

Advanced Weapon Technology

- 1.) Methane Grenado (25 gp each, weight 2 lbs): This weapon was invented in the outskirts of Seagate, it is a clay jug with pressurized methane gas inside, and a fuse in a wax plug and often called the poor man's fireball. The clay jar has a small chamber, called the fuse chamber, that holds the fuse and the wax plug. To use the grenado the fuse is lit and the grenado is thrown. When the grenado lands it either breaks open and the methane gas is ignited, or the fuse penetrates the wax plug and ignites the methane. The grenado may also be placed against a fixture, like a door, and lit. The user then retreats and waits for the explosion. If an unmodified 2 is rolled in combat then the fuse has gone out, 50% of the time the fuse may be salvaged. On an unmodified roll of 1 the user fumbles the grenado, it fails to go off or goes off in 1d4 rounds, equal chance of each.

Damage: Range: Takes on entire round to use (the fuse must be lit). Make an 2D6* 5 attack against AC 10 to hit the proper space where the creature is, if miss roll 1d8 and use the missed projectile table.

*Fire and Shrapnel damage across a 10 foot radius. Creatures caught in the area of effect may make a Reflex Save DC 15 for half damage. Weight 1 lb.

- 2.) Grenade (50 gp each, weight 1 lb): This weapon was invented recently, it uses the invention of gunpowder to form an explosive device. Black gunpowder is packed in a small iron sphere with a wax plug holding a fuse. To use the grenade the fuse is lit and the grenade is thrown. When the fuse ignites the gunpowder it explodes. Like the methane grenado the grenade may be used to blow up fixtures by placing it. If an unmodified 2 is rolled in combat then the fuse has gone out, 50% of the time the fuse may be salvaged. On an unmodified roll of 1 the user fumbles the grenade, it fails to go off, or goes off in 1d4 rounds, equal chance of each.

Damage: Range: Takes one entire round to use (the fuse must be lit). Make an 3D6* 10 attack against AC 10 to hit the proper space where the creature is, if miss roll 1d8 and use the missed projectile table.

*Fire and Shrapnel damage across a 10 foot radius. Creatures caught in the area of effect may make a Reflex Save DC 15 for half damage. Weight 1lb.

Firearms require an exotic weapons proficiency to use. Use the [Early Firearms](#) section on D20PFSRD website. Thrown grenades suffer the non-weapon proficiency penalty (-4 to hit) unless you are an [alchemist](#), a [gunslinger](#) or have taken the [amateur gunslinger feat](#) or the [throw anything feat](#) (which alchemists gain with their class).

Siege Weapons

Use of Siege Weapons requires an exotic weapons proficiency

Large Weapon	Range 100'	Hull Damage	Personal Damage	R.O.F.	Crew	To Hit Bonus	Critical	Cost in gp
Accelerator	6	1d2	1d10	2/1	1	+5	19-20 x3	45,000

Ballista, Light	6	0	2d6	1/2	1	+8	--	400
Ballista, Medium	4	1d2	3d6	1/3	2	+6	20 x2	600
Ballista, Heavy	2	1d2+2	3d10	1/4	4	+3	19-20 x2	800
Cannon, 20 lb	2	2d4	2d6	1/5	2	+4	20 x3	900
Cannon 50 lb	4	3d4	2d6	1/9	3	+6	20 x3	1000
Cannon 75 lb	6	4d4	4d6	1/12	5	+8	20 x3	1500
Cannon 100 lb	8	5d4	5d6	1/15	7	+10	20 x3	1800
Catapult, Light	5	1d2	2d10	1/2	1	+6	20 x2	500
Catapult, Medium	4	1d3+1	3d10	1/2	3	+5	19-20 x2	700
Catapult, Heavy	3	2d4	3d10	1/3	5	+4	18-20 x2	1,000
Alchemist Fire Projector	1	1d3	3d10	1/4	7	+4	18-20 x2	1,000
Jettison, Light	3	0	1d6	1/2	2	+6	--	400
Jettison, Medium	2	0	2d6	1/3	3	+5	--	600
Jettison, Heavy	1	0	3d6	1/4	4	+4	--	800
Sweeper, Gnomish	3	0	1d8	1/4	3	+4	20 x2	800