

FLINTLOCKS & BAYONETS

NEW ARCHAIC PISTOLS

THE DESIGN OF THE PISTOL HAS evolved through different cultures and races. Herein, we

we cover some of the most common designs and noteworthy variations on the theme. Many weapons below are combinations of pistols with other weapons, and unless otherwise noted a wielder skilled in the basic weapon can wield that part of the combined weapon proficiently. Thus a character skilled in *pistols* could apply that skill to the axe part of a pistol axe.

This article introduces the axe-pistol, bayonet, blade pistol, duelling pistol, hold-out pistol, hilt pistol, ogre pistol, shield pistol, and the twin-barrel pistol, as well as four magical pistols.

Axe-pistol. The axe-pistol is a dwarven innovation, attaching a handaxe to an extended, reinforced pistol barrel. With a simple switch of grip, which can be done as a free action, an axe-pistol can be used either as a handaxe or a pistol, albeit with a shorter range increment.

Bayonet, pistol. Adding a short blade to the end of the pistol allows the wielder to strike any foe who gets too close to safely shoot. This item can be added to any pistol, allowing the pistol to be used as either a dagger or a pistol.



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Blade pistol. Similar to a pistol with a built-in bayonet, a blade pistol's cutting edge is sturdier, with the barrel of the gun built into the blade. The blade is treated as a short sword.

Caplock pistol. The caplock is the successor of the earlier flintlock, and uses a percussion cap struck by a hammer. These pistols are more reliable than flintlocks, and more weather-proof.

Duelling pistol. The duelling pistol is a gentleman's weapon, its design heavier and slightly larger than the standard pistol in order to give it added punch. Designed for use in duels and other forms of single combat where a single shot is the sole arbiter of success or failure, the care that's taken with crafting and balancing a duelling pistol gives it more accuracy and power. Duelling pistols are typically personalized by their owners, bearing ornate markings and decoration that show an individual aesthetic. Apart from the members of the gentry who use them to settle disputes of honour, duelling pistols often find their way into the hands of officers, royalty, particularly rich pirates and adventurers.

Flintlock pistol. This is the "default" pistol - a one handed firearm with a flint striking mechanism. All of the pistols in this article are variations on the flintlock.

Hold-Out pistol. Easily tucked into the sleeve of a robe, a ladies muff, or in the folds of a sash, the hold-out pistol is a favourite among many who would prefer to be seen as unarmed. Rarely longer than seven or eight inches, the hold-out pistol sacrifices power for concealability. The reduced size means the weapon has smaller ammunition and a reduced range, but for those who want to sneak a weapon into a place where a standard pistol would be all too noticeable it is the perfect choice. The small size of the hold-out pistol gives a +1d6 bonus on checks made to conceal the weapon on a character's body.

Hilt pistol. Essentially a pistol built into the hilt or cross guard of a melee weapon, the hilt-pistol allows an easy switch between melee and ranged combat. The pistol and the blade it will be attached to are forged separately, then fused in the last stages of the weapons forging. Of necessity the size of the pistol is reduced to avoid unbalancing the weapon it is being attached to, and it is often damaged by errant attacks or parries. Reduce the SOAK of the melee weapon by 2, and reduce its HEALTH by 25%.

Ogre pistol. While experimenting with the length of a pistol quickly led to weapons capable of greater range and accuracy, the solution to dealing greater damage came by expanding the width of the barrel. Ogre-pistols are named for their wide barrels and the crude shot used as ammunition in the weapon, often referred to as "ogre spit" or "ogre fist," which has a closer resemblance to a small cannonball than standard pistol ammunition. While it sacrifices some of the already limited range of the pistol in order to inflict greater damage, the ogre pistol remains popular among many savage humanoids and those who want to wield a pistol that seems more imposing than its size would suggest.

Revolver. Early revolvers were used in Germany as far back as the 16th century, although they were complex and expensive. They didn't become popular for another 200 years. The revolvers in this article refer to the earliest front-loaded versions. An archaic revolver cannot easily be reloaded in the midst of battle - it takes a full minute, but they do allow the wielder six shots before they run out. Revolvers allow the wielder to fire twice in one round.



Pistol	Damage	Type	Range Inc.	Cost	Amm	Size	Weight (lbs)
Axe-pistol	2d6	Ballistic or slashing	4	125	(7)	S	6
Bayonet, pistol	1d6	Piercing	-	8		T	1
Blade pistol	2d6	Ballistic or piercing	5	150	(8)	S	4
Caplock pistol	2d6	Ballistic	7	75	(4)	S	3
Duelling pistol	2d6+3	Ballistic	6	300	(15)	S	4
Flintlock pistol	2d6	Ballistic	6	50	(3)	S	3
Hold-out pistol	1d6	Ballistic	3	175	(9)	T	1
Hilt pistol	1d6+3*	Ballistic*	3	500	(25)	S	2
Ogre pistol	3d6	Ballistic	3	400	(20)	M	7
Revolver	2d6	Ballistic	4	500	(25)	S	3
Shield pistol	1d6+2	Ballistic	2	350	(18)	M	6
Twin-barrel pistol	2 x 1d6+3	Ballistic	3	800	(40)	S	4

*Or damage of the melee weapon

Shield pistol. The shield pistol consists of a small shield or buckler with a single pistol-barrel emerging from its centre, its firing mechanism on the other side. Designed primarily to compliment the idea that the pistol is a weapon of self defence, it is awkward to use and difficult to built. Accurately firing a shield pistol at a target over any kind of distance can become a difficult proposition, as the weight and bulk of the shield often prevent careful aim at the target. The wielder counts as using a small shield (+2 DEFENSE).

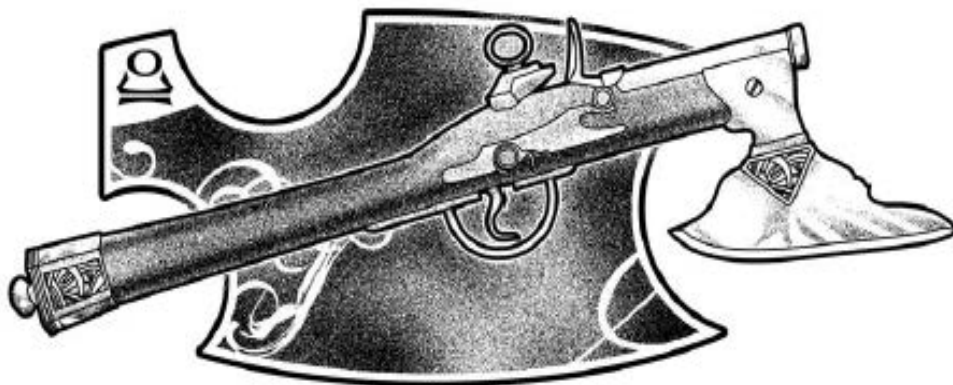
Twin-barrel pistol. The twin-barrel pistol allows the wielder to fire two bullets at his target, each of which has its own separate damage roll. Only one attack roll is needed. While such pistols are popular choices among those who wish to ensure they're always ready for trouble, the cost and complexity of crafting such twin mechanisms is often prohibitive. If the pistol is enchanted, each barrel must be enchanted separately.

RELOADING

Flintlock and caplock pistols can only be fired once per round. A separate action is not required to reload the weapons, however.

Revolvers can be fired twice per round, but the archaic revolvers dealt with here require a full minute to reload once six shots have been fired.

Ammunition for an archaic firearm costs one-twentieth the cost of the weapon (round up) for 20 shots. The ammunition costs are noted in parenthesis in the above table for convenience. Ammunition weights 1 lb for 20 shots.



BREATH OF DEAD MEN

Exceptional duelling pistol (rare)

Size small; **weight** 4 lbs; **value** 31,750 gc; **traits** - **Attack** +2d6; **damage** 2d6+3 ballistic; **range** 6
Upgrade slots 3 (soulsucker)

Description This pale, yellowed pistol appears to be a fragile construction of bone and sinew, with thin hairline cracks and chips apparent along its entire length. When the weapon is fired, a deep red glow seems to manifest deep within the weapon, seeping through these cracks in a disturbing display that puts men in mind of burning flame and dark deeds.

The *Breath of Dead Men* was created by the necromancer Halzadar, a skilled marksman and duellist in addition to his magical studies.

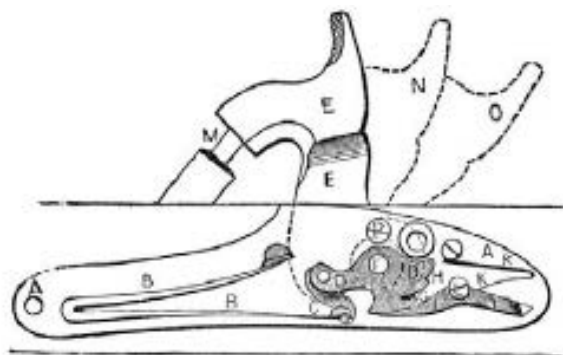
A hit from this weapon not only wounds the victim, but it injures his very soul, reducing his CHA dice pool by one die. When that pool reaches 0d6, the victim's soul is consumed by the weapon and the victim dies.

DWARVEN HAND-CANNON

Exceptional twin-barrel pistol (rare)

Size small; **weight** 4 lbs; **value** 9,250 gc; **traits** - **Attack** +2d6; **damage** 2x 1d6+3 ballistic; **range** 3
Upgrade slots 3 (worthy)

Description These double-barrelled flintlock pistols are hand-crafted by dwarven smiths. The weapons can only be wielded by dwarves.



DUELIST'S MARK

Exceptional duelling pistol (rare)

Size small; **weight** 4 lbs; **value** 21,750 gc; **traits** - **Attack** +2d6; **damage** 2d6+3 ballistic; **range** 6
Upgrade slots 3 (unerring, cursed)

Description A *duellist's mark* is a finely crafted, enchanted duelling pistol. The enchantments ensure that the weapon always hits its target as long as it is within one range increment (however, no other effects or exploits may be applied to this shot).

Wounds from a *duellist's mark* will not heal naturally. Only healing magic can restore the victim's health.

IRON PYRE

Exceptional caplock pistol (rare)

Size small; **weight** 3 lbs; **value** 7,625 gc; **traits** - **Attack** +2d6; **damage** 2d6 ballistic/sonic; **range** 7
Upgrade slots 3 (sonic, elemental)

Description The red steel of this pistol is warm to touch, and its intricate design gives the impression of a small dragon that appears to curl around the target's fist and extend its long neck and open mouth towards the target.

On any successful hit, a loud booming sound is heard. The sound is loud enough to be heard for one mile. On a critical hit (triple-sixes), all within 30' of the target also take 1d6 sonic damage.

Once per day, the bullets fired from this pistol can burst into flame, and the pistol gains the fire damage type (doing ballistic/sonic/fire damage). The effect lasts for one minute, applying to all shots made within that time period.

At least three pistols are known to exist bearing the name Iron Pyre, all with identical powers, thought to be the work of a crazed gnome that crafted them as a gift for the fire dragon he worshipped.