmented combatant back to the front lines of the generations-long conflict. With incalculable construct scrap salvaged from the battlefields, many prostheses from the Imperium's final centuries were recycled from destroyed constructs. Not only were these limbs a poor fit for their users, but also traces of the former animating spirits sometimes infected the new hosts—a phenomenon the desperate military tried to weaponize to limited effect.

Ultimately, a combination of unsafe practices and the Osirian armies' obliteration of Jistkan cities put an end to the millennium-long prosthesis tradition, burying it until its rediscovery and revival in 4327 AR. Unearthed by Rahadoumi treasure-hunters, these first five prostheses found their way to a pair of artificer studios in Manaket, where able inventors deciphered and adapted the technology. In the four centuries since, construct-based prosthesis use in Rahadoum has become more widespread and inexpensive, all the more so because grafting replacement limbs bypasses the divine regeneration magic so disdained there. This technology reached the wider world's attention in 4660 AR, when unsanctioned explorers looted a few original prostheses in Napsune Mountain ruins and published their findings in the Pathfinder Chronicles as though they were their own inventions. The article was quickly debunked and retracted, though it has fueled concerns of industrial theft ever since.

Despite many improvements over Jistkan designs, the article drove a ravenous demand for the millennia-old originals, many of which still function properly. However, just as recycled construct components instilled some of the former construct's old energy and personality into their new hosts ages ago, these antique prostheses occasionally imbue their new users with disjointed memories, quirks, or even magical abilities. Several residents of Rahadoum began worshipping long-forgotten Jistkan deities shortly after installation, putting Rahadoum's Pure Legion on edge.

Even so, prosthesis tourism remains a thriving yet minor industry in Manaket, with disabled visitors arriving from half a continent away to receive a new limb or eye. Alternatives exist, yet few can compare to the sleek and overall seamless Rahadoumi technology. Magnimar's Machineworks and Kaer Maga's Ardoc family both dabble in the technology, yet rarely offer the service publicly. Absalom's Clockwork Cathedral and Alkenstar's foundries have likewise created experimental clockwork limbs, though these mechanical solutions require more maintenance than construct limbs. And while Nex's fleshforges and Geb's necrograft markets both provide functional prostheses, few are willing to stomach these grisly options.



THE SHACKLES: CANNONS AND NAVAL BATTLES

Unafraid to ruthlessly pillage black powder technology to get what they wanted, the pirates of the Shackles became one of the first groups to gain enough access to the new firearms coming from Alkenstar's Gunworks to truly embrace them. A typical Free Captain controls a single vessel, often a small cutter or sloop, and if they're lucky, they might have replaced some of their ballistae and catapults with cannons. Those with more renown command larger vessels, or even multiple ships. This advantage comes with an increased dependence on supplies: cannons without powder are just ballast. The increased use of guns has forced these captains to find adequate amounts of powder, shot, and well-trained crew to keep their vessel properly armed.

The first firearms in the Shackles were flintlocks and pistols—the result of sporadic robberies, smuggling, and black-market deals. While firearms could be carried by individual members of a ship's crew, they were initially seen as a weak pirate's folly. As gunpowder weapons became more widely available through more daring raids, personal firearms were eventually, grudgingly accepted as valid weapons. As decades passed, they became the ranged weapon of choice for most pirates across the region—though incendiary risks have many pirates sticking to bows. Despite the ever-present danger of fire on a ship, pirates find that the noise, smoke, and confusion generated by a gun battle provides an advantage in the pursuit of murder and looting.

Compared to firearms, heavy guns such as cannons were much trickier to steal and thus didn't appear in the Shackles until recently. Several Free Captains somehow managed to get their hands on a few and began arming their ships with cannons instead of ballistae or scatterguns. The Chelaxian navy eventually captured one of these vessels and slowly adopted the weaponry for itself, concentrating its few cannon-armed ships in small, elite, anti-pirate flotillas scouring the Arcadian Ocean. As time went on and both sides saw increased cannon usage, individual ship skirmishes became far bloodier and more decisive, usually ending in the complete destruction of one ship or the other.

The Balance of Power

In 4715 AR, Captain **Tessa Fairwind** (female aiuvarin pirate) unseated the former leader of the Pirate Council, the Hurricane King Kerdak Bonefist, and took his place, leading her fleet against an invading armada from Cheliax and ending the battle with an overwhelming victory. Captain Fairwind's bravado and derring-do impressed many a ship's company, most of whom see her as a near-mythical figure befitting her title of Hurricane Queen. By contrast, many of the Free Captains (and even some on the Pirate Council) are concerned by her risky behavior and wonder how long Captain Fairwind's luck will last. Even those without the backbone for an outright coup are positioning themselves for the day when news of Captain Fairwind's untimely death finally arrives.

In the bloody battles that led to her new title as Hurricane Queen, Captain Fairwind saw firsthand the power of cannons at sea, and she realized that it would change the nature of naval power forever. Seizing the opportunity and momentum gained by her victory over the Chelaxian armada, she set about arming as many Shackles vessels with cannons and black powder bombards as she possibly could. With many nations vying for the relatively limited supply of heavy guns stolen or smuggled from Alkenstar, Captain Fairwind couldn't obtain the required number of guns for her fleet through commerce alone, a fact that suited her daredevil nature particularly well.

Beginning in late 4719 AR, Shackles pirates began raiding cargo vessels carrying newly forged cannons to Vidrian with uncanny foresight, despite Vidrian's attempts to use troops and naval vessels to protect their precious (and dangerous) cargo. Thus, many of the cannons purchased by Vidrian specifically to defend against the pirate threat ended up arming pirate vessels instead. An intensive investigation by Alkenstar revealed that agents of the Hurricane Queen had infiltrated not only every port used for the trade, but even the Gunworks itself, allowing Shackles pirates to claim the guns before they reached their buyers. Around the same time, Shackles pirates began offering a choice to the gun crews of any ships they captured: join the pirates or die. Either way, they reduced the trained gun crew available to their enemies and simultaneously helped address the shortage of trained gun crew among pirates. This did, however, have a side effect of increasing the rate of gun crew mutinies, which have become a growing problem.

In response to these raids, Vidrian began sending troops to escort cannons on a long and dangerous overland journey to try to avoid the pirates' schemes, recruiting brave adventurers to protect the cannons after thoroughly vetting the adventurers to ensure they weren't in the Hurricane Queen's pocket. Those caravans must deal with numerous other threats and dangers as they cross Garund, and who knows what ambush the Hurricane Queen has in store for them?

A New Source

Although her recent activities have kept cannons from becoming a major weapon for her enemies, Captain Tessa Fairwind was not able to obtain as many heavy guns for her vessels as she desired. The limited supply and long travel times from Alkenstar meant her fleet wouldn't have the firepower to stand against a combined assault from two or more of her enemies for at least several years.

To remedy this situation, Captain Fairwind has turned to a secret ally, a crafty goblin pirate named **Volmurk** (male goblin inventor). Volmurk was gravely wounded in a battle with the Chelaxian navy a decade before, losing an arm and both legs to a broadside from a Chelaxian man-of-war. Unable to continue life as a pirate, Volmurk returned to his roots as a tinker and inventor, fashioning a custom wheelchair to move about more freely and a mechanical apparatus to serve in place of his lost hand. Over time, Volmurk used the riches from his pirating life to build a workshop in the pirate port of Quent, making prosthetic limbs, mechanical devices, and the occasional steam-powered mechanism for his customers. As his reputation grew, Volmurk's unconventional approach to engineering led him to experiment with larger and more dangerous devices. His attempt to create a steam-powered flying machine led to an explosion that destroyed several warehouses along Quent's dockside and brought him to Captains Fairwind's attention once again.

Together, starting in 4720 AR, Volmurk and Captain Fairwind hatched a daring plan: they would reverse engineer black powder weapons from Alkenstar and manufacture their own versions to equip the pirate fleet. Tessa helped Volmurk arrange an "accident" that destroyed his old workshop and supposedly killed him and his best workers. With her support, Volmurk set up a new workshop near the caldera of an active volcano at the heart of Motaku Isle and set about trying to recreate the Alkenstar cannons. After almost a year of experimentation, Volmurk, concealing his identity behind the anonymous moniker of "Chief Inventor," discovered a forging method that allows cannon barrels to withstand the intense pressure of the powder explosion without the fracturing that had made earlier cannons such a risky proposition. The first of these "new" cannons was test-fired at sea in mid-4721 AR; the first cannon to survive its test-firing without dangerous misfires or burst barrels followed two months later. Production of the weapons began at a breakneck pace that cared little for quality control or safety.

To handle the sale of these unreliable weapons, Captain Fairwind set up the Motaku Isle Iron Works as a front. The company sells common ironware and metal ship fittings from its smithies located in Quent, but only a Free Captain can purchase the guns and ammunition made in the volcanic forge by the Chief Inventor and his team.

The new designs weren't quite up to Alkenstar standards, though, and the manufacturing process wasn't

without its problems. By using a volcano's natural heat to power the forge and generate steam for the assembly mechanisms, the engineers lost the degree of control over the forging process necessary to ensure consistency. As a result, some gun barrels from the Motaku Isle Iron Works burst in combat, ruining the gun and often injuring the crew. A few have exploded violently, although this occurred in the heat of battle, so no one has yet been able to attribute such an occurrence to faulty manufacturing. As Motaku Isle Iron Works weapons become more common on pirate vessels, however, the truth is likely to come out unless Volmurk can improve his production process while meeting the pirates' insatiable demand for black powder weaponry. It remains to be seen if Captain Fairwind can weather the storm of opposition she'll face when the Free Captains learn it's her company producing the faulty cannons. In game terms, Motaku cannons and weapons always have a chance to misfire, regardless of attempts to upkeep them during daily preparations.

Uneven Distribution

While firearms from both Alkenstar and Motaku Isle Iron Works are slowly finding their way to other parts of the Inner Sea, the numbers and sources are far from even. With the Free Captains constantly coming into conflict with the navies of Cheliax, Vidrian, and Rahadoum, many Motaku cannons and firearms have been confiscated. Due to Volmurk's sly habit of stamping some of his knockoffs with marks and crests normally used to identify the gunsmith who created a particular weapon in Alkenstar, these appropriated weapons are occasionally redistributed as gifts to naval officers by well-meaning superiors who lack the familiarity with firearms to distinguish between a Motaku knock-off and an Alkenstar original.

As a Free Captain of significant skill and renown, privateer **Stella Fane** (female human privateer) has access to purchase firearms and cannons from Motaku Isle Iron Works. She's also a double agent working for the Pathfinder Society, using her ship and connections to smuggle Pathfinder agents past pirate blockades and even into Port Peril itself. Stella occasionally purchases shipments of Motaku cannons and firearms to resell to the Pathfinder Society and its agents.

Due to the Pathfinders recording and publishing their adventures, recent stories have begun to include cautionary tales of muskets and pistols bursting mid-fight. More traditional smiths and bowyers leap on these tales, repeating them to their customers while suggesting a reliable mace or crossbow as a safer weapon for an aspiring adventurer. Though Motaku Isle Iron Works has greatly increased the accessibility of firearms, the storied unreliability of those same weapons has begun to breed a concerned mistrust of black powder weapons in other parts of the Inner Sea.

Naval Encounters In The Shackles

There have been occasional engagements between Free Captain vessels and those of the Land of the Linnorm Kings, but nothing approaching a fleet battle. Raiding ships from both sides occasionally range far enough afield that they encounter each other. Once battle is joined, these fights rarely end without the sinking of one side or the other, and the Ulfen longships now often move to ram Shackles pirate ships on sight rather than risk taking cannon fire.



STELLA FANE



Tian Xia and Vudra: Birth of Black Powder

As some of the first places in the world to have black powder, the nations and kingdoms of Tian Xia and Vudra each have their own array of black powder technology, most of which evolved from the basic designs of the earliest tools and weapons that used explosives. Over the years, the formula for black powder has changed from time to time depending on usage, leading to some discoveries being lost and later uncovered and improved upon. Today, in addition to domestic inventions such as fireworks and fire lances, firearms from other continents are becoming slightly less rare, despite many attempts to limit their spread.

Tian Xia

The discovery of black powder was a long process that began in a remote region of what would be east Minkai today. For centuries, mines and quarries in this particular area often experienced cave-ins and rock falls after an explosion. For a while, many believed that the introduction of air and candle flame into the area caused the collapse. It was not until the last few centuries of the Yixing empire that alchemists took an interest in the phenomenon and began experimenting on the mineral composition of the terrain around these accident sites.

After concluding that the combination of sulfur, saltpeter, and graphite dust were the culprits, miners used this knowledge to survey for potentially dangerous locations to avoid. As the demand for stone grew from construction needs, however, people realized that perhaps the explosive nature of the mixture could be put to good use.

Formulation was a dangerous and tedious task, and many researchers died before one particularly stable and reliable formula emerged. From this, many mining companies developed their own formulas, which they guarded jealously. Weaker versions also started circulating among the common people, which saw some usage in areas such as agriculture, fishing, and festivities. Even magic users began using the powder in tandem with fire-related spells, though its volatile nature drove many to stay away.

GUNS & GEARS
INTRODUCTION
GEARS CHARACTERS
GEARS EQUIPMENT
GUNS CHARACTERS
GUNS EQUIPMENT
THE ROTATING GEAR
GLOSSARY AND INDEX

The use of black powder in combat did not arise until the dissolution of the Yixing empire. The conflict between the rebels saw many instances of sabotage and defensive traps, usually directed at cavalry troops. The rampant usage and casualties caused left a deep impression on the first Emperor of Shu. Once he came to power, he quickly mandated that the substance—and creation of it—was prohibited unless closely monitored by officials. While this greatly limited the capacity of developing new technologies surrounding black powder, it also pushed inventors to refine their creations to pass the intense scrutiny of the imperial regulators.

FIREWORKS

Fireworks were among the first "creations" of black powder technology, as the impurities and poor packing technique of earlier mixes resulted in many unexpectedly colorful explosions and accidental rockets.

During the rebellion that founded Shu, fireworks were used as flares to send various signals to reinforcements, or to report on an outcome of a battle at a far distance. Officials seized the workhouses that created these flares after the war and the majority were able to transition into firework factories—a handful of which still exist today. Rather than attempt to control these companies, the government took over crucial mines and now oversee the logistics of supplying them. Some factories only receive enough to make small firecrackers and boxed fireworks, while others are given so much that they must create large and elaborate fireworks in order to use up their quota.

In addition, using bamboo test containers, the noise they made proved to be an incredibly effective means of scaring birds or monkeys that were preying on farm produce. Because of this, some came to believe that the noise, heat, and color of the explosions could ward off evil, and began to use small fireworks during religious and cultural ceremonies and celebrations. The use of fireworks to celebrate the coming-of-age of the first heir of the Shu Empire cemented the practice in history.

Flowers are a popular inspiration and theme for designing fireworks, followed by other natural phenomena such as rivers and snow. One can often tell an origin of a firework by the flower depicted, such as chrysanthemum for Minkai and mugunghwa for Hwanggot. Occasionally, rich benefactors will commission fireworks with a religious theme. A particularly famous example is the Thundering Rainclouds created by Kwanlai's first domestic fireworks house. Dedicated to Hei Feng, the Duke of Thunder, the roaring effect mimicked a real thunderstorm so closely that many unaware inhabitants near the testing site evacuated out of precaution, expecting a flood.

EXPLOSIVES

The usage of black powder in mines and quarries naturally led to their use during warfare, particularly to induce environmental hazards such as rockfall or avalanches. The indiscriminate nature of the effects, in particular an avalanche that killed both troops and commoners in the thousands before the founding of Minkai, caused local populations to resent the saboteurs. Over time, however, the army engineers developed more precise explosives. First came thrown black powder bombs, which offer a variety of benefits, such as breaking enemy lines of sight with smoke, making the air difficult to breathe, creating sparks to scare mounts, and potentially injuring enemies. The difficulty in precisely timing and throwing these bombs, however, saw a shift in tactics after the collapse of the Shu empire. Various groups began to develop land

THE SECRET OF BLACK POWDER

There are many tales of how the formulation of black powder came about, most steeped with rumors and hearsay. Some of the wilder stories do share surprising commonalities, citing a competition between adventurers going into the Darklands to retrieve a legendary alchemy manual said to contain many astounding formulas–the black powder formula among them. The story of Kana is the most widely told, though also the most easily disproved. After many expeditions, failures, and deaths, a single explorer named Kana (heritage and gender lost to time) emerged unscathed with a ripped page containing the coveted formula in hand. The formula quickly sold to the highest bidder, allowing the explorer to retire to a luxurious lifestyle for the remainder of their life. When asked in their twilight years how they managed such a feat, the stories say, Kana deflected the question by telling stories of all the times they had failed, as well as the ridiculous amount of alcohol they needed in order to achieve such an accomplishment.

Many tales assume that Kana meant that they had to consume many drinks to cope with the terrors of the Darklands. Unknown in even the most outlandish of the legends, Kana was taking barrels of alcohol there as tribute to the then-juvenile underworld dragon, Kuenen. While the dragon did not actually own the manual sought after, her draconic family did, so she had permission to peruse it for her own alchemical interest. Kuenen's alchemical formula book therefore had partial instructions on the preparation of black powder. Once word got out that the secret of black powder had been released into the mortal realm, Kuenen was punished heavily. She was bound forever to her humanoid form by a powerful ritual, a heavy humiliation for the proud dragon. Following that, her family exiled and banished her from entering the Darklands, citing that she is not to return until she has erased the knowledge of black powder from the surface world.

While there is no information on Kuenen's progress, she most likely took her revenge on Kana. The legends say that Kana died after drinking poisoned alcohol in the midst of revelry.

and trip mines with varying effectiveness and stability, and for a time after Lung Wa's establishment, several regions were unlivable due to the number of explosives left behind. Currently, many nations frown upon the very concept of land mines. Historical designs were systemically destroyed or neglected, and the technology has been intentionally left to stagnate.

Underwater mines are a relatively new concept in Tian Xia, though rumors among the weapons engineering and alchemy community suggest that an arms race involving them is slowly building up in the northeastern corner of the continent due to the tensions between Wanshou and Xidao. Many explosive experts who travel through the two regions have not been heard from since, and other governments nearby started considering planting spies or sending investigators into the region to find out what happened to these missing experts. Another place that has been stockpiling explosives—thrown bombs, in this case—is Hongal, reportedly in preparation for skirmishes with the oni of Chu Ye.

FIRE ARROWS AND ROCKETS

In addition to their recent stockpile of bombs, Hongal has been crafting many fire arrows with pouches or tubes of black powder attached. Originally, alchemists crafted the first fire arrows in Tian Xia in an attempt to set off unreliable land mines when they failed to explode on their own. In time, they became regarded as effective weapons for a siege, especially for their ability to set structures alight. Other nations used them in place of firework flares before devising a stable self-propelling mechanism. This, along with research into fireworks, led the way to the development of rockets, which were capable of delivering even more incendiary material to pursued targets.

These technologies saw relatively more usage during Lung Wa's imperialistic expansion. Outnumbered against the growing empire, defending nations sought to find anti-siege weapons they could use to defend themselves. Hwanggot's hwacha, capable of firing up to a hundred arrows per cart, arose from this need. Though the pacifist nation used it in only a few minor skirmishes to defend border fortresses, it gave rise to other similar anti-siege weapons in Tang Mai and Xa Hoi, which helped push Lung Wa back when the empire's sights turned to them.

FIRE LANCES

Lung Wa's cavalry and troops were so feared in part due to their extensive use and training with fire lances. While the concept of these close-range weapons had circulated since the early days of black powder usage, the reliability of Lung Wa's formula and production techniques allowed the empire to arm as many as half of their soldiers with them. They developed fire lances that produced a concentrated stream of sparks, and though these lances were only a threat at very close quarters, the heat and light served as an additional psychological tactic, especially against mounted animals. Some of their fire lances were intentionally loaded with materials that produce smoke to blind enemies for a devastating lethal stab. The most highly trained troops used fire lances that were set to explode with a simple manipulation, sending shrapnel towards the target like a scattershot. These firelancers trained battle-hardened mounts that were unafraid of the explosive noise.

Historical text hails General Tang Ye Fei as one of the most legendary wielders of the fire lance. In one instance, when she was surrounded by enemy cavalry, she was able to switch out the damp packet of black powder on the lance and perfectly time the explosion with a circular swing to blind all her enemies and cut herself from the fray. Her weapon, the White Pear Blossom, is displayed in the Gokan Palace, and many modern firelancers dream of being allowed to catch a glimpse of it there.

Today, very few nations have a battalion dedicated to the use of fire lances, meaning most wielders are either self-taught or taught privately by a professional. Some have sworn themselves into the service of a nation in order to gain access to a steady supply of black powder, while others remain discreet and buy their explosives or the component ingredients on the black market. Luckily, these rogue firelancers have been rare enough in numbers that no authorities have yet to take a particular interest in spending resources to track them down.

CANNONS

The concept of cannons arose around the time fireworks became popular. The sight of fireworks and rockets being propelled into the air had many military engineers wondering if they could accomplish the same with a projectile of substantial weight. For centuries, inventors kept running into the same issue: they couldn't find a metal or alloy strong enough to withstand the blast of an explosion sufficiently powerful enough to launch a projectile effectively. Current historical records suggest that metallurgy only developed cast iron strong enough to propel a head-sized cannonball shortly after the formation of Lung Wa. The ratfolk uprising became the perfect opportunity to test these cannons, and they proved effective in pushing back the invasion. Imperial Lung Wa further mass-produced cannons and used them often in siege and naval warfare, as well as for coastal defense as the empire continued its expansion. They also developed smaller portable hand cannons to be used by shock troops when breaking through enemy defenses.

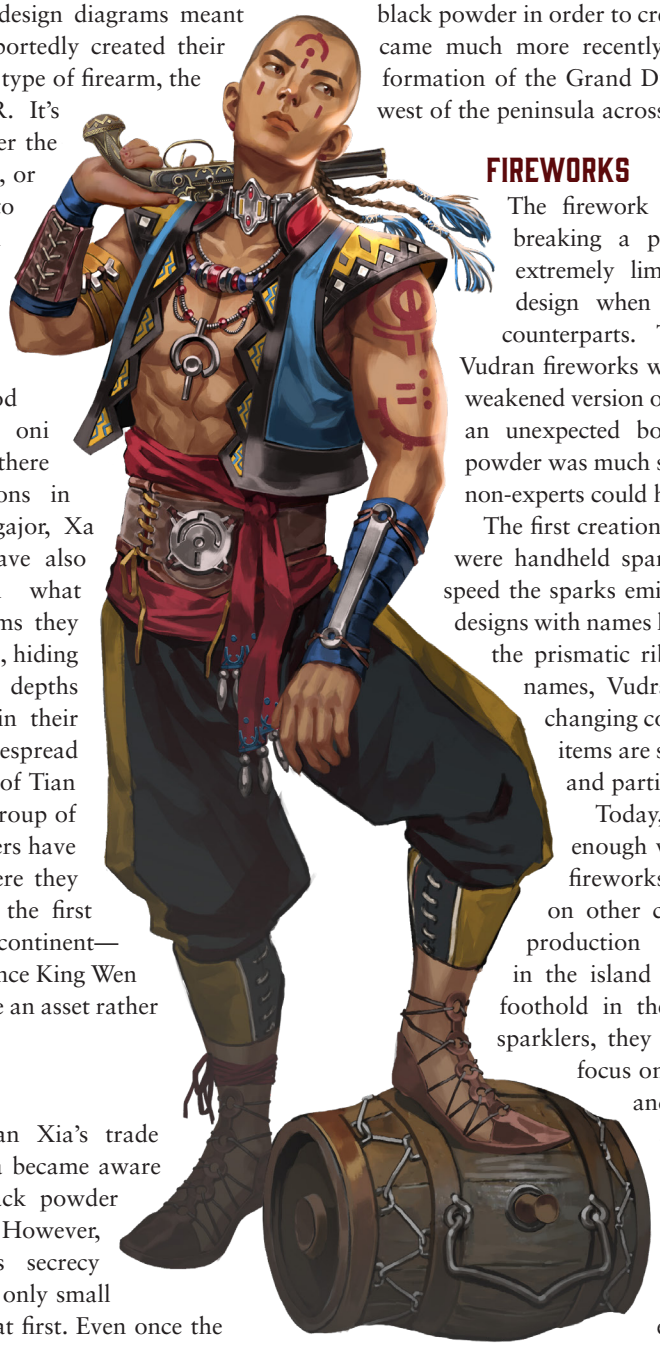
Despite written historical records claiming cannons did not exist at all prior to Lung Wa, shipwrecks around Minata suggest otherwise. Divers have recovered ruined cannons, several times more intricate and lightweight, but perhaps just as sturdy. Based on the writing on these cannons, the original owners called them cetbang or lantaka, and are likely relics of an advanced civilization whose written records have not yet been recovered. Thus far, they have been impossible to repair or duplicate.

GUNS AND RIFLES

While small projectiles and pellets appeared in black powder weapons such as fire lances and bombs, the guns and rifles currently in Tian Xia are extremely rare and aren't local inventions. In Tian Xia, firearms such as pistols originate mostly from distant Alkenstar. Due to their rarity and the imperial ban, firearms are more often seen as works of art and put on display. A small few are used as hunting or sporting weapons among the most powerful and rich aristocrats, whose private hunting grounds and shooting ranges have the privilege to escape the scrutiny of the authorities.

Of course, some nations are secretly creating their own firearms while enforcing a complete ban. After intercepting and stealing rifles and design diagrams meant for Hongal, Minkai reportedly created their first prototype of a new type of firearm, the hinawaju, in 4721 AR. It's unclear as of yet whether the prototype was a success, or whether they'll be able to mass-produce hinawaju usable by anyone other than the inventor.

Hongal's military is evaluating whether firearms will be a good defense against the oni incursion. Meanwhile, there are rumors that nations in the south such as Nagajor, Xa Hoi, and Tang Mai have also started training with what small number of firearms they could get their hands on, hiding these activities in the depths of the rainforests within their borders. The most widespread rumors in central parts of Tian Xia claim that a small group of gunsmiths and gunslingers have gathered in Quain, where they are seeking to become the first firearms guild on the continent—provided they can convince King Wen that their firearms can be an asset rather than a liability.



VUDRA

Positioned near to Tian Xia's trade metropolis Goka, Vudra became aware of the existence of black powder quite early on in history. However, the mining company's secrecy over the formula meant only small amounts reached them at first. Even once the technology became more widespread, attempts to export barrels encountered several setbacks; many kegs arrived too damp to be of use, if the ship even managed to arrive in port. Mid-voyage explosions were an unfortunately commonplace occurrence. The rarity of black powder and associated technology made it a subject of fascination in early Vudran history as a result. Most commonly, spellcasting entertainers used small amounts to produce amazing effects during their performance.

After the establishment of the Shu empire, many of the kingdoms in Vudra received fireworks formulas and a book of designs as a diplomatic gesture of goodwill from the newly formed empire. From there, the Impossible Kingdoms were able to formulate their own version of black powder in order to create more. Firearms, however, came much more recently, dating back to the recent formation of the Grand Duchy of Alkenstar, which lies west of the peninsula across the ocean.

FIREWORKS

The firework formulas given to Vudra—breaking a precedent at the time—were extremely limited in scale, strength, and design when compared to existing Tian counterparts. This meant that historical Vudran fireworks were small and simple, but the weakened version of black powder did come with an unexpected boon: Vudra's domestic black powder was much safer than Tian Xia's, meaning non-experts could handle it in close proximity.

The first creations that reflected this paradigm were handheld sparklers. The shape, color, and speed the sparks emitted gave rise to a myriad of designs with names like the bloom, the storm, and the prismatic ribbon. As suggested by those names, Vudran sparklers are capable of changing colors while burning, and these items are still used at celebratory events and parties.

Today, the sparklers are popular enough worldwide that some Vudran fireworks companies have factories on other continents dedicated to their production and distribution, including in the island nation of Jalmeray, Vudra's foothold in the Inner Sea. In addition to sparklers, they also produce fireworks that focus on producing geometric shapes and patterns. This is quite a difficult feat to obtain, and the fact that Vudran fireworks engineers appear to have perfected the techniques necessary to do so is an astounding feat of engineering and design.

BLANKET BAN VERSUS CONTROLLED CONCESSION

Tian Xia's and Vudra's attitudes toward firearms couldn't differ more. While Tian Xia openly despises yet craves them, Vudra accepts them with reverence and respect. Tian Xia's ban on imported firearms started almost immediately after the creation of the first firearms in Alkenstar, which suited the Grand Duchy well, as they had no intention of spreading their engineering secrets far and wide. Nonetheless, a single firearm managed to reach the continent through Goka within months of creation, and more have continued to arrive sporadically ever since. Most rulers feared the lethal potential of the weapons and saw them as an instrument that could easily challenge their power if given out to the masses in sufficient numbers. As a result, current firearm sales in Tian Xia happen almost exclusively on the black market, and the penalties associated with the trade are ruthless.

Extralegal sellers often question authorities' motives in bringing the hammer down on firearms; though the stated goal is typically to discourage their use and control their distribution, smugglers argue that such desires ring hollow and hypocritical when the authorities themselves then seek to bolster their own stores of these weapons. There is currently no ban on firearm manuals or designs, meaning officials and rulers can legally own and import them if they can locate the often expensive and secret documents. Officials that seize a shipment rarely destroy them on the spot, allowing them to stockpile confiscated firearms in the name of enforcing the ban. It's relatively easy for rich merchants and members of the nobility to import a firearm missing the requisite trigger components as an "art piece." Of course, once they've done so, they can secretly forge the trigger components locally, if they have access to the necessary plans.

Meanwhile, in Vudra, firearms are not universally banned, though many rajahs had concerns about their impact on various aspects of daily life. As such, the sale of physical firearms and designs are monitored and regulated, and merchants can only sell to those of specific castes and certain ranks, for a limited set of reasons. Now that Vudra has begun to commission their own firearm production houses, most firearms produced there are considered to belong to the producers and given to buyers on a "long-term lease". This gives the government the legal right to confiscate a weapon, should they feel such a decision is warranted.

EXPLOSIVES AND CANNONS

Prior to the introduction of black powder, Vudra already had access to quality alchemist's fire. Considering the black powder formula they received from Tian Xia was so weak, it should come as no surprise that their first attempts at creating black powder explosives involved mixing it with these sticky substances to see what would happen. The result was akin to a potent, long-burning alchemical fire that had a wide splash zone, which they called naptha. Too volatile to use in simple bombs, naptha was nonetheless valuable in warfare to create hazardous burning areas. It saw limited use, however, as it caused more damage than expected when used in urban or jungle areas common in Vudran warfare.

The idea of cannons arose independently in Vudra as well, and Vudrans were much more persistent in finding a design that could withstand the explosion compared to efforts elsewhere, such as Tian Xia. Their weaker black powder helped with that, in a sense, although it limited the blasting power of their early cannons. In a small, nameless Vudrani satrapy, the result of decades of careful research was a cast bronze cannon of incredible size, intended as a siege weapon that could replace a ram. This success motivated the rajahs and satraps of other regions to pursue similar creations, giving rise to a range of cannons of all sizes, from large defensive cannons that required numerous horses or other forms of physical power to move, to lightweight mortars that could be easily carried by hand. The most unexpected invention to arise out of the arms race, however, is the underwater cannon—easily hidden from view, it is capable of firing and delivering an explosion through a body of water to an enemy ship.

FIREARMS

Positioned between Alkenstar and Tian Xia, Vudra encountered a few of the Grand Duchy's new firearms earlier even than black powder's birthplace, adopting designs and production techniques several years ahead of their neighbors. Compared to Tian Xia, the populace has also accepted these new firearms quite readily, with some even viewing them as a status symbol. However, symbolic or not, these firearms have led to a number of accidental injuries and deaths—most kingdoms have placed a temporary ban and penalty in place for such acts and are trying to figure out how to best reduce the dangers from celebratory firing.

While some kingdoms increased the production of fireworks to make them more accessible in place of these new firearms, other kingdoms quickly diverted their fireworks engineers to work on new gun designs, with the intention of building their own artillery units. With a preference towards muskets, these kingdoms have recently begun to sanction skilled artisans to set up royal gunsmithing houses. The kingdoms plan to offer a portion of the guns to the public for sale through a "long-term lease," with the kingdom's army retaining ownership of the vast majority of these firearms. Having control over the weapon manufacturing also gives them control over the number and type of bullets sold, allowing the kingdoms to provide blanks to the public with the hope that this will reduce the rates of accidental injuries and deaths.



USTALAV: SPARK AND SHADOW

In recent years, a small number of Stasian coils, named for their rumored link with the arrival and ascension of Queen Anastasia, have trickled into Ustalav from the icy realm of Irrisen. Although this strange new technology is perilous and poorly understood, it has become highly sought after in the nation's principalities, where some believe it may hold the key to driving back the Whispering Tyrant's forces—or at least escaping them. As has always been true in Ustalav, others use these new devices to pursue morbid lines of research in pursuit of their own eccentric ends.

The eerie violet or blue lightning of Stasian coils has led to many innovations: some purely scientific, others hybridized with magic. Spirit-singers, galvaheart zombies, and airships rowed by the dismembered arms of the dead are but a sampling of the creations that have arisen. Though a predictable backlash has begun among the more superstitious citizens, this has done little to dim the excitement—or the desperation—with which others have seized onto the potential of these devices. You can find more information on the mechanics of Stasian technology on page 82.

For those willing to steal or smuggle Stasian coils out of Irrisen, and then risk doing business with Ustalav's volatile inventors and treacherous aristocrats, the rewards can be great. So, however, is the danger.

SOURCING STASIAN COILS

No one knows—or at least, no one will admit to knowing—the precise source of Stasian coils in Irrisen. Only the thinnest trickle of technology escapes Irrisen's frozen grasp, and much of what makes its way into Ustalav is rust coated and half-broken by the time it gets there. Even so, a few smugglers can procure these goods, though almost none deal in them with any sort of regularity.

One of those rare dealers is Vaskili Demarr, a river pirate who has carved out a niche in Stasian coils and counterfeits. He deals in authentic pieces often enough to have established a regular clientele among the knowledgeable but is quick to sell fakes to less discerning buyers. Vaskili is not especially well versed in the technology and often stores pieces incorrectly, sometimes causing significant damage. Nevertheless, so long as

the pirate remains one of the few traders with access to genuine Stasian items, his services are invaluable.

Inventors in Lepidstadt and elsewhere have also begun attempting to reverse engineer Stasian items and produce their own replicas and iterations. Many of these pieces, particularly early ones created before the foundational principles were even remotely understood, are unstable and highly dangerous. Nevertheless, they remain both jealously guarded and extraordinarily difficult to obtain, as many of these inventors worry that a clever and resourceful student might be able to examine and produce their own versions in turn.

SPIRIT SONGS AND SPECTRAL AURAS

Among the first Ustalavic inventions based upon the new technology were etheric spirit-singers, comprised of two long, perpendicular metal rods jutting from a rune-scribed box containing at least one Stasian coil. Each spirit-singer's properties vary slightly, depending on the metals used in its crafting, the dimensions of its rods, the sigils and materials of its containment box, and other factors. However, all function according to the same basic principles: they sense disturbances of ethereal energies between the two rods, and they emit an eerie, spectral warbling in response. The pitch and volume of the spirit-singer's song varies according to the position of the disturbance, permitting the user to play the device as a musical instrument via etheric manipulation.

The discovery that etheric spirit-singers could sense and respond to incorporeal spiritual essence, including ghosts and haunts, stirred considerable excitement in Ustalav. Spirit-singers have been installed as alarm systems meant to detect spectral intruders, particularly in defensive fortifications and surveillance sites near the Gravelands. They have also been adopted by traveling exorcists who sweep them about the sites of purported hauntings to determine whether a spirit is present, and whether it has been successfully dispelled. Frauds run rampant, since genuine spirit-singers are extraordinarily expensive and delicate, and a simple auditory illusion can mimic the effect.

Perhaps the most popular use for etheric spirit-singers, however, is in melodic séances. In these performances, commissioned by Ustalavic nobility at great expense, an ancestor's ghost or other spirit is invited to visit the audience and communicate through a spirit-singer. Other musicians, illusionists, or magicians may accompany the performance, or an "interpreter of song" may translate the spirit-singer's eerie sounds into words.

Recently, a new variation has begun to surface—etheric spirit-catchers, which use the same base technology but convert the etheric disturbances to visual impressions rather than sound. Disturbing rumors have already arisen around these devices. It is rumored that their images have the potential to leave troubling and persistent effects on viewers' minds, far more pernicious than the unsettling but innocuous music of spirit-singers. Some say that spirit-catchers do not merely catch hallucinatory images, but the actual spirits themselves—to grim, even nightmarish effect.

ZEFIRENDI'S LACE

In a cold and unlit workshop perched high over a derelict tenement in Caliphas, the Garundi inventor and astrologer Zefirendi has built a remarkable loom powered by clockworks and guided by the movements of a precision-built orrery. She spends many nights on the workshop's roof, studying the heavens through a powerful telescope and adjusting her model. As the orrery's celestial bodies move through their arcs, they change the filaments of the ornate lace being woven on the looms. No living hand touches the threads or their looms, so the lace is the creation of pure mechanical science, and the reflection of the mysteries among the stars.

Zefirendi has been spinning, and perfecting, her lace for years. It is nearly finished, and the astrologer's excitement—and dread—is near its peak. She began the project to test a hypothesis that there was some message hidden in the movement of stars and planets through the infinite black of night. As the weaving went on, however, Zefirendi became increasingly convinced that it was the Dark Tapestry itself that spoke through her orrery. Now, with her lace almost complete, she is certain that this is so, and that she will soon be able to read the mystery of the heavens recorded by her machines.

THE SILVERLENS SNIPER

Among the earliest adopters of Ustalav's new technologies is a secretive, mercenary assassin known only as the Silverlens Sniper. She wears a gray velvet cloak and matching gloves tipped with mother-of-pearl claws, and her face hides behind oversized moonstone lenses that glow an opalescent blue. Though every rumor tells a different story of her weapon's appearance, it's clear that she uses some kind of arquebus mixing a combination of magic and Stasian technology.

The magical and technological marvel of her arquebus and her preternatural accuracy are what makes the Silverlens Sniper so terrifying; she can kill her victims from afar, often without anyone knowing she was there in the first place. The Sniper's confidence in her skills is so legendary that it's rumored she sets out five bullets at the beginning of each job. If her target survives all five shots, the Sniper ends her hunt and refunds the contract.

The Silverlens Sniper's most famous quirk is that she refuses to kill human targets. She will fearlessly accept contracts on vampires, werewolves, and even once a lich, but she will not shed human blood, regardless of the contract's intentions. When given a new job, the Sniper first scouts her proposed victim to determine whether the target is acceptable, rejecting the contract if her assessment is unfavorable. No matter how well-disguised

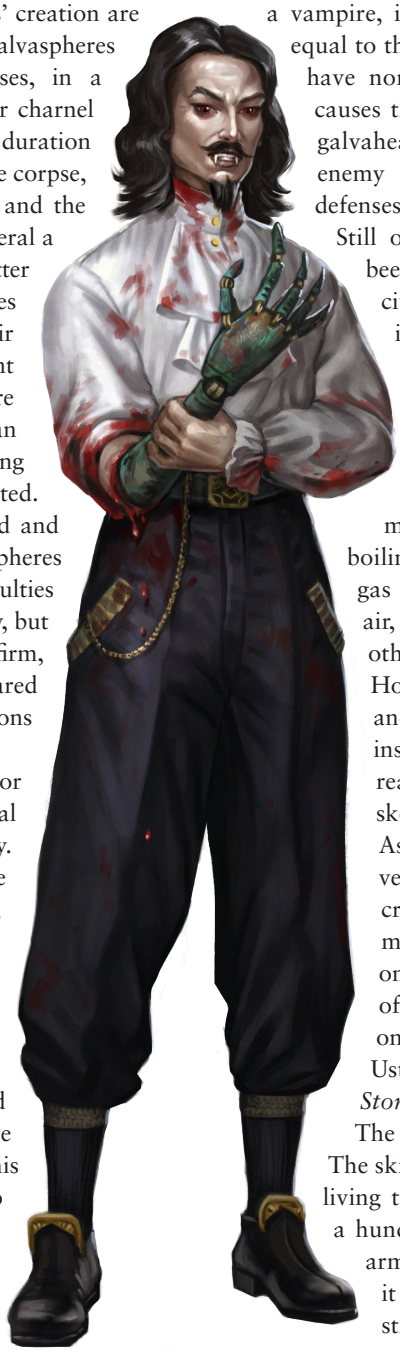
a non-human quarry might be, the Sniper has never been wrong. How she pierces her targets' deceptions, and why she refuses to kill humans, is unknown.

THE GALVANIC HEARTS OF THE DEAD

Galvaspheres are complex, knotlike configurations of various metals enclosed in a pierced sphere of iron or steel coated in zinc. The devices are embedded in a fleshy body, where blood or other fluids can penetrate the sphere to cause a surge of "animal electricity" when touching the metals. The exact arrangement of the knots, and the combinations of metals that work to produce the effect, are among the most closely guarded secrets of Stasian-derived technology.

While the methods of galvaspheres' creation are secret, their effect is very much not: galvaspheres animate corpses via electrical pulses, in a fashion similar to that of zombies or charnel creations but distinctly its own. The duration of the effect depends on the size of the corpse, the condition of its bodily humors, and the quality of the galvasphere, but in general a corpse can remain animate for a matter of minutes to days. Such creatures move in jerky, clumsy fashion, their irregularity obvious in their vacant eyes and slack jaws—though there are rumors of more refined spheres that can eliminate these obvious tells, allowing bodies to move around undetected. Likewise, rumors persist of enhanced and perhaps magically augmented galvaspheres that can revive the corpse's mental faculties in addition to simply moving its body, but reputable witnesses have yet to confirm, and the church of Pharasma has declared these hypothetical augmented versions to be anathema if they exist.

The original intention for galvaspheres was to assist medical researchers in understanding the body. Some believed that they might have applications in battlefield medicine, where they might keep a gravely injured soldier's heart beating long enough for a healer to arrive. Inventors soon discovered that galvaspheres' powerful electrical currents overwhelmed and stopped the hearts of the living, limiting the devices to the dead. In Ustalav, this morbid discovery did nothing to slow researchers' interest—to the contrary, it opened up new avenues of possibility. When inventors realized that galvaheart zombies, unlike true zombies, were immune to many of the magical means of control and deterrence that relied on necromantic manipulation, the tactical potential seemed enormous.



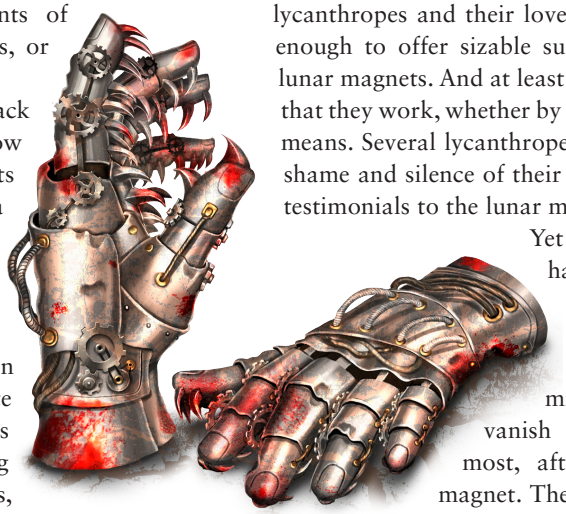
Though they remain largely unknown in most of Ustalav, galvaheart zombies have been decoys, infiltrators, and saboteurs around the Gravelands. Because a galvaheart zombie's blood is alchemically warmed, and its heart physically beats due to the electrical currents pulsing through its body, these creatures are augmented with illusion magic, laced with colloidal silver, and set as bait for vampires who would grow weak from feeding on their poisoned veins. Not only would feeding upon such altered blood fail to provide sustenance to a vampire, it usually deals damage to the vampire equal to the amount of damage the vampire would have normally healed by Drinking Blood, and causes the vampire to become drained 2. Other galvaheart zombies carry scrying devices past enemy lines or slip through undead-oriented defenses that no living person could survive. Still others, it is sometimes whispered, have been used to commit atrocities against civilians when Ustalav's rulers believed it useful to inflame the citizenry against "undead attacks."

THE REAPER AND THE CURSE

Long before Stasian technology came to Ustalav, alchemists knew that certain metals, when immersed in acid, spewed boiling gas. It was also widely noted that this gas was highly flammable and lighter than air, such that it could lift pigs' bladders and other lightweight materials if captured. However, it was not until Stasian coils and their innovations in metallurgy and insulation arrived that the next step was realized: airships built around hollow metal skeletons and filled with metal-acid gas. As of yet, only a spare few inventors and vehicle mechanics have gotten close to the creation of such magical and technological marvels, but many more are closing in, only a few years away from the creation of their own airships. For now, however, only two such ships ply the skies over Ustalav: the *Twelve-Armed Reaper* and the *Stormcrow's Curse*.

The *Twelve-Armed Reaper* is a grim ship. The skin stretched over its framework is a semi-living thing grafted together from the hides of a hundred victims, and a dozen dismembered arms row the massive oars that propel it through the sky, offering the tireless strength of zombies without the weight

of intact bodies. Ordinarily, necromantic magic powers this grisly array, but when its captain wishes to steer the *Reaper* past wards or creatures that might detect an undead presence, the ship switches to the galvanic power of its Stasian coils to animate the arms instead. Steel-masked and silent, the *Reaper's* captain is a mystery. It is not even certain whether the captain is a living person, or an automaton built to disguise the fact that the *Reaper* might command itself. All that is known is that the *Reaper* is a partially undead monstrosity that seems driven to destroy other undead, which it attacks with aerial bombardments of incendiary bombs, corrosive gases, or flesh-eating acids.



Stormcrow's Curse is a sleek, black vessel with a crow's head at its prow and wings painted on its sides. Its captain is Jacquinde Stormcrow, a dromaar woman with a pierced lip and a signature cloak of iridescent black feathers. Though she cultivates a forbidding persona, the captain is more enigmatic than malign. Using her spyglass to locate promising candidates, she swoops down on battlefields bordering Belkzen and the Gravelands, offering survivors safe transport on her airship in exchange for valuables, favors, or information, much of it concerning the Hungry Mountains. Jacquinde's odd requests and the rumors that spread from those she's saved suggest that she seeks something hidden, and that she built her airship to reach it.

While other inventors have attempted to build and launch airships of their own, so far none of these endeavors have succeeded, and more than a few have ended in spectacular disaster. For now, only two dirigibles float over Ustalav, and though their paths must surely have crossed—given the technical feats involved in each one's flight—the two always drift separately through the night sky, their silhouettes stark against the cold moon.

THE MASTER OF THE MOON

Professor Gregorias Desmaske, a onetime professor of natural sciences at the University of Lepidstadt, claims to have discovered a technique for harnessing the power of Stasian coils to create an effect he calls "lunar magnetism." Gregorias has created pendants of magnetite and moonstone linked by metallic coils that he claims can block the affliction of lycanthropy, and even "paralyze" natural lycanthropes into one form or the other.

Other experts in Stasian technology publicly doubt Gregorias's claims, asserting that there is no connection between the electromagnetism of Stasian coils and the lunar tides that exert such a dramatic effect on afflicted lycanthropes. Moreover, this is not the first time Gregorias has advanced questionable science; he lost his position at the University of Lepidstadt following a tragic accident in which a young student was horribly maimed, and a fellow professor killed. The incident was widely viewed as preventable, and perhaps even less than accidental. Gregorias departed the university soon thereafter under a heavy cloud of suspicion, though official records all state he left to focus on his research and the university has hushed up any further details.

Despite the professor's dubious reputation, cursed lycanthropes and their loved ones are often desperate enough to offer sizable sums for one of Gregorias's lunar magnets. And at least on the surface it does seem that they work, whether by Stasian technology or other means. Several lycanthropes have broken through the shame and silence of their conditions to give glowing testimonials to the lunar magnets' benefits.

Yet none of these lycanthropes has remained a public face for long. Although new beneficiaries regularly appear to tout Gregorias's miracle cure, earlier patients vanish within a few months, at most, after first donning a lunar magnet. The professor claims that this is because, having been cured, they wish to return to their private lives without further disturbance. He has declined to give any further information.

THE GROBELARCH

The Grobelarch, an early attempt at creating mechanized armor, originated as a project to create a suit of extraordinarily heavy, thrice-reinforced plate interwoven with Stasian coils. Powered joints would enable the wearer to move within the impossibly bulky suit, electrified spikes would cover the plates in a crackling defensive array, and concentrator coils on the gauntlets would allow the wearer to channel the electrical pulses into incapacitating or even lethal bolts.

That, at least, was the plan. From the beginning, however, the armor was ill fated. Early versions lacked sufficient insulation and overheated or fatally shocked their wearers. Gauntlet misfires and wrenched neck joints claimed the lives of other testers. Later, as the accidents grew both grislier and unlikelier, those working on the Grobelarch came to believe that the armor had absorbed enough misery and death that it had attained a cursed sentience and a murderous will of its own. Created for war, it seemed to understand nothing else.

Eventually, the workers rebelled against their patron and tried to destroy the armor, only to find that their fears were well founded. The Grobelarch, acting under its own power, killed half a dozen metalworkers and

machinists in a terrible spasm of destruction. Its glass visor smeared with scorched gore and its gauntleted fists alight with half-broken arcs of sputtering plasma, the hulking automaton strode out from the workshop, leaving a trail of boiling blood.

Since then, reputable sightings of the Grobelarch have been few and far between, and none surviving is sure of the exact specifics of its capabilities. Every few months, however, new tales arise of the carnage wrought by an armor-plated monstrosity with a host of terrible, haunted visages that rise and sink behind the blank, blood-smeared glass of its visored face. Some say that the Grobelarch kills so that it can capture its victims' vital energy in its own coils, and that it is trying to piece together enough fragments of stolen consciousness to find a way out of its misery. If so, the effort seems doomed to fail, as surely such a creature cannot hope to capture anything but more violence and pain.

THE VIVISECTIONIST'S SONGBIRDS

Doctor Jerivale of Caliphas, a chirurgeon noted for her extraordinary surgical skills and slightly unseemly passion for vivisection, has begun experimenting with the grafting and implantation of Stasian-derived technology into living animals. She has created songbirds whose melodies reverse spirit-singers' effects to produce uncanny disturbances of air and ether rather than sound; dogs with clacking, spiderlike prosthetic legs that run up walls and across ceilings as easily as flat ground; and pigeons who bear spoken messages recorded in tiny metal boxes, rather than written slips of paper.

A few of these animals were sold as pets or scientific curiosities, and others were lured away by thieves' gangs hoping to train them for a variety of criminal uses. As Doctor Jerivale's animals have become more widely known, a local druid, Kheseban the Pruner, has begun inveighing against them as perversions of the natural order, "machine monstrosities," and the result of unforgivable cruelty to animals. The local government ignored Kheseban, so the druid has resorted to rabble-rousing on the street instead. These efforts have borne more fruit, and there is now a real threat that, with the right spark, a violent mob may assail Doctor Jerivale's laboratory.

GALAFRAEL'S LABORATORY

In a crumbling fortress above an insular village in Versex, the embittered exile Galafrael, once a noble lady of Lastwall, now sits and plots against the Whispering Tyrant who destroyed her ancestral land and slaughtered her family. Galafrael has embraced Stasian technology as the answer to her quest for weapons that might be able to destroy Tar-Baphon's army and has poured all that remains of her once-great fortune into buying coils and support equipment, hiring inventors and engineers, and investing in workshops that can convert Versex's natural resources into the devastating weaponry she seeks.

Those who have visited Galafrael's laboratory speak of horrors within. The weapons she has created are unlike anything seen before, capable of unleashing utter devastation. Not only are the weapons themselves terrible, but whispers swirl that Galafrael has allowed her single-minded obsession with defeating the Whispering Tyrant to consume her humanity. Porters and cart-drivers tell of eminent scientists kept as prisoners in the fortress, locked in workshops where they are bound to toil on Galafrael's devices of death. They also say that captured undead fill the fortress's ancient dungeons, awaiting gruesome ends as test subjects—and that when Galafrael runs low on captured undead, she sometimes swells her ranks of test subjects by allowing an errant undead to create spawn from kidnapped peddlers, refugees, and other unfortunates she deems unlikely to be missed.

Any attempt to seek justice for these victims—assuming that the tales are true—is complicated by the fact that the local magistrate, Elassus Vandershale, owns several nearby mines that have been made vastly more profitable by Galafrael's innovative machinery and the high prices she'll pay for good ore. Elassus has made a fortune from this stroke of luck, and he is not willing to see it endangered.

DOCTOR OSTREA'S BOX OF DREAMS

The renowned Doctor Sovrok Ostrea, a scholar of dreams and repressed desires, has invented a device he calls the "Casket of Unwanted Dreams," which wraps Stasian coils around a sleeping patient's head and bathes them in a low-intensity, finely calibrated net of electromagnetic energy. Doctor Sovrok claims his procedure can pull troubling impulses and recurrent nightmares from a patient's mind, safely burying them in an attached casket so that the patient is never again disturbed by such dark desires.

The procedure seems to work, in that Doctor Sovrok's patients report, with great relief, being freed from all manner of disturbing obsessions. But the casket does not destroy their thoughts—it only stores them, and it is not clear why the doctor keeps them. He claims that he wishes only to study such obsessions in a harmless, neutralized context, the better to find more effective treatments. Yet rumors persist that the doctor is gathering the information for less benevolent purposes: that he is selling them to unknowable horrors who feed on poisonous emotions, refining them into phantasms of incapacitating dread, and might even seek to unleash the captured nightmares on new victims someday. These may very well be true, or perhaps these rumors exist only because the ever-suspicious citizens of Ustalav find it difficult to accept that the doctor's kindness could be as simple as it appears.

GLOSSARY AND INDEX

acid (trait) Effects with this trait deal acid damage. Creatures with this trait have a magical connection to acid.

agile (weapon trait) The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn. PC 282

air (trait) Effects with the air trait either manipulate or conjure air. Those that manipulate air have no effect in a vacuum or an area without air. Creatures with this trait consist primarily of air or have a magical connection to that element.

alchemical (trait) Alchemical items are powered by reactions of alchemical reagents. Alchemical items aren't magical and don't radiate a magical aura.

ammunition 150–151, 168–171, PC 277, GMC 255–256

ancestry A broad family of people that a creature belongs to. Each player character chooses an ancestry as the first step of character creation. 36–43, PC 10, 20, 23, 40–83

arcane (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to arcane magic.

archetype (trait) This feat belongs to an archetype.

attached (weapon trait) An attached weapon must be combined with another piece of gear to be used. The trait lists what type of item the weapon must be attached to. You must be wielding or wearing the item the weapon is attached to in order to attack with it. For example, shield spikes are attached to a shield, allowing you to attack with the spikes instead of a shield bash, but only if you're wielding the shield. An attached weapon is usually bolted onto or built into the item it's attached to, and typically an item can have only one weapon attached to it. An attached weapon can be affixed to an item with 10 minutes of work and a successful DC 10 Crafting check; this includes the time needed to remove the weapon from a previous item, if necessary. If an item is destroyed, its attached weapon can usually be salvaged.

auditory (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.

aura (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item. For the creature ability, see *Monster Core* 358.

automaton (trait) Automatons are living constructs sustained by a magical core. 36, 212–216

background The experiences your character had before becoming an adventurer. Each character chooses a background during character creation. 44–47, 122–125, PC 10, 23, **84–88**

backstabber (weapon trait) When you hit an off-guard creature, this weapon deals 1 precision damage in addition to its normal damage. The precision damage increases to 2 if the weapon is a *+3 weapon*.

backswing (weapon trait) You can use the momentum from a missed attack with this weapon to lead into your next attack. After missing with this weapon on your turn, you gain a +1 circumstance bonus to your next attack with this weapon before the end of your turn.

basic spellcasting benefits These benefits are granted by spellcasting archetypes. PC 215

black powder Black powder is used to create ammunition for firearms and other explosive weapons, like cannons. 169

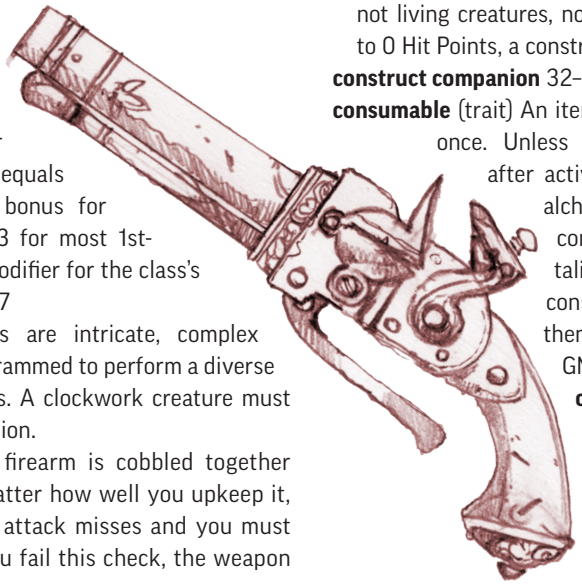
bomb (trait) An alchemical bomb combines volatile alchemical components that explode when the bomb hits a creature or object. Most alchemical bombs deal damage, though some produce other effects.

bulk A value indicating an item's size, weight, and general awkwardness. 10 items of light Bulk equal 1 Bulk, and 1,000 coins are 1 Bulk. A character becomes encumbered if they carry Bulk greater than 5 + their Strength modifier, and they can't carry more than 10 + their Strength modifier. PC 292

capacity (weapon trait) Weapons that have the capacity trait typically have multiple barrels or chambers capable of containing a bolt or round of ammunition. Capacity is always accompanied by a number indicating the number of barrels or chambers. After a capacity weapon is fired, you can select the next loaded barrel or chamber as an Interact action that doesn't

require a free hand. You can use abilities that let or require you to Interact to reload to switch barrels or chambers of a capacity weapon instead. Each barrel or chamber can be individually reloaded after it's fired as a separate Interact action. 150

class The adventuring profession chosen by a character. Each player character picks a class during character creation. PC 90-205, PC2 56-169



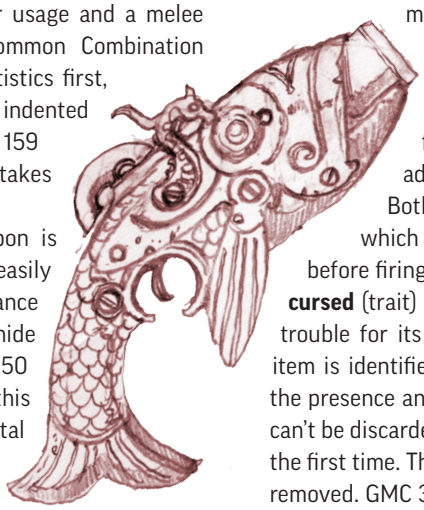
class DC A class DC sets the difficulty for certain abilities granted by your character's class. This DC equals 10 plus their proficiency bonus for their class DC (typically +3 for most 1st-level characters) plus the modifier for the class's key attribute modifier. PC 27

clockwork (trait) Clockworks are intricate, complex constructs that can be programmed to perform a diverse variety of specific functions. A clockwork creature must be wound regularly to function.

cobbled (weapon trait) This firearm is cobbled together and likely to misfire. No matter how well you upkeep it, on a failed attack roll, the attack misses and you must roll a DC 5 flat check. If you fail this check, the weapon misfires. 157

cold (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.

combination (weapon trait) Combination is a new trait for weapons that combine the functionality of melee weapons and firearms in unique or unusual ways. A combination weapon has both a firearm form or usage and a melee weapon form or usage. The Uncommon Combination Weapons table lists the firearm statistics first, and the melee weapon statistics indented beneath, just above the ammunition. 159



complex (trait) A hazard with this trait takes turns in an encounter.

concealable (weapon trait) This weapon is designed to be inconspicuous or easily concealed. You gain a +2 circumstance bonus to Stealth checks and DCs to hide or conceal a weapon with this trait. 150

concentrate (trait) An action with this trait requires a degree of mental concentration and discipline.

concussive (weapon trait) These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal. 150

construct (trait) A construct is an artificial creature empowered by unique magical forces. Constructs are often mindless; they are immune to bleed damage, death effects, disease, healing, nonlethal attacks, poison, and the doomed, drained, fatigued, paralyzed, sickened, and unconscious conditions; and they may have Hardness based on the materials used to construct their bodies. Constructs are not living creatures, nor are they undead. When reduced to 0 Hit Points, a construct creature is destroyed.

construct companion 32–33

consumable (trait) An item with this trait can be used only once. Unless stated otherwise, it's destroyed after activation. Consumable items include alchemical items and magical consumables such as scrolls and talismans. When a character creates consumable items, they can make them in batches of four. 66–71, PC 454, GMC 221, 244–251, 255-269

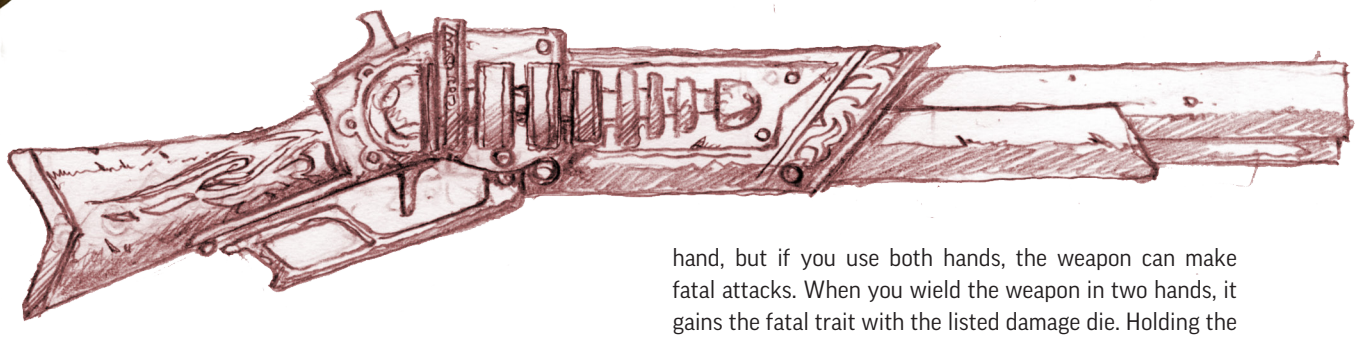
critical fusion (weapon trait) Critical fusion is a new trait for combination weapons that grants you two additional options for the critical specialization effect when using the combination weapon's melee version to make a melee attack while the firearm is loaded. If you choose to use one of them, they replace the melee usage's normal critical specialization effect. First, you can discharge the firearm to create a loud bang and concussion, using the critical specialization effect for firearms instead of the melee weapon group's critical specialization effect. Second, you can choose to discharge the firearm to increase the critical hit's momentum or shoot the foe as you attack them in melee, dealing 2 additional damage per weapon damage die. Both of these options discharge the firearm, which typically means you have to reload it before firing it again. 159

cursed (trait) An item with this trait is cursed to cause trouble for its owner. A curse isn't detected when the item is identified, though a critical success reveals both the presence and exact nature of the curse. Cursed items can't be discarded once they've been triggered or invested the first time. The item can be removed only if the curse is removed. GMC 306-307

darkvision (sense) See clearly in darkness, though in black and white only. PC 433

deadly (weapon trait) On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune.

dedication (trait) You must select a feat with this trait to apply an archetype to your character. Each archetype's



dedication feat represents your character's dedicated effort learning a new set of abilities, making it impossible to split your focus and pursue another archetype at the same time. Once you take a dedication feat, you can't select a different dedication feat until you complete your dedication by taking two other feats from your current archetype. You can't retrain a dedication feat as long as you have any other feats from that archetype. PC 215

disarm (weapon trait) You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical. PC 299

double barrel (weapon trait) This weapon has two barrels that are each loaded separately. You can fire both barrels of a double barrel weapon in a single Strike to increase the weapon damage die by one step. If the weapon has the fatal trait, this increases the fatal die by one step. 150

dwarf (trait) A creature with this trait is a member of the dwarf ancestry. Dwarves are stout folk who often live underground and typically have darkvision. An ability with this trait can be used or selected only by dwarves. An item with this trait is created and used by dwarves. 200–201, PC 42-45

effect An effect is the result of an ability, though an ability's exact effect is sometimes contingent on the result of a check or other roll.

electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a magical connection to electricity.

exploration (trait) An activity with this trait takes more than a turn to use, and can usually be used only during exploration mode. PC 9, 397, **438-439**

familiarity Familiarity with advanced weapons allows you to treat them as martial weapons for the purposes of proficiency, and familiarity with martial weapons allows you to treat them as simple weapons for the purposes of proficiency.

fatal aim (weapon trait) It's possible to hold the stock of this weapon under one arm so you can fire it with a single hand, but if you use both hands, the weapon can make fatal attacks. When you wield the weapon in two hands, it gains the fatal trait with the listed damage die. Holding the weapon underarm stably enough to fire is significantly more complicated than just releasing one hand from the weapon, so switching between the two grips requires its own Interact action, not via Releasing or as part of reloading. 150

finesse (weapon trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a magical connection to that element.

firearm Firearms are a new category of ranged weapons presented in this book that typically, but not always, use black powder ammunition.
classic firearms 150–153
fantasy firearms 154–167

firing mechanism (item) Firing mechanisms are a type of item that can be attached to a firearm. Only one firing mechanism can be attached at a time. 183–184

flourish (trait) Flourish actions are actions that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

force (trait) Effects with this trait deal force damage or create objects made of pure magical force.

forceful (weapon trait) This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack gains a circumstance bonus to damage equal to double the number of weapon damage dice.

fortune (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally.

free-hand (weapon trait) This weapon doesn't take up your hand, usually because it's built into your armor. A free-hand weapon can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with a free-hand weapon if you're wielding anything in that hand or otherwise using that hand.

GUNS & GEARS
INTRODUCTION
GEARS CHARACTERS
GEARS EQUIPMENT
GUNS CHARACTERS
GUNS EQUIPMENT
THE ROTATING GEAR
GLOSSARY AND INDEX

When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

gadget (trait) Gadgets are consumable technological inventions with innovative uses. 66–71

gargantuan (size) This size of creature takes up a space of at least 20 feet by 20 feet (16 squares on the grid), but can be much larger. Gargantuan creatures typically have a reach of 20 feet if they are tall, or 15 feet if they are long, but larger ones could have a much longer reach.

goblin (trait) A creature with this trait can be one of several kinds of creature, including goblins, hobgoblins, and bugbears. Goblins tend to have darkvision. An ability with this trait can be used or chosen only by goblins. A weapon with this trait is created and used by goblins.

gunslinger (class) 105–119

haunt (trait) A hazard with this trait is a spiritual echo, often of someone with a tragic death. Putting a haunt to rest often involves resolving the haunt's unfinished business. A haunt that hasn't been properly put to rest always returns after a time.

healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

held item (magic item) PC 267

heritage PC 74-75

holy (trait) Effects with the holy trait are tied to powerful magical forces of benevolence and virtue. They often have stronger effects on unholy creatures. Creatures with this trait are strongly devoted to holy causes and often have weakness to unholy. If a creature with weakness to holy uses a holy item or effect, it takes damage from its weakness.

huge (size) A Huge creature takes up a 15-foot-by-15-foot space (9 squares on the grid). It typically has a reach of 15 feet if the creature is tall or 10 feet if the creature is long.

illusion (trait) Effects and magic items with this trait involve false sensory stimuli. PC 457

incapacitation (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's level treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.

infused (trait) You create an alchemical item with the infused trait using your infused reagents, and it has a limited time before it becomes inert. Any nonpermanent effects from your infused alchemical items, with the exception of afflictions such as slow-acting poisons, end when you make your daily preparations again. CR 72, 75

injection (weapon trait) This weapon can be filled with an injury poison. Immediately after a successful attack with the weapon, you can inject the target with the loaded poison with a single Interact action. Refilling the weapon with a new substance requires three Interact actions, and uses both hands. 62

integrated Integrated weapons can replace prostheses or automaton limbs. 162

intelligent (trait) An item with this trait is intelligent and has its own will and personality, as well as several statistics that most items don't have. Intelligent items can't be crafted by normal means, and they are always rare or unique. GMC 304

inventor (class) 15–33

invested (trait) A character can wear only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, nor can it be activated, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off their head). CR 531

item An object you carry, hold, or use. Items sometimes grant an item bonus or penalty to certain checks. 272–311

activating items GMC 220–221
alchemical items 281–296
magic items 278–280, GMC 219–297
materials 276–277, GMC 252–254
snares 297–300
treasure tables 312–314, GMC 320–326
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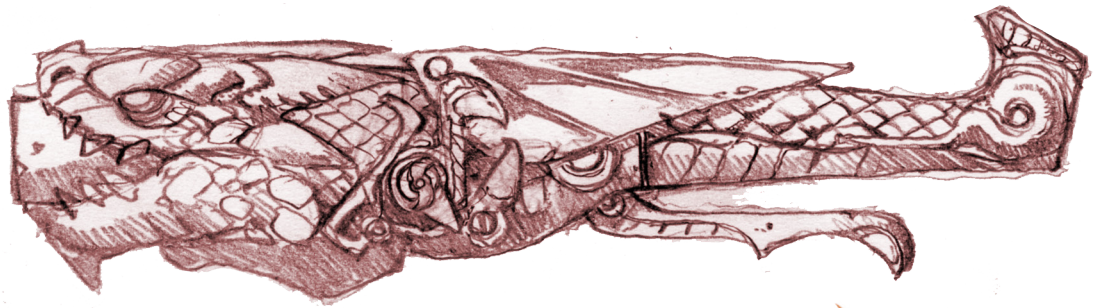
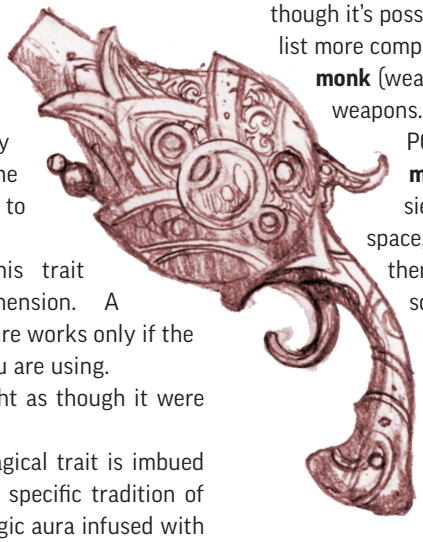
  combat gear 64–65
  gadgets 66–71
  mobility devices 90–91
  Stasian tech 82–83
  utility gear 84–89

kickback (weapon trait) A kickback weapon is extra powerful and difficult to use due to its high recoil. A kickback weapon



deals 1 additional damage with all attacks. Firing a kickback weapon gives a –2 circumstance penalty to the attack roll, but characters with 14 or more Strength ignore the penalty. Attaching a kickback weapon to a deployed bipod, tripod, or other stabilizer can lower or negate this penalty. 150

light (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness.



linguistic (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.

low-light vision (sense) See in dim light as though it were bright light.

magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. A magical item radiates a magic aura infused with its dominant school of magic.

Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. These traits indicate that the item is magical. PC 299

manipulate (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.

mechanical (trait) A hazard with this trait is a constructed physical object. PC 458

mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature. Mindless creatures and objects are entirely immune to a mental creature and can't perceive it.

misfire Firearms that are improperly maintained or subjected to unusual strain can misfire. 107

modification (trait) A feat with this trait alters the construction of your innovation. If you have the reconfigure class feature (page 20), you can retrain such a feat more easily.

modular (weapon trait) The weapon has multiple configurations that you can switch between using an Interact action. Typically, switching between configurations of a modular weapon allows it to deal different types of damage (listed in the trait, such as "modular B, P, or S"), though it's possible for a modular weapon's description to list more complicated configurations. 151

monk (weapon trait) Many monks learn to use these weapons. The monk class appears in *Player Core 2*. PC 282, PC2 114

mounted (siege weapon trait) Mounted siege weapons take up a certain size and space, and typically have statistics to allow them to be attacked. They're used for large-scale warfare. 72–73

move (trait) An action with this trait usually involves moving from one space to another. PC 458

occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical. PC 299

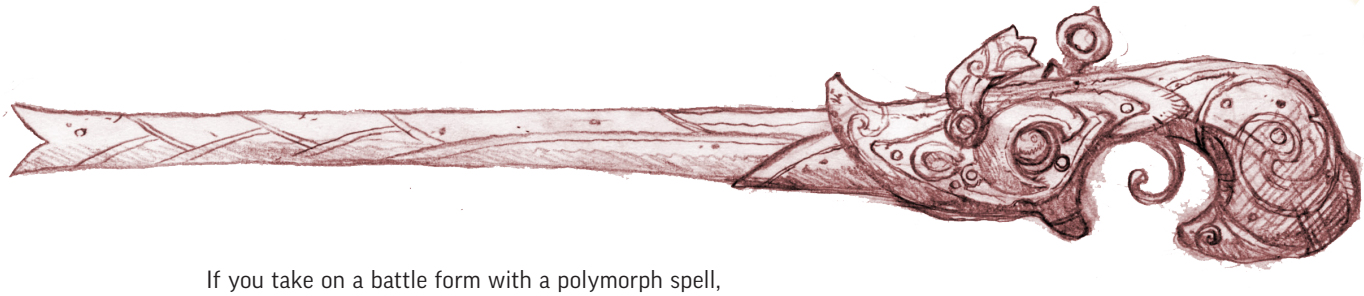
parry (weapon trait) While wielding this weapon, if your proficiency with it is trained or better, you can spend an Interact action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn. PC 282

Perception A statistic measuring your ability to notice hidden objects or unusual situations. Perception is usually used for initiative rolls. PC 11, 25, **404-405**

poison (trait) An effect with this trait delivers a poison or deals poison damage. An item with this trait is poisonous and might cause an affliction. GMC 248-250

polymorph (trait) These effects transform the target into a new form. A target can't be under the effect of more than one polymorph effect at a time. If it comes under the effect of a second polymorph effect, the second polymorph effect attempts to counteract the first. If it succeeds, it takes effect, and if it fails, the spell has no effect on that target. Any Strikes specifically granted by a polymorph effect are magical. Unless otherwise stated, polymorph spells don't allow the target to take on the appearance of a specific individual creature, but rather just a generic creature of a type or ancestry.





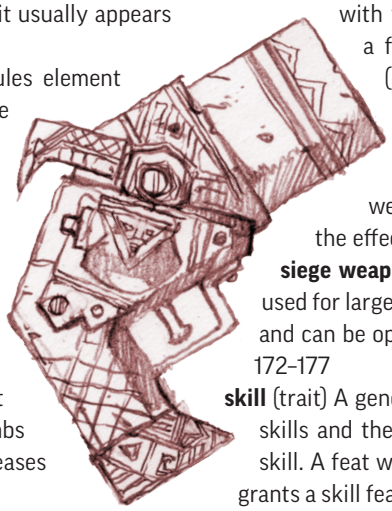
If you take on a battle form with a polymorph spell, the special statistics can be adjusted only by circumstance bonuses, status bonuses, and penalties. Unless otherwise noted, the battle form prevents you from casting spells, speaking, and using most manipulate actions that require hands. (If there's doubt about whether you can use an action, the GM decides.) Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate any items.

portable (siege weapon trait) Portable siege weapons can be more easily carried and have a role in both warfare and smaller conflicts or exploration. 73–74

primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical. PC 460

ranged trip (weapon trait) This weapon can be used to Trip with the Athletics skill at a distance up to the weapon's first range increment. The skill check takes a –2 circumstance penalty. You can add the weapon's item bonus to attack rolls as a bonus to the check. As with using a melee weapon to trip, a ranged trip doesn't deal any damage when used to Trip. This trait usually appears only on a thrown weapon. 17

rare (trait) This rarity indicates that a rules element is very difficult to find in the game world. A rare feat, spell, item or the like is available to players only if the GM decides to include it in the game, typically through discovery during play. GMC 22–23



reach (weapon trait) This weapon is long and can be used to attack creatures up to 10 feet away instead of only adjacent creatures. For creatures that already have reach with the limb or limbs that wield the weapon, the weapon increases their reach by 5 feet. PC 283

reckless (trait) Actions with the reckless trait run the risk of the pilot losing control of a vehicle. When performing a reckless action, the pilot must first attempt an appropriate piloting check to keep control of the vehicle. 48

repeating (weapon trait) These weapons can't be loaded with individual bolts or bullets like other crossbows and firearms; instead, they require a magazine of specialized ammunition to be loaded into a special slot. Once that magazine is in place, the ammunition is automatically loaded each time the weapon is cocked to fire, reducing its reload to the value in its reload entry (typically 0). When the ammunition runs out, a new magazine must be loaded, which requires a free hand and 3 Interact actions (to remove the old magazine, retrieve the new magazine, and slot the new magazine in place). These actions don't need to be consecutive. 62, 152

sanctified (trait) If you are holy or unholy, your sanctified actions and spells gain the same trait.

scatter (weapon trait) This weapon fires a cluster of pellets in a wide spray. Scatter always has an area listed with it, indicating the radius of the spray. On a hit, the primary target of attacks with a scatter weapon take the listed damage, and the target and all other creatures within the listed radius around it take 1 point of splash damage per weapon damage die of the same type as the initial attack. 152

scope (item) Scopes are a type of item that can be attached to a firearm or crossbow. Only one scope can be attached to a weapon at a time. 180–182

shove (weapon trait) You can use this weapon to Shove with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check. If you critically fail a check to Shove using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure.

siege weapons Siege weapons are powerful devices used for large-scale warfare. They are similar to vehicles and can be operated by one or more individuals. 72–77, 172–177

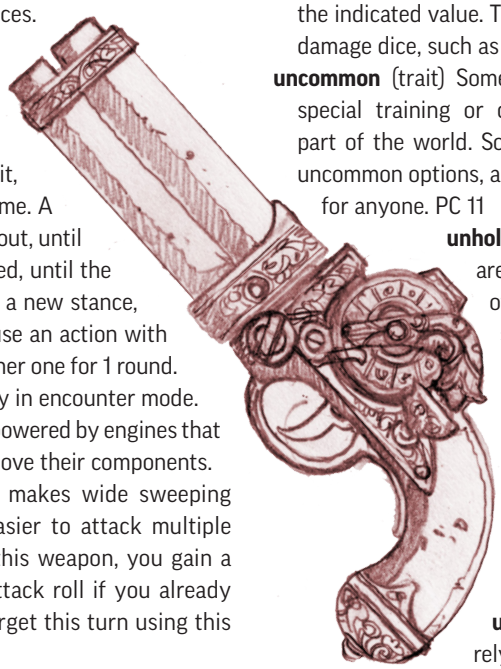
skill (trait) A general feat with the skill trait improves your skills and their actions or gives you new actions for a skill. A feat with this trait can be selected when a class grants a skill feat or general feat. Archetype feats with the skill trait can be selected in place of a skill feat if you have that archetype's dedication feat. PC 249

sleep (trait) This effect can cause a creature to fall asleep or get drowsy.

snare (trait) Traps typically made by rangers, snares follow special rules that allow them to be constructed quickly and used on the battlefield. 78–81, PC2 297-300

splash (trait) When you use a thrown weapon with the splash trait, you don't add your Strength modifier to the damage roll. If an attack with a splash weapon fails, succeeds, or critically succeeds, all creatures within 5 feet of the target

(including the target) take the listed splash damage. On a failure (but not a critical failure), the target of the attack still takes the splash damage. Add splash damage together with the initial damage against the target before applying the target's weaknesses or resistances. You don't multiply splash damage on a critical hit. PC 292



stance (trait) A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

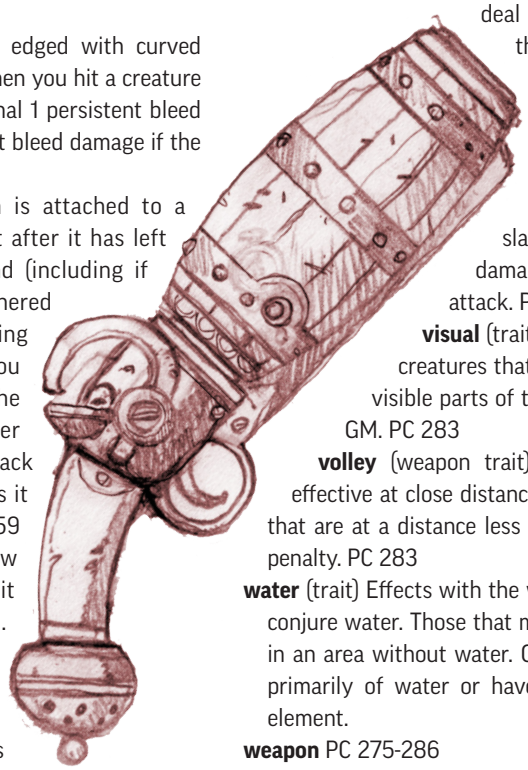
steam (trait) Items with this trait are powered by engines that boil water to produce steam and move their components.

sweep (weapon trait) This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon. PC 283

talisman (trait) A talisman is a small object affixed to armor, a shield, or a weapon (called the affixed item). You must be wielding or wearing an item to activate a talisman attached to it. Once activated, a talisman burns out permanently. 184–185, GMC 263–267

tearing (weapon trait) This weapon is edged with curved teeth that leave bleeding wounds. When you hit a creature with this weapon, it deals an additional 1 persistent bleed damage. This increases to 2 persistent bleed damage if the weapon has a *greater striking rune*.

tethered (weapon trait) This weapon is attached to a tether that allows you to retrieve it after it has left your hand. If you have a free hand (including if you've just thrown a two-handed tethered weapon and have a hand holding nothing but the weapon's tether), you can use an Interact action to pull the weapon back into your grasp after you have thrown it as a ranged attack or after it has been disarmed (unless it is being held by another creature). 159



thrown (weapon trait) You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry. PC 283

trap (trait) A hazard or item with this trait is constructed to hinder interlopers. GMC 100-108

two-hand (weapon trait) This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value. This change applies to all the weapon's damage dice, such as those from *striking* runes. PC 283

uncommon (trait) Something of uncommon rarity requires special training or comes from a particular culture or part of the world. Some character choices give access to uncommon options, and the GM can choose to allow access for anyone. PC 11

unholy (trait) Effects with the unholy trait are tied to powerful magical forces of cruelty and sin. They often have stronger effects on holy creatures. Creatures with this trait are strongly devoted to unholy causes, and often have weakness to holy. If a creature with weakness to unholy uses an unholy item or effect, it takes damage from its weakness.

unique (trait) A rules element with this trait is one-of-a-kind. PC 11

unstable (trait) Unstable actions rely on experimental functions of your innovation that even you can't fully predict. After an unstable action is used on an innovation, using another one is dangerous. 17

versatile (weapon trait) A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack. PC 283

visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM. PC 283

volley (weapon trait) This ranged weapon is less effective at close distances. Your attacks against targets that are at a distance less than the range listed take a –2 penalty. PC 283

water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a magical connection to the element.

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worn item PC 267

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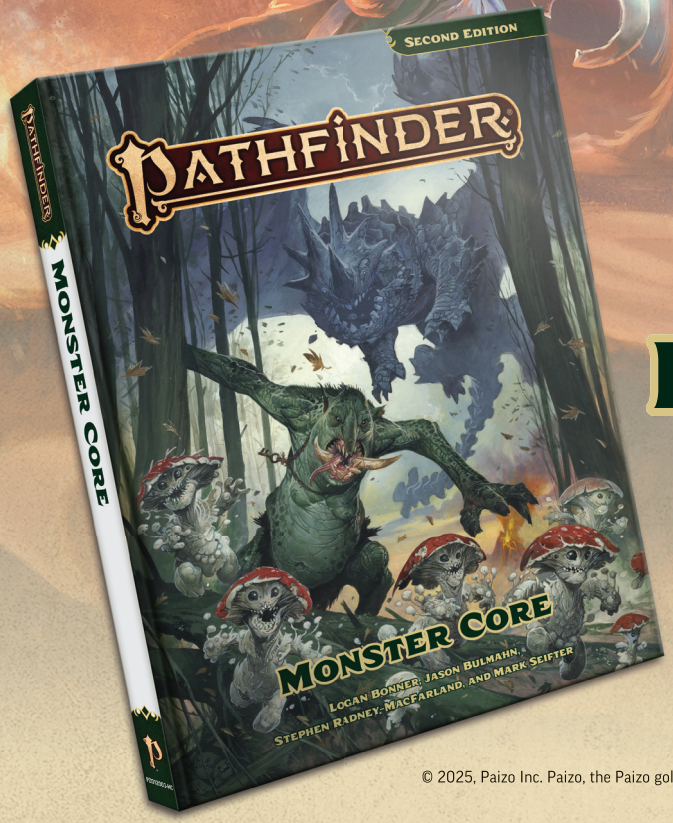

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