

## SkyGnome Devices.

SkyGnome have a range of products for sale. These are not cheap but the technology in them is complex and has 1000's of hours of research behind it. Note that all weapons except the buzzblade are designed for small characters and are 2-handed weapons so they are treated as one-handed weapons for medium sized wielders (with no change in damage, except for the buzzblade, which can be upsized to medium and large sized wielders).

### The Flamer™

A wooden, steel and brass device (looks like an archaic flamethrower). It's fitted with projection gun, a hose some 5ft long and a reinforced tank of compressed natural gas (the tank is some 1 ½ ft in diameter and 3ft long). The weapon is fully insulated to protect the gas tank from external heat and concussion.

The flamer contains thirty (30) units of fuel, and consumes 1 unit of fuel per 10ft projected (the device can be set to fire in 10ft range increments, to a maximum range of 60ft, it is a move-equivalent action to set or change the range setting, a switch on the projection gun). After it's gas is exhausted, it requires a refill at SkyGnome.

The weapon produces a cone of blue-orange fire some 10ft – 60ft in area, it is a full-round action to fire the device (the user holds down a lever to release the gas, whilst a trigger activates a piece of flint to ignite it).

The weapon inflicts 4d6 damage on anyone within range (Reflex save DC 10 + users Dexterity modifier for half damage).

A Flamer weighs 50lb loaded, 30lb empty (10lb for gun, the remainder in the tank), and may be magically enhanced to give it a magical enhancement (which adds to the weapons save DC and makes the flame magical in nature).

**Cost (non-magic): 2000gp.**

**Spare gas tanks are also available (filled) at 250gp each. It requires two full-round actions to replace a gas tank, and attracts AoO's.**

Note: Each time the flamer is used, the firer has a 1% chance of suffering a catastrophic weapon failure. On such an occasion, the flame is drawn back into the weapon and ignites the contents of the gas tank, causing it to rupture and explode. All within 10ft per remaining fuel unit suffer 10d6 points of piercing, slashing, bludgeoning and fire damage (a successful DC 20 reflex save halves this damage, although the wearer of the gas tank automatically fails this saving throw).

*An Exotic Weapon Proficiency Feat (Flamer) is required to use this weapon; otherwise targets get a +4 bonus to their Reflex save.*

## The Decimator™

This contraption (initially called an ‘air cannon’ has a similar appearance to the flamer, that is a gun, hose and tank. However, the tank on this device only contains compressed air and the gun is far more streamlined, with open sights for aiming and a vertical box magazine for ammunition (each box contains 5 rounds, each some 1 inch in diameter and 3 inches long, with a soft copper driving band around the base – the weapon is rifled). Larger magazine sizes were tested but found to interfere with the balance of the weapon.

It’s a move equivalent action (no AoO) to change magazines if the magazine is carried on a *quickchange bandolier*, see below, or a standard action if it is carried elsewhere (no AoO). Likewise it is a full round action to reload an empty magazine (which attracts AoO’s), followed by a move-equivalent action to install it). A full tank contains enough compressed air to fire 100 rounds, after which it requires a refill (at SkyGnome).

The weapon fires a variety of ammunition, each having a different effect (see below):

| <b>Ammunition</b>          | <b>Range Incre.</b> | <b>Dmg/Type</b> | <b>Special Qual.</b>   | <b>Cost (per10)</b>   |
|----------------------------|---------------------|-----------------|------------------------|-----------------------|
| SHL (leather, squash head) | 30ft                | 2d6 (B)         | Subdual damage         | 100gp                 |
| HL (lead, hollow point)    | 30ft                | 2d6/x4 (P)      | -                      | 40gp                  |
| Cold Iron/Iron/Steel       | 60ft                | 2d6 (P)         | Cold Iron DR/Cold Iron | 50gp, Cold Iron 125gp |
| Silver                     | 60ft                | 2d6 (P)         | DR/Silver              | 200gp                 |
| Mithril                    | 80ft                | 2d6 (P)         | DR/Mithril             | 500gp                 |
| Adamantite                 | 60ft                | 3d6 (P)         | DR/Adamant.            | 900gp                 |

Recovery of ammunition is the same as for arrows (all ammunition that hit are considered destroyed, whilst 50% of misses are recoverable for reuse. Note that SHL and HL rounds are never reusable, whilst the harder metals may be recoverable but not reusable). Other ammunition types are under development by SkyGnome.

This weapon weights 40lb loaded and 20lb empty (10 lb in the gun, the remainder in the tank). A fully loaded magazine weighs 2 lb (whatever the ammunition type).

A Quickchange Bandolier is similar to a leather potion belt, and can hold up to ten (10) magazines, the bandolier occupies the space of a belt.

**Cost, Decimator (non-masterwork/non-magic): 3000gp**

**Cost Quickchange Bandolier: 100gp**

*An Exotic Weapon Proficiency feat (Decimator) is required to use this weapon, otherwise the user suffers a –4 penalty on their ranged attack roll to hit (it is otherwise fired as any other ranged weapon).*

## The Buzzblade™

This device looks like a longbladed (4ft) chainsaw, with an exceptionally narrow alloy bar (the bit that holds the blade) some 2 inches wide, along which glides a serrated cutting blade. The drive for this blade is a coil of steel (contained in a small alloy box at the base of the bar), which when cranked (a full-round action which attracts AoO's) provides sufficient energy to rotate the blade at incredible velocity for 5 rounds. Switching the blade on is simple, with the user pulling a conveniently placed trigger that releases the coil brake (a free action). Note that once a blade is started it must expend its energy (run for 5 rounds), there are no brakes fitted.

The buzzblade is 'fitted' to the wielder with several leather straps (a full-round action which attracts AoO's, a move action to release the buckles). The use of alloys in the buzzblade makes it extremely light, with the small weapon weighing in at a mere 8 lb, the medium sized weapon weighs 15 lb and the large weapon is 30 lb.

The buzzblade is a dangerous weapon, inflicting 1d6 slashing damage on a successful strike (with a nasty x 4 critical modifier). In addition, the whirring blades incur a -4 penalty on anyone who tries to grapple the wielder (the blade must be under power for this to apply). Finally, a buzzblade may be used as a weapon even when it is not under power, in which case it inflicts 1d4/x3 damage

The steel blade of a buzzblade is replaceable with various other metals, as listed:

| Blade Type | Dmg                         | Special Qual. | Cost  |
|------------|-----------------------------|---------------|---|
| Cold Iron  | 1d6/x4<br>1d8/x4<br>1d12/x4 | DR/Cold Iron  | Small 600gp<br>Medium 1200gp<br>Large 2400gp  |
| Silver     | 1d6/x4<br>1d8/x4<br>1d12/x4 | DR/Silver     | Small 500gp<br>Medium 1000gp<br>Large 2000gp  |
| Mithril    | 1d6/x4<br>1d8/x4<br>1d12/x4 | DR/Mithril    | Small 1000gp<br>Medium 2000gp<br>Large 4000gp |
| Adamantite | 1d6/x4<br>1d8/x4<br>1d12/x4 | DR/Adamant.   | Small 1500gp<br>Medium 3000gp<br>Large 6000gp |

**Cost, Buzzblade (non-masterwork/non-magic): 500gp (small), 1000gp (medium), 2000gp (large)**

*An Exotic Weapon Proficiency feat (buzzblade) is required to use this weapon, otherwise the user suffers a -4 penalty on their melee attack roll to hit.*