

compatible with  
**Swords & Wizardry**  
Complete

# ONE PAGE OSR FIREARMS

**LERNAEAN  
STUDIO**



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This supplement is meant to provide statistics for firearms for campaigns inspired by fantasy closer to Robert E. Howard's *Solomon Kane* than by J.R.R. Tolkien's *Lord of the Rings*. Rules are included for blunderbusses, cannons, muskets, and pistols. If these firearms are heavily incorporated in a campaign, the Referee should definitely consider the impact on their game world.

Weapon	Damage	Rate of Fire	Range	Weight (Pounds)	Cost
Blunderbuss	1d8	1	15 ft.	12 lb.	100gp
Bullets (20)	By Weapon	By Weapon	By Weapon	2 lb.	1gp
Cannon	4d6	1	200 ft.	45 lb.	300gp
Cannonballs (20)	By Weapon	By Weapon	By Weapon	20 lb.	10gp
Musket	2d6	1	100 ft.	15 lb.	175gp
Pistol, Heavy	2d6	1	60 ft.	8 lb.	137gp, 5sp
Pistol, Light	1d8	1	60 ft.	6 lb.	75gp
Pistol, Medium	1d10	1	60 ft.	6 lb.	100gp
Powder Horn	By Weapon	By Weapon	By Weapon	1/2 lb.	1gp

**Blunderbuss:** This weapon has a wide, bell-shaped barrel and is designed to hold and fire shot that scatters when discharged. The blunderbuss affects all targets in a 10-foot wide line beginning at the front of the barrel and extending up to the weapon's maximum range. The blunderbuss was designed for use in close quarters against tight formations.

**Bullets:** These are lead balls with a cost of one gold piece for twenty.

**Cannon:** This is a very large firearm that typically must be mounted on a cart or other platform. After using a cannon, you must use two full rounds to reload it before it can be fired again.

**Cannonballs:** These one pound lead balls come in sets of twenty for ten gold pieces and are fired from a cannon.

**Musket:** This is a two-handed firearm commonly used by hunters and characters who need a heavy, yet portable weapon. The weapon's unwieldy shape and size means that an attacker using a musket takes a -4 penalty on attacks against adjacent opponents.

**Pistol:** This is a small, one-handed or light firearm. Typically, pistols are carried as small arms for protection against unknown dangers.

**Powder Horn:** Each horn contains sufficient powder for twelve shots from a flintlock weapon. A cannon consumes three shots worth of powder.



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